



GCE

[Campaign Book]

1.0

The common campaign framework for GCE.
By Da GCE Kommittee

Whilst in theory this game can be played as one-off games the system doesn't really shine like that. The thing that really brings it to life is playing a series of games where skilled Warriors emerge, old injuries persist, and fortunes are amassed.

Version 1.0 - July 2022

Initial release. Changes:

- Reworked skills
- Modified Serious Injuries
- Modified Permanent Damage

This book outlines how campaigns work but you will need other books for various specifics. We've arranged things so that each player will only need a copy of rules that apply to them.

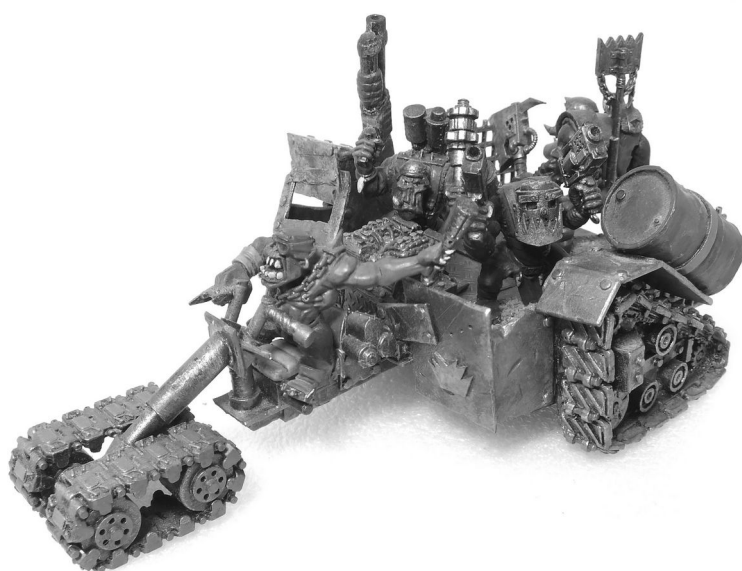
An important rule to state above all others: if the players in your campaign don't like a rule – *change it*. These rules are a starting point – as long as you all agree to a rule change then that becomes the new rule.





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About This Book

A big difference between GCE and the rules for Games Workshop's Gorkamorka™ is modularity. We've designed GCE to be a modular rule set so that you can bolt together what you need to build your own campaign.

As a result this campaign book doesn't contain the rules for *any* factions. It's here to provide the baseline that factions generally have in common. Injuries, levelling up, and income – that sort of thing. If your faction doesn't have complete rules you can use the ones in here to plug the gaps. It's also here to house various tools for running campaigns, as and when those sections are finished and added.

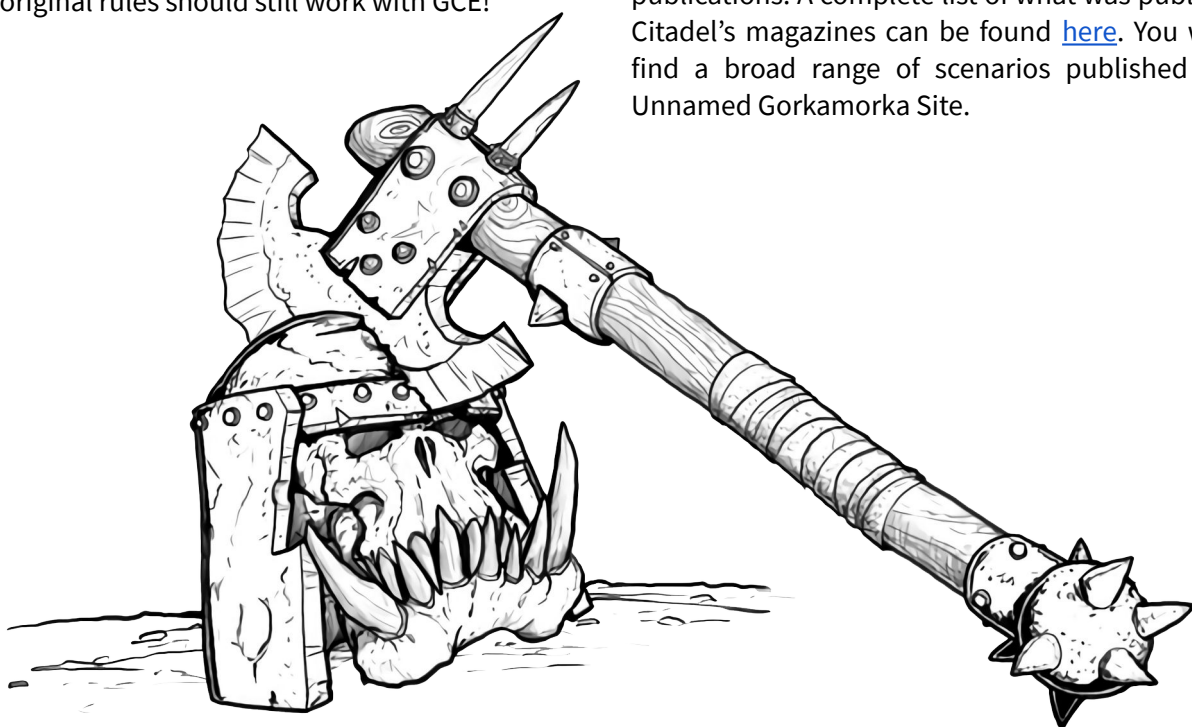
If your faction doesn't yet have a GCE faction pack – fear not! Your original rules still apply. This may mean you need a copy of Digganob, or a PDF downloaded from tUGS.

It's also possible that there's a faction pack available for GCE that makes changes that you disagree with and you'd rather use the original rules. Not a problem – the original rules should still work with GCE!

For the uninitiated here's where you can find the original rules for each faction:

Faction	Source
Gorkers/Morkers	Gorkamorka: Da Uvver Book
Diggas	Digganob
Rebel Grots	Digganob
Muties	Digganob
Ork Freebooters	Gubbinz
Dust Rats	The Unnamed Gorkamorka Site
Feral Orks	The Unnamed Gorkamorka Site
Ork Outlaw MCs	The Unnamed Gorkamorka Site
Dark Eldar	The Unnamed Gorkamorka Site
Boarboyz (Snortas)	The Unnamed Gorkamorka Site

Similarly a Scenario Pack is being constructed for GCE but if you prefer you can use existing materials. Scenarios were published in Gorkamorka: Da Uvver Book, Digganob, as well as various other Citadel publications. A complete list of what was published in Citadel's magazines can be found [here](#). You will also find a broad range of scenarios published on the Unnamed Gorkamorka Site.



WHAT IS A CAMPAIGN?

Campaigns are the role playing side of this game. They are intended for two or more players who wish to use the same Mob over multiple games. The end goal usually being to have the highest Mob Rating by the end of the campaign.

Players will need to manage their Mobs carefully, weighing up the pros and cons that come as a result of each battle. Sometimes good, like when a Warrior gains enough experience to Level Up and sometimes bad, like when a Warrior sustains a permanent injury preventing them from being as effective as they were. Will your choices (and a little luck) have you rise to infamy or have you disappear into the wasteland never to be seen again?

For the more adventurous groups a whole story could be crafted around some of the lesser explored areas of Gorkamorka, such as the Tar Pits or Howling Hills. A creative Games Master could pick and choose elements they like from these documents to create their own narrative experience. Perhaps all out war breaks out in Mektown with the completion of Gorkamorka or the Pyramids start moving as the dead rise from their sleep or perhaps there are new races and factions as yet unseen beyond the Boiling Sea...

...if you're feeling really fancy you could even set your campaign on a different planet! Maybe it's an iceworld with frozen tundra and blinding snowstorms, who knows?

Gorkamorka Worlds

Many will be familiar with the tale of Angelis. Orks have space hulk. Orks crash Space Hulk. Orks build society on destroyed planet. Orks scavenge for scrap for the Mekboyz. Mekboyz build giant technological effigy to Mork/Gork to get them rescued. Orks disagree whether it's Mork or Gork. Civil war ensues. It's a tale as old as time.

Angelis is a desolate and harsh environment. At least it is now, after the Orks ploughed into it. It should come as no surprise that all their scavenging is to provide scrap to the Mekboyz so they can build their Gorkamorka. It is such a massive feat of greenskin engineering that nobody is quite sure how it will work. Perhaps a beacon or rocketship? Maybe a tellyporta? Who knows? The meks certainly don't.

Angelis however is not the only planet where this has happened. Orks, if you would believe it, Crash space hulks all the time. The range of planets they crash into vary significantly, from desert wastelands to ice moons, from ocean worlds to lava pits. I for one am curious that Orks tend to crash into planets where one geographic typography is dominant. Although it's not hard to imagine the curious flyboyz trying to take a closer look. Orks have a very primal drive so it should come as no surprise to you that once faced with similar crashed space hulk scenarios that they behave in the same way.

I'm unsure if this predictable behaviour is their primal survival instinct or just in the space hulk's inflight magazine and safety manual. In either case, the combination of the specific events and mechanical effigy is known as Gorkamorka, thus if we see Orks in that situation on a planet, the planet is known as a Gorkamorka world.

-Depiff, abridged

Recruitment

To play a campaign you'll need some Warriors. In game terms this is your "Mob" (although different factions might call their groups something else – such as a "Raiding Party").

This version of the game focuses on the journey of your Mob and does not reset between games. If a Warrior is seriously injured they'll stay that way unless someone patches them up. Conversely if they do well in combat their stats and skills will improve. Pretty soon each of your Warriors will have their own story based on what they've done (or completely failed to do...).

At the start of a campaign you'll recruit and outfit this group and it'll stay with you throughout. New Warriors may well be able to be recruited, new weapons and equipment bought, and so on. Importantly though those are *bought* and once you've spent the cash in game there are no refunds. If you don't like how a gun performs you can't swap it for one of equivalent value between games – that money is gone!

With that in mind, it's time to make some choices...

MOB STRUCTURE

Each faction has their own requirements that you'll need to meet when creating a mob. This will usually involve a leader, some foot troops, and Vehicles or mounts to carry them into battle. You'll find the specific details in their faction pack.



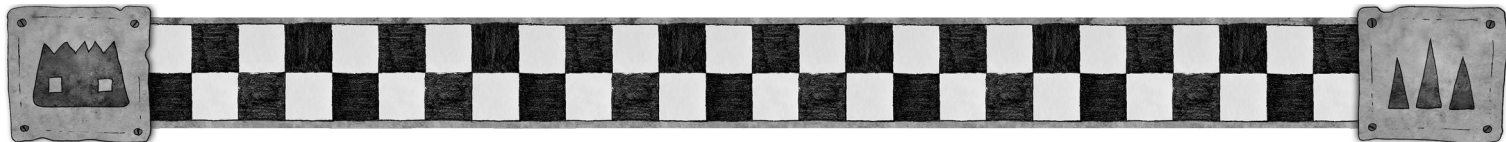
Teef Are Not Points

Many games attach points values to units for game balancing. The idea being that if each player fields the same number of points then they should be fairly evenly matched. GCE does not do this directly.

Instead GCE has Mob Ratings for that purpose.

As a result, Mob construction and strategic choices are made in part based on how they will affect future income. Sometimes a retreat is better to ensure enough of a player's bread-winners are available to provide income rather than recovering from injuries.

Spending teef directly contributes to a player's Mob Rating. The wider the gap between players' Mob Ratings the greater the bonuses for the underdogs - spend your ill-gotten gains wisely!



CURRENCY AND YOUR STARTING BUDGET

Throughout pop-culture there are many different kinds of Orks, Orcs, and other spelling variants. Some are bestial creatures, savages who are little more than tool-using animals, others have their own societies and customs and trade between themselves and other races, using everything from gold to interesting rocks as currency. In Games Workshop's Warhammer 40,000 universe (the setting for the original Gorkamorka game) Orks buy and sell using something a little different – Teef. Yep, that's not a typo, we're talking about Ork teeth and it's hard to pronounce "th" with a mouth full of those (Most Orks' mouths make an alligator's look inviting by comparison).

Generally the Orks and Ork-like factions in GCE buy and sell with Teef, other factions may use another form of currency and there are even some who use no currency at all and instead get equipment based on reputation and favours. For simplicity all prices for all factions are given in Teef regardless of how the faction actually trades. This is mostly so that (regardless of the faction) a Mob's Mob Rating can be compared to that of any other to gauge how evenly they are matched.

When recruiting your Mob you'll have 100 teef to start with. Your group might decide to increase or decrease this based on the campaign you're planning on having but rules for this game assume that as the baseline.

You are not required to spend all 100 – they're currency, not points. Any you don't spend now can be held in your Teef Hoard for future purchases. You never know when you're going to need to pay to get your trukks patched up, after all!

Similarly you're not required to equip every Warrior in your Mob with anything. You probably *should* but we're not going to tell you who deserves a gun!

TYPES OF WARRIOR

In broad terms Mobs consist of the following types. It's not an exhaustive list but it should provide enough context to make reading the faction lists straightforward. The various restrictions and requirements on what you can field will be stated there. Most Mobs will contain a leader, a few specialists, some troops, and maybe some novices. Each of them will have an associated set of characteristics (Weapon Skill, Ballistic Skill, etc..) referred to as a statline. A Warrior's role in your Mob will also determine which weapons and armour they are allowed as well as which skills are available to them.

Leader

Each Mob has a single leader unit. They're usually experienced fighters with access to some of the best equipment.

Specialists

Here the factions vary the most! This category covers a wide variety of Warriors from shamans to mechanics. They'll have special rules and equipment that are unique to them.

Troops

The rank and file of any Mob. Solid fighters who also provide the majority of the Mob's income in between battles.

Novices

These Mob members will become troops once they have a bit of experience under their belts. Until they do they're fairly weedy but this is offset by how little they cost to hire!



TYPES OF EQUIPMENT

When setting up your Mob you'll be faced with lots of things you can buy with various restrictions on who can take what.

These categories aren't exhaustive as various factions have their own variants on them but they all assume a basic grasp of these core ones:

Hand-to-Hand Weapons

Weapons that can be used in the Hand-to-Hand combat phase of battles. This category also includes pistols which can also be used in the shooting phase to make ranged attacks.

Gunz

Ranged weapons of all kinds (this includes things like crossbows). Unless otherwise stated these all require two hands to use and are nothing but a hindrance in Hand-to-Hand Combat.

Grenades

Thrown weapons that rely on the user's Strength characteristic for range.

Armour

Protective gear of some kind that provides a Warrior with an armour save.

Equipment

Miscellaneous stuff not covered by the other categories! This could be things like a Digga Shaman's Findin' Rod or a Mutie Raider's Scrap Net.

Big Gunz

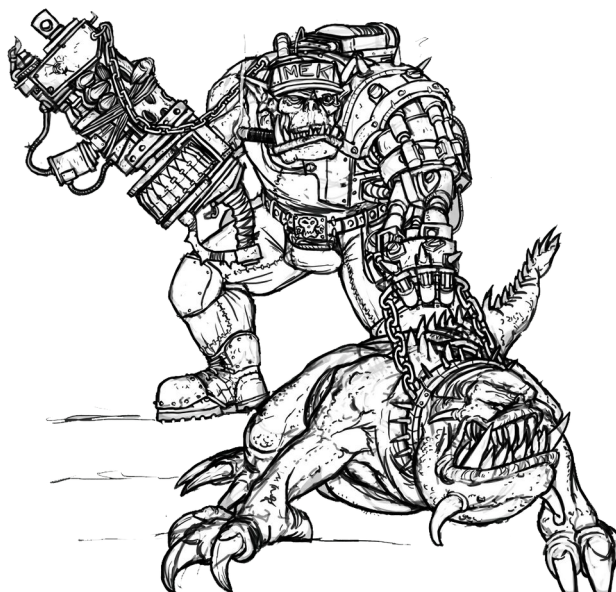
If your Mob wants a Big Gun they'll need a suitable Vehicle to mount it on – these are not normally available to Warriors on foot.

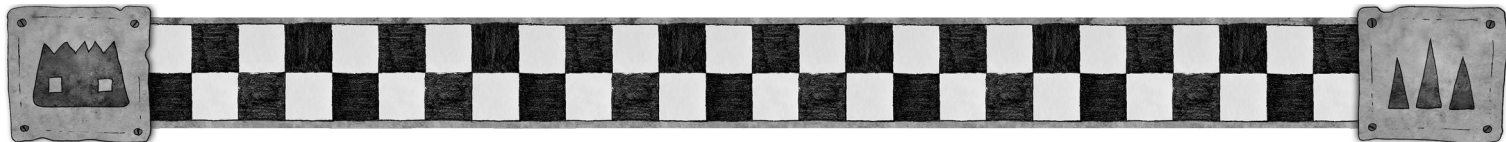


FACTION SPECIAL RULES

Most factions have their own special rules – for example all Rebel Grots are subject to the “Never Enuff Bullets” rule that means they need to take ammo Rolls twice as often. Each faction's special rules can be found in their rules pack.

Similarly some factions have unique weapons and their details will be covered in their faction pack.





EXPERIENCE POINTS AND STARTING EXPERIENCE

The progression mechanics have been mentioned before but now we're going to start getting into the specifics, starting with experience points!

Each Warrior has a number of Experience Points associated with them. These represent their knowledge and skills in a generalised sort of way. Over the course of a campaign they'll gain more, assuming they don't meet a sticky end. At certain amounts they'll level up and gain either a permanent Characteristic Increase (such as greater Strength) or a special skill. To determine which they'll Roll on the Advance table (what we'll call an "advance Roll").

When starting a Mob it's common for most of the Warriors to have some Experience Points already (The specific numbers are detailed in the faction rules). It's important to remember that their listed characteristics *already include* their level-up bonuses. An Ork Nob is already tough – they don't join your Mob and immediately get seven advance Rolls!

FILLING IN A ROSTER

In the old days we had a thousand potatoes to peel and nothing to do it with except a particularly blunt carrot. Back then we only had paper rosters and pencils to keep track of everything and whilst the amount of peeling has decreased noticeably lots of us still prefer paper rosters. We'll be talking about rosters as if they're physical things but you might prefer a spreadsheet, a website, or an app.

Your faction pack will contain the starting statlines of your Warriors as well as any other details you'll need to fill in your roster.

MOB RATING

Something you'll need to do as part of recruiting your Mob is calculating your Mob Rating. This is a measure of the approximate threat level your Mob presents to other Mobs. In principle Mobs of the same rating should be equally matched. If you're ranking the Mobs involved in a campaign the one with the highest rating would be considered the top one.

This rating is used for a variety of things both before and after games so make sure you keep it updated between games.

The formula for calculating it is quite simple:

Total experience of all Mob members, divided by ten
and then rounded up.
+
Total cost of all Warriors, equipment, Vehicles,
weapons, etc..

E.g. Nazgrab's Yella Deff:

The twelve Warriors in the Mob have 1333 experience points between them.

Divide by ten (133.3) and then round up (134).

Those twelve Warriors and all their gear come to 89 teef and their Vehicles add a further 96 teef for a total of 181 teef.

Adding those two subtotals together gives a Mob Rating of 315 (134 + 181).

That's a very well-equipped mob!

Special Characters

Some factions have access to Special Characters who can join your Mob temporarily to aid you - for a price. Most of the time this price is variable and it is unlikely that they will be able to earn experience points to level up like the rest of your Mob and as such they are not included in your Mob Rating in the normal way. Each Special Character's description will tell you how much they temporarily add to your Mob Rating.



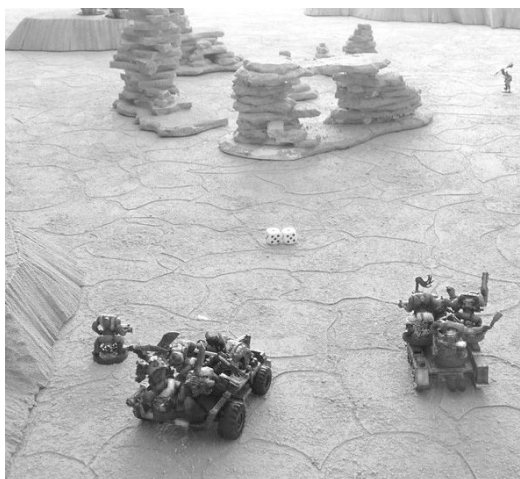
GETTING READY FOR YOUR FIRST GAME

You should now read your Faction Pack and recruit a Mob using your 100 teef starting budget. You'll also need some models – time to get those ready for your first game!

Whilst it's not required many players like to have secondary models representing any Drivers or Gunners in your Mob. If all goes to plan they should normally stay in their Vehicles for the duration of a battle but as they say, no plan survives contact with the enemy, so, if you are able, have some extra models to represent them should they disembark. You may want to refrain from glueing Driver and Gunner models into their seats for this same reason.

PLAYING A GAME

The core rulebook describes how the rules work for battles – the “Playing A Game” section covers what you'll need.



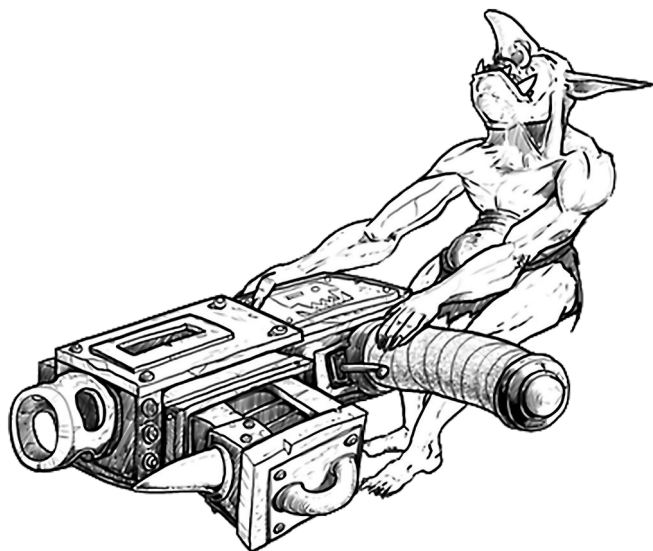
Remember, all of these campaign rules are 100% optional and you can play one off games if you so choose. If you are new to the game it can be a good idea to have a few of these to get a feel for how different aspects work before starting your first campaign.

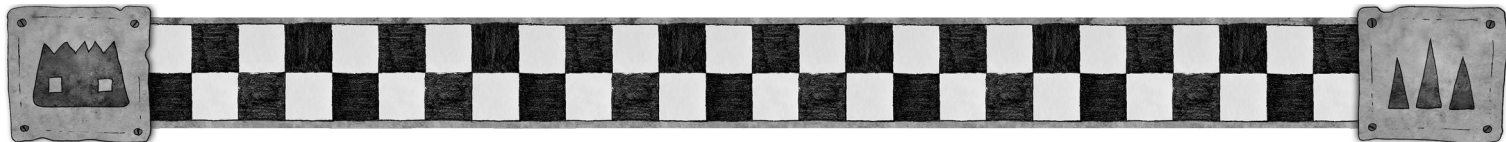
Post Game

OUT OF ACTION/DOWN AT THE END OF A GAME

During a game Warriors that go Out of Action are removed from play but it's not until afterwards you get to find out exactly what happens to them – by Rolling on the Serious Injury table. Roll two D6s – one for the tens, one for the units (a “D66” Roll) and consult the table to discover what happened to them. Some weapons are particularly nasty and have their own special rules for injuring Warriors and some Serious Injury results need you to know who caused them. You should make a record of who is responsible for taking any Warriors Out of Action and if it was done with a weapon with relevant rules.

Warriors who are Down when the game ends may also go Out of Action and have to Roll on the table. Roll a D6 for each Down Warrior, on a 4+ their injuries are superficial and they recover without issue, otherwise they go Out of Action. Similarly Warriors with Flesh Wounds recover and return to their normal stat' lines. Similarly other effects such as being on fire are (unsurprisingly) gone in time for the next game.





SERIOUS INJURY TABLE

Roll D66:

11 – 15 – DEAD

The Warrior didn't survive their injuries. Remove them from their roster along with all of their gear.

16 – MULTIPLE INJURIES:

Roll a D6:

- 1 = Chest and Leg Wound
- 2 = Arm and Head Wound
- 3 = Blinded In One Eye and Gobsmacked
- 4 = Old Battle Wound and Bitter Enmity
- 5 = Captured and Impressive Scars
- 6 = Survives Against The Odds

21 – CHEST WOUND

Reduce the Warrior's Toughness characteristic by 1. If their Toughness reaches zero they don't make it back! Cross them off your roster along with all their gear.

22 – LEG WOUND

Reduce the Warrior's Movement characteristic by 1 and randomly determine which leg has been injured.

23 – ARM WOUND

Randomly determine which arm has been injured. When using a weapon in that hand in Hand-to-Hand combat reduce the Warrior's Strength characteristic by 1.

24-26 – HEAD WOUND

The Warrior's head has taken a severe beating. Before each game Roll a D6 – on a 4+ they're subject to *Frenzy*, otherwise they suffer *Stupidity* for the duration of the game. Subsequent head Wounds raise chance of being *Stupid* by one, so after the second you would only be *Frenzied* on a Roll of a 5 or a 6. If the unlucky Warrior suffers so many Head Wounds that there is no chance of them being *Frenzied* at all, they are of no further use to your Mob and are removed from your roster.

31 – BLINDED IN ONE EYE

Reduce the Warrior's Ballistic Skill by 1. If the Warrior runs out of functional eyes, remove them from your Mob (but keep their gear).

32 – GOBSMACKED

The Warrior suffers a superficial but humiliating injury. Roll a D6 to represent how bad it is! On a 4+ it's so bad that they lose the respect of their comrades, reduce their Leadership by 1. If the Warrior who inflicted the injury passes an Initiative Test their Mob gains the D6 amount of Teef in Income.

33-35 – OLD BATTLE WOUND

The Warrior never fully recovers from the injury. Occasionally it'll flare up and they'll have to miss a battle. See the rules below for further details.

36 – 55 – FULL RECOVERY

The Warrior spends the time before the next battle recovering (malingering). They cannot earn income during this period. They may still take part in other post-battle activities (Leadership Disputes, etc.).

56 – BITTER ENMITY

Physically the Warrior is fine but their attitude is noticeably affected. They're now prone to *Hatred* of enemy Warriors. When this injury is acquired Roll a D6:

- 1 – 3: The Warrior *Hates* all Warriors of the Mob that injured them.
- 4 – 6: The Warrior *Hates* all Warriors of the faction that injured them (even if they're of the same faction as the Warrior – excluding their own mob).

At the start of each Turn the Warrior may choose to take a Leadership test to control their *Hatred*. If they fail something has set them off and they *Hate* that group for this Turn.

61-63 – CAPTURED

The Warrior has been captured by an enemy mob. The Captured Warriors section below details how this works.

64-65 – IMPRESSIVE SCAR

It looks worse than it is. Much worse. The Warrior is a fierce sight to behold and gains +1 Leadership. This result can be Rolled multiple times to gain several Leadership advances (up to the upper limit of the Warrior's statline).

66 – SURVIVES AGAINST THE ODDS

The Warrior's been through hell on the road to recovery but eventually pulled through. They gain +5 experience but their recovery time prevents them from earning income before the next game.



OLD BATTLE WOUNDS

These old injuries can really take it out of a Warrior and it's possible to receive several. For each sustained it'll become more likely they'll have to sit the battle out and eventually they'll be of next to no use to the Mob any more.

Roll a D6 before each battle. On a result of 2+ the Warrior will be able to fight in this battle. Additional Old Battle Wounds results reduce the dice result by -1. A 6 is always a success but once a Warrior receives their sixth OBW they are Dead.

Example: SkubGob has three Old Battle Wounds. He will only be able to fight in the coming battle if the player Rolls a 4+.

If a 7+ is needed then the Warrior must be retired from the mob. They take their gear with them – remove it and the Warrior from your roster.

GOBSMACKED

To illustrate how Gobsmacked works, here's an example:

Da GutGowjaz are fighting The Seekers of Righteous Truth.

Krixit the Mutie Snaga takes Baz the Ork Boy Out of Action with a well placed blow from his Glaive.

At the end of the battle Baz ends up being Gobsmacked, so the Player he belongs to Rolls a D6 and gets a 5. The injury was so humiliating Baz's ego never fully recovers and his Leadership characteristic goes down by one.

Krixit then Rolls against his Initiative and gets a 1, Magod be praised, and The Seekers of Righteous Truth add 5 Teef to their Income.

HEALING SERIOUS INJURIES

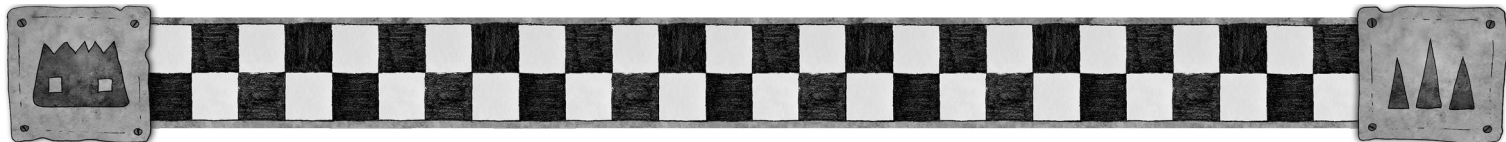
Many factions have rules for removing serious injuries (such as Orks visiting the Dok) and you'll find the details in the faction rules pack. Not all factions have the option though and so barring a campaign event or similar the injuries will be permanent!

Importantly if an area receives attention it heals all instances of that Wound (a Warrior with multiple Old Battle Wounds only needs healing once to remove them).



RETIRING A WARRIOR

Once a Warrior reaches 401+ experience they will think about retiring from their Mob, particularly if they've incurred some injuries during their career. After each subsequent game, whether the Warrior was in the battle or not, they must take a Leadership test, adding +1 to the result for each Serious Injury they have sustained. If they fail they retire, keeping all the gear they had at the start of the battle (no last minute equipment swapping!). The Warrior takes their janglies to Mektown, or joins Da Kommittee or the equivalent reward of the faction they are from. Remove them from your Roster but remember to keep the mighty Warriors data profile (if you like) separate, perhaps they will return for one off battles as a Special Character...



If you wish to, you can “retire” a Mob member at any time. Warriors can be fired after each game if you are so inclined. Reclaim any transferable equipment they have and remove them from your roster.

DEATH OF A WARRIOR

When a Warrior dies they are removed from your Mob completely. All the equipment and weapons they were carrying disappears with them. If they were a Vehicle Crew member then their place becomes available for reassignment as if the Vehicle was new. The Mob Rating should also be adjusted when they’re removed from the roster.



DEATH OF A LEADER

If your Mob’s Leader has been killed the Warrior with the highest Leadership value takes over. If there are multiple Warriors with the highest Leadership then the one with the highest total of experience points becomes your new Leader. If, for whatever reason, the position is drawn you should resolve the conflict using your faction’s rules for a Leadership Dispute.

DEATH OF A SPECIALIST

The different factions in this game have their own specialists of various kinds. There may be special rules for what happens should one of these specialists die – see that faction’s rules pack for details. Bear in mind that some factions have units and equipment dependent on having a specialist in the Mob (e.g. If an Ork Spanner dies any Vehicles they were responsible for maintaining will be unusable until a replacement has been hired.).

CAPTURED WARRIORS

Each faction handles captives slightly differently but in general the options go in this order: hostage exchange, ransom, rescue. The first two options are only available to factions that are on speaking terms. You’ll not find Muties willing to engage an Ork in conversation, let alone engage in a transaction with them! Check the “X and Captives” section of your faction rules pack to see how they handle captives, who knows? You may even be able to convince them to join you.

Assuming these options are available then the first port of call is hostage exchange. If both Mobs have captured Warriors then they must be exchanged on a one-for-one basis. This is mandatory – you can’t decide you’d rather play a game to attempt rescue if exchange is an option. If one or both Mobs have captured two or more Warriors, the Warrior with the highest amount of experience points is exchanged first, if two captives from the same Mob have the same amount whichever cost more (including their gear) gets exchanged first. If one side has Captured a Warrior and the other has captured a Vehicle then no exchange is made, instead move straight onto the next stage.

The next thing to try is ransom. The capturing Mob names a price. It can be teef, equipment, weapons, or something else. It can’t be a Warrior though – they’re not for sale!

You obviously don’t have to pay this price – a price just has to be named. If you reject it then your only



option is to try to rescue the Warrior, assuming you want to. Whilst captured Warriors and Vehicles are not exchanged directly these kinds of swaps are fair game as a ransom (e.g. asking for your Vehicle back as ransom for a Warrior).

If all other options have been exhausted you can choose to mount a daring rescue attempt. The two players should arrange to play a rescue scenario as soon as possible. If you have the option to rescue and don't take it then in most cases the Warrior will be killed. There are exceptions to this (check the relevant faction pack) but generally you only get one chance.

WRECKED AND IMMOBILISED VEHICLES

During a game a Vehicle may end up "Wrecked" or "Immobilised". If a Vehicle is Wrecked then you should Roll on the Vehicle Permanent Damage Table below after the game to discover its fate. Some rulesets refer to Vehicles being "crippled" - this is the same as being Wrecked.

Vehicles that are merely Immobilised at the end of the game may be fine – or they may end up Wrecked, particularly if their owners Bottled Out. The fate of any Immobilised Vehicles will go one of three ways depending on specific factors.

If the Vehicle's Mob Bottled Out:

- If no friendly Warriors were onboard it is automatically Wrecked.
- With at least one friendly onboard Roll a D6: on a 1 – 3 it is Wrecked.

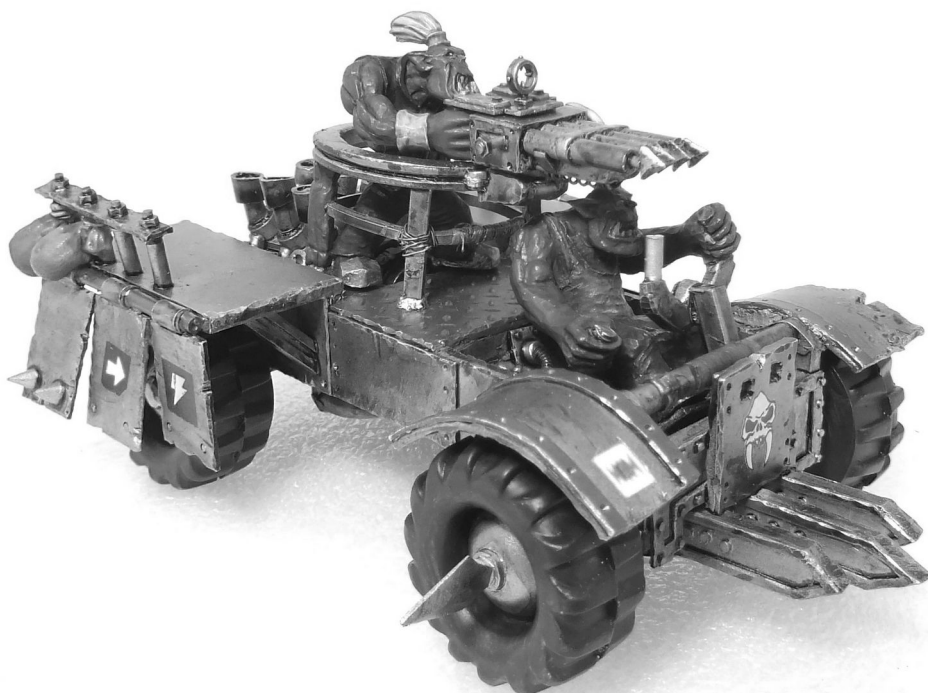
If the Vehicle's Mob didn't Bottle Out then simply Roll a D6 for each Immobilised Vehicle. A result of 1 means the Vehicle is Wrecked.

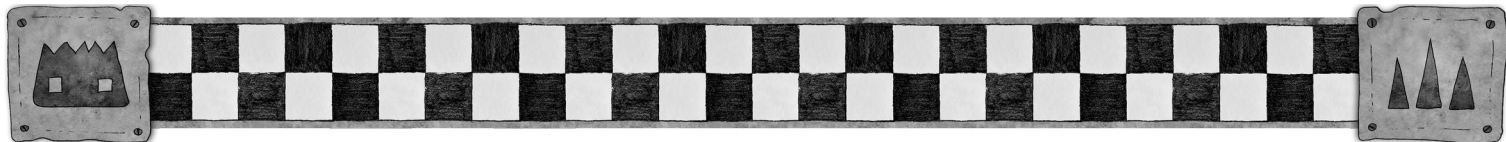
Immobilised Vehicles that do not become Wrecked are patched up by the Mob in time for the next battle.

Each Wrecked Vehicle will need to Roll on the Vehicle Permanent Damage table (below).

A mob's faction pack may have a table that replaces this one in which case Roll on that instead.

Unless otherwise stated results are cumulative. A Vehicle with two Annoying Squeak results will have a -2 to steering-related Leadership tests, for example. Results that don't allow duplicates should be Rerolled.





VEHICLE PERMANENT DAMAGE TABLE

Roll D66:

11 – 13 – DESTROYED

That's it for this Vehicle. It can't be repaired - remove it from your roster (along with any Fixed Weapons, Gubbinz, etc.). If the Vehicle was destroyed in a battle against a single opponent (as opposed to a group battle) your opponent gains 2D6 teef income.

14 – 16 – BADLY MANGLED:

The Vehicle is in really rough shape – Roll a D6:

- 1 = Armour Weakened (twice)
- 2 = Bent Chassis and Fixer Upper
- 3 = Steering Jam and Boneshaker
- 4 = Annoying Squeak and Unreliable
- 5 = Captured and 'Ard Looking
- 6 = Improved!

21 – 22 – ARMOUR WEAKENED

Reduce the armour values of all locations by -1 point.

23 – BENT CHASSIS

Thrust tests are now taken with a -1 Modifier.

24 – FIXER UPPER

The Vehicle can be repaired but it's going to take a while! This Vehicle is not available for use in the mob's next battle.

25 – 26 – STEERING JAMS

When turning using thrusters a successful Leadership test is no longer enough! The Driver must pass a Strength check (roll equal or under their Strength

characteristic) or the turn fails as normal. Reroll duplicate results of this damage.

31 – 32 – BONESHAKER

All shooting from this Vehicle is at an additional -1 to hit unless the Vehicle is Stationary.

33 – 34 – ANNOYING SQUEAK

Leadership tests to steer (e.g. turning whilst thrusting, swerving, etc.) are now taken with a -1 Modifier.

35 – 36 – UNRELIABLE

Before each battle Roll a D6. On a result of 1 the Vehicle cannot be used this game. Further results are cumulative (see below for details).

41 – 56 – FIXED

It looks worse than it is – once those dents are hammered out it's as good as new. Ish. The Vehicle is available next game as normal.

61 – 63 – CAPTURED

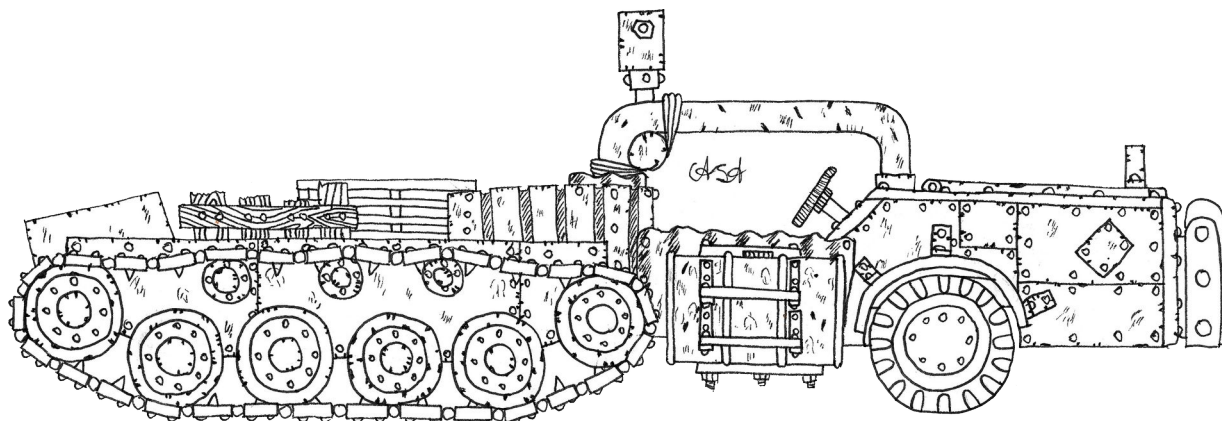
The Vehicle has been captured by the enemy Mob, see below.

64 – 65 – 'ARD LOOKING

This Vehicle has been through hell and survived! Friendly Warriors gain +1 Leadership while onboard.

66 – IMPROVED!

Sometimes something needs to be properly broken before you can fix it. By the time the parts are back together the Vehicle is running better than ever – all permanent damage the Vehicle has sustained is fixed!



UNRELIABLE

Roll a D6 before each battle. On a result of 2+ the Vehicle will be available for battle. Additional Unreliable results reduce the dice result by -1. If a Vehicle is damaged to the point where a 7+ result is needed the Vehicle is Destroyed.

FIXING PERMANENT DAMAGE

Factions with Vehicles have their own specific rules covering repairing Permanent Damage. Consult their Faction Pack for details. If the Vehicle's faction can repair Vehicle damage, each type is considered a single kind of damage (regardless of how many it has) and a repair will remove all of that type. You also have the option of selling off your Vehicles, should you be so inclined, and the rules for that are detailed in the Spending the Loot section.

DEATH OF A VEHICLE

If a Vehicle is destroyed for some reason (whether it's the result on the Vehicle Permanent Damage Table or something else) it should be removed from the roster. All of its weapons, Gubbinz, kustom jobs, and so on disappear with it. Drivers and Crew are not affected - they remain in your Mob but obviously no longer have anything to drive or Crew!

CAPTURED VEHICLES

Vehicles captured by an enemy Mob need to either be exchanged, ransomed back, or rescued at the earliest opportunity - otherwise they're for the scrapheap!

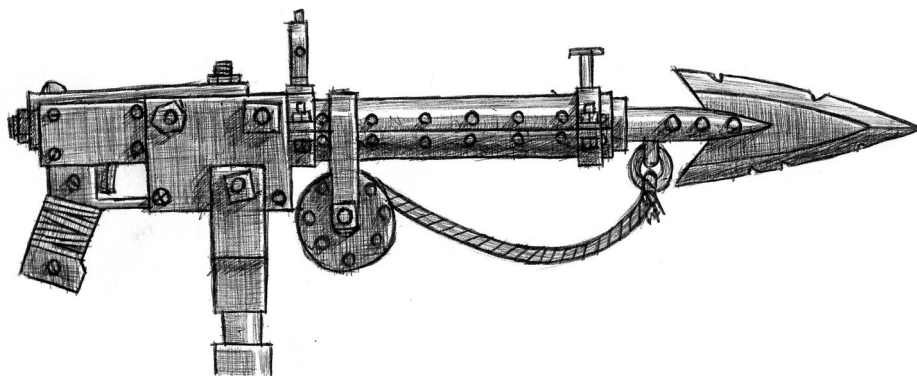
The order given there is intentional - rescue is the last resort. If both Mobs have captured a Vehicle from the other Mob then the first course of action is a swap. Both get their Vehicles back, scrub off the graffiti, and then things are back to normal. If one side has captured a Vehicle and the other has captured a Warrior then no exchange is made, instead move straight onto the next stage.

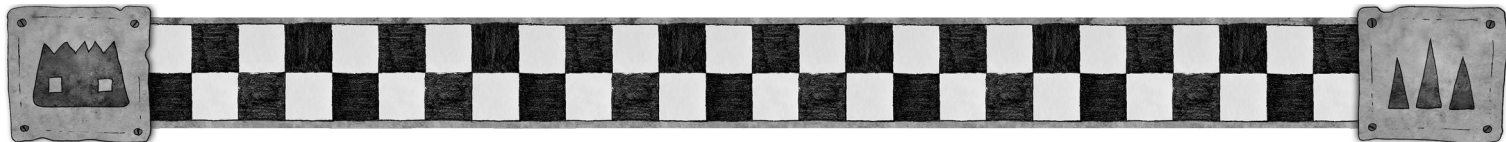
If that's not possible then the capturing Mob can make a ransom demand. This is more of a negotiation than anything else. The price can be teef, equipment, or whatever else. They can't ask for one of the other Mob's Warriors as a ransom though - there's some things that aren't for sale! You can ask for your own Warriors back as part of a ransom though. If you've captured an opponent's Vehicle and they've captured one of your Warriors you can always ask for your Warrior back as ransom.

The ransom doesn't have to be paid - there just needs to be an offer there. If it's not taken then a rescue will have to be arranged! The two players should arrange to play a captive scenario as soon as possible (ideally next game).

Unfortunately that's the only chance the original owners get to take back their Vehicle. After the failed rescue the capturing Mob will tear it apart and gain 3D6 teef in income for that game. No self-respecting Mob would even consider keeping a captured Vehicle and using it themselves. It would take too long to re-paint and get the seats adjusted properly for a start!

A caveat to these rules is faction rules - some factions *will not exchange or negotiate* - rescue is the only option for those situations. Check the faction packs for both mobs to see if they're on speaking terms!





EXPERIENCE

During and between each game Mob members may earn Experience Points for accomplishing various things. For most Warriors this will mean they learn new skills and become better fighters (certain Warriors are exempt from this but that'll be made clear in their rules).

Warriors start out with a certain number of Experience Points and accumulate more over the course of the campaign. On your roster you'll find a box for each of your Mob members to keep track of it.

After each game you should calculate the new experience they've accrued and add it to their total. If they've surpassed certain thresholds they'll have earned the right to Roll on the Advance Table, levelling up their abilities in some way. We'll deal with that in due course but for now let's look at starting totals.

STARTING EXPERIENCE LEVELS

As mentioned earlier many Warriors start with a certain amount of experience. This reflects their abilities and experience before joining a mob. Each faction pack will contain details of the starting number of experience points for each Warrior type.

E.g. Ork Boyz from a Gorker or Morker Mob join the Mob with 20 + D6 experience points each.

EARNING EXPERIENCE

Each game will use a scenario. Scenarios detail things Warriors can do to earn experience points. Usually there's things like +5 Experience for Wounding an enemy, or +10 for the Leader of the winning Mob.

In terms of earning Experience Points for inflicting Wounds a Warrior there is a simple principle to follow. The number of Wounds that an opponent can receive is the number of Wounds it is possible to inflict (including Flesh Wounds). If they reach a point where they can no longer receive Wounds (due to being Out

of Action) then no more Experience Points can be earned.

Something that always holds true is that Warriors that do not make it onto the board during the game do not gain experience. Experience is only awarded to Warriors that show up!

There may be occasions where players are unsure whether a Warrior will receive experience for a given action. The general rule to apply is simple – if an intentional action you take results in the Wounding or Penetrating of an enemy Model, the Warrior who inflicted it gains Experience.

Example 1, Hand-to-Hand Combat: Krixit, a Mutie Snaga, Charges into Hand-to-Hand Combat with Skroggy, a Morker Ork Yoof. Unfortunately Krixit Rolls terribly and loses the combat, being Wounded by the Yoof. Skroggy gains experience for the Wound he inflicted.

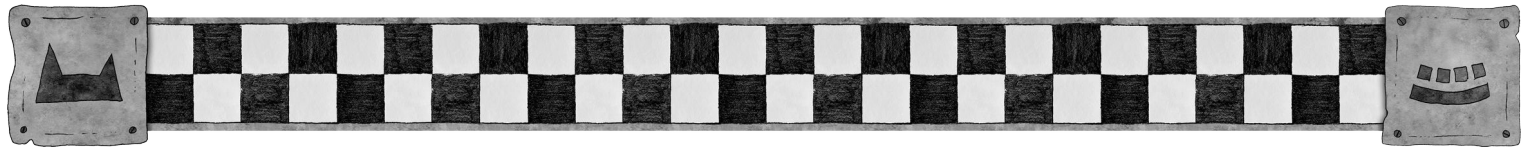
Example 2, An Ork Trukkk Crashing: SkubGob, a Gorker Ork Boy, is attempting to Ram a Morker trukkk, driven by Baz. They're at a tricky angle and SkubGob has to make a turn whilst thrusting. That proves too difficult and he drives straight into a rock, taking D3 damage. No one gains Experience for that damage.

Example 3, Vehicles colliding: Baz (a Morker Ork Boy driving a Trukkk) attempts to Ram a Big Lugga belonging to Da Red Hand Gang, a fearsome Rebel Grot Mob. If Baz can pass a Thrust test he'll be able to T-Bone the Big Lugga. Unfortunately he fails his Thrust test – but he does get lucky with the Thruster Buster Table and gets 5" of movement! Just enough! Da Red Hand Gang don't manage to Swerve out of the way and both Vehicles take 1 point of Damage. Both Drivers gain Experience.

UNDERDOGS BONUS

There's nothing like a challenge to gain experience and that holds true in this game just as in reality. Before each battle, compare your Mob Rating with your opponents. The difference between them can then be run through the table below to find out how



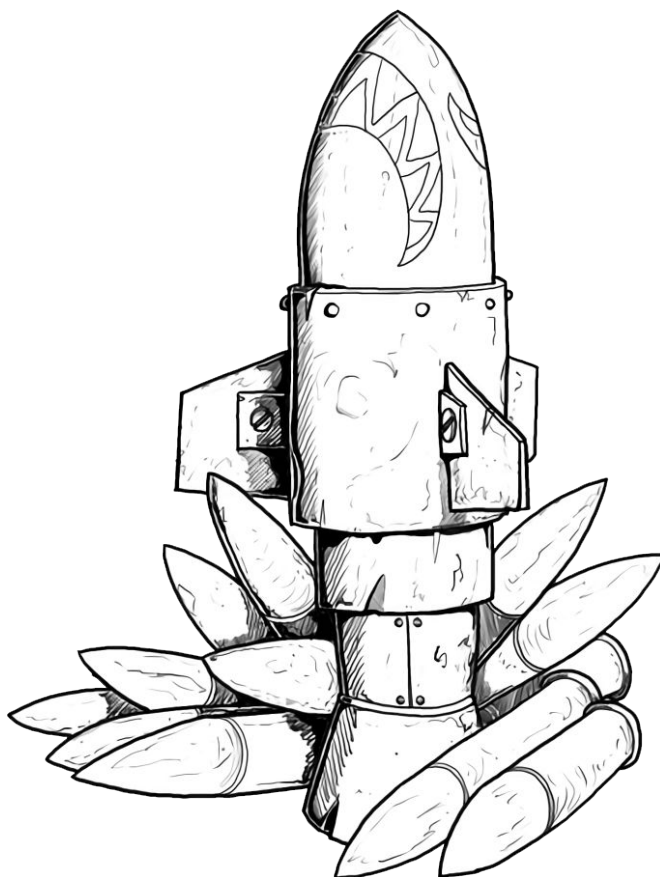


much extra experience the Warriors of the lower rated Mob receive. In the case of battles with more than two Mobs then the difference to calculate is between the highest rated Mob and each of the others. In those situations mobs only receive the bonus once, not once per opponent!

Three mobs take to the battlefield. Nazgrab'z Yella Deff (Mob Rating: 315), Grimlug'z Ladz (301), and Da Cuttas ov da Jibb (338). For Nazgrab'z Yella Deff the difference in Mob Rating is 23. For Grimlug'z Ladz the difference is 37.

Additionally this bonus only applies to Warriors who actually made it onto the battlefield for the game. If they missed the fight for some reason (such as an Old Battle Wound) or did not make it onto the board (for example, as reinforcements) then they do not receive any bonus. Warriors who go Out Of Action during a battle will keep any experience points they've earned up to that point (and usually a further D6 experience points if they don't die from their injuries).

Difference in Mob Rating	Win/Lose Bonus
1-5	+1/0
6-10	+2/+1
11-15	+3/+2
16-20	+4/+3
21-25	+5/+4
26-50	+6/+5
51-75	+7/+6
76-100	+8/+7
101-150	+9/+8
151+	+10/+9

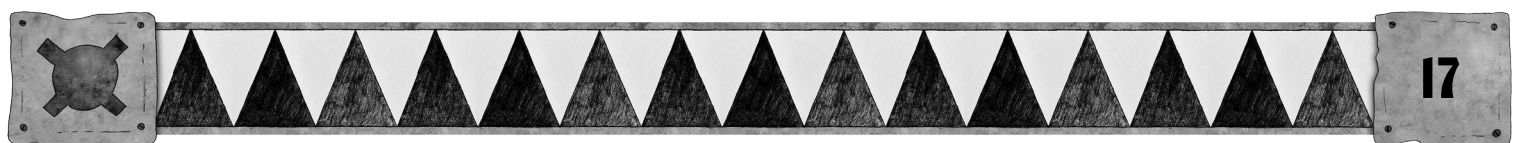


LEVELLING UP

Once a Warrior has gained enough Experience Points to break through their threshold they Level Up and will Roll on the appropriate Advance Table to see how they improve. This will either be a Characteristic Increase or a New Skill but the specifics will be covered shortly.

It's entirely possible for a Warrior to earn enough experience points in a Battle to pass more than one threshold, especially early on in a Mob's career. If this should happen, Roll once for every threshold passed (and maybe buy them a shiny new bit of gear as a reward).

There are also occasions where reaching a particular threshold will trigger a rule in addition to allowing a Roll on the Advance Table. Many factions have rules where Novice Warriors become Troops, changing things like their characteristics, equipment entitlements, and access to skills.





The thresholds for levelling up vary slightly between factions so you should be consulting your Faction Pack for the rules that apply to your Mob. Here is a generic chart that can be used if your faction doesn't have its own:

Exp. Points	Title	Notes
0-5		Novices start at this level
6-10		
11-20		
21-30		Most Warriors start at this level (Troops, Specialists)
31-40		
41-50		
51-60		
61-80		Leaders start at this level
81-100		
101-120		
121-140		
141-160		
161-180		
181-200		
201-240		
241-280		
281-320		
321-360		
361-400		
401+		No further advance Rolls happen after this point.

Warriors never lose experience points from their total, however, there are instances where some experience may be deducted from the amount earned that battle, before calculating the new total (e.g. If an Ork Nob declines a challenge issued during the "We Wuz 'Ere

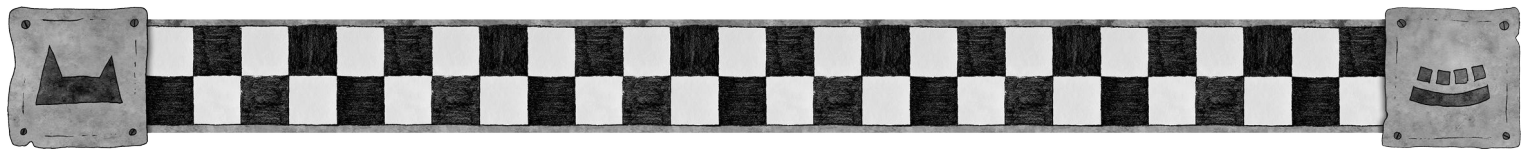
Furst" scenario the experience points he earns at the end of the battle are reduced by D6). Additionally the totals are calculated after a game, not during, just in case that needed stating.

E.g. Krugkikka, a Gorker Ork, has 37 experience points, putting him in the 31 – 40 bracket. After the battle his new total is 45, shifting him into the 41 – 50 bracket. He should now Roll once on his Advance Table.

Something that needs to be made clear: the experience points a Warrior has when they join a Mob have already been factored into their characteristics. They do not receive additional advances based on their starting level and you do not Roll for them when they are hired.

E.g. Baz is a Morker Ork Boy who joins Da GutGowjaz. The player Rolls a D6 and determines that Baz has 22 experience points when he joins (20 +D6 is the starting level for Gorker/Morker Ork Boyz). When he reaches 31 experience points he will earn his first advance.





ADVANCE TABLES

Advance tables vary somewhat between factions somewhat but they all look pretty similar. The table below is the default and should be used unless the faction pack provides a replacement.

ADVANCE TABLE	
2D6	Result
2	Know-wots. Choose <i>any</i> of the skill tables available to the Mob and generate a skill from it.
3-4	Know-wots. Choose one of the standard skill tables for the Warrior type / faction and 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. Choose one of the standard skill tables for the Warrior type and generate a skill from it.
12	Know-wots. Choose <i>any</i> of the skill tables available to the Mob and generate a skill from it.

As with most other things in the game you should Roll the dice with another player to witness them.

CHARACTERISTIC CAPS

As the table above shows most characteristics can be increased permanently. There is an upper limit on these though – there's only so tough or strong a Warrior can get!

Each faction pack contains details of the maximum statlines for each Warrior type that can be hired. For example here's the maximum statline for a Morker Ork:

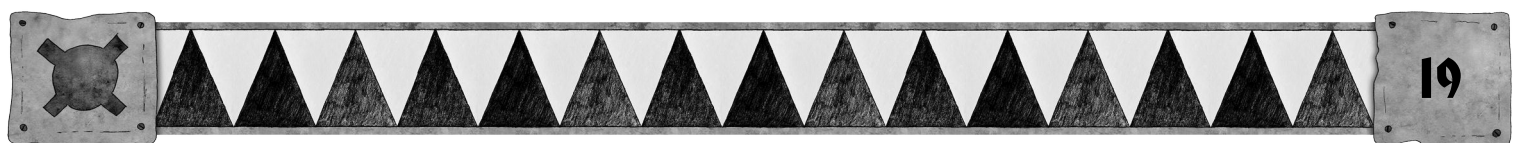
	M	WS	BS	S	T	W	I	A	Ld
Morker	4	6	6	4	5	3	5	3	9

If your Warrior Rolls a characteristic increase that would take them above the cap for that stat then increase the other characteristic in that bracket instead. If both are at their cap then pick any other characteristic that hasn't reached the cap yet and increase it by one instead. If every stat is maxed out then generate a skill from a relevant table as described below.

E.g. Krixit, a Mutie Snaga, has already reached a Toughness characteristic of 4. He Rolls a 9 on his Advance Table followed by a 5. His Toughness is already at its cap so instead he increases his Strength from 3 to 4. For Mutie Snagas the maximum value for Strength is also 4 meaning any future results of 9 on the Advance Table will allow him to increase one of his other characteristics.

LEADERSHIP DISPUTES

For many factions the role of Mob Leader is not a permanent one. Should one of the Mob members emerge as a better leader it's entirely possible that they will challenge the incumbent for the position. This usually takes the form of some kind of combat challenge triggered by a Mob member reaching a higher Leadership characteristic than the current Mob Leader. The specifics vary by faction so check your faction pack for details.





SKILL TABLES

In addition to characteristic increases most Warriors can receive skills – special abilities that confer all sorts of different bonuses. These are spread across six categories: Muscle, Ferocity, Driving, Cunnin’, Dakka, and Odd. Many factions also have their own dedicated skill tables that will either be added to these or replace one (such as the Riding skill table that Muties have to replace Driving).

- Broadly these can be summed up as follows:
- Muscle – these skills give Gorker-types an advantage on the battlefield.
 - Ferocity – these skills give an advantage in Hand-to-Hand combat phase.
 - Driving – these skills give Drivers an advantage with their Vehicles.
 - Cunnin’ - these skills give Morker-types an advantage on the battlefield.
 - Dakka – these skills relate to advantages in the Shooting phase.
 - Odd – these skills give advantage in specific situations on and off the battlefield.

The names of the skills are thematic to Orks but don’t let that confuse you – they apply to all factions unless your faction pack says otherwise.

The skill tables available to each Warrior type vary, reflecting their strengths and weaknesses. Normally a skill advance only allows Warriors to receive skills from one of these tables – their Advance Table may override this and grant them access to more skill types than usual.

Each faction will have a table indicating which skill tables the various Warrior types available to them may normally Roll on.

E.g. Head Honchos, Banna Wavers, and Grots in Rebel Grot Mobs have the following skill access:

Rebel Grots							
	Muscle	Ferocity	Driving	Cunnin’	Dakka	Odd	Boardin’
Head Honcho	x	✓	✓	✓	✓	✓	✓
Banna Waver	x	✓	✓	✓	x	x	✓
Grots	x	x	x	✓	x	x	✓

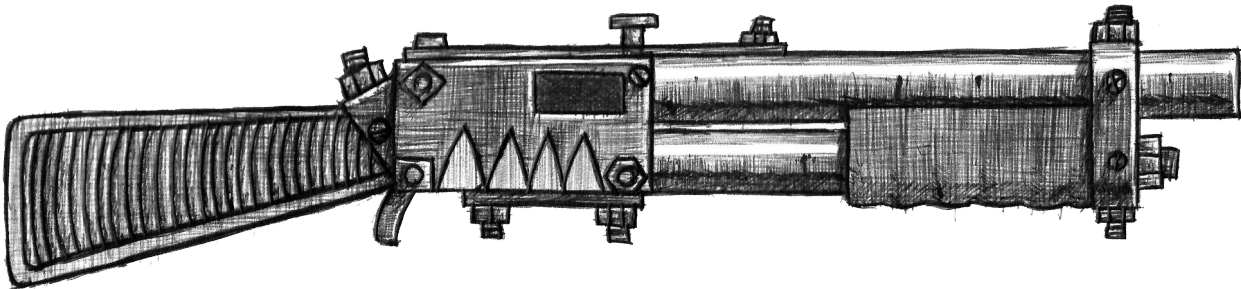
As you can see in addition to the six core skill types they also have their faction-specific table – Boardin’ skills.

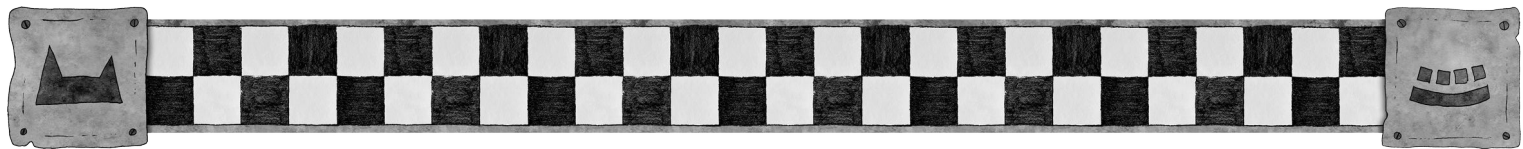
It is possible for a Warrior’s type to change under certain circumstances. If this happens they may lose access to a skill table but they will retain any skills they’d previously earnt. Unless otherwise stated skills cannot be lost.

E.g. Klepski, a Head Honcho, has been ousted by Skiffa, the Banna Waver. Klepski loses his rank and becomes a standard Grot. In doing so he loses access to Ferocity, Driving, Dakka, and Odd skills but retains the Kool skill he earned previously. Skiffa becomes Head Honcho and can now earn Ferocity, Driving, Cunnin’ Dakka, Odd, and Boardin’ skills.

Similarly Ork Yoofs that gain enough Experience change Warrior type and become Ork Boyz. Skroggy, a Morker Yoof, will initially have access to Driving and Cunnin’ skills. Upon becoming a full Ork Boy he gains access to Ferocity skills.

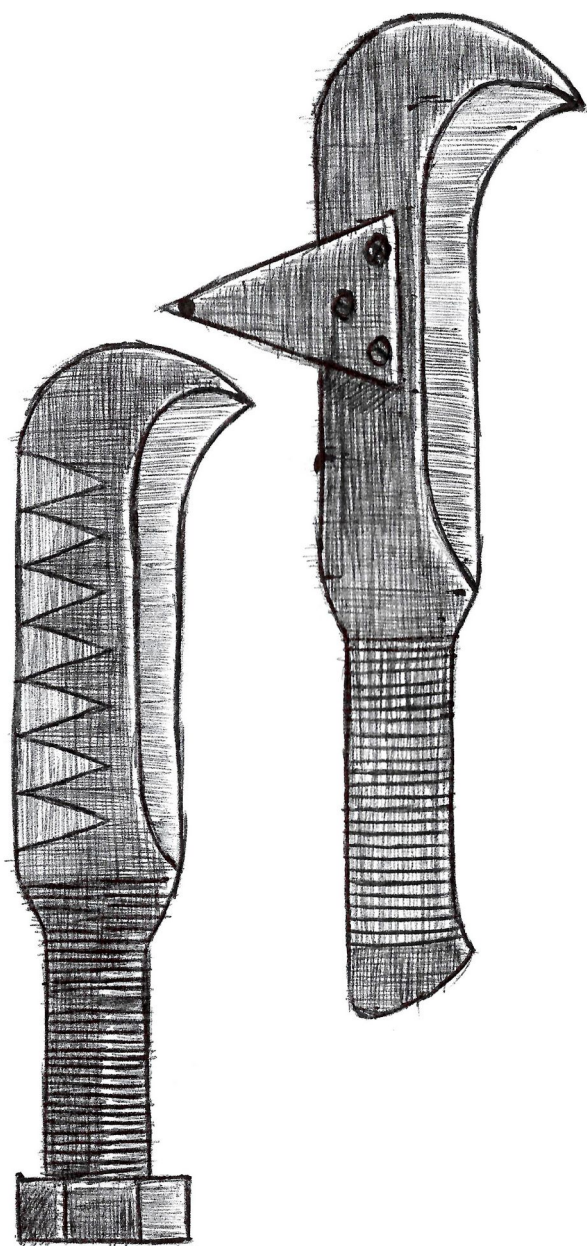
The skills available to any given Warrior type do not change by Experience level. An Ork boy reaching the skill level of an Ork Spanner does not suddenly gain access to more skills.





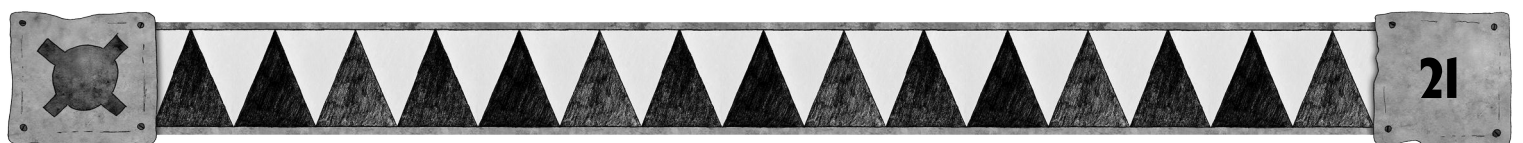
GENERATING A SKILL

When a Warrior earns the right to Roll on a skill table, pick a table and Roll a D6 twice to generate two new skills. Choose one and add it to the Warrior's profile. Skills the Warrior already has should be Rerolled and duplicate dice Rolls can be Rerolled. Obviously if the Warrior has four of the six skills already there's no need to Roll. Some skills can be taken multiple times – these should not be Rerolled unless they have been taken as many times as allowed.



MUSCLE

D6	Skill
1	Right In Da Groin! The Warrior has a real knack for making a good hit count. In Hand-To-Hand Combat their Critical Blows count as +2 instead of +1.
2	'Ard as Nails I can't believe e'z still standin' - one tuff git... When Rolling on the Injury Table for this Warrior treat Rolls of 1, 2, and 3 as a result of Flesh Wound.
3	Krumpa This Warrior doesn't need big weapons to get the job done – fists, knives, or whatever they can get their hands on are more than good enough! If the Warrior is carrying no Hand-to-Hand weapons (excluding knuckles/knives), they gain a +2 to Strength in Hand-to-Hand Combat.
4	'Ead Butt This Warrior likes to daze and confuse their opponent. When they make a Charge action they bump heads and inflict <i>Stupidity</i> on their opponent during the first round of Hand-to-Hand Combat. This only affects their first opponent and doesn't carry over into multiple combatant situations.
5	Lobba This Warrior's been practising lobbing stuff. They gain +2" to the distance when using any thrown weapons or equipment (e.g. explosives) and -2" in the event it Scatters. This is in addition to any other Modifiers or bonuses.
6	Thick Skull Whether it is bones or muscle, blows just don't seem to affect this Warrior. When Rolling to Wound a Warrior with this skill in Hand-To-Hand Combat reduce the Strength of any hits by 1.



FEROCITY

D6	Skill
1	Waaagh! The Warrior has learnt to throw caution to the wind. They may double their Attack Characteristic when Charging into Hand-To-Hand Combat. However, defensive abilities like blocking with a Shield, parrying, special blocks, etc, may not be used at the same time as this ferocious attack.
2	Headlong Leap The Warrior is adept at leaping and can ignore the Obstacle Penalty when Charging and counts as having +1 Initiative when attempting to board and exit Vehicles. Additionally once aboard they may choose who they fight against.
3	Flying Tackle The Warrior throws their body through the air at the opponent. They get a +2 Combat Score Bonus for Charging rather than just +1.
4	Windmillin' The Warrior flails their arms around so fiercely that they always win draws in Hand-to-Hand Combat, even if using a weapon that has the Loses Draws special rule. If both Warriors have this skill, draws are resolved as normal.

5

Gotcha!

This Warrior can pounce on enemy Warriors from the back of a Vehicle and engage them in Hand-To-Hand Combat. If the Vehicle they're on passes within 2" of an enemy Model on foot during its Movement Phase the Warrior can bail out onto them! This inflicts a Strength 4 hit on the enemy and the Warrior counts as charging them, assuming they survive the initial hit!

This works differently for mounted Models (bikers, riders, etc.). Instead they can remain mounted and choose to pull a single (random) enemy off a Vehicle within 2", inflicting a S4 hit on them and placing them on the ground beside the Vehicle. Assuming the enemy survives they count as being engaged in Hand-to-Hand Combat with their attacker counting as charging.

6

Play Chicken

The Warrior preys upon the ego of most Drivers and will stare them down for an easy ride. If a Vehicle tries to squash a Warrior with this skill and they pass their Initiative test to dodge, they may instead choose to board the Vehicle as if they had successfully Charged and will fight in the Hand-to-Hand Combat Phase. Additionally once aboard they may choose who they fight against.

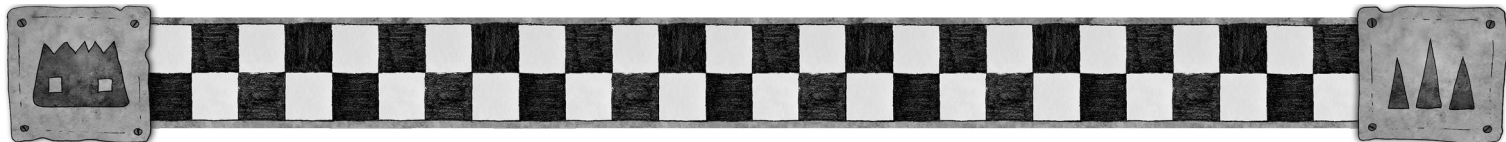


DRIVING

D6	Skill
1	Chase Driver I can't shake 'im! A Driver with this skill may Reroll failed Leadership tests when Chasing or force their opponent to Reroll a successful Leadership test when being chased. The second result stands.
2	Skid Start Eazy... eazy... Go! Go! Go! A Driver with this skill may make slow speed manoeuvres and then use the Vehicle's thrusters.
3	Fixer They may not be an expert but they know a thing or two about the workings of the mob's Vehicles. After each game one Roll on the Vehicle Permanent Damage may be affected by this skill. Instead of Rolling once – Roll twice and choose one result to apply. If you choose to use this skill it must be done when the initial Roll is made - you can't wait to see what kind of damage each of your Vehicles takes and then Reroll!
4	Stunt Driver If yoo ain't outta control, yoo ain't in control! A Driver with this skill may choose which way their Vehicle Swerves and may Reroll the scatter die in the event of a spin. The second result stands.
5	Emergency Stop Lightning reactions and a well-developed survival streak keep this Driver alive. His passengers may have to fend for themselves. If a Vehicle is forced to move in a way that will result in a Crash/Collision (such as after a Roll on the Thruster Buster Table) a Driver with this skill can stop the Vehicle safely next to the obstacle by passing a Leadership test. Crew must Roll equal or under their Strength to hang on – any that fail are thrown D6" from the Vehicle in the direction it just moved and take a S3 hit on a 4+. If there's nowhere to place the dislodged Crew then place them wherever seems most sensible.
6	Ded Canny Don't worry about this lad – he can move when he 'az to. This Warrior gains +1 to their Leadership for the purposes of all driving-related tests.

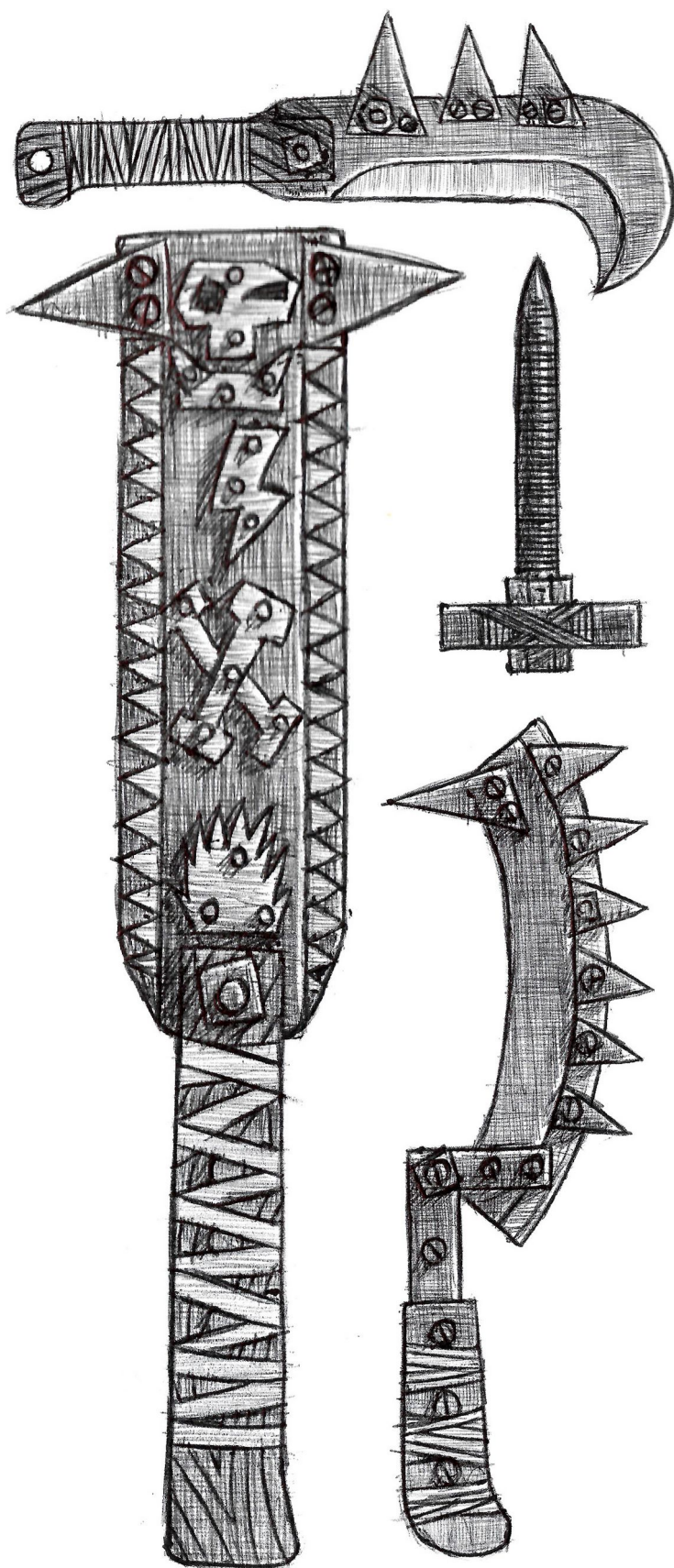
CUNNIN'

D6	Skill
1	Supa Sneaky I'll catch up with you lads later... This Warrior may deploy after all other Models have done so. They must be at least 18" away from enemy Warriors but otherwise may deploy anywhere on the board.
2	Wrecka Ooh, this bit looks important... If a Warrior with this skill Boards a Vehicle they can opt to cling on to the outside and attack a Hit Location directly. While doing this the Crew cannot target them! The Vehicle can attempt to shake them off though and each time it thrusts or turns the Warrior must Roll equal or under their Strength to hang on. If they fail they take a S3 hit and are placed on the board behind the Vehicle.
3	Dodgy Git Why do they call him the Bullet Dodger? ...'Cos he dodges bullets! The Warrior gains a 6+ unmodifiable save against all damage sources. They may gain this skill up to three times with each instance adding +1 to the save.
4	Duck 'N' Weave Serpentine, serpentine! As long as the Warrior is not onboard a Vehicle all shooting attacks against them are resolved at an additional -1 to hit.
5	Play Dead Wait a minute, this one's faking! Tricky git! If the Warrior goes Down they may not be attacked by enemy Warriors. This applies to Hand-to-Hand Combat too meaning the Warrior doesn't automatically go Out of Action if taken Down.
6	Sneak Off A backup knife in a boot, an extra burst of adrenaline, or maybe just some really convincing bloat work. This Warrior just never seems to end up a prisoner. Rolls of "Captured" on the Serious Injury Table for this Warrior are treated as "Full Recovery".



DAKKA

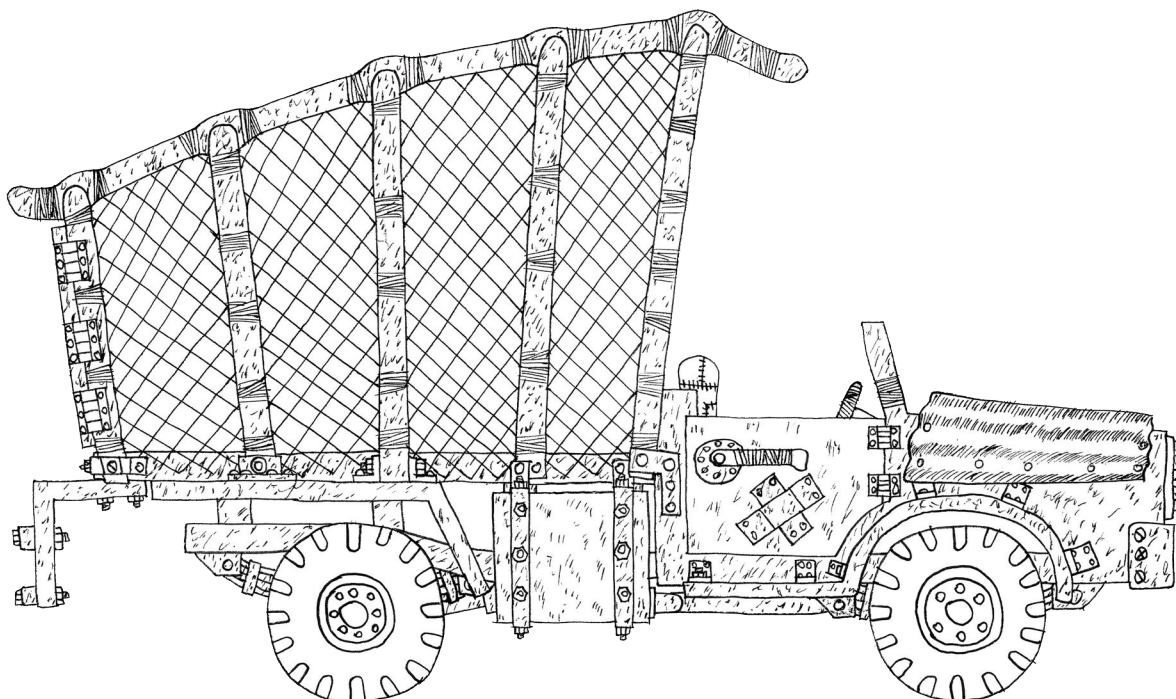
D6	Skill
1	Kool Taking the time to assess where it'll make the most difference rather than going with gut instinct makes this Warrior more dangerous than most. This Warrior can shoot at any Target in range, not just the closest one. If choosing to shoot at a Vehicle they may choose a location to hit rather than Roll on the Hit Location Table.
2	Hipshoota No time to slow down but still time to shoot! The Warrior may shoot even if they ran in the Movement Phase. Shots are taken with an additional -1 to hit penalty though! If a Warrior already has the ability to run and shoot due to a faction ability then Reroll this skill.
3	Dakka Dakka! More! More! More! How'd ya like dat?! This Warrior may Reroll one Sustained Fire Dice per shooting phase. The second result stands.
4	Bomma This Warrior loves grenades and always finds room to bring a few more than anyone else. When throwing grenades of any kind this Warrior may ignore their first Ammo Roll of the game. This only applies once per game, regardless of how many different kinds of grenades the Warrior is equipped with.
5	Rapid Fire This Warrior's got their firing technique down to a fine art and can be ready for a follow-up shot in the blink of an eye. A Warrior who doesn't move in the Movement Phase (or spends their Turn on a Stationary Vehicle) may shoot twice with a weapon of their choice (except Big Gunz). This second shot can be used to reload weapons that require an action to be taken.
6	Deadeye The Warrior's ability to hit something vulnerable is uncanny - watch out! If a ranged attack from this Warrior Wounds an enemy, Roll two dice and choose the result you prefer.



ODD

D6	Skill
1	<p>Doc</p> <p>This Warrior has picked up some rudimentary medical skills.</p> <p>When a Warrior Rolls on the Serious Injury Table you may choose to use one of your Warriors with this skill to treat them (assuming they themselves weren't taken Out of Action in the previous game). Instead of Rolling once on the Serious Injury Table, Roll twice and choose the result. To use this skill the injury must be Rerolled as it happens – you can't wait to see how the rest of your injured Warriors Rolled and then Reroll!</p> <p>A Warrior with this skill can only treat one patient per game and the patient cannot be treated by multiple Warriors with this skill to gain multiple Rerolls.</p>
2	<p>Loota</p> <p>The wastes are full of shiny things for those with a careful eye. This Warrior has a gift for sniffing out valuable stuff that no one's going to miss.</p> <p>Each Warrior with this skill that doesn't go Out of Action adds an additional D6 to the mob's income on top of any they would normally generate (not its profit).</p>

3	<p>Taktiks</p> <p>Stick to da plan, ladz! We'll 'ave 'em on da run in no time!</p> <p>Other Warriors within 6" of a Warrior with this skill may Reroll failed Leadership tests. The second result stands.</p>
4	<p>Brewboy</p> <p>This Warrior's got something bubbling away back at camp. Good for what ails ya... ..also for degreasing engines and killing brain cells.</p> <p>Each Warrior with this skill allows a Warrior with an Old Battle Wound a Reroll if they fail their test to take part in the battle. Multiple Warriors with this skill will allow other injured Warriors to Reroll, not additional Rerolls for one Warrior. However a Warrior with this skill cannot Reroll their own Old Battle Wound – they're not going to drink their own brew, they know what's in it!</p>
5	<p>Gunboy</p> <p>Some Warriors get a bit weirdly attached to their gear, whispering to their guns and so on. That extra care and attention might be a bit odd but it does pay off!</p> <p>Failed Ammo Rolls and weapon explosions from weapons this Warrior is equipped with can be ignored on a 4+.</p>
6	<p>Rizin' Star</p> <p>This Warrior is one to watch – they're destined to be something special!</p> <p>You may Reroll any advance Rolls for this Warrior. The second result stands.</p>



INCOME

There's quite a few different ways for the Mobs of this game to earn income. Many battles are fought over who takes home loot of some kind – usually in the form of scrap counters. This isn't the only way Mobs bring in income though – many have side activities such as mining, extortion, or scavenging. These are usually only available to Warriors who weren't seriously injured during a battle. The faction packs detail how this kind of income works for each Mob type.

Something universal is the 'Ardboyz Bonus – any Mob taking on a more reputable Mob (and winning!) gets an income bonus. Whether that's not having to pay for their own drinks or a more generous quartermaster is going to depend on the faction but either way consult this table:

Difference in Mob Rating	Bonus
1-10	+1
11-15	+2
16-20	+3
21-25	+4
26-50	+5
51-75	+10
76-100	+15
101-150	+20
151+	+25

That covers most forms of recurring income. Campaign events may present other opportunities along with things such as ransoms for captives.

PROFIT

As in reality whatever a Mob earns has to pay for things – it's not all profit.

After each game a Mob will spend their earnings on a variety of things ranging from ammo, repairs, fuel, their bar tab, and so on.

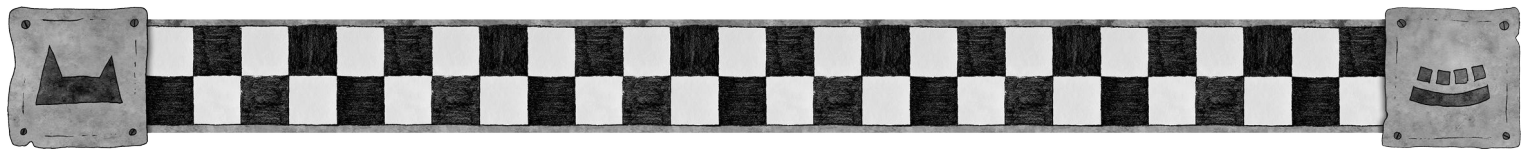
Different factions have their own post-game income earning mechanics in addition to what they earn during a game. These contribute to the mob's total *income*.

This gets compared with the size of the Mob which consists of its permanent members and Vehicles. Each Warrior on the roster counts as one, each Vehicle counts as one. Special characters will probably count as two or more Warriors (to represent what it costs to keep them around), but hired guns and other temporary Mob members may not count towards this total, as always, check your Faction Pack for details.

Find the relevant row and column in the table. Where they cross over that's how much profit the Mob gets. There's no addition or subtraction involved here – **the number is how many teef the Mob gets to keep**.

A Mob's faction pack may have a table or other system that replaces this one in which case use that instead.





	Mob Size						
Income	1-3	4-6	7-9	10-12	13-15	16-18	19+
0-2	3	3	2	2	1	1	0
3-5	5	4	3	3	2	1	1
6-8	7	6	5	4	3	2	2
9-12	9	8	7	6	5	4	3
13-17	11	10	9	8	7	5	4
18-23	13	11	10	9	8	6	5
24-30	15	13	12	10	9	7	6
31-38	16	15	14	12	10	8	7
39-47	17	16	15	13	12	10	9
48-57	18	17	16	14	13	11	10
58+	19	18	17	15	14	12	11

SPENDING THE LOOT

Once injuries have been resolved, experience dealt with, and profits added up mobs can finally get a chance to spend what they've earnt.

Now's the time to recruit Warriors, buy new equipment, get some repairs done (to both Vehicles and Mob members!), and if very desperate – sell stuff to pay the bills...

HIRING WARRIORS

Adding new Warriors to the Mob works almost exactly like hiring for a new Mob – your faction pack will have the specifics on costs and restrictions (you can't hire a second Leader, no matter how many teef you've got to spend!).

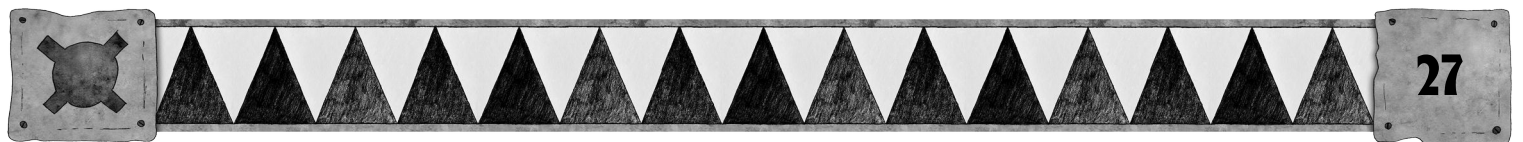
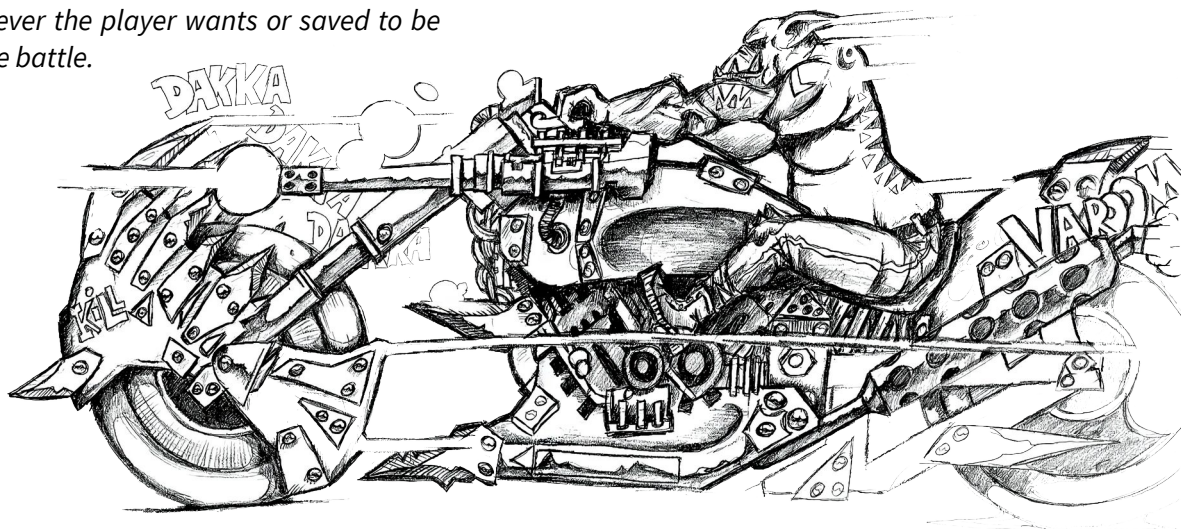
Once they're hired you should generate experience for them as normal and equip them with whatever you want, assuming you can afford it.

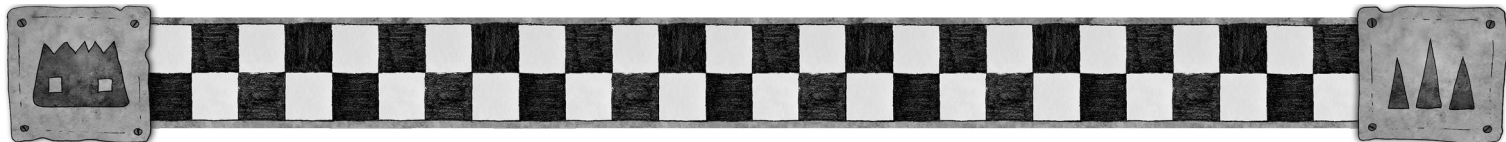
For example:

Grimlug's Ladz consist of 2 Traks and 9 Orks. This includes the Drivers and Gunners for the Vehicles. That's a Mob size of 11. In their most recent battle they didn't get any scrap counters but four of their boyz were able to work in their mine. This gave them a total income of 15 teef.

Looking at the table we can see the 13 – 17 income bracket provides 8 teef of profit for a Mob size of 10-12. This means the Mob adds 8 to its teef hoard which can be spent on whatever the player wants or saved to be spent after a future battle.

Note: Warriors can be fired between games if you so choose. Their gear can be reclaimed before they're fired. Warriors that die or retire after hitting the experience point cap will take their equipment with them!





BUYING VEHICLES

Similarly adding new Vehicles works much like during the Mob creation process. You'll need to assign Drivers and Gunners too (assuming you opt for a Fixed Weapon). Fixed Weapons can be added later – they do not need to be bought at the same time as the Vehicle. Don't forget that more Vehicles may require you to hire more specialists to maintain them.

NEW WEAPONS AND EQUIPMENT

Unless otherwise stated you may swap equipment between Warriors between games. Weapons and equipment belong to the Mob, not the Warrior, so if you'd like to buy a new weapon for one of your Warriors you can move their old gear to someone else within the Mob, or add it to the Mob's hoard to be assigned at a later date. Weapons and Equipment cannot be swapped between Warriors and Vehicles during a battle.

Bear in mind that you can only assign weapons and equipment to a Warrior if their rules allow them to be equipped that way.

E.g. A Rebel Grot Mob has a Head Honcho equipped with a Shoota. The Mob buys a Kannon and assigns it to the Head Honcho. In a Rebel Grot Mob only Head Honchos and Banna Wavers are allowed things from the Gunz list so the Shoota can either be assigned to the Banna Waver, kept in storage, or sold off. It cannot be assigned to any other Rebel Grots – the weapon is far too prestigious for them!

SELLING WEAPONS, EQUIPMENT, OR VEHICLES

Mobs may find themselves with surplus weapons and equipment. They can sell them during the post game stage. The value is half the roster price, rounded down.

E.g. Da GutGowjaz have a bill from the Mek for kustom work done on their buggy. They have a spare Kannon, bought for 3 teef, but they can only get 1 toof for it at the bazaar!

If selling a Vehicle the price is also half the roster price, rounded down but don't forget to include the cost of any upgrades and Gubbinz in this calculation. If the Vehicle has a Big Gun you may choose to keep it to be mounted on another Vehicle at a future time.

TRADING WEAPONS, EQUIPMENT, OR VEHICLES

Unless otherwise stated weapons, equipment, or Vehicles may not be traded between Mobs.

FIXING VEHICLES AND PATCHING UP WARRIORS

If your Mob contains Vehicles with Permanent Damage or Warriors with Serious Injuries now is the time when those can perhaps be attended to. Your options will depend on your faction rules so check there for specifics.

CUSTOMISING WEAPONS AND VEHICLES

Some factions are able to get their gear customised in various ways. Vehicles can sometimes be made faster, weapons more deadly, and so on. Check your faction pack to see what your options are!

YOUR NEXT GAME

Once you've recruited, bought, repaired, healed, sold and swapped as appropriate, and removed dead members then make sure you calculate your new Mob Rating.



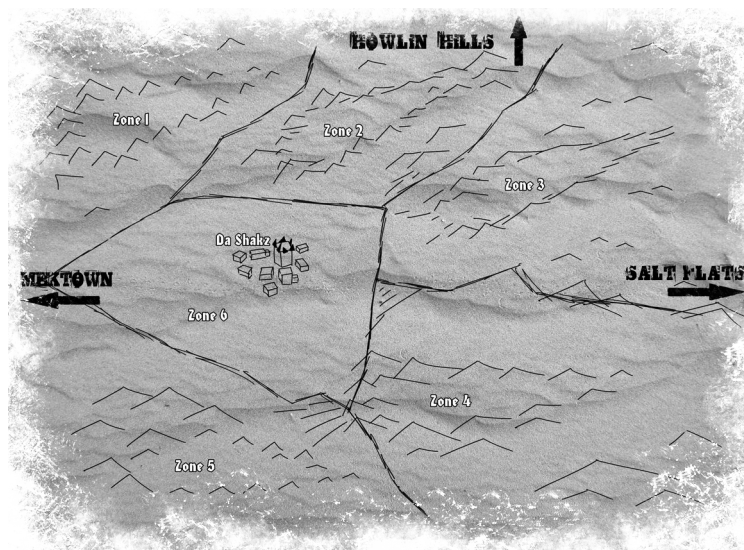
Running a Campaign

Campaigns typically come in two forms – story and casual. Sometimes campaigns are a mix of the two but we'll define them and you can decide your own balance.

A casual campaign is a fairly simple arrangement – players create their Mobs and then arrange to play against each other. The end point is usually defined either by time (two to three months, for example), or by Mob Rating (usually 400).

A story campaign is a somewhat more elaborate affair. As the name suggests this might involve a story but also things like mapping systems and recurring foes controlled by a campaign master. The level of complexity depends on the player and campaign master and the sky's the limit.

In future versions of this book we will be adding various tools, rules, and suggestions to help you craft a fun and varied campaign. Many of them are already available separately on places like the Unnamed Gorkamorka Site but the plan is to eventually incorporate them into this book.



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