

GCE Core Rules

Rules for battles in the GCE system.

By Da GCE Kommittee

This game has two main components - battles and campaigns. Battles are the games that take place on a board with miniatures whilst campaigns are the RPG-like mechanics that link battles together and allow your Mobs to evolve.

To play you'll need this book, a campaign book, some faction rules, and scenarios to play.

These rules are directly compatible with GW's Gorkamorka rules. The various faction rules found across *Da Uvver Book*, *Digganob*, and various other articles can be used with the GCE system.

Similarly the scenarios found in those sources are also compatible.

Changelog

Version 1.45 – November 2025

- Added diagram for how to make turns and tweaked wording of thrusting explanation
- Added missing Pinned definition in glossary

Version 1.4 – October 2025

- *Getting On and Off* reworked to account for ORB allowing moving Vehicles to "drop off" Boyz while moving along.
- *Attacking Stationary Vehicles and Gates* patched with WS only.
- Tidied up the bike/small Vehicle wording a bit
- Tidied up the Vehicle thrusting rules
- Clarified template weapon hits on Crew locations
- Removed mention of Pinning for Drivers
- Pruned Stikkbombz in close combat rules - they're in the faction packs!
- A bit more weapon genericization (Skorchas don't need to have their own ammo roll section!)
- Closed zero wound loophole (affects experience for wounding hits)
- Added rules for tents
- Added dimensions for small and large teardrop templates
- Drivers now immune to Pinning
- Tweaked the scattering rules to be closer to ORB
- Refined description of Follow Up moves
- Glossary capitalisation overhaul
- Boarding Actions tidied up. Split between relevant Movement, Shooting and Close Combat sections. Could exist as standalone section if needed.
- Stationary, Out of Control, and Unopposed Vehicles rewritten.
- Added Order of Operations to Movement and clarified targets for charging
- Buffed Overwatch to give +1 to hit rather than -1
- *Pilin' On* only works for a single round (so users can't form one invincible defender that faces all attackers)
- Clarified combat sequences for shooting, hand-to-hand, and vehicles.
- Added jumping across gaps/down drops and fleshed out falling mechanics



Version 1.31

- Replaced gas engine diagram with correct one.

Version 1.3

- Added generic Initiative Tests and Leadership Tests to the statline section
- Added rules for forts
- Added rules for moving boards
- Made bikes a type of small Vehicle rather than their own type
- Added diagrams explaining ramming
- Added diagrams explaining swerving
- Standardised on "Difficult Ground" rather than a mish-mash of other terms.

Changes from ORB rules

- Artillery Dice replaced by D6
- Some tweaks to the psychology section
- Concept of small Vehicles and large Vehicles delineated more clearly
- Drivers immune to Pinning
- Multi-damage weapons affect Vehicles
- Warriors that recover from Down receive +1 Wound (i.e. 0 -> 1) at the expense of -1 WS & -1 BS. This is to cover getting experience for wounding models that don't have any wounds left to lose.
- Pickin' Up added to compliment Getting On and Off, and Dropping Off while Vehicles are moving.
- Attacking stationary Vehicles and fort gates nerfed somewhat (full hand to hand round vs. opponent that doesn't fight back, vs. just WS worth of attacks).
- Only the closest enemy is now an eligible target for a Charge (the Well 'Ard skill in the ORB implies the existence of this mechanic but the rule isn't stated anywhere).
- The Pilin' On cannot be used to make a single unstoppable defender.
- Setting Overwatch now confers a +1 to hit modifier, not a -1.
- Added mechanics for jumping across gaps and down from a height



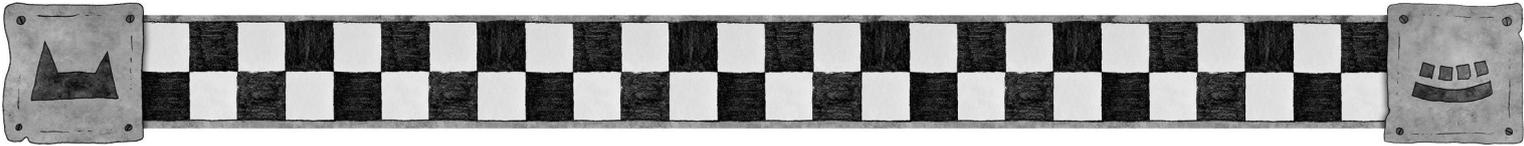


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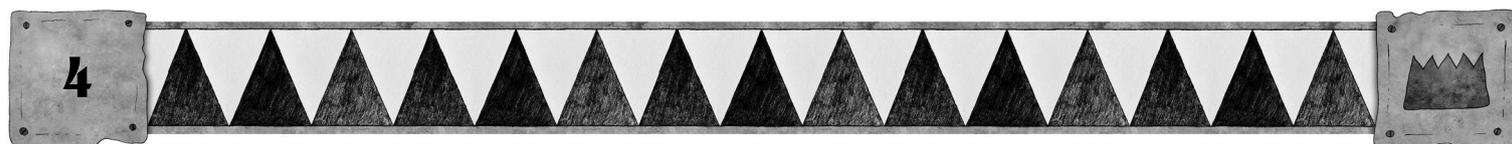
INTRODUCTION

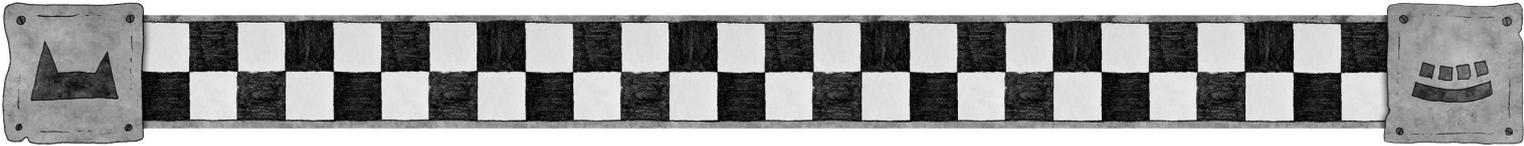
THE GCE CONCEPT

GCE is an attempt to provide a somewhat generic ruleset that is, to the fullest extent feasible, directly compatible with materials written for the 1997 Games Workshop skirmish game Gorkamorka. Ultimately it may eventually also include implementations of many of those documents to provide a comprehensive set of factions, scenarios, and equipment options that can be applied to a number of settings as players choose.

The Gorkamorka Heritage Project has endeavoured to secure compatible licences for as many existing documents as possible in order to enable this initiative to be as exhaustive as possible. With any luck this will mean that wording of rules can be such that little clarification is needed (as we’ll have known about the many possible ways they can be applied when writing).

Lastly the finished game should be easy for players familiar with Gorkamorka, Necromunda, or Shadow War: Armageddon to pick up.





A NOTE ON CAPITALISATION:

Reading through these books you'll often see seemingly random words capitalised. This isn't just our editor not picking up on mistakes - it's our way of making it clear that we're talking about a game concept rather than just being chatty. It's a little tricky to give an example that'll make sense before we get into the actual meat of the material but at least now you'll know what that's all about!

Most capitalised terms can be found in the glossary at the end of this book.

UNITS OF MEASURE

This game uses inches and feet (denoted with " and ' respectively). Centimetres and metres are brilliantly precise but this game, like many other skirmish games, needs a bit of fuzziness to work. You might occasionally see half an inch mentioned but that's as precise as it gets!

When a Vehicle makes a "turn" that move constitutes a shift of up to 45°. The "Turny Gubbinz" is a tool for measuring that. A protractor works too but is far less thematic!

A 3D printable recreation of the cardboard Turny Gubbinz included in the 1997's Gorkamorka box set [was uploaded to Thingiverse some years ago](#).

DICE

Throughout these rules several different dice are used. They're all six-sided and are as follows:

The basic die, the D6, is numbered one to six. The same die is used when asked to roll a D3:

D6	D3
1 - 2	1
3 - 4	2
5 - 6	3

Sustained Fire dice are slightly different but can be rolled using a standard D6. Its faces are 1, 1, 2, 2, 3, and "JAM!" and so treating it as a D3 with rolls of 6 becoming a JAM! result works nicely.

A Scatter die has arrows on four sides and two "Hit" symbols - although the "Hit" result also has a little arrow on it too! These are available to buy from various sources or [to print](#).

TESTS

Certain game mechanics require tests to be made; these will be explained in greater detail where relevant but a test usually entails the player rolling a dice and comparing it to a characteristic. In some instances a test is passed by rolling above a characteristic whilst in others it's below. The specifics will be covered in the relevant section.

In this game a roll of 1 is not always a failure. For some rules a 1 is a failure, of course, but the rule will state how the dice works and you should not assume that it is always a failure.



MODIFIERS

This game uses modifiers for quite a few mechanics. These are explained where relevant although most are fairly straightforward. Sometimes these take the form of adding or subtracting from a dice roll (such as shooting at a target taking cover rather than in the open) and at other times take the form of determining a total score and then applying bonuses and penalties to it.

COUNTERS

Some players like to use counters to provide visual cues to help you remember what each model is doing. Traditionally these included Hiding, Running, and Overwatch. Some players prefer to take notes rather than clutter the table with counters but the way you play is entirely up to the players involved. Printable counters [are available](#).

Some scenarios will require their own objective counters (often Scrap Counters but sometimes other things). These can be represented with whatever players have available - for example a 25mm base with junk modelled on it.

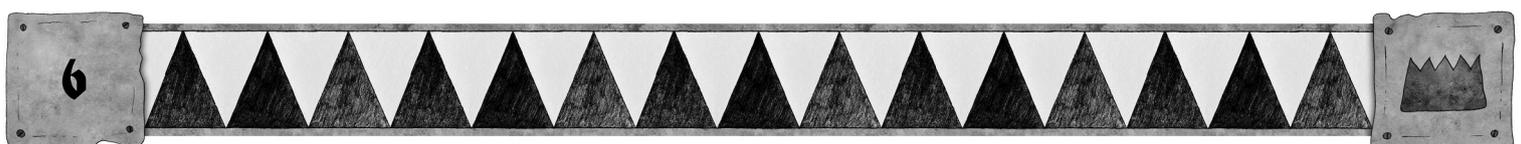
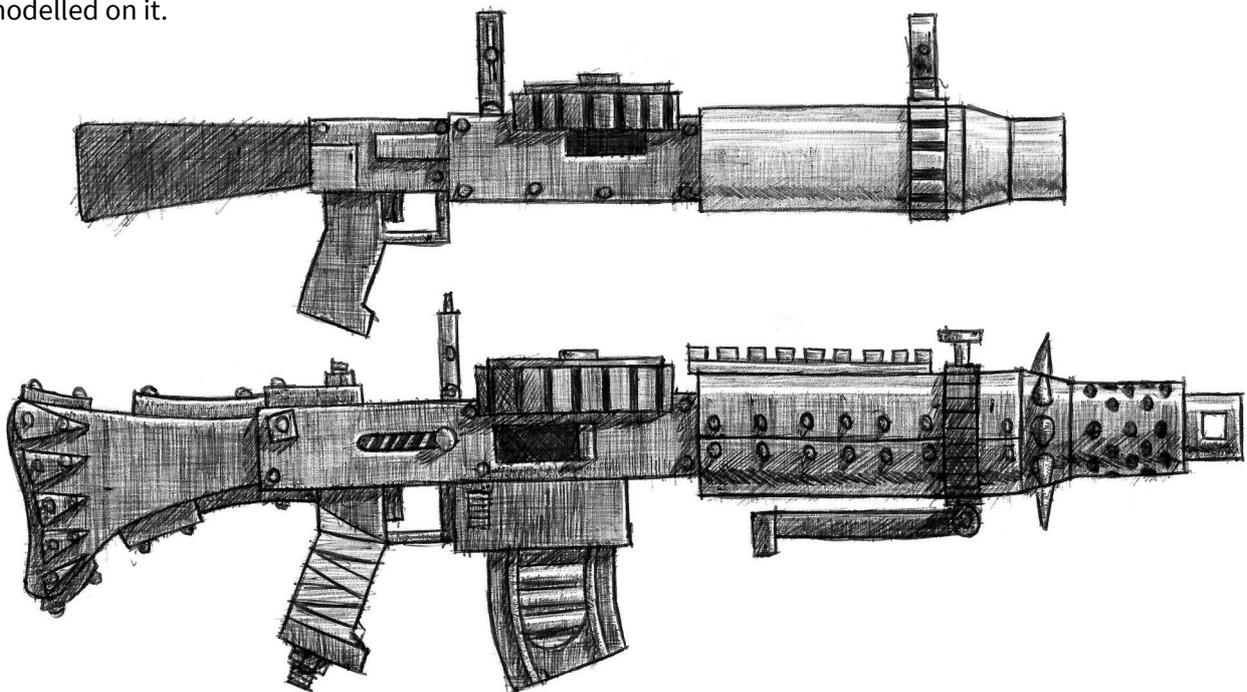
TEMPLATES

Certain weapons require special templates to determine their effects. These are the teardrop shaped template used for weapons like Skorchas and the blast template used for some grenades.

The normal blast template has a diameter of 4" and the normal teardrop template measures 8" long. They are available online [from various sources](#) and those measurements should be enough to find the right sizes.

Some mechanics may refer to smaller or larger teardrop templates. These are 4" long and 16" long respectively, used to represent hand flammers and heavy flammers in games such as the second edition of Warhammer 40,000.

If you ever see reference to a 2" blast template then it will be referring to the radius of the template - GCE does not use a 2" *diameter* template.



OTHER BOOKS

GCE splits up the various rules into different books. For the full experience you'll need the Core Rules, Campaign Book, Scenario Book, and at least one Faction Pack.

Core Rules

The rules for playing a battle.

Campaign Book

The rules covering progression mechanics between games.

Scenario Book

The rules covering battle scenarios.

Faction Packs

Each playable faction in GCE has (or will have) a book of its own. Each Faction Pack aims to be the complete rules for that faction, eliminating the need to cross reference with other faction rules.

WHAT ELSE YOU NEED

A few other things are required for a game such as; 2 or more players, a firm level playing surface, a tape measure, and some scatter terrain. Paper along with good ol' pens or pencils are also a good idea although we recommend using the roster provided later to help keep track of any wounds, damage, or other information.

WARRIOR, WEAPON, AND VEHICLE STATLINES

Looking for statlines for things? The details for your faction of choice are all in your Faction Pack. Each one includes an appendix of all the weapons available to that faction, statlines for their Warriors, and details of their Vehicle rules.





WARRIOR STATLINES

The majority of Warriors, creatures, or other entities have statlines. These describe the fighting prowess of whatever it is in various ways and higher numbers are better. They normally look like this:

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	4	1	2	1	7

Of course the numbers vary pretty wildly and a Grot isn't going to have stats anywhere near as high as a fully-fledged Ork Nob!

Let's go through this statline and get a feel for what each thing means:

MOVEMENT

How many inches the Model can move at normal pace each turn. It also forms the basis of how fast (or slow) they move when running, dragging things, and otherwise traversing the battlefield. Most Warriors can run at double their Movement characteristic but some can go even faster than that. It's a good idea to know how fast your enemies are ahead of time!

WEAPON SKILL

When it comes to skill at pummelling opponents WS is the characteristic to look at. It sums up how likely the Warrior or whatever is to win in Hand-to-Hand Combat. Sometimes this refers to skill whilst other times it's more a matter of sheer aggression and force but in any case it's the statistic that is used for the Hand-to-Hand Phase.

BALLISTIC SKILL

Shooting, throwing, and generally attacking things at range is covered by this one. Mostly used in the Shooting Phase this one is a measure of how likely the combatant is to score a Hit on a Target. Whether they then Wound them is another matter!

STRENGTH

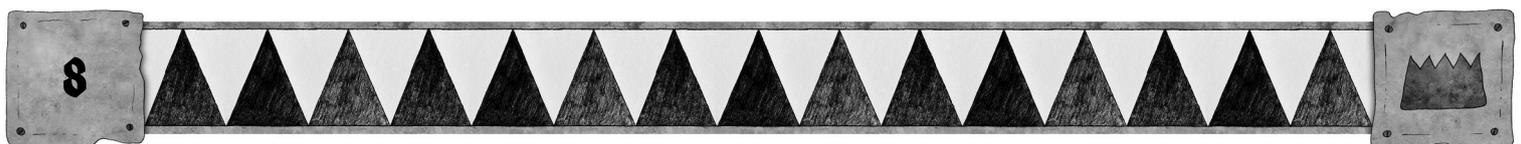
Bit of a funny one here - in theory it's a measure of how strong a combatant is but generally most Warriors are pretty similar and sit around 3 (whether they're a Digga-Yoof or an Ork Nob). Really it's more a measure of whether a combatant is significantly stronger than the norm (like a Feral Ork Brute) or weaker (like a Rebel Snot). Strength is mostly used in Hand-to-Hand Combat but also comes up in relation to things like staying onboard Vehicles when things get hairy!

TOUGHNESS

This characteristic covers one part of Injuries whilst Wounds covers the other. Toughness is all about how difficult it is to actually do any real harm to a Warrior. Most Orks don't worry too much about a few bullets coming their way 'cos most of the time they won't puncture anything vital - lots of other Warriors aren't so lucky!

WOUNDS

Some Warriors just won't stay down even if you make 'em bleed from three different places! In game terms the number of Wounds a combatant has determines how soon they need to start rolling on the Injury Table and dealing with the more immediate consequences of being injured. Most combatants only have a single Wound but more experienced Warriors can have quite a few!





INITIATIVE

Some Warriors are clumsy whilst others move like skilled dancers - Initiative basically measures this and spatial awareness. Whether it's jumping between speeding Vehicles or spotting an enemy Hiding nearby this is the characteristic that covers it. If a Warrior is required to take an Initiative Test this is done by rolling a D6 and comparing it to their Initiative characteristic. If the value is equal or *under* their Initiative value the test is passed. A roll of 6 is always a failure.

ATTACKS

Mostly used during the Hand-to-Hand Combat Phase this characteristic vaguely covers how swift a Warrior is, or something like that! It indicates how many Attack dice a combatant rolls in Hand-to-Hand Combat (although it's quite possible to move quickly and still bungle every attack!).

LEADERSHIP

A combination of confidence and the ability to inspire others. Leadership is generally used as a basis for a Leadership Test covering things like keeping calm while attacking an enemy that causes Fear or encouraging the other Warriors in the Mob to keep fighting (rather than leggin' it like some weedy Grot!). If a Warrior is required to take a Leadership Test this is done by rolling a 2D6 and comparing the result to their Leadership characteristic. If the value is equal or *under* their Leadership value the test is passed.

WEAPON STATLINES

Similarly the majority of weapons and attacks have statlines. Unlike Warriors it's fairly common for not all fields in a weapon statline to have values. Empty fields will sometimes have a dash or "N/A" written in them.

For example:

Shoota

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 12"	12" - 18"	+1	-	3	0	1	4+	

'Uge Choppa

Range	Hit Modifier	Strength	Save Mod	D	Ammo Roll	Notes
-	-	AU +2	Var	1	N/A	Double-handed, Opponent wins draws.

In basic terms there are ranged Weapons and Hand-to-Hand Combat Weapons. Importantly some ranged weapons can also be used in Hand-to-Hand Combat (see the Armoury section for more details).

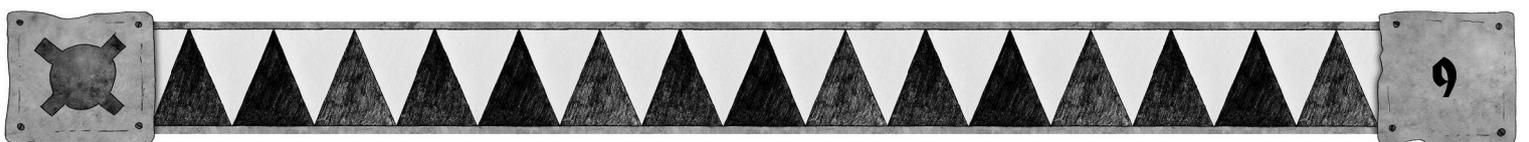
Starting with ranged weapons let's go through the different bits of the statline:

SHORT RANGE

Any shots attempted within this range will receive the Modifiers for short ranged shots.

LONG RANGE

Again, this determines which Modifiers apply when taking a shot at the weapons maximum range. Different types of range also come into play when it comes to customising weaponry in campaigns.





HIT MODIFIER

Many weapons receive bonuses that make hitting things at shorter range easier while others receive penalties at longer range.

STRENGTH

In the same way as Warriors have Strength values, so do weapons. This is what is compared to the Toughness or Armour value of Targets when attacking them.

SAVE MODIFIER

Only applicable to Models without an Armour Value (so most foot Models) this is a Modifier for the Target's Armour Saving throw. A Warrior with a 4+ Armour Save would only receive a 5+ Armour Save if Hit by a weapon with a Save Modifier value of -1, for example.

Some weapons have a fixed Save Modifier whilst others have "Varies". The Save Modifier of these weapons is tied to the user's Strength characteristic rather than the properties of the weapon. For every point of Strength *above* 3 the weapon receives a -1

Modifier (Strength 4 gives a Save Modifier of -1, Strength 9 gives -6).

A Warrior with no Armour does not benefit from plus Modifiers.

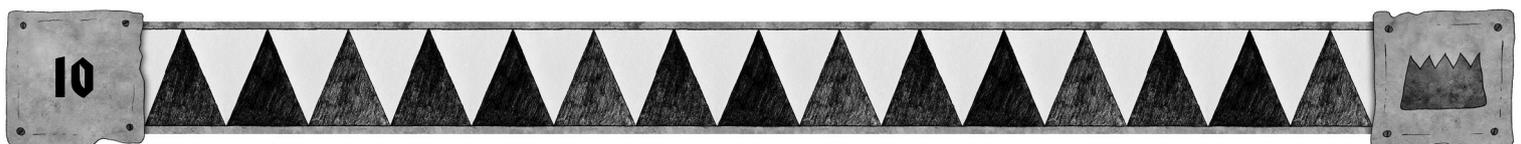
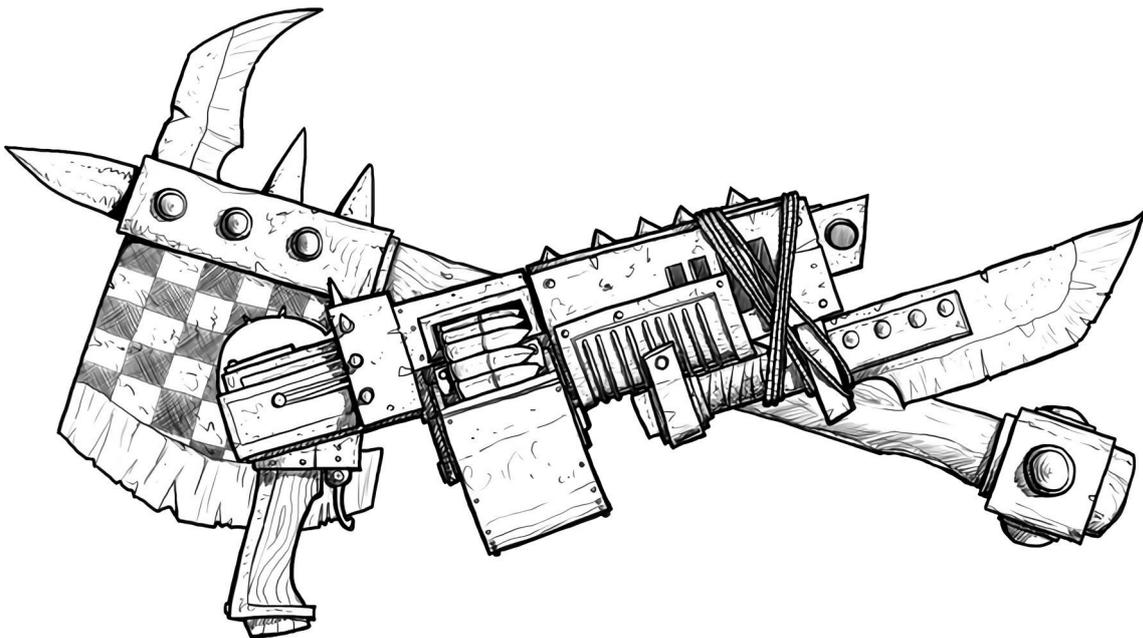
DAMAGE

Damage is what removes Wounds from a Warrior. The majority of weapons only inflict one Damage but occasionally something particularly nasty can inflict much more, such as the Krak Stikkbomb's "D6 Damage"!

A Warrior that has failed their Armour Save will lose an amount of Wounds equal to Damage, to a minimum of 0.

Terminology Note

the term Wound may sometimes be found being used instead of Damage but they are two distinct concepts with their own place in the phase sequence. Most hazards, such as dangerous terrain or the spikes gubbinz type don't have a profile, but they can be presumed to cause a single Damage. If there is a profile but Damage is blank "-" it cannot do any harm.



AMMO ROLL

Each time a weapon is fired there's a chance it'll run dry, jam, or perhaps even explode. Some weapons have special rules regarding Ammo Rolls but most are required to Test on a result of 6 when rolling to Hit. As long as the player can roll equal to or greater than the Ammo Roll value then Shooting can continue. Weapons with an Ammo Roll value of "Auto" will fail automatically if required to Test. Still test to see if the weapon explodes.

NOTES

Fairly straightforward really - if there's any additional special rules to look up they'll be mentioned here.

Now for Hand-to-Hand Combat Weapons:

Some weapons (such as Ork Sluggas) can be used in Shooting and Hand-to-Hand Combat while other weapons can only be used in Hand-to-Hand Combat. Those that can be used in both will have a statline similar to other ranged weapons and simply disregard Range, To Hit Modifiers, and their Ammo Roll when used in Hand-to-Hand Combat.

STRENGTH

Some Hand-to-Hand Combat Weapons will use the Warrior's Strength value, others (Such as the 'Uge Choppa) modify the user's Strength. You can either write "As User" or "AU + X" in this box or add the modifier to the model's S and write the number.

SAVE MODIFIER

Not all weapons have a fixed Save Modifier - some vary depending on the wielder's Strength characteristic. A Warrior with a Strength of 4 receives a -1 Modifier when using the weapon. For each point of Strength above that an additional -1 is added (so a S6 Warrior would get a -3 Save Modifier with that weapon). Anything below 4 receives no Save Modifier when using the weapon. There's also a table in the Hand to Hand Combat section of this book that shows all Strength and Save Modifier values.



PLAYING A GAME

The mechanics of this game divide roughly into battle stuff and campaign stuff with some overlap here and there. What happens on the board with Models is the “battle stuff” whereas things like permanent Injuries, stat increases, and recruiting new Warriors is the “campaign stuff”. In this part of the rules we’re going to be dealing almost exclusively with the battle side of things.

To play a battle you need at least two players with a Mob each and Models to represent them. Some sort of terrain or obstacles also make for better games. Recruiting and arming a Mob is very much in the “campaign stuff” side of things so we won’t go into how it works here. When you’re done you’ll have a roster sheet with the details of your Warriors, their weapons, and all the other relevant information. Make sure you’ve calculated your Mob Rating though as you’ll need that in a minute.

Then you’ll need some sort of surface to play on - we recommend a minimum play area of 4’ x 4’ although 6’ x 4’ is popular too. Once you know who you’re playing you’ll probably want to play some sort of scenario - after all battles aren’t usually by appointment!

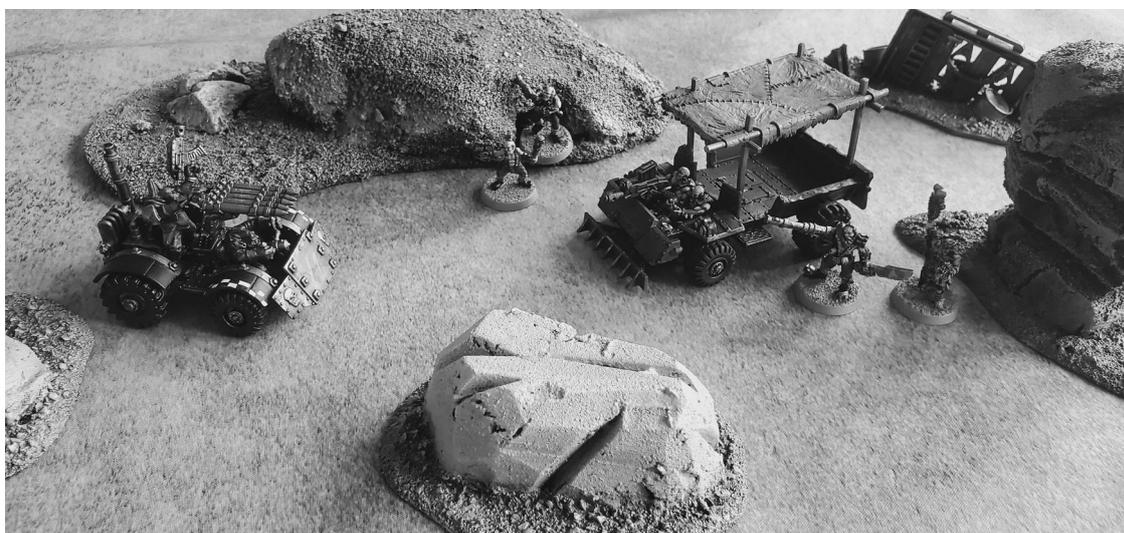
SCENARIOS

To play a game you’ll need a scenario to put your Mobs through. Whatever you decide on will describe how to set up the board, victory and loss conditions, and any special rules you’ll need. There’s loads of scenarios available for this game and it’s up to you to decide which you feel like having a go at. It’s probably fairly sensible to start with something simple until you’ve got the hang of how the game works though!

The player with the lowest Mob Rating is the attacker by default in scenarios with attackers and defenders, unless the players decide it’d be more fun to swap things around. If both players have the same Mob rating roll a D6 each with the highest scorer taking the role of lowest Mob Rating.

SETTING UP THE BOARD

Many scenarios will include a fairly specific description of the board setup they’re intended to be played on while others won’t give many details at all. Generally speaking a board should contain enough terrain to encourage Movement and break up Line Of Sight. A few good things for Vehicles to Crash into, maybe a structure, perhaps some hills. Ultimately what the board layout looks like comes down to the terrain you have available to choose from.



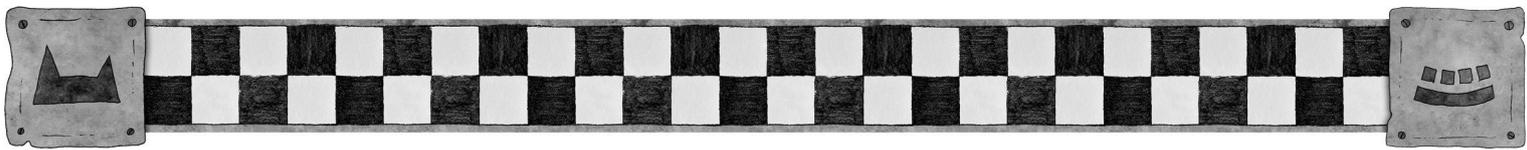
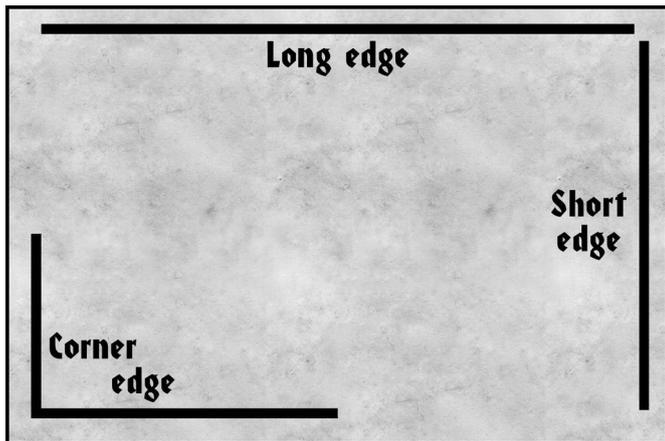
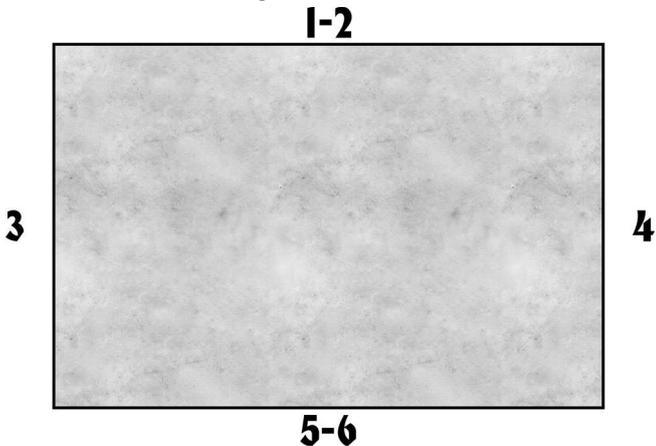


TABLE EDGES

Often scenarios will have Warriors entering the battle from a table edge - either at the start of the game or arriving as reinforcements. Sometimes players may choose the edge they'd like to use whilst other times a scenario will state it should be a random side. If picking an edge then the following are valid options:



Should a random edge be called for roll a D6:



Of course if your board is square then rolling a D4 would work, assuming someone has one! Corners aren't used for random edge deployment as various scenarios use the opposite edge as a point of reference or objective for NPC Warriors and similar.

GAME TURNS/PLAYER TURNS

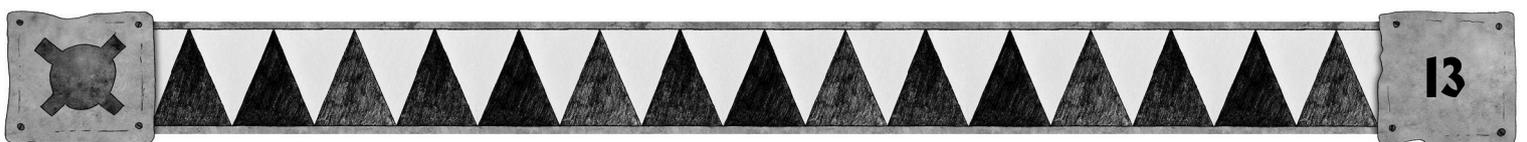
This is a turn-based game and players take charge of their forces in the order determined for the game (usually a dice roll but sometimes some other criteria is specified in the scenario). Each game turn consists of every player going through each of the Phases described below (usually referred to as "the player's turn"). Once the players have done this the game moves onto the next game turn. We're making this distinction here because it can otherwise get a little fuzzy later on. Two players finishing a game that lasted six turns would each have six player turns.

PLAYER TURN SEQUENCE

When it is a player's turn they take their forces through the relevant Phases, skipping any that aren't applicable (such as Hand-to-Hand Combat if there are no Models engaged in Hand-to-Hand Combat). Each phase is worked out as a whole, with the player taking the relevant actions with each model for that phase before moving on to the next phase (rather than working out phases on a per-model basis).

The turn sequence goes like this:

1. **MOVEMENT:** During this Phase players may move their Models and Vehicles as per the rules provided later.
2. **SHOOTING:** Models able to do so may make a ranged attack in the Shooting Phase as described in the Shooting rules later.
3. **HAND-TO-HAND:** All Models in Hand-to-Hand Combat may fight during this Phase. In a game with 3+ players this is only dealt with if the active player has Warriors engaged in Hand-to-Hand Combat.
4. **RECOVERY:** Injured Warriors Test to recover and rejoin the battle in the Recovery Phase. The rules for this are provided later.





Once a player has completed running through the turn sequence their opponent then does the same, working through the turn sequence until they have also finished. This is the end of the game turn.

A typical game lasts until only one player remains after the others have Bottled Out (Essentially concede or are defeated) as explained later on. Some scenarios will include specific objectives to be completed and others will end when other criteria have been met, we will explain all of this in great detail later.

ENDING A GAME

A game automatically ends when a player is left unopposed on the board. This happens when all a player's opponents Warriors go Down or Out of Action, or they are left as the sole remaining player after their opponent has moved all their Models off the board. Note that Vehicles do not count towards this - they cannot drive themselves!

Ending a game this way does not always guarantee Victory for the remaining player, although you have definitely earned some bragging rights!

Once the game has ended the victor can be determined. Scenarios may have very different Victory conditions and so we can't really cover them all here. Instead we're going to describe some baseline rules that apply if not superseded by those described in the chosen scenario.

Battles end in either a Win, Loss, or Draw for the players. This last one is not as common but important to bear in mind because it is possible that no one side decisively meets the Scenarios Win Conditions, and as such no bonuses for winning are doled out. Scenarios usually handle how victory and loss are handled, but if they don't (or you're making up your own scenario), bear in mind that draws are possible.

There is one other common way to end a game: Bottlin' Out.

BOTTLIN' OUT

Battles are not usually fought "to the last man" - after a certain point most Mobs will decide they've had enough and retreat. This is usually because their morale is broken but it can also be a tactical decision. While it might well be possible to "win" a battle, if that victory has too high a price it could well be pyrrhic. Remember that Serious Injuries to Warriors and Permanent Damage to Vehicles can be costly, if not impossible to repair!

When To Take A Bottle Test

The general rule of thumb is that, Bottle Tests must be taken once you have suffered 25% or more casualties of the total of your Mob.



Working out the total works as follows: Each Warrior counts as one, each Vehicle counts as one. The total Model count consists of those that have participated in the battle so far. Reinforcements (yet to arrive) do not count. Models back at your base who were not chosen to take part do not count, and Models not taking part at the start of battle due to injuries or permanent damage do not count towards this total.

Secondly we'll deal with what a Casualty is:

- Warriors who are Down
- Warriors who have been taken Out of Action
- Immobilised Vehicles
- Destroyed Vehicles
- Models that have left the board (unless the scenario states otherwise)

Downed Warriors that recover stop being casualties so it's possible to be in a position where Bottle Tests are no longer necessary. Similarly if reinforcements arrive the percentage of casualties can go down allowing the Mob to get their nerve back.

Lastly, once a Mob has triggered Bottle Tests. They may choose to voluntarily Bottle at the start of their turn. However, it is important to bear in mind that when a Mob has Bottled Out, that player can no longer claim Victory, even if they would have met the Win conditions.

Taking Bottle Tests And Bottlin' Out

The threshold percentage for Bottlin' Out tests vary - unless otherwise stated it is 25% or more. The Scenario will provide specific details if a different value is to be used. If your Mob has the requisite percentage or more casualties when you start your turn you can either choose to Bottle Out or take a Bottle Test to see if your Mob's nerve holds. You can't take the Test and *then* decide to Bottle Out though - make your choice first!

Assuming you decide to try to stay in the fight you'll need to take a Leadership Test based on your leader's Leadership (so roll 2D6 - a score equal or under their characteristic is a pass). If your Leader is a casualty they're unable to rally your Warriors. Whichever Warrior in your Mob that has the highest Leadership characteristic (who isn't a casualty!) steps up - Test against their Leadership instead.

If you pass you continue your turn as normal. If not, your Mob loses this game. If there are only two players then the game immediately ends - if there's more than it's time for the player that bottled to put the kettle on and start on their post-game.

Remember to make a note of any Warriors which are Down and any Vehicles that are Immobilised belonging to the Mob which has Bottled Out. Along with any number of Scrap Counters or other Tokens of importance. These will usually need to pass a test to go unscathed - see "Scrap Counters and Bottlin' Out".





MOVEMENT ON FOOT

The Movement Phase is where the player is allowed to move all of their Models in accordance with the following rules. Players may move Warriors in any order they like, move one Warrior at a time and make sure you have finished moving each Warrior before moving on to the next.

There are some advanced rules that may arise in the Movement Phase - things like Frenzy and setting Overwatch. We'll be giving some brief descriptions so you're aware of the concepts but the full rules are in the Special Rules section of this book.

ORDER OF OPERATIONS

When it comes to Movement the resolution goes in the following order:

1. Charging Warriors
2. Compulsory Movement
3. All other movement

Compulsory Movement can happen for any number of reasons but basically boils down to movement Warriors are *required* to make. Warriors who are on fire can't choose to calmly stand still, for example!

It's not possible for us to cover every reason for Compulsory Movement in this book as scenarios, skills, equipment, and any number of other things can potentially result in Compulsory Movement. As long as you're aware of the concept you should be able to figure out the order you need to resolve Movement for your Warriors.

In the sections below we don't go through the rules in the above order as conceptually it makes most sense to learn how basic movement works before handling the more complex rules.

MOVING

During this Phase, each Warrior may move in any direction a distance in inches that is equal to the Warrior's Movement (M) characteristic or lower. Most Warriors will have a Movement (M) characteristic of 4, which means they can move up to 4" in any direction, this includes stairs, ladders, etc.

Normally it is up to the player to decide how much of the Warrior's move characteristic to use but there are some circumstances which are covered later that may force the Warrior to move in a certain way.

Running

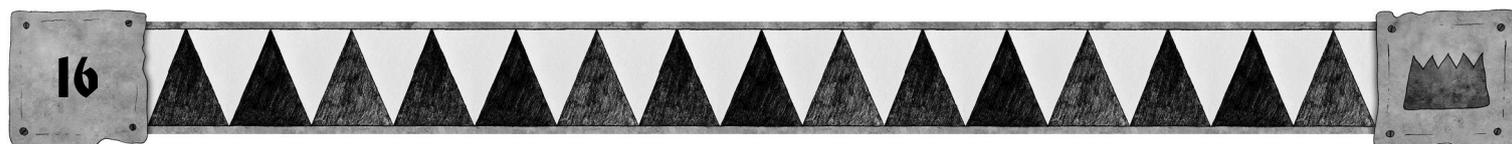
A normal move represents the Warrior moving at a decent rate while still allowing themselves time to survey the battlefield, aim and shoot their weapons and shout words of encouragement to other Mob members. A Warrior may choose to run and when doing so gets to move at double speed; so for example a 4" Movement (M) characteristic means a Warrior can run 8".

When Running, a Warrior loses their chance to shoot this turn. When electing to run with a Model the player must declare that they are doing so, this way both players understand what is happening and know that the Model in question may not shoot, alternatively placing a Run counter next to them is another great way of keeping track.

Jumping Across A Gap

Warriors sometimes need to hop between bits of terrain - these rules cover that eventuality. They do not deal with jumping between Vehicles (see Boarding Actions on page 18).

A Warrior *can* jump across a gap as long as they have sufficient inches of Movement to cover it (the Warrior



may jump whilst running). Each inch of gap is equal to an inch of Movement allowance.

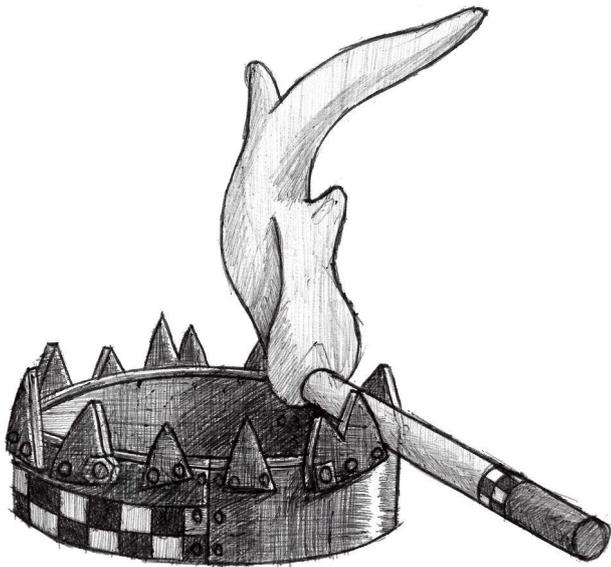
Declare that the Warrior is attempting the jump and then roll a D6. If you get a score of equal or greater than the distance then the Warrior soars across the gap. If not, resolve fall damage (see page 20).

Jumping Down

A Warrior can also choose to jump down from somewhere (e.g. from the battlements of a fort). Jumping down takes inches of Movement but only half, rounded down (so a 2" drop takes 1" of Movement). As with jumping across a gap, this can be done whilst a Warrior is Running.

If the drop is 3" or less then take an Initiative test. Passing means the jump goes fine and the Warrior may continue to Move as normal. Failure should be resolved as per the Fall Damage rules (see page 20) and the Warrior's Movement ends immediately.

If the drop is more than 3" then it works like a Fall (again, see the Fall Damage rules). We mention it here simply because you can **choose** to jump off a ledge even though you know it will hurt – sometimes you're facing something worse than a big drop!



CHARGING

If a Warrior wishes to engage an enemy in Hand-to-Hand Combat then you must first declare that the Warrior will Charge.

Note that Warriors may only Charge the nearest enemy Warrior, although they may choose to ignore enemies who are Down or Pinned.

Without measuring the distance, declare that your Warrior will be Charging and indicate to the opposing player which enemy Warrior they intend to attack.

A Charge move works just like running - double the Warrior's Movement characteristic.

After declaring a Charge like this you should then measure. Assuming your Warrior can reach their Target, place the Models so that both of their bases are touching or as close to as is practically possible.

If a Warrior does not have enough Movement to reach the enemy then they are considered to have failed their Charge. Move the Charging Warrior as far as possible towards the enemy Warrior (remembering to double your move); the Charging Warrior may not do anything else this turn!

It is worth noting that Models cannot move into Hand-to-Hand Combat without Charging. Any move intended to bring two Warriors together is, by definition, a Charge.

Jumping Whilst Charging

A Warrior might need to jump to Charge their target and can choose to do so. See the sections above for those mechanics.



WARRIORS CARRYING CUMBERSOME OBJECTS

Sometimes Warriors will find themselves lugging large objects around the battlefield, usually in the form of valuable Scrap Counters. Warriors carrying a cumbersome object halve their Movement characteristic. The full rules on these can be found in the Special Rules section of this book.

GETTIN' ON OR OFF VEHICLES

A Warrior, starting on foot, who ends their Movement in contact with a friendly Vehicle may attempt to Get On.

Similarly, a Warrior, starting aboard a Vehicle, may attempt to Get Off before carrying on with the rest of their Movement choice or even jump between Vehicles that are alongside and within 2" of each other. However, they may not set Overwatch.

If the Vehicle in question has already moved more than 6" or used its Thrusters, they must roll 4+ on a D6. If they fail they will take a Strength 3 Hit and the Warriors' Movement Action ends immediately (including Running and Charging). Place them in contact with the side they attempted to enter or exit from.

Caution: A Warrior who Gets Off into base contact with an enemy Warrior on foot counts as Charging. However, should they fail a test and end up Down, your opponent will automatically put them Out of Action in the subsequent Close Combat Phase!

During a Vehicle's Movement, Warriors may instead be Dropped Off or Picked Up as it moves along but this is handled slightly differently. More details are provided in the Vehicle Movement section, Droppin' Off or Pickin' Up.

BOARDING ACTIONS (MOVEMENT)

Warriors may attempt to Board an enemy Vehicle during the Movement phase. Warriors may also jump between Vehicles that are alongside and within 2" of each other. Declare a Charge and move your Warrior so that they are in contact with the Vehicle's Side or Rear. The Front cannot be Boarded.

Each Warrior must pass an Initiative Test. Roll equal to or under the Warrior's Initiative characteristic on a D6. If the Initiative Test is failed the Warrior's Movement ends immediately and they take a S3 Hit as they hit the ground where they attempted to Board.

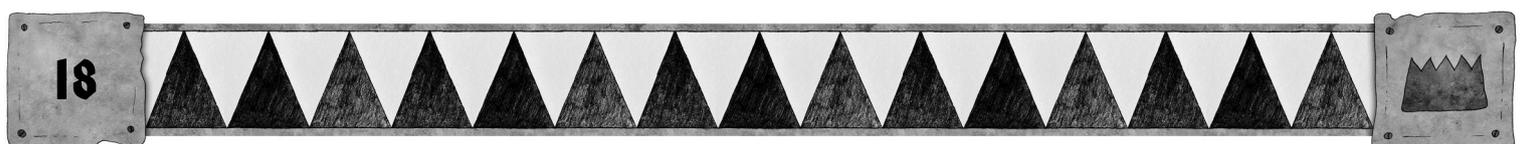
Warriors that successfully Board a Vehicle are moved onto it. The Models exact position aboard the Vehicle is not important and if it becomes a problem (likely due to the size of the model) a proxy location may be used to represent the crew compartment.

WARRIORS ON FIRE

Unlucky Warriors who have ended up on Fire somehow do not move as normal (what a surprise!). Instead roll a D6 for them before they Move. On a 6 the Fire goes out and they move as normal. Anything less than 6 causes them to take a Strength 4 Hit. Resolve that now.

If the Strength 4 Hit puts them Down (or Out of Action) then the Fire goes out. If not, roll a scatter dice. They move in that direction 2D6", jumping off Vehicles if that's the way they need to go! Resolve this Movement now, before you decide how your other Warriors will move this turn, as it is a Compulsory Move.

If their move takes them over an edge (such as off the battlements of a fort) they will automatically fall (no Initiative test) and take damage as described in the Fall Damage section (page 20).



Warriors on Fire cannot do anything else during their turn. Enemies may not attack them in the Hand-to-Hand Combat Phase (they may shoot them or attempt to squash them with a Vehicle though!).

Friendly Warriors can modify the D6 roll to see if the Fire goes out. They must be within 1" of the burning Warrior at the end of their Movement Phase, not be engaged in Hand-to-Hand Combat, and not on Fire themselves. For each friendly helping add +1 to the D6 roll. A total of 6 causes the Fire to go out. Friendlies helping in this way must skip their Shooting Phase this turn.

SPECIAL RULES

During the Movement Phase some advanced rules may come into play. As mentioned earlier there's the Special Rules section describing these rules in full later in the book. In brief these rules cover the following:

Psychology

Various psychological states that can affect Warriors can come into play (*Fear, Terror, Stupidity, Hatred, and Frenzy*). These may limit their Movement options or compel them to Move in certain ways.

Setting Overwatch

Warriors can sacrifice their turn in order to Shoot during an enemy's turn.

Hiding

Assuming there's something to Hide behind, Warriors can opt to make themselves nearly impossible to target.

TERRAIN

Battles usually take place in an open area to allow Vehicles plenty of room to manoeuvre however many also occur around hideouts, ruins, fortified positions, etc. As such there are multiple terrain types, the following rules explain what effects these have on the game.

VEHICLES AND TERRAIN: The effects of terrain on Vehicles is explained in the Vehicles section later.

MOVING BOARDS: Games where the terrain moves down the board are described in the Special Rules section later in this book (see *Da Rollin' Road*).



OPEN GROUND

Open ground does not impede Movement in any way. Examples of open ground include solid flat ground, walkways, ladders, doorways and hatches of buildings that a Warrior can physically fit through.



DIFFICULT GROUND

Difficult ground causes the Warrior to move at half speed, each 1" of Movement counts as having moved 2". Examples of Difficult Ground include steep or treacherous slopes, dense vegetation, pools of water and even a Stationary Vehicle

VERY DIFFICULT GROUND

Very Difficult Ground causes the Warrior to move at quarter speed, this means a Warrior with a 4" move would only be able to move 1". Examples of Very Difficult Ground include tar pits and noxious or corrosive pools of liquid.

IMPASSABLE GROUND

Impassable ground is exactly that, impassable. Examples of impassable ground include deep pits, sinking sand, and of course solid objects like walls or big rocks.

WALLS AND BARRIERS

There are many types of walls and barriers that a Warrior may wish to climb up or over, they are handled as follows:

WALLS AND BARRIER PARAMETERS	TREAT AS
Less than 1" high and no more than 1" across	Open Ground
Between 1" and 2" high, and no more than 1" wide	Difficult Ground
Higher than 2"	Impassable, except by ladder or similar

Bear in mind that Fort Walls are an exception to these rules - see the relevant section for details.

It is always good practice to agree on how scenery is going to be treated during terrain setup.

E.g. This barricade, here, can be used as Cover and may be vaulted over without penalty.

FALL DAMAGE

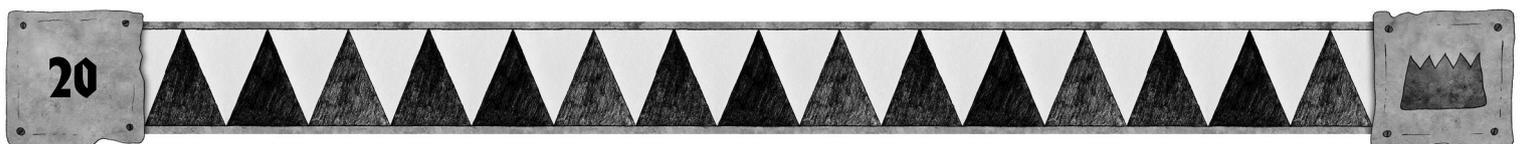
If a Warrior falls from height greater than 2" (e.g. voluntarily, Knocked Back, etc.) they take a Hit. The Strength is equal to the number of inches they have fallen rounding up. However a fall of 10" or more will take a Warrior Out of Action instantly.

A fall of under 6" inflicts 1 Damage, 6" or more inflicts D3 Damage.

Warriors cannot take any sort of saving throw against fall damage. Falling like this will Pin Warriors that are vulnerable to Pinning – regardless of whether any Damage is inflicted.

If the falling Warrior falls on top of another Warrior then roll a D6. On a 4+ the other Warrior takes the same damage as the falling Warrior!

Once that has been resolved make sure you place the Warriors so they are not in base to base contact – it isn't possible for a fall to count as a Charge!



COMMON TERRAIN FEATURES

Whilst the generic rules above are very versatile there are elements of terrain that have slightly more complex rules. Some scenarios may stipulate the use of some of these features but you could also use these rules in an ad hoc manner in putting together your own games.

TENTS

Tents are useful whether it's scorching hot or freezing cold and so are a common sight in the wastes. They block line of sight for all purposes and provide somewhere for Warriors to hide. What they are *not* is tough. Vehicles can drive right through them but in doing so may end up caught up in the debris.

If a Vehicle moves through a tent it comes to a stop immediately. Remove the tent from play. When the Vehicle next moves, and at the start of each of its subsequent Movement phases roll a D6.

On a roll of 1, 2, or 3, the remains of the tent have covered the Driver's position - the Vehicle moves as if it has no Driver! On a 4+ the tent's remains have been shaken off and the Vehicle can now move as normal from now on.

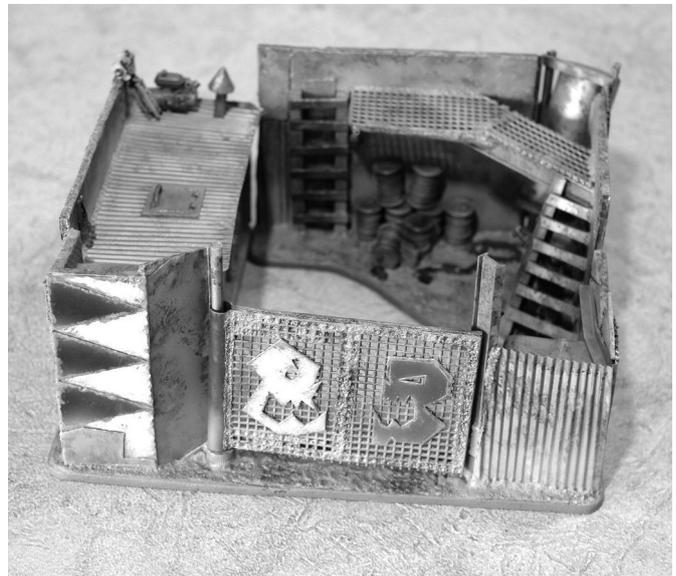
FORTS

As with many other things in GCE these rules refer to things in Orky terms but the rules can equally be applied to other factions and terrain features that players agree feel about right.

In rules terms Forts consist of walls and a gate. The walls shouldn't be excessively tall (3 - 4" or so) as regardless of height they require 4" of movement to scale. Warriors may run or charge to cover this

distance. Note that this is an exception to the rules described in the Walls and Barriers section earlier in this book - essentially Fort Walls should be considered to have plenty of handholds from being attacked by whatever the wasteland can throw at them!

Charging Warriors will count as traversing an obstacle and their opponents will count as being higher up for the first round of Hand-to-Hand Combat (see the relevant section for details). Fort walls are effectively immovable objects in game terms and cannot be affected or damaged by anything.



Opening The Gate

Every Fort has a Gate and every Gate has a lever, button, or some special doohickey to open and close it. The location of this device is assumed to be within the Fort, on the columns that make up the Gate itself or somewhere else but it must be accessible and pointed out during setup. A Warrior who ends their Movement Phase in base contact with the device may open or close the gate. This includes enemy Warriors.

Alternatively, unlike the walls of the Fort, the Gate can be Shot at, attacked in Hand-to-Hand Combat,



Rammed, and so on. It is the weakest point of the Fort and has a default Armour Value of 9.

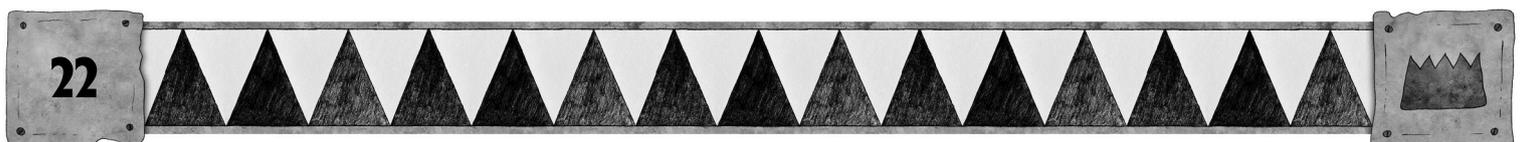
Penetrating the Gates Armour follows the same rules as Penetrating Vehicle Armour.

A Warrior who finds themselves unopposed after Charging a Gate, may inflict a number of automatic Hits equal to their Weapon Skill, including any Modifiers during their Combat Phase. The Hits are resolved as normal against the Gates Armour Value.

Ramming the Gate counts as a Head-On Crash. The Rammer takes Damage as normal but the Gate only takes D3 Damage if it's a large Vehicle and 1 Damage if it is a Small Vehicle. Each point of Damage automatically penetrates the Gates Armour. Note that regardless of the result of the damage roll ramming Vehicles will take damage. You can't just drive through a chunky metal gate and expect to be unscathed!

For each Penetrating Hit on the Gate roll a D6:

D6	RESULT
1 - 2	Some of the decorative trim peels off. Otherwise the gate is unaffected.
3	Something shifted! Future rolls on this table receive a +1 bonus (cumulative).
4	There's a gap! Warriors on foot may move through the gate now.
5	Carnage! The gate is destroyed but the debris causes the gateway area to count as Difficult Ground for the rest of the game. No further damage can be done to the gate this game.
6	Off the hinges! The gate is completely destroyed and Vehicles and Warriors on foot can move freely through the gateway.



SHOOTING

Each turn your Warriors may be able to shoot. Whether they can depends of course on things like whether they have anything to shoot at, whether they've got any ammo left, or even whether they're conscious...

For the purposes of readability we're going to be talking about "Shooting" but we're really talking about all ranged attacks. Warriors may be firing guns, throwing Spears, tossing grenades, or something else. Ranged attacks all fall under the banner of "Shooting" so that's the terminology we're going with.

The Shooting sequence is:

STEP	ACTION
1	Nominate Target
2	Roll to Hit
3	Resolve Wounds & Damage
4	Saving Throw
5	Gain Experience
6	Roll for Injury/Special Effect

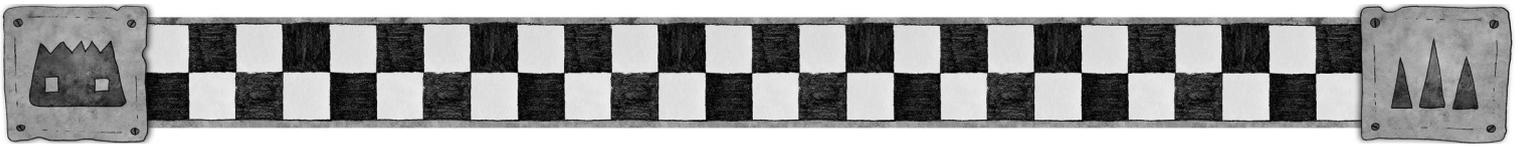
WHO CAN SHOOT

Each Warrior may shoot once in the Shooting Phase - there are exceptions to this but you'll find details of those in the rules for your chosen faction.

A Warrior may not shoot if they are engaged in Hand-to-Hand Combat, if they ran, or Charged in that turn's Movement Phase. Some Warriors have skills that allow them to run and fire but unless yours has that skill it's running *or* Shooting - not both!

Work through each of your Models one at a time. Choose which Warrior is going to shoot and what weapon they are using. Pick the Target, and then check Line Of Sight to see if they can Hit the Target. If they manage to Hit their Target you then check to see if they have caused any Wounds and Damage. Once this is done, you move on to the next Warrior. It's usually best to do all Warriors riding in a single Vehicle before moving on to others to make keeping track of things easier (but it's not mandatory!).



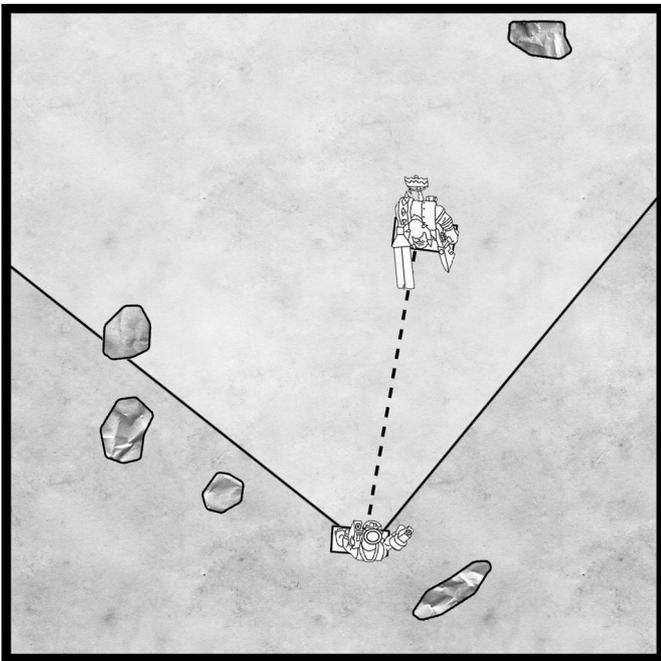


STEP 1 – NOMINATE TARGET

Warriors need something to shoot at. This is usually a Warrior or Vehicle but it could be an object, or even a specific point on the board (a useful thing to do with template weapons). Next we'll cover picking a valid target.

Eligible Targets And Line Of Sight

Determining who or what a Warrior can Hit starts with figuring out who they can Target from where they're standing.



Warriors can see in a 90° arc in front of them. You must also be able to draw an imaginary straight line from the Warrior to the Target.

Warriors riding in Vehicles are allowed to turn around and shoot in any direction. This does not apply to Gunners on Vehicles. For details on Vehicle Shooting see the relevant bit of the Vehicles section.

So, assuming your Warrior can see an enemy, they may have a viable Target. The Target Warrior's *Body* must be visible. Tips of guns, blades, and other peripheral parts don't count. If unsure, roll a D6 (1-3 = not visible, 4-6 = visible).

Normally if a Warrior wants to shoot they have to Target the closest Target to them. The general principle is "the easiest to Hit" but this isn't always true and various things affect this as explained below.

Before we start it's worth reminding players that in this game (unless otherwise stated) you may not pre-measure (you measure *after* declaring your target). As a result weapon range Modifiers apply *after* a Target is decided on.

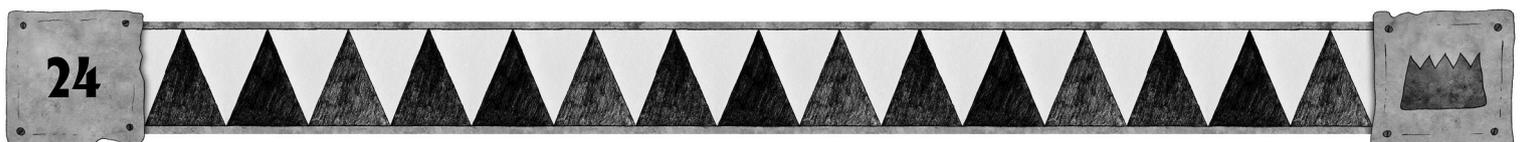
We're now going to work through the process of determining Target priorities. Given that we'll be trying to cover all eventualities it'll seem fairly complex but once you've played a Shooting Phase or two it'll be second nature!

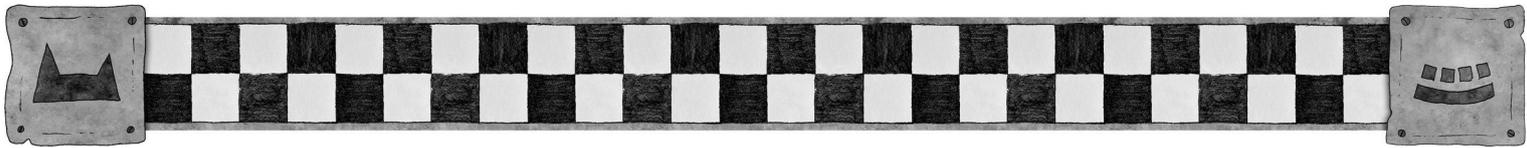
1. Closest (Obvious) Target

You must shoot at the most obvious enemy Target. How do you work out "obvious"? *Ignoring* Range Modifiers but applying all other Hit Modifiers - which enemy is easiest to hit?

Vehicles (including Small Vehicles) always count as obvious Targets but Wrecked/Immobilised Vehicles and Downed/Pinned Warriors may be ignored. In situations where there are equally obvious targets, the Player whose turn it is decides. Settle any disputes with a dice roll.

Range modifiers are ignored at this stage because premeasuring is not allowed!





2. Cover

A Target in Cover is harder to Hit than one in the open (that's pretty much the point of taking cover!).

If the closest Target is in Cover and there's an easier Target further away then they can instead choose to go for them.

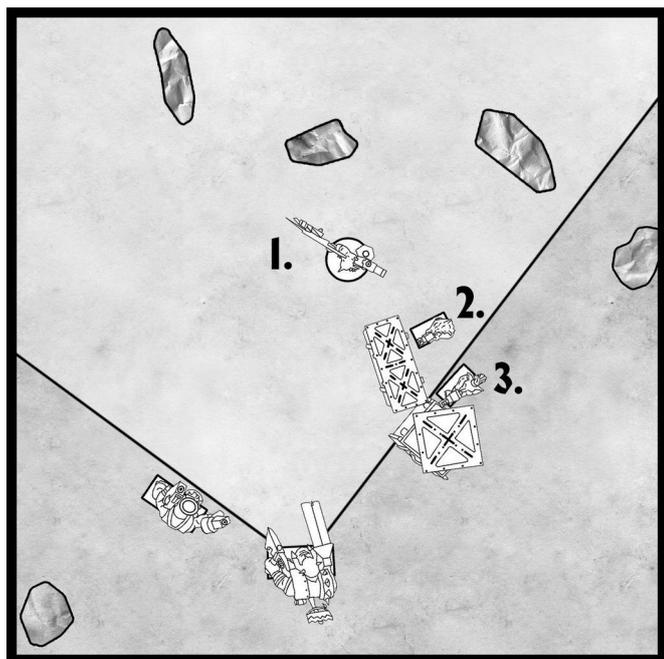
We've got an example in the diagram.

Grimlug could Target 1 and Target 2. Target 3 is outside his firing arc and can't be targeted.

Target 2 is closer but is behind Cover (-2 to Hit). Target 1 is out in the open and so Grimlug can choose to shoot him instead.

3. Declare Target

At this point you should declare which Target you're trying to shoot.



4. Check Range

Decide which of your Warrior's weapons you're going to be using for this Shooting Phase. Measure the distance between your Warrior and their intended Target.

Now check whether the weapon they're using has any Modifiers for range. For example a Shoota receives +1 to Hit for Targets within 12".

Out of range Targets automatically miss but you still have to Test and see whether your weapon has developed a jam or a fault (see Ammo Rolls later in this section).

STEP 2 – ROLL TO HIT

To determine whether a shot has Hit its Target roll a D6.

Any roll of 1 always misses regardless of Modifiers.

Assuming the roll *wasn't* a 1 the magic number needed is 7. The formula is pretty simple:

$$\text{Dice Roll} + \text{Ballistic Skill} + \text{Hit Modifiers} = \text{Shooting score}$$

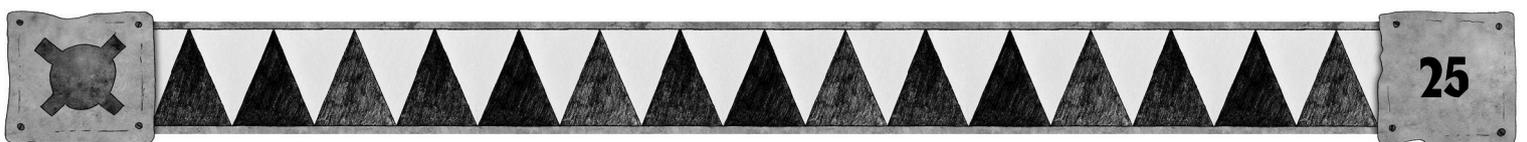
If the result is 7 or more the Warrior Hits their intended Target!

For example:

Krugkikka, an Ork boy, has a BS of 3. He shoots at a Target in the open with his Slugga. The Target is 7" away so there are no Modifiers to worry about.

A BS of 3 means that he needs a dice roll of 4+ in order to get the total of 7 needed to Hit.

Depending on how you like to think about these things it might be easier with this Hit Table:



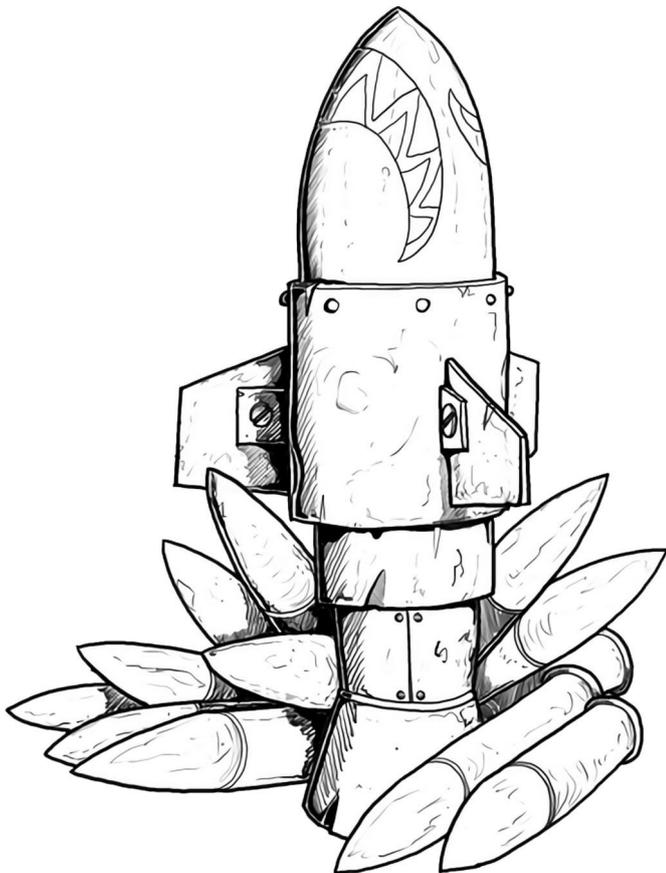


BS	1	2	3	4	5	6	7	8	9	10
D6	6	5+	4+	3+	2+	1	0	-1	-2	-3

Given that roll of 1 always fails you might wonder why the rest of the results are included. The reason is that if your Warrior is a particularly good shot they might be able to overcome some negative Modifiers and Hit anyway!

For example:

ZodZod is an Ork Gunner with a BS of 6. Even if he's Shooting at a small Target (-1 to Hit) he still Hits on a dice roll of 2+.



Hit Modifiers

Some shots are easier to make than others, this is represented by the following Modifiers:

HIT MODIFIERS	
-1 Partial Cover	Up to half the Target is obscured.
-2 In Cover	More than half the Target is obscured.
-1 Appearing/Disappearing or Charging/Ramming Target	Firing at a suddenly appearing/disappearing or Charging/Ramming Target whilst on Overwatch.
-1 Firing from a Vehicle which has used its Thrusters or Moved more than 6"	Firing from a Vehicle which has used its Thrusters this turn or moved more than 6" (not everyone has thrusters!).
-1 Target used Thrusters or moved more than 6"	The Target used its Thrusters or moved more than 6" in the previous turn or if the shooter is on a chasing Vehicle and the Target used its Thrusters/moved more than 6" during the chase.
-1 Fast Moving Warrior	Warriors on foot (including mounts) that moved more than 10".
-1 Small Target	The whole Target is less than 1/2" tall and wide, examples include unexploded bombs or specific points on the ground or along a wall. Enemy Warriors are always larger than this.
+1 Large Target	The Target is a larger Vehicle (excludes small Vehicles like Bikes) or the whole Target is larger than 2" tall or wide.

Cover

There are many different types of Cover available, Warriors and Vehicles can both shelter behind cover. Targets are harder to Hit when in cover, exactly how much harder depends on how much Cover the Model has.

-1 Partial Cover: The shooter can see at least half of the Target Model but not all of it.

-2 In Cover: The shooter can see less than half of the Target Model.

Things like weapons, blades, and similar peripheral parts do not count towards these modifiers.

Skrognik (1) is in partial Cover as he sticks his head out and taunts the opposing Mob. He doesn't have a ranged weapon and wants 'em to get within clubbing range!

Wazbag (2) is in full Cover - he's reloading his Six-Shootas and doesn't want to get Hit until he's at least got some more shots off.

If the Target is in Cover or partial Cover and is also Hidden (Hiding is explained later on), then the Model cannot be seen or fired at even if the shooter can see parts of the Target Model. Vehicles cannot Hide.

A Vehicle can provide Cover to Warriors, if it is not the most obvious Target itself, i.e. harder to Hit, Wrecked, Immobilised.

If players cannot agree on how much of a Model can be seen then both players should roll a D6 with the highest score winning and their interpretation being applied.





Small And Large Targets

Small and Large Target Modifiers are not normally used except in the case of Vehicles and buildings which are usually Large Targets (+1 to Hit). Games or scenarios might include specific Targets which are either very small or very large.

Range Modifiers

Many weapons have Modifiers for range which affect their accuracy. The following examples will explain how this works.

Example 1:

A Warrior with a BS of 3 and armed with a Kannon fires at a Target who is 12" away. They need to score a 4+ on a D6 to Hit them before any Modifiers for Cover or range are applied. The Target isn't in Cover and no other Hit Modifiers apply. The Target is in the Kannon's long range band (4"-18") so the Warrior gets a -1 range Modifier applied to their Hit roll. The Warrior therefore needs to score a 5+ on a D6 to Hit successfully (5 + 3 - 1 = 7).

Example 2:

A Warrior with a BS of 3 and armed with a Kannon fires at a Target which is 12" away, they are firing from a Vehicle that has used its Thrusters this turn. They need to score a 4+ on a D6 to Hit them before any Hit or range Modifiers are applied. The firing Model receives a -1 range Modifier for the Target being in the Kannon's long range band (4"-18") and also receives a -1 Hit Modifier for firing from a Vehicle that has used its Thrusters this turn. With a total Hit Modifier of -2 the Warrior will need to score a 6+ on a D6 to Hit successfully (6 + 3 - 2 = 7).

Shots That Need A D6 Score Of 7+ To Hit

Sometimes Modifiers will mean that even if you roll a 6 to Hit that still won't be enough. If this occurs, roll a D6 and if the result is a 6 you may have Hit your Target. Roll a further D6 and consult the chart below to see your required result.

SCORE REQUIRED TO HIT	7	8	9	10
ADDITIONAL D6 SCORE	4+	5+	6+	Miss

Shooting Into Hand-to-Hand Combat

You may not shoot into Hand-to-Hand Combat. You may however shoot at Vehicles carrying Warriors who are engaged in Hand-to-Hand Combat. If an enemy Vehicle carrying friendly Warriors is Hit, treat the friendly Warriors as part of the Crew and randomly allocate any Hits that occur.

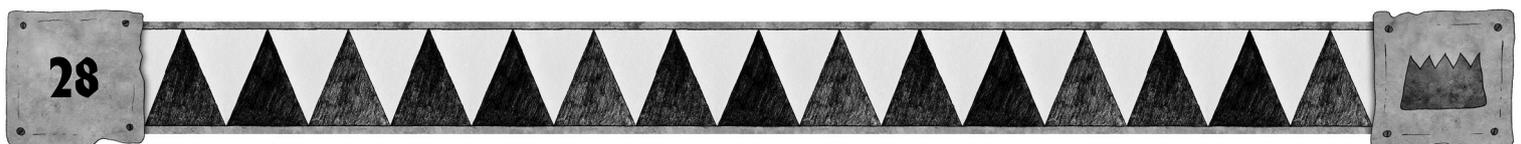
Shooting A Warrior Who Is Down

A Warrior who is Down might be the easiest Target to Hit. You may ignore them in favour of another Target (you *can* still shoot the Down Warrior!).

If a Warrior who is Down suffers additional Wounds then roll on the Injury Table again and apply any results to the Warrior as normal.

Shooting Vehicle Locations

All Hit Locations should be represented and modelled on Vehicles. Locations that have been clearly modelled on a Vehicle but cannot be seen from the firer's Line Of Sight must be rerolled. The exception is Template Weapons which have the potential to hit any Hit Location.



Shooting Stationary Vehicles

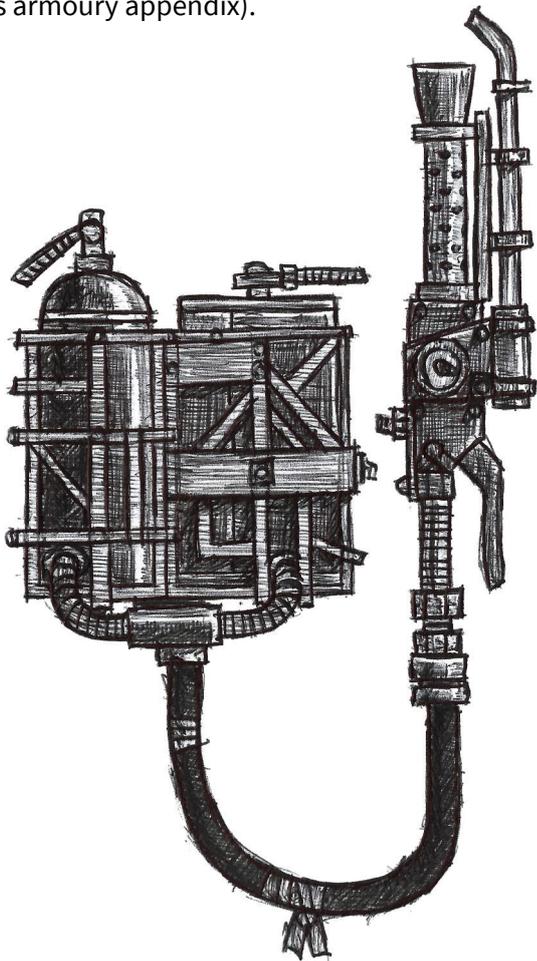
Warriors may Shoot at a Stationary Vehicle, at a distance, assuming it is an Eligible Target.

A Warrior who finds themselves Unopposed aboard a Stationary Vehicle may choose to either Shoot it at point blank range or attack it during Hand-To-Hand Combat Phase but not both. Not only may they choose the Vehicle Location, all Hits are automatic (roll to see if any Ammo Rolls are triggered). The hits are worked out against the Armour Value as normal.

Hits That Cause A Target To Catch Fire

Some ranged weapons can cause their targets to Catch Fire – this is usually handled at this stage, not when rolling to Wound.

If you're using a weapon that this applies to, now is the time to look up how those rules work (see your faction pack's armoury appendix).



SPECIAL WEAPON RULES

Grenades And Stikkbombz

A Warrior may choose to throw one instead of Shooting their ranged weapon. This is treated exactly like any other shot. The maximum range a grenade or stikkbomb can be thrown depends on the Strength of the Warrior throwing it but it can never be more than 12". It's possible for a grenade to travel further due to scattering - see below.

Maximum range of throw = (Warrior's Strength x 2) + 2"

Or if you prefer you can consult the Throw Table below:

THROWER'S STRENGTH	RANGE OF THROW
1	4"
2	6"
3	8"
4	10"
5+	12"

Throwing Grenades Between Targets

Sometimes it can be more beneficial to throw a grenade at a point on the ground rather than at an enemy Warrior. This only really applies to grenades with Blast Markers. Aiming at a small Target like that is trickier (and counts as, well, a Small Target - as described earlier) and so is subject to a -1 to Hit Modifier. Other than that the shot is resolved as normal.

Scattering Grenades

Grenades don't vanish if they miss their intended Target - they scatter! Most of the time the shot has gone wide but sometimes things go hilariously wrong.

If you fail to Hit your chosen Target (if you miss, or find you have insufficient range to reach after declaring the shot) then you must roll to see how far it scatters - it could well still hit something.

Assuming your Warrior missed - roll a D6. On a 6 the grenade doesn't scatter as normal - roll the Scatter Dice anyway. Any other result tells you how far off the Target they were (in inches). Roll a Scatter Dice as close to where you were aiming as you can to determine the direction of scatter. Note that the Hit symbol on the Scatter Dice also includes an arrow!

Resolve the grenade as having gone off in its scattered position. This applies to all weapons that scatter - not just ones with blast markers!

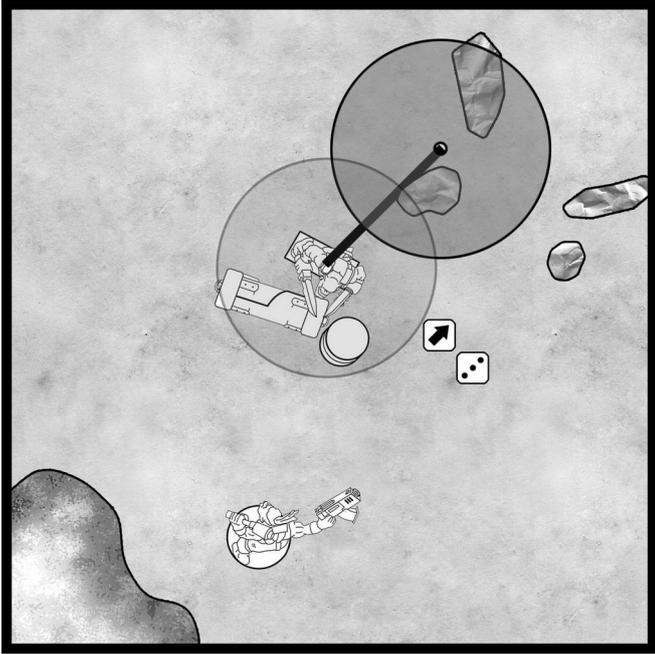
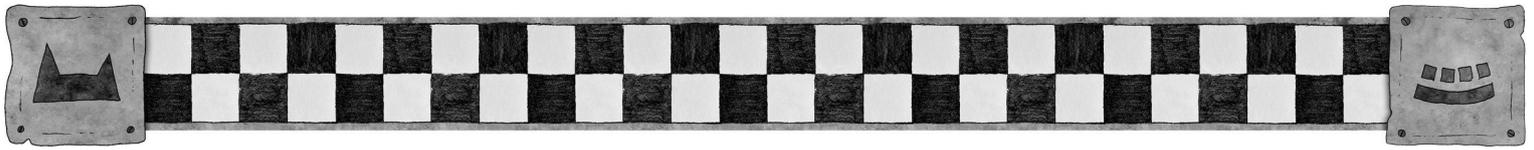
If you rolled a 6 for distance and a direction on the scatter dice then the grenade is a dud and does nothing. If on the other hand the scatter dice shows Hit and the distance D6 is a 6 then something has gone horribly wrong! Roll on the table below:

UNRELIABLE EXPLOSIVES	
D6	RESULT
1	The grenade doesn't make it far before exploding. If it has a template, place it directly over the thrower and work the explosion out as normal. If not, work out a Hit from it on the thrower only.
2-3	The grenade goes nowhere near where the thrower aimed. Roll 2D6 and a scatter dice to determine where it ended up.
4-5	Was that a dud? Not only does the grenade go massively awry (2D6" in a random direction) but it doesn't go off immediately either. Place a marker where it landed. If a Warrior or Vehicle goes within 2" of it roll a D6. On a 4+ it'll go off as normal.
6	The Warrior fumbles the grenade and drops it. Luckily the fuse is faulty and it doesn't go off.

Blast Markers

Some grenades and Stikkbombz use a blast marker to reflect their area of effect. If you Hit the Target, place the blast marker with its centre directly over the Target, if you miss the blast marker scatters as described above.

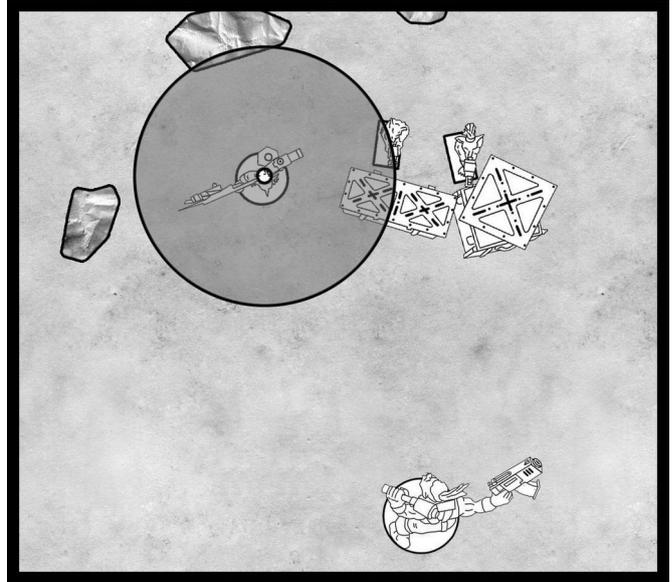




Choppa-Block is taking Cover and WezKop decides to try to flush him out with a frag stikkbomb. He has a BS of 3 but with the -1 for the Cover he'd need at least a 5+ to Hit his Target.

Unfortunately he rolls a 4 to Hit and misses. Rolling a scatter dice and a D6 shows us that instead bounced off Choppa-Block's shoulder and went off harmlessly between some rocks. Zog!

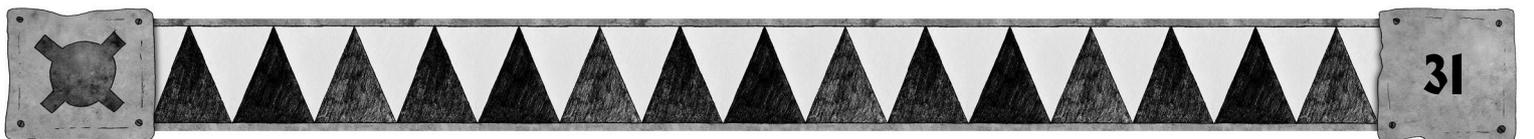
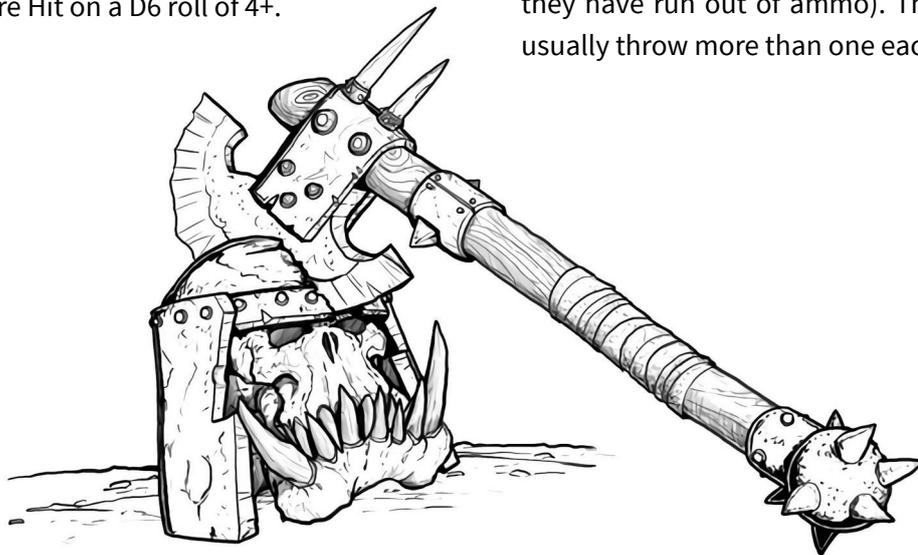
All Warriors wholly underneath the blast marker are automatically Hit, any Warriors partially under the blast marker are Hit on a D6 roll of 4+.



WezKop chucks a frag stikkbomb at the Rebel Grot Banna Waver and gets a perfect hit. The resulting blast marker partially covers one of the grots covering behind the crates. He rolls a D6 and gets a 6 and the grot in cover takes a hit!

Wounds to Warriors and Penetrating Hits to Vehicles are resolved as normal (Vehicles are affected by template weapons differently from Warriors on foot - see the Taking Damage section of the Vehicle rules).

If a Model is equipped with Stikkbombz or other grenades it is assumed they have enough to last until the end of the battle (or when an Ammo Roll indicates they have run out of ammo). That is to say they can usually throw more than one each game!



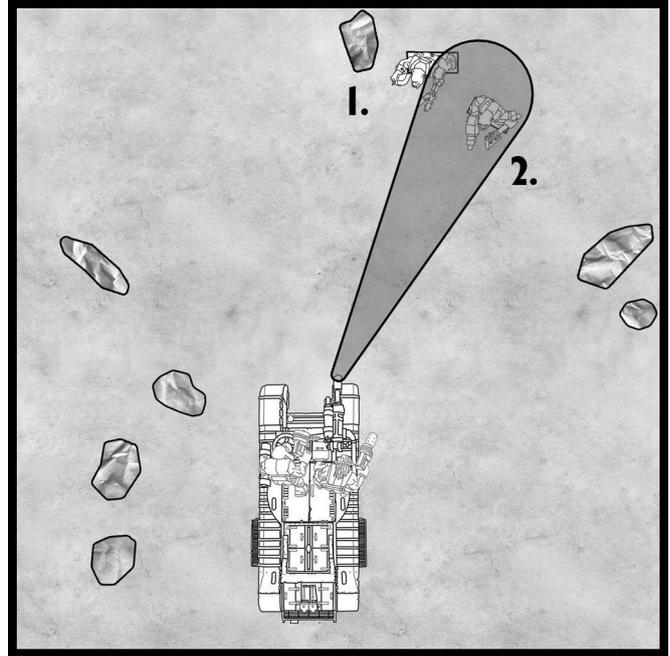
Teardrop Template Weapons

Skorchas and various other flamethrower-like weapons are represented by the teardrop shaped template. For this section we will describe how a skorcha works but the same rules apply to any weapon that uses the teardrop template (unless otherwise stated).

To fire one of these, take the template and place it so that the narrow end of the template is touching the firing Model and the wider end is positioned over the Target. The whole template must be placed within the firer's 90° arc of fire. Unlike other ranged weapons, they do not need to target a specific Warrior - they can be pointed between Models in whatever way the Gunner pleases.

Once the template has been positioned any Models wholly underneath the template are automatically Hit, any Models partially under the template are Hit on a D6 roll of 4+. Any Warriors Hit will Catch Fire on a 4+.

Wounds to Warriors and Penetrating Hits to Vehicles are resolved as normal.



Note that skorchas do not require a to Hit roll so no Modifiers (e.g. for range, cover, or speed) are applied. *Mav hoses down a couple of Ork boyz from Grimlug'z Ladz with his skorcha.*

Zogdreg (2) is completely under the template and takes a Hit whereas Gutrunt is only partially covered and so will only be Hit on a D6 roll of 4+.

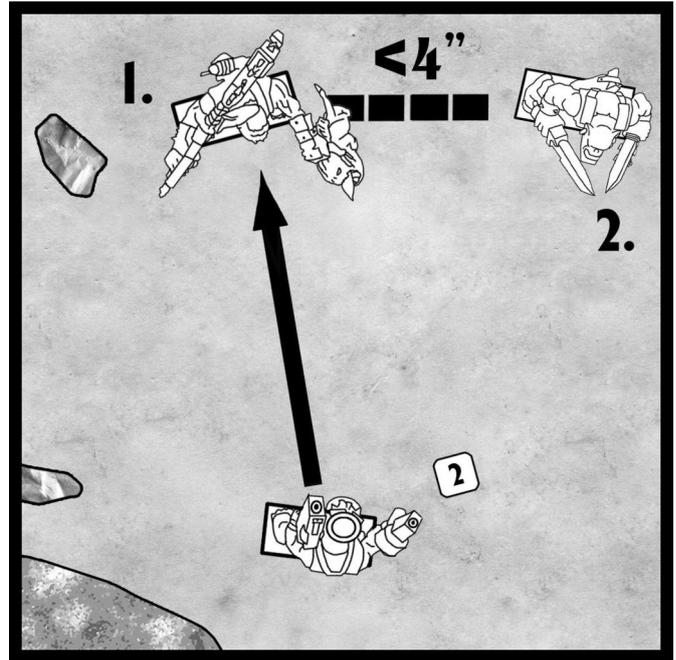
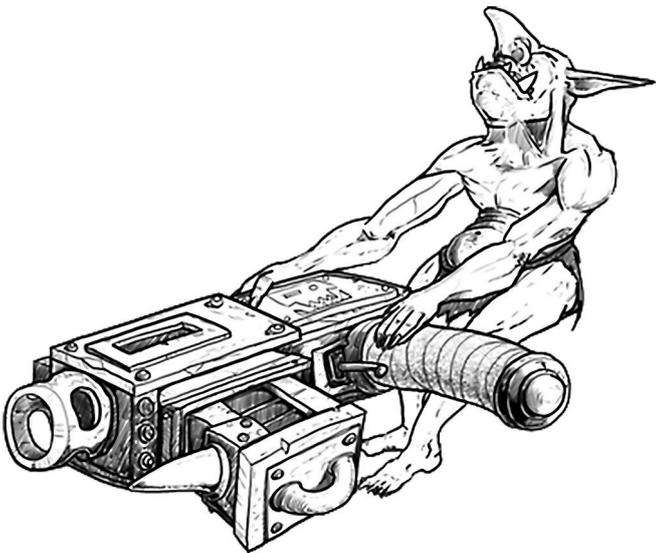


Firing On Full Auto

A full auto weapon has one or more Sustained Fire Dice on its profile. When Shooting a weapon capable of firing on full auto, declare whether you are firing a single shot or a shot on full auto. A single shot is worked out as normal, a full auto shot is worked out as follows.

1. Roll a sustained fire dice to see how many shots you can resolve this Shooting Phase.
2. Pick a Target and check the range.
3. If they are within range then the shots are worked out as multiple normal shots with all the usual Modifiers. If you are out of range then you must still roll a D6 for each shot to determine whether the weapon runs out of ammo.

If you wish you may spread your shots out amongst other enemy Models within 4" of the original Target and also within range. Each of the Hits is rolled separately with all relevant Hit Modifiers applied for the chosen Target. At least one Hit must be allocated to the original Target but you may allocate more if you wish. Roll to Hit with each shot before working out any Wounds.



Wazbag Targets Nazgrab (on the left) with his Six-Shoota. He rolls a single sustained fire dice for it and gets two shots.

He's feeling lucky and decides to have a go at Nazgrab's mate, Choppa-Block, who's close enough to Target (within 4" of the initial Target) and in range.

Instead of firing both shots at Nazgrab he splits his shots between the two Targets and rolls to Hit for each one.

Ammo Jams

If you roll a jam symbol on the Sustained Fire dice then no shot is made and something has gone wrong with the weapon. It may only be a momentary jam or the weapon may be useless for the rest of the game - an Ammo Roll is required to find out which. The rules for Ammo Rolls are covered below.

Multiple Full Auto Shots

Some weapons allow the player to roll more than one Sustained Fire dice, you may choose to fire a single shot as normal or up to as many Sustained Fire dice as



is allowed by the weapon (An 'Eavy Shoota can use both dice or just one, for example).

When a jam is rolled then no shots are inflicted by that dice, other shots from other dice are still valid and worked out in the usual way. You must make a separate Ammo Roll for each jam symbol that is rolled.

AMMO ROLLS

If you roll a 6 when testing to Hit a Target something has gone wrong with the weapon and an Ammo Roll is required. The Target is still Hit and the shot is worked out as normal.

To make an Ammo Roll, roll a D6 and consult the weapons ammo rating, if you score equal or more than the number indicated then the weapon is fine and may be used as normal, if you score less than the number indicated then the weapon has run out of ammo and may not be used for the rest of the game.

Weapons With Sustained Fire Dice

Any weapon which uses the Sustained Fire dice is more susceptible to Ammo Rolls and ammo jams than normal weapons because they require an Ammo Roll on a Hit roll of 6 and if the jam symbol comes up on the Sustained Fire dice. Make an Ammo Roll for each jam symbol that is rolled.

Weapons With Ammo Rolls Of "Auto"

Weapons with an Ammo Roll of "auto" will run out of ammo if required to take an Ammo Roll. You should still roll a D6 to see whether they explode as described below.

Other Ammo Roll Triggers

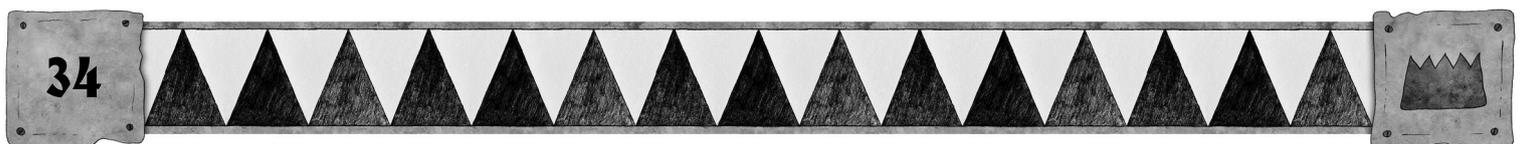
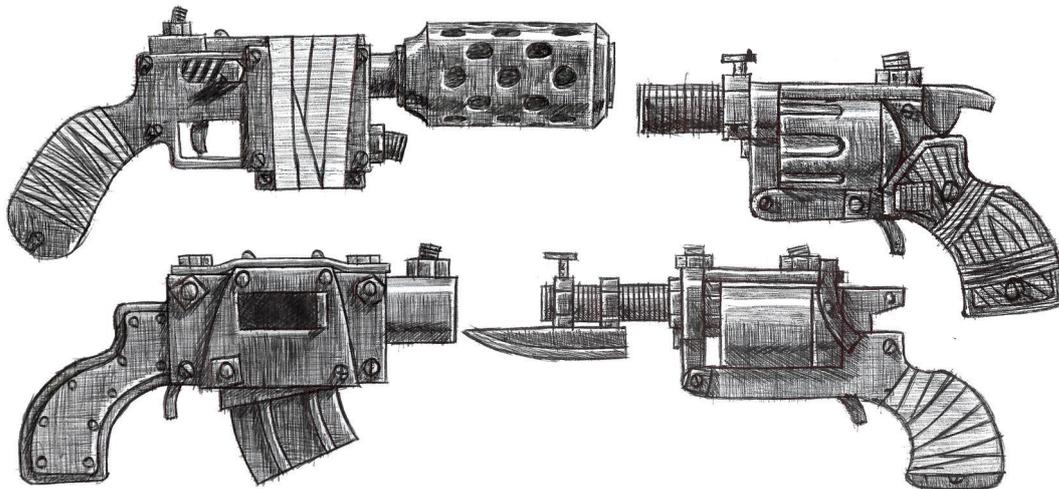
Some weapons have special rules for when Ammo Rolls must be taken. For example, Ork Skorchas must take an Ammo Roll after each shot.

Exploding Weapons

If an Ammo Roll is required and the result is 1, roll a further D6. If the result is lower than the Weapon Ammo Roll number again it explodes! However, Weapons with Auto Ammo Roll will explode on the first result of a 1.

The Warrior takes a Hit from the weapon at its usual Strength -1 (this includes weapons with templates - the Hit only affects the user in this case).

Weapons that have exploded are useless for the rest of the game. The weapon will be automatically repaired in time for the next battle.



STEP 3 – RESOLVE WOUNDS

If you manage to Hit your Target that's no guarantee that you'll actually hurt them! This section specifically deals with Wounding Warriors on foot. **See the Vehicle section for details on damaging Vehicles** (page 67).

The first thing to take into account when hitting a Target is whether they're Pinned by the shot.

Pinning

Various things can cause a Warrior to be pinned but the most common cause is being Hit by some sort of projectile. Perhaps there's gunfire very close to them and they're keeping their heads down or perhaps an explosion knocked them off their feet. Whatever the cause they're temporarily not in the fight.

Unless otherwise stated a shot that Hits will Pin a Warrior (Vehicles cannot be pinned but their Crew can). Lie the Model down on its back to represent it being Pinned.

Bear in mind that some factions contain Warriors that are immune to Pinning. Check your faction pack for details.

One important exception: Vehicle Drivers are immune to Pinning.

Warriors that start their turn Pinned cannot do anything until the Recovery Phase at which point they recover automatically. They may not need to wait that long though:

Escaping From Pinning

Any pinned Warrior who is engaged in Hand-to-Hand Combat automatically escapes pinning (e.g. if they're Charged by an enemy Warrior).

If a Pinned Warrior starts their turn with another friendly Warrior (who is not themselves Pinned or Down!) within 2" they may be able to escape Pinning immediately. The Pinned Warrior can take an Initiative Test (roll a D6 - a score that is equal or under their Initiative characteristic passes). If they succeed then stand the Model up - they may take their turn as normal.

Falling Due To Pinning

If a Warrior on foot (not embarked on a Vehicle) becomes Pinned within 2" of a drop, such as a big hole, then they must pass an Initiative test (roll a D6 - the Warrior needs equal or under their Initiative characteristic). If they fail then they fall over the edge!

See the Fall Damage rules for how that works (page 20).





Wounding

A Target that is Hit may well be Wounded by the shot. That's the general idea of Shooting at an enemy after all!

Roll a D6 and compare the Strength value of your weapon with the Toughness characteristic of your Target. Consult the Wound Chart below to determine if your shot has managed to Wound the Target. A result of "N" on the Wound chart indicates it is impossible to Wound a Target of that Toughness with a weapon of that Strength.

Wound Chart

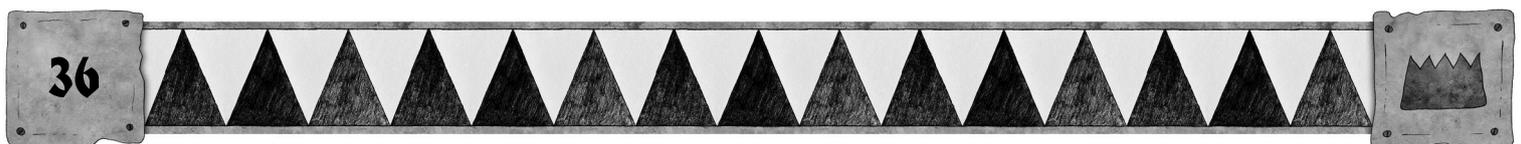
STR	TARGET'S TOUGHNESS									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	-	-	-	-	-
2	3	4	5	6	6	N	-	-	-	-
3	2	3	4	5	6	6	N	-	-	-
4	2	2	3	4	5	6	6	N	-	-
5	2	2	2	3	4	5	6	6	N	-
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

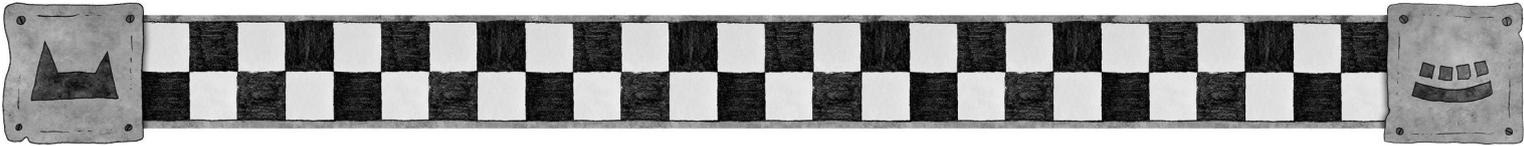


Damage

If the roll to Wound is successful, the next step is to look at the Weapon's Damage (if any). Some weapons can inflict more than one Damage on a Warrior and each point of Damage removes one Wound from their profile but never below zero. If the Target has Armour, or some other kind of Saving Throw, now is the time to check and see if they are able to stop the Damage (or other effects).

Note: the term Wound can sometimes be found being used instead of Damage.





STEP 4 - SAVING THROW

Some Warriors may be fortunate enough to be wearing Armour, or have a special Skill, or something else that makes them eligible to take a “Saving Throw”. Roll a D6, if the score is high enough then **all** of the Damage (or some other Special effect) that would have been inflicted has been stopped and no Injury roll is made.

Saving Throw Modifiers

Some weapons are better at penetrating Armour than others. To represent this weapons have an Armour Save Modifier indicated in their descriptions. For example an ‘Eavy Shoota has a -2 save Modifier - all Armour Saves must deduct 2 from the dice roll. It is impossible to make a save if the score required is greater than 6.

Bear in mind that Saving Throw Modifiers only apply to normal saves. If a save states in its description that it is unmodifiable (or similar) then it is unaffected by Saving Throw Modifiers.

STEP 5 – GAIN EXPERIENCE

If you are using the GCE campaign system (rather than playing a one-off game) then it’s at this step your Warrior would gain experience points for Wounding an enemy, assuming the scenario you are playing gives experience for wounding enemies (most do, but we cannot speak for every scenario ever written!).

STEP 6 – ROLL FOR INJURY/SPECIAL EFFECT

Some of the steps above may have been skipped if the ranged weapon is something exotic. Normally you’d just be resolving an Injury, which is covered below, but if your ranged weapon has special rules that do something unusual this is usually when those rules come into play.

Injuries

When a Warrior has been reduced to zero Wounds they have been Injured. They must roll to determine the extent of their Injuries. The player who caused the Wound should roll a D6 and consult the Injury Table below.

D6	EFFECT
1-2	FLESH WOUND: -1 WS and -1 BS for the rest of the game.
3-5	DOWN: Place the Model face down.
6	OUT OF ACTION: Remove the Model from play.

Flesh Wound

The Warrior has been lucky. They may continue to fight as normal. However, they suffer with a -1 WS and -1 BS penalty for the rest of the game. A Warrior may receive multiple Flesh Wounds per round and continue to fight so long as **both** their WS and BS characteristics do not reach 0. When this does happen the Warrior automatically goes Out of Action.



Note: one could say that a Warrior that “recovers” in this manner technically has zero Wounds. GCE deals with this by treating the Warrior as if they regain a single Wound by losing WS and BS. However, this is only ever to a maximum of 1.

Down

A Warrior who is Down is placed face down on the table and can’t do anything except crawl as described below.

If a Warrior is on foot (i.e. not embarked on a Vehicle) and goes Down within 2” of a drop then they may fall. The Warrior must pass an Initiative test or will fall and take damage as described in the Fall Damage section (page 20).

Any Warrior who is Down must roll on the Injury Table above in their own Recovery Phase. A result of Flesh Wound lets the Warrior get back in the fight with a -1 WS and -1 BS penalty; stand the Model back on its feet. A result of Down leaves the Warrior face down and unchanged. An Out of Action result removes the Warrior from the table.

During the Movement Phase, any Warriors who are down are allowed to crawl 2”. They may not do anything else and cannot run or Charge.

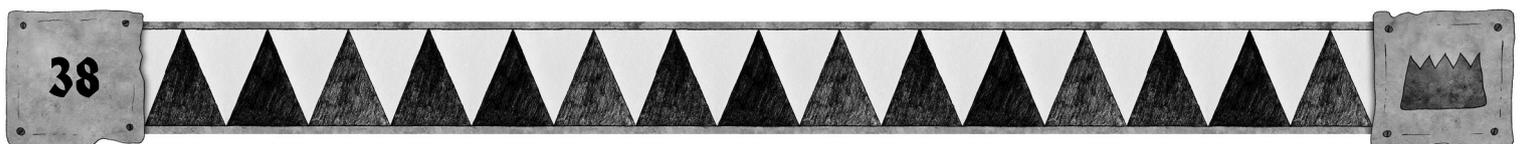
Out Of Action

The Warrior can take no more part in the fight, remove the Model from the table. When the fight is over you can Test to see if they survive and what lasting Injuries the Warrior may have suffered.

A Note On Order Of Operations

Most of the time, players will follow these sequences without issue, only needing to roll one dice at a time. One action with one result. Easy peasy! However, as Warriors level up, gain skills, and new equipment, things can get more complicated! Multiple dice becomes the norm and the temptation to start “batch rolling” can quickly replace “sequential” play.

Batch rolling dice is much faster and by using different coloured dice you can even represent different Warriors, weapons or equipment at the same time. Most of the time, the order doesn’t matter but there will be occasions when dealing with the multiple results at the same time can create problems, such as earning experience points or dealing with multiple Vehicle Damage results. As long as both players are aware of these pitfalls, batch rolling dice can really help keep the pace of a game going. However, both players should be consistent with their chosen method and endeavour to resolve multiple different results in an order both find agreeable.



HAND-TO-HAND COMBAT

Certain situations result in Warriors taking part in the Hand-to-Hand Combat Phase. The main ones are as follows:

- Warriors in base contact after Charging an enemy or being Charged by an enemy.
- Warriors on different levels with at least their base in contact with the top of their enemies head after Charging or being Charged.
- Warriors successfully Boarding an enemy Vehicle and fighting its Crew.
- An unopposed Warrior on a Stationary Vehicle, who also did not Shoot.
- Leadership challenges between games e.g. Bar Brawl or Pit Fight.

Before detailing how Hand-to-Hand Combat works it's important to clarify which Models can take part in it.

Hand-to-Hand Combat Phase is an infantry-only situation. Vehicles, including Bikes, do not take part in Hand-to-Hand Combat directly. Drivers, Gunners, and other Vehicle Crew *do* take part in Hand-to-Hand Combat though, assuming an enemy boards their Vehicle.

Pinned Warriors will automatically recover from pinning if engaged in Hand-to-Hand Combat. On the other hand, Warriors who are Down cannot defend themselves in Hand-to-Hand Combat - if an enemy engages them Unopposed they will automatically go Out of Action!

Hand-to-Hand Vs. Close Combat

For legacy reasons these terms are currently used interchangeably. In game terms they mean exactly the same thing.

CLOSE COMBAT WEAPONS

Before we discuss how Hand-to-Hand Combat works we need to first establish how the weaponry for it works.

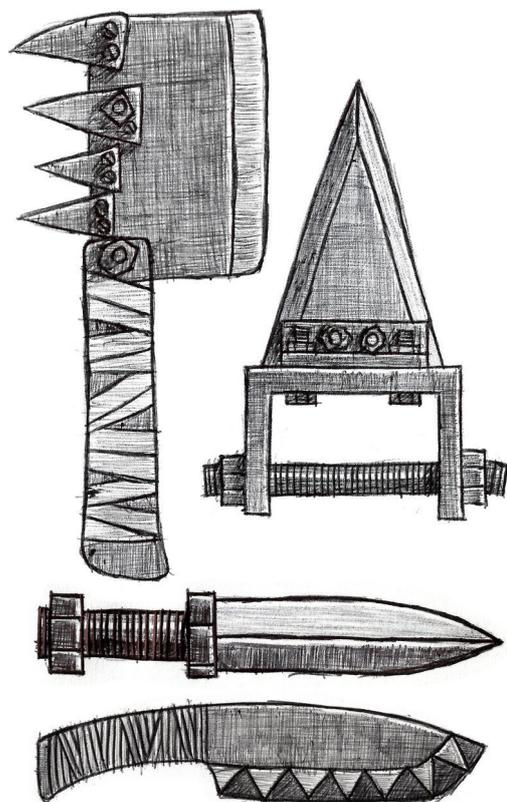
Equipment Limitations

Unless otherwise stated, Warriors can **carry** the following:

- Two ranged-only weapons*
- Unlimited close combat weapons
- Unlimited grenades
- Unlimited equipment items

Faction pack rules can override this, but if no other rules are stipulated then the limitations above apply.

*Note that in GCE pistols count as Hand-to-Hand weapons if listed in that section of a faction pack's armoury. See the pistols section below for further details.





Usage Limitations

A Warrior can carry stuff but that isn't the same as actually using it in combat.

When it comes to close combat weapons Warriors can be **armed** with as many as they have hands for. Unless otherwise stated, all close combat weapons are single-handed.

Hopefully it goes without saying that double-handed weapons require two hands to use. If your Warrior has only one hand then they can never use a double-handed close combat weapon!

Conversely, if a Warrior has more than two hands then they can use **more** close combat weapons.

Specialisation Bonus

While a Warrior is **carrying** *only* close combat weapons then they can receive a bonus for specialisation in the form of bonus Attack Dice.

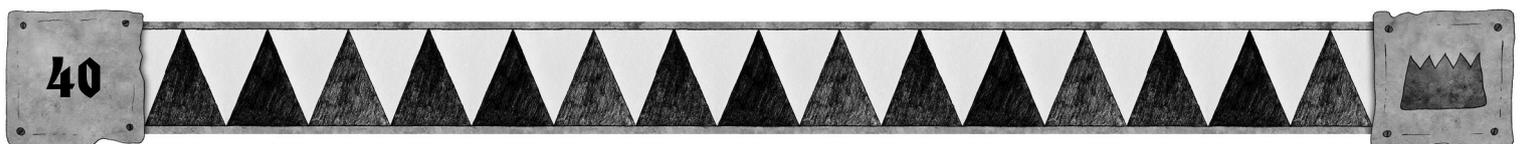
Warriors that are carrying **any** ranged-only weapons cannot receive this bonus, regardless of how many hands they have.

Grenades, ranged bioniks, and equipment do not count for the purposes of negating the bonus. If your Mutie happens to be carrying a Stranglehook that does not count as a ranged-only weapon, despite it having a ranged profile (because it is equipment), etc..

Assuming your Warrior isn't disqualified (e.g. for having a couple of shotguns hidden about their person!), the following rule applies:

For each *additional* close combat weapon they are **armed** with they may roll an extra Attack Dice. So being armed with two close combat weapons gives a Warrior +1 Attack Dice.

All Warriors count as carrying a Knife (or equivalent), regardless of whether one is on their profile. If they carry another single-handed Hand-to-Hand Combat Weapon that is enough to provide the bonus Attack Dice.



Pistols In Hand-to-Hand Combat

In GCE you will find pistols listed in the Hand-to-Hand section of many faction packs. They have a ranged profile listed and that is used during the Shooting Phase. In Hand-to-Hand Combat the only characteristics that matter for them is their Strength, Save Modifier, and Damage.

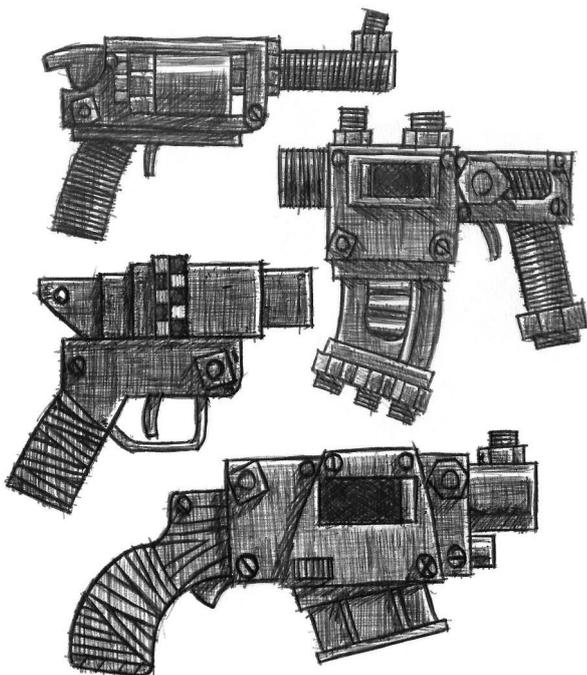
It is not used like a ranged weapon in Hand-to-Hand Combat – you do not roll to hit, take Ammo Rolls, etc.. For example, an Ork Slugga has the following statline:

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 6"	6" - 12"	+1	-	3	0	1	4+	N/A

When used in Hand-to-Hand Combat it is treated like as if this is its statline:

Range	Hit Modifier	Strength	Save Mod	D	Ammo Roll	Notes
-	-	3	0	1	N/A	N/A

If a pistol has failed its Ammo Roll then it is useless for the rest of the game – it therefore cannot be used in Hand-to-Hand Combat either.



Similarly a pistol that is being reloaded/recharged/etc. and would not be able to fire this turn then it also cannot be used in Hand-to-Hand Combat. Using such a weapon in Hand-to-Hand Combat does not trigger reload/recharge/etc. mechanics (unless otherwise specifically stated in the weapon's rules).

E.g. Grimgutz has a Shoota and a Choppa. On his profile he has an Attack characteristic of 1. He rolls a single Attack Dice as his Shoota is a ranged weapon, denying him a specialisation bonus.

Uxolur, a Mutie Unk with two hands, carries a Demilune (a pole with a chainsword blade at each end). It's a double-handed weapon and so his Attacks characteristic shows how many Attack Dice he can roll.

Krixit, a rebel grot with his own Choppa and an Attack characteristic of 1 rolls two Attack Dice. Like all other Warriors he counts as having a Knife which makes the Choppa his second weapon.

Ibsteikia, a Digga Yoof with two Sluggas and a Choppa rolls two Attack Dice. He has an Attacks characteristic of 1 and 3 Hand-to-Hand Combat Weapons. He's only got two arms though so that extra Slugga is just going to have to stay in its holster!



SEQUENCE

When Two Warriors are in base contact to fight a Round of Hand-to-Hand Combat, **here is the sequence:**

STEP	ACTION
0	Declare Weapons
1	Roll Attack Dice
2	Calculate Combat Score
3	Apply Modifiers
4	Determine Winner
5	Number of Strikes
6	Resolve Wounds
7	Calculate Damage
8	Saving Throw
9	Gain Experience Points
10	Roll for Injury/Special Effect
11	Aftermath

To make sure things are comprehensive we're going to take an in-depth look at each step now. Each of the steps is straightforward and you'll probably not need more than the list above to remind you how it goes once you've used it a few times!

STEP 0 - DECLARE WEAPONS

Before combat starts, each Warrior must declare what weapon(s) they wish to fight with. Weapons cannot be swapped again until the Warriors are out of Close Combat, so choose wisely!

STEP 1 - ROLL ATTACK DICE

Each Warrior has an Attacks characteristic in their profile but there may be Modifiers such as skills or extra weapons (see Specialisation Bonus on page 40).

STEP 2 - CALCULATE COMBAT SCORE

Roll those dice! Each Warrior picks their single highest dice roll. Also make a note of any results of 1 and 6. Depending on faction rules players may also have weapons or other equipment that allows these dice rolls to be modified through things like blocking or parrying.

STEP 3 - APPLY MODIFIERS

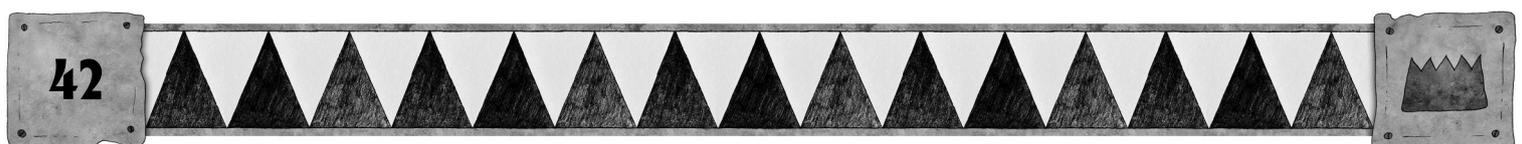
Each Warrior will have a combat score determined according to the following formula:

Weapon Skill (WS) + Highest Attack Dice Roll +/- Modifiers

Weapon Skill: make sure you factor in any Flesh Wounds they've sustained this game and any changes to it due to other circumstances (such as fighting an Ork Slaver armed with a whip).

Highest Attack Dice Roll: Just one!

Combat Score Modifiers: The table below contains modifiers that always apply. However, there are many more skills and weapons that have their own modifiers, both positive and negative, that could change the outcome of a round of combat.



COMBAT SCORE MODIFIERS

+1	<p>Charging</p> <p>A Warrior that Charges into combat gains a +1 Modifier for that Round. If the combat continues into another turn then the Modifier no longer applies.</p>
+1	<p>Critical Blows</p> <p>Each roll of a 6 on an Attack Dice, excluding the first, gives a +1 bonus. For example three sixes would give a +2 Modifier, not a +3 modifier.</p>
+1	<p>Opponent Fumbles</p> <p>Each 1 your opponent rolls on their Attack Dice gives your Warrior a +1 Modifier. Unlike critical blows, this modifier applies to all Attack Dice.</p>
+1	<p>Higher Up</p> <p>If a Warrior is more elevated than their Opponent e.g. stood on a wall, they receive a +1 Modifier for the duration of the combat.</p>
-1	<p>Charging Obstacles</p> <p>If a Charger needs to traverse an Obstacle such as a Barricade or Boarding a Vehicle then a -1 Modifier which effectively cancels out the +1 for Charging. This only applies in the first Round of combat.</p>

These rules have to be fairly exhaustive but in practice the process is straightforward - take a look at the examples below.



Grimgut (Weapon Skill 3) Charges Krixit (WS 2). He rolls his single Attack Dice and gets a 4.

Krixit rolls his two Attack Dice and gets a 3 and a 5.

Grimgut scores 8:

Weapon Skill: 3

Highest Attack Dice: 4

Modifier for Charging: +1

Total: 8

Krixit scores 7:

Weapon Skill: 2

Highest Attack Dice: 5

No Modifiers: 0

Total: 7

Another example:

Ibsteikia (WS 2) is Charged by Uxolur (WS 3). He rolls two Attack Dice and gets two sixes! Boxcars!

Uxolur rolls his single dice and gets a result of 1! Oh no!

Ibsteikia scores 10:

Weapon Skill: 2

Highest Attack Dice: 6

Modifier for Critical Blows: +1

Modifier for opponent's fumble: +1

Total: 10

Uxolur scores 5:

Weapon Skill: 3

Highest Attack Dice: 1

Modifier for Charging: +1

Total: 5



STEP 4 - DETERMINE WINNER

Compare the scores - whoever has the highest wins this round of Hand-to-Hand Combat.

If the scores are the same then whoever has the highest Initiative characteristic wins. This may be affected by weapons though - Spears give a +1 Initiative bonus in the event of draws, for example. Similarly regardless of Initiative score a Warrior with a 'Uge Choppa always loses draws! Check the equipment and skills the Warriors have to be sure you get it right.

If after all that their Initiative scores are the same then it's a stalemate. The combat will have another round in the next Player turn. If a game has more than two players then the next round of combat takes place in the next turn of a player with a Warrior in the combat.

STEP 5 - NUMBER OF STRIKES

How much did the winner win by? That's how many Strikes (same as Hits) their opponent takes. If it was a resolved draw (and not a stalemate) then it's only a single Hit. There must be a clear winner for Hits to be scored.

Using the examples above:

Grimgut scored 8, Krixit scored 7. Grimgut wins and inflicts one Hit (8 - 7 = 1).

Ibsteikia scored 10, Uxolur scored 5. Ibsteikia wins and inflicts five Hits (10 - 5 = 5).

We now know who has won and how many times they've Hit their opponent. If two weapons were used, you must split and alternate the Hits. Crucially, with an odd number of strikes the winner picks how they alternate.

STEP 6 - RESOLVE WOUNDS

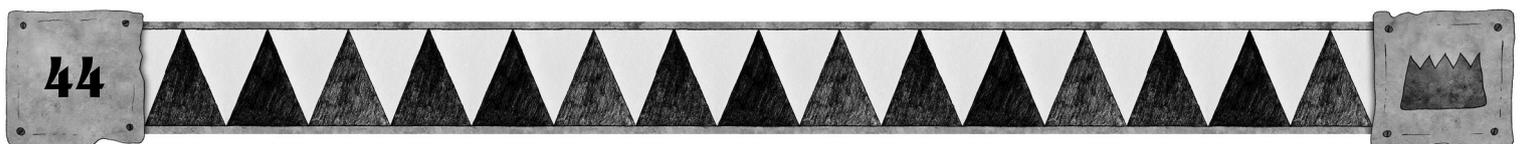
Resolve the Strikes in the same way you would any other Hit by using the Wound Chart:

STR	TARGET'S TOUGHNESS									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	-	-	-	-	-
2	3	4	5	6	6	N	-	-	-	-
3	2	3	4	5	6	6	N	-	-	-
4	2	2	3	4	5	6	6	N	-	-
5	2	2	2	3	4	5	6	6	N	-
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

STEP 7 - DAMAGE

If the roll to Wound is successful, the next step is to look at the Hand-To-Hand Weapon's Damage (if any). Some weapons can inflict more than one Damage on a Warrior and each point of Damage removes one Wound from their profile but never below zero.

Note: the term Wound can sometimes be found being used instead of Damage.



STEP 8 - SAVING THROW

Some Warriors may be fortunate enough to be wearing Armour, or have a special Skill, or something else that makes them eligible to take a “Saving Throw”. Roll a D6, if the score is high enough then **all** of the Damage (or some other Special effect) that would have been inflicted has been stopped and no Injury roll is made.

Armour Modifiers

The table below is used to determine Saving Throw Modifiers based on the Strength of the Model in Close Combat, including the Weapons Modifiers.

E.g. An Ork Boy is base Strength 3 but a Choppa provides +1 for a total of 4. The Save Modifier is -1.

MODEL'S STRENGTH	ARMOUR SAVE MODIFIER
0-3	0
4	-1
5	-2
6	-3
7	-4
8	-5
9+	-6

STEP 9 – GAIN EXPERIENCE

If you are using the GCE campaign system (rather than playing a one-off game) then it's at this step your Warrior would gain experience points for Wounding an enemy, assuming the scenario you are playing gives experience for wounding enemies (most do, but we cannot speak for every scenario ever written!).

STEP 10 - ROLL FOR INJURIES

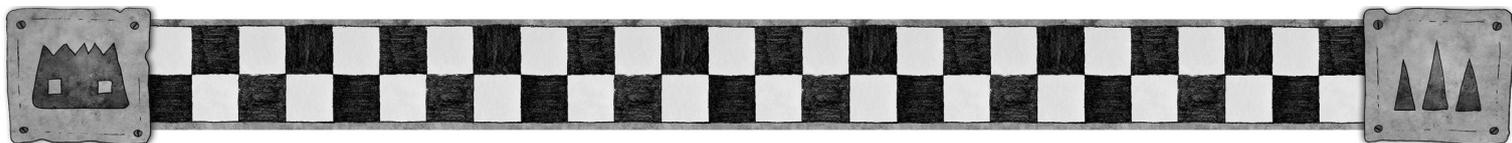
As per usual if they've just taken their last Wound roll on the Injury Table:

D6	EFFECT
1-2	FLESH WOUND: -1 WS and -1 BS for the rest of the game.
3-5	DOWN: Place the Model face down.
6	OUT OF ACTION: Remove the Model from play.

Warriors reduced to 0 WS *and* 0 BS automatically go Out of Action.

There's an important difference in Hand-to-Hand combat - if a Warrior goes Down they go Out of Action immediately! This is not the case if the fight is *onboard a Vehicle* - that's covered in the next section.





STEP 11 - AFTERMATH

One of several things can happen in the aftermath of a round of Hand-to-Hand Combat:

Combat continues.

-or-

A Follow Up move is made.

-or-

The losing Warrior is thrown off a Vehicle.

The first one is the simplest - both Warriors are still beating lumps out of each other. One might have been Wounded, or not, but they're not Out of Action so they keep fighting. Another round of Hand-to-Hand Combat will be resolved next turn (either player's turn - or any controlling player in bigger games).

The second comes into play for the winning Warrior if they take their opponent Out of Action. They may immediately move 2" in any direction (e.g. to move into Cover or towards some nearby enemies) and may use this Movement to engage another Warrior in Hand-to-Hand Combat. Should that happen the combat is resolved *next* turn (don't be greedy!) and the short move prevents them from claiming the +1 bonus for Charging.

Lastly if the fight is taking place onboard a Vehicle the loser of a round of Hand-to-Hand Combat will be chucked overboard! Regardless of whether they're Wounded or not the price of losing is being ejected from the Vehicle. Place the Warrior D3" away from the Vehicle in a random direction. They then take a S3 Hit as they hit the ground!

This does mean that going Down in Hand-to-Hand Combat onboard a Vehicle *doesn't* automatically put a Warrior Out of Action.

MULTIPLE COMBATS

Whilst one-on-one combat is the most common situation bigger fights happen too and whilst the rules are similar there are some important differences. These situations cannot happen onboard Vehicles (See the Pilin' On section for the exception to this) so bear that in mind.

The six steps from above still apply:

1. Determine how many attacks each Warrior has this round
2. Roll Attack Dice
3. Work out each Warrior's combat score
4. Compare scores and determine a winner
5. Resolve Wounds
6. Deal with the aftermath

In basic terms Multiple Combat situations are broken down into several rounds of combat which become progressively harder for the defender.

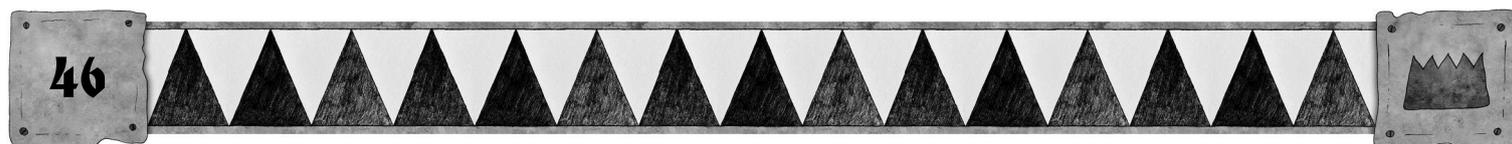
First we'll deal with a single Warrior being Charged by multiple attackers and then we can take a look at how other setups are handled.

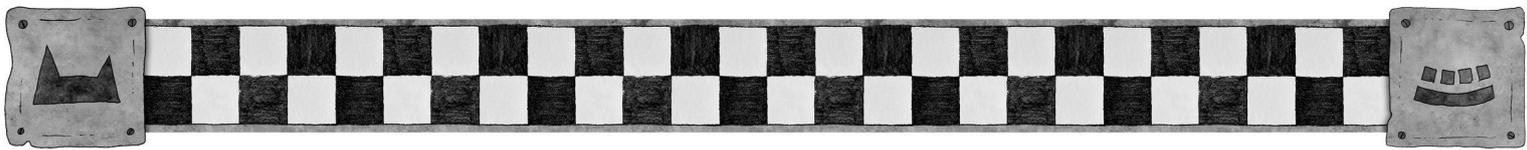
Firstly the outnumbering player can choose the order in which their Warriors take on the outnumbered Warrior. The first combat is resolved as normal.

Assuming the outnumbered Warrior survived they must then defend against the next Warrior (again, nominated by the outnumbering player). Unfortunately being outnumbered makes combat even more deadly...

The second attacker gains an additional Attack Dice *and* +1 to their combat score!

These bonuses are cumulative - the third attacker gains *two* Attack Dice and +2 to their combat score. The





fourth gets three additional Attack Dice and +3 to their combat score - and so on.

Downed Warriors And Multiple Combatant Situations

In normal one-on-one combat a Warrior who goes down is automatically taken Out of Action. This is not the case in situations involving Multiple Combatants. As long as there are still Warriors on both sides in the fight the Downed Warriors are ignored as everyone focuses on the “last man standing”.

If the last Warrior of one side goes Down or Out of Action then the other Down Warriors from their side will be taken Out of Action too.

Complicated Multiple-combatant Setups

Whilst some factions lean towards small groups others bring overwhelming numbers to the fight. Under those circumstances it's quite feasible to have *uneven* matchups like eight attackers and three defenders (for example). In these cases one player is the outnumbering player (i.e. whoever had the most Warriors in that combat once Charges and so on have been resolved). We'll be referring to them during this section as “the outnumbering player”. Don't take this too literally - it's quite possible that most of their Warriors will be taken out and they'll be outnumbered at some point during this Combat Phase. “The outnumbering player” is still the same person if that happens - we don't do a recount in the middle of resolving the Hand-to-Hand Phase!

So, should one of these combat situations come up where both sides have multiple Models in Hand-to-Hand Combat it's up to the outnumbering player to decide how to split their forces. Each enemy Warrior needs at least one attacker assigned to them but other

than that the split can work however the outnumbering player wants. Once they're split that will be how they are distributed until the end of the Phase. If they take out their opponent and still have Warriors who didn't get a chance to fight then too bad! When splitting forces it's a gamble on what's the right amount of force to deal with a Target - too much and some goes to waste, too little and your Target doesn't get taken down. Choose wisely!

Effectively the fight is then split into several Multiple Combats and worked out. The outnumbering player decides which order these are decided.

For example:

Da Red Hand Gang's Grots descend in force on Grodkicka, Baz, and Skroggy to try to take them out. There's 11 attackers and three defenders. Skroggy is merely an Ork Yoof though and so much less of a threat whereas Grodkicka is a vicious Ork Nob!

The grots split themselves up between the three defenders:

5 vs. Grodkicka (Ork Nob)

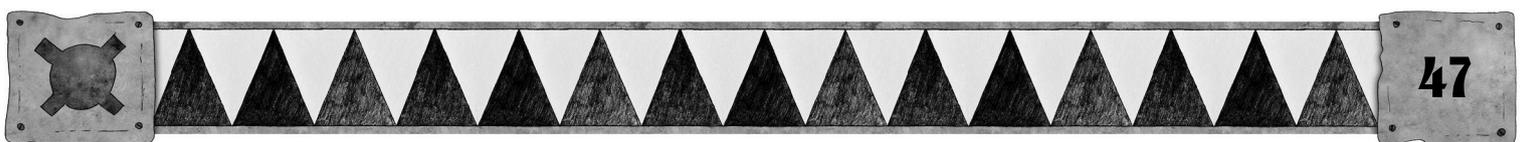
4 vs. Baz (Boy)

2 vs. Skroggy (Yoof)

The split doesn't have to be even so the Grot player decides to only attack Skroggy with two of his Warriors.

These would be worked out as three separate multiple-combatant situations in whatever order the outnumbering player wants.

The grot player decides to deal with Grodkicka first - he's the scariest! After resolving four attackers against him he finally goes Down. The fifth grot stands over his body shouting and





trying to look tough - he didn't get to fight but he's going to try to convince everyone that he totally helped!

The defeated Ork Nob may be Down but Baz and Skroggy are keeping the Grots distracted enough to stop him getting taken Out of Action. For now!

Two of the Grots fighting Grodkicka also went Down and they're lying in little heaps nearby while everyone else keeps beating chunks out of each other. As long as there's at least one of their Grots actively fighting the Orks the Down Warriors won't automatically be taken Out of Action. If he goes though...

BOARDING ACTIONS (HAND-TO-HAND COMBAT)

The Movement and Vehicle Shooting sections cover how to Board a Vehicle and who can Shoot. Here we'll deal with what happens in Hand-to-Hand Combat.

When a Vehicle is Boarded the player that the Vehicle belongs to is the Defender. They decide who each Boarder, the "Attacker", will face. Any friendly Warrior aboard can be assigned to fight a Boarder, including the Driver (assuming they're not Down, of course). Pinned Warriors may be nominated but only if there are no other Defenders available. If the Attacker finds themselves aboard Unopposed this is described later.

Close Combat aboard Vehicles is strictly one-on-one and resolved one at a time. Once an Attacker and Defender have been assigned, a round of Hand-to-Hand Combat is conducted as normal. Once the outcome of the fight has been resolved the process is repeated however *there are no Multiple Combats or bonuses*. This continues until all Attackers or

Defenders (whichever is higher) have had a chance to fight.

The Defender may use the same Warrior, more than once, for different Attackers, assuming they win the previous Hand-to-Hand Combat and are able to, i.e. not Down.

The Pilin' On rule is an exception to the above and is covered in the next section.

If there are Attackers still to fight and no Defenders remain, then the remaining Attackers are considered Unopposed. See below for details.

Charging Vehicles Modifiers

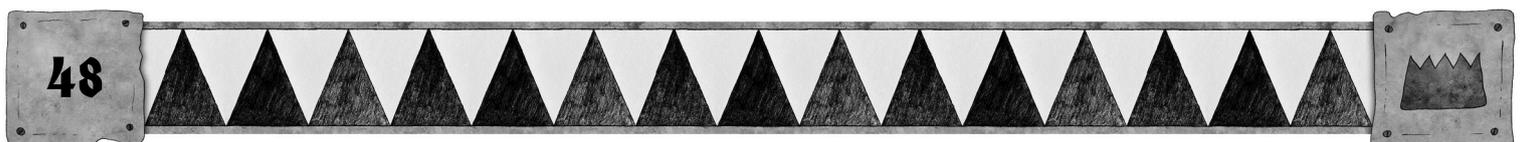
Successfully Boarding a Vehicle counts as a Charging. However, Vehicles count as Obstacles. As a result, the normal bonus for Charging is cancelled out for the first Combat. After which, neither modifier applies.

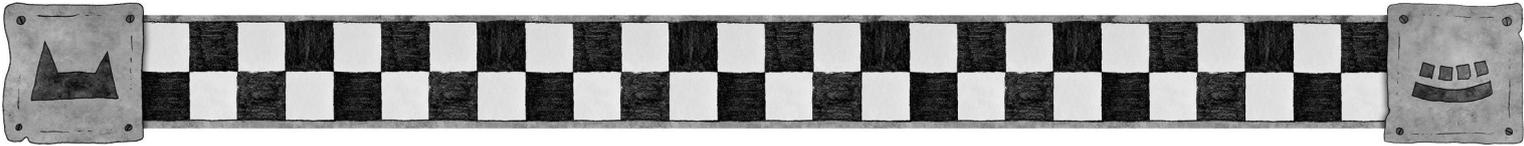
Losing Combat

Warriors who go Down or Out of Action after a round of Hand-to-Hand Combat have lost and are thrown overboard. However, going Down aboard a Vehicle does not automatically put a Warrior Out of Action like it does elsewhere. Place the loser 2" behind the Vehicle and take a S3 Hit.

Leaving Combat

A Vehicle that has been Boarded is not considered to be "engaged" or "locked" in Close Combat. Warriors are free to disengage and Get Off the Vehicle in their Movement Phase. However, an Attacker will always take a S3 Hit as they disengage from a Vehicle with Defenders. If they are Wounded, their movement ends and they hit the ground - place them 2" from the Vehicle side they leapt from.





Unopposed Boarders

If a Boarder finds themselves Unopposed aboard a Vehicle, it will go Out of Control. They cannot attempt to gain control of the Vehicle but may choose to Get Off without penalty at the start of their next Movement Phase. If the Warrior remains aboard the Vehicle they may attempt to Shoot it at it but the normal rules for Shooting still apply or they may wait until the Combat Phase. Choose a Location and Hit it a number of times equal to their Attack Statline. All Hits are automatic and Armour Penetration is worked out as normal.

Stationary Vehicles (Close Combat)

If a Warrior is Unopposed aboard a Stationary enemy Vehicle and did not Shoot that turn, they may choose a Location and Hit it a number of times equal to their Attack Statline. All Hits are automatic. Armour Penetration is worked out as normal but the Warrior receives a bonus D6 to Penetrate Armour to represent how Vulnerable being Stationary is.

FOLLOW UP

This is a bonus 2" Movement that a Warrior that defeats all their opponents in Close Combat may make. This applies even if it is not the Warrior's turn - the move is made immediately following Hand-to-Hand combat. It can be used for whatever purpose the Warrior likes - getting behind cover, boarding a nearby Vehicle, or even engaging another Warrior on Combat. Terrain penalties apply as normal.

If used for a Charge move then it does have the caveat that no bonuses are applied for Charging and the combat won't be resolved until the next relevant turn (i.e. a turn for any of the combatants involved).

Warriors who defeat opponents aboard a Vehicle do not make Follow Up moves.

PILIN' ON

Some Warriors have the Pilin' On special rule which comes into effect when attacking or defending Vehicles in Hand-to-Hand Combat. This allows Boarders to break the normal one-on-one rule when fighting on Vehicles. Pilin' On Warriors work together in order to behave like a single opponent.

When fighting onboard a Vehicle Warriors with this rule can choose to help each other. The Warriors "helping" will not fight in Hand-to-Hand Combat directly this turn. Each group of "helpers" will assist a single nominated Warrior who will gain a bonus and additional Attack Dice.

1. Choose a lead Warrior
2. Decide which other Warriors with Pilin' On will help them
3. Resolve the round of Hand-to-Hand Combat as normal, applying bonuses

Each "helping" Warrior adds +1 to the lead Warrior's combat score and +1 Attack Dice.

For example as attackers:

Klepski, Kilgor, and Ravvi are Rebel Grots who successfully board an Ork Trak. They decide to work together with Klepski as the nominated Warrior. He has:

- a Weapon Skill of 2
- an Attacks characteristic of 1
- a Knife

Normally he would only roll 1 Attack Dice.

He would also have a +1 as he has successfully boarded this turn.

However he has two mates helping him out! That gives him a bonus of +2 and +2 Attack Dice.



As a result he rolls 3 Attack Dice and has a total bonus of +3.

The player controlling the Rebel Grots declares the grouping and their opponent then decides who from the Trak's Crew should take them on this round.

Or defenders:

Bruvov, Skiffa, Leggit, Gerdat, and Soxem are five Rebel Grots onboard a cutta.

SkubGob, an Ork boy, jumps aboard followed by Modkoff, an Ork yooof.

The Rebel Grot player can choose who fights each of the boarders but needs to decide the split before combat begins.

Bruvov, Skiffa, and Leggit decide to take on SkubGob while Gerdat and Soxem deal with Modkoff.

Skiffa takes the lead with Bruvov and Leggit piling in to help. Skiffa receives a bonus of +2 to their combat score and +2 Attack Dice thanks to them.

Meanwhile Soxem takes the lead against Modkoff with Gerdat helping him. Soxem gets a bonus of +1 and an additional Attack Dice.

Notes

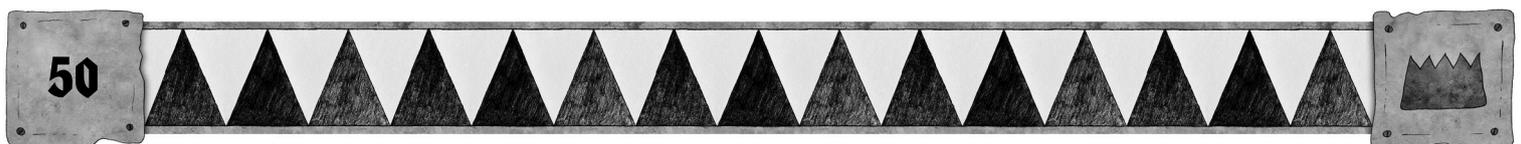
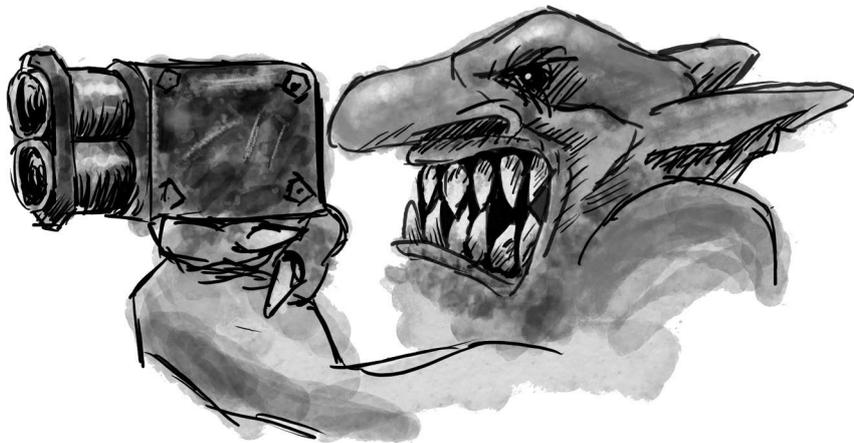
Pilin' On can be used both when Boarding a Vehicle and when defending one.

When attacking the grouping must be declared first. The owner of the Vehicle being boarded then decides who should face the grouped Warriors.

When defending a Vehicle any groupings using the Pilin' On rules must be declared before players begin resolving combat but the defending player may choose who each group should face as normal.

If the "helped" Warrior fights multiple times in a turn then they will not receive the bonuses for subsequent opponents. Similarly the "helpers" can only help in one combat per turn – choose your groups wisely!

If a group of Warriors loses a round of Hand-to-Hand Combat whilst using the Pilin' On rules whichever Warrior was taking the lead is thrown overboard. The rest remain on the Vehicle. Similarly Injuries are inflicted only on the lead Warrior in a Pilin' On situation.



RECOVERY PHASE

With all the fighting done for the moment we're now pausing for a moment to see how injured and stunned Warriors are doing.

PINNED WARRIORS

Warriors that started their turn Pinned now automatically recover. Stand them up - they may act as normal next turn.

INJURED WARRIORS

Warriors that are Down must roll on the Injury Table during the Recovery Phase. For each Warrior which is Down Roll a D6 to see how they fare:

D6	EFFECT
1-2	FLESH WOUND: -1 WS and -1 BS for the rest of the game.
3-5	DOWN: Place the Model face down.
6	OUT OF ACTION: Remove the Model from play.

If the result is Flesh Wound the Warrior will be stood back up and regain a single Wound at the expense of -1 WS and -1 BS. However, if the Warrior would be reduced to both 0 WS *and* 0 BS then they will automatically go Out of Action instead. There's only so much punishment anyone can take!

The roll can be affected by various skills and items so make sure you're familiar with your faction's special rules!



VEHICLES

In this section we'll be dealing with Vehicles and their interactions in the game. It's important to note that Vehicles are *separate* from their Drivers and Crew. Normal Vehicles cannot fight in Hand-to-Hand Combat (this includes Small Vehicles like Bikes).

MOVEMENT

The majority of Vehicles encountered in this game use the same mechanics for Movement although some factions have less traditional options. We'll deal with the most common Vehicles here as these rules are the defaults - faction packs provide the specifics for Vehicle movement if they're different.

Normal Vehicle Movement

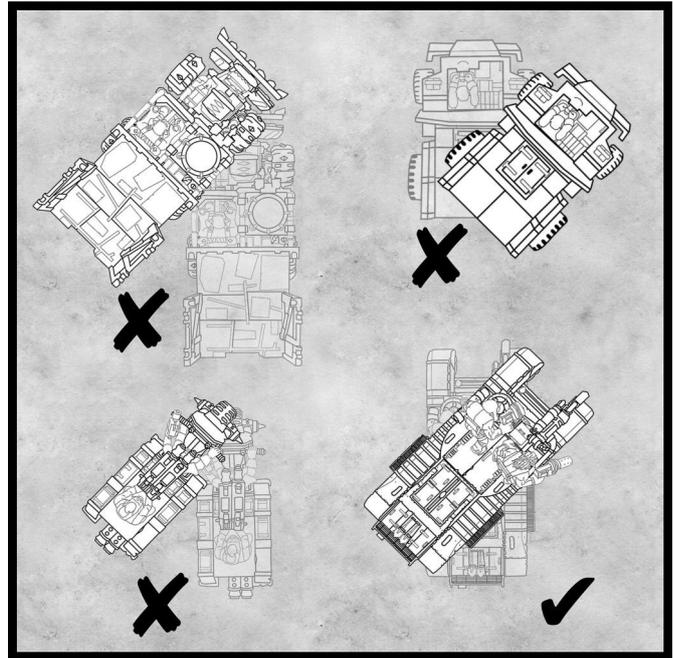
Most Vehicles in this game have two types of Movement - their Gas Engines and their Thrusters. These aren't always literally powered by fungus gas and the equivalent of Thruster Movement for other contraptions might just be putting the drive system in high gear. For the purposes of this section of rules we'll call them "Gas Engines" and "Thrusters" though!

Assuming the Vehicle is not Wrecked or Immobilised it may take its Movement normally. This involves making a Gas Engine move followed by using Thrusters.

Making A Turn

Whenever a Vehicle makes a turn the pivot point is the centre of the Vehicle model. Not the side, not the back, not the front - the centre of its main body. Where exactly that point is we leave to you and your opponent but the diagram should provide guidance.

Crucially, the turn itself should not move the Vehicle any distance.



Gas Engines

Unless otherwise stated a Vehicle may move 6" using Gas Engines during each of its Movement Phases.

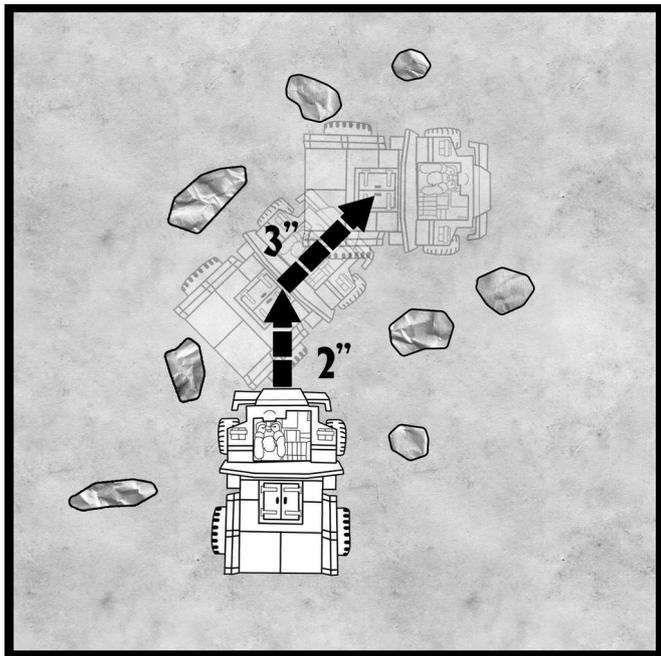
A Vehicle could choose to simply go straight ahead 6" but turning is a rather common requirement so we'll deal with that now.

For turning Movement allowance is split into two even halves with the option of a turn after each half. Each turn can be up to 45° and the Vehicle has to move at least 1" before making a turn.

Any unused Gas Engine Movement in each half of its movement is forfeited. This can mean that when manoeuvring carefully your Vehicle may not end up moving its full theoretical gas engine distance.

So move **up to** half your move (1" minimum), then you **may** turn up to 45°, then repeat the first two steps. Any movement allowance you didn't use is lost.

This is perhaps best illustrated with an example:



An Ork Trukk wants to get through a narrow gap in some rocks using its Gas Engines. Its 6" of Movement are split into 3" blocks. It moves 2" and then turns 45°. This turn ends its first movement half, despite having 1" unused. It then has 3" of Movement left and can make another turn.

Assuming there weren't any rocks in the way it could move 4" forward and then make one turn. This would use its Gas Engine Movement entirely as it would be 3" forward, decide not to turn, then move another 1" forward, then a 45° turn.

This is all assuming you want to turn! If not then feel free to just move 6" forward!

THRUSTERS

The Vehicle has now used its Gas Engine Movement for the turn but the Driver wants to keep moving - time to fire up the Thrusters!

Thruster Movement is unreliable and the speed can only be sustained briefly before the Driver has to take their foot off the pedal. Too much and they're likely to lose control - this might just end up in them wrestling with the steering and firing up the Thrusters again; alternatively they could careen into that boulder and crash horribly...

The amount of speed each pull of the Thrusters delivers varies between Vehicles. See the Vehicle Databook for details (in the relevant Faction Pack). As an example: Ork wheeled Vehicles are fairly fast - each Thrust move they make can be **up to 6"** while their tracked Vehicles have a maximum Thrust up to 5".

Before making a Thrust move the player controlling the Vehicle has to declare how far they're attempting to Thrust. After doing so they then need to pass a Thrust Test. The Vehicle's profile will list its Thrust thresholds. For example:

ORK TRUKK	
THRUST NUMBER	SCORE REQUIRED (D6)
1	2+
2	3+
3+	4+

As you can see their first Thrust is very easy to pass - roll a D6 and on a 2+ the Vehicle Thrusts successfully!



You may also have guessed from the example above that in each Movement Phase a Vehicle can Thrust many times. Pass a Thrust Test and not only does the Vehicle move forward - it can Thrust again!

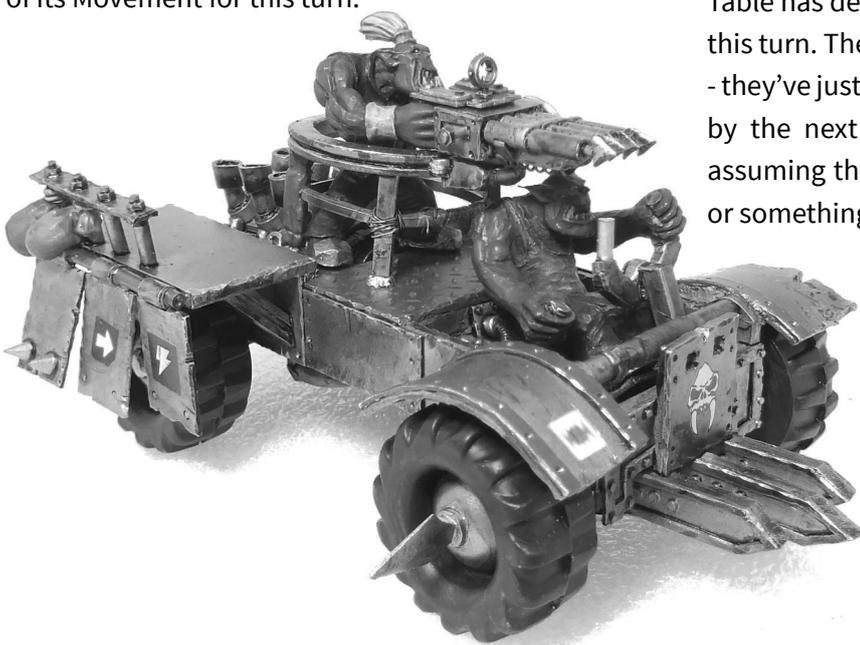
Something else you might have noticed - every Thrust after the second is successful on a 4+. You can basically keep Thrusting until you either fail a Test, Crash into something, or decide you've pushed your luck far enough and stop voluntarily.

Importantly Thrust Movements go *forward*. You may not turn during them, only after each one.

Turning While Thrusting

Thrust Movements only go forwards but after each one a Driver can *attempt* to turn - assuming they can hold their nerve!

If the Vehicle's Thrust move is successful, move the Vehicle forward by the declared amount. If you wish to turn then the Driver must pass a Leadership Test (roll 2D6 - the total must be equal or under their Leadership characteristic). Assuming they succeed you may turn 45° left or right. On the other hand if they fail then move the Vehicle another D6" forward - that's the end of its Movement for this turn.



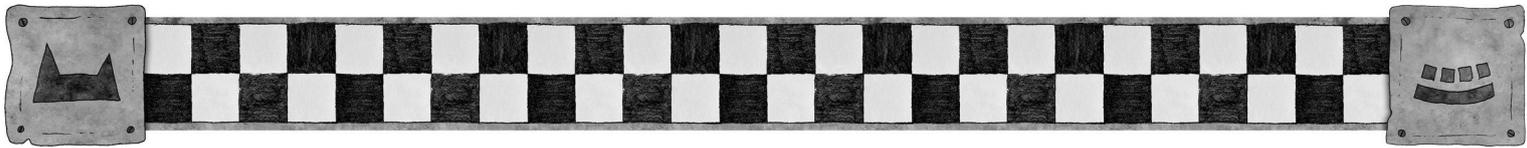
Failed Thrust Tests

We've dealt with when things go well - what about when Thrusters fail?

Should you fail a Thrust Test for a Vehicle roll on the Thruster Buster Table:

THRUSTER BUSTER TABLE	
D6	RESULT
1	Spin The Vehicle Spins - roll a scatter dice to determine which direction it's now facing.
2	D6" forward and Spin Move the Vehicle D6" forward and then roll a scatter dice to see which way it's pointing.
3	Swerve and move D6" forward Roll a D6 to determine which direction to turn the Vehicle 45° (1 - 3 left, 4 - 6 right). Then move the Vehicle D6" forward.
4+	D6" forward Move the Vehicle D6" forward.

Once a Vehicle has done whatever that Thruster Buster Table has determined it should, its Movement ends for this turn. The Thrusters aren't exhausted by this abuse - they've just temporarily failed. They'll be working fine by the next time the Vehicle is allowed to move - assuming the enemy doesn't shoot them full of holes or something.



Slow Speed Manoeuvres

Sometimes Vehicles will end up in difficult positions, effectively stuck or at risk of crashing or colliding unintentionally. This is when the reverse gear might be useful. Declare you are making a Slow Speed Manoeuvre at the start of your Vehicle Movement.

A Slow Speed Manoeuvre still counts as moving but will not Hit anything. It is also limited to only 3" of your available Gas Engine Movement allocation (or equivalent). During the Slow Speed Manoeuvre you may however split this into three 1" increments. After each 1" move you may make a turn of up to 45°. These 1" moves can be forwards or backwards.

The amount of inches available for Slow Speed Manoeuvres is limited to what a Vehicle is capable of. If through damage or some other rule the Vehicle would not be able to make a Gas Engine move (or equivalent) then it cannot miraculously gain extra Movement through the use of Slow Speed Manoeuvres.

Unless otherwise stated Vehicles that perform a Slow Speed Manoeuvre may not use their Thrusters in the same Movement Phase.

Note that this is the only time Vehicles may move backwards!

Stationary Vehicles (Movement)

A Vehicle is considered to be Stationary if it has not moved at least 1" during its Movement Phase. A Stationary Vehicle cannot Swerve to avoid Rams or Collisions and is treated as Difficult Terrain by Warriors on foot.

DROPPIN' OFF OR PICKIN' UP

During the Vehicle's Movement, Warriors who have not yet Got On or Off a Vehicle this turn already, may choose to be Dropped Off or Picked Up instead. This is a special action and they do not count as having moved yet but must wait until the Vehicle has completed its whole Movement phase before they can be used.

Warriors who wish to be "Dropped Off" during the Vehicles Movement may do so and are placed to the Side or Rear of the Vehicle, not the Front, stupid! They may not set Overwatch.

Warriors who wish to be "Picked Up" during the Vehicles Movement must already be suitably positioned as the Vehicle passes them by. Again, not the Front, stupid!

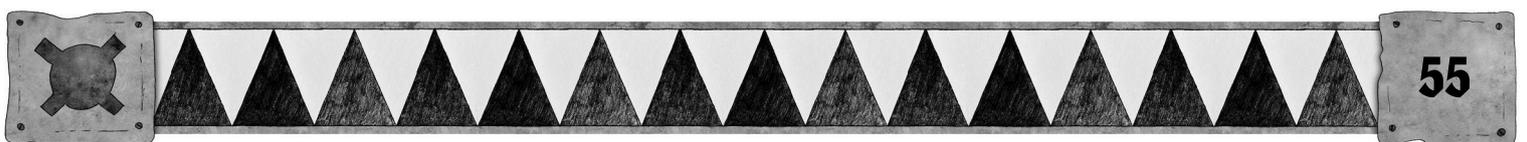
However, if Vehicle has moved more than 6" or used its Thrusters, they must roll 4+ on a D6. If they fail they will take a Strength 3 Hit and the Warriors' Movement Action will be forfeited (including Running and Charging). Place them in contact with the side they attempted to exit from.

Caution: A Warrior who gets Dropped Off into base contact with an enemy Warrior on foot counts as Charging. However, should they fail a test and end up Down, your opponent will automatically put them Out of Action in the subsequent Close Combat Phase!

TRAVERSING TERRAIN

Flat, even ground is easy to move over. Once things get lumpier most Vehicles struggle - not all, but most.

You should check your Vehicle's profile to see how it copes with different types of terrain.





Generally the following rules apply but (as always) faction pack rules take precedence:

TRACKS	
TERRAIN TYPE	MOVEMENT
Open	Normal
Difficult Ground	Normal
Very Difficult Ground	Immobilised
Impassable Ground	Crash/Collide

WHEELS	
TERRAIN TYPE	MOVEMENT
Open	Normal
Difficult Ground	Slow Speed Manoeuvres only
Very Difficult Ground	Immobilised
Impassable Ground	Crash/Collide

As you can see a wheeled Vehicle like an Ork Trukkk can move over Difficult Ground but it'll be doing so very slowly - more likely it'll be trying to move its way *off* Difficult Ground so it can move as normal again.

Very Difficult Ground is effectively completely impassable to Ork Trukks - if they end up there somehow (e.g. jammed Thrusters) that's where they'll be Immobilised and stay there for the rest of the game.

Impassable Ground is just that. You've most likely just crashed into a rock or collided with another Vehicle. You ain't going nowhere!

Being Immobilised By Terrain

If a Vehicle moves into terrain that its table indicates will immobilise it they immediately Spin (roll a Scatter Dice) and are then Immobilised.

OUT OF CONTROL VEHICLES

If a Vehicle's Driver isn't "available" to control a Vehicle then things aren't going to go so well!

A Driver could be Down, thrown overboard, or something else.

If this happens the Vehicle's Movement Phase will consist of it swerving left or right 45° (roll a D6 to determine which) and then moving D6" forward. Obviously it will not avoid terrain, other Vehicles, or anything else during this move!

Taking The Wheel

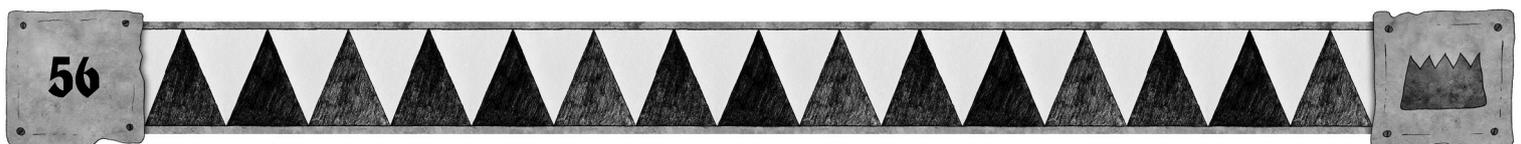
Crew members aboard their Out of Control Vehicle can try to take back the wheel - assuming they're not Down, Pinned, or similarly incapacitated (e.g. afflicted by Terror). One Crew member may attempt to take control each turn and will succeed on a D6 result of 4+. This test takes place during the Movement Phase.

If they fail then they can try again next turn. In the meantime it'll move randomly as described above.

However if it's a Small Vehicle (e.g. a Bike) they only get one attempt. After that it'll become Immobilised and any Crew will be thrown D3" and take S3 Hits.

If no one else has taken control and a Driver recovers from being Down then they automatically bring the Vehicle under control.

Anyone taking control of a Vehicle becomes the Driver for the duration of the battle. This is only temporary



though - they don't permanently take over the position in your Mob's roster!

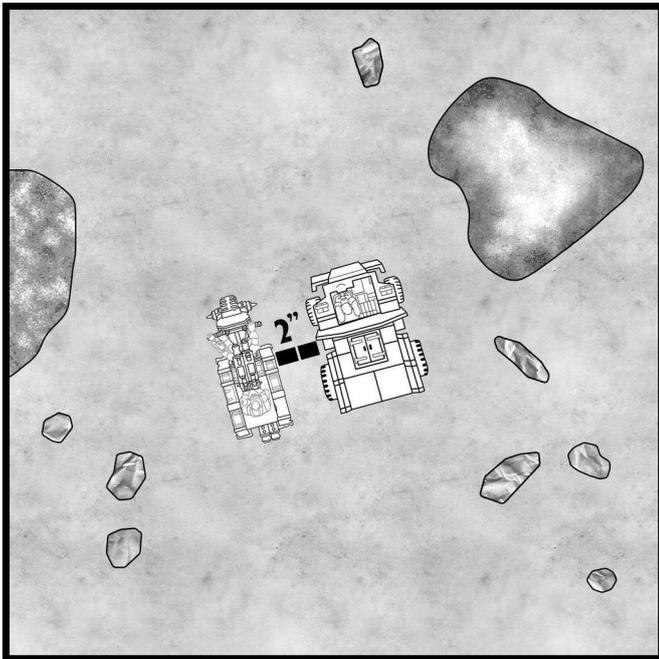
Drivers displaced in this way become part of the Vehicle's Crew.

CHASING: RACING AND TAILING

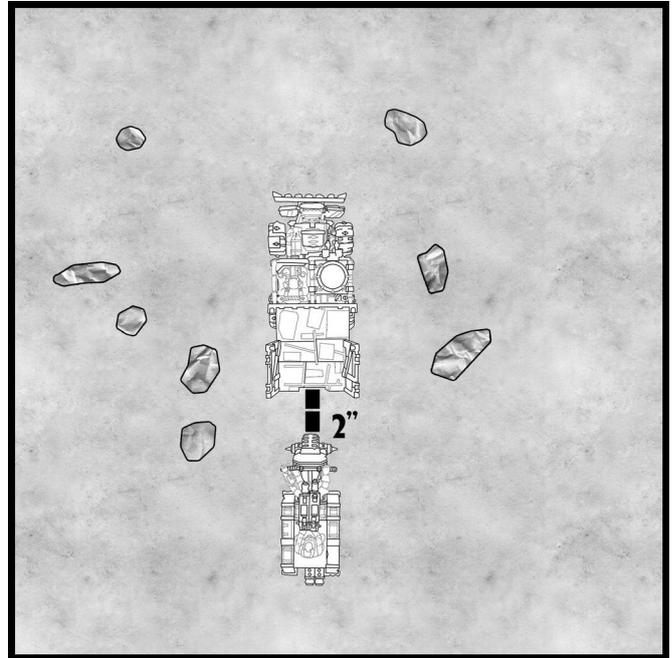
Chasing moves are a special kind of Vehicle Movement where a Vehicle moves whenever the Vehicle they're chasing moves - in the enemy's turn. The chasing Vehicle can also shoot both in their own Shooting Phase as well as the enemy's Shooting Phase. Even better - the chasing Vehicle and everyone onboard shoots *before* the enemy in their opponent's Shooting Phase!

That's the "why" covered - now for the "how". Chases come in two varieties - racing and tailing. They follow the same rules and the difference is in positioning.

To declare that a Vehicle is racing another one a player must get their Vehicle roughly parallel to their opponent's Vehicle with 2" or less between the two.



Similarly a tailing situation involves the chaser getting the front of their Vehicle close to the rear of the enemy's Vehicle (again, 2" or less).



Once a Vehicle is in position for a tail or a race its owner declares that they're chasing and their Vehicle's Movement ends.

From now on their Vehicle moves when the opponent's does, alternating as each separate stage of movement happens (Gas Engines, each Thrust, or equivalent). This works just as normal - Gas Engines, then Thrusters, turns, everything. If the chasing Vehicle needs to Thrust then they take Thrust Tests as normal - they may need to Thrust multiple times to maintain the 2" distance. If they fail then they'll need to roll on the Thruster Buster Table and automatically stop chasing. If they're unable to keep up then they are shaken off and stop chasing.

In the same way if the chasing Vehicle needs to turn using Thrusters to keep pace they'll need to pass a Leadership Test - failing means the chase stops (and they move D6" forward as normal).



If the Vehicle being raced manoeuvres into a position where the two Models cannot be placed side by side the chasing Vehicle can fall back to a tailing position. To do this the chasing Driver will need to pass a Leadership Test (should they fail then the chase ends). This also works in reverse - a tail can become a race if the Driver passes a Leadership Test.

At any point a racing or tailing Vehicle can decide to give up the chase. From then on they'll only move in their own Movement Phase (until they decide to chase someone else!).

RAMMING

A great way to Damage Vehicles is to smash them into each other and that's definitely the case in this game. Notably, damage dealt by ramming automatically penetrates armour! Small Vehicles such as Bikes can also Ram things but this generally puts them at a considerable disadvantage.

Ramming Actions fall into several categories - rakes, sideswipes, and proper Ramming.

Before we get into how they work we'll need to cover swerving out of the way as that applies to all three Actions.

SWERVING

Assuming a Vehicle isn't Stationary and isn't Immobilised its Driver may take a Leadership Test to avoid a Ram of any kind (roll 2D6 - if the total is less than or equal to their Leadership characteristic they pass). This includes rakes and sideswipes.

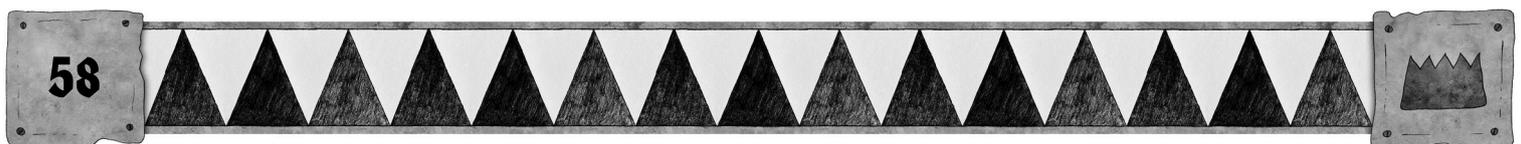
If they pass then their Vehicle immediately Swerves out of the way. Shift the Vehicle left, right, or forward (but not backwards!) to get it out of the path of the ramming Vehicle and then rotate it 45°.

Note - you get to choose which way your Driver Swerves and so you should probably consider your options and the consequences! This means you could potentially choose to Swerve *into* Warriors on foot, or to avoid Difficult Ground. In doing so don't forget to resolve the relevant happenings (whether that's entering Difficult Ground, squashing Warriors on foot, or whatever else).

If you find yourself boxed in for some reason (e.g. being T-Boned into a cliff face) then you have nowhere to Swerve *to* so don't bother taking the Leadership Test.

Small Vehicles

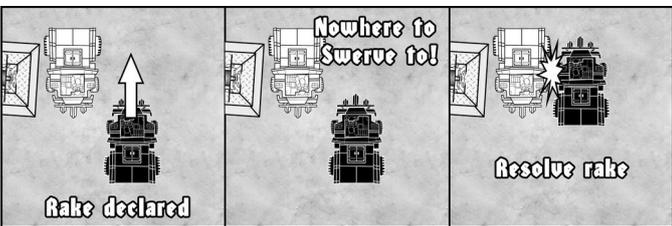
We're going to refer to "Small Vehicles" in this section, rather than Bikes specifically. Various factions have small Vehicles that deal with Damage the same way so we're lumping them together to avoid too many "counts-as" explanations. Generally small Vehicles have a bad time when they come into contact with anything tougher than wet cardboard!



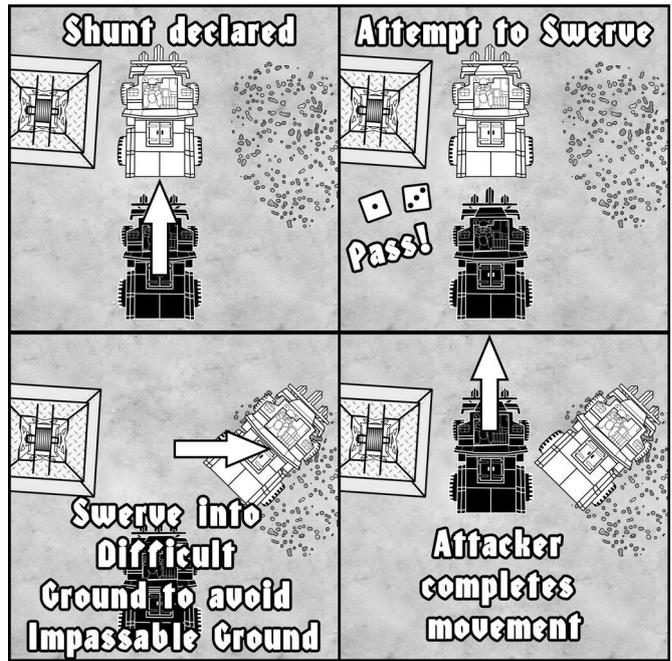
To put it another way, if an obstacle(s) would prevent the Target Vehicle from Swerving far enough out of the way to allow the Attacking Vehicle to pass by, the Ram is successful.

Similarly you are not required to attempt to Swerve to avoid a ramming attempt - for example if Swerving might force you into a patch of Very Difficult Ground you might instead choose not to.

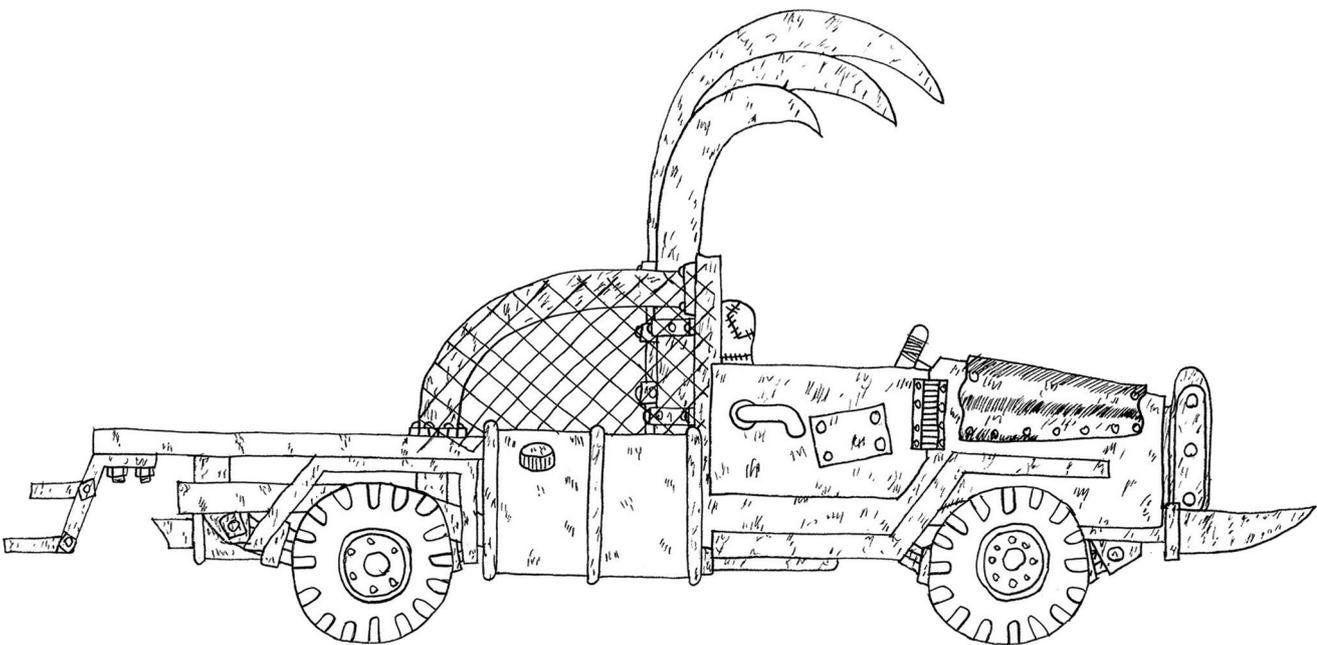
Here are some examples of Swerving to avoid ramming actions:

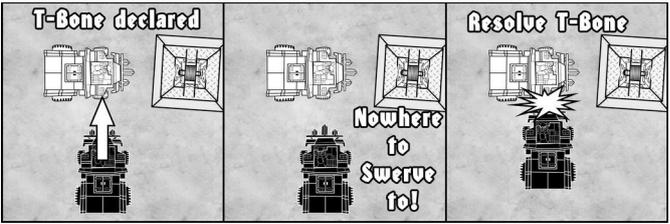
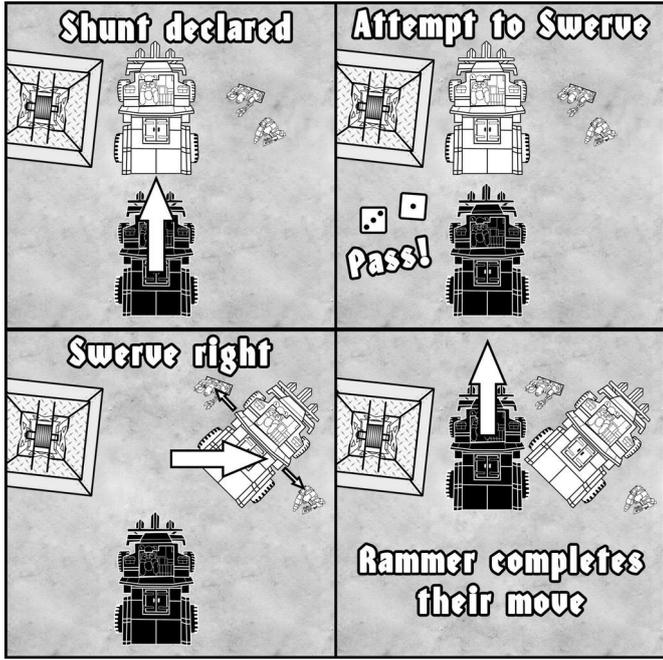
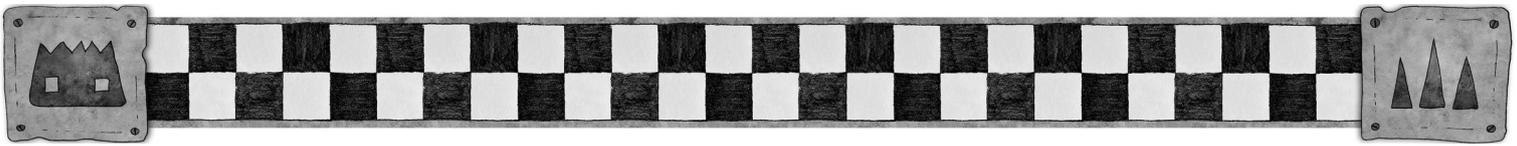


The rammer declares their intention to Rake. The target would need to Swerve to their right to avoid the Rake but they're boxed in by a scrap mine's drum hoist (Impassable Ground). There's no point in attempting to Swerve and so the Rake is resolved immediately.



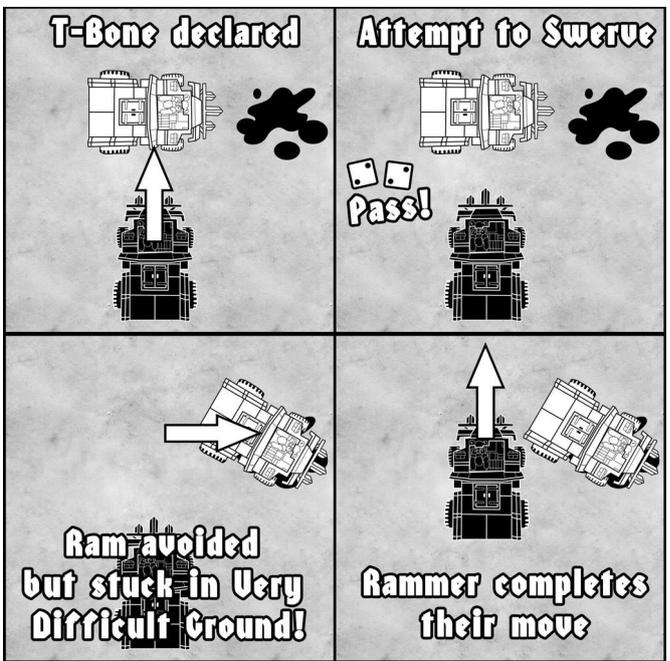
The target has a scrap mine's drum hoist (Impassable Ground) to their left and a patch of rocky ground (Difficult Ground) to their right. The rammer declares their intention to Shunt and the target attempts to Swerve. They Swerve out of the rammer's path and into the rocky ground. Swerving into Difficult Ground isn't ideal but it's less dangerous than getting rammed!



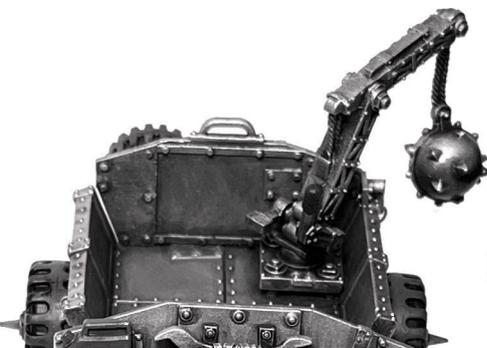


In this simple example a T-Bone ram is declared and the target is boxed in. If the target Swerved to their right they would still be in the rammer's path and Swerving forward is impossible due to the scrap mine's drum hoist (Impassable Ground). As a result there's no point in attempting to Swerve and so the T-Bone is resolved immediately.

Similar to the example above, this time there's two Warriors on foot to the right of the target. When the rammer declares their intention to Shunt the target Swerves out of their way. This forces the Warriors on foot to take Initiative tests to avoid being Squashed (rules for this can be found in a later part of this section). Regardless of whether the Warriors on foot pass or fail the target Vehicle has avoided taking damage.

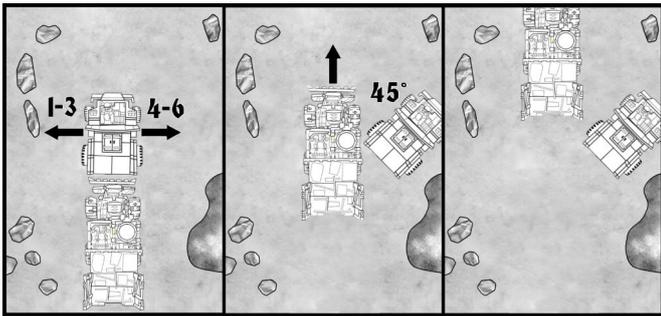


This example is similar to the one above except the rocks are replaced by tar pits (Very Difficult Ground). Swerving into the tar pits will Immobilise this type of Vehicle (a wheeled Ork truckk) but that may be preferable to taking D3 Damage. In our example the target chooses to be Immobilised but avoid the Damage but they could have instead chosen not to Swerve and simply take the Damage.



KRUNCH

After many of the ramming actions described below the targeted Vehicle will “Krunch” away from the point of impact. Essentially the Vehicle is getting bashed aside as the ramming Vehicle smashes into them. The Krunch rule simulates where the Vehicle ends up, not the path it takes (Don’t worry too much about the physics of this - think of ridiculous Hollywood car chases!).

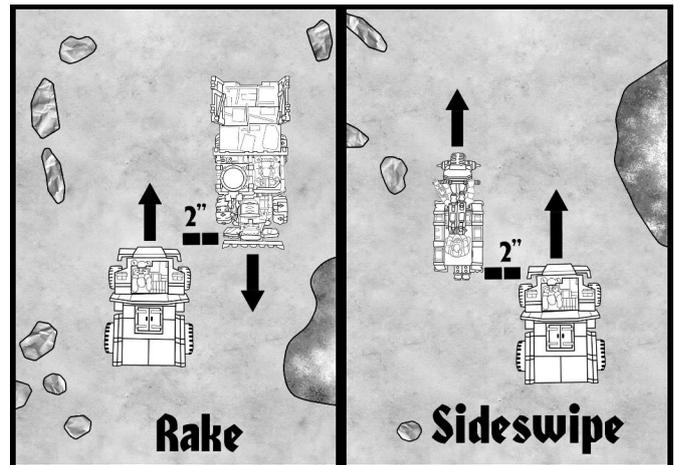


When this is called for, first shift the targeted Vehicle out of the rammer’s path, laterally, and after doing so, rotate it 45° in the direction of the shift. The direction depends on what makes sense to the players (it’s often obvious from the angle of impact) but roll a D6 to determine which direction if uncertain.

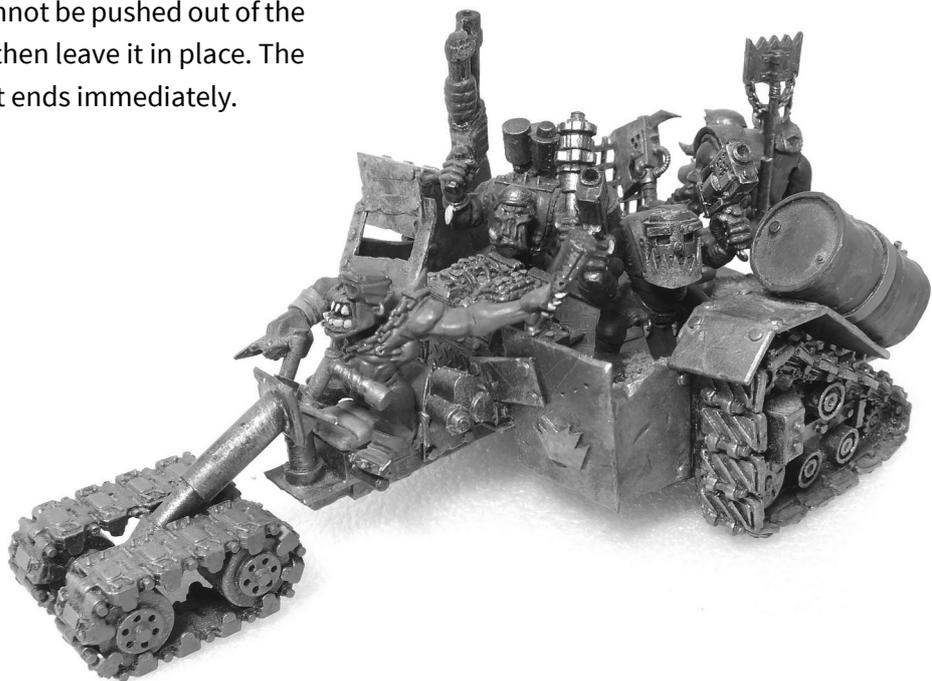
Note - if the Target Vehicle cannot be pushed out of the way (e.g. because of terrain) then leave it in place. The ramming Vehicle’s movement ends immediately.

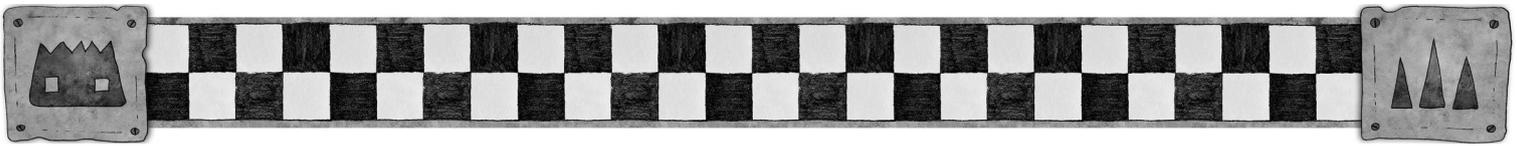
RAKES AND SIDESWIPE

To perform a rake or a sideswipe the attacking Vehicle needs to be passing within 2” of an enemy Vehicle. In the case of a rake they’re going in opposite directions and a sideswipe involves both Vehicles going in the same direction.



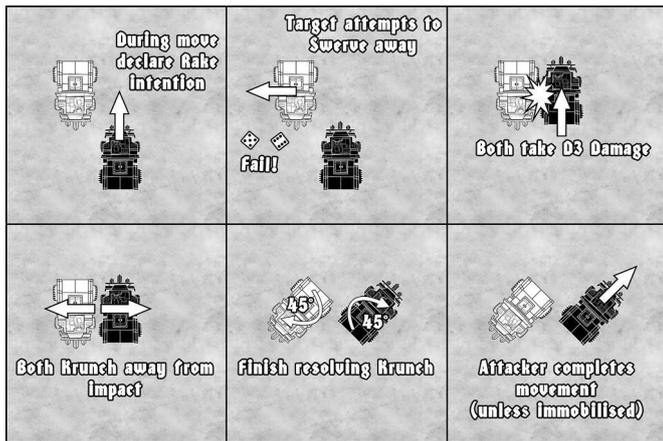
Assuming the Target Vehicle doesn’t Swerve out of the way they’re resolved as described below and then the attacking Vehicle completes its move (assuming it wasn’t Immobilised by any Damage it took!).





Rakes

Roll a D3 for each Vehicle to determine how much Damage each takes. The Vehicles both Krunch off in opposite directions away from the point of impact afterwards. The hits auto-penetrate armour like all other ramming Damage.



Small Vehicles (e.g. Bikes) take Damage and Krunch away as normal but larger Vehicles only take D3 -1 Damage from the impact and do not Krunch away afterwards.

Sideswipes

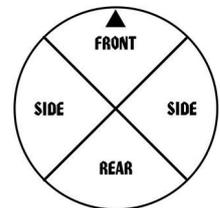


Roll a D6 for each Vehicle. On a 4+ the Vehicle takes 1 point of Damage and Krunches away from the point of impact. As mentioned before, these hits auto-penetrate armour, as they're a form of ramming.

Larger Vehicles cannot be damaged by sideswipes from Small Vehicles and won't Krunch away afterwards either. Small Vehicles take Damage as normal though (this also means they can Damage each other) and should roll as described above.

RAMS

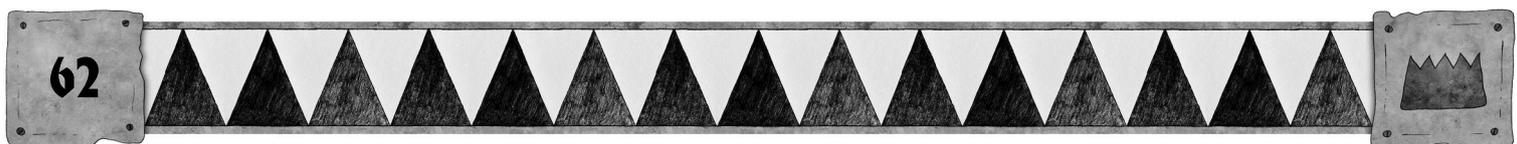
Now comes the heavy stuff! There's three ways a Ram can happen - a head-on ram, a shunt, and a T-bone. The Vehicle doing the Ramming will be using its front to bash into its Target but the type of Ramming action depends which quadrant of the Vehicle is Hit.



Each quadrant is a 90° arc from a Vehicle's centre, as shown in the diagram.

To Ram a Vehicle, declare that you are and make a legal move using Gas Engines or Thrusters until your Vehicle is touching your intended victim (No, you can't Ram using Slow Speed Manoeuvres...). When you make contact the Target Vehicle may attempt to Swerve out of the way (if able), if they fail a Ram will occur. If a legal move was not possible i.e. failing any tests required but still coming in contact with an enemy Vehicle treat it as a Collision instead.

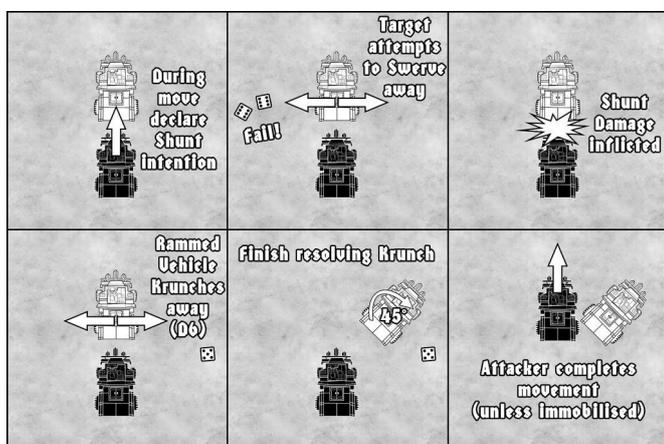
Also, as with Rakes and Sideswipes, small Vehicles are at a disadvantage so make sure you read to the end of the section if they're involved!



Shunts - Hits To A Vehicle's Rear

Ramming into the rear of an enemy Vehicle does no Damage to the Rammer and 1 point of Damage to the Rammed Vehicle. Afterwards the rammed Vehicle will Krunch away from the impact.

The Rammed Vehicle can avoid this by successfully passing a Leadership Test. If they do, they Swerve out of the way (as described above) and avoid taking damage - then the Ramming Vehicle completes its move as normal.

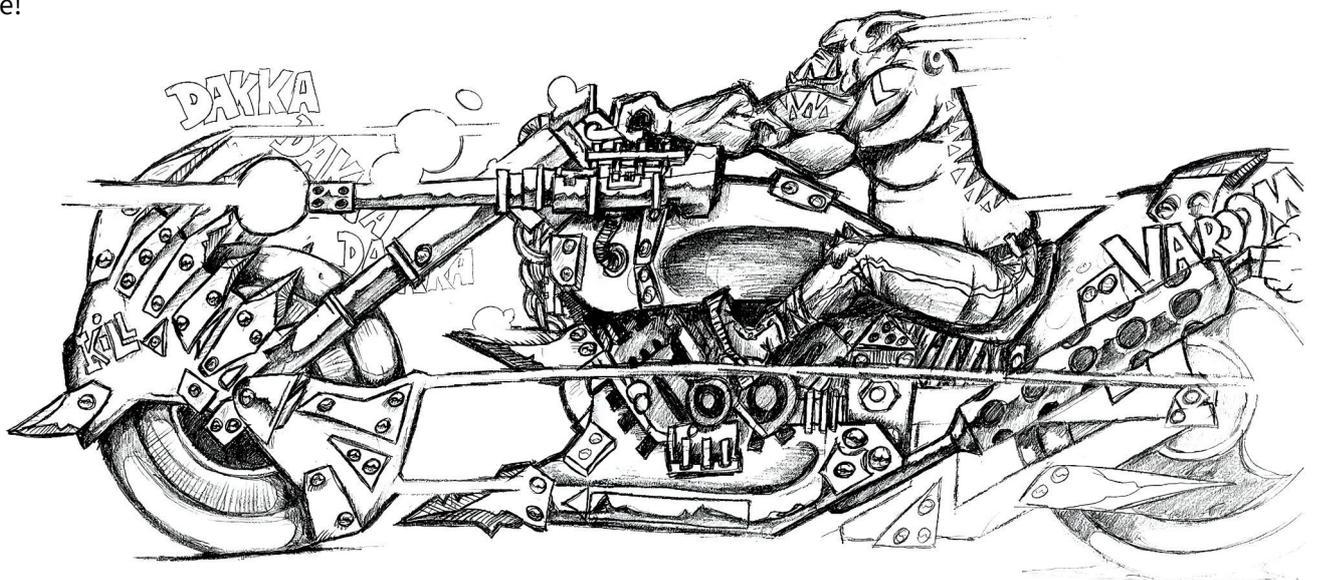
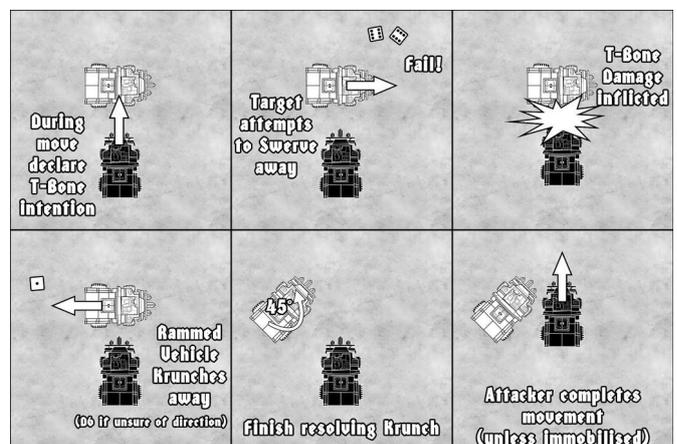


A small Vehicle shunting a larger Vehicle won't inflict any Damage but will inflict a point of Damage against another small Vehicle. On the other hand if a small Vehicle is shunted by a larger Vehicle it will take D3 Damage!

T-Bones - Hits To A Vehicle's Sides

A Vehicle Ramming the side of another takes 1 point of Damage and inflicts D3 points of Damage to its Target (assuming the enemy Driver doesn't pass a Leadership Test to Swerve out of the way, of course). Afterwards the rammed Vehicle will Krunch away from the impact (roll a D6 to determine which direction if uncertain).

Small Vehicles inflict no Damage on larger Vehicles if they T-bone them and larger Vehicles take no Damage when T-boning small Vehicles. Small Vehicles take D3 points of Damage if T-boned and take 1 point of Damage if they T-bone an enemy small Vehicle.





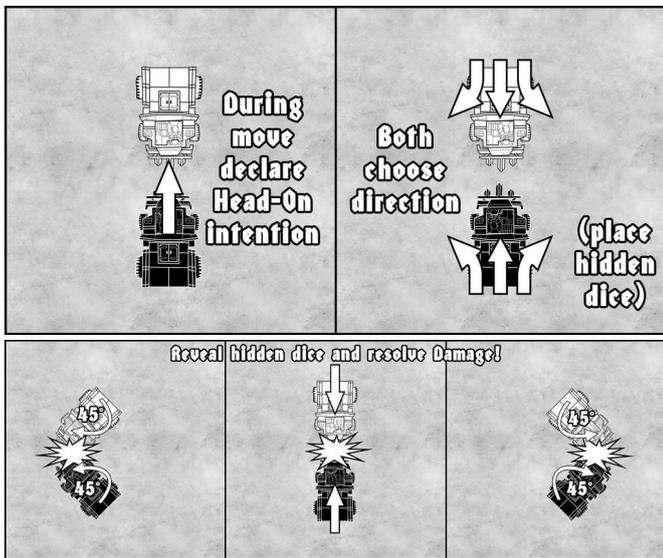
Head-On Rams

If two Vehicles are facing off, front to front, Swerving doesn't work in the same way as for shunts or T-bones. There's no Leadership Test.

Instead each player *places* a dice to choose (in secret) which direction they wish to go:

- 1-2 Swerve Left
- 3-4 Straight On
- 5-6 Swerve Right

Once both players have set their dice they should reveal their intentions to their opponent.



Movement ends immediately. Roll separately for both Vehicles D6 Damage each. Roll another D6 - Immobilisation on 4+!

If they avoid each other then Swerve the Vehicles as appropriate and the Movement Phase resumes for the Ramming player. However if they both Swerve towards each other (e.g. the Ramming Vehicle Swerves left and the Target Swerves right) or both choose to move straight on then a Head-On Ram occurs and bad things happen!

It's rare for Vehicles to survive Head-On Rams as they do D6 Damage to both the Rammer and the Rammed

enemy Vehicle. Even if they survive that roll a D6 for each Vehicle - on a 4+ that Vehicle is Immobilised!

Small Vehicles also take D6 Damage but a Large Vehicle Ramming them Head-On will only take 1 point of Damage and won't be subject to the additional Immobilisation Damage described above.

Furthermore, unlike Shunts and T-bones a head-on Ram ends the Movement of both Vehicles immediately. Probably with a pretty nasty crunching sound!

SQUASHING WARRIORS ON FOOT

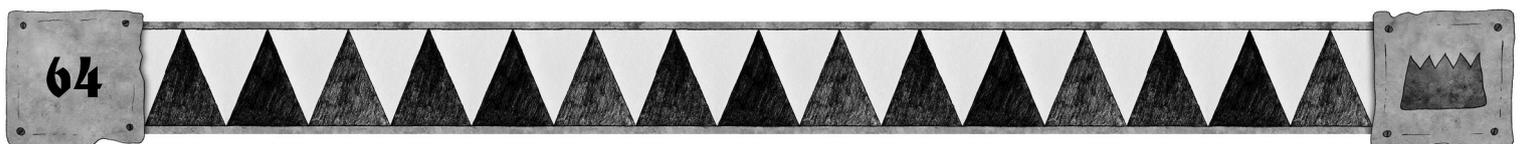
Ramming Actions only apply against other Vehicles - Models on foot are instead subject to squashing!

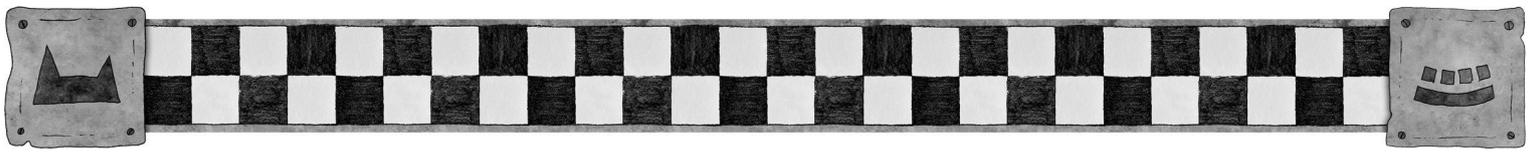
If a Vehicle passes over a Warrior on foot they can attempt to run them down. The Vehicle may also do this by passing within 2" (a rake or a sideswipe).

Getting Squashed And Avoiding It

If the Warrior is Down then they cannot avoid being squashed. Otherwise they may take an Initiative Test (rolling equal or under their Initiative characteristic on a D6) in order to jump out of the way. If they pass, place the Warrior on either side of the Vehicle (whichever seems most appropriate). If the Warrior was "Pinned" they will automatically unpin as nothing steals the nerves and gets the legs moving like the need to avoid getting squashed by a Trukk.

If they fail to avoid the Vehicle they take a S3 Hit. Place them behind the Vehicle. This applies to Warriors that are Down too.





COLLISIONS - UNINTENTIONAL RAMMING

In the midst of all this carnage it's easily possible for Vehicles to Crash with each other without it being a Ramming Action. A roll on the Thruster Buster Table might result in a Swerve into another Vehicle, for example. We term that a Collision and here's how things work out when they happen, depending which quadrant of each Vehicle takes the impact:

Front-to-Front

Both Vehicles take D6 Damage. Roll an additional D6 for each Vehicle - on a 4+ that Vehicle is Immobilised.

Larger Vehicles hitting small Vehicles take only 1 point of Damage and don't have to roll for Immobilisation.

Side-to-Side

The Vehicles take 1 Damage each. Small Vehicles that are Hit by a larger Vehicle take D3 Damage.

All Others (e.g. Rear To Side)

Both Vehicles take 1 point of Damage. Larger Vehicles hitting small Vehicles take no Damage.

Avoiding A Collision

Assuming the Vehicle that's about to be Crashed with has an available Driver and isn't Stationary or Immobilised it can attempt to Swerve out of the way. The Driver will need to pass a Leadership Test which will allow them to Swerve left or right as appropriate.

Movement After A Collision

When Collisions happen the Drivers are trying to slow their Vehicles down and avoid Damage - unlike a Ram.

Should two Vehicles Crash that ends their Movement, even if they were originally supposed to move further.

Note

If you're unsure whether two Vehicles Crashed roll a D6 - on a 1-3 they scraped nothing more than paint, on a 4+ resolve a Collision as described above.

CRASHES

We've dealt with Vehicles coming into contact with each other and Warriors on foot - what if they hit terrain instead? Crashes fall into two categories: head-on and any other. We'll deal with the latter first as they're simpler. Note that Vehicle Drivers may not attempt to Swerve to avoid Crashes. They're Crashing because they didn't succeed in keeping control!

Side Crashes And Rear Crashes

A Spin or a Swerve might result in a Vehicle Crashing into some terrain. If this happens, roll a D6 - on a 4+ the Vehicle takes 1 point of Damage.

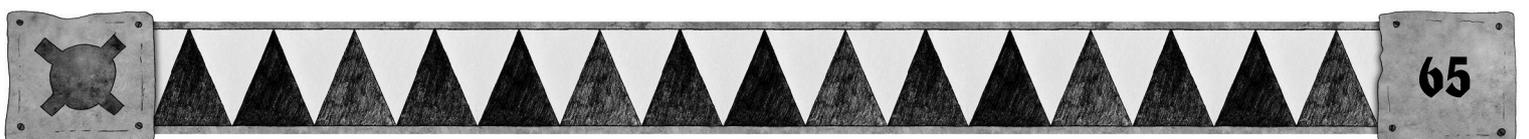
Assuming the Vehicle isn't Immobilised by that Damage it Swerves away from the point of impact. It may then continue its move as normal.

Front Crashes

The Vehicle takes D3 Damage. Roll an additional D6 for the Vehicle - on a 4+ it is Immobilised. Its Movement ends immediately for this turn.

CLIPPING

If you are uncertain if a Vehicle has come in contact with another Vehicle or terrain roll a D6. If the result is 4+ treat it as a Collision or Crash.





SHOOTING

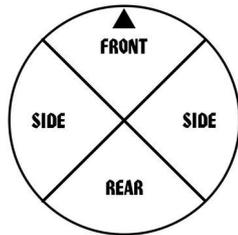
Lots of Vehicles mount Fixed Weapons and their Shooting Phases work the same as Warriors on foot with the following differences:

DRIVERS

During the Shooting Phase Vehicle Drivers can fire a single-handed weapon (such as a Pistol) or throw a projectile weapon (like a Stikkbomb). Their arc of fire is the front 90° quadrant of the Vehicle with the range measured from the front edge (if the Vehicle has a Ram sticking out that does not count as the main edge!).

GUNNERS & FIXED WEAPONS

Most importantly Fixed Weapons have a fixed fire arc - a 90° section of the Vehicle that they cover. Anything outside that area cannot be targeted. This can be changed between battles but is fixed during play. Vehicles should be Modelled to reflect their firing arc.



Range should be measured from the main edge of that Vehicle quadrant rather than the gun barrel. Don't try to get sneaky by adding a Boarding Plank and calling *that* the main Vehicle edge though! Sneaky gits.

Only the assigned Gunner may fire their Fixed Weapon during a battle but a Gunner may instead choose to shoot an alternative weapon, if they have one.

Linked Weapons

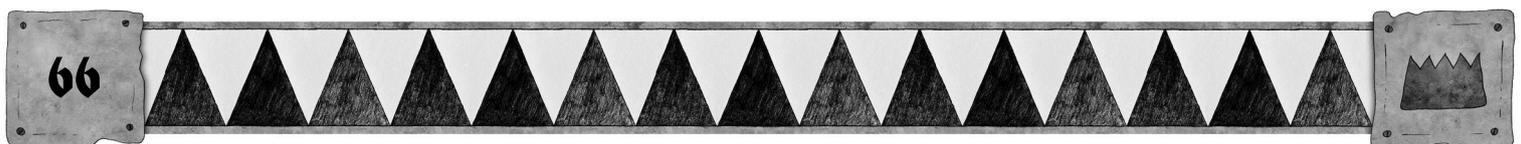
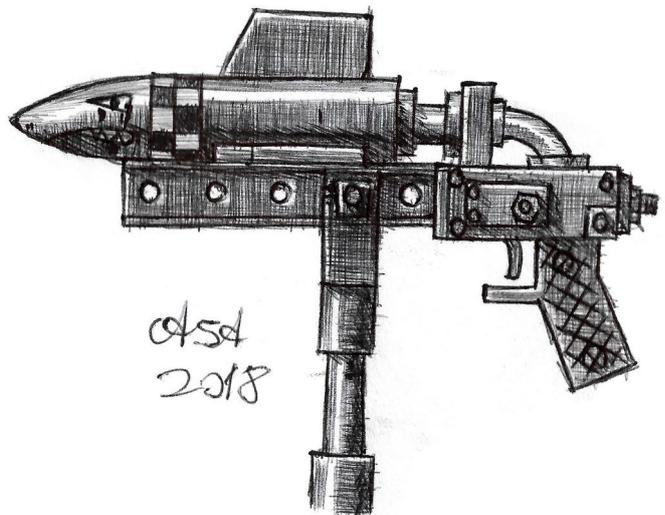
A type of Fixed Weapon created from joining two Gunz of the same type together. The new weapon gains a single Sustained Fire Dice and counts as a single weapon from now on (e.g. for the purposes of Ork weapons being Kustomized). You may not merge multiple Linked Weapons!

CREW

The Crew of a Vehicle may Shoot during their turn in any direction. Crew cannot be targeted directly and are part of Crew Location.

BOARDING ACTIONS (SHOOTING)

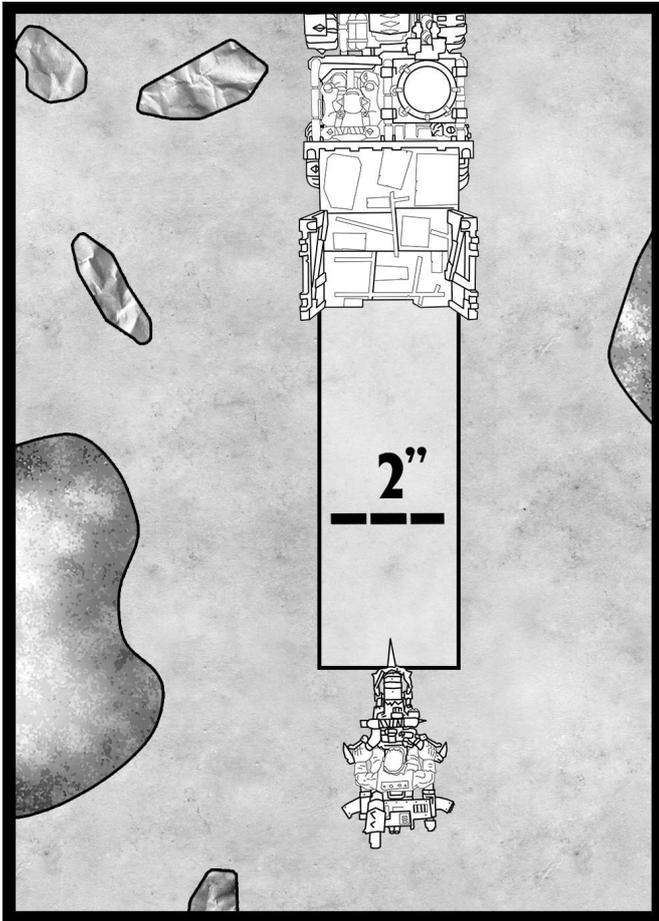
A Vehicle that has been Boarded is not considered to be “engaged” or “locked” in Close Combat. Boarders are considered part of the Crew Location and may both Shoot during their turn. Boarders may not be targeted directly and friendly fire prevents Defenders from targeting your own Vehicle. However, stray shots may still inadvertently hit the Crew Location and go on to injure an Attacker, if you're very lucky (or unlucky).



SMALL VEHICLE RIDERS (BIKERS)

Many factions have Bikes or equivalents - sometimes they can mount Fixed Weapons (see the relevant faction pack). These Fixed Weapons are controlled by the Driver and do not operate like the weapons on other Vehicles. Instead of having a fire arc they instead have a corridor of fire 2" wide, based on the orientation of the model. The range should be measured from the front of the Small Vehicle.

However if they decide not to fire them they can *instead* fire a single-handed weapon or throw a projectile. If they choose this option their firing arc is a full 360°!



TAKING DAMAGE

Vehicles take Damage in a different way from Warriors on foot - partly because they're generally tougher and partly because there's big things to hit.

The basic process of damaging a Vehicle is as follows:

STEP	ACTION
1	Determine Location
2	Penetrate Armour
3	Saving Throw
4	Gain Experience
5	Take Damage

STEP 1 - DETERMINE LOCATION

On a Vehicle's profile you'll find its Hit Location Table. Here's an example:

ORK TRUKK WITH 'EAVY SHOOTA AND BOARDING PLANK					
D6	ARMOUR	LOCATION	D6	ARMOUR	LOCATION
1	8	Crew	4	8	Wheels
2	8	Fixed Weapon	5	8	Driver
3	8	Gubbins	6	10	Engines

These are mostly fixed but some elements vary depending on equipment and what's happening during a battle. For example if the Driver is thrown overboard then that location can't be Hit. We'll get on to what happens in those instances in an upcoming section.



When a Vehicle takes a Hit of some kind (from Shooting, Ramming, or whatever else) a location usually needs to be determined (as with most things there's some exceptions!).

Roll a D6 for each point of Damage a Vehicle takes. Something like a Shoota isn't much of a threat to the average Trukk but a well-placed Rokkit can be very nasty indeed!

Weapons of all kinds list the amount of Damage a single Hit deals. Rams, Crashes, and Collisions do varying amounts of Damage as described in a previous section.

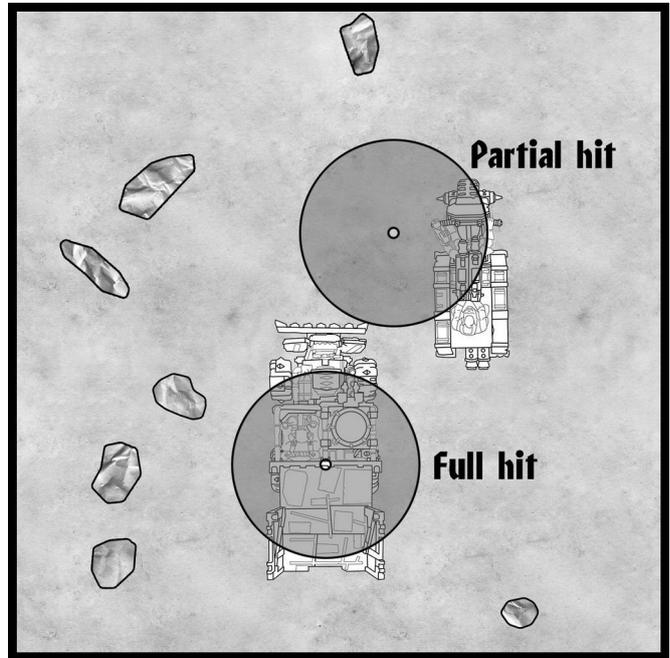
Template Weapons

Weapons that cause explosions, blasts of flame, or similar area-of-effect Damage are worse for Vehicles.

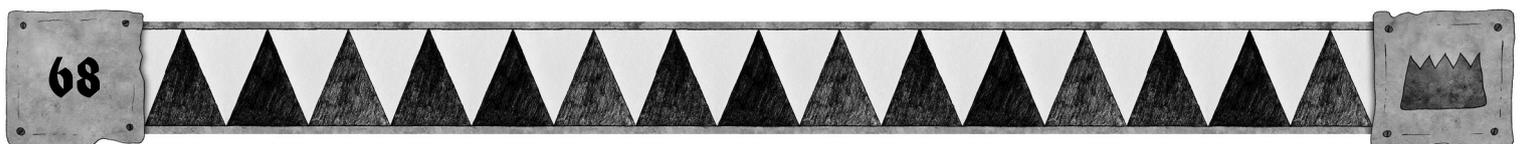
There are two main templates used in this game - a 4" diameter blast marker and teardrop template 8" long.

Some other games use 2" or 3" markers so make sure you measure before adding them to your kit!

If a template Hits a Vehicle and covers a large part of it a "Full Hit" is inflicted. A Full Hit inflicts D3 Hits on a Vehicle. If a template only clips a bit of it, that's a "Partial Hit". Roll a D6 - on a 4+ the Vehicle takes a single Hit.



Given the varied size of Vehicles in this game you'll have to use your best judgement as to what counts as a Full Hit. If you and your opponent disagree, flip a coin!



Templates And The Crew Location

After a Vehicle takes a Hit from a template weapon the Hit locations will have to be determined. If the Crew compartment is Hit things are extra nasty!

Each time the Crew location is rolled due to a Hit from a template weapon, resolve it as if each individual Warrior covered by the Crew location has been Hit once by the weapon. Remember a Vehicle's Crew includes its Gunner and any Warriors aboard (belonging to either player).

E.g. Grimlug's Trak, Ruzt, takes a Full Hit from a Stikkbomb. D3 hits are rolled resulting in a Hit to the Traks and a Hit to the Crew. The Traks take one Hit. There's four Crew onboard (the Gunner and three Warriors in combat) so four Hits to the Crew location are resolved.



Vehicles Catching Fire

Some weapons have the special rule "Catching Fire" - if such a weapon **Hits** a Vehicle Location it will Catch Fire on a 4+, just like Warriors on foot!

You read that correctly - the weapon does not need to penetrate the Vehicle's armour to catch fire.

At the start of the Target Players own turn roll a D6 for each Location that is on Fire! On a 1 - 5 it takes a S4 Hit. On a 6 the Fire goes out.

If the Crew Location is hit then see the section above as the crew are in for a bad time!

Crew members can try to put the Fire out instead of using a Weapon in the Shooting Phase. Each Warrior helping to put out the Fire Modifies the dice roll above by +1.

E.g. Nazgrab's Trukk's wheels are on Fire. There's three Crew onboard (including the Gunner). The Gunner decides to shoot but the other two lads spend the time trying to put out the Fire. The player rolls D6 and adds 2 to the result to determine if the Fire goes out. Unfortunately they roll a 3 giving a total of 5. If the Gunner had helped that would have been 3+3 giving the 6 needed for the Fire to go out. As a result the wheels take a S4 Hit. Let's hope they have better luck next turn!

STEP 2 - PENETRATE ARMOUR

Each Hit location on a Vehicle has an Armour value listed on its profile. To see whether a Hit Penetrates roll a D6 and add the Strength of the Hit. If that score equals or exceeds the listed Armour value for the location the Hit Penetrates.

That only applies to things with a Strength value though...

...things like Ramming and Crashing *automatically* Penetrate any location they Hit!

It's difficult to make an exhaustive list of everything that automatically Penetrates Armour but here are most of them:

- All types of Ramming
- Crashes
- Collisions
- Certain Gubbins

STEP 3 - SAVING THROW

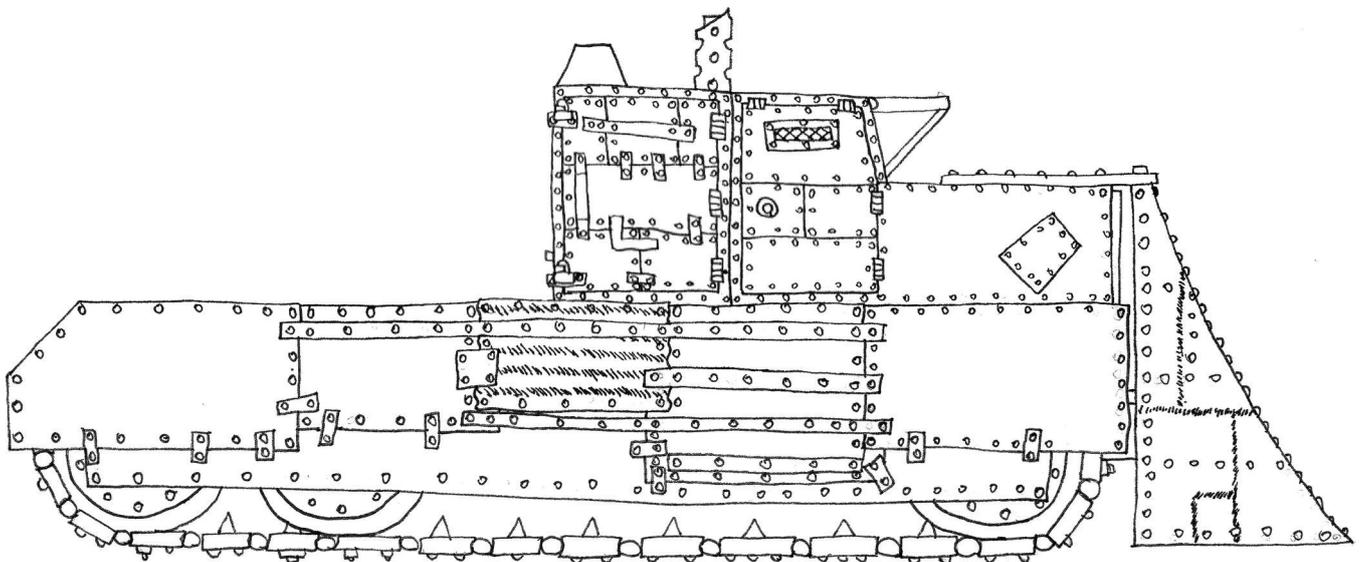
Some Vehicles have a saving throw of some sort against Damage. A common one is from having the Extra Armour Gubbinz but there may well be others.

If the Vehicle has such a saving throw, now is the time to take it. If passed the Damage is disregarded and the process ends here (assuming the save doesn't have some other mechanics - see the relevant rules for details).

Vehicles that don't have a saving throw obviously skip this step!

STEP 4 - GAIN EXPERIENCE

If you are using the GCE campaign system (rather than playing a one-off game) then it's at this step your Warrior would gain Experience Points for Penetrating a Vehicle's armour, assuming the scenario you are playing gives experience for Penetrating armour (most do, but we cannot speak for every scenario ever written!).



STEP 5 - RESOLVE DAMAGE

Each Hit location has a number (e.g. 1 = Crew). Starting with the lowest number roll a D6 and consult the appropriate section of the Vehicle's Damage Table. Sometimes you will also need to roll to determine what the location refers to for this specific Hit (e.g. if you have multiple items of Gubbins). You'll find the Damage Table for your faction's Vehicles listed in their special rules.

Resolve each Penetrating Hit fully before moving onto the next one as different results can end up making a Vehicle Spin, Swerve, or otherwise behave erratically. If that happens you might have to resolve even more Damage and that should be done immediately.

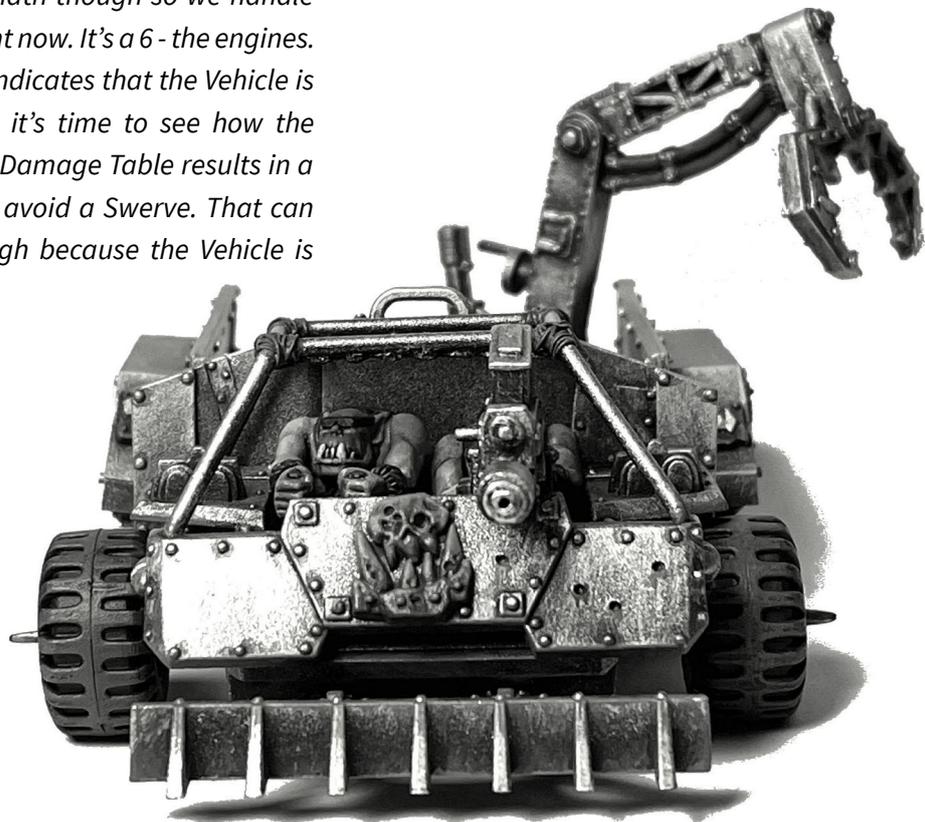
E.g. Grimlug's other Trak, Spike, suffers two Penetrating Hits, one to the Traks and the other to the Driver. The Traks are the lowest number (4) and so are worked out first. The resulting roll on the Damage Table causes the Vehicle to Swerve into a nearby rock. Unfortunately this inflicts another point of Damage. We're still dealing with the first result and its aftermath though so we handle the new point of Damage right now. It's a 6 - the engines. A roll on the Damage Table indicates that the Vehicle is Immobilised. Oh dear! Now it's time to see how the Driver got on. Rolling on the Damage Table results in a potential Leadership Test to avoid a Swerve. That can now safely be ignored though because the Vehicle is Immobilised!

GUBBINZ

Vehicles usually have the option of Gubbinz. If you've not spent much time in Britain you might not have come across this rather odd word. It's a vague term for "gadget" or "gizmo" and that's what Gubbinz are in GCE. They're additional things added to Vehicles to improve them in some way. Boarding Planks, defensive Spikes, or just Extra Armour Plates.

When a Vehicle has Gubbinz of some sort they're added to their Hit Location Tables and can be Damaged during a game. Unless otherwise stated they'll be fixed automatically by the time the next game happens.

The specific Gubbinz available are listed in the faction packs. You'll also find any number of other Gubbinz floating around the Internet that you may want to use during a campaign.





SPECIAL RULES

GCE contains a number of advanced rules that come up under specific circumstances and cause unusual interactions. This section covers those.

PSYCHOLOGY

Warriors can experience a number of psychological states during battles and this section deals with how they work.

Fear

Certain situations or opponents will result in a Warrior experiencing *Fear*.

Charging An Opponent That Causes Fear

If the Warrior wishes to Charge an enemy that causes *Fear* they must declare a Charge and then take a Leadership Test. If they pass they Charge as normal. Failing results in the Warrior standing still where they are for the rest of their turn instead. They may not shoot or do anything else this turn.

Being Charged By An Opponent That Causes Fear

When an enemy that causes *Fear* declares a Charge the Warrior must take a Leadership Test. If they pass they fight as normal, if not they fight as if their Weapon Skill was halved (rounding up).

Drivers And Fear

Vehicle Drivers are immune to *Fear*.

Warriors Who Cause Fear And Opponents Who Cause Fear

Warriors who cause *Fear* are immune to its effects.

Terror

Terror is like *Fear* but somehow worse. Warriors that cause *Terror* also cause *Fear* as described above.

Movement Around Opponents That Cause Terror

Warriors that start their Movement within 8" of an opponent that causes *Terror* must immediately take a Leadership Test. If they pass they may move as normal but if they fail they must immediately move 2D6" away! If this move is more than their Movement characteristic they count as running for the purposes of Shooting and similar.

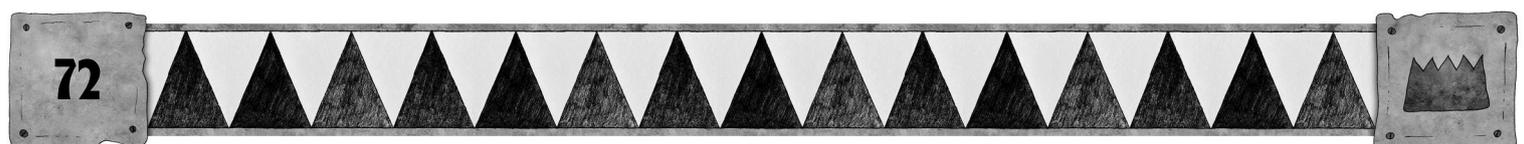
Warriors that fail their Leadership Tests onboard a Vehicle will jump off during their 2D6" of Movement.

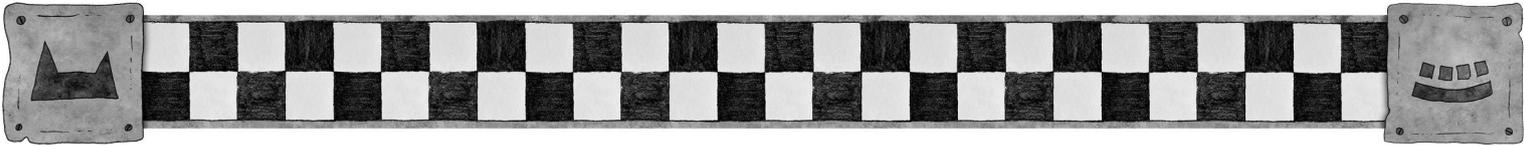
Drivers And Terror

Drivers, like everyone else, must take a Leadership Test if close to an enemy that causes *Terror*. If they fail they will instead drive as far as they can to get away from whatever it is, using Thrusters if the Vehicle has them until a thrust test is failed. If this takes them off the board they do not return for the rest of the battle. If the Driver's nerve holds they may move as normal but the Crew may not have been so calm!

Warriors Charged By Opponents Who Cause Terror

If a Warrior fails their Leadership Test for overcoming *Terror* and ends up in Hand-to-Hand Combat with whatever caused it they will count as having Weapon Skill 0.





Warriors Who Cause Fear And Opponents Who Cause Terror

Warriors who cause *Fear* treat opponents that cause *Terror* in the same way a normal Warrior would treat an opponent that causes *Fear*.

Warriors Who Cause Terror

Warriors who cause *Terror* are immune to both *Fear* and *Terror*.

STUPIDITY

One too many concussions can have a grave effect on the intellect of some Warriors. Alternatively they could simply be heavily drugged. Perhaps both!

Warriors affected by *Stupidity* must pass a Leadership at the start of each of their turns. If they pass then they manage to function normally. If not they're restricted to the following rules:

Movement

Roll a D6. On a 1 - 3 they do not move, on a 4+ they move their full normal Movement in a random direction (roll a scatter dice). If they're on a Vehicle they fall off and take a S3 Hit and continue their move if possible.

If this Movement takes them into base-to-base contact with an enemy they engage in Hand-to-Hand Combat (the Movement counts as Charging).

Stupid Warriors In Hand-to-Hand Combat

At the start of each Hand-to-Hand Combat Phase a Warrior suffering from *Stupidity* must roll a D6.

On a 4+ they fight normally, on a 1 - 3 they instead roll no Attack Dice. Their combat score consists only of their Weapon Skill and any Modifiers (such as +1 for Charging).

Stupid Drivers

Instead of moving normally the Vehicle Swerves in a random direction and moves D6" forward. That is the end of the Vehicle's Movement for this turn.

Stupidity And Fear/Terror

The Warrior automatically passes Tests against being affected by *Fear* or *Terror*.

Note: Any action that falls outside of what is mentioned above should be assumed to be too complicated for the Stupid Warrior to perform.





HATRED

Warriors can *Hate* specific enemies, whole groups, or even whole factions. Gits.

In combat this manifests itself in a variety of ways:

Hatred In Hand-to-Hand

For the first turn of combat against a Hated enemy a Warrior affected by Hatred may choose to reroll their Attack Dice (individual dice or all of them). The second result stands.

If a Warrior that wins combat can see other enemies they *Hate* they must use their 2" of Follow Up move to try to reach them. If possible they must use these 2" to immediately engage in Hand-to-Hand Combat (although, as per usual, that combat won't be resolved until the enemy's turn). If there are no Hated enemies in Line Of Sight then the Warrior may use their Follow Up move as normal.

Hateful Drivers

If during a Vehicle's Movement their front arc (see Rams) passes within 6" of an enemy the Driver *Hates* then they must attempt to squash them by any means until either they are successful or the Target is no longer within their front arc.

Leadership And Hatred

If there are Hated enemies in Line Of Sight the affected Warrior counts as having Leadership 10.

FRENZY

Sometimes you'll find a Warrior afflicted with *Frenzy* which is a fun blend of *Hatred* and *Stupidity*!

If you would like to you can see if your Frenzied Warrior can calm down. If you choose to do this, have the Warrior take a Leadership Test. If they pass they keep their cool for this turn. They'll be back to being Frenzied next turn (and so you can Test again to calm them down, and so on).

Frenzy And Movement

If there is an enemy within Charging distance the Frenzied Warrior must Charge them.

Frenzy And Hand-to-Hand Combat

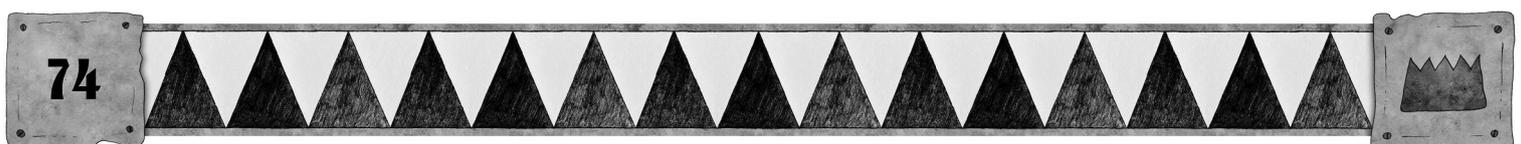
Frenzied Warriors count as having double their Attacks characteristic (before any other multipliers).

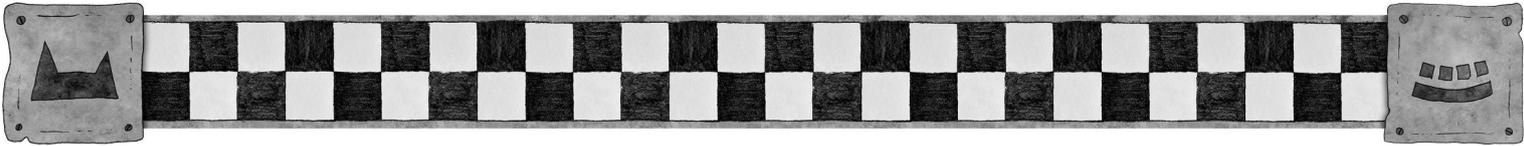
Warriors afflicted with *Frenzy* may not block or parry (assuming they have the means to do so normally).

Should a Warrior with *Frenzy* defeat an opponent in Hand-to-Hand Combat they must use their Follow Up move (usually 2") to move towards other enemies. If possible they must use it to enter Hand-to-Hand Combat with an enemy.

Frenzied Drivers

Vehicles driven by a Driver affected by *Frenzy* must attempt to Ram any Vehicles that pass within 6" of their front arc (see Rams) at any point during their Movement. Similarly if an enemy Warrior on foot is within 6" of their front arc of the Vehicle during its Movement Phase the Driver must attempt to squash them by any means until either they are successful or the Target is no longer within their front arc.





Frenzy And Fear, Terror, Stupidity, Or Hatred

Frenzied Warriors ignore *Fear*, *Terror*, *Stupidity*, and *Hatred*.

Frenzied Warriors On Fire

Warriors who have caught Fire move normally (subject to the restrictions explained above). They still take the usual Strength 4 Hits each turn they are on Fire and other Warriors can still try to put them out - they're just a bit too riled up to notice something as boring as *being on Fire*...

OVERWATCH

Most of the time Warriors can only shoot in their own turn but there are exceptions to this. Overwatch is one of those and allows a Warrior to fire their weapon in an opponent's turn.

Setting Overwatch

Assuming they're somewhere suitable it's simply a matter of declaring that a Warrior is on Overwatch. That Warrior may not do anything else this turn (Moving, Shooting, picking up Scrap, Hide, etc.). A Warrior who is already Hidden may be set on Overwatch and remain Hidden but not the other way around. It's usually sensible to stick a counter or something next to Warriors on Overwatch to make it clear that's what's happening. Warriors may not set Overwatch if they are on a moving Vehicle (Stationary Vehicles are fine).

Bear in mind the firing arc of the Warrior on Overwatch - they'll only be able to Target things within that 90° so make sure you orientate them bearing this in mind!

Shooting On Overwatch

At *any* point in an enemy's turn a Warrior on Overwatch may take their shot. The player controlling the Warrior on Overwatch should stop their opponent and resolve the shot/s. This can be in the middle of an enemy Warrior's Movement if you so choose.

If you would normally have multiple shots for whatever reason you may take them as normal.

To represent the time and effort taken to set a Warrior on Overwatch they gain a +1 to hit modifier.

Losing Overwatch Status

Once a Warrior on Overwatch has fired their weapon they automatically lose their Overwatch status. Similarly if their opponent's turn ends without them firing they Overwatch ends. Of course they can set Overwatch again next turn if you'd like.

If the Warrior is forced to move for any reason (for example, dodging a Vehicle trying to squash them) they immediately lose their Overwatch status.

Notes

If a Warrior is Hiding they can still go on Overwatch although that requires something to Hide behind.



HIDING

There are times when it's probably best to just take cover. A Warrior with some Cover can do exactly that by Hiding.

If a Warrior ends their Movement in some reasonable amount of Cover they can decide to Hide. In their next turn they can move and remain Hidden, assuming they only move about in cover. They may also go onto Overwatch in their next Movement Phase and remain Hidden.

Who Can't Hide

Warriors who have Run or Charged this turn cannot Hide. Vehicles cannot Hide and Warriors cannot Hide aboard Vehicles. Also if a Warrior who is already set on Overwatch who tries to go into Hiding will lose Overwatch and must set again next turn.

Benefits Of Hiding

A Warrior with Hidden status cannot be targeted directly. Template weapons can still affect them if they go off nearby but they cannot be used to directly try to shoot the Hidden Warrior. In the same way enemy Warriors cannot Charge a Hidden Warrior.

Uncovering Hidden Warriors

If an enemy Warrior comes within their Initiative distance in inches then the Hidden Warrior is automatically discovered and is no longer Hidden. Additionally if an opponent moves so they can clearly see the Hidden Warrior then that Warrior loses their Hidden status.

Similarly a Warrior who is Hiding may not shoot. They can still shoot but in doing so will be exposed - Hide or shoot, not both!

CARRYING OBJECTS

Under various circumstances Warriors may need to carry large objects on the battlefield. Usually these objects are Scrap Counters but some scenarios involve things like beer barrels or other cumbersome items that need to be secured.

SCRAP COUNTERS

Scenarios often feature Scrap Counters - tokens representing piles of tech, valuable materials, or other salvage. Small enough to be carried or dragged by all Warriors but large enough to be a hindrance.

Picking Up Scrap Counters

A Warrior standing next to a Scrap Counter at the end of the player's Movement Phase picks it up. Under normal circumstances a Warrior may only carry one Scrap Counter at a time.

Moving Whilst Carrying Scrap Counters

Warriors carrying Scrap Counters halve their Movement characteristic unless otherwise stated. They may move as normal for all intents and purposes.

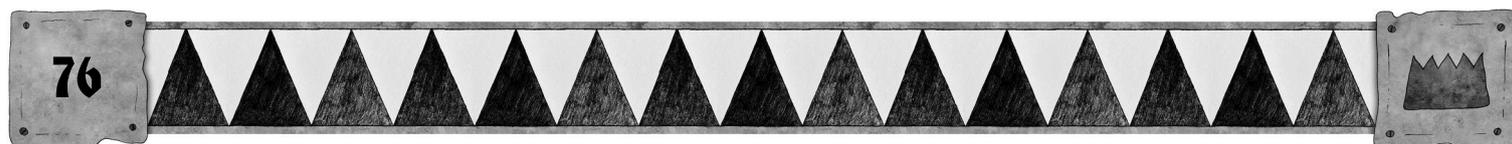
Shooting And Hand-to-Hand Combat

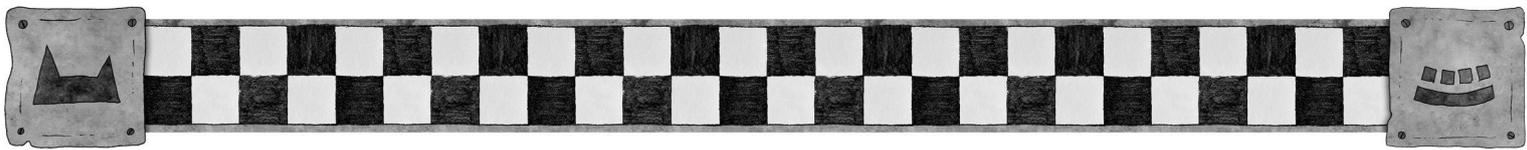
Warriors carrying Scrap Counters may shoot and fight in Hand-to-Hand Combat Phase as normal.

Dropping A Scrap Counter

If a Warrior carrying a Scrap Counter suffers a Down or Out of Action result on the Injury Table they immediately drop it. Place the token next to them.

Warriors that are Pinned retain their Scrap Counters.





Vehicles And Scrap Counters

As long as a Vehicle isn't moving too quickly, Scrap Counters can be loaded onto them. If a Warrior carrying a Scrap Counter comes into contact with a friendly Vehicle they can load it on and regain their normal Movement characteristic. This is only possible if the Vehicle has so far moved 6" or less this turn. Once loaded the Vehicle may move further.

Vehicle Drivers can also pick up Scrap Counters but they must spend their entire Movement Phase next to the counter to do so. The Vehicle comes to a complete stop and the Driver temporarily disembarks to load the token. The Vehicle does not count as being Driverless, Crewless, or otherwise separated from the driving during this time but it is Stationary.

Scrap Counters As Terrain

Scrap Counters represent relatively small objects in the grand scheme of things - they count as Open Ground for Vehicles. This does mean that Vehicles can be parked on top of them, should you so wish!

Scrap Counters Falling Off Vehicles

Vehicles carrying scrap count as having Gubbinz for the purposes of Hit locations. Each Hit to the Gubbinz location knocks one Scrap Counter off (place the token next to the Vehicle). The Vehicle still takes Damage as normal (the Hit either affects an existing item of Gubbinz or is passed onto the next relevant location - usually the Engines).

Scrap Counters And Bottlin' Out

If a player Bottles Out their Mob may drop the Scrap Counters it was carrying.

Each Warrior carrying a Scrap Counter must pass a Leadership Test to keep it.

For each Scrap Counter onboard a Vehicle roll a D6 - on a 2+ the Mob keeps it.

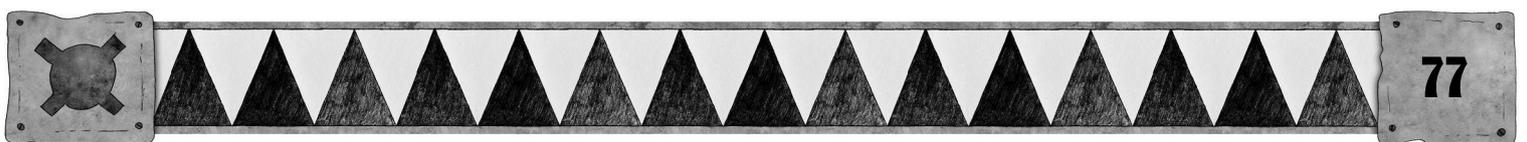
Scrap Counters And Income

Scrap Counters usually contribute to a Mob's income (see the GCE Campaign Book for rules on post-game income). For each counter a Mob manages to keep add D6 teef to their income (unless otherwise stated).

MOVING BOARDS ("DA ROLLIN' ROAD")

Whilst during most games the terrain on the board is static it's also possible to have games where it moves! The general idea being to simulate a car chase - the Warrior and Vehicle models remain in place as the scenery wooshes by. Some scenarios call for these rules but you may wish to use them for ad hoc games too.

If possible a rectangular (rather than square board) should be used for games that use these rules. It should be at least 48" long, if not longer, and populated with terrain pieces that it would make sense to have a chase sequence through. It could be a canyon with rocky outcroppings, the streets of a settlement, or just a relatively open area.





To use these rules establish a direction of travel down the long side of the board. The terrain on the board will move in the opposite direction. This means players need to factor this into their Movement choices! You'll see what that means shortly and there will also be a practical example.

After each game turn (not player turn) the following happens:

- Terrain moves down the board 6"
- Objectives, carryable objects (e.g. scrap counters), and Stationary Vehicles are moved down the board 6"
- Models that did not "keep up" are also moved down the board 6"
- Vehicles that are more than 45° off the direction of movement also move down the board 6"

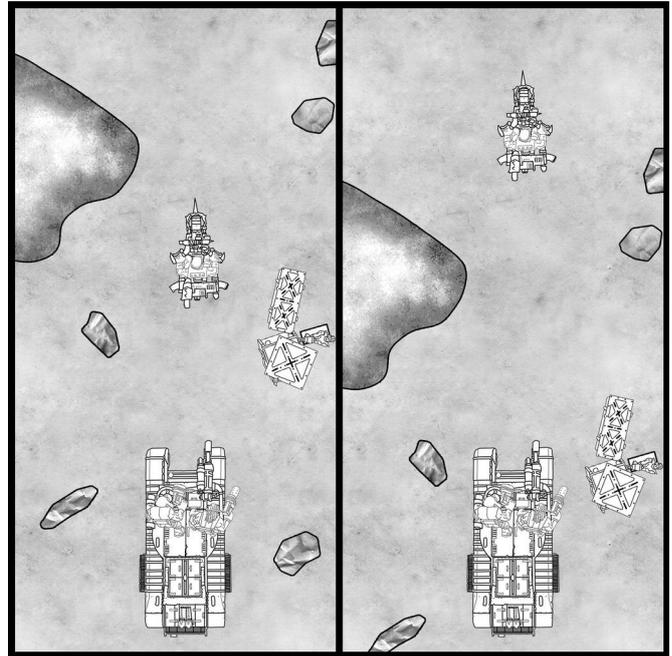
PLACING TERRAIN

As terrain moves down the board the leading edge will slowly start to empty out. Players should replenish it however they see fit. If unsure, each player can roll a D6 when a piece of terrain leaves the board and the highest scoring player can choose where the piece is placed on the leading edge.

KEEPING UP

During the movement phase of player turns, model movement is effectively reduced by 6" overall. That is to say Warriors and Vehicles wanting to move forward do so against the movement of the board. The board's contents are moving backwards at 6" per game turn and so to counteract that players must move at least 6" to not move back with it. Anything after that initial 6" works as normal (so a model wanting to move forward 2" would need to spend 8" of movement to do so).

For example:



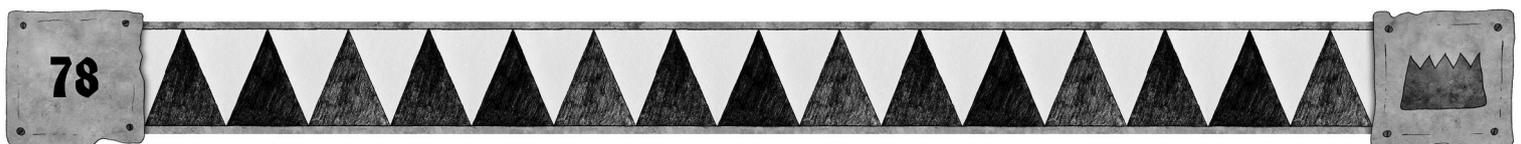
On the left we have the state of play at the end of the final player turn. SkubGob driving a truck, Baz on a bike, and Skiffa hiding behind some crates.

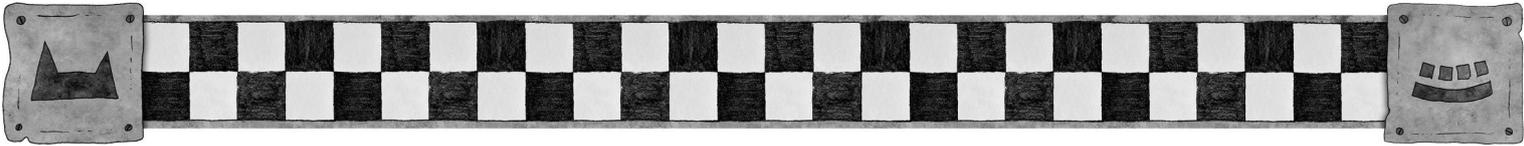
The truck decided to simply keep up - using 6" of gas engine movement to do so.

The biker decides to pull ahead, spending 12" of movement. 6" are used to simply keep up and the rest allows forward movement.

Skiffa is off axis by more than 45° and so cannot keep up.

The game turn ends and the terrain moves down the board 6". The Vehicles remain where they are, having kept up. Skiffa gets moved 6" along with the terrain!





GLOSSARY

The terms below are reminders and should not be treated as the authoritative definition of the term. See the relevant sections earlier in this book for details.

Mob

The group of models controlled by a player.

Nob

The Ork word for leader of a Mob. Some rulesets use this interchangeably for “Mob leader”.

Model

Any miniature that’s been assembled to represent an inhabitant, equipment, or vehicle.

Player

You are the Player!

Opponent

The Player you are playing against and their models. Synonymous with Enemy.

Turn

Each Player Turn is broken into four Phases Movement, Shooting, Hand-To-Hand and Recovery. Synonymous with Phase.

Rounding Down

Always round down e.g. 2.6 = 2. Unless specifically told to do otherwise.

Roll(s)

Rolling the games dice to create a randomised outcome. Note care should be taken when rolling multiple dice because sequence and consequence can be important.

Reroll

Some situations allow a dice result to be rerolled. The second result stands even if worse than the first unless specifically stated.

Declare

Actions that require confirmation before rolls are made: Charges, Firing on Full Auto, Close Combat Weapon choice, Slow Speed Manoeuvres, Thrusting, Chasing, Rakes and Sideswipes, Skills, and the Fuel Injection Implant bionik, etc..

Obstacle

Many things on the battlefield can be considered obstacles. They range from pieces of terrain, such as barricades, to other models like Vehicles. The Terrain section(s) have more detail but in general, if it prevents you moving under normal conditions it is an obstacle.

Warrior

Models representing any non-Vehicle combatant.

Statline Test

A dice test which uses a statistic from a Warrior’s Characteristics Profile. Rolling equal to or under the stat to succeed. E.g. An Ork Boy with a Strength of 3; 1-3 will pass, 4-6 will fail.



Leadership Tests

Roll 2D6. Equal or less is a pass. A score of 12 is always a failure.

Wounds (Warriors)

A Warrior will lose a Wound Characteristic for each point of Damage a Weapon inflicts down to a minimum of 0.

Vehicles

A model representing a Vehicle from the various rosters e.g. Trukks, Traks, Bikes, Cuttas, and Big Luggas.

Leader

Synonymous with Nob.

Crew

All Warriors, friend or foe, onboard a Vehicle other than the Driver.

Gunner

The Warrior nominated to man a Vehicle's Fixed Weapon.

Fixed Weapon

The Fixed Weapon is a Big Gun or Linked Weapon mounted onto a Vehicle operated by a Gunner.

Driver

The Warrior currently driving a Vehicle (or Riding a Bike).

Rider

The Warrior nominated to ride a Bike. Counts as Driver and Gunner.

Gubbinz

Extras and add-ons for a Vehicle. Faction-specific rules exist for how a player acquires them (see faction packs for details).

Wrecked

A Vehicle that is Immobilised and may not be used for the rest of the game, including any Fixed Weapons or Gubbins. Synonymous with Crippled. Note: Destroyed is not the same as Wrecked.

Immobilised

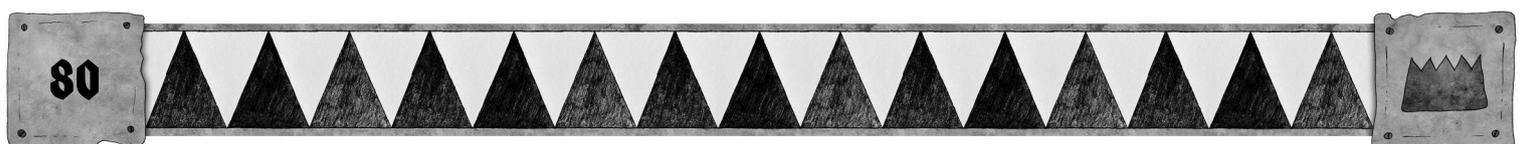
A Vehicle that is unable to move for the rest of the game. Treat as Stationary.

Stationary

A Vehicle that is Immobilised or did not make any move in its previous Movement Phase. E.g. A Driver collecting Scrap. No rolls are required to Board and it is treated as Difficult Terrain.

Unopposed

A situation where an Opponent is unable to prevent a Player from performing certain actions. Such as, attacking a Stationary Vehicle, attacking a Boarded Vehicle without any Defenders. Putting a Warrior who was Down automatically Out of Action in Close Combat. More commonly, it is a Warrior not in base contact with an enemy Warrior.





Armour Penetration

The Vehicle equivalent of a Wound. A weapon will Penetrate Vehicle Armour if the score matches the Armour Value of the Location Hit.

Extra Armour Plates

A common type of Gubbinz fitted on Vehicles. Allows a Saving Throw upon receiving an Armour Penetration.

MOVEMENT PHASE TERMS

Charge

A special type of Movement which allows a Warrior to move into base contact with another Model. Resolved in the Hand-To-Hand Phase.

Overwatch

A Warrior forgoing Running, Charging, Hiding, or Shooting in order to position themselves to take a shot at any time in the enemy's Movement Phase.

Hiding

A Warrior forgoing Running, Charging, or Shooting in order to position themselves in a place where they cannot be Targeted by enemies.

Gas Engine

Primary means of locomotion for many Vehicles, usually 6". Forward only.

Thrusters

Secondary means of locomotion for Vehicles. Forward only. Thrust test required unless otherwise stated. The distance to be travelled must be Declared before moving! Turning is allowed once the Vehicle has moved its full Declared amount. Leadership Test

required. Further Thrusts followed by Turns are permitted until the test is failed.

Slow Speed Manoeuvres

Corrective procedure for Vehicles in difficult positions. Up to three 1" Movements may be made (forwards or backwards), turning after each one. Counts as Moving.

Tailing & Racing

Synonymous with Chasing.

Ramming

The Vehicle equivalent of a Charge. Head On, Shunt, T-Bone, Rakes and Side Swipes are all types of Ram. The Vehicle that Declared the Ram may continue moving after Damage and Crunch have been resolved, assuming they were not Immobilised.

Swerve

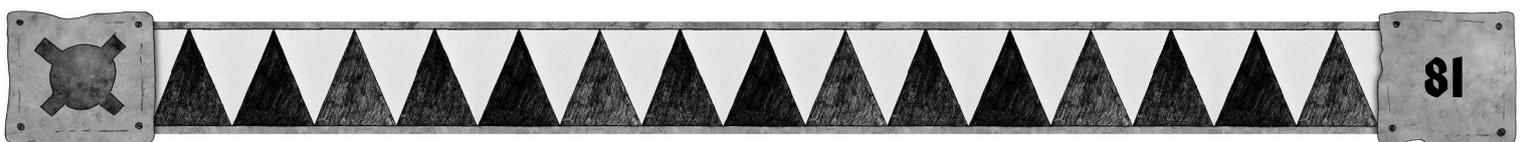
When a Driver ends up to the left or right of another Vehicle at a 45° angle.

Crunch!

After a successful Ram and assuming the Vehicles were not Immobilised, the Target Vehicle is pushed out of the path of the Ramming Vehicle as if it had successfully Swerved.

Collision

When two Vehicles hit each other as a result of a failed Ram attempt or other unintentional Movement or Swerve. After resolving Damage neither Vehicle is pushed out of the path as with Crunch and may not continue moving.





Crash

When a Vehicle unintentionally ends up in contact with Terrain. The Vehicle may not attempt to Swerve and may not continue moving.

SHOOTING PHASE TERMS

Target

Including Large and Small, is the intended Target of a Phase with the intent to score Hits.

Line Of Sight

An imaginary line drawn from a Warrior's head (eyes) to the Target's body (bulk). This often involves leaning over the battlefield to gain a Warrior's eye view and to reveal how much (if any) the Target is obscured by Cover.

Body

The whole physical structure of a Model, not including tips of guns, blades, and other peripheral parts.

Cover

Terrain which may provide a negative Modifier to a Warrior trying to Roll to Hit or Charge in Close Combat.

Modifier

A positive or negative effect on an outcome of a dice roll or other characteristic.

Hit

Represents a shot, strike or blow that has successfully Hit its Target. Preceded by Rolls to Wound.

Full Hit

When using Template Weapon, any model completely covered by the Template is automatically hit.

Partial Hit

When using Template Weapon, any model not completely covered by the Template is hit on d6 roll of 4+.

Wounds (Weapons)

A shot, strike or similar blow that may deal Damage to a Warrior if they are unable to pass a Saving Throw.

Armour

Worn by Warriors to allow a Saving Throw upon receiving Wounds.

Saving Throw

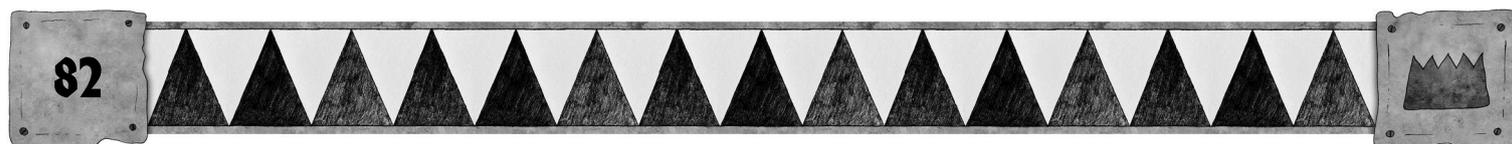
A model's attempts to negate Wounds (Weapons) just received.

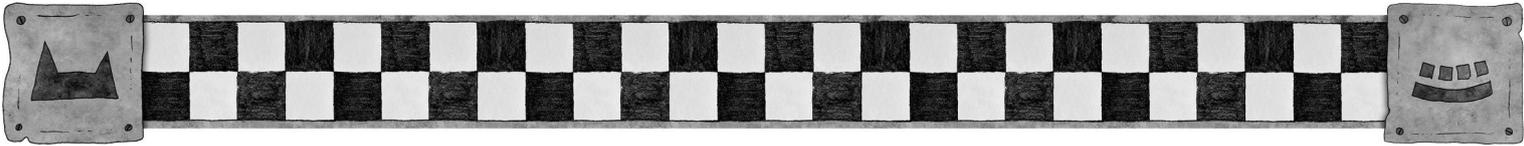
Damage

After a failed Saving Throw, some Weapons may cause multiple Damage to Vehicles and Warriors. Each point of Damage will reduce the Warrior's Wound Characteristic or require a Roll on a Vehicle's Damage Table.

Stikkbombz (Throwing)

An Ork Grenade. Drivers and Riders can throw Stikkbombz one handed.





HAND-TO-HAND COMBAT PHASE TERMS

Hand-to-Hand Weapon

Unless otherwise stated, these include any weapon on any purchase list for Hand-to-Hand weapons. These sometimes include ranged weapons like Sluggas. Synonymous with Close Combat Weapon.

Critical Blow

Close Combat score bonus for rolling two or more dice results of 6.

Stikkbombz (Close Combat)

An Ork grenade. Counts as a Club for Close Combat. If both Warriors roll 6s on their Attack Dice the grenade explodes and Hits both Warriors (only) with the Weapons profile as normal (see Stikkbomb rules in the armoury appendix of a relevant faction pack to get the full rules).

Follow Up

A special 2" Movement awarded to the Warrior who successfully defeats all his opponents regardless of whose turn it was. May engage others but Charge Modifier does not apply.

RECOVERY PHASE TERMS

Injuries

When a Warriors Wound characteristic reaches 0 Injury rolls are made. There are three outcomes, Flesh Wound, Down and Out of Action.

Pinned

If a Warrior susceptible to Pinning is Hit but not Wounded or receives a Flesh Wound they will be placed face up until their Recovery Phase. If they are within 2" of a friendly Warrior (who is not Pinned, Down, or engaged in Close Combat themselves) they will allow the Pinned Warrior to make an Initiative Test to recover sooner. Pinned Warriors recover immediately if engaged in Close Combat.

Flesh Wound

An Injury that reduces a Warriors WS and BS characteristic by -1. If WS and BS both reach 0 the Warrior goes Out of Action.

Down

An Injury that causes a Warrior to fall down to the floor. Place the model face down.

Out Of Action

An Injury that causes the Warrior to be immediately removed from play.



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GCE Campaign Book

The common campaign framework for GCE.

By Da GCE Kommittee

Whilst in theory GCE 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.

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, however everyone will at least need access to a copy of this campaign book.

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.

Version 1.25 – November 2025

- Added post-game order explanation
- Clarified Hipshoota skill

Version 1.21 – October 2025

- Added missing value for scrap counters
- Clarified arm and leg Serious Injuries
- Fixed issue with Loota skill as it relates to factions with unusual income/profit calculations
- Added special characters
- Added bestiary
- Added advice for running a campaign
- Allowed warriors with 0 Movement / Strength / blindness to remain in a mob

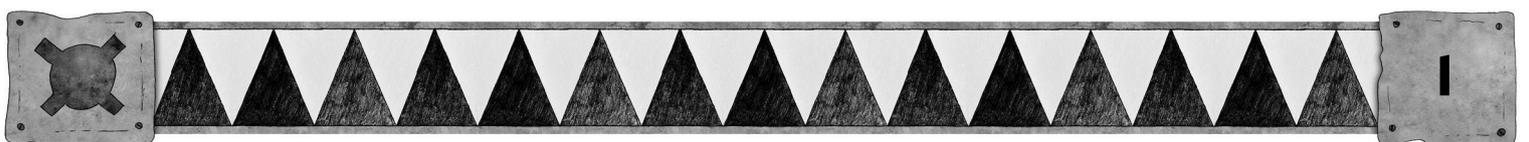
Version 1.1 - October 2022

Version 1.0 - July 2022

- Reworked skills
- Modified Serious Injuries
- Modified Permanent Damage

Changes from ORB:

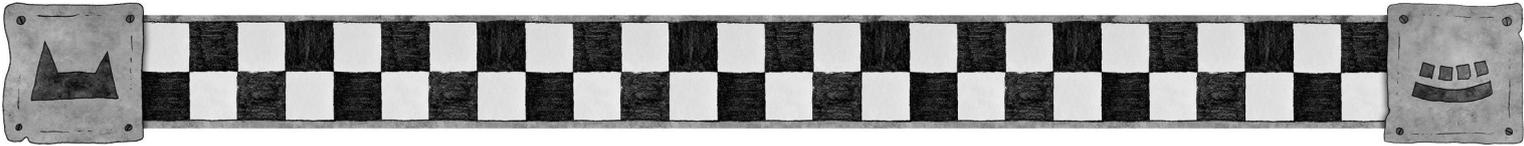
- Skills reworked to attempt to make them universal across all factions
- Serious Injuries & Permanent Damage adjusted somewhat to apply universally
- Added option to retire warriors
- Weirdboy Scrap Hunters don't have faction-based stipulations for Knows fings
- Bestiary





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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 contain various tools for running campaigns, as and when those sections are finished and added.

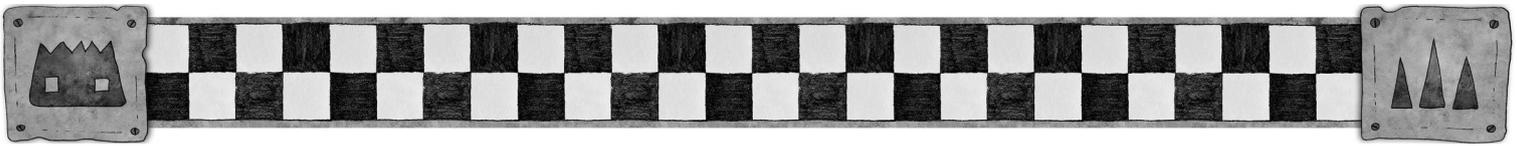
If your faction doesn't yet have a GCE faction pack - fear not! The Gorkamorka rules still apply. This may mean you need a copy of Digganob, or a PDF downloaded from tUGS.

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 Gorkamorka rules. Not a problem - their rules should still work with GCE!

For the uninitiated here's where you can find the Gorkamorka 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 Book exists 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.

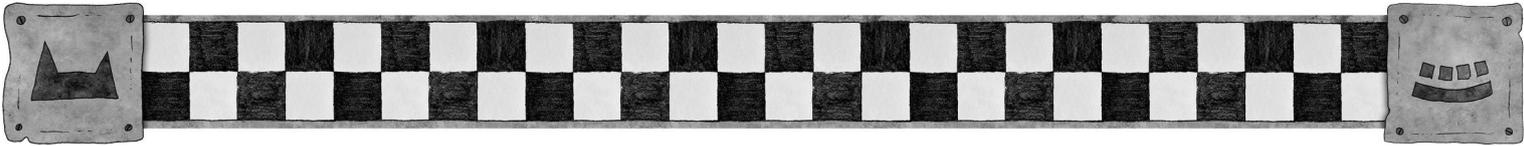
Angelis is a desolate and harsh environment. At least it is now, after the Orks ploughed into it. It should come as no surprise that all their scavenging is to provide scrap to the mekboyz so they can build their Gorkamorka. It is such a massive feat of greenskin engineering that nobody is quite sure 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.

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 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).

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!

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 truckk 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

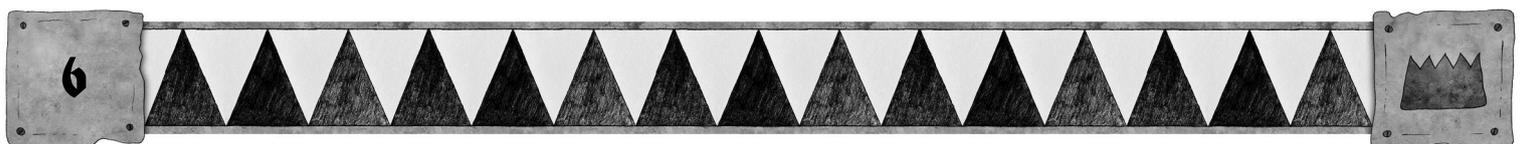
Here the factions vary the most! This category covers a wide variety of Warriors from shamans to mechanics. They'll have special rules and equipment that are unique to them.

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

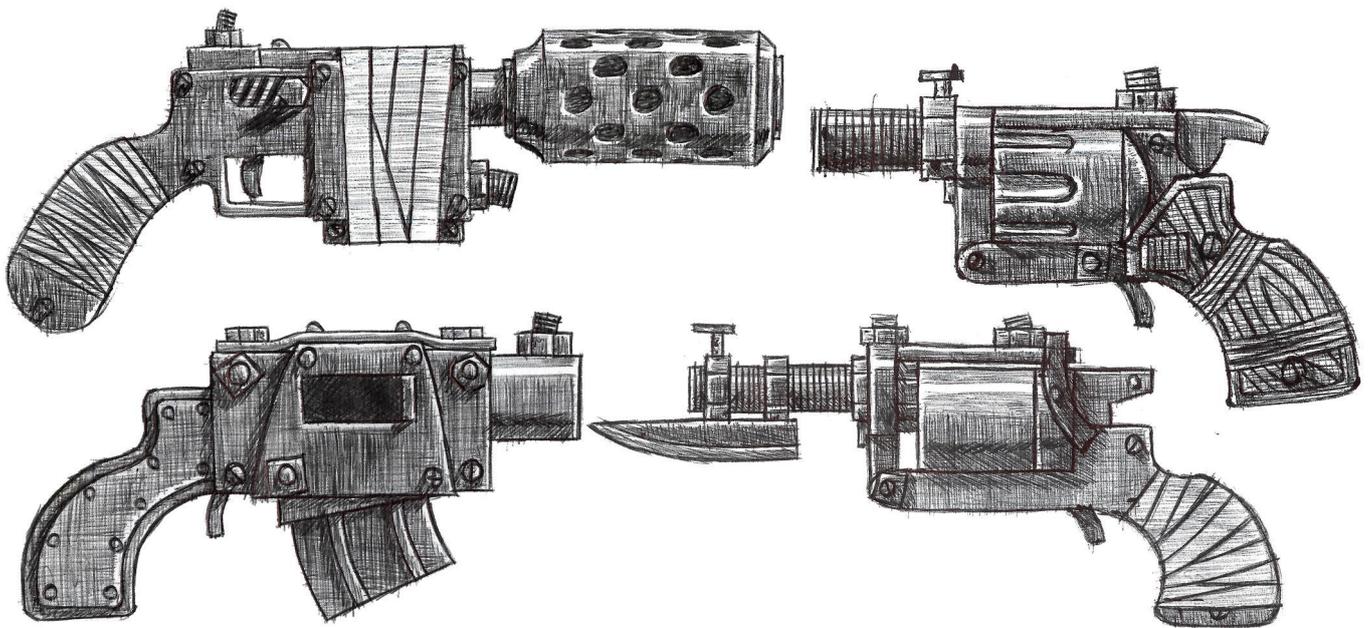
Protective gear of some kind that provides a Warrior with an armour save.

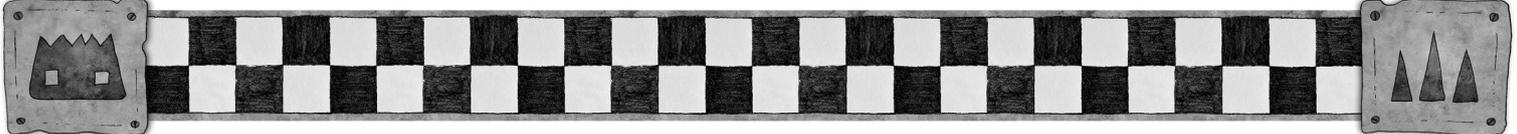
Equipment

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.

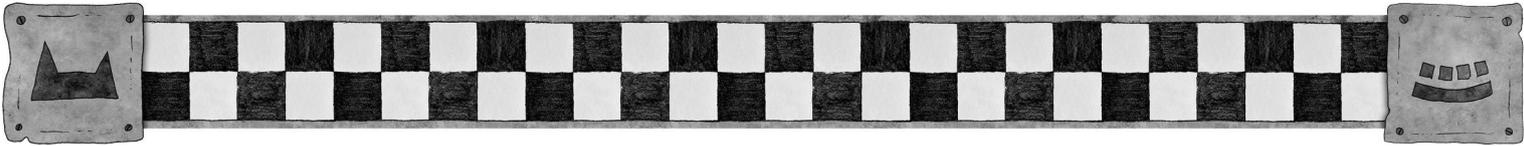
EXPERIENCE POINTS AND STARTING EXPERIENCE

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:

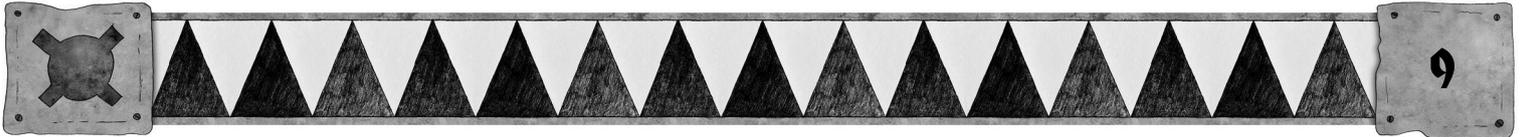
The twelve Warriors in the Mob have 1333 experience points between them.

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

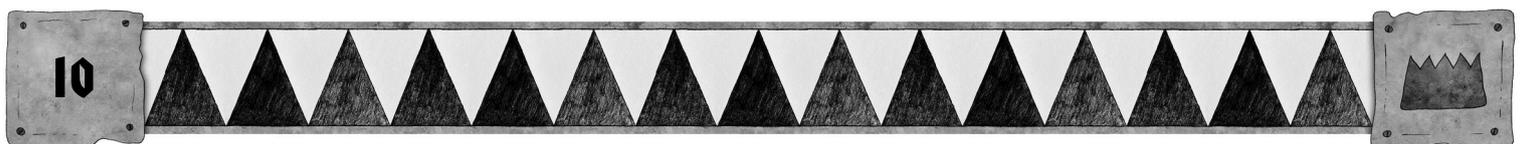
You should now read your Faction Pack and recruit a Mob using your 100 teef starting budget. You'll also need some models - time to get those ready for your first game!

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

After each game there's a process to work through, described in this section. The order matters – you cannot jump around and resolve the steps in any order you feel like!

1. Check Down and Out of Action Warriors for Serious Injuries
2. Retirements and Deaths of Warriors
3. Check Wrecked and Immobilised Vehicles
4. Experience points for Warriors
 1. Check Scenario for XP bonuses
 2. Apply Underdog Bonus if available to faction
 3. Level up Warriors using the Advance Table
 4. Gain new skills
 5. Check for Leadership Disputes
5. Income
 1. Roll for Scenario income
 2. Check the Difference in Mob Rating for income purposes
 3. Check faction rules to determine the mob's income
 4. Check faction rules for how upkeep and profit works
6. Spend your teef
 - Review faction rules to see how teef can be spent. This step doesn't have to be done in a particular order (e.g. weapons can be bought before or after recruiting new Warriors)

Many of these are quite vague because there are a variety of approaches to the individual steps. For example, whilst Gorkers & Morker Ork mobs have an upkeep table that provides how many teef they get to keep, the same is not true for Rebel Grot mobs.

This campaign book provides the default steps but any of them can be overridden by faction pack rules.

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 a D66:

11 - 15 - Dead

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

16 - Multiple Injuries:

Roll a D3:

1 = Chest and Leg Wound

2 = Arm and Head Wound

3 = Blinded In One Eye and Gobsmacked

21 - Chest Wound

Reduce the Warrior's Toughness by 1. If this reduces them to Toughness 0 the treat as Dead (see above).

22 - Leg Wound

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

23 - Arm Wound

Randomly determine which arm has been injured. When using a weapon that uses User Strength 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 that game. Subsequent head wounds raise the chance of *Stupidity* by one, so after the second you would only be *Frenzied* on a Roll of a 5, then 6. If the unlucky Warrior suffers a further Head Wound they will be permanently *Stupid*.

31 - Blinded in one eye

One of the Warrior's eyes has been blinded. Reduce their Ballistic Skill by 1. If the Warrior runs out of healthy eyes they become blind and cannot participate in battles (unless cured, e.g with a bionic eye). Warriors have 2 eyes unless otherwise stated.

32 - Gobsmacked

The Warrior suffers a superficial but humiliating injury and loses a number of teef equal to a D6 roll.

On a 4+ it's so bad that they also lose the respect of their comrades and their Leadership is reduced by 1. The Mob who inflicted the injury gains the number of Teef as 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

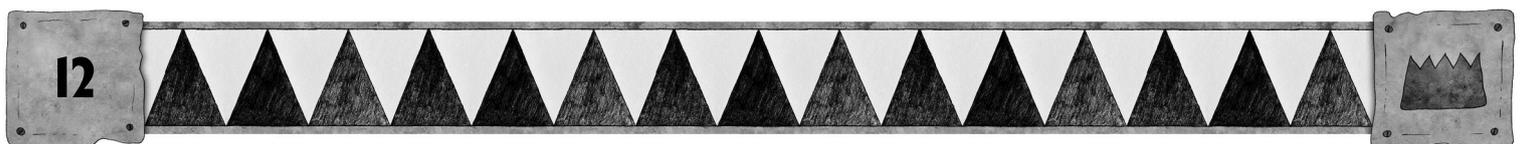
The Warrior has been captured by an enemy mob. The Captured Warriors section below details how this works.

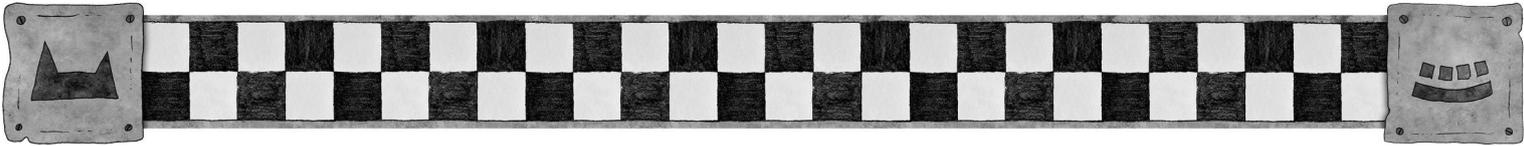
64-65 - Impressive Scar

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.





CUMULATIVE SERIOUS INJURIES

Arm Wounds and Leg Wounds can be received multiple times. Each time you should randomise which limb is affected as it's possible to be injured only in one (the characteristic changes still accumulate). Being reduced to 0 Movement or 0 Strength does not mean the Warrior must leave the Mob and they can take part in battles.

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 Gobsmailed 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 Gobsmailed, 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 (e.g. 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. Faction packs may overrule this though – so check first!

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

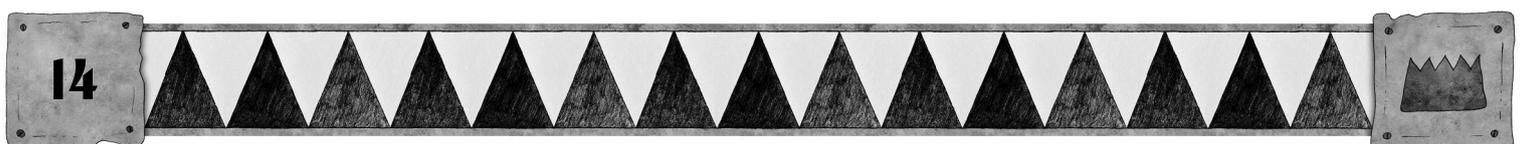
available to factions that are on speaking terms. You'll not find Muties willing to engage an Ork in conversation, let alone engage in a transaction with them! Check the "X and Captives" section of your faction rules pack to see how they handle captives, who knows? You may even be able to convince them 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.

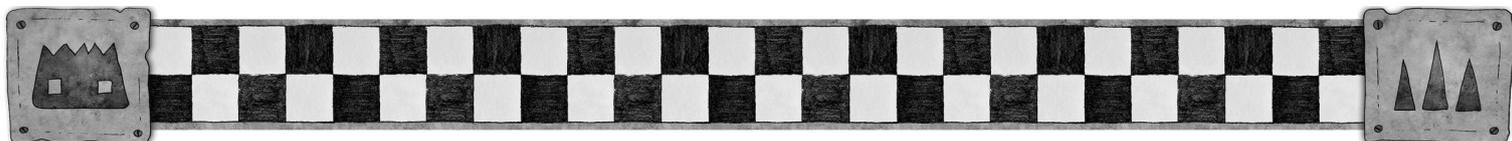
Immobilised Vehicles that do not become Wrecked are patched up by the Mob in time for the next battle.

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 a 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!

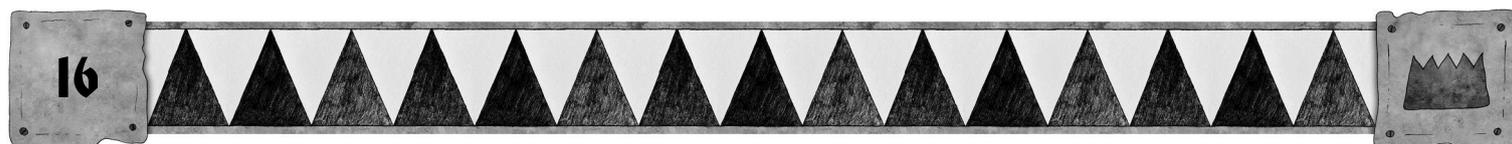
Sometimes something needs to be properly broken before you can fix it. By the time the parts are back together the Vehicle is running better than ever - *all* permanent damage the Vehicle has sustained is fixed!

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).

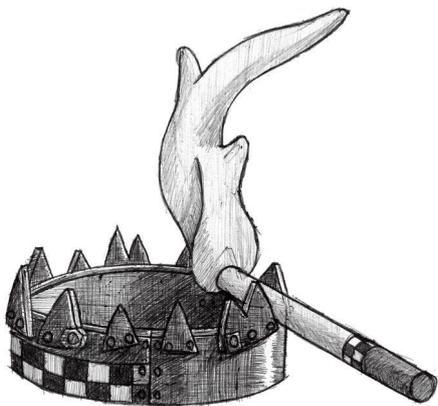
Warriors start out with a certain number of Experience Points and accumulate more over the course of the campaign. On your roster you'll find a box for each of your Mob members to keep track of it.

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.

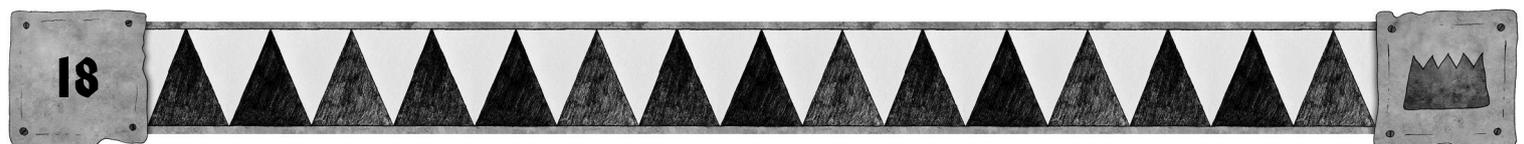
In terms of earning Experience Points for inflicting Wounds a Warrior there is a simple principle to follow. The number of Wounds that an opponent can receive is the number of Wounds it is possible to inflict (including Flesh Wounds). If they reach a point where they can no longer receive Wounds (due 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 Trukk Crashing: SkubGob, a Gorker Ork Boy, is attempting to Ram a Morker truk, 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 Trukk) 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:

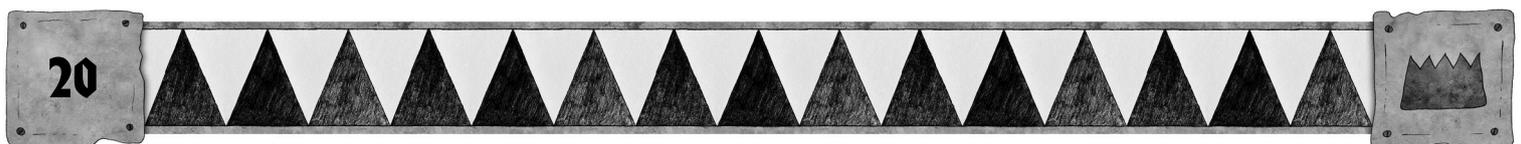
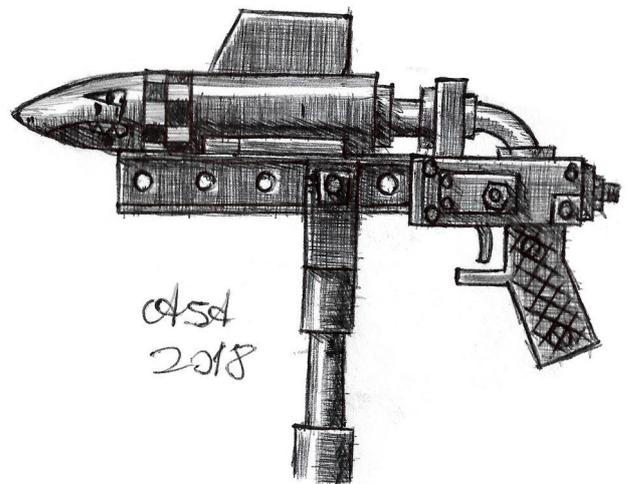
EXP. POINTS	NOTES
0-5	Novices start at this level
6-10	
11-20	
21-30	Most Warriors start at this level (Troops, Specialists)
31-40	
41-50	
51-60	
61-80	Leaders start at this level
81-100	
101-120	
121-140	
141-160	
161-180	
181-200	
201-240	
241-280	
281-320	
321-360	
361-400	
401+	No further advance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

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).

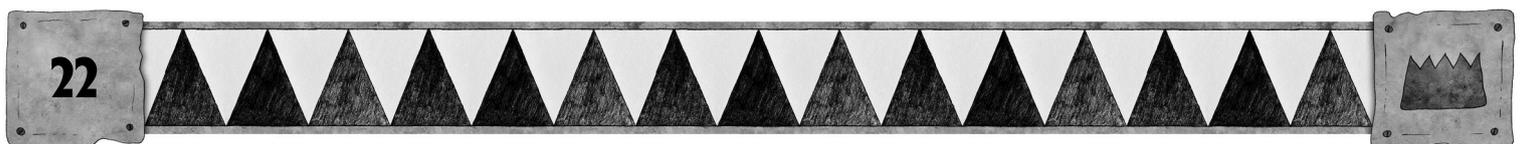
Broadly these can be summed up as follows:

- 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 earned. 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.

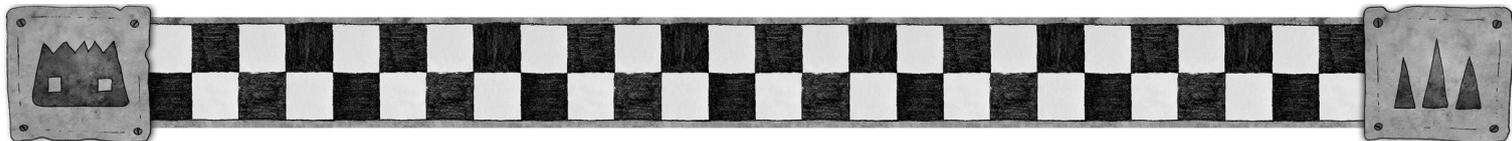
Similarly Ork Yoofs that gain enough Experience change Warrior type and become Ork Boyz. Skroggy, a Morker Yoof, will initially have access to Driving and Cunnin' skills. Upon becoming a full Ork Boy he gains access to Ferocity skills.

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.



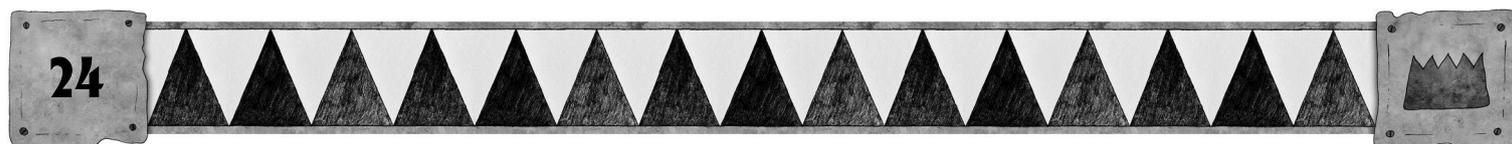


MUSCLE

D6	SKILL
1	<p>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.</p>
2	<p>'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.</p>
3	<p>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.</p>
4	<p>'Eadbutt 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.</p>
5	<p>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.</p>
6	<p>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.</p>

FEROCITY

D6	SKILL
1	<p>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.</p>
2	<p>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.</p>
3	<p>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.</p>
4	<p>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.</p>
5	<p>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.</p>
6	<p>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.</p>



DRIVING

D6	SKILL
1	<p>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.</p>
2	<p>Skid Start Eazy... eazy... Go! Go! Go! A Driver with this skill may make Slow Speed Manoeuvres before moving the Vehicle as normal.</p>
3	<p>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!</p>
4	<p>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.</p>
5	<p>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.</p>
6	<p>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.</p>

CUNNIN'

D6	SKILL
1	<p>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.</p>
2	<p>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.</p>
3	<p>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.</p>
4	<p>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.</p>
5	<p>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.</p>
6	<p>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".</p>

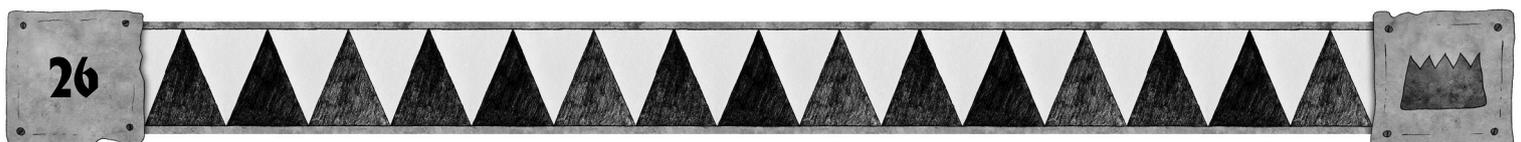


DAKKA

D6	SKILL
1	<p>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 the location to hit rather than Rolling on the Hit Location Table.</p>
2	<p>Hipshoota No time to slow down but still time to shoot! The Warrior may shoot even if they ran in the Movement Phase. The Warrior may also ignore the -1 to hit penalty caused by firing from a fast moving Vehicle (over 6"). This bonus does not apply to shots made using Fixed Weapons. If a Warrior already has the ability to run and shoot due to a faction ability then Reroll this skill.</p>
3	<p>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.</p>
4	<p>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.</p>
5	<p>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.</p>
6	<p>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.</p>

ODD

D6	SKILL
1	<p>Dok 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! 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 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. Each Warrior with this skill that doesn't go Out of Action adds an additional D6 to the mob's Income on top of what they would normally generate. If the Warrior's faction doesn't use profit calculations (i.e. all teef earned are kept) then this skill instead generates 1 toof.</p>
3	<p>Taktiks Stick to da plan, ladz! We'll 'ave 'em on da run in no time! Other Warriors within 6" of a Warrior with this skill may Reroll failed Leadership tests. The second result stands.</p>
4	<p>Brewboy This Warrior's got something bubbling away back at camp. Good for what ails ya... ...also for degreasing engines and killing brain cells. 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. You do not gain additional rerolls for a Warrior if you have multiple Warriors with this skill. 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 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! Failed Ammo Rolls and weapon explosions from weapons this Warrior is equipped with can be ignored on a 4+.</p>
6	<p>Rizin' Star This Warrior is one to watch - they're destined to be something special! You may Reroll any future 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.

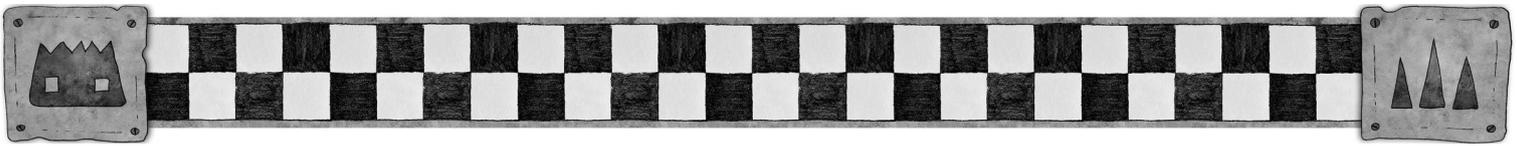
Scrap counters are worth D6 teef of income each, rolled individually, unless the scenario or faction pack rules provide a different value/mechanic.

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.

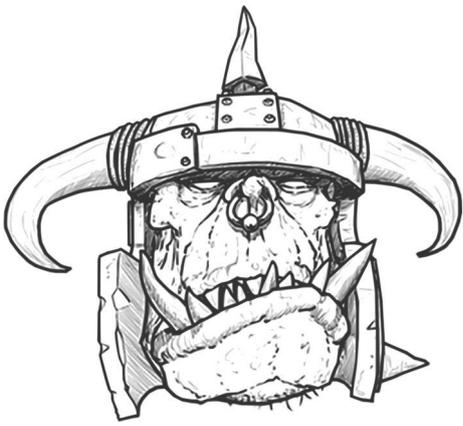
Find the relevant row and column in the table. Where they cross over that's how much profit the Mob gets. There's no addition or subtraction involved here - **the number is how many teef the Mob gets to keep.**

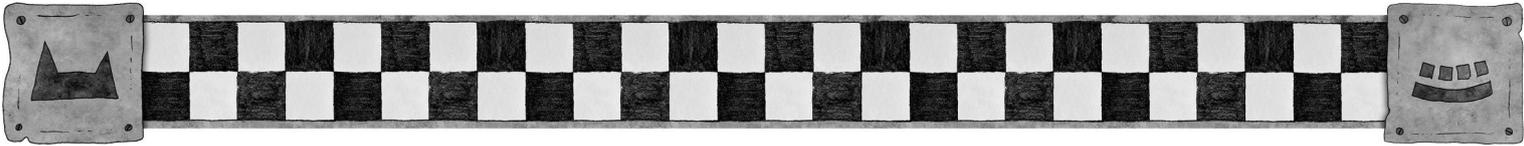
A Mob's faction pack may have a table or other system that replaces this one in which case use that instead.

	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

For example:
Grimlug'z 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.





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 earned.

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.

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

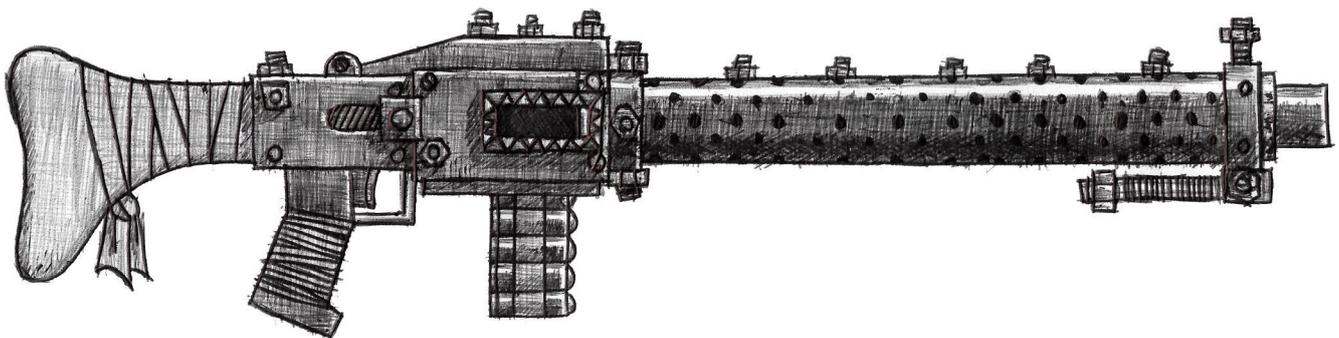
Similarly adding new Vehicles works much like during the Mob creation process. You'll need to assign Drivers and Gunners too (assuming you opt for a Fixed Weapon). Fixed Weapons can be added later - they do not need to be bought at the same time as the Vehicle. Don't forget that more Vehicles may require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

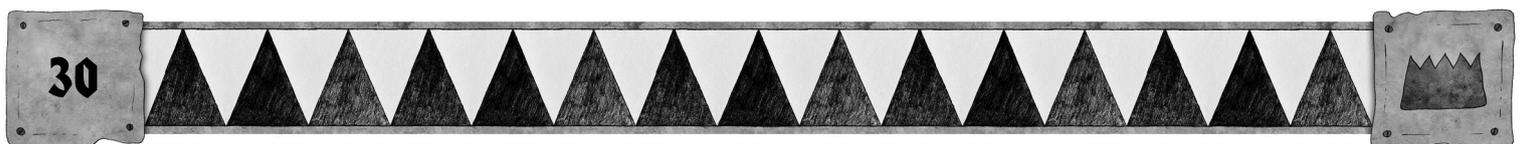
If your Mob contains Vehicles with Permanent Damage or Warriors with Serious Injuries now is the time when those can perhaps be attended to. Your options will depend on your faction rules so check there for specifics.

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.

Towards the end of this book you'll find a section that goes into more details on this subject.



SPECIAL CHARACTERS

The galaxy is full of interesting oddballs, sometimes arriving at the last minute to provide a helping hand, other times found shouting at their own feet in a random alleyway. Often both of those sorts of behaviours apply to the same person!

In this game Special Characters are unique Warriors who can be temporarily recruited.

There are other special characters beyond the ones listed in this section but they are faction specific. The ones listed here are available to multiple factions.

Archetypes

The Special Characters described here are archetypes, rather than named characters. Each one has a named example but the idea here is that your GCE campaign could be set on any planet in the universe. There's could well be a strange bionik Ork, or an outlaw painboy, or whoever floating about. If you're setting your campaign on Angelis then you might well run into Nazgrub Wurrzag, but perhaps you're on Kharos IX and Grogteef Snikfang is up to very similar scrap-pilfering tricks!

This also means that there can be more than one of a Special Character active in your campaign at the same time, unless your campaign group decides not to allow this.

Choosey

Special Characters are somewhat faction specific and we are only including Special Characters in this book that apply to multiple factions. Your faction pack provides a list of which Special Characters can join your mob. Your faction pack might also include some special characters only available to your faction.



Unless otherwise stated, the general rules below apply to hiring and working with Special Characters.

RECRUITING A SPECIAL CHARACTER

There are two ways a mob can recruit a Special Character - tracking them down or a chance meeting.

Tracking Them Down

In short, some of your Warriors go looking for a specific Special Character and try to recruit them if they find them.

The Warriors that can try to find a Special Character are Troops. That is to say, not your leader, not your specialists, and not your novices. For Gorkers/Morkers that's Ork Boyz (but not Ork Yoofs), for example.

This search takes the time the Warrior/s would otherwise use between games to do things. We're not going to list everything every Warrior can do, but this includes skill activities, generating income, and so forth. This action happens after Income Generation, so make sure you've nominated your searchers beforehand.

Decide which Special Character they're looking for and which of your Warriors you are sending. Have each Warrior take an Initiative Test (roll equal or under their Initiative). If at least one passes then you have successfully located the Special Character. Regardless of how many pass, they all use their time on searching. You cannot reassign them to other duties once they've been selected for searching!

Assuming you successfully locate the Special Character, roll 2D6. This is the amount of teef the Special Character is asking for to join the mob. If you want to pay it, do so now. If you choose to recruit them

then you should immediately add their Mob Rating Modifier to your Mob Rating. Otherwise the Special Character leaves and you'll need to search for them again after a future game.

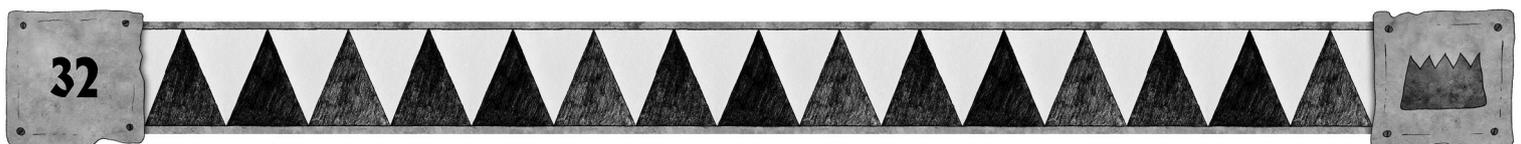
Chance Meeting

There is a chance that a Special Character will join a mob that is facing a tougher opponent. Before a game begins the underdog can choose one Special Character and roll on the table below to see if they show up to help them. There must be a Mob Rating difference of more than 25 points for there to be any chance at all.

DIFFERENCE IN MOB RATING	D6
0 - 25	-
26 - 50	6+
51 - 100	5+
101+	4+

Don't forget the rules about Special Characters being unique, detailed above. You cannot pull a fast one and roll for a Special Character that is already part of your opponent's mob!

If the Special Character you selected shows up then add them to your mob for the battle but do not add their Mob Rating modifier (otherwise the Special Character would affect your underdog bonuses!). After the battle you can choose to recruit them permanently for 2D6 teef. Roll the cost first, then decide whether you wish to apply it. You should handle your usual post-game Income generation before dealing with this cost.



ADDING A SPECIAL CHARACTER TO A MOB

Once a Special Character joins a mob's roster (whether by being tracked down or following a battle after a chance meeting) they mostly function like a normal mob member.

Weapons And Equipment

Special Characters will not use any weapons, armour, grenades, equipment, or anything else like that provided by anyone else. They have the stuff listed on their profile, no more, no less. If their equipment is lost for some reason then they will replace it before the next battle, unless otherwise stated.

Similarly you cannot reassign their stuff to anyone else in your mob!

Experience

Special Characters do not earn Experience, gain Advances, or otherwise change.

Serious Injuries And Permanent Damage

Special Characters suffer from Serious Injuries and Permanent Damage to their Vehicles as normal. Serious Injuries affect whether they will stay with a mob (see below) but Permanent Damage doesn't concern them - their stuff can be repaired!

You cannot send a Special Character to be treated for their injuries (e.g. sending an Ork character to Da Dok) or otherwise cure them. You may use equipment, skills, and similar to reroll Serious Injuries when they are acquired, just as normal.

We leave it to players to decide whether Serious Injuries a Special Character sustains should persist throughout a campaign or not.

Leadership Disputes, Drivers, And Gunners

Special Characters will never challenge a mob leader. Similarly they cannot be assigned to be Drivers or Gunners of your mob's Vehicles, or challenge for those positions. The reverse is also true - if a Special Character has their own Vehicle your other mob member cannot challenge them to become Driver or Gunner.



Mob Rating Modifier

Each Special Character has their own Mob Rating Modifier value. This is because they do not have Cost and Experience values. As described above, once you've paid the initial 2D6 teef you should add their Mob Rating Modifier to your Mob Rating. Unless otherwise stated this modifier is static, but specific Special Characters may have rules that affect it.

Upkeep Costs

Special Characters count as two models for the purposes of mob size during the profit calculation, unless otherwise stated.

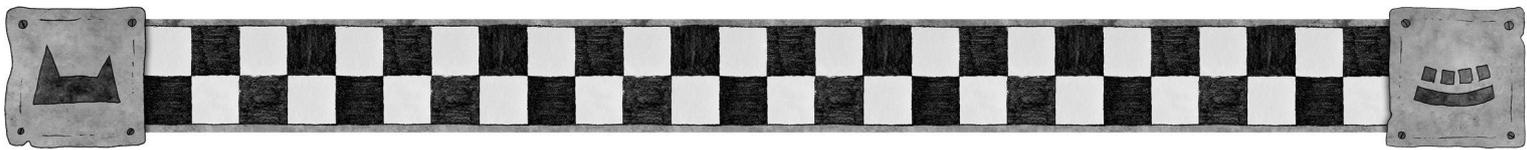
Firing A Special Character

If you'd like to be rid of a Special Character you have hired, you can choose to do so after any battle - *after you've paid them*. You cannot fire them before dealing with the upkeep costs!

Special Characters Leaving

Special Characters will only put up with so much and Serious Injuries are the deciding factor. After each battle (after dealing with Serious Injuries) roll a D6 and subtract the number of Serious Injuries the Special Character has received during their time with your mob. If the result is 0 or less, the Special Character leaves immediately (you don't have to pay them at least!).





WEIRDBOY SCRAP HUNTER

Orks are a very psychic species, in their own way. When Orks get riled up and rowdy they generate a powerful psychic field. That's not a problem for most Orks but a few of them are a little more sensitive to it. That is to say if it gets bad enough their heads sort of... explode.

Some of these weirdboyz learn to channel the psychic energy, others learn to avoid it, and plenty of them manage neither and don't get much further than that.

Of course, even if an Ork learns to channel the psychic energy, it still needs to actually go somewhere, usually with explosive results. That sort of thing doesn't make you popular in a built-up area.

Some weirdboyz end up living in towers to avoid other Orks and are occasionally dragged out to be used as living weapons. However on a Gorkamorka world there's a decent living to be made exploring the wastes looking for scrap. Orks aren't particularly solitary by nature though so these prospectors will often join up with a mob for a bit. This rarely lasts though as the notion of *sharing* scrap doesn't really align with a prospector's priorities!

M	WS	BS	S	T	W	I	A	LD
4	4	3	3	4	2	4	1	7

Pinning: Weirdboy Scrap Hunters are not subject to pinning.

Equipment: Choppa, Kannon, Knife, Flak Armour

Skills: 'Ard as Nails (Muscle), Loota (Odd), Sneak Off (Cunnin'), Gunboy (Odd)

Weirdo Powers: Weirdboy Scrap Hunters have two psychic powers – *Zapp!* and *Knows Fings*.

Zzap!: If there's enough Orky psychic energy near a Weirdboy Scrap Hunter he'll need to discharge it. This hurts the Weirdboy Scrap Hunter but if he can keep his composure he can direct it like a shooting attack.

In each of a Weirdboy Scrap Hunter's shooting phases perform the following check:

Roll a D6. Deduct the number of Orks within 6" of the Weirdboy Scrap Hunter (friend or foe, makes no difference, but only Orks count towards this, not other Warriors). Also deduct 1 from the result for each separate instance of Hand-to-Hand combat within 6" (including if the Weirdboy Scrap Hunter is involved). Multiple combatant situations count as 1 combat. If the result is 0 or less, resolve a *Zzap!* Attack.

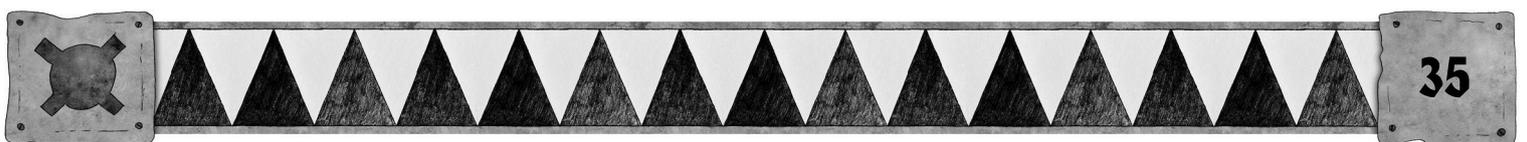
The attack will autohit one target within range if the Weirdboy Scrap Hunter can pass a Leadership test. Otherwise roll a scatter dice to see where the psychic blast goes.

Range	Hit Modifier	S	Save Mod	D	Ammo Roll
4D6"	-	D6+1	-2	D3	N/A

Determine the Strength of the hit first and after dealing with the blast resolve a hit of the same Strength against the Weirdboy Scrap Hunter (but only 1 Damage).

Knows Fings: When rolling to determine which scenario will be played, you must have your Weirdboy Scrap Hunter take a Leadership test. If he passes you may choose who rolls. If he fails then your opponent rolls.

If both you and your opponent have Weirdboy Scrap Hunters in your mobs then the two cancel each other out and you skip this mechanic.



Mob Rating Modifier

Once a Weirdboy Scrap Hunter joins your mob permanently, add 25 points to your Mob Rating. If he leaves, remove it.

Special Rules

Scrap Fever: Weirdboy Scrap Hunters *Hate* enemies carrying scrap counters. This applies to enemy Warriors and enemy Vehicles carrying scrap (the *Hatred* applies to the Warriors onboard, not the Vehicle itself). See the Psychology section of the GCE Core Rules for how *Hatred* works.

Thievin' Git: During the income phase of the post-battle sequence roll a D6 for each scrap counter. On a 2+ your mob keeps that scrap counter, but each one you roll a 1 for gets nicked by the Weirdboy Scrap Hunter! They don't count towards your income or anything else – they're just gone! Git!



Nazgrub Wurrzag

Whether Nazgrub chose the hermit life or merely had it thrust upon him is hard to say. He's certainly abrasive and curmudgeonly, but that could fall into cause or effect.

His aversion towards co-operation doesn't help matters much, particularly as he feels every other Ork is wrong about where to look for scrap. They see some metal poking out of the ground and hope for more but he instead listens to his gut, or possibly the wind, or maybe it was the Great Green. That sand dune? Doesn't feel right – that's a buried attitude thrusta' from some big space thingamajig! Grab a shovel!

Unfortunately he's never quite managed to wrap his head around the notion that scrap can belong to other people though and this tends to result in his tenure being cut short when he invariably has a bit of a disagreement about property rights. Alone he might be able to *find* scrap, but he's not that good at getting it out of the ground. Maybe this next lot of lads might actually listen to him and help him dig up his latest big find...

OUTLAW PAINBOY

All Ork doks have to walk a fine line when it comes to practicing their skills. Whilst they remain sufficiently helpful their peculiarities are tolerated but if the balance tips too much towards “I wunda wot wud happen if...” behaviour then there tend to be rather terminal consequences.

Doks are of course aware of this but their rather malevolent flavour of curiosity is hard to control. Orks don’t really go in for the whole “ran him out of town” approach to ostracism – they take the more direct approach and simply burn down the Dok’s serjery with him still inside it. If he’s lucky.

As a result there’s a few doks wandering around providing a “konsultin’ serviz” out in the wastes. They usually claim that they’re just performing a public service, or some such, and can go back to Mektown whenever they like...

M	WS	BS	S	T	W	I	A	LD
4	4	3	4	4	1	3	1	7

Pinning: Outlaw Painboys are not subject to pinning.

Equipment: Bone Saw, Slugga, Knife, Studded Armour.

Skills: Well ‘Ard (Ferocity), Duck ‘n’ Weave (Cunnin’), Doc (Odd)

Well ‘Ard Skill: an Outlaw Painboy may charge whichever Warrior he likes, ignoring the rules regarding the nearest Enemy.

Mob Rating Modifier

Once an Outlaw Painboy joins your mob permanently, add 25 points to your Mob Rating. If he leaves, remove it.

Special Rules

Bone Saw: The bonesaw is rather nasty and inflicts rather permanent injuries, despite ostensibly being a tool of healing. If an Outlaw Painboy puts a Warrior Out of Action using it you must roll twice on the Serious Injuries table and taking the lowest result. Make sure you keep track of who this rule applies to!

Range	Hit Modifier	Strength	Save Mod	D	Ammo Roll	Notes
-	-	AU +1	Var	1	N/A	Roll twice for Serious Injuries if taken OoA.

Doktorin’: An Outlaw Painboy provides his services to the mob that recruits him for free. It works just like visiting an Ork Dok (see your faction pack for rules) except the roll on the Da Big Day table has a -1 modifier.

Bad Doc Dreggutz

One of the legends of Angelis is ol’ Bad Doc Dreggutz.

It’s not clear what he was thinking when he decided a rocket booster would be a good addition to a Gorker nob’s cranium, probably just “dat’d be hilarious...”

Arguably he was right, however it quickly became clear he’d gone too far and the rest of Mektown had had enough of his antics. He set about making himself scarce for his own safety. Given there’s only one of him, he’s pretty scarce already!

These days he’s a bit of a drifter, often showing up when it looks like a mob will imminently need his services and aren’t likely to ask too many questions.



DEFFKOPTA MEK

It's not entirely clear why but the sky seems to hold a strange appeal to a certain kind of Orks, regardless of the associated peril. No matter how many Stormboyz vanish in explosions as their rokket paks detonate, there's always another Ork keen to have a go.

The same is true for Mekboyz. Most of them are content with staying on the ground. *Most*. There's a particularly obsessive kind of Mek that feels the sky is his destiny.

Some dream of planes or airships – big projects that need a whole team to put together. Others though, no, they want the immediate thrill of a single-seat whirlybird that is their personal sky chariot. This obsessiveness does tend to cause practical problems – it's hard to keep a workshop running if one doesn't have any interest in doing any actual work for other people! The nomad lifestyle suits them better and they relish the opportunity to show off what they're pride and joy is capable of. Death from above!



M	WS	BS	S	T	W	I	A	LD
4	4	5	3	4	2	3	1	8

Pinning: Deff Kopta Meks are not subject to pinning.

Equipment: Kustom Six-Shoota, knife.

Skills: Skid Start (Driving), Stunt Driver (Driving), Skid Turn (Unique, see below).

Skid Turn Skill: At the start or end of gas engine movement the Deffkopta Mek can attempt make a skid turn – instantly turning their Deffkopta up to 180° on a D6 roll of 4+. Failing the roll results in D6" of movement in a random direction followed by a spin. Regardless of the result the Deffkopta Mek can then continue moving their Deffkopta as normal.

Mob Rating Modifier

Once a Deffkopta Mek joins your mob permanently, add 60 points to your Mob Rating. If he leaves, remove it.

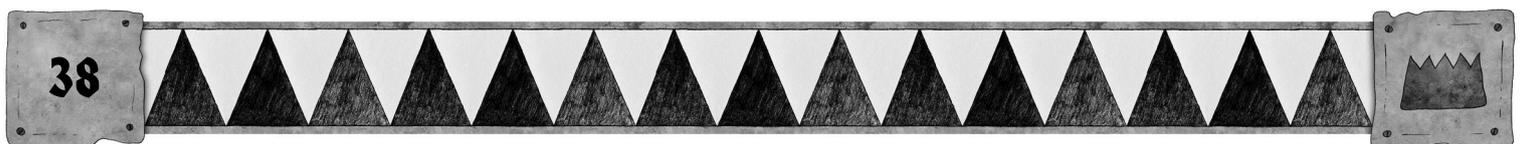
Special Rules

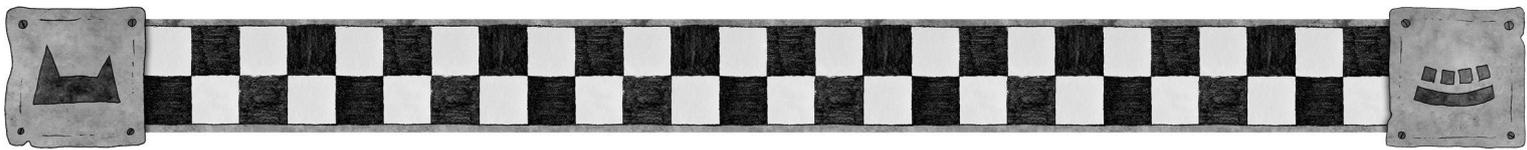
Kustom Six-Shoota: a Deffkopta Mek's gear is *kustom* and only marginally less important to them than their kopta.

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 6"	6" - 12"	+1	-	4	0	1	4+	2 SFD, 1 shooting phase to reload

Upkeep: a Deffkopta Mek and their Deffkopta count as 3 models for the purposes of upkeep.

The Sad Loss: the Deffkopta Mek and their Deffkopta are a package deal. If the Deffkopta is Destroyed then the Deffkopta Mek will leave your Mob immediately (so





will not count towards upkeep costs). This also applies if their Deffkopta is Captured and then scrapped rather than rescued.

Similarly, no one else can fly the Deffkopta Mek's Deffkopta if the Deffkopta Mek is killed or Captured. Your only option is to scrap it for 2D6 teef of income.

Kustomisin': a Deffkopta Mek is, first and foremost, a Mek. He's also a strange chap and doesn't show any interest in anyone else's kit. Between games he likes to fiddle with his Deffkopta and his trusty sidearm.

If you're able to hire a Deffkopta Mek then your faction pack should contain the rules for taking things to the Mek.

The way this is resolved is as follows:
The Deffkopta Mek will attempt one repair or one Kustom Job per post-battle sequence.

If you opt for a repair then pick an item of Permanent Damage the Deffkopta has sustained and resolve what happens by rolling on the Da Big Day table with a -1 modifier.

If you instead choose to have the Deffkopta Mek attempt a Kustom Job then choose what he is working on – the Deffkopta, the Deffkopta's twin-linked Kannons, or the Mek's Kustom Six-Shoota. Resolve this by rolling on the Da Big Day table (again, with a -1 modifier).

All three items are considered to have had their "first one's free" upgrade without trade-offs, so you will need to roll on the relevant performance loss table.

Regardless of result your Mob never has to pay for this work. However if a Kustom Job is successfully performed add the usual 5 teef to the item's cost for the purpose of Mob Rating.

Deffkopta

Deffkoptas work like Small Vehicles (like Bikes) with a few additional special rules.

DEFFKOPTA			
ARMOUR VALUE	LOCATION	ARMOUR VALUE	LOCATION
0	Crew	8	Wurly Bitz
8	Fixed Weapon	8	Driver
8	Gubbinz	10	Engine

Just like Ork Small Vehicles a Deffkopta is fast and so has a free thrust:

One Free Thrust

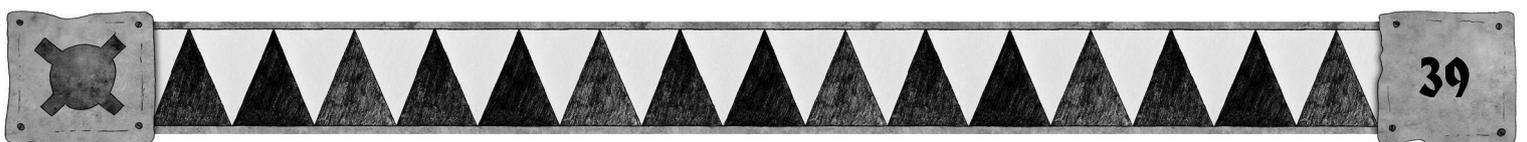
Each time a Deffkopta is eligible to Thrust it does not have to roll on the Thrust Table for the first attempted Thrust - it automatically passes. Subsequent Thrusts must be rolled for as usual, starting from 2+.

Airborne

A Deffkopta can either be on the ground or in flight during a battle. By default it is in flight – it doesn't have to take off at the start of the game, it's considered to be airborne from the start.

First we'll deal with how it works in flight.

When in flight a Deffkopta can clear anything up to 6" tall. This essentially means that all types of terrain are treated as Open Ground.





WURLY BITZ	
TERRAIN TYPE	MOVEMENT
Open Ground	Normal
Difficult Ground	Normal
Very Difficult Ground	Normal
Impassable Ground	Normal

During flight a Deffkopta needs at least 1” above/below it at all times (cumulatively). This is already factored into its clearance for flying over things but we mention it for the purposes of flying under/through things (e.g. flying under a bridge or through a stone arch). There needs to be enough clearance for the whole model (excluding the base/flight stand) plus an additional inch.

Anything higher than 6” will cause a Head-On Collision, similarly if forced into a gap where there isn’t 1” of clearance a Head-On Collision occurs!

A Deffkopta cannot Ram or be Rammed during flight. It also cannot be Boarded or have friendly Warriors embark and become Crew in flight.

The Crew location is included on a Deffkopta’s datacard for situations where the Deffkopta is on the ground. On the ground it can be Boarded as normal, have friendly Warriors embark, etc.. It cannot take off whilst they are onboard though – you can have flight or you can have Crew, not both!

Basically this is included for the sake of the Deffkopta taking damage on the ground – anyone clambering on it for one reason or another isn’t going to have any armour to protect them!

This also means that during deployment for a battle or similar circumstances the Deffkopta cannot arrive/start with any Crew, as it always starts in flight.

Deffkopta Thrusters

Deffkoptas are *very* finicky – if you fail a Thrust test you will need to roll on the Thruster Buster table **AND** the Deffkopta Thruster Buster table and resolve the effects simultaneously, as the additional table covers what’s going on with the machine in terms of verticality.

DEFFKOPTA THRUSTER BUSTER TABLE	
D6	RESULT
1	Stall! The Deffkopta crashes to the ground and is no longer airborne. It takes D6 Damage. Next turn, if it is able to after resolving damage, it will automatically become airborne again.
2	Krunch! The Deffkopta just barely stays airborne, scraping along the ground and taking D3 Damage. It performs this move at ground level with no clearance – so if anything gets in its way whilst resolving the Thruster Buster result it will Collide with it. Next turn, if it is able to after resolving damage, it will automatically become airborne again.
3	Skreech! The Deffkopta skims the ground as it attempts to stay airborne. If anything gets in its way whilst resolving the Thruster Buster result it will Collide with it. Next turn, if it is able to after resolving damage, it will automatically become airborne again.
4+	Phew! The Deffkopta suffers no additional penalties this time.



Deffkopta Armament

Deffkoptas have Mek-special twin-linked Kannons and cannot swap their weaponry for anything else. They do not have a Hit Modifier for shooting at long range and they start with the More Dakka Kustom Job. This means that all future Kustom jobs will incur trade-off penalties (see Kustomisation rules in your Faction Pack).

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 4"	4" - 18"	-	-	4	0	1	4+	2 SFD, Knockback

They are fired in the usual 1" firing corridor used by Small Vehicles (see the GCE Core Rules for details).



Dregmek Blitzkart – Mekboy Extraordinaire

Oddboyz all trend towards unhinged and Dregmek Blitzkart is no exception. His dream was to fly. Something in his blood whispered to him, insisting it was his destiny.

Not one to argue with destiny, he set about laying his hands on the parts to build a suitable sky chariot. This took many attempts and the bill of parts became rather large. Fortunately, he wasn't paying. Unfortunately, those parts belonged to some Big Meks with some rather forceful opinions on property.

Still, it clearly was his destiny as Dregmek easily escaped off into the wastes on his "Deth Kopta" rather than sticking around to face the music!

These days Dregmek seems to appear from the skies periodically. Rumour has it that he has a cult of flyboyz living on a floating fort above the desert somewhere, plotting a return to Mektown, but that's probably just idle Brewhouse banter...

Deffkopta

Movement

Gas Engines: Thrusters:

Terrain Type	Movement
Difficult	Normal
Very Difficult	Normal
Impassable	Normal

Total Cost:

Vehicle Name:

Driver:

Spanner:

Thrust Number	D6 Needed
1	Auto
2	2+
3	3+
4+	4+

Gun Type:

Range		Hit Modifier		Strength	Save Modifier	Damage	Ammo Roll
Short	Long	Short	Long				
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Gun Cost:

Notes:

Kustom Jobs:

Permanent Damage

Damage Locations

Armour



Main/Fallback

Crew -> Driver



Fixed Weapon -> Crew



Engines

Crew (Random member)

- 1 - 2 Stray shot. The vehicle swerves.
- 3 - 4 Strength check! Roll equal or under their Strength. Failing ejects the warrior from the vehicle in a random direction D3" and inflicts a S3 hit.
- 5 - 6 Hit by weapon directly/S3 hit.

Fixed Weapon

- 1 The vehicle spins.
- 2 Weapon may not fire next turn.
- 3 Weapon is at -1 to hit for the rest of the game.
- 4 Weapon may only fire if a 4+ is rolled each shooting phase for the rest of the game.
- 5 Weapon unusable for the rest of the game.
- 6 Weapon explodes! Driver takes a S4 hit.

Armour



Main/Fallback

Wurly Bitz



Driver -> Engines



Engines

Wurly Bitz

- 1 Reduce movement speeds by 2" for the rest of the game. If a movement type is reduced to 0" the vehicle is immobilised.
- 2 - 3 The vehicle swerves in a random direction.
- 4 - 5 Vehicle spins.
- 6 Vehicle spins and is then immobilised.

Driver

- 1 - 3 The driver must pass a Leadership test or the vehicle will swerve immediately.
- 4 - 6 The driver is hit by the weapon directly/S3 hit.

Engines

- 1 Thrusters jam. Thrust repeatedly until a test is failed!
- 2 Gas engines unusable for rest of the game.
- 3 Thrusters unusable for the rest of the game.
- 4 Vehicle is immobilised.
- 5 Vehicle spins and is immobilised. Will explode at the start of any player's turn on a D6 roll of 6.
- 6 Vehicle explodes crippling the vehicle. All warriors and crew onboard are thrown D6" and take a S4 hit.



MEGA CYBORK

Orks can withstand a truly astonishing amount of serjery, when they're lucky, but it's hard to say whether Mega Cyborks are fortunate or genuinely cursed.

Plenty of Orks have bioniks, often they're their proudest possessions, badges of honour, shown off in brewhouses with phrases like "Yoo should see da uvver lad!". That's usually the extent of it, but some Orks take it far further, becoming the pet project of a Painboy. Invariably a Dok loses interest when their patient needs a skilled welder more than he needs surgeon.

From that point a Mega Cybork has to find a new place and they're still Orks at heart (if perhaps not literally anymore) and crave a good scrap. Into the wastes they go to really show off how much more flash than the average Ork they are!

M	WS	BS	S	T	W	I	A	LD
4	5	4 (5)	4	Armour 9	2	1 (4)	7 (8)	

Pinning: Mega Cyborks are not subject to pinning.

Equipment: Shoota bionik arm, Claw bionik arm.

Skills: Well 'Ard (Ferocity), Chuck (Muscle), Hipshoota (Dakka), Gunboy (Odd)



Well 'Ard Skill: a Mega Cybork may charge whichever Warrior he likes, ignoring the rules regarding the nearest Enemy.

Chuck Skill: Once a round of Hand-to-Hand combat has been resolved, if a Mega Cybork wins he can choose to throw his opponent rather than end combat in the usual manner. Roll a D6" – this is both how far the loser of the combat is thrown and the Strength value of the hit they take when they land. The loser of the combat can be thrown in any direction the Mega Cybork chooses, including into other Warriors. If thrown into another Warrior then halve (rounding up) the Strength of the hit and apply it to both Warriors. The Mega Cybork does not have to roll to hit as this is not a shooting attack – simply choose a target.

e.g. TinWurr just barely wins a round of combat against Baz, an Ork Boy, scoring a single successful hit. Rather than resolve the hit, TinWurr decides to try to throw Baz into Skroggy, an Ork Yoof, standing 4" away. TinWurr rolls a 5 and Skroggy hurls Baz into him. Both Baz and Skroggy take a Strength 3 hit ($5/2 = 2.5$, round up to 3).

Mob Rating Modifier

Once Da Krusher joins your mob permanently, add 35 points to your Mob Rating. If he leaves, remove it.

Special Rules

Da Bionik Ork: Mega Cyborks disregard the normal limits on Bioniks – this is not an oversight. Also all the statline changes from the bioniks are already factored into their statlines. The brackets show these stat changes, as explained below. Bear in mind that the values in brackets are bonuses and are not considered part of a Mega Cybork's statline. For example, if a Mega Cybork experiences *Frenzy* then his Attacks double from 1 to 2, not 4 to 8!

Shoota Arm

Range		Hit Modifier		S	Save Mod	D	Ammo Roll
Short	Long	Short	Long				
0"-12"	12"-18"	+1	-	3	0	1	4+

Claw Arm

Range	Hit Modifier	S	Save Mod	D	Ammo Roll
-	-	6	-3	1	N/A

Two De-lux Kickin' Legs: Mega Cyborks receive 2 bonus Strength 4 attacks in Hand-to-Hand combat.

Steel Horns: Mega Cyborks receive 1 bonus Strength 4 attack in Hand-to-Hand combat when he Charges.

Bionik Eye: +1 BS for the purposes of Shooting.

Iron Mask: Mega Cyborks cause *Fear*.

Fuel Injection Implant: Each turn a Mega Cybork can receive +2 Movement and +2 Initiative on a 2+. A result of 1 means the implant does nothing this turn.

Cybork Body: Mega Cyborks don't have Toughness or Wounds – they have Armour like Vehicles. If a hit penetrates his armour roll a D6. On a 4+ the Mega Cybork is taken Out of Action, otherwise the Mega Cybork ignores the hit. Penetrating a Mega Cybork's armour counts as wounding for the purposes of experience points, regardless of the outcome.

This also means that Mega Cyborks never roll on the Injury table.

Temperamental: Mega Cyborks are have Serious Injuries - a single Old Battle Wound and a Head Wound. See the Serious Injuries table earlier in this book for details.

Klunky: Mega Cyborks do not gain +1 to their score in Close Combat when they Charge and enemies shooting at a Mega Cybork from Overwatch gain an additional +1 to hit. Mega Cyborks cannot set Overwatch and cannot Hide either.

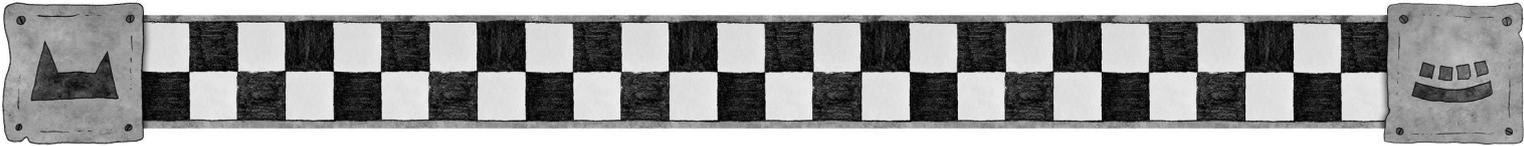
Da Krusher

Something happened to Da Krusher and whatever it was, he didn't ask for what was done to him after that.

Once the Doks had cut away all the dead, dying, and burnt bits there really wasn't much left, but they did their best. Or so the stories go...

He's more machine now than Ork, twisted and evil. Perhaps there's voices in his head telling him to do things, maybe it's just a ghost in the machine. Whatever is going on under all those rivets is hard to say but he's a terrifying thing to have to fight.





CAMPAIGN TIPS & TOOLS

So you're planning to run a GCE campaign, eh? Let's see if we can give you some ideas and tools to help you.

Firstly, let's deal with what a campaign involves or perhaps more usefully *can involve*.

In its most basic form a GCE campaign sees players meet up at reasonably regular intervals to play GCE against each other. In between games they earn income, level up, hire new Warriors and buy new gear. Eventually either the campaign reaches its planned duration or a player hits the Mob Rating cap and things end with a winner. The other option is that a campaign loses momentum and peters out - unfortunate, but worth acknowledging here. Try to have an end point in mind to stop that from happening - a final scenario that will see things conclude.

That said, more complex narrative campaigns are possible within this system, and for players that are interested it can really step up how much fun GCE can be. These kinds of campaigns can either have pre-planned stories with branches or they can involve dynamic stories and emergent narratives. Usually a campaign involves a bit of both and that's going to be the basis of what we describe in this part of the book.

YOU WILL NEED...

First off, a games master (GM) to run things. It's their job to provide structure to the campaign. That doesn't necessarily mean organising when games happen, although it can do, but it does mean creating the narrative and mechanical side of things. They'll probably discuss things with players before the campaign starts (to gauge what their potential players might want) but ultimately they're the ones running the story.

They will decide on campaign events, choose NPCs, arrange special scenarios, and generally guide players through the journeys their mobs take.

The GM will need (if possible) a lot of experience of GCE or games like it. They should also be ready to read up on all the factions involved in the campaign so they have a firm grasp of the lore they're going to be working with.

Lastly, but most importantly, they're going to need enthusiasm. The GM is the driving force behind a narrative campaign and needs to be willing to put in the work to make it happen. A large part of this is storytelling - they need to be up for weaving a narrative both from natural occurrences in the campaign (victories, deaths, etc.) but also introduce their own, tailored to the players involved.

COMMUNICATING WITH YOUR PLAYERS

The story of your campaign needs to be communicated to your players in a way that works for you. Perhaps that's emails, a group chat, a printed bit of paper on the gaming club notice board, a video update, carrier-squidgeon, or maybe it's a verbal briefing before each game session. Whatever works for you, really.

We're going to be talking about this as if you're writing something long form, as that's the traditional way these things are done, but don't feel that you have to go that route if it's not for you. After all, if you write something lengthy but your players don't like to read that sort of thing, you might as well not have bothered. You've got to speak to your players through a medium that they'll engage with.



EMERGENT NARRATIVE

Every campaign sees the game mechanics themselves create what we call “emergent narrative”. In short - stuff happens. A Warrior does something innocuous, random chance means that an injury is sustained, the player rolls “Dead” on the Serious Injuries table, and before you know it there’s the story of how Zodnosh tripped over his bootlaces and got squashed under the wheels of his own truck.

These events can be relied on to happen, and as games master you should pay close attention to them to add to the narrative.

Particularly of interest are:

- Victories and defeats (particularly pyrrhic victories and snatching-defeat-from-the-jaws-of-victory)
- Deaths
- Special Characters
- Bitter enmity results (where a Warrior starts to *Hate* either a mob or a whole faction)
- Captured mobsters, rescue missions (successful or botched)
- Silly little recurring things (see below)



Emergent Narrative And Recurring Incidents

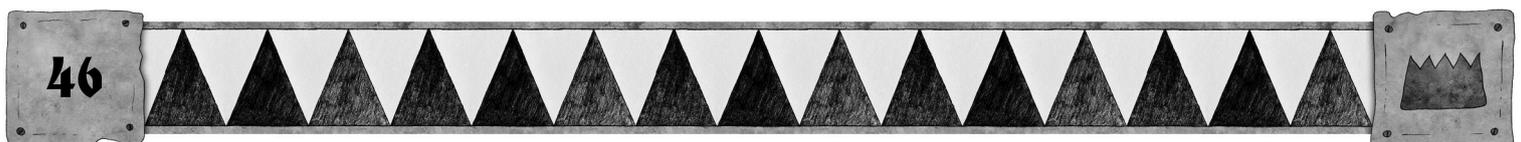
In pretty much every game of our campaign we would destroy the Mutie tent - initially by accident which added much hilarity to the games, but then players started intentionally going out of the way to do so. We ended up adding the rule that you get +5 exp for destroying it. And players came up with their own emergent narrative ideas on what this recurring pattern of tent-discrimination meant, such as Mutie camps encroaching on other territories, or some orks had a bad experience camping so are fixated on eradicating tents from existence, or some poor Mutie kept having to move to set up a new life for himself only to get his tent destroyed so he moved elsewhere only for it to keep happening. This in turn could evolve into a scenario where the angry Mutie decides to take revenge on the players’ mobs!

ADVICE FROM A GM

Our friend, Ross, has run a few campaigns in recent years and we decided to ask him to give us his thoughts. Morgan and Ross had a chat about how to run a campaign, talking about both the positives and the negatives, the successes and the failures, and these are some of the key notes from that conversation (with a fair bit of editing from Morgan). Learn from our mistakes!

What Kind Of Campaign Do You Want To Run?

Some players will want a narrative that threads between games and makes a compelling story and they’ll look forward to that and thrive off of it and want to be involved in the creative process, writing new content or converting up interesting models based on the narrative as inspiration. Others might say they want that, but will ultimately show no interest other



than rolling dice. You'll get some who are a bit of both. You should absolutely try to communicate what kind of campaign you want to run in the campaign document, but you might not actually find out how keen players are on it until mid-campaign.

You need to go with the flow (or rather with the majority). Of course I'm talking about narrative campaigns versus a more straightforward off-the-rack campaign, but other types exist too – such as competitive campaigns (which don't really work for GCE that well because Bottlin' Out is often the most strategic option, so tracking wins/losses is a bit broken). And I'm sure there are other types too!

CREATING A CAMPAIGN DOCUMENT

Create a campaign document with everything players need to know about the campaign. A campaign document is the best way to keep all players on the same page about what to expect from the very start. The GCE document templates are freely available if you'd like to make your campaign document look a little fancy too – nudge nudge.

Your campaign document should include:

House Rules & Validity Of Fan Made Content

If your campaign has players that have run various related game systems, chances are they'll have a number of house rules that they'll swear blind are part of the published ruleset. Invariably these are actually house rules from the person that taught them to play. Rather than have players bickering over which rules exist, spell out any changes you intend to make to the ruleset (and which common misconceptions are not part of the campaign rules!).

The next question is which additional rules will be allowed. Depending on the gaming background of you may well find they run the gamut between “anything goes – here, I scribbled some rules at lunchtime!” and “If it's not in the printed rulebook it doesn't/shouldn't exist”.

Have a chat with your players and decide which of the fan rules you're all aware of should be allowed and the process for getting new rules included later.

It's incredibly difficult to make rulings about this stuff midway into a campaign, as it will upset players, unless you've thought about it from the start.

Limitations

It's hard to see why you would want to put restrictions in a campaign, but depending on how you're running yours, you might need some. Some will of course be based on rules or house rules with regards to building your mob. But other restrictions should help sculpt the campaign's level of fairness and its progression. This boils down to “tweaking the meta”. You might find that certain weapons were wildly overrepresented in a previous campaign and introduce a limit on them to encourage variety, for example.





Who's In Charge

Don't just state who is organising it (usually whoever is writing the campaign document), but state anyone who has any role other than simply "player". This is important because mid-campaign it might not be clear who holds what roles, and if any changes need to be made (like fixing unfair rules) or writing/running narrative scenarios then players will need to know who is the authority on such things.

If nobody is declared in the beginning to be taking on these duties, then players may not respect any changes or new content that comes up mid-campaign. If the organiser is going to take on all roles, that's fine, but you'll also find that some roles naturally emerge – like there will always be some people who players seem to gravitate towards for rules queries. You may also want to declare who second in command of the campaign is, just in case you're not around and a decision needs to be made. It's also nice to give minor roles to other players as it helps them feel more involved - if one of the players has a load of creature models, then give them the title Squig Wrangler where they're responsible for any NPC models the campaign might need.

Start & End Dates

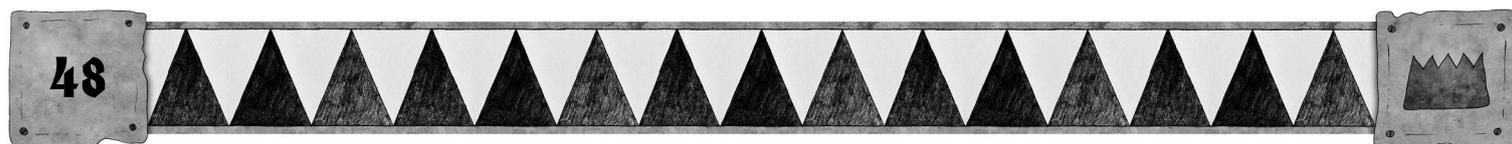
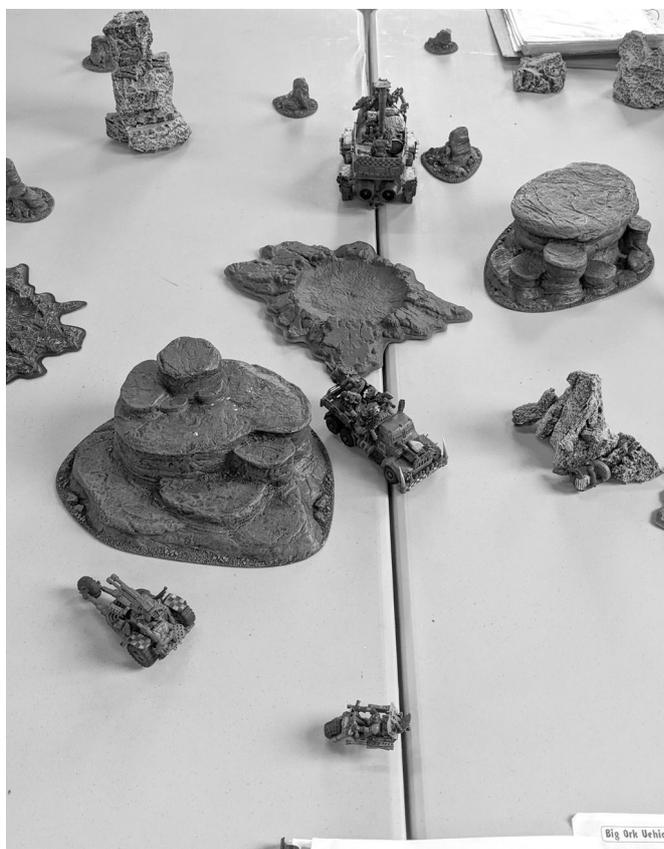
After all, people want to know when they can start! But after much experimentation, having an end date in mind is also a very good idea. You could set an end date, then decide to extend it a bit longer. But having no set end date often means the campaign drags and players lose interest. Having a clear end date drives up enthusiasm as everyone tries to get all their games in. And builds excitement for the finale.

Deadlines

The end of a campaign is a very final deadline, but you might want to throw in other deadlines too, like if a warrior is captured you need to face off that player to attempt a rescue before a game with anyone else or that warrior is lost.

Game Limit

It might be per week, per month, per campaign. But having an idea of how many games they can play will help players understand etiquette. I made a mistake of running a campaign without a game limit, and two of the newer players played four times as many games against each other than against anyone else, resulting in their mob ratings shooting up, well beyond the system's ability to compensate, unbalancing the whole campaign. It also, unfortunately, led to awkward grumbling between players, which could have been avoided if game limits had been communicated up front.



Expectations And Etiquette

Declare what you expect from players. Don't work on assumptions – be explicit in what constitutes good conduct (and what doesn't). If you expect players to make efforts to plan their opponent match-ups in a particular way say so. This also means that by joining the campaign players effectively agree to abide by the campaign document, providing some backing should you need to nudge players to do what they're supposed to.

It may be that you have a place in mind for playing your campaign. It may be that it doesn't matter where you play. But if there's a preference or expectation on where people are to play you should state it in the campaign document to make sure everyone is on the same page about it. I speak from experience. For one campaign, it was assumed to be universally understood that everything was to be played at a local gaming store. Because of this, it was never mentioned in the campaign document (because why would it need to be if everyone is assumed to know it?). However, it absolutely should have been because when some newer players with fresh mindsets joined, they started playing almost exclusively at home with occasional in-store games. It essentially became two separate campaigns that happened to cross over now and again, which really didn't work.



OTHER BITS OF ADVICE

Do You Need A Tracker? – Probably Not.

First off, what is a tracker? Some games or players might insist on keeping track of campaign data – wins, losses, who's played who, mob ratings, etc.. These kinds of documents are “trackers”.

Wins and losses are not a driving force behind GCE as Bottlin' Out is often more strategic so a player can officially lose but come out ahead overall, thus keeping track of victories is a bit hollow.

If you still really want to track wins/losses/etc., assign someone to gather and maintain that data. We don't recommend a shared tracker (like an online document). It sounds simple/easy to implement, but players will forget, make mistakes, try to be helpful but actually make it worse – and it just becomes an incomplete mess. And the more players in your campaign, the higher the chances of it going wrong (and not in the fun way like on the table!)

Mob ratings are important, but don't need to be on a tracker. Some players may push to have lower rated mobs playing other similarly lower rated mobs. It's not without its merits, but the underdog bonus is designed to help such mobs catch up faster, so it's better if they just play whoever. GCE's balancing system needs the swings needed to average out across the campaign.

Players will know who they've played already, but might need a little nudge to play everyone. Some will not care who they play, so as the organiser you might need to make arrangements to ensure everyone gets the chance to face everyone else out of fairness.

What Do Players Want From A Campaign?

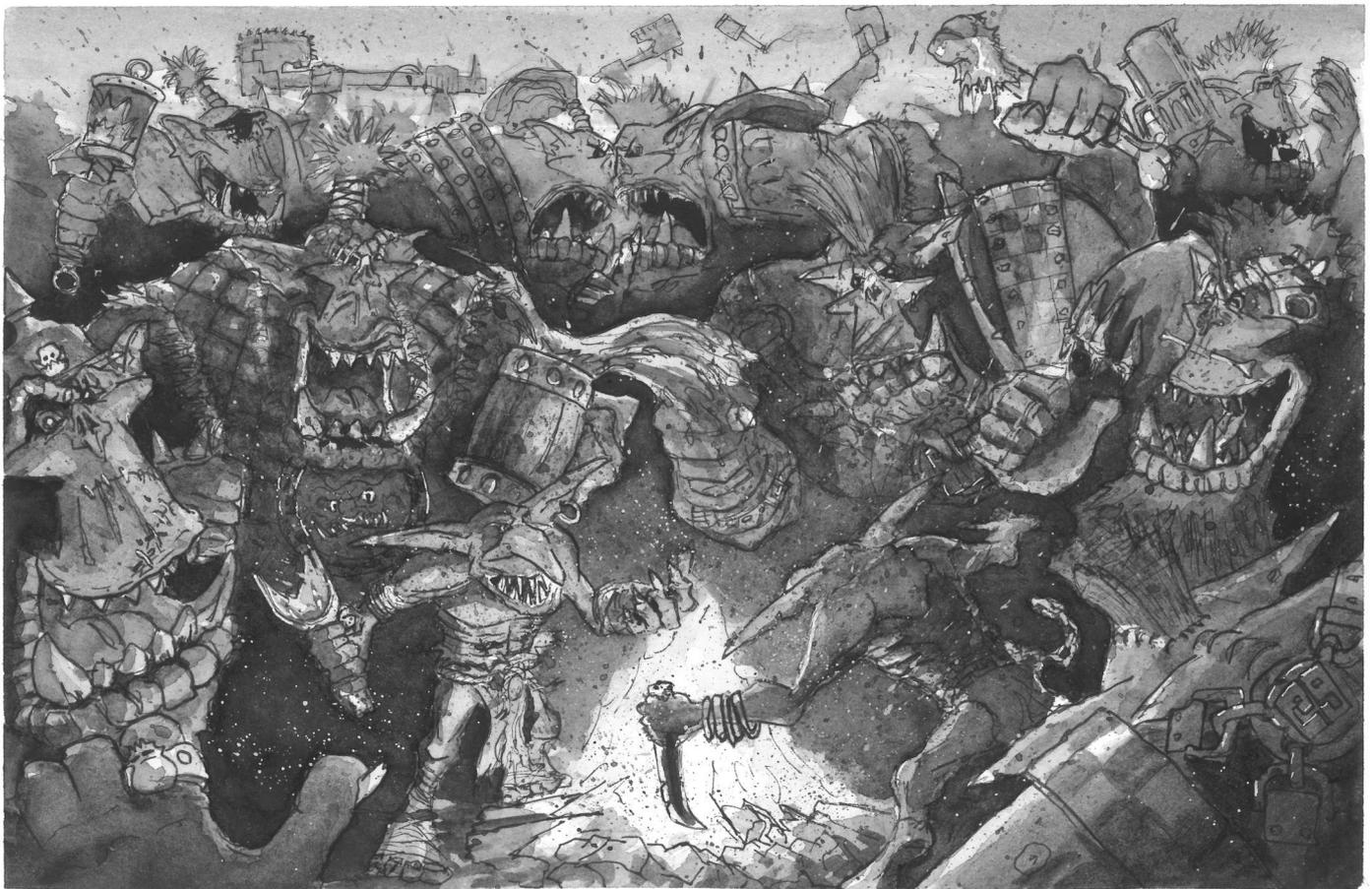
Ask players what they want from the campaign, ask them what they want at the end of the campaign, ask them what they want before the end of the campaign. You should get a mix of responses and it is your job to best facilitate them.

Some examples include: “I really want the two Mutie mobs to team up against the Grots”, “I really want to buy two more trukks”, “I would like to play a Halloween themed scenario”, “I would like to write my own scenario and run it”, “I would like to have more narrative and plot hooks”, “I keep destroying that Mutie tent, so maybe some Mutie related shenanigans”, “I really want to fight a Necron flayed one”. That last one will require a bit of creativity to achieve!

ADDITIONAL RESOURCES

With each version of this book we intend to add resources to make running a campaign interesting. To begin with we are including a bestiary written by Ross Graham (previously published as “Sumfink In Da Sand”). A games master can use these to add to scenarios or to build entirely new ones.

Ross had some ideas in mind for how he might use them in his games. It might be fun to fend off a Steel Gulpa and an opposing mob while trying to grab some scrap, or opting to send captured warriors in a pitfight against a Whip Scorpion to earn his freedom, or even using Skratchers to surround a fort during a siege. Of course, it's all up to you!



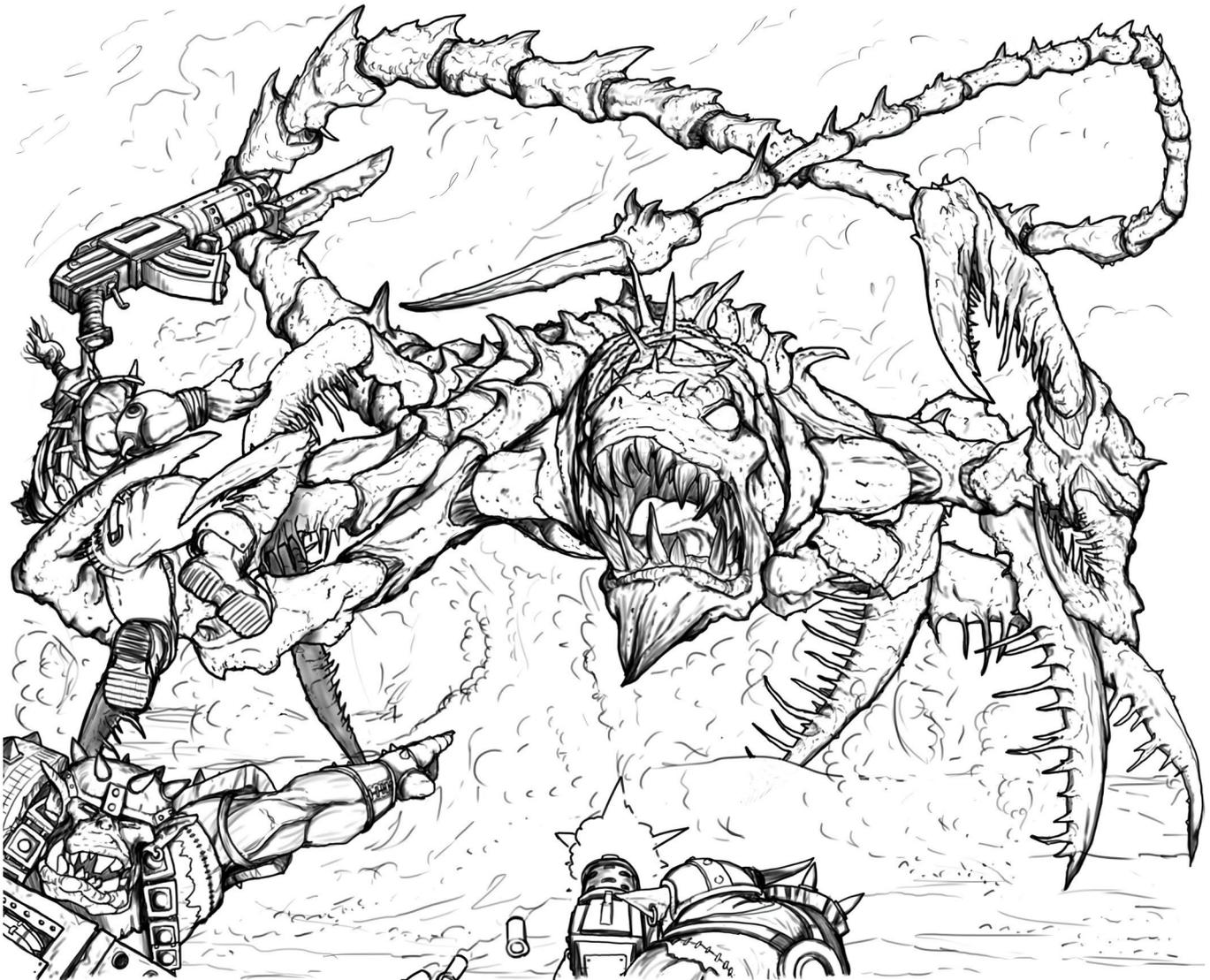
BESTIARY

Unless otherwise stated these creatures' teeth and claws (amongst other things) count as knives, i.e. user strength. They should be treated as third-party Notmobz and all the rules are in their profiles for how they should behave. Mob Ratings have been included in the profiles for underdog bonuses and just in case you have some ideas of your own. Of course this is not the only way they can be used and creating your own scenarios using them is encouraged!

WHIP SCORPIONS

Mob Rating: 85

Whip Scorpions are truly the hunters in the sand. Mobs often come back raving about something that snatched one of their Yoofs in front of their very eyes. And some mobs don't come back at all. Technically speaking Whip Scorpions are part of the Squig family, but you would never have thought it. Its sharp spiny legs, clacking claws, and whippy tails bear little resemblance to the Squigs that the Orks know. "They likes to hide in da sand" isn't really much of a warning, but it's the closest thing you'll get.





	M	WS	BS	S	T	W	I	A	LD
Whip Scorpion	6	4	0	6	5	3	4	4	10

Fear: Whip Scorpions cause *Fear*.

Equipment: The Whip Scorpion has 4 attacks in its profile, attributable as follows: two for the claws (treat as User Strength +1), one for the tail or stinger (treat as a User Strength +1) and one for the monster's spikes and legs (User Strength). Additionally, the Whip Scorpion gains an additional stinger attack in the first round of combat if it charges. The Whip Scorpion's bony plates make excellent armour, to represent this in game terms, the Whip Scorpion counts as wearing Flak Armour (6+ normally, 5+ against template weapons although Save Modifiers still apply).

Ouch!: A good defence is a good offence and even a Whip Scorpion knows this. At any time, during any phase of any turn, the Whip Scorpion may lash a nearby warrior with its tail or stinger. If a warrior passes within 2" of a Whip Scorpion, it will attack in this way. The warrior must take an Initiative test. If passed, the warrior moves away from the monster. If failed (and assuming the warrior can) they may charge into combat with the Whip Scorpion, or take the hit. If for some reason the warrior is unable to charge it, he is hit. See above for details on the Whip Scorpion's tail attack.

Movement: As Whip Scorpions have no shooting capabilities, they are always able to run, so their maximum movement is 12" per turn (plus any follow up move after close combat). Additionally Whip Scorpions are expert scuttlers and jumpers, they move through difficult and impassable terrain as if it were open ground. The Whip Scorpion will move during both players' turns just after the player has moved. This represents the fact that it is hard to hit as it scuttles off after warriors have moved into a more strategic position. A Whip Scorpion will always move

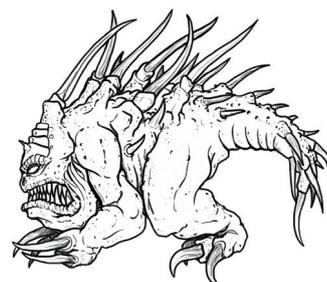
directly towards the nearest enemy (i.e. not another Whip Scorpion) at its full movement rate.

Theyz likes to hide in da sand: While this isn't exactly the best advice to know where to find them, it does explain why they're so hard to hit. This is represented in game terms in that anyone attempting to shoot at the Whip Scorpion will be at -1 to hit.

JABBERZ

Mob Rating: 8 + D3

Jabberz come in all shapes and sizes but are easy to recognise if you come across one due to their mischievous nature.



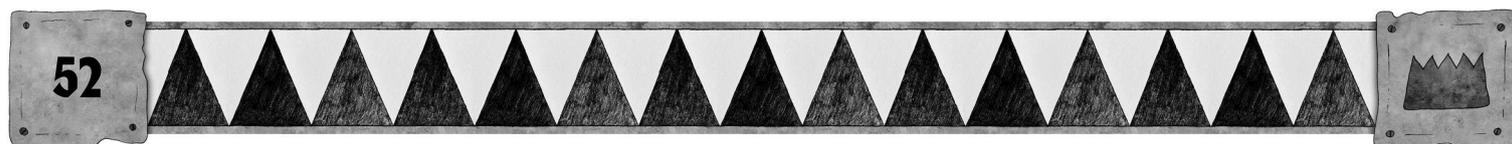
Covered in spiny spikes, they like to hide in the sand until the most "opportune" moment, then thrust upwards. It's not known whether it's intentional or simply a defence system but it sure is annoying... especially when you're stranded miles from Mektown!

	M	WS	BS	S	T	W	I	A	LD
Jabberz	4	3	0	3/4	3	1	4	2	10

Hatred: All Warriors are treated as *Hating* Jabberz .

Equipment: Jabberz have 2 attacks on their profile (they are relatively simple creatures). One is at Strength 4 representing its spikes, and the other at Strength 3, representing its teeth and claws. In addition to this, the spikes that cover the Jabberz provide excellent defence, so they are treated as wearing Studded Armour (6+ Saving Throw).

Movement: Jabberz can't see particularly well and seem to wander aimlessly. Once revealed Jabberz move 4" in a randomly determined direction. If a Jabber comes within 2" of a Warrior (not another Jabber), it will engage it in Close Combat immediately.



Jabberz effectively have their own turn before the players' turns and so always move first.

Jabbed!: For each 6" moved by a player (Warrior or Vehicle), roll a D6. On the result of a 1, some Jabberz have thrust upwards into the Warrior or Vehicle. A Warrior caught like this may make attempt to jump back by passing an Initiative test; if successful they will engage in Close Combat with the Jabber. Should the Warrior fail they will suffer a single S4 hit. Vehicles may not dodge and will instead suffer a S4 hit. Once this has been resolved the Jabber becomes part of normal gameplay.

SKRATCHERS

Mob Rating: 4 + D3

Skratchers like many of the Squig family come in a variety of breeds. Like so many squigs, they're not always squig-like; some are like your regular run of the mill Cave Squigs, others are blind with huge rending claws, and some more like hissing Growler Squigs! Some have even been known to swallow entire bikes before! But most of the ones on Angelis tend to be more like something between mutant rats and vicious lizards.





	M	WS	BS	S	T	W	I	A	LD
Skratcherz	D6	3	0	3	3	1	4	1	7

STEEL GULPA

Mob Rating: 75

Equipment: Skratcherz fight with teeth, claws and tails (they hit at User Strength).

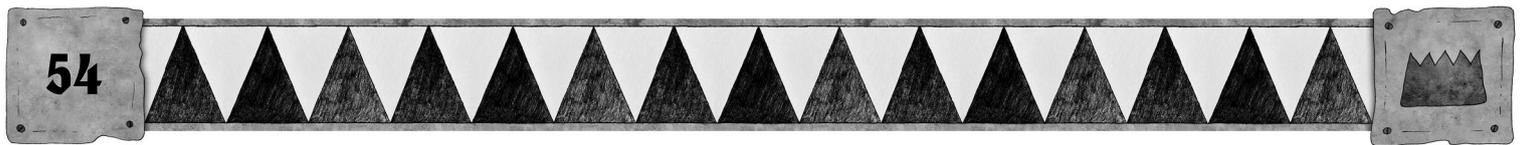
Movement: Skratcherz move in randomly determined directions at D6" per turn. This move is done before each player's turn. If a Skratcher comes within 2" of a Warrior (not another Skratcher) it will enter Close Combat.

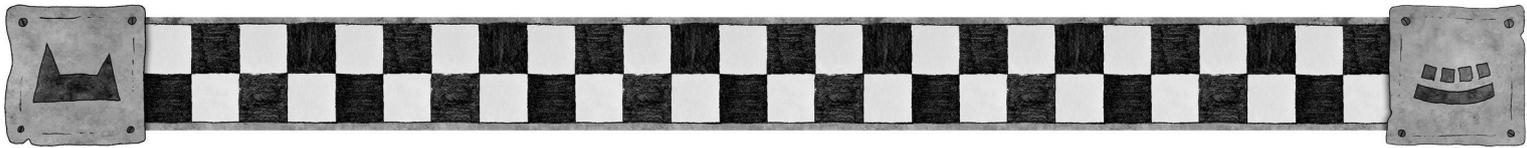
Squigs of a feather attack together: When something threatens a Skratcher it's seen as attack on all of them. Once a Skratcher is in Close Combat the rest will start moving towards it. If there's multiple simultaneous combats then they will move towards either the nearest or the one that needs the most help, use your best judgement.

The Steel Gulpa is as troublesome as it is ferocious. While many wild things are mutations and evolutions of the squig as we know it the Steel Gulpa is much simpler. It's a squig that eats metal and likes the taste. As squigs are quite adaptable, it's no surprise that the Steel Gulpa is the animal it is now; a monstrous beast towering between two and three times the size of an Ork; its gaping maw with teeth as sharp, as long, and as deadly as choppas; and dripping with corrosive drool as its tongue whips out to lick scrap metal into oblivion.

	M	WS	BS	S	T	W	I	A	LD
Steel Gulpa	7	5	0	5	5	2	4	3	9

Equipment: The Steel Gulpa is armed with a whip-like tongue, corrosive juices, metal chomping teeth, and a few claws to match (all hitting at User Strength). Its thick hide confers a 5+ save.





Movement: The Steel Gulpa will move towards the nearest Warrior with equipment, Vehicle, or piece of scrap (you can choose more things that it's attracted to if you wish!). Steel Gulpas amble along looking for something to munch and so do not run between their courses. If there is nothing with equipment left on the board, then it will start on the Warriors, which will count as Charge move (but their Movement isn't doubled like a normal Charge). This move is done before players' movement phases.

You'z gonna need a bigger trukk...: The Steel Gulpa is so big and metal crazed that it can also ram Vehicles! It counts as a large Vehicle for ramming purposes. If rammed it may attempt to dodge as normal; if struck, it takes a S3 hit like any other Warrior on foot would.

Gulp!: As all Orks fear - it's after their tasty shiny stuff. In Close Combat, if the Steel Gulpa wins, it will attempt to eat weapons, equipment, and scrap. Warriors must pass an Initiative test to hold on what they've got. If failed, randomly determine what the Steel Gulpa has swallowed. This equipment cannot be retrieved unless the Steel Gulpa is put Out of Action.

If the Steel Gulpa encounters/rams a Vehicle, then it will also try to take a chomp out of the vehicle. This is treated as attacking a vehicle (A User Strength hit against a location). Randomly determine any scrap, Gubbinz or Fixed Weapon that it will gulp (roll to penetrate armour as normal). If there are none of those (or if it's gulped them already) then randomise amongst the remaining hit locations. Whatever is penetrated will have its armour reduced by 1 point for the duration of the game (this is not cumulative, and will be repaired after the game at no extra cost).

Scrap is treated in a similar way. If a Warrior is holding scrap, it is treated as part of their equipment. If a Vehicle is carrying scrap then it will attempt to munch on that, as explained above. If scrap is left unattended then the Steel Gulpa will have to spend a turn to gobble it up... unless something gets in its way.

Hatred: Any Warrior that has their equipment gulped will *Hate* the Steel Gulpa from then on.

Fear: The Steel Gulpa is much larger and more ferocious than other squigs. It causes *Fear*.

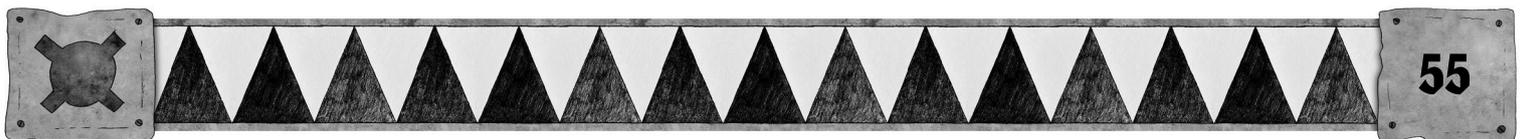
BUZZIN' BUGS

Mob Rating: 6

Closely related to Buzzer Squigs, Buzzin' Bugs are the bigger members of their family. They live in large hives and dislike the sentient folk who have a tendency to smooch them. They fly all over Angelis looking for things to bring back to the hive... including Orks. Occasionally they will get caught in crossfire between mobs and descend upon their foes.



	M	WS	BS	S	T	W	I	A	LD
Buzzin' Bugs	4	2	0	2	2	1	2	1	10

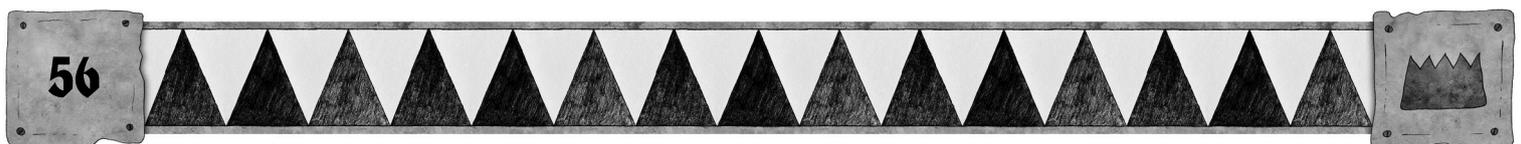


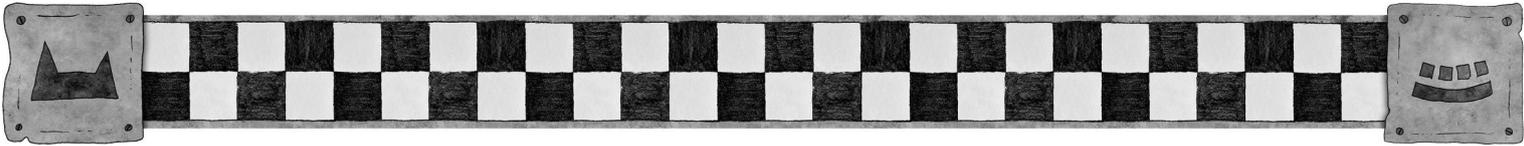


Frenzy: Buzzin' Bugs are always treated as being *Frenzied*. If there are no targets for them to Charge they just buzz idly in the same area.

Buzz: As Buzzin' Bugs always seem to be buzzing around over heads and rooftops (hence the name), it is almost impossible to swat them effectively. This is represented in terms of gameplay in that for every Buzzin' Bug in a single Close Combat the opponent receives -1 to their WS, but to represent Warriors ganging up on the bugs, Warriors trying to swat them receive +1 WS for every additional Warrior in the combat. In addition to this, Buzzin' Bugs are always at -1 to hit when being shot at as they move so quickly, ignore all terrain features and do not need to take any tests for movement purposes (such as Initiative tests to board a Vehicle, or to move out of the way to avoid being Squashed).

Call of the Hive: Buzzin' Bugs all contribute to what's best for the hive, so will always help each other out. This means that whenever you find one, there will soon be more to follow. At the start of every turn after the first Buzzin' Bug enters Close Combat (regardless of the result), roll a D6, on the roll of 1 or 2 more Buzzin' Bugs have arrived! Place D3 Buzzin' Bugs within 6" of a randomly determined Buzzin' Bug. This is cumulative, so the game could have Buzzin' Bugs arrive every turn!





APPENDIX

EXPERIENCE POINTS

Each scenario has rules for experience points gained. Occasionally a scenario will have rules for *losing* experience points. These only apply to points gained during the scenario - it's not possible for a Warrior to finish a scenario with less experience points than they started with!

Wounding Hits

Most scenarios include the experience rule “+5 Wounding Hit”. You might not expect this but it turns out that this rule is probably the biggest source of conflict in the whole ruleset!

The issue is that it can be interpreted a number of ways and we've found that everyone we ask has their own take on what it “obviously” means. The GCE Core Rules describe the difference between Sequential and Batch rolling and after considerable debate we've decided to include a couple of other popular options here.

The approach your group takes is a matter of personal preference as they all have their pros and cons. We're going to explain our methods here and hopefully give you enough information to choose an approach that suits your group.

Sequential Rolling

+5 (Sequential) Wounding Hit

A Warrior earns 5 Experience Points for each successful Wound on an enemy Warrior that goes unsaved and is awarded *before* rolling for Injury. Each Wound, Save and Injury is rolled for (and resolved) separately, one at a time. So long as the opponent does not go Out of Action the process repeats. This approach is more methodical and will be familiar to Fantasy Football coaches. Earning Experience Points this way is much slower and you benefit more from NOT putting your opponent Out of Action too quickly.

For example:

Grodkicka, an Ork Nob, wins a round of Hand-to-Hand against Nikket, a Grot. Grodkicka lands 5 Hits (which has the potential to become 5 Wounds). The first Wound roll is successful. Nikket has no armour and suffers 1 Damage. Grodkicka gets 5 Experience Points. This reduces Nikket's Wounds characteristic to 0, triggering an Injury roll. The result is 2, a Flesh Wound. The second Wound is also successful, Nikket suffers another Damage and Grodkicka gets another 5 Experience Points. Although Nikket had recovered with a Flesh Wound, he is reduced to 0 Wounds again triggering another Injury roll. The result this time is a 4, Nikket goes Down, fortunately he is not alone and Combat continues. The third Wound is also successful, Nikket suffers 1 Damage and Grodkicka gets 5 Experience Points. Nikket is still on 0 Wounds and another injury roll is required. This time the result is a 1, another Flesh Wound. However, this reduces Nikket's WS and BS to zero



and he goes Out of Action. Now that Nikket has been removed from play, the last two Hits are not resolved. Grodkicka earned a total of 15 XP but it had the potential to be as much as 25!

+5 (Sequential) Penetrating Hit

Similar to above, a Warrior earns 5 Experience Points for each Hit that successfully Penetrates an enemy Vehicle's Armour and is awarded *after* a failed Save (e.g. Armour Plates gubbinz) but *before* rolling for Vehicle Damage. The process repeats as long as the Vehicle does not become Wrecked.



Batch Rolling

+5 (Batch) Wounding Hit

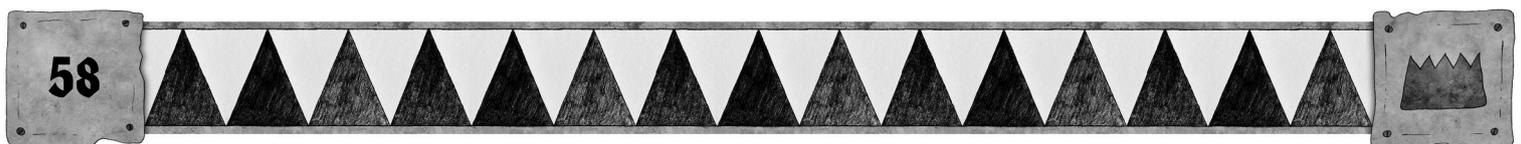
A Warrior earns 5 Experience Points for each unsaved Wound inflicted on an enemy Warrior. As batch rolling obscures the order of events, Experience Points are awarded regardless of the result of the Injury rolls, even if the Warrior would go Out Of Action multiple times.

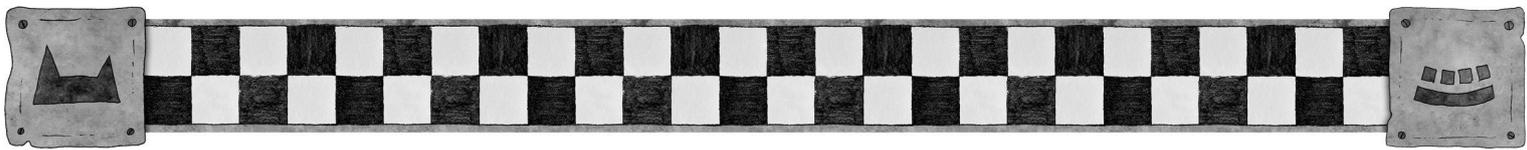
For example:

Badshag the gunner fires his 'Eavy Shoota. He lands 6 Hits on Grodkicka, an Ork Nob (who has 2 Wounds on his profile), his armour fails to protect him and the 'Eavy Shoota easily Wounds Grodkicka six times. Each Wound causes 1 Damage. This takes Grodkicka down to 0 Wounds and causes five Injury rolls! Regardless of the outcome of these Injury rolls, Badshag gets 30 Experience Points (6 x 5). 5 for the first Wound removed from Grodkicka's profile and 25 for the five Injuries. What an excellent shot... dat'z a lot of experience!

+5 (Batch) Penetrating Hits

Similar to above, a Warrior earns 5 Experience Points for each Hit that manages to Penetrate an enemy Vehicle's Armour *after* a failed Save (e.g. Armour Plates gubbinz). Experience Points are awarded regardless of the number or result of Vehicle Damage, even if the Vehicle becomes Wrecked multiple times.





Bounties

+5 Wounding Target & Bounty

A Warrior earns just 5 Experience Points for each Wound they remove from an enemy Warrior's profile (down to zero). Note that this is regardless of the number of Hits or Damage inflicted. However, once a Warrior goes Out of Action you score a Bounty equal to that Warrior's total Cost or their Experience divided by 10, (whichever is higher). Wounding or taking a Warrior, who was already Down, Out of Action does not count.

Note: Warriors without Experience or Cost values, such as Special Characters should use the value that is added to the Mob Rating instead. Warriors without a value should use the opponents Mob Rating instead divided by 10.

For example:

Skullstompa, an Ork Nob charges Oi, an unarmed, sniveling Snot. Combat is a breeze. Not only does Oi fumble his only Attack, Skullstompa rolls well. He lands 7 Strikes on Oi, they all Wound easily. Oi has no Armour (obviously) and suffers 7 Injuries. Oi didn't stand a chance and goes Out Of Action. Skullstoma is awarded 6 Experience Points. That's right, only 6!

+5 for the Wound and +1 for Oi's cost. Had the tables been turned and Oi had been more lucky, landing a killing blow on Skullstompa, Oi could have looked forward to a much higher Bounty!

+5 Penetrating Target & Bounty

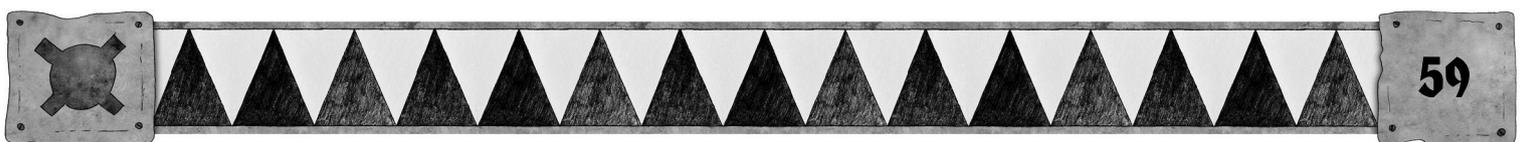
A Warrior earns just 5 Experience Points for Penetrating an enemy Vehicle's Armour. Note this is regardless of the number of Hits or Damage inflicted. However, once a Vehicle becomes Wrecked you score a Bounty equal to that Vehicle's total Cost.

Note: Vehicles without a Cost value should use the opponents Mob Rating instead divided by 10.

Pros & Cons

These are currently the ways of handling Experience Points for Wounding Hits but you may well want to come up with your own way of doing things for your campaign. That's okay too! As long as the method used is consistent between all players in the campaign no one should have an unfair advantage.

	PROS	CONS
SEQUENTIAL	Methodical. Ordered.	Slower paced games. Slower progression.
BATCH	Fast XP progression. Chaotic!	XP scaled to the number of successful Hits. Weaker opponents risk being farmed.
BOUNTIES	Fluffier. Experience Points scaled to the Target's value.	Only rewards Out Of Action or Wrecked. Fairly complex and edge cases require a bit more work.





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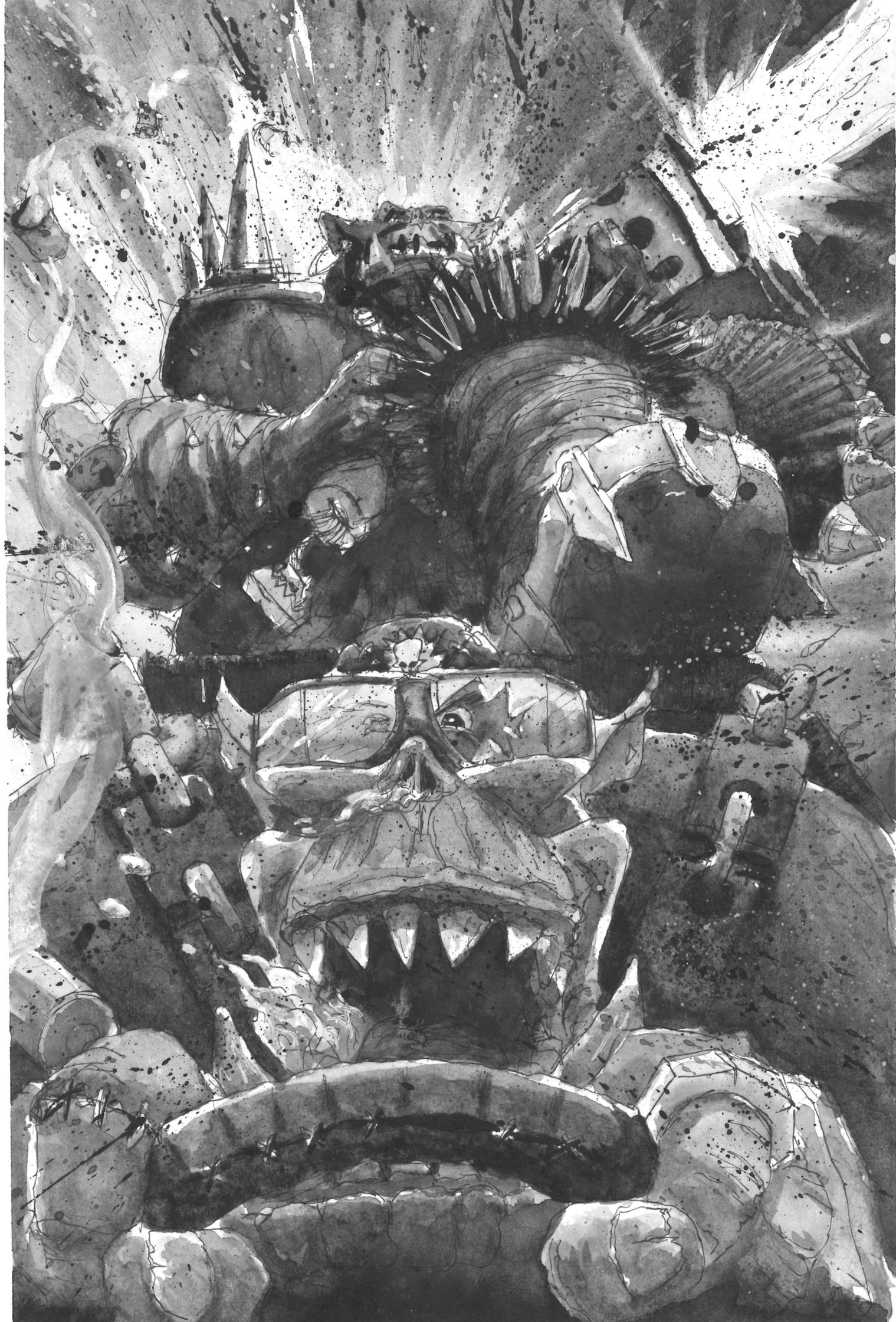
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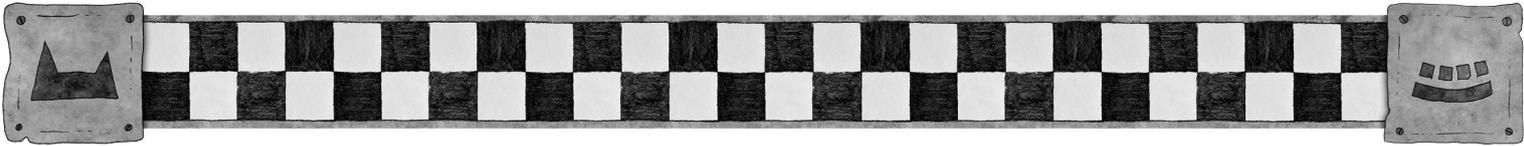
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Gorkers & Morkers

A faction pack for fielding Gorkers and Morkers in GCE campaigns.

By Da GCE Kommittee

Version 1.35 – November 2025

- Added note about Da Big Day Table and bioniks

Version 1.34 – October 2025

- Ported the flak armour fix from the Digga faction pack
- Added a box out explaining the difference between Gorkers and Morkers in game terms
- Backported improved vehicle rules from Digga faction pack
- Added fixed weapon clarification from Digga faction pack
- Added rules for removing warriors from the mob
- Clarification of different Strength values for Warriors with arm injuries when using two-handed HtH weapons
- Added a section on how captives are dealt with
- Added list of special characters that can be recruited
- Unified wording with Shaman across this pack and Gorker/Morker Faction Pack.
- Unified searching to refer only to Ceremony of Searching and Scavenging to be finding Tek
- Fixed the ammo roll for the 'Eavy Shoota (was erroneously 5+)
- Clarified that Steel Horns and De-Lux Kicking Legs' extra attacks are at user Strength

Version 1.2 - July 2024

- Added note that all Ork Gunz are two-handed.
- Added Six-Shoota clarification
- Fixed Frag stikkbomb blast template size
- Added clarification that Orks are immune to pinning
- Added note that Fixed Weapons and Gubbinz can be swapped around between games

Version 1.1 - January 2022

- Difficult Terrain -> Difficult Ground (and similar)

Version 1.0 - September 2022

- Initial version.

Changes from ORB:

- Vehicles split into Transports/Fire Support/Bikes
- Vehicle cards introduced (slightly tweaked damage tables)
- Boss Skills introduced (Unique to Gorkers/Morkers)
- Kustomisation improvements made better
- Dok'z Serjery has mob rating tweaks separate to costs
- Slight changes to Da Big Day table equivalent (Iz It Safe table)
- Basic bionik legs introduced
- Eyes and headwounds are now treated separately with the Kustom Orculars table
- Digga Shaman skills tweaked to function properly for recruited Diggas
- Digga Scavenging rules introduced
- Spear statline standardised
- Added the explicit ability to fire mob members
- Added -1 to hit at long range for 'Eavy Shoota

Note: Diggas are recruitable by Orks in Gorkamorka – this is not a GCE change. See page 27 of Digganob for details.





INTRODUCTION

This is the Gorker and Morker faction pack for Orks. It's designed to work in conjunction with the other GCE rulebooks so you'll want to grab copies of those too.

CHANGES FROM THE GORKAMORKA LISTINGS

These rules are not entirely the same as the rules for Gorkers and Morkers written by Games Workshop. They aim to be very similar but with a few tweaks here and there. GCE retains compatibility with the Gorkamorka Mob listings so if you would prefer to use those the good news is that they're not deprecated or obsolete. Just use those instead!

BASIC VS. ADVANCED RULES

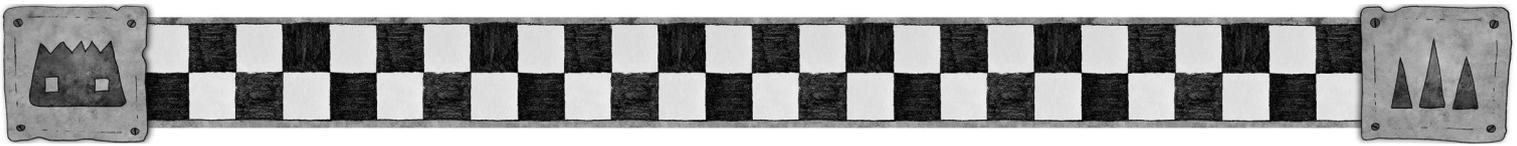
This book is divided into two sections. The first is the basic rules for Gorkers and Morkers - roughly equivalent to the rules presented in Games Workshop's Gorkamorka: Da Uvver Book.

This book is designed to eventually contain all the rules that can apply to Gorkers and Morkers. Given the volume of content this would make it rather unwieldy for newcomers so we've instead decided to silo that content in the advanced section. Players can then choose which advanced rules they'd like to use, or ignore them entirely.



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GORKERS AND MORKERS

Gorkers and Morkers are so named for their faction allegiance. Unlike normal Orks their Klan affiliation is not their primary identity - instead they align themselves to one of the two Ork gods, Gork and Mork.

Why would that be the case, you ask? For that we're going to have to tell you a story.

Orks are well known for their Waaaghs - their term for a cross between a holy crusade and a pub crawl. A group of the green monstrosities will descend on a planetary system en masse and start causing carnage. Subjugation might be the vaguely defined ultimate goal but taking part is far more important than getting results (as far as the Orks are concerned).

The traditional way of moving large numbers of Orks across the galaxy is by riding on a spacehulk. Ships travelling great distances do so by jumping into the Warp, a strange dimension where the rules of time and space are at best guidelines. Some ships come out the other side, many do not. Lost ships become entangled in each other and form enormous masses of unfathomable scale - space hulks.

Once a population of Orks has a strong enough leader (who puts a stop to most of the infighting) they tend to want to spread their wings in the form of a Waaagh. A traktor beam will be built and the Orks will pray to their deities to send them a spacehulk. Whether it's Gork, Mork, or some other strange power that answers their prayers is a question for scholars - the end result is a spacehulk snared by a traktor beam above the planet. Some Ork Mekboyz teleport onboard and setup a breathable atmosphere and then the exodus begins. Once ready for departure the traktor beam is reversed and the hulk punts off into space (and usually into the warp).

It's probably worth mentioning at this juncture that the idea of a specific destination has yet to enter the narrative. As previously mentioned, it's the taking part that counts. The spacehulk will usually re-enter the warp and from there float around a bit and eventually emerge back into realspace somewhere ripe for a zoggin' good conquering.

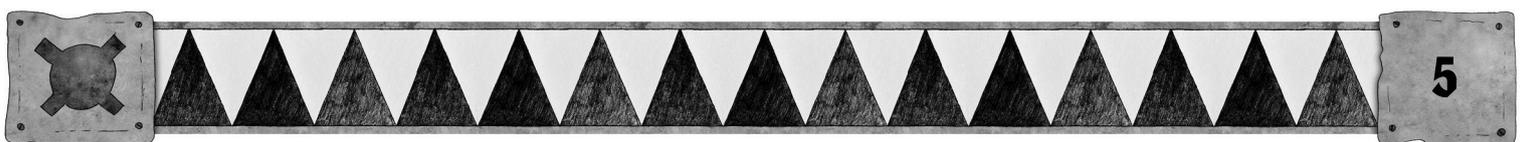
Usually.

Sometimes things go awry and the Orks emerge in some backwater system and crash land on a planet no one cares about. This has happened plenty of times over the millennia but we're going to talk about a specific incident - Angelis.

STRANDED

This barren rock in the Ultima Segmentum has no claim to fame and could be summed up as a deserted desert. The term "barren" is particularly relevant as it was suspiciously lifeless - down to a microbial level. During M35 the Imperium of Man was investigating it, having flagged it up as emitting strange energies. The investigation was never concluded as a certain spacehulk popped out of the Warp and smashed into the planet, taking the Imperial ship with it.

The hulk gouged an enormous artificial canyon into the planet, thousands of miles long, breaking apart and scattering ancient spaceship debris as it went. At the far end of this canyon remains of the hulk sat and smouldered. Onboard nearly all the Orks had been killed, unsurprisingly. Fortunately Orks are almost amusingly difficult to kill and some survived. The radiation and toxic waste thrown out by the crashing spacehulk were nuisances, certainly, but a little ol' apocalypse wasn't going to keep our green friends down.

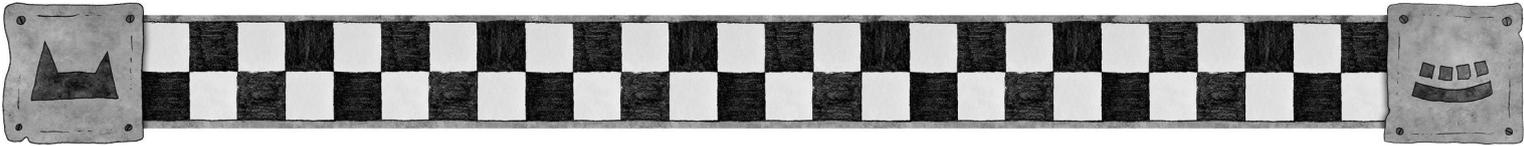


Ever the optimists the Orks set about rebuilding. They had a Waaagh to be getting back to, after all. They turned to their mechanically-inclined caste, their Mekboyz. These engineer inventors weren't daunted in the slightest at the prospect of starting over. All these parts and a blank canvas? Bliss!

The other Orks were tasked with bringing them raw materials and setting up all the necessary things for Ork society (e.g. brewhouses, fungus farms, and so on). For all their other virtues Orks aren't the most imaginative when it comes to naming things and this settlement became known as "Mektown". I can't imagine why.

So the Mekz set to their task and work progressed. They were going to get the Orks off Angelis and back to the Waaagh. The specifics of how that was going to be accomplished were not as clearly defined, unfortunately. Some were quite obviously building another traktor beam, as was right and proper. Others felt that a propa' spaceship was the way to go and a Kroozer of some description was under construction. Then there were the more radical Mekz that felt some sort of gargant was what was called for, or some sort of Warp gate, or something else again. Whilst there was certainly unity of purpose the direction was somewhat lacking.





A DIFFERENCE OF OPINION

Whatever the purpose of the ever-growing mass of metal in the centre of Mektown was, it was beginning to resemble a massive idol to Gork. Or possibly Mork. This is fairly common when it comes to large contraptions built by Orks but those aren't usually vital to the salvation of the Ork population. Seeing their god slowly manifest to deliver them was awe-inspiring for the Orks of Mektown. Given that it was very clearly *Gork* those fickies who blaspheme and claim it's Mork need to be "educated" - by force! The enlightened Orks who knew it to obviously be Mork weren't going to put up with that sort of nonsense, as you can imagine.

These tensions eventually came to a head and things kicked off in spectacular fashion. Punches were thrown, gunz fired, and flammable things caught fire. When the raging fires eventually burned themselves out there wasn't much left of the great machine.

As enthusiastic as the Mekboyz are, they weren't best pleased, to put it lightly.

From that day on it was decided that the giant construction would be known as Gorkamorka and the specifics of which god it represented saved for its eventual completion. Any fighting about the subject was to be conducted outside Mektown on pain of, well, pain.

PAX MEKANA

In the meantime construction continues and Orks scour the surface of the planet for raw materials, scrap, and interesting technology to sell to the Meks.

How long this state of affairs will last is anybody's guess. Perhaps a few years, perhaps a few thousand years - it depends on how long the cycle of conflict repeats itself. Ultimately one Ork might gather enough

power and influence to unify the greenskin population but for now it's a bit of a wild west.

That's the big picture covered but what about the day-to-day stuff? Let's talk about that next.

FAME AND FORTUNE

Most Orks live for adventure; fighting, riches, and glory. Life in Mektown is otherwise fairly plodding, filled with the various industries needed to supply everything Ork society needs. Whether it's bullets, clothing, or paint there'll be some Oddboy caste (Ork specialists) that keeps it flowing into the bazaars and other establishments.





Orks that don't have the genetic predisposition towards being an Oddboy sometimes get by providing security but mostly they aim to join an Ork Nob's mob. Larger and braver than your average Ork (which is saying something, really) these lads recruit a group of Orks and venture out into the wastes.

Usually this involves finding a promising area and setting up a fort as the base of operations. The crashed hulk filled the wastes with scrap - much of it below the surface. A fort provides somewhere safe to dig it out, mining it like any other buried resource. It's also somewhere to sleep, weld vehicles back together, recover from wounds, and plot the next big move.

It's worth mentioning that a "promising area" isn't a legal concept. There's no staking a claim or other such niceties. If another Ork mob wants it, they'll try to take it!

Might makes right in Ork society and every Nob aspires to be the one who can take whatever territory they set their minds to. Recruiting tough lads who are up to the task and leading them to the top is the goal.

To this end they'll put the word out in the brewhouses, visit the bazaars, and talk to whoever will listen. Maybe that Sumboy has a yoof that can't figure out which way up the abacus goes, or the Mek across the street has an apprentice looking to get out and about - that sort of thing.

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.

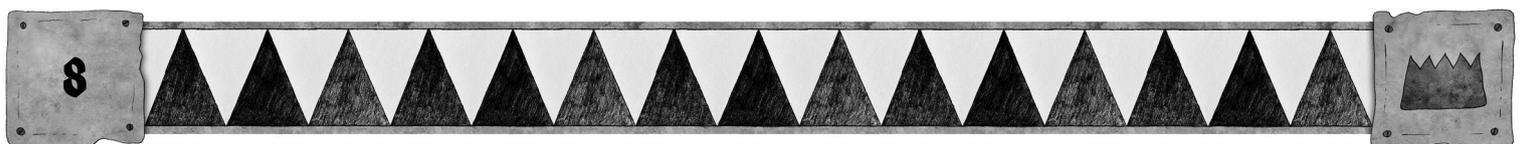
Angelis is a desolate and harsh environment. At least it is now, after the Orks ploughed into it. It should come as no surprise that all their scavenging is to provide scrap to the mekboyz so they can build their Gorkamorka. It is such a massive feat of greenskin engineering that nobody is quite sure 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



CREATING A MOB

Gorkers and Morkers are very similar so for brevity we'll just be referring to them as Ork mobs for the purposes of this document. These rules only apply to Gorkers and Morkers though - not any given Ork mob, it's just to keep the wording a bit simpler!

When recruiting your Ork Mob there are a number of warrior types available. We're going to go through them below before tackling the nitty gritty of hiring, statlines, and so on.

NOBS

Bigger, burlier, and with more vision than most Orks. He's looking to make a name for himself and is willing to go to great lengths to make it happen. Every Ork Mob is led by an Ork Nob.

SPANNERS

With a natural aptitude for the mechanical, these lads are part of the Mob to get the experience and knowledge needed to become a full blown Mek, one day they may even get to work on the Da Big Projekt in the centre of Mektown. They'll patch up vehicles, maintain weapons, and keep the mine's equipment chugging along.

SLAVERZ

Grots are lazy little gits and for all their enthusiasm at getting to be part of a real Ork Mob most Orks don't have the patience to deal with them. That's where Slaverz come in. These professional Runtherderz are cunning and stoic enough to keep weedy Grots alive and doing what they are told. You'll also need a Slaver to put captives to work in your scrap mine (See Income section for details) and speaking of captives, Slavers

have access to unique weapons that will make acquiring some just a little bit easier.

BOYZ

Burly Orks with a bit of fighting experience. These lads form the core of the mob's fighting force and also provide the main workforce for the mob's scrap mine.

YOOFs

Fresh-faced Orks who've only recently emerged from their subterranean cocoons. They've got spirit but lack the experience to be much use in a fight yet. A few battles will soon see them joining the ranks of the Ork Boyz though!

GROTS

Another branch of the Ork ecosystem - Grots are weedy little creatures and can certainly never measure up to an Ork. They're a fairly solid match for your average human despite their lack of height but they scare easily!



VEHICLES

Ork mobs use a variety of vehicles. Their vehicles fall into two size categories - big and small. Small vehicles are generally warbikes and don't have roles to concern themselves with. Big vehicles come in two flavours: Transports and Support.

Their roles and the way they're propelled are separate so we'll talk about tracks vs. wheels in the next section.

TRANSPORTS

Usually these take the form of Trukks or Traks and are identified by their capacity for passengers (Crew in game terms). They can mount Big Gunz but their primary purpose is to move Orks and materiel around the place. In game they should be modelled to physically accommodate the Models of the mob. Whilst a huge vehicle might sound like a good idea in theory you'll find that they're a lot harder to steer around obstacles - and template weapons affect them much more.



SUPPORT

These vehicles are basically mobile weapons platforms. They're smaller and don't have dedicated transport space, so only the driver benefits from the vehicle's armour - any other crew or passengers have to take their chances! They can be used to pick up cargo and carry as many passengers as they can fit, but probably shouldn't! If you find yourself adding platforms and room for many passengers then remember how vulnerable they'll be - consider making it a transport instead.



SMALL VEHICLES (BIKES)

These vehicles are light and fast - usually bikes but other contraptions are available. They have no protection for any additional crew and have very limited options for mounted weapons. They can be used to outflank the enemy and snatch valuable loot from around the battlefield.

TRAKS VS. WHEELS

When adding any Vehicle to your Mob you'll need to consider whether you want your vehicle to use Traks or wheels. A Model with Traks is slightly slower but handles rough terrain better. Wheeled vehicles are the other way around - they're faster but struggle with difficult terrain.

RECRUITING YOUR MOB

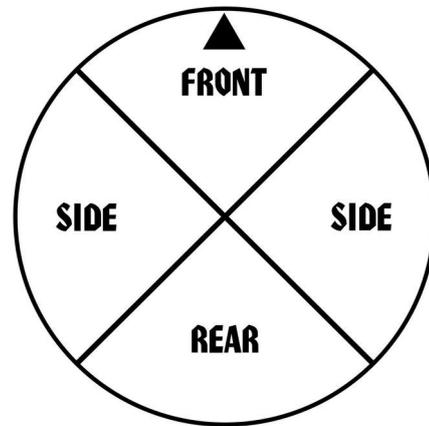
When recruiting your Mob there are specific requirements and limitations on the structure of your mob. First the requirements:

1. Your Mob requires 1 Ork Nob - your leader.
2. You must have at least 3 warriors, including your Nob.
3. You need enough vehicles to transport your entire mob.
4. You must have one Spanner per large vehicle (or one for every three small vehicles).
5. You must choose an affiliation! Are your warriors Gorkers or Morkers?

There are then some options:

- You may include Ork Yoofs. The Ork Yoofs may not outnumber the other Orks in your Mob (e.g. 1 Nob, 1 Spanner, 6 Boyz, and 8 Yoofs would be valid - but not 9)
- You may take one or more Slaverz. If so you may recruit Grots. The Grots must not outnumber the Orks, including Yoofs (e.g. 1 Nob, 1 Spanner, 1 Slaver, 2 Boyz, 5 Yoofs, and 10 Grots!)

Each vehicle must also have an assigned Driver and Gunner (where applicable). This assignment cannot be changed without engaging in a Bar Brawl (detailed later in these rules). Drivers and Gunners do not have to be Orks - the roles are normally held by Orks but if your mob is a bit weird that's okay. If the vehicle has a Fixed Weapon it must be mounted facing one of the four quadrants (front, back or sides) It is fixed in place during battles but may be re-mounted to face a different quadrant during the pre- or post-battle sequence.



Gorkers and Morkers

In game terms Gorkers and Morkers vary only slightly. The primary implication of this decision is the skills available to your Warriors as they advance. Other than that it can affect things like who Warriors *Hate* when affected by the Bitter Enmity Serious Injury result. Depending on your campaign, it might come up in other ways, but in terms of the main rules, that's about it - definitely worth starting a civil war over!



STATLINES AND COSTS

Nob - 12 Teef

M	WS	BS	S	T	W	I	A	LD
4	4	4	3	4	1	4	1	7 (8)

Leadership: Whilst he's nominally in charge of the Mob he doesn't properly receive Nob status until he's won a battle! Once he wins a battle he will automatically gain 1 point of Leadership (but may never exceed the stat cap of 9). Until this happens the Mob may not buy Kustom Jobs. The meks will still repair their vehicles.

Immune to Pinning: Pinning rules do not apply to Ork Nobz.

Equipment: Hand-to-Hand, Gunz, Stikkbombz, and Armour

Spannerz - 6 Teef

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	4	1	2	1	7

Vehicle maintenance: Your Mob requires one Spanner per large vehicle. One Spanner can alternatively maintain up to three Warbikes.

Immune to Pinning: Pinning rules do not apply to Ork Spannerz.

Equipment: Hand-to-Hand, Gunz, Stikkbombz, and Armour



Slaverz - 6 Teef

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	4	1	2	1	7

Runtherdin': If you want to hire Grots or Diggas your Mob must include a Slaver. Additionally a Mob with a Slaver can put captives to work in the mob's mine for extra income.

Immune to Pinning: Pinning rules do not apply to Ork Slaverz.

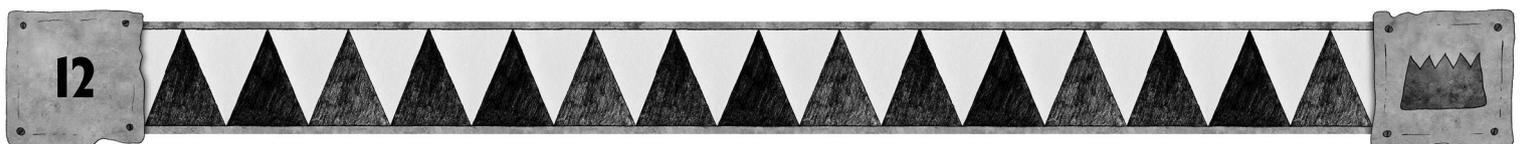
Equipment: Hand-to-Hand, Gunz, Stikkbombz, Armour, and Slaverz Stuff.

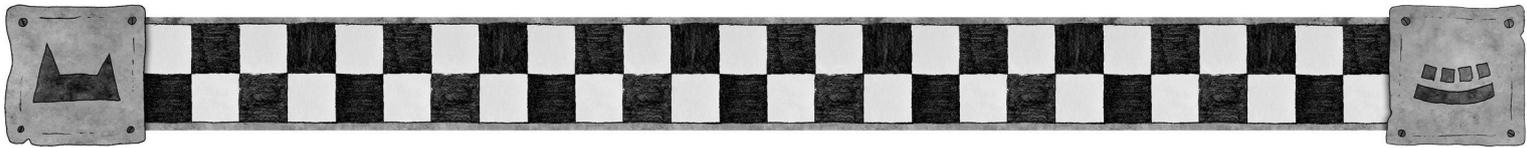
Boyz - 5 Teef

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	4	1	2	1	7

Immune to Pinning: Pinning rules do not apply to Ork Boyz.

Equipment: Hand-to-Hand, Gunz, Stikkbombz, and Armour





Yoofs - 3 Teef

M	WS	BS	S	T	W	I	A	LD
4	2	2	3	3 (4)	1	2	1	7

Toughness: Yoofs start out a bit squishy but soon toughen up. Once they gain enough experience to become Boyz (21 experience points) they automatically gain 1 point of Toughness (in addition to any other advances). You do not need to update their cost when this happens.

Immune to Pinning: Pinning rules do not apply to Ork Yoofs.

Equipment: Hand-to-Hand, Gunz, Stikkbombz, and Armour

Grots - 2 Teef

M	WS	BS	S	T	W	I	A	LD
4	2	3	3	3	1	2	1	5

Pinning: Grots are subject to Pinning.

Equipment: Hand-to-Hand and Gunz



EQUIPMENT

The full rules for weapons and equipment can be found in the appendix of this pack.

Hand-to-Hand

- Knife - free
- Chain - 1 toof
- Club or Choppa - 1 toof
- Spear - 1 toof
- Slugga - 2 teef
- Six-Shoota - 2 teef
- 'Uge Club or 'Uge Choppa - 2 teef

Gunz

- Blunderbuss - 1 toof
- Bow - 1 toof
- Crossbow - 1 toof
- Shoota - 2 teef
- Kannon - 3 teef

Stikkbombz

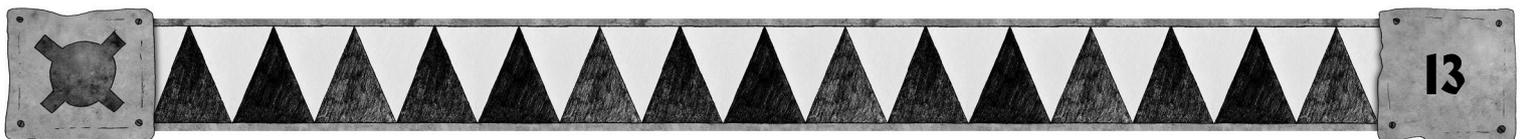
- Frag - 3 teef
- Krak - 5 teef

Armour

- Shield - 1 toof
- Studded armour - 1 toof
- Flak armour - 2 teef
- 'Eavy armour - 7 teef

Slaverz Stuff

- Bolas - 1 toof
- Grabba stik - 2 teef
- Net - 2 teef
- Whip - 2 teef





VEHICLES

Lots of different Ork vehicles exist, but they can mostly be classified as follows:

	COST	ARMAMENT	VEHICLE SIZE	NOTES
Transport	20 teef	1 Big Gun	Big	
Support	15 teef	1 Big Gun	Big	Armour value 0 for Crew
Small (Bikes)	10 teef	1 Linked Gun	Small	Armour value 0 for Crew, one free Thrust

Transports have armour for the crew - the other vehicle types do not. Crew capacities are based on how many warriors will physically fit on your model so it's entirely at players' discretion. A single massive vehicle might sound like a good idea but you'll quickly become intimately familiar with the expression "all your eggs in one basket"!

If the traditional WYSIWYG approach to vehicle capacities doesn't sit well with you see the appendix - there's some specific numbers you can use based on common sizing.

As with Support Vehicles, Small Vehicles have no armour for their crew. They are faster than their bigger brethren though:

One Free Thrust

Each time a Small Vehicle is eligible to Thrust it does not have to roll on the Thrust Table for the first attempted Thrust - it automatically passes. Subsequent Thrusts must be rolled for as usual, starting from 2+. This is shown on the Small Vehicle Datacard.

Traks Or Wheels

When adding a Vehicle to your Mob, decide whether it has Traks or Wheels. This cannot be changed later. The

difference between the two is essentially speed vs. versatility. Tracked vehicles are slower but can traverse terrain better whereas wheels are only good on solid ground.

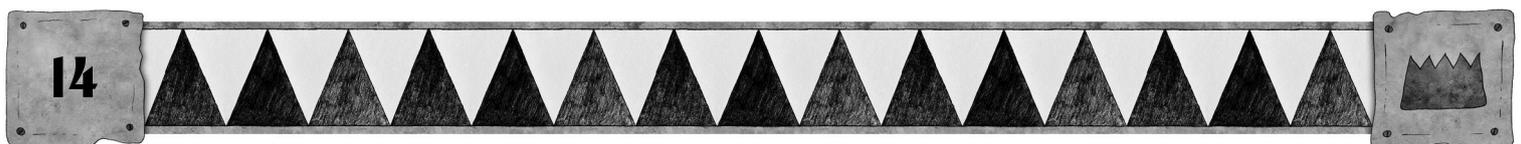
Wheeled Vehicles have a thrust value of 6", Tracked Vehicles only have 5". Vehicles can usually Thrust multiple times each turn so this can make a significant difference!

Traks treat Difficult Ground as normal but can get bogged down just as easily as wheels when encountering Very Difficult Ground:

TRAKS	
TERRAIN TYPE	MOVEMENT
Open Ground	Normal
Difficult Ground	Normal
Very Difficult Ground	Immobilised
Impassable Ground	Crash/Collide

Wheels are also not as good on difficult terrain, as you might have seen in the Core Rules:

WHEELS	
TERRAIN TYPE	MOVEMENT
Open Ground	Normal
Difficult Ground	Slow Speed Manoeuvres Only
Very Difficult Ground	Immobilised
Impassable Ground	Crash/Collide



When you're filling in your Mob roster you'll need to add the relevant terrain handling characteristics to the vehicle's datacard.

Fixed Weapons

The vehicle table above lists the different types of Vehicles and their options for armaments. These are optional - you aren't required to buy or field a Fixed Weapon for your Vehicles. You can also choose to buy one later, when you have the spare cash.

Fixed Weapons are either two Gunz linked together (see the Armoury Appendix for details), or an item from the Big Gunz list below. A Vehicle that can fit a Big Gun can instead fit a Linked Gun, if you so choose (lots of mobs start out with a Linked Gun on their big vehicle and then later upgrade to a propa' Big Gun).

Fixed Weapons can also be swapped between Vehicles between games, should you so choose (within the restrictions shown in the table).

Big Gunz

- Harpoon gun - 7 teef
- Skorcha - 8 teef
- Spear gun - 9 teef
- Rokkit launcher - 13 teef
- 'Eavy Shoota - 15 teef

Linked Gunz

If your vehicle can't mount a Big Gun, or you don't want to spend that much, you can opt for a Linked Gun. Pick one of the Gunz from the Gunz list (e.g. Shoota) and pay for two of them. The Linked Gun's profile will be that of the Gun with the additional bonus of 1 Sustained Fire Dice (SFD). The two Gunz can not be separated - they're now one weapon for all

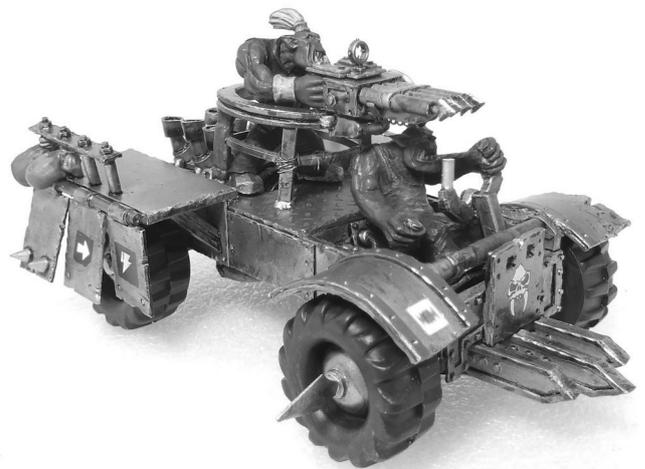
intents and purposes. Just like a Big Gun they cannot be wielded by a Warrior on foot.

GUBBINZ

Ork vehicles can be fitted with a variety of Gubbinz. These can be fitted between games (after your first game). Just pay the relevant cost and the vehicle's Spannerboy will fit them.

Small Vehicles cannot mount as many Gubbinz as Big Vehicles. The limits for different vehicle types are described in the rules for each bit of Gubbinz. They can also be swapped between Vehicles between games (the aforementioned restrictions still apply).

- Boarding plank - 3 teef
- Extra armour plates - 4 teef each
- Big grabber - 5 teef
- Reinforced ram - 5 teef
- Spikes - 5 teef
- Extra spikes - 10 teef
- Wrecker ball - 10 teef
- Loadsa Ammo - ¼ Weapon Cost (Rounding Up)



SPECIAL RULES

Each faction has their own special rules – for Gorkers and Morkers that’s mostly related to their vehicles.

VEHICLES

GCE Vehicle Datacards

Gorkers and Morkers have two vehicle datacards to choose from - big and small. The majority of their vehicles are big (Trukks, traks, buggies, and so on) but they also have small vehicles, such as warbikes. The two card types are slightly different so make sure you use the correct one!

The cards can look a bit daunting to start with but you’ll soon get used to them. They contain all the information specific to your vehicle that you should ever need. We’ll cover filling it in momentarily but first let’s have a quick tour of the Big Ork Vehicle datacard.

Starting from the top we have the role and card type (1). The card type is “Big Ork Vehicle” and there’s also a big box for the total cost of the vehicle.

To the right there’s the vehicle’s role (transport/support, see previous section), name, and crew, including which Spanner Boy is assigned to maintain it (2). To the left there’s the Movement rules (3).

After that there’s the Fixed Weapon profile (4), including any Kustomisations you’ve had done on it.

Beneath that there’s room for details of Gubbinz that have been fitted and Permanent Damage the vehicle has suffered (5).

Finally there’s the Damage Locations with blank boxes for Armour Values (6), including details for which location will be affected if the original one isn’t

applicable (e.g. if the driver has been thrown overboard!).

Lastly we have the damage tables (7). When the armour is pierced (e.g. by a successful ram) these are the tables you should roll on.

FILLING OUT A VEHICLE DATACARD

Big Ork Vehicle 1b Total Cost: []

Movement

Gas Engines: [] Thrusters: []

Terrain Type	Movement	Thrust Number	D6 Needed
Difficult	[]	1	2+
Very Difficult	[]	2	3+
		3+	4+

Role: []

Vehicle Name: []

Driver: 2b

Gunner: []

Spanner: []

Gun Type: []

Range	Short	Long	Short	Long	Strength	Modifier	Damage	Roll
	[]	[]	[]	[]	[]	[]	[]	[]

Gun Cost: [] Notes: 4b

Kustom Jobs: []

Gubbinz 5b

Permanent Damage

Armour	Main/Fallback	Armour	Main/Fallback
[]	Crew -> Driver	[]	Wheels
[]	Fixed Weapon -> Crew	[]	Driver -> Engines
[]	Gubbinz -> Engines	[]	Engines

Damage Locations

Fixed Weapon 7b

- Weapon may not fire next turn.
- Weapon is at -1 to hit for the rest of the game.
- Weapon may only fire if a 4+ is rolled each shooting phase for the rest of the game.
- Weapon unusable for the rest of the game.
- Weapon explodes! Gunner takes a S4 hit.
- Weapon explodes! Gunner takes a S4 hit.

Gubbinz

- Nothing happens.
- Useless for the rest of the game.

Driver

- 3 The driver must pass a Leadership test or the vehicle will swerve immediately.
- 4 The driver is hit by the weapon directly/S3 hit.

Engines

- Thrusters jam. Thrust repeatedly until a test is failed!
- Gas engines unusable for rest of the game.
- Thrusters unusable for the rest of the game.
- Vehicle is immobilised.
- Vehicle spins and is immobilised. Will explode at the start of any player's turn on a D6 roll of 6.
- Vehicle explodes crippling the vehicle. All warriors on board take a S4 hit.

To fill one of these in you'll need to apply the decisions you made earlier. Pick whether you're dealing with a Small Vehicle (bikes) or a Big Vehicle and grab the relevant card.

For a Big Vehicle fill in the role (Transport or Support), nominate a Driver, Gunner, and Spanner. For a small vehicle there's no role of Gunner to worry about. You might notice that there is no location in the table for "Gunner" - that's because Gunners are part of the Crew location. Only Drivers get their own location.

From there pick whether the Vehicle has wheels or traks and fill in the Movement section (see the previous section for relevant movement and terrain values).

Next if your vehicle has a Fixed Weapon fill in its characteristics (see the Armoury appendix of this pack for the details).

Lastly you'll need the Armour Values. Transports have armour for the Crew location:

ORK TRANSPORT			
ARMOUR VALUE	LOCATION	ARMOUR VALUE	LOCATION
8	Crew	8	Wheels/Traks
8	Fixed Weapon	8	Driver
8	Gubbinz	10	Engine

The same is not true for Support vehicles:

ORK SUPPORT			
ARMOUR VALUE	LOCATION	ARMOUR VALUE	LOCATION
0	Crew	8	Wheels/Traks
8	Fixed Weapon	8	Driver
8	Gubbinz	10	Engine

Small vehicles are pretty tough too - but notice that there's no Armour for the crew.

SMALL ORK VEHICLE			
ARMOUR VALUE	LOCATION	ARMOUR VALUE	LOCATION
0	Crew	8	Wheels/Traks
8	Fixed Weapon	8	Driver
8	Gubbinz	10	Engine

Their damage tables are slightly different too, as well as them automatically passing their first Thrust each turn, as previously mentioned.

Bikes

We've decided to create the Small Ork Vehicle designation to be a bit flexible on what that is - mainly to encourage creativity. The category is primarily designed for Ork Warbikes but there's plenty of other fun oddities cooked up by the Meks

Big Ork Vehicle

Movement

Gas Engines: Thrusters:

Terrain Type Movement
 Difficult
 Very Difficult

Total Cost:

Thrust Number	D6 Needed
1	2+
2	3+
3+	4+

Role:

Vehicle Name:

Driver:

Gunner:

Spanner:

Gun Type:

Range		Hit Modifier		Strength	Save Modifier	Damage	Ammo Roll
Short	Long	Short	Long				
<input type="text"/>							

Gun Cost:

Notes:

Kustom Jobs:

Gubbinz

Permanent Damage

Damage Locations

Armour

Main/Fallback

Crew -> Driver
 Fixed Weapon -> Crew
 Gubbinz -> Engines

Armour

Main/Fallback

Wheels
 Driver -> Engines
 Engines

Crew (Random member)

- 1 - 2 Stray shot. Roll a D6 - greater than the number of crew and no one takes a hit. Otherwise take a S3 hit.
- 3 - 4 Strength check! Roll equal or under their Strength. Failing ejects the warrior from the vehicle in a random direction D3" and inflicts a S3 hit.
- 5 - 6 Hit by weapon directly/S3 hit.



Fixed Weapon

- 1 Weapon may not fire next turn.
- 2 Weapon is at -1 to hit for the rest of the game.
- 3 Weapon may only fire if a 4+ is rolled each shooting phase for the rest of the game.
- 4 - 5 Weapon unusable for the rest of the game.
- 6 Weapon explodes! Gunner takes a S4 hit.



Gubbinz

- 1 - 3 Nothing happens.
- 4 - 6 Useless for the rest of the game.



Traks/Wheels

- 1 - 3 Reduce movement speeds by 1" for the rest of the game. If a movement type is reduced to 0" the vehicle is immobilised.
- 4 Vehicle swerves.
- 5 Vehicle spins.
- 6 Vehicle spins and is then immobilised.



Driver

- 1 - 3 The driver must pass a Leadership test or the vehicle will swerve immediately.
- 4 - 6 The driver is hit by the weapon directly/S3 hit.



Engines

- 1 Thrusters jam. Thrust repeatedly until a test is failed!
- 2 Gas engines unusable for rest of the game.
- 3 Thrusters unusable for the rest of the game.
- 4 Vehicle is immobilised.
- 5 Vehicle spins and is immobilised. Will explode at the start of any player's turn on a D6 roll of 6.
- 6 Vehicle explodes crippling the vehicle. All warriors and crew onboard are thrown D6" and take a S4 hit.



Small Ork Vehicle

Movement

Gas Engines: Thrusters:

Terrain Type Movement
 Difficult
 Very Difficult

Total Cost:

Vehicle Name:

Drivers:

Spanner:

Thrust Number	D6 Needed
1	Auto
2	2+
3	3+
4+	4+

Gun Type:

Range		Hit Modifier		Strength	Save Modifier	Damage	Ammo Roll
Short	Long	Short	Long				
<input type="text"/>							

Gun Cost:

Notes:

Kustom Jobs:

Gubbinz

Permanent Damage

Damage Locations

Armour

Main/Fallback

Crew -> Driver
 Fixed Weapon -> Crew
 Gubbinz -> Engines

Armour

Main/Fallback

Wheels
 Driver -> Engines
 Engines

Crew (Random member)

- 1 - 2 Stray shot. The vehicle swerves.
- 3 - 4 Strength check! Roll equal or under their Strength. Failing ejects the warrior from the vehicle in a random direction D3" and inflicts a S3 hit.
- 5 - 6 Hit by weapon directly/S3 hit.



Fixed Weapon

- 1 The vehicle spins.
- 2 Weapon may not fire next turn.
- 3 Weapon is at -1 to hit for the rest of the game.
- 4 Weapon may only fire if a 4+ is rolled each shooting phase for the rest of the game.
- 5 Weapon unusable for the rest of the game.
- 6 Weapon explodes! Driver takes a S4 hit.



Gubbinz

- 1 - 3 Nothing happens.
- 4 - 6 Useless for the rest of the game.



Traks/Wheels

- 1 Reduce movement speeds by 2" for the rest of the game. If a movement type is reduced to 0" the vehicle is immobilised.
- 2 - 3 The vehicle swerves in a random direction.
- 4 - 5 Vehicle spins.
- 6 Vehicle spins and is then immobilised.



Driver

- 1 - 3 The driver must pass a Leadership test or the vehicle will swerve immediately.
- 4 - 6 The driver is hit by the weapon directly/S3 hit.



Engines

- 1 Thrusters jam. Thrust repeatedly until a test is failed!
- 2 Gas engines unusable for rest of the game.
- 3 Thrusters unusable for the rest of the game.
- 4 Vehicle is immobilised.
- 5 Vehicle spins and is immobilised. Will explode at the start of any player's turn on a D6 roll of 6.
- 6 Vehicle explodes crippling the vehicle. All warriors and crew onboard are thrown D6" and take a S4 hit.





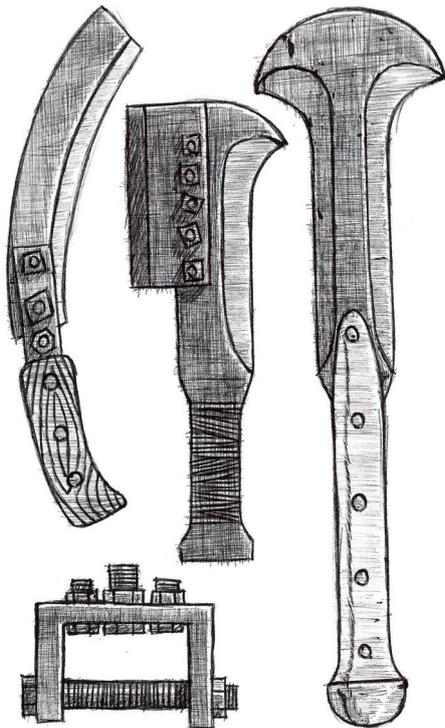
EXPERIENCE AND SKILLS

This section deals only with the additional information needed for Gorker/Morker mobs. For a full explanation of how warrior advances and experience work see the Experience section of the GCE Campaign Book.

STARTING EXPERIENCE

Gorker and Morker Mob members start with the following amount of experience points:

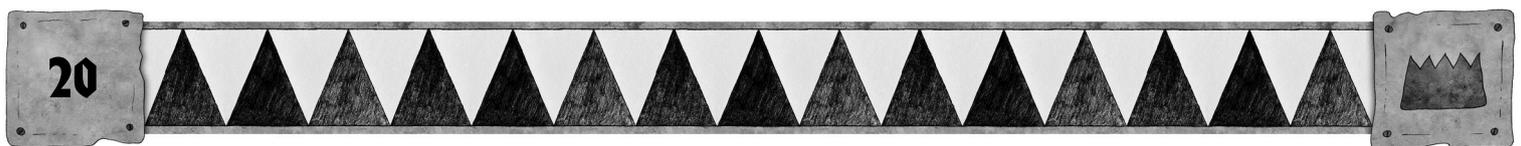
TYPE OF WARRIOR	STARTING EXPERIENCE POINTS
Yoofs	0
Grots	20 + D6
Boyz	20 + D6
Slaverz	20 + D6
Spannerz	60 + D6
Nob	60 + D6



EXPERIENCE TABLE

Gorker/Morker mobs gain advances at the following thresholds:

EXP. POINTS	TITLE	NOTES
0-5	Grub-Yoof	Yoofs start at this level.
6-10	Yoof	
11-20	Yoof	
21-30	Boy	Boyz, Slaverz, and Grots start at this level.
31-40	Boy	
41-50	Boy	
51-60	Boy	
61-80	Skarboy	Nobz and Spannerz start at this level.
81-100	Skarboy	
101-120	Skarboy	
121-140	Skarboy	
141-160	Skarboy	
161-180	Skarboy	
181-200	Skarboy	
201-240	Boss	
241-280	Boss	
281-320	Boss	
321-360	Boss	
361-400	Boss	
401+	Big Boss	No further advance rolls happen after this point.



MAXIMUM STATISTICS VALUES

As described in the GCE Campaign Book here are the characteristics caps for the various types of warrior in Gorker/Morker mobs:

	M	WS	BS	S	T	W	I	A	LD
Orks	4	6	6	4	5	3	5	3	9
Grots	4	3	4	3	3	1	3	1	6

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 advance from a relevant table (equivalent to a result of 3-4 or 10-11 on the Advance Table).

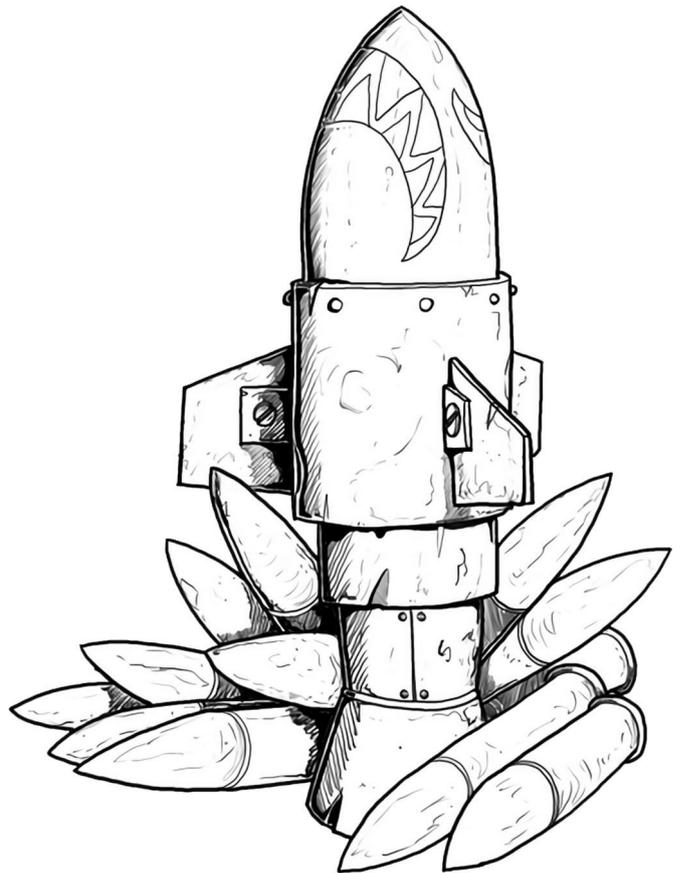
SKILL AVAILABILITY

When rolling a Know Wots advance Gorkers have the following skills available to them:

GORKERS						
	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd
Nob	✓	✓	✓	✓	✓	✗
Boyz	✓	✓	✗	✗	✓	✗
Spannerz	✓	✗	✓	✗	✓	✓
Slaverz	✓	✓	✗	✓	✓	✗
Yoofs	✓	✓	✗	✗	✗	✗
Grots	✗	✗	✗	✓	✗	✗

...and Morkers have these:

MORKERS						
	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd
Nob	✓	✗	✓	✓	✓	✓
Boyz	✗	✓	✓	✓	✗	✗
Spannerz	✗	✗	✓	✓	✓	✓
Slaverz	✓	✓	✓	✓	✗	✗
Yoofs	✗	✗	✓	✓	✗	✗
Grots	✗	✗	✗	✓	✗	✗





In addition to the Six skill tables mentioned above, Nobs from either faction may choose to roll on the Boss Skills table:

BOSS SKILLS	
D6	SKILL
1	'Ow Much?! The Mob may reroll the Da Bad Nooz section at the Meks or Doks. The second result stands, even if it's more than the first!
2	'Oo Said Dat? Any time the Nob is challenged for leadership of the mob, he may take a leadership test. If successful, the challenging warrior is shouted down and may not challenge for leadership until he gains another Leadership advance.
3	We'z Orks! As long as the mob's leader is on the battlefield and not Down, failed Bottle Tests may be rerolled once per turn.
4	Yer Cowardly Grot A Nob with this skill may issue a challenge to any enemy warrior once per battle in addition to any challenges allowed by scenarios. This challenge may not be declined by the opposing warrior. Both Models may only shoot at each other or the vehicles they are in until they meet in Close Combat. They may move and fight in Hand-To-Hand Combat with other warriors as normal, when the two warriors meet in Close Combat the challenge ends.
5	Break it up! The Nob can choose to break up a Bar Brawl before rolls are made on the Serious Injury table. The assignment change still takes place.
6	Black Ork Nob has grown so large or built a reputation so renowned they instil Fear in opponents. This skill only functions while this warrior is the mob's Nob.

INCOME

All Ork mobs have access to an income source such as a mine, scrapyard, squig farm etc.. For simplicity, it will be referred to here as a mine. After each battle surviving Mob members may work to produce income for the mob.

MINING

After Injuries and Experience, a Mob determines the Income and Profit it will receive. Each Boy, Yoof and Grot that did not have to roll on the serious injury table, may work in the mines and generate income. Each Warrior sent to the mines generates Income Dice as below:

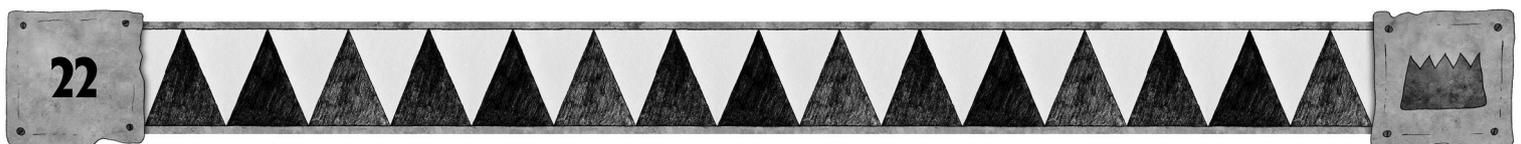
Ork Boyz - D6
Yoofs and Grots - D3

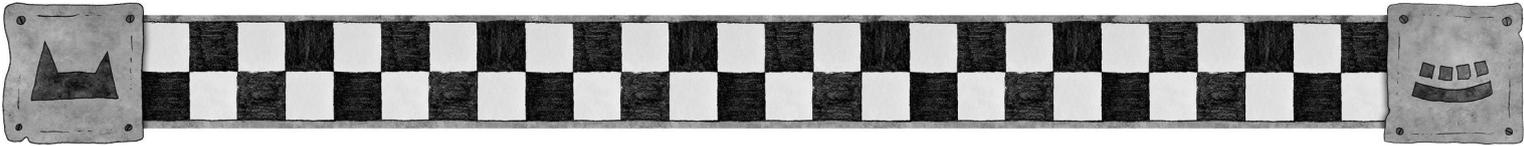
At most, 10 Warriors can work in the mine, including Slaves (see below).

Bear in mind that Warriors engaged in Mining cannot be sent to track down Special Characters (see the GCE Campaign Book for how to hire Special Characters).

CAPTIVES AND MINING

If the Mob has a Slaver, Captured Enemy Warriors who are neither ransomed nor exchanged can also be sent to the mines as Slaves. Each Slave sent to the mines generates D6 teef of income after each game, unless otherwise stated (see the captive's faction pack). Further details can be found under "Gorkers/Morkers with Captives".





CAVE-INS

Sometimes, things can go catastrophically wrong in an Ork mine (no kidding)! A Cave-In is an ever-present risk, increasing with the number of miners causing chaos.

If you roll 3 or more 6s on the mining Income Dice (including a natural 6 on any D3s rolled), the mine has suffered a collapse. Roll a D6 for each Warrior that generated an Income Dice. On a 1 they must immediately roll on the Serious Injuries table. Results of 'Captured', 'Bitter Enmity' and 'Gobsmacked' are treated as a 'Full Recovery' in this case. You still collect your Income as normal, despite the Cave-in.

'ARD BOYZ BONUS

As per the Campaign Rules taking on a more reputable Mob and winning gets the Mob an income bonus!

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

SCENARIO INCOME

Scenarios often include additional ways for mobs to earn income, usually in the form of lovely, shiny scrap! When the game ends you should immediately figure out how much income your Mob has earned from the scenario's loot.

ANY OTHER INCOME

There are also a few other incidental ways to earn income (such as stripping a Destroyed enemy Vehicle or inflicting the Gobsmacked Serious Injury on an enemy). The two examples mentioned are in the GCE Campaign Book but your campaigns may provide other income opportunities. Unless specifically stated to be profit all of these are Income and should be part of the profit calculation described below.

CALCULATE TOTAL INCOME

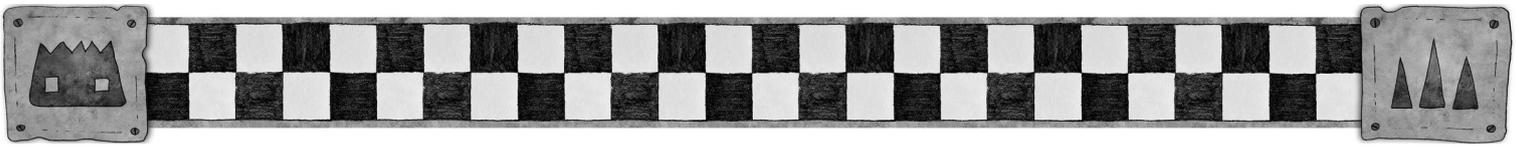
Add up the various income totals from the sources described above. This forms your mob's total income - this isn't the amount you get to keep!

PROFIT

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

After each game a Mob will need to pay for a variety of things ranging from ammo, repairs, fuel, their bar tab, and so on. These sorts of costs and calculations are best left to the Sumboyz. Remember to claim your 'Ard Boy Bonus!

The Income generated 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, hired



guns, and other temporary Mob members do not count towards this count unless otherwise stated.

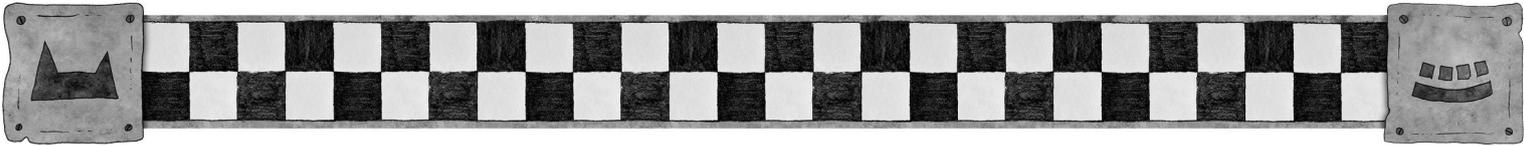
Note: Slaves do not count towards the number of Models for the purposes of the Mob Size chart.

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.**

	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



For example:
Grimlugz 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.



MEKTOWN

Mektown is full of places of interest but for this section we're just going to talk about a few of them that are relevant to running an Ork mob.

CREW REASSIGNMENTS AND LEADERSHIP DISPUTES

Slop Shops And Brewhouses

Being a Driver or Gunner is generally quite a prestigious position. Once a Warrior has the job they're not going to give it up voluntarily. The traditional way of settling this is by having a friendly chat in a brewhouse. The discussion usually opens with the challenger posing a rhetorical question like "Wot yoo lookin' at?" followed by extreme violence. The victor gets the position until someone else successfully challenges them and life goes on (assuming the loser had the good grace not to die). This being the socially acceptable way to handle such disputes is never questioned and there's no shame attached to losing.

In rules terms the primary way to change which Warriors are Drivers or Gunners on your mob's Vehicles is to have a bar brawl. The winner of the brawl will take their desired position.

The original Driver/Gunner fights a Hand-to-hand Combat with the Warrior you want to replace them with.

The Warriors are not allowed to use any weapons apart from Knuckles and Knives. The Warriors still gain any advantage they would normally have from their Armour and Bioniks.

The Warriors begin in base-to-base contact and neither counts as Charging. The fight continues until

one Warrior goes Out of Action (remember if a Warrior goes Down they go Out of Action immediately!).

The Loser rolls Serious Injuries Table as normal. Results of 'Captured', 'Bitter Enmity' and 'Gobsmacked' are treated as a 'Full Recovery' in this case.

The only other way to change assignment is if the incumbent crewman skips a game out for some reason (e.g. suffering the effects of an Old Battle Wound acting up). Under those circumstances you may substitute in another crewman who will then become the "official" holder of the position from then on.

Kicked To Da Kurb

Orks are not renowned for their sense of family honour. Occasionally, a member of a mob may become too battle scarred, too full of old battle wounds and, quite frankly, a pure liability. A Nob may decide to kick a Warrior from the mob altogether, but often they won't go without a fight.

At the end of each game, after income has been determined, you may attempt to remove a single Warrior from your roster. You may not remove any of their equipment before resolving this.

If that Warrior is an Ork or a Digga (see the advanced rules for recruiting Diggas), then your Nob must challenge them to a Pit Fight (below) and win. This takes place after any leadership challenges.

If your Nob wins, then the Warrior is removed from the roster. In addition, roll a D6. On a 5+, you may keep the Warrior's equipment and may either give it to other members of the mob, or add it to your stash.



If your Nob loses, then the Warrior remains in the mob. You may attempt to kick the warrior out after your next game if you wish.

If the Warrior being removed is not an Ork or Digga, they are removed automatically along with all the equipment that they had (sneaky, thievin' gits).

Nobs may not be removed. They must be unseated in a Leadership Contest, and then beaten in a Kicked to the Curb Pit Fight after a subsequent game.

PIT FIGHTS

The largest Ork usually rule over their smaller brethren without question but sometimes it is just too hard to tell who is the largest, meanest, strongest of the lot. That's where Pit Fights come in and are used to settle this dispute by way of ritual combat.

Who Fights?

If any Ork Warrior's Leadership characteristic exceeds that of the Nob that Warrior will challenge the Nob for command of the Mob.

It is possible that two or more Warriors will reach this threshold at the same time. In that case, randomly determine which challenger will fight the existing Nob first. If the existing Nob wins the Pit Fight against that challenger, the next (randomly selected if necessary) challenger until no more challengers remain, or a challenger beats the existing Nob and becomes the new Nob.

If a challenger wins a fight, they become the mob's Nob. If a challenger still remains with a Leadership characteristic higher than that of the new Nob, Pit Fights are fought until there are no challengers remaining.

Additionally, the death of a mob's Nob may trigger a Pit Fight. If a mob's Nob dies, the Warrior with the highest Leadership characteristic will take over. If there are multiple Models with the same highest Leadership characteristic, the two with the most XP will Pit Fight to decide the mob's next Nob.

The Pit Fight

Pit fights get their name from the fighting pits found in every Ork settlement. They're not only used to settle disputes like this but also for entertainment. Nothing like a bit of gladiatorial combat and free-flowing fungus beer on a hot day!

Unlike a bar brawl these establishments are a bit more organised and the parameters of the fight will vary depending on what the pitboss has scheduled for the day.

To determine the type of Pit Fight, roll on the Pit Fight table below

D6	RESULT
1-2	Shooty - The two Warriors are equipped as normal. They start 16" apart. Roll a D6 each with the winner getting the first turn. They may move around the arena and engage in Hand-to-Hand Combat as normal (in addition to shooting).
3-4	Cunnin' - The two Warriors can use all the Hand-to-Hand weapons they own. They are equipped with all armour and bioniks on their Mob sheet entry. They start in base-to-base contact and neither Warrior counts as Charging.
5-6	'Ard - The two Warriors have no Hand-to-Hand weapons apart from Knuckles and Knives. They are equipped with all armour and bioniks on their Mob sheet entry. They start in base-to-base contact and neither Warrior counts as Charging.



The Loser rolls Serious Injuries Table as normal. Results of 'Captured', 'Bitter Enmity' and 'Gobsmacked' are treated as a 'Full Recovery' in this case.

Pit Fight, Bar Brawl And Kurb Kicking Experience

Warriors who take part gain +5 Experience for each Wounding Hit they inflict on their opponent and an additional D6 Experience Points for taking part. If this allows them to Advance, go through the Advancement process immediately.

DA JOB POLE

This is where you hire new members of your Mob, in exactly the same way as described in the "Creating a Mob" section above. The same limits for each type of warrior apply and new mobsters can't have any kustom jobs or bioniks until after their first battle.



SPECIAL CHARACTERS

Ork Boyz can be sent to track down Special Characters if you wish (as mentioned earlier - they cannot do this *and* engage in Mining). Special Characters can also show up before a game, as described in the GCE Campaign Book. Either way, Gorkers and Morkers can recruit the following Special Characters:

- Outlaw Painboyz
- Mega Cyborks
- Deffkopta Meks
- Weirdboy Scrap Hunters

Rules for these Special Characters can be found in the GCE Campaign Book.

DA BAZAAR

Mektown has multiple sprawling bazaars full of traders with varying levels of scruples. Supplies, equipment, pre-built gubbinz, and all manner of other things can be sourced here.

Between games your mob can visit and purchase new equipment for their warriors and vehicles. If purchasing gubbinz then a Spanner is required - if all of yours went Out of Action in the previous game they're not going to be up to the task of fitting Gubbinz to your vehicles. You can still buy the Gubbinz, should you so choose, but they'll have to remain in your hoard until they can be fitted.

You'll also need to model any new kit you give your mob - try not to make other players memorise your loadouts!

SELLING (HOARDING & SWAPPING)

You can also choose to sell weapons and equipment at half value, rounding down. If the resulting value is less than one toof then the items have no resale value. Alternatively you may hoard or swap them around the mob. Hoarded weapons, equipment and vehicles do not count towards Mob Rating.

DEATH OF A SPECIALIST

Deaths and destroyed vehicles follow the standard rules. Spanner and Slaver specialists have their own additional rules.

Death Of A Spanner

When a Spanner dies and you have excess Vehicles that can no longer be adequately maintained you must either Hire a new Spanner, sell the extra Vehicle(s) for half their cost like selling equipment, or mothball them in the Fort. Mothballed Vehicles cannot be used in any capacity until you have enough Spanners to maintain them.

Death Of A Slaver

When a Slaver dies Slaves and Grots do not generate Income. Additionally you may not hire additional Grots until you have a new Slaver, However, on the battlefield you may continue to use any Grots already in your Mob as normal.

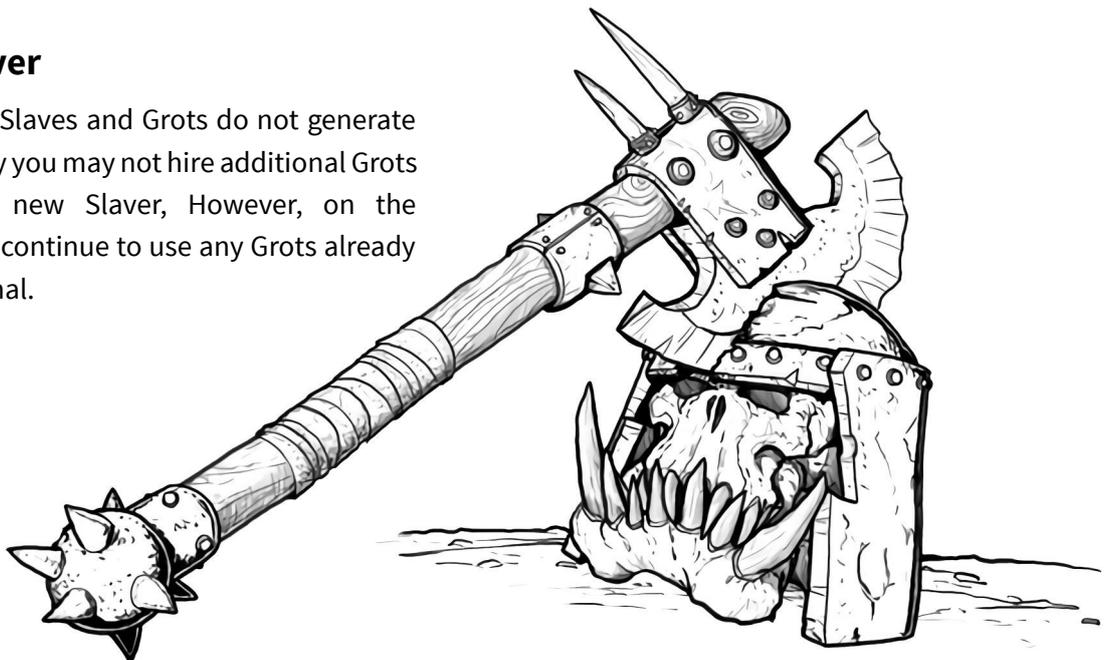
GORKERS/MORKERS WITH CAPTIVES

On the whole Gorkers and Morkers work as described in the GCE Campaign Rules regarding the capture of Warriors or Vehicles. There are a couple of exceptions however.

SLAVES

Captured enemy Warriors can be put to work in the mob's mine as Slaves (see the Income section for details). Slaves can be freed by playing a suitable Rescue scenario (such as One of Our Ladz is Missin') against the mob the Warrior belongs to. Until they are freed they remain Slaves and earn income for their captors, assuming that mob retains a Slaver to keep them working.

If the Captive is exchanged or ransomed then their weapons and equipment return to their mob with them. If they become Slaves then their weapons and equipment goes to the mob that captured them.



DA MEKBOY'Z WORKSHOP

Mekboys are equal parts mechanic, inventor, and swindler. Brilliant in their own ways and they know it. They consider almost any job “open to interpretation” but, conversely, this can sometimes lead to spectacular results.

Orks are risk takers by nature so this arrangement works on the whole. For every bit of wiring that catches fire there’s an engine purring like a well-fed squig. Weapons can be made deadlier, vehicles faster, and so much more besides. Hand over the kit and brace your wallet!

Note: your mob may not have kustom jobs from Meks until your Nob has won a game!

WE CAN DO IT!

After your game has finished and your Mob is ready to visit Mektown you may take any weapon or vehicle to have one kustom job done.

Eligible Weapons: Restrictions apply, see Ork Gunz and Big Gunz in the Armoury Appendix.

Kustomised Weapon options are:

- Shootier (+1 Strength)
- Longer Range (+6” Total Range)
- More Dakka (+1 Sustained Fire Dice)

Note: Linked Weapons count as a single Weapon.

Kustomised Vehicle options are:

- Getting It Fixed (Remove Permanent Damage)
- Faster (+3” Thrust)
- Smarter (+1 Ld bonus on turns)
- ‘Eavier (+1 Armour)

If you have Warriors with Bioniks then you may be able to have them Kustomised too. Meks will not fit Bioniks, you need to see a Dok for that – see page 35. Your options are:

- Shoota Arm - Shootier, Longer Range, More Dakka
- Trak/Wheels - Faster, Smarter
- Cybork Body - ‘Eavier

Once you’ve nominated your desired job, roll on Da Big Day Table and see how things went:

DA BIG DAY	
D6	RESULT
1	We Adda Bitta Trubble. Uh oh. The Mek has made things worse. Roll on the Bodge Table. Despite the mishap the Mekboy still demands D6 teef for his work.
2	While we Wuz at It... The Mek has found something to repair instead which has been done without your consent. Your original request has been forgotten about, unless it was to fix a piece of Permanent Damage. If there is more than one randomise which one is repaired. The Mekboy still demands D6 teef for his work.
3	Can’t Get da Parts. The Mekboy has done nothing but charges nothing.
4-6	Job’s a Good ’Un. Hurrah! The Mekboy completed the work successfully. You are presented with a bill for D6 teef. Refer to the Weapon or Vehicle’s Job’s a Good ’Un section.

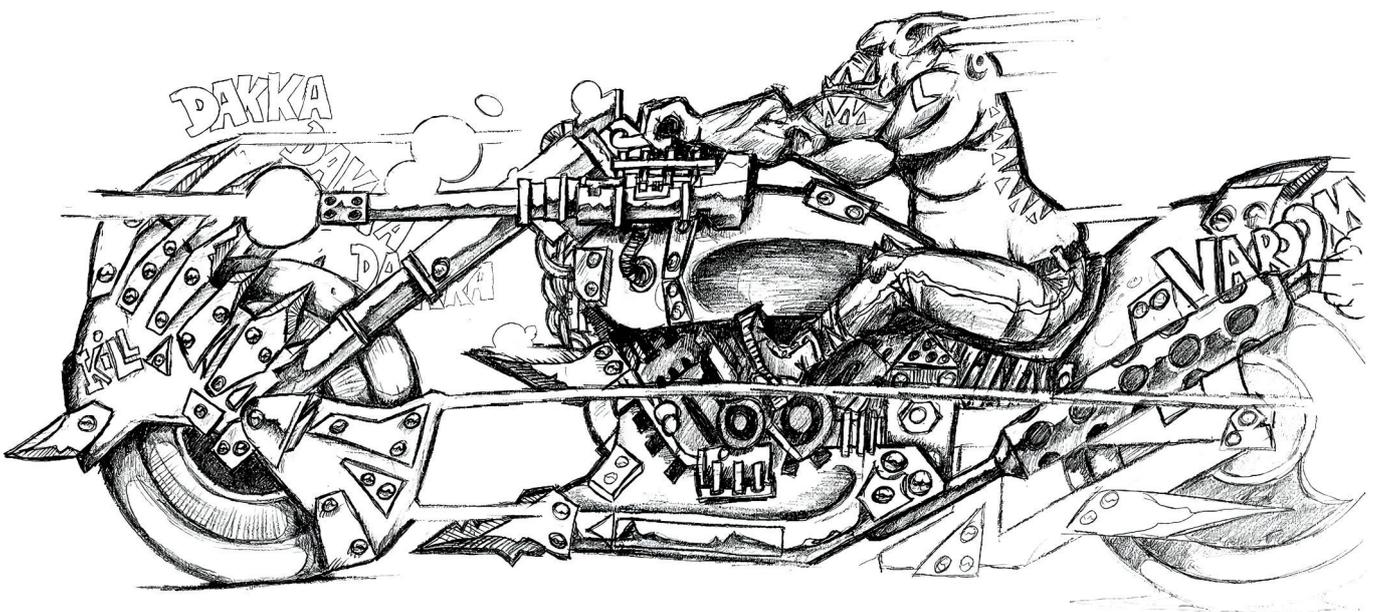
DA BAD NOOZ - MEKS

Except for Can't Get Da Parts you must pay your bill (D6 teef) immediately. Note: The teef paid to the Meks is not added to the Weapon or Vehicle's value - see the Job's A Good 'Un section. If you can't afford to pay your bill the Mekboy confiscates your Weapon/Vehicle until you've paid your bill. Remove their value temporarily from your Mob Rating until you've paid.

Bodged Jobs

The work has been bodged but you won't find out how badly until you start a new game. When you attempt to shoot (or drive) the bodged Weapon (or Vehicle) roll on the relevant Bodge Table.

BODGED WEAPON TABLE	
D6	BODGE
1	Just Don't Ask Where to even start. That bit wasn't supposed to fall off and there's this whole section missing... The Weapon is unusable.
2	Bits Left Out It turns out the parts left over weren't spare... The Weapon shoots once like normal then falls to bits in the Warrior's hand.
3	Sights Bodged It's fine if you squint, I guess? Short and Long Ranges reduced by half (rounding down).
4	Aim Bodged The trigger feels all wrong and it's jumping about like an agitated herd squig! All shots made by the Weapon are at a -1 to Hit.
5	Rapid Fire Mechanism Bodged The Weapon loses its Full Auto function. If it didn't have one to begin with it now requires an Ammo test every time the Weapon is fired.
6	Ammo Feed Bodged Any Ammo rolls automatically fail. Still test for Exploding Weapons.

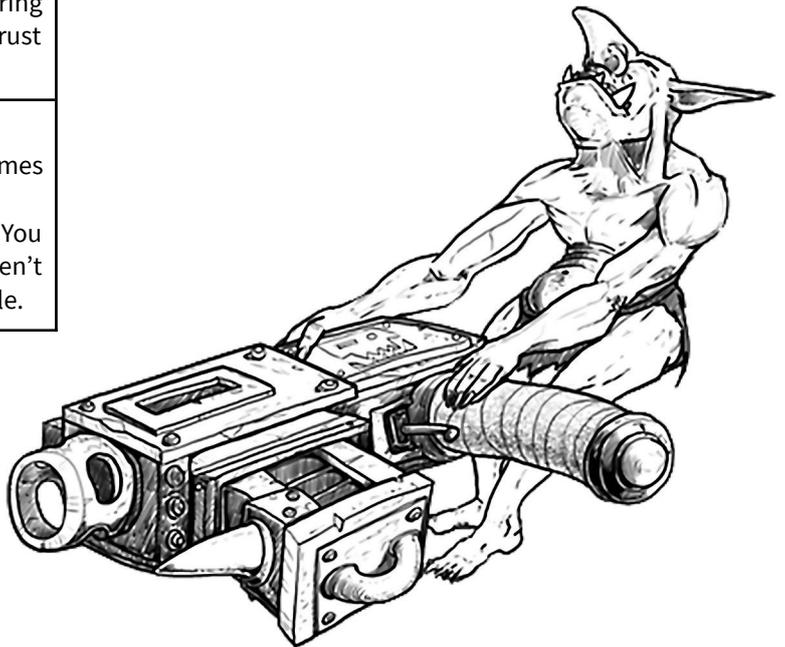


BODGED VEHICLE TABLE

D6	BODGE
1	Thrusters Bodged Thrusts only succeed on a 4+. Anything less than that is a failure. This includes the first thrust for Small Ork Vehicles.
2	Wheel/Tracks Bodged Turning under gas engines (including slow speed manoeuvres) is incredibly difficult. You must pass a Leadership test each time you want to turn. Failure results in the Vehicle moving D6" forward and then stopping (this does not end the Vehicle's move like a failure on a Thrust roll). You may still turn using thrusters as normal.
3	Gas Engine Bodged Gas Engine moves are halved (rounding up).
4	Gears Bodged The low gears of the Vehicle are well and truly massacred. If you wish to undertake a Slow Speed Manoeuvre you'll need to roll D6 first. On a 4+ the gearbox survives and you may make the move - otherwise the gearbox gives up and the Vehicle is immobilised!
5	Fuel Injector Bodged Each time your Vehicle makes a Thrust move there's a chance that the Thrusters will gum up, preventing any further Thrust moves from being made during this game. This happens if you roll a 1 on a Thrust test.
6	Brakes Bodged The only way this Vehicle is stopping is if it becomes Immobilised! Each turn you must use your entire gas move. You can use your Thrusters if you'd like, they aren't affected. Slow speed manoeuvres are impossible.

Getting' Bodes Fixed

Once you have fielded the weapon or vehicle in a game the bodge is automatically sorted. This costs you nothing and does not prevent another job. The embarrassed Mek tries to make excuses but ultimately concedes and completes the original job you requested.



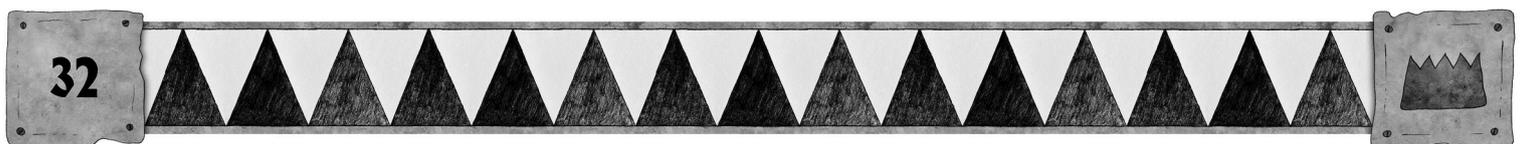
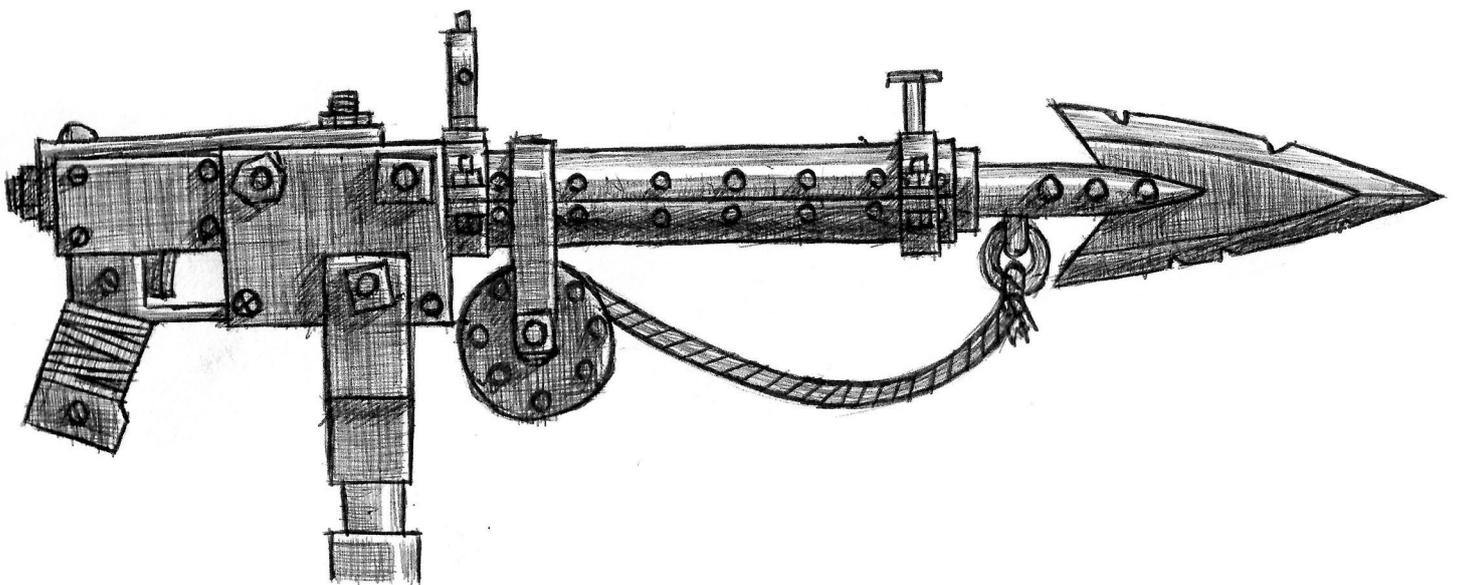


JOB'S A GOOD 'UN - WEAPONS

- Shootier: +1 Strength
- Longer Range: +6" Total Range
- More Dakka: +1 Sustained Fire Dice

Note: The first upgrade (of each type) adds +5 teef to the Weapon's Value. Second and subsequent upgrades do not but will incur performance loss. These effects are cumulative.

WEAPON PERFORMANCE LOSS TABLE	
D6	COMPROMISE (REROLL ANY RESULTS THAT ARE THE SAME AS THE UPGRADE JUST RECEIVED)
1	Slowed Fire The Weapon loses a Sustained Fire Dice. If this takes the number to zero the weapon now fires a single shot. If it fired a single shot it becomes 'Move or Fire'. If it was already 'Move or Fire' the weapon is now useless - remove it from your roster.
2	Ammo Guzzler The Weapons Ammo rolls are now 'Automatic'. If it's already Auto roll again for a different effect.
3-4	Kicks Some All shots made by the Weapon have a penalty of -1 to Hit (Both Short and Long Range).
5	Sawn Off Weapons with a Total Range greater than 30" are reduced to a Maximum of 24". All other Weapons lose 6" off their Total Range. Short Range is not affected.
6	Lightweight The Weapon's Strength is reduced by -1.

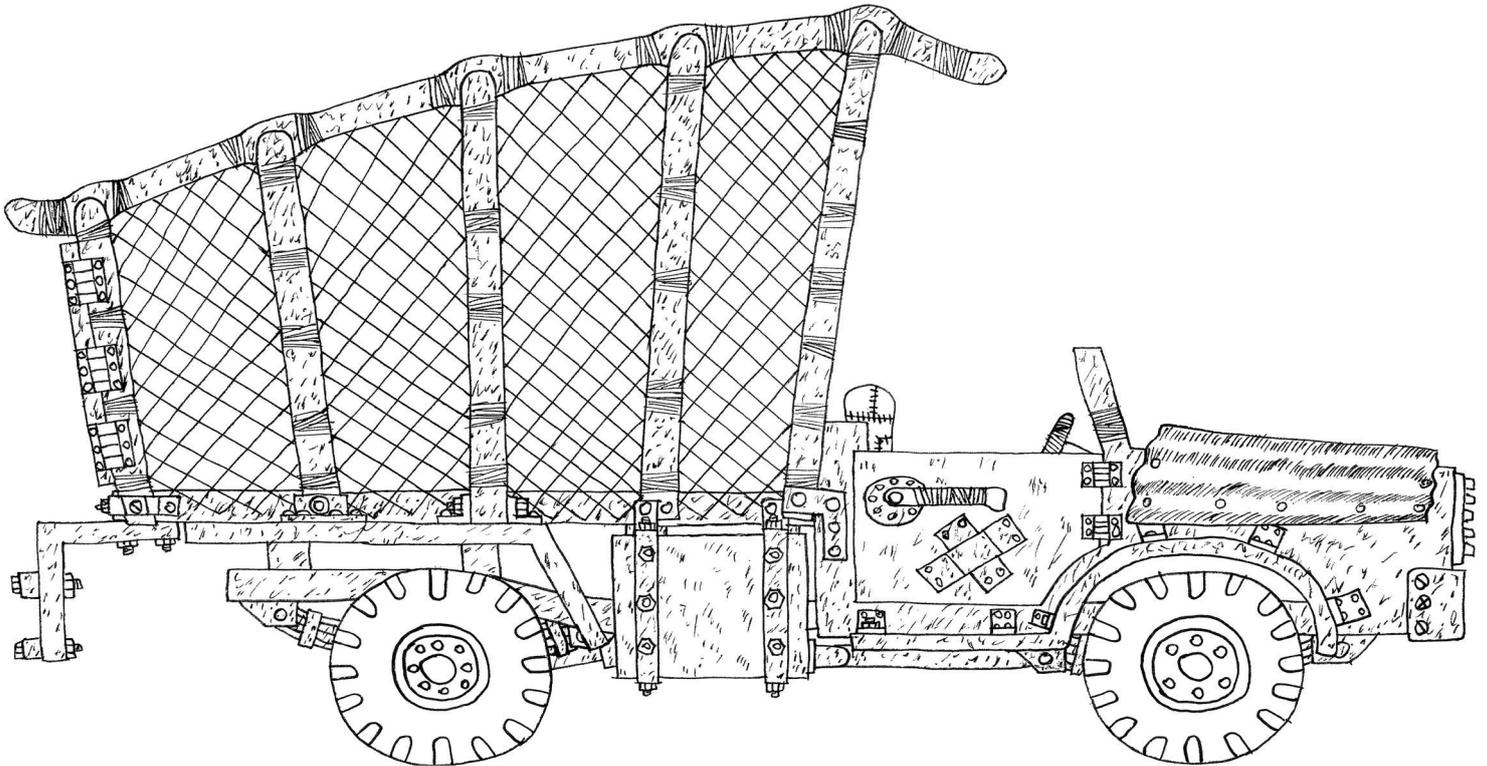


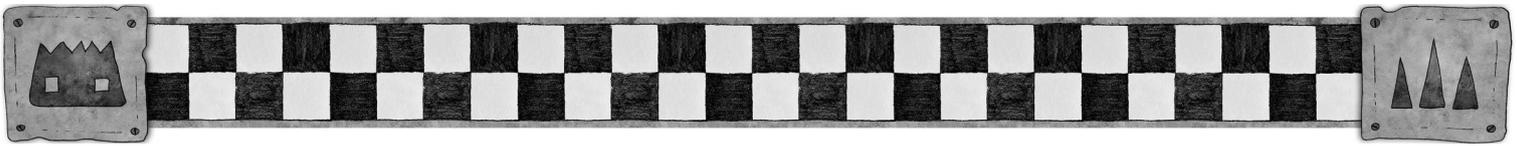
JOB'S A GOOD 'UN - VEHICLES

- Getting It Fixed (Remove one type of Permanent Damage e.g. all Unreliables)
- Faster +3" Thrust. (Maximum of 9")
- Smarter +1 Ld bonus on turns
- 'Eavier +1 Armour to all Hit Locations

Note: The first upgrade (of each type) adds +5 teef to the Vehicles Value. Second and subsequent upgrades do not but will incur performance loss. These effects are cumulative.

VEHICLE PERFORMANCE LOSS TABLE	
D6	COMPROMISE (ROLL AGAIN ANY RESULTS THE SAME AS THE UPGRADE JUST RECEIVED)
1	Lighter Armour All Armour Values are reduced by -2.
2	Stripped Armour All Armour Values are reduced by -1.
3-4	Dodgy Steering The Vehicle Driver suffers a -1 penalty to Leadership tests required to turn.
5	Smaller Thrusters The Vehicle's Thrusters suffer a -3" penalty. If the Thrusters are reduced to 0 then they may not be used at all.
6	Smaller Gas Burners The Vehicle Gas Engine suffers a -3" penalty. Remember when a Vehicle turns it moves up to half its maximum move, turns once, moves up to half its maximum move again and turns a second time. If the Gas Engines are reduced to 0 then only Thrusters may be used (if available).





‘You can always spot the newbies’ Mekboy Nutzembolts thought to himself as he waved to a group of approaching orks. Although he dressed the part their Nob was new to the position and his mob were just starting out. An easy sale.

After the introductions, basic grunting, and boasting, Nutzembolts directed them across the lot, past many other vehicles to a large, blackened trukkk.

“Dis is the one for you, my friend.”

“Hmmp. Don’t look dat impressive,” the Nob barked back.

“Well, da previous owner had such good krumpin’ with it dat ‘e could afford to trade it in for a bigger model. A faster model. A redder model.”

The Nob’s eyes lit up at the prospect of getting a trukkk that had already proven itself. It had to be good if the previous owner was red-paint level of success. He made a face as he thought about it and his ladz crawled all over the vehicle to check it out.

“Is dat so?” the Nob inquired.

“Yes.” Nutzembolts said, lying through his teef, grinning. “Yes, it is.”

“Oi!”

One of the ladz had the engine bay open, “the exhaust has a ruck of holes in it!”

The Nob looked over to Nutzembolts for an explanation.

“Uh...” he stumbled, “dat’z why it’s worth more.”

The Nob nodded as if he understood entirely. He paused briefly as if in thought (a rare moment for him, surely).

“I’ll take it,” he declared, handing over a pile of teef. He didn’t even ask the price or try to haggle. Or even count the teef! Typical newbie, a thrilled Nutzembolts thought.

“We also do gubbinz. If you need any extras. For an additional fee of course,” he said, trying to milk this cash-squig.

“If it wuz good enough for dat uvva mob before us, den it’z good enough for us!” the nob proudly stated, satisfied with his purchase.

‘Zoggin’ heck!’ Nutzembolts thought, cursing himself under his breath for putting too good a spin on it.

“Oi,” the Nob gestured to open back of the trukkk. The very open back of the trukkk. The it-was-clearly-open-backed-at-one-point-then-got-exploded-even-more-open open topped trukkk.

“How are me ladz supposed to stay on?”

“Well, dey just hang on,” Nutzembolts said, already completely done with the conversation as it was clear he wasn’t going to be getting any more teef.

“What’s to stop them from falling out of the back?” the Nob asked.

“Da fear of falling off, mainly.”

“My boyz ain’t afraid of anything!” the Nob barked back, proudly slapping his chest with his fist.

“Den I guess then they’ll fall off a lot...” Nutzembolts replied absently, counting his new bag of teef.

DOK'S SERJERY

Orkoid physiology is something spectacular to behold. Many of their organs are, strictly speaking, optional. They don't have to concern themselves with tissue typing, blood types, or similar biological fussiness. That said, body parts do not grow back and it's entirely possible to sustain injuries that require a bit more "serjical" intervention.

As you might expect from dealing with other Oddboyz, Doks are highly focussed on their area of expertise and not so much on the interests of their patients. They want to see whether the latest refinement to their procedure works properly or not. Getting them to help deal with a specific ailment is a bit hit and miss as a result.

After a game once you are ready to visit Mektown you may take an injured Ork or Grot to a Dok's serjery. The injury suffered can be new or old; it doesn't matter to the Dok. Here you can request one of four kinds of "serjery", each with its own Serjery Table:

- **Kustom Arm Replacement** - Heals Arm Wounds
- **Kustom Leg Replacement** - Heals Leg Wounds
- **Rebuilt Kranium** - Heals Head Wounds
- **Kustom Orculars** - Heals Blinded In One Eye
- **Dok's Surprise!!!** - Heals Chest Wounds or Old Battle Wounds

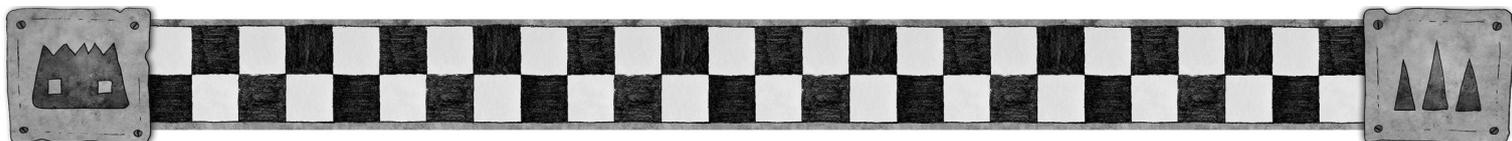
Pick a procedure then roll on the "Iz It Safe Table" to see what happens.

DA DOKZ' KODE

All Doks have sworn a "hypocritic" oath and will not mess with another Dok's work once it has been done. You cannot replace or remove Bioniks or have more than one of the same type (e.g. two Kustom Arm Replacements). However the bioniks they are stuck with will prevent injuries of the same kind from happening again in the future. If the Warrior receives that specific limb injury again, treat it as a Full Recovery result (i.e. a Warrior with a bionik left leg could ignore future injuries to the left leg but a right leg injury would be applied as normal). A further injury to that body part (such as the right leg in the previous example) is permanent and will not be treated by a Dok.

Meks may work on some bioniks, see Da Meks Workshop - We Can Do It!



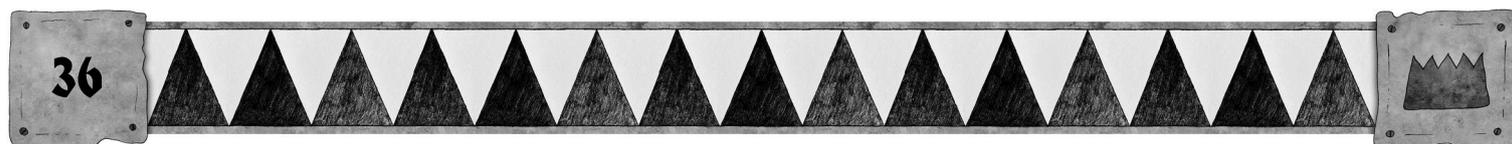


IZ IT SAFE TABLE	
D6	RESULT
1	Dis Is A New Technique Uh oh. The serjery has been well and truly messed up. The Dok still demands D6 teef for his work though. In the next game when the Warrior attempts to move or shoot, whichever happens first roll on the Eksperiment Table.
2	Da Patient is Restin'... The serjery was a success but the Warrior is still unconscious. They will miss the next game. Roll on the appropriate Serjery Table and pay the bill for D6 teef now.
3	Klose enuff! The Dok was either not listening or not interested. He's done serjery on a different body part instead! Randomly pick one of the <i>other</i> Serjery Tables and then roll to see which procedure was completed. The Dok still demands D6 teef for his work.
4-5	Rooteen Serjery The Dok looks almost as surprised as you are but he gestures at the patient as they wake up with their shiny new bionik upgrades. After wiping the gore on his apron he presents you with a bill for D6 teef. Deduct this from your Mob's hoard and roll on the appropriate Serjery Table.
6	Profeshunnal! You've managed to catch the Dok during a rare moment of concentration and he paid close attention when treating the patient! As above but there is no need to resolve whether the Dok operated on the correct limb/body part (see Which Wun Wuz It? below).

EKSPERIMENT TABLE	
D6	EKSPERIMENT
1	Eksperimentation The Dok has performed an eksperimental technique on the Warrior, but halfway through the operation got bored and decided to try something different... The Warrior gains no bionik bitz and what's worse must roll on the Serious Injuries Table. Reroll results of Bitter Enmity, Captured or Dead.
2	Not Enough Nailz The Warrior's new bionik was creaking a bit but the Dok insisted that it was just aklimatin'... As soon as the Warrior attempts to use it the magic blue smoke escapes and the Warrior is immediately taken Out of Action.
3	Duuuuh... Wow, this lad was really down there deep for the serjery! In fact he's not really come back yet... Unless there's a friendly Warrior within 2" of him he may not do <i>anything</i> . If there's a friendly Warrior to babysit him he may move or shoot as normal. He may take part in Hand to Hand Combat as normal.
4	Sumfink's Missin' The warrior just isn't feeling himself after the serjery - probably 'cos the Dok nicked a bunch of his innards! They're sat in a jar back in the Klinik and the Warrior is at -1 Toughness for this game.
5	My Brain 'Urts The Dok's eksperimental brain serjery has inflicted a Head Wound on the warrior, as described in the GCE Campaign Rules.
6	Steel Teef The warrior wakes up to find that something is terribly, terribly wrong! His cherished gnashers have been swapped with metal ones by that crook of a Dok. The Warrior is immune to the Gobsmacked serious injury from now on but also suffers a permanent -1 Leadership.

DA BAD NOOZ - DOKS

You must pay your bill (D6 teef) immediately. Note: The teef paid to the Dok is not added to the Warriors value, see Serjery Tables. If you can't afford to, the Dok will 'take care' of your Warrior until you scrape together the cash. Remove their value temporarily from your Mob Rating until you've paid.



CORRECTIVE SERJERY

Once you have fielded a Warrior affected by the Eksperiment Table they are automatically sorted, except for My Brain 'Urts which lasts another battle and Steel Teef which are permanent. As well as fixing his mistake, the Dok also does the surgery you originally went in for, roll on the appropriate Serjery Table. This costs you nothing but any additional serjery cannot be performed on the Warrior until after the next game.

WHICH WUN WUZ IT?

A Dok's enthusiasm for his craft is terrifying (Like the infamous Doktor Ragebert Mekton who once managed to not only kill his patient but also one of his orderlies *and* a random bystander, all in a single serjery!). Unfortunately their ability (or willingness) to follow instructions is not quite so well developed. Each time an injured warrior is taken in with an Arm Wound, Leg Wound, or Blinded in One Eye you must roll a D6 to determine which receives surgical attention (1-3 Left, 4-6 Right).

SERJERY TABLES

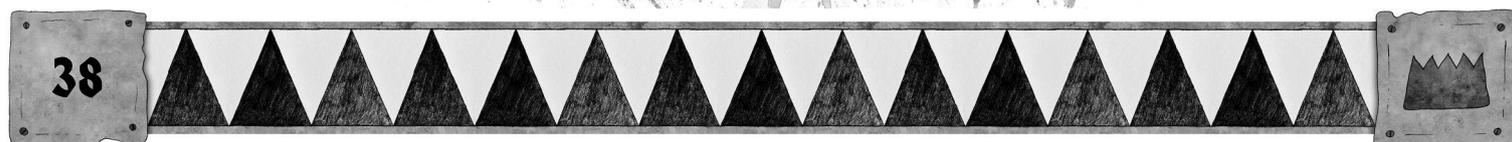
D6 ADDED VALUE	KUSTOM ARM REPLACEMENT
1	Hook Arm The Warrior's arm has been replaced by a cobbled together hook contraption. It's not much good for Close Combat but at least they can still steady a shoota.
+0	The Warrior suffers a permanent -1 Weapon Skill and cannot use two-handed Hand-to-Hand weapons. They may continue to use Gunz that require two hands.

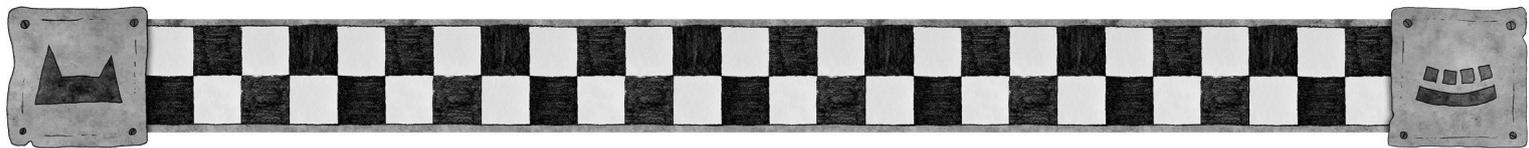
2	Kutta Arm Instead of a prosthetic hand or claw the Warrior now has a big knifey thing for an arm! It counts as a Choppa. +1 The Warrior may not use two-handed weapons of any kind.
3	Telescopic Arm The Dok has replaced the arm with an extendable one! If this Warrior is Charged the Attacker loses -D3" as they are pushed back (potentially failing the Charge). The Warrior also gains +1 Initiative in Close Combat and when attempting to Board Vehicles. The Warrior can use two-handed weapons as normal. +2
4	Shoota Arm The Warrior now has a snazzy looking Shoota for an arm which can be upgraded at the Meks Workshop. Nothing else may be held in the Shoota Arm. +3
5	Grapple Arm The Warriors arm is now a spring-loaded scorpion hook! The grapple may be fired in the Shooting Phase instead of another weapon, at a Vehicle, Warrior or Small Target up to 8" away. Roll to Hit as usual using the Warriors BS. If a Vehicle is Hit the Warrior automatically and immediately Boards the Vehicle. If a Warrior is Hit, compare Strength, if the Target's is equal or lower they are pulled towards you into Close Combat. If the Target's is higher they yank you towards them instead. Small Targets, if Hit, can be used to reposition yourself, including high up places. After each shot the grapple immediately resets back into the arm and will be ready to fire again in the next turn. No Ammo roll is needed. Nothing else may be held in the Grapple Arm. +4
6	Klaw Arm Every Ork dreams of owning one of these - most would give their right arm for one! Hugely powerful pneumatic pistons allow the owner to crush whatever they want with ease. It may only be used in Close Combat and counts as one handed. It is User Strength x2, -3 Save Modifier and Damage 2. No other weapon may be held in the Klaw Arm. +5



D6 ADDED VALUE	KUSTOM LEG REPLACEMENT
1 +0	Peg Leg A crude leg replacement. Only a Freebooter would be happy with this outcome. The unfortunate Warrior's Movement is reduced by -1".
2 +1	Bionik Leg State of the art Orky teknologiee. Just as good as the Warrior's old leg but 'arder!
3 +2	De-Lux Kicking Leg Like a normal bionik leg but with a kick! The Warrior's kicks now have the power of punches. A Warrior with a De-Lux Kicking Leg gains an extra Attack in Close Combat at user Strength.
4 +3	Telescopic Legs These legs are something special - extra height without having to worry about door frames. A twitch of a nerve and the legs extend allowing the Warrior to see over tall obstacles (up to 4") including for shooting purposes. A Warrior with Telescopic Legs also adds D6" to their Run or Charge move. This extra distance should be rolled each time such a move is taken and is added <i>after</i> their normal Movement is doubled. This bionik replaces <i>both</i> legs.

5 +4	Gyro-Stabilised Monowheel Why have legs when you can have a powered unicycle instead? Well, lots of reasons, but that's what the Warrior now has! Increase the Warrior's Movement characteristic by +2. They may not move over Difficult or Very Difficult Ground. If they end up there they are effectively immobile for the rest of the game. The Warrior may not engage in boarding actions and cannot climb things (e.g. ladders). For reinforcement purposes they count as a vehicle. This bionik replaces <i>both</i> legs.
6 +5	Traks/Wheels Plentiful around the area of Mektown, traks or wheels are used by the Doks to replace the Warriors' legs. A fighter with this outcome gets to choose what to have. Traks and wheels follow the same Movement rules as their bigger counterparts. However the Warrior can still be squashed like other Models on foot and is unable to Ram but can still Charge. The Warrior is unable to get on board any other Vehicle or climb up walls/ladders and counts as a Vehicle when using reinforcements/reserves in scenarios. No other Model may be transported on the Warrior. The Warrior can visit the Meks to be made Faster or Smarter once. Other actions like Shooting and taking Damage, use the same rules as normal. This bionik replaces <i>both</i> legs.

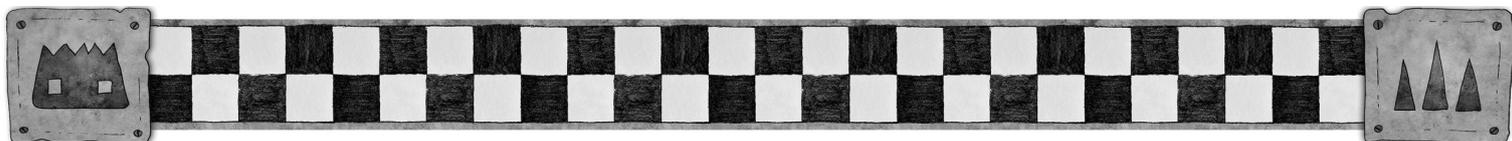




D6 ADDED VALUE	REBUILT KRANIUM
1	<p>Squig Brain Transplant</p> <p>Is there something a little... different about the Warrior? He really doesn't seem like himself since the serjery...</p> <p>Little do the Mob know that their mate's brain is long gone. Either for "research" or just a bit of a laugh the Dok has replaced the Warrior's brain with that of a squig!</p> <p>Roll a D6 to find out what kind of squig brain your Warrior has in his head.</p> <p>D6 Squig 1 Herd Squig (+0*) Herd squigs are used by Slaverz to round up stray Gretchin. They are ferocious creatures but cannot think for themselves and always act on orders. A Warrior with a Herd squig for a brain is subject to <i>Stupidity</i>.</p> <p>2-4 Face-eater Squig (+2*)</p> <p>Face-eater squigs are just plain nasty. They like to hang around on their own and attack anything that bothers them, including Orks! They are hard to befriend, but are very loyal and will defend their masters to the end. A Warrior with a Face-eater squig for a brain <i>Hates</i> all enemy mobs.</p> <p>5-6 Buzzer Squig (+4*)</p> <p>Buzzer squigs are the most angry and hungry of all squigs. They fly around in swarms and eat anything that gets in their way. A Warrior with a Buzzer squig for a brain is subject to <i>Frenzy</i>.</p> <p>Regardless of the result all characteristics on the Warrior's profile are halved (rounding up).</p> <p>The Warrior can continue to be part of the Mob as normal otherwise, gaining experience and so on. He's probably not much of a conversationalist if he ever was though...</p>
0	

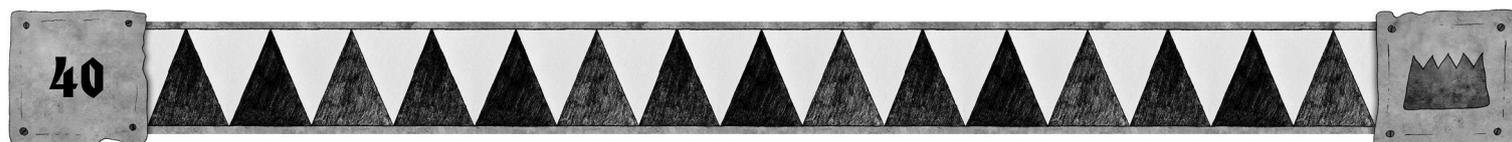
2	<p>Staples & Glue</p> <p>It's not the prettiest solution by far, and it's not quite as techy as a bionik eye, but the crude surgery is a success, and whilst it offers no bonuses, at least the Warrior is cured of their Head Wound. Unlike other results, this does not prevent you from receiving further injuries to the head.</p>
+1	
3	<p>Steel Horns</p> <p>Whilst the Warrior will now struggle to find hats that fit he does have a rather nifty set of horns! When charging he receives an extra Attack at user Strength!</p>
+2	
4	<p>Steel skull</p> <p>Crude steel plates have been nailed to the Warrior's skull. It looks ded 'ard and as a result the Warrior gets a permanent +1 to his Leadership.</p>
+3	
5	<p>Explosive Kranium</p> <p>The Dok has wired a blast-proof cradle for a frag charge into the Warrior's head. The trigger is the Warriors blood flow - should the Warrior be taken Out of Action' the charge explodes away from them! Treat it as a Frag Stikkbomb. Place the Template over the affected Warrior and resolve. If this Warrior is involved in Hand-to-Hand Combat then apply the explosion as described in the Might Explode rules. If either Warrior has the 'Eadbutt skill, the charge explodes and they are both taken Out of Action immediately as they absorb the force of the blast (do not use a template). Assuming the Warrior recovers then the charge will be replaced for free!</p>
+4	
6	<p>Iron Mask</p> <p>The contents of the Warrior's head have been patched up and poured into a metal shell made in the image of Gork (or Mork). Their new face is thoroughly unpleasant to look at and the Warrior now causes <i>Fear</i> and is immune to the Gobsmacked serious injury.</p>
+5	

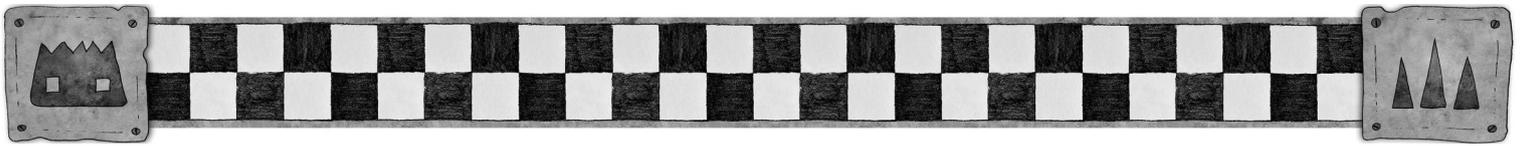




D6	
ADDED VALUE	KUSTOM ORCULARS
1	<p>Squig Eye</p> <p>The Doc has only done half a job and thumbed in an eye pulled from one of the many squiggly beasts that inhabit the area. Although the Warriors' vision is restored it isn't as good as before. They can make out blurry shapes and are sensitive to light (best hold onto that eye patch). The Warrior no longer counts as blinded but the -1 to Ballistic Skill remains.</p>
+0	
2	<p>Spare Parts!</p> <p>A more suitable transplant donated by one of the Docs previous patients (without consent of course). It seems to have worked though! The Warriors vision has been restored and the Warrior no longer counts as blinded!</p>
+1	
3	<p>Telescopic Eye</p> <p>The Doc has gone that little bit extra and fitted a Telescopic Eye which allows the Warrior to see targets at long range but not a lot else. When shooting at Targets more than 18" away the Warrior receives a +1 to Hit modifier. The Warrior no longer counts as blinded.</p>
+2	
4	<p>Periscope</p> <p>The Warrior has received a periscope for an eye that can be raised up or around corners, extending vision by 3" and +3 Initiative (making it harder for enemy Warriors to Hide). Additionally if this Warrior teams up with another as a "spotta" they confer a +1 to Hit when the Warrior they're spotting for shoots (so long as they remain within 2" of each other). The Warrior no longer counts as blinded.</p>
+3	

5	<p>Bionik Eye</p> <p>The Doc has replaced the Warrior's eye with a special bionik part known locally as a "gitfinda". It has a built in crosshair and a rangefinder to allow the Warrior to shoot betta'. The warrior gains +1 to Hit when Shooting with any weapon. The Warrior is no longer affected by blindness.</p>
+4	
6	<p>Auto Senses</p> <p>The Warrior's eyes have been completely removed and replaced with some hi-tech looking lenses and sensors that confer a +1 to Hit as well as night vision and the ability to see without penalty through sandstorms, smoke, etc.. The Warrior is no longer affected by blindness.</p>
+5	





ADVANCED RULES

The previous part of this pack covers what we consider the “vanilla” rules for Gorkers and Morkers. This section contains various things that can be treated as optional extras. You may want to check with your gaming group to see whether everyone is okay with you using rules from this section.

DIGGA OUTCASTS

On Angelis there’s a population of humans that idolise the Orks. More than anything they wish they were Orks. Many band together and form Diggamobs (led by a Digganob, naturally). Others make their way to Mektown and try to find a place in Ork society - hoping to eventually join a real Ork mob.

We’re going to refer to these Diggas as Digga Outcasts, mostly to make it clear that they’re distinct from the Diggas found in normal Diggamobs. If anything they’ve cast *themselves* out in the hope of fulfilling their dreams rather than being rejected by their own society.

There may well be other (somewhat feral) humans that would see the same light on other worlds and the same rules could be used for them. For more information on the “normal” (using the term loosely) Diggas you should take a look at the faction rules for Diggas.

DIGGA-BOYZ

Humans who have enough experience of surviving in the wastes to be fairly decent fighters. Nowhere near as tough as a proper Ork Boy, of course!

DIGGA-YOOFs

Wide-eyed human youths with a thirst for adventure and absolutely no idea what they’re signing up for!

DIGGA SHAMAN

These Diggas are a little bit magic with a mystical connection to the ground they emerged from. As their careers go on latent psychic powers tend to surface in these unusual individuals.

RECRUITING DIGGA OUTCASTS

An Ork Mob might find itself a bit down on its luck or have a theory that Diggas aren’t dirt-scrabbling wannabes. Assuming the Mob contains a Slaver then Diggas can join.

No more than half the Mob may consist of Diggas.

Unfortunately the Meks aren’t quite so open-minded and will turn their noses up at such un-Orky behaviour.

Until your mob’s rating exceeds 200 all rolls on the Da Big Day table for repairs and Kustomisin’ are done with a -1 modifier.

Digga-Boyz - 4 Teef

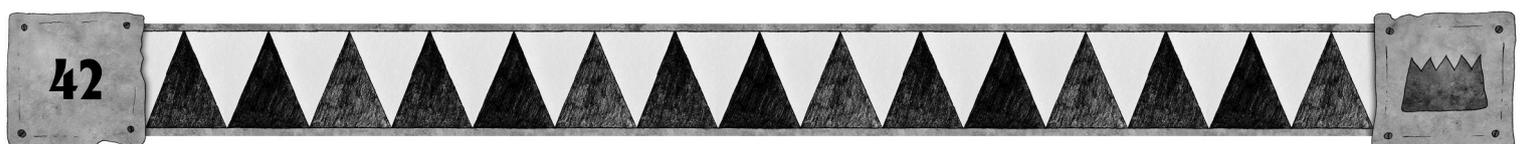
M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7

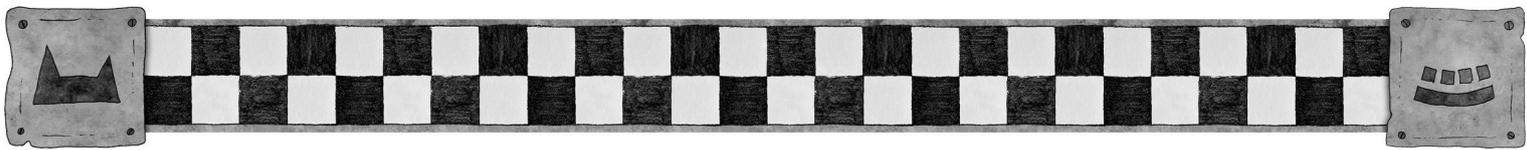
Pinning: Digga-Boyz are subject to Pinning.

Equipment: Hand-to-Hand, Gunz, Stikkbombz, and Armour

Digga-Yoofs - 2 Teef

M	WS	BS	S	T	W	I	A	LD
4	2	2	3	3	1	2	1	7





Experience: When Digga-Yoofs reach 21 experience points they become Digga-Boyz. Their cost does not need to be updated when this happens. From then on their access to weapons, skills, and so on are those of a Digga-Boy.

Pinning: Digga-Yoofs are subject to Pinning.

Equipment: Hand-to-Hand and Gunz

Digga Shaman - 8 Teef

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7

Pinning: Digga-Shamans are subject to Pinning.

Equipment: Hand-to-Hand, Gunz, Stikkbombz, and Armour

Findin' Rod: Digga-Shamans join the Mob carrying a Findin' Rod. It may not be sold and if lost for some reason the Digga-Shaman will create a replacement before the next game.

Mind Powers: Digga-Shamans have access to the Shaman Abilities table.

Ceremony of Searching: A Shaman Outcast can provide additional income for the mob as detailed in the Shaman sections below.

Scavenging for Tek: Being so far from the Pyramids, Shaman Outcasts are unable to assist in finding Ancient Tek like their peers. However, they can be employed to scavenge for cruder "Tek" which has become lost and forgotten. Dotted around the area, buried by the desert sands. More details in the Shaman sections below.

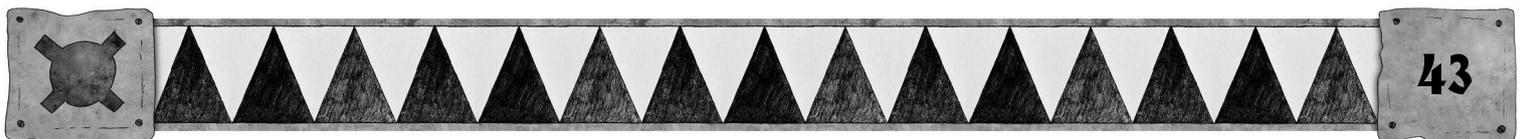
Findin' Rod

A Shaman's Findin' Rod serves as a psychic extension of the self. It also serves as a physical extension of the self when fighting! Findin' Rods usually take the form of a tall staff covered with cryptic decorations whose meaning is only known to the bearer.

Range	Hit Modifier	Strength	Save Mod	D	Ammo Roll	Notes
-	-	AU +1	Var	1	N/A	Double-handed, Block

Double-handed: A Shaman needs two hands (or equivalent) to use a Findin' Rod in Hand-to-Hand Combat. If they don't have two functional hands they cannot use this weapon and equally if they're using this weapon they cannot use any other weapons at the same time.

Block: Much like a shield the Shaman can choose to force their opponent to reroll their highest Attack dice in Hand-to-Hand Combat. As with the shield this cancels out if their opponent has a similar parry ability.



DIGGA OUTCAST EXPERIENCE

Diggas start with the following experience levels:

TYPE OF WARRIOR	STARTING EXPERIENCE POINTS
Digga-Yoofs	0
Digga-Boyz	20 + D6
Digga-Shaman	20 + D6

The maximum statline attainable by a Digga is as follows:

	M	WS	BS	S	T
Diggas	4	6	6	4	4

Diggas use the standard experience thresholds and Advance Table and have access to the following skills:

DIGGA OUTCASTS						
	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd
Digga Shaman	x	x	✓	✓	✓	✓
Digga-Boyz	x	✓	x	✓	✓	x
Digga-Yoofs	x	✓	x	✓	x	x

SHAMAN OUTCAST ABILITIES

A Shamans who gets a Know-wot result on their Advance Table may instead choose to roll on the Shaman Abilities Table. Note - no other Warrior type may ever roll on the Shaman Abilities Table!

D6	MIND POWER
1	<p>Troofsayer With a wry grin and some barely-coherent advice the Shaman helps the mob make the right choices about how to approach a fight. A mob containing a Shaman with this skill adds +1 to dice rolls for determining first turn and dice rolls for reinforcements.</p>
2	<p>Scrap Master By scrying, dowsing, or just being very good at guessing, the Shaman has a nose for where to find more scrap. When a scenario calls for a randomised number of scrap counters add +1 to that roll.</p>
3	<p>Searchin' Instinctz Unable to return home to the Pyramids, the Shaman Outcast turns his powers to locating valuable scrap around the outskirts of Mektown instead. After a game if you pass a Leadership Test you may add D3 to the number of Scavengers for the purposes of finding Tek (not income).</p>
4	<p>Precog The Shaman has learned to trust their gut, probably because their gut is a bit psychic, and isn't shy about telling their comrades. Every now and again it saves someone's life! +1 Leadership for Drivers' Swerve attempts when the Shaman is onboard a friendly Vehicle. +1 to Initiative tests when avoiding getting Squashed On Foot to Warriors within 6" of the Shaman (including the Shaman).</p>
5	<p>Duck The Shaman moves in an aggravatingly mystic way. I'm sure the way attacks seem to often miss them is purely coincidental... Shooting targeting the Shaman has an extra -1 to hit modifier. Similarly Warriors that charge into Hand-to-Hand Combat with this Shaman do not receive their +1 modifier for Charging.</p>
6	<p>Pinpoint Accuracy The Shaman is possessed of an uncanny deftness, making shots with a reaction speed that catches the uninitiated off guard. The Shaman does not suffer the -1 modifier for shooting at fast moving targets (Vehicles that moved more than 6", Warriors on foot that moved more than 10"). They can also ignore the -1 modifier when shooting at appearing/disappearing targets on Overwatch.</p>

DIGGA OUTCAST INCOME

CEREMONY OF SEARCHING

If your Mob includes a Shaman Outcast and they didn't go Out of Action in the previous game you may have them perform a ceremony of searching after each battle. They commune with the spirits around them or otherwise get up to some psychic fidgy widginess in order to locate some riches for the mob. If they can pass a Leadership Test the mob gains 2D6 teef to income. This is separate from mining and not subject to Cave-In rules.

SCAVENGING FOR TEK

If the Mob includes a Shaman Outcast, instead of performing the Ceremony of Searching, you may instead scavenge for Tek. You may nominate a number of Warriors, who instead of Mining may go with the Shaman Outcast, to form a Scavenging Party. The larger the Scavenging party the greater the chance of finding the good stuff. A party size of 3 or less will never find Tek, even with the assistance of a Shaman.

Choose how many Diggas are going to search and consult the Search Table below to see the D6 value needed to find an item. All types of Diggas may search, assuming they didn't go Out of Action during the last game. One search is conducted - you can't split the search parties to find more than one item!

Search Table

NO. OF SEARCHERS	1-3	4-5	6-8	9-11	12+
D6	No Chance	6	5+	4+	3+

If your searchers found something roll a further D6 to see what was found:

D6	TEK TYPE TABLE
1-2	Hand-to-Hand Weapons
3-4	Gunz
5	Armour & Stikkbombs
6	Gubbinz

Now roll a D6 and consult the relevant column to see what they found in the wastes:

D6	HAND-TO-HAND WEAPONS	GUNZ	ARMOUR & STIKKBOMBS	GUBBINZ
1	Chain or Flail	Bow	Shield	Boarding Plank
2	Spear	Crossbow	Studded Armour	Extra Armour Plates
3	Club or Choppa	Blunderbuss	Flak Armour	Loads Ammo
4	'Uge Club or Choppa	Shoota	Frag	Spikes
5	Slugga	Kannon	Krak	Reinforced Ram
6	Six-Shoota	Linked Shoota	'Eavy Armour	Big Grabber



DIGGAS AND SERIOUS INJURIES

Diggas that receive Serious Injuries cannot expect their Ork masters to pay for them to visit a “Medikal Profeshunal”. As a result Digga Outcasts may not visit the Dok to cure Serious Injuries.

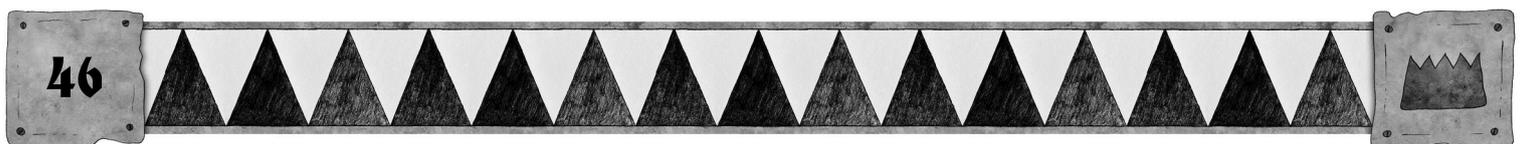
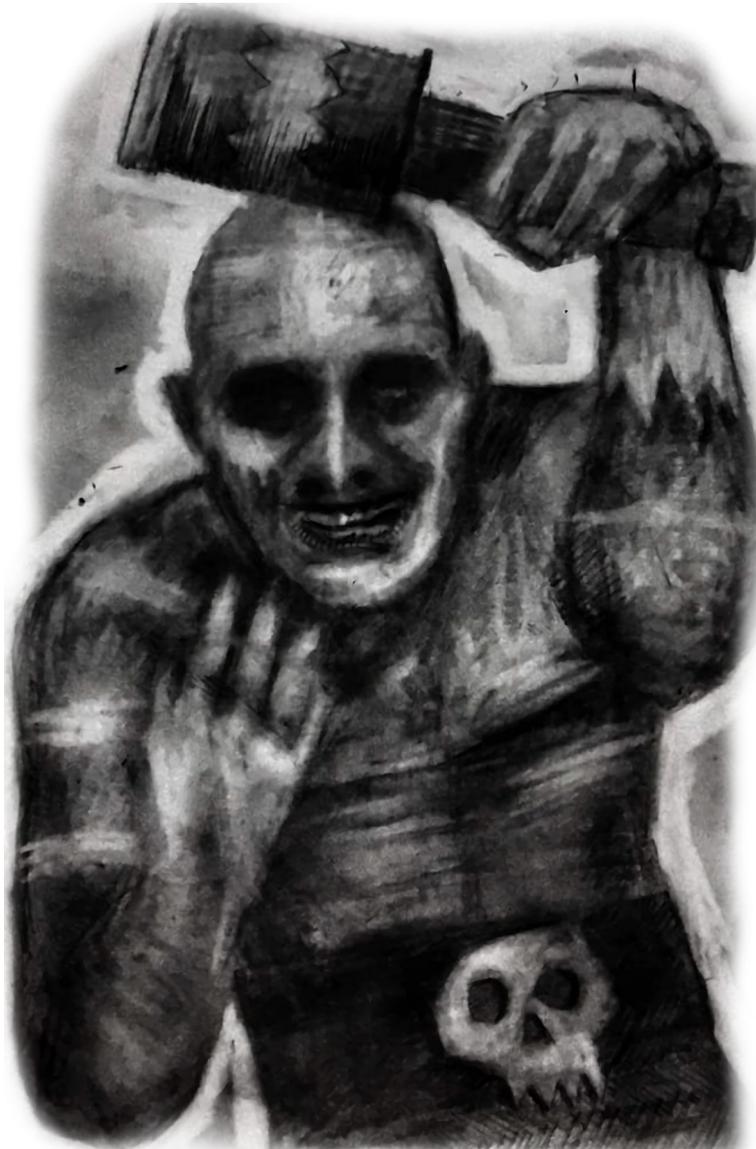
DIGGA OUTCASTS AS CAPTIVES

The amount an Ork Mob cares about its Digga members is variable to say the least. Some Diggas are amusing mascots and their capture is seen as a personal slight whereas others are effectively cannon fodder (“Dey got Wiggly, boss.” “Never ‘eard of ‘em.”).

It’s up to the Mob’s owner whether to bother rescuing captured Digga Outcasts.

DIGGAS AND LEADERSHIP DISPUTES

Diggas will never challenge for leadership of the mob. They may challenge for Driver and Gunner positions.



ARMOURY APPENDIX

Each weapon that can be Kustomised by the Meks has it listed in their Notes section, along with any restrictions on which Kustom jobs can be performed.

Notes

- Weapons that use the user's Strength characteristic will note this "AU" ("As User").
- Sustained Fire Dice – Weapons with these will have how many listed as "SFD" (e.g. "1 SFD").
- Kustomisation options will be listed with the prefix "K" (e.g. "K: All")

HAND-TO-HAND

Knives And Knuckles

All Warriors carry at least a knife or a set of knuckledusters.

Range	Hit Modifier	Strength	Save Mod	D	Ammo Roll	Notes
-	-	AU	Var	1	N/A	N/A

Chain

It's a big length of chain. Whack someone with it and they're not going to be happy about it. Try to show off too much and you'll just end up hitting yourself in the back of the head.

Range	Hit Modifier	Strength	Save Mod	D	Ammo Roll	Notes
-	-	AU +1	Var	1	N/A	Opponent may not block. Fumbles count double.

Opponent May Not Block: Warriors armed with a Chain cannot be forced to reroll a blocked Attack (e.g. using a Shield).

Fumbles Count Double: Fumbles rolled by a Warrior armed with a Chain count as +2 to their opponent's score, rather than the usual +1.

Club/Choppa

Solid, dependable, vicious. Additional spikey bits optional but encouraged. Whilst a club is any pipe or hefty stick strong enough to crack skulls a choppa can refer to almost any single-handed sharp thing. Often it's an axe, sometimes a cleaver, and other times it's a strange hybrid of blade and club. Apply repeatedly to enemies for best results.

Range	Hit Modifier	Strength	Save Mod	D	Ammo Roll	Notes
-	-	AU +1	Var	1	N/A	N/A

Spear

Do you like stabbing people but hate having to get close enough to smell their BO? Have I got a weapon for you...

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
-	-	-	-	AU	Var	1	-	HtH: +1 Initiative
0" - 8"	-	-1	-	AU	0	1	4	Ranged: 1 Use Only

+1 Initiative for Hand-to-Hand Combat Draws: In the event of a draw in Hand-to-Hand Combat where Initiative values are compared to decide the winner a Warrior with a Spear counts as having +1 Initiative (over and above their potential maximum statline). This does not stack if the Warrior carries additional spears!

Single-Use Throw: A Warrior with a Spear can choose to throw it in their Shooting Phase, with the ranged profile. The Spear cannot be retrieved during the game but the Warrior will have done so by the next battle.



'Uge Club/Choppa

You know what's better than a choppa you can hold in your hand? A choppa so big you need *two* hands!

Range	Hit Modifier	Strength	Save Mod	D	Ammo Roll	Notes
-	-	AU+2	Var	1	N/A	Double-handed, Opponent wins draws.

Double-handed: A Warrior needs two hands (or equivalent) to use an 'Uge Club/Choppa in Hand-to-Hand Combat. If they don't have two functional hands (e.g. due to Bionik replacement) they cannot use this weapon and equally if they're using this weapon they cannot use any other weapons at the same time. If an arm wound or similar means that the Warrior has two different Strength characteristics, use the higher of the two.

Opponent Wins Draws: In the event of a draw in Hand-to-Hand Combat where Initiative values are compared to decide the winner a Warrior with an 'Uge Choppa/Club loses, regardless of whether they have higher Initiative than their opponent.

Six-Shoota

A revolver-style weapon that'll fire as fast as you can fan the hammer.

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 6"	6" - 12"	+1	-	3	0	1	4+	1 SFD, 1 shooting phase to reload

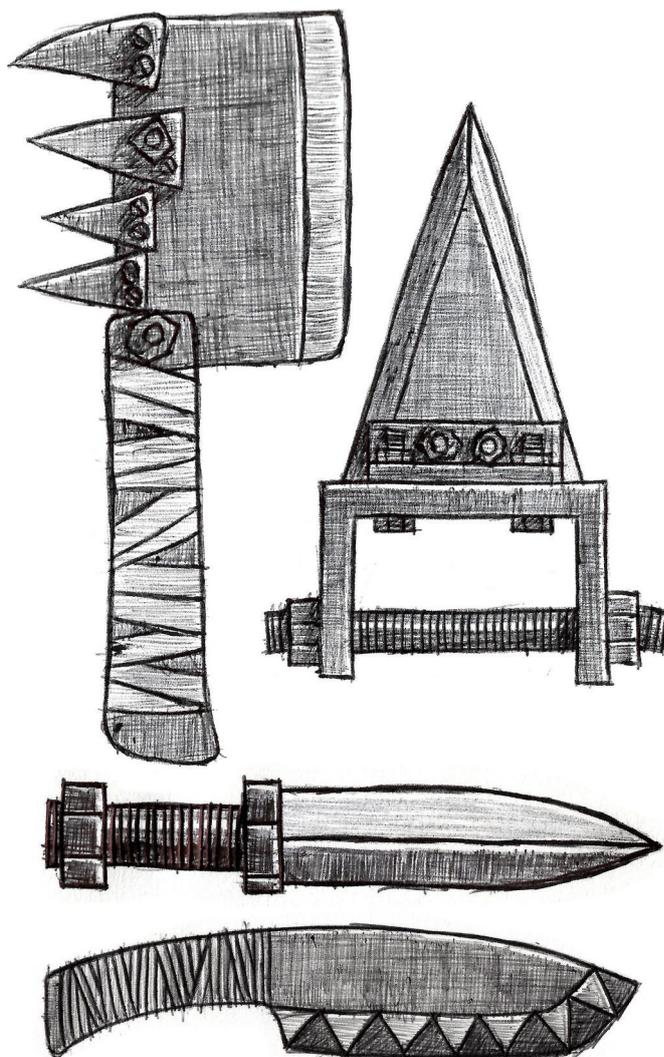
Reloading: Each time a Six-Shoota is fired a shooting phase must be spent reloading it (if the Warrior wishes to fire again during the battle). Only one Six-Shoota may be reloaded per shooting phase (i.e. a Warrior with two could fire in two consecutive turns but would need to spend two shooting phases reloading in order to use both pistols again). A Six-Shoota that has yet to be reloaded is functionally identical to a Six-Shoota

that has failed its Ammo Roll - it cannot be used in Hand to Hand Combat until it is reloaded. Using a Six-Shoota in Hand to Hand Combat does not deplete its ammo.

Slugga

A magazine-fed pistol of dubious efficacy. Loud, plodding, and very Orky.

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 6"	6" - 12"	+1	-	3	0	1	4+	N/A



ORK GUNZ

Each weapon has a note concerning whether they can be Kustomised or not. See the Da Mekboy'z Workshop section for the relevant rules.

All Ork Gunz require two hands to use.

Blunderbuss

The one advantage of a weapon with range this lousy is that it's nearly impossible to miss. Whether the thing you hit will actually take much in the way of damage remains to be seen though as the scatter shot fired is turned away by as little as normal clothing.

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 6"	-	+3	-	3	+1	1	4+	K: More Dakka only

+1 Save Modifier: Warriors hit by this weapon receive +1 to their Armour Save, including if they aren't wearing any armour (i.e. they receive a 6+ save).

Bow

Don't trust one of your lads with a shoota? Give 'em a bow to prove themselves with - the old ways are sometimes best!

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 12"	12" - 18"	-	-1	3	+1	1	4+	K: None

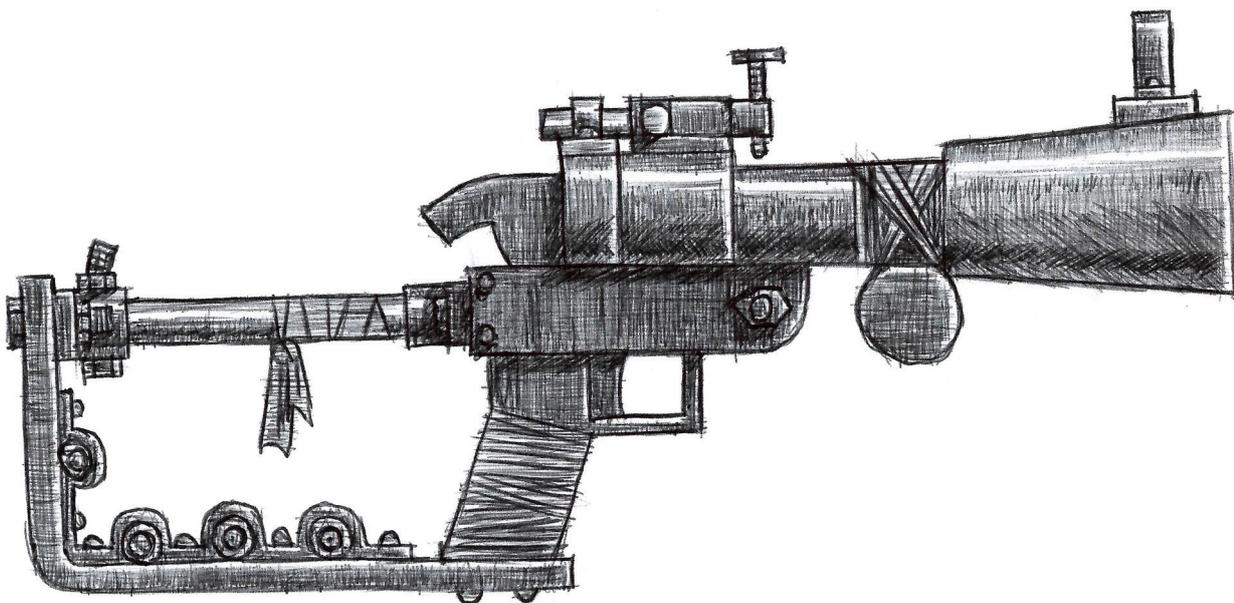
+1 Save Modifier: Warriors hit by this weapon receive +1 to their Armour Save, including if they aren't wearing any armour (i.e. they receive a 6+ save).

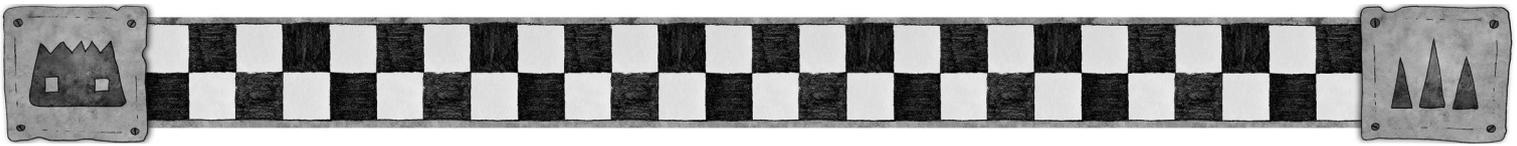
Crossbow

Surprisingly killy but a right faff to make ready for another shot. Still - not to be underestimated.

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 12"	12" - 18"	-	-1	4	0	1	4+	Move or Fire, K: None

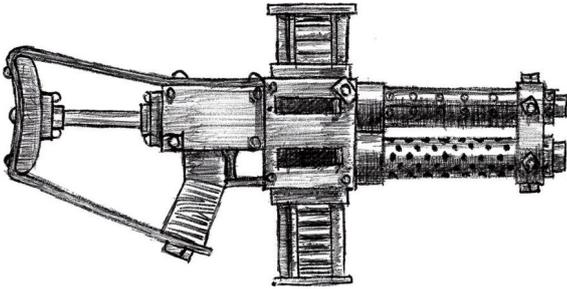
Move or Fire: Warriors armed with a Crossbow can either move in their movement phase or choose to fire in their shooting phase, not both. Being onboard a moving Vehicle also counts as moving for the purposes of this rule.





Linked Gun

Any of the Gunz in this section can be permanently joined together to create a Linked Gun which can then be mounted on a Vehicle that can take a Fixed Weapon (Linked Gunz are not equippable by Warriors on foot). Pay for two of the same type of Gun (no mixing!) and use the profile for that gun. Add 1 Sustained Fire Dice to the new Linked Gun's profile. The Kustomisin' restrictions of the original Gun still apply.



Kannon

An Orky shotgun. Kicks like a squiggoth and puts hefty holes in whatever it hits.

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 4"	4" - 18"	-	-1	4	0	1	4+	Knockback, K: All

Knockback: Newton's Third Law applies more than usual to the shells fired by an Ork Kannon - any Warrior hit (whether wounded or not) must roll under their Strength characteristic or be knocked back. If knocked back, move the Warrior 2" away from the direction of the shot. If they were Crew onboard a Vehicle at the time they will be knocked overboard (this does not apply to Drivers).

Shoota

What exactly is a shoota? There's probably a magazine of some kind involved, definitely a barrel, and it'll go bang when fired. Beyond that there's rarely two shootas that look or function in the same way.

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 12"	12" - 18"	+1	-	3	0	1	4+	K: All

STIKKBOMBZ

As the name suggests these are bombs, on-a-stick. Some fling shrapnel over a large area while others concentrate the force into a single point. They also work rather well as clubs...

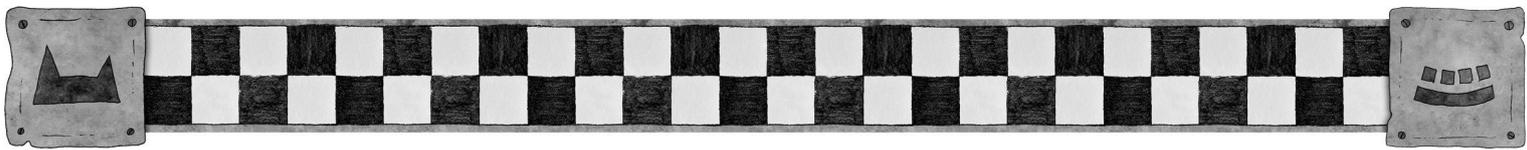
In rules terms both kinds have a Hand-to-Hand weapon profile and effectively function as clubs. They both have the following rule:

Might Explode: If both the Attacker and Defender in Hand-to-Hand Combat roll one or more sixes (each) for their Attack Dice then the Stikkbomb goes off, hitting both of them. Do not place the template if the Stikkbomb uses one as both Warriors instead absorb the blast.

In multiple combatant or Pilin' On situations this only affects the two Warriors currently resolving combat, not anyone providing bonuses to them.

Grenade range: range is determined by the thrower's Strength. Take the user's Strength characteristic, multiply it by 2, and then add 2". For example a Warrior with a Strength characteristic of 4 could throw a Stikkbomb up to 10" (4 x 2, +2").





Frag

A standard fragmentation grenade - drop one into a group of enemies and watch them panic!

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
-	-	-	-	AU +1	Var	1	-	HtH: Might Explode
G	-	-	-	3	-1	1	Auto	Ranged: 2" Blast Template, K: Shootier only

Krak

These usually take the form of a shaped charge for burning a nasty hole in an armoured target, although as with all Orky tech this is merely the most common approach.

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
-	-	-	-	AU +1	Var	1	-	HtH: Might Explode
G	-	-	-	6	-3	D6	Auto	K: Shootier only

ARMOUR

Shield

Strap a big hunk of metal to an arm and feel safer. Results may vary.

Armour Save +1 against Bows, Crossbows, template weapons, and Hand-To-Hand weapons.

Large: The shield takes one of the Warrior's hand "slots" and so double-handed weapons cannot be used at the same time as the shield. This includes Gunz that require two hands.

Block: User may choose to force Hand-to-Hand opponent to reroll highest scoring Attack dice once per round. If their opponent has a shield (or parry ability) these cancel each other out and neither Warrior can force a re-roll.

Studded Armour

Often disparagingly known as a "t-shirt save" but the leather of studded armour has saved many a wearer's innards from ending up as outards.

Studded Armour confers a 6+ Saving Throw.

Flak Armour

Flak Armour is a slightly fancier version of Studded Armour. Its extra layers don't make much difference to a bullet but they can make all the difference against less high velocity sources of trouble.

Flak Armour provides a 6+ Saving Throw.

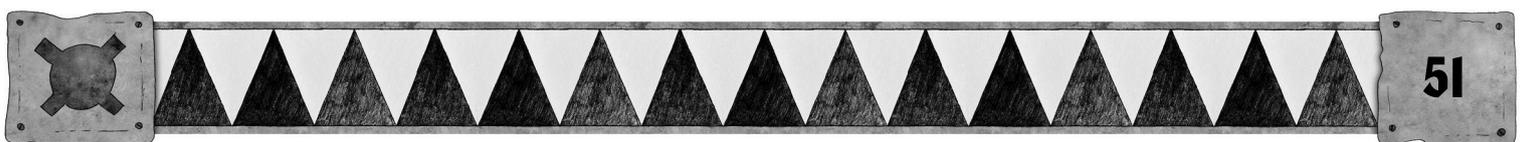
Against attacks using Blast Markers or Teardrop templates Flak Armour provides a 5+ Saving Throw. The Save Modifier of these attacks still apply (so a Frag Stikkbomb with a -1 Save Modifier would result in a 6+ saving throw for a Warrior in Flak Armour). This 5+ save also applies to S3 hits from Vehicle hit location tables - excluding hits from falling overboard.

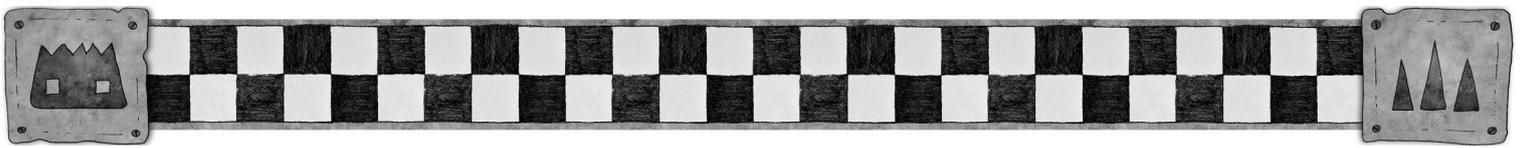
'Eavy Armour

The clanking a warrior wearing 'Eavy Armour makes is usually loud enough to cover up the wheezing the extra weight tends to elicit. The loss of agility is usually worth it, admittedly as it's proper snazzy and quite tough too.

'Eavy Armour confers a 4+ Saving Throw.

Warriors wearing 'Eavy Armour halve their Initiative (rounding up) when taking Initiative Tests related to Boarding Actions and avoiding being squashed.





SLAVERZ STUFF

The Grabba Stik and Whip are both single-handed Hand-to-Hand weapons.

Bolas and Nets are equipment, not ranged weaponry, and do not affect the User's access to bonus Attack Dice. They are both only used in the Shooting Phase.

Grabba Stik

The classic Runtherd tool - many Slaverz feel naked without theirs. Reach out and flick the switch to ensnare a would-be escapee!

Range	Hit Modifier	Strength	Save Mod	D	Ammo Roll	Notes
-	-	AU	Var	1	N/A	Captures Victim

Captures Victim: If a weedy Warrior (Grot or human) is taken Out of Action in Hand-to-Hand Combat the Model is automatically captured. No Serious Injury roll is made.

Whip

Smarts like nothing else and very difficult to predict, whips are significantly less dangerous than a choppa strike but still valuable tools in a Slaver's arsenal.

Range	Hit Modifier	Strength	Save Mod	D	Ammo Roll	Notes
-	-	AU -1	Var	1	N/A	Distracts Enemy

Strength: As user -1, not +1. That isn't a typo!

Distracts Enemy: -1 to enemy WS in Hand-to-Hand Combat.

Bolas

Swing 'em around your head and throw them as hard as you can! Ooft, mind your bonce!

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 8"	-	-	-	-	-	-	Auto	Dangerous, Hobbles

Dangerous: A roll of 1 to hit causes a S3 hit to the user. They do not damage enemies under any circumstances!

Hobbles: Warriors hit with bolas cannot move and suffers -2 WS in Hand-to-Hand Combat. They can shoot and avoid being run over as normal. Roll a 4+ in the hobbled Warrior's recovery phase to free them. Bolas have no effect on vehicles.

Net

Bam! Net! Not lethal but a nightmare to escape in the middle of a battle.

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 4"	-	-	-	-	-	-	Auto	One Use, Entangles

One Use Only: Normal hit modifiers apply.

Entangles: Models hit with a net cannot move or shoot and count as Down for Hand-to-Hand Combat purposes. Roll a 6 in the entangled Warrior's Recovery Phase to free them. Each friendly Warriors in base contact may add +1 to the roll but cannot shoot in the shooting phase if they choose to do so. Entangled Models are automatically Captured if the game ends. Nets have no effect on vehicles.



BIG GUNZ

‘Eavy Shoota

Imagine a shoota. Now imagine it’s twice the size. Oh and make the bullets bigger too - and more of them while you’re at it!

‘Eavy Shootas (sometimes known as Big Shootas) are just that - large calibre machine guns that blow rows of nasty holes in whatever they’re pointed at.

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 20"	20" - 40"	-	-2	5	-2	1	4+	2 SFD, K: All

Harpoon Gun

Tharr she blows! There’s something tremendously nautical about a harpoon gun. A huge metal arrow fired at high speed will ruin vehicles and warriors’ days alike. Getting a solid hit can be tricky though, particularly at long range.

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 12"	12" - 18"	-	-1	D6+2	-2	D3	4+	K: All

Strength: roll D6 + 2 for each shot this weapon makes to determine that shot’s Strength characteristic (S3 – S8).

Linked Gun

See the Linked Gun profile from the Gunz section of this appendix.

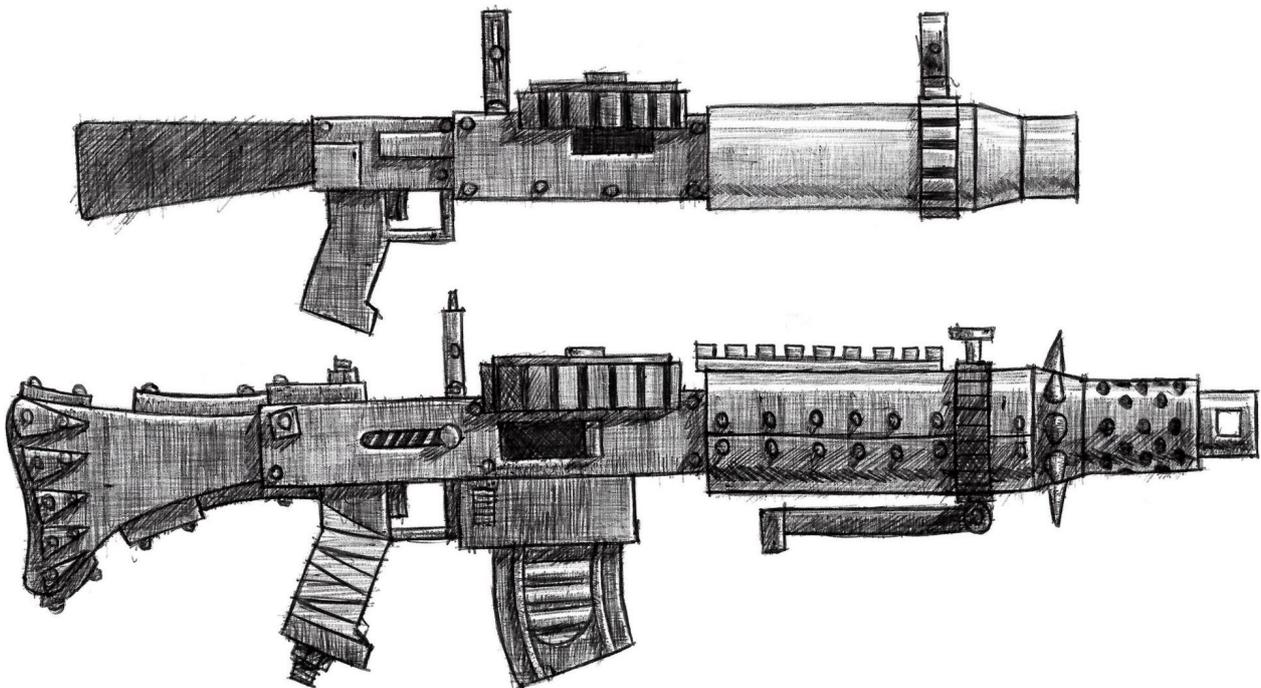
Skorcha

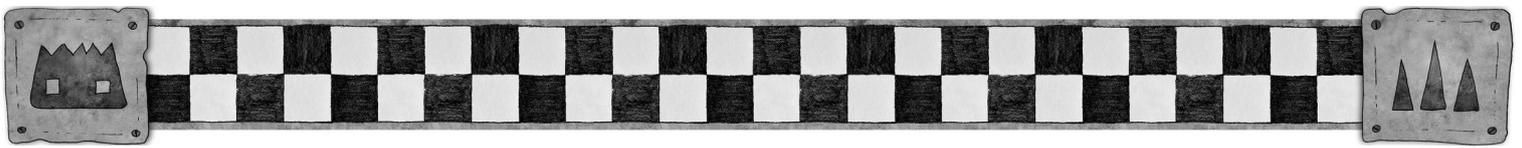
They drip, they sputter, and they sometimes explode. Their gunners have a love/hate relationship with them. When they go off though - ooft, it gets nasty.

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
T	T	-	-	4	-2	1	4+	Ammo Test, Catching Fire, Template, K: Special

Ammo Test: An Ammo Roll must be made after every shot fired.

Catching Fire: Warriors and Vehicles can both be set fire to using a Skorcha. Roll a D6 for each hit made by a Skorcha - on a 4+ the target catches fire! Note - hit, not wounded; this is in addition to wounding. Warriors on





foot that go Down or Out of Action do not catch light but otherwise they are now on fire - see the Movement section of the GCE Core Rules for how that works. Similarly the rules for Vehicles Catching Fire can be found in the Vehicle Shooting section of the GCE Core Rules.

Template: Skorchas use the standard “Flamer” teardrop template. See the GCE Core Rules for how template weapons work.

Kustomisin’ Special: Shootier or Longer Range only. Any subsequent upgrade will reduce the effect of the other option. Range changes are done using the three teardrop template sizes - Hand Flamer Template, Flamer Template, Heavy Flamer Template (4”, 8”, and 16” long respectively).

For example, two Shootier upgrades would reduce range down to a Hand Flamer Template.

Spear Gun

Firing a volley of spears at something is generally a good idea, or so the thinking goes. Rack ‘em up!

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0” - 12”	12” - 18”	+1	-	4	-1	1	4+	2 SFD, K: All

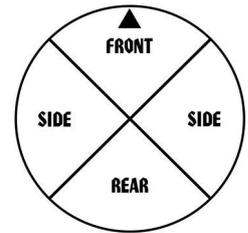
Rokkit Launcher

The bane of anything armoured, Ork Rokkit Launchers are accurately described as “Ded Killy”. Most Gunners don’t know what words like “shaped charge” mean but that makes little difference to their efficacy.

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0” - 12”	12” - 30”	-	-1	6	-3	D6	6+	K: All

GUBBINZ

Some Gubbinz have the stipulation that they can only be mounted in certain places. The sides are the usual vehicle quadrants, as seen in this diagram. These are not “slots” - mounting something on the left side does not mean another piece of Gubbinz can’t be mounted on the Vehicle’s left side. Between games you may move Gubbinz between quadrants, assuming where you’re moving them to is a legal location as described in their rules. No sneakily trying to move things to places they weren’t intended!



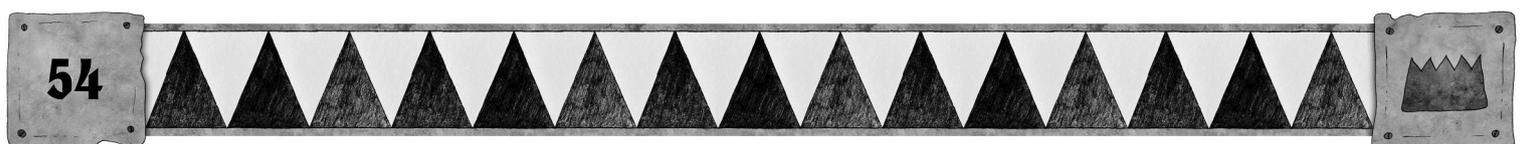
If the Gubbinz Damage Location is hit during a battle, randomise which single item of Gubbinz takes the damage. Unless otherwise stated a Penetrating Hit on an item of Gubbinz renders it unusable on a 4+. It will be repaired before the next battle.

Boarding Plank

Why leap when you can stroll? Ork boarding planks are usually spiky affairs that securely attach to their prey once deployed. Tearing them loose is advisable but it’ll hurt!

If a Vehicle declares that it is Racing or Chasing an enemy Vehicle it may deploy a Boarding Plank. No operator is needed for this - it deploys automatically. Once this is done the Enemy Vehicle will suffer 1 point of damage if it moves more than 2” from the Racing/Chasing Vehicle for any reason.

A deployed Boarding Plank may be used by Warriors on either Vehicle to cross between them without taking an Initiative Test.





Big Ork Vehicles have three places where a Boarding Plank may be fitted - front, left side, and right side. You may fit one at each location if you wish!

Small Ork Vehicles may not mount a Boarding Plank.

Extra Armour Plates

You know what's better than armour? Lots of armour!

The Extra Armour gubbinz provide a Saving Throw, much like Armour on a Warrior. Each purchase of Extra Armour Plates for a Vehicle ups the Saving Throw by +1 (starting at 6+) to a maximum of 4+. When the Vehicle's Armour is penetrated (any location), a successful Extra Armour Plates save will negate the hit completely. This saving throw is affected by the hit's Save Modifier.

If Extra Armour Plates are damaged by a 4+ hit to the Gubbinz location then 3 Extra Armour Plates are unusable for the rest of the game.

Big Vehicles may have up to 6 Extra Armour Plates - meaning a fully stocked Vehicle of this type can lose 3 and still have a backup 3 to provide a save!

Small Vehicles may have up to 3 Extra Armour Plates.

Big Grabber

Getting close to an enemy vehicle is pretty dangerous - why not make it more dangerous for *them*? A big hydraulic claw can liven things up - both for the enemy vehicle and its crew!

Once installed a member of the Mob's Crew can choose to operate it during your turn. Unlike Driver/Gunner positions this is not a permanent assignment and can vary throughout the battle. A Warrior operating a Big Grabber may not fight in Hand-to-Hand Combat in the same player turn they make an attack with it, but they may shoot. Enemies may not operate your Big Grabber.

When the Vehicle comes within range to perform a Ram, Rake, or Sideswipe on an enemy Vehicle the Big Grabber can be used. The Vehicle does not need to actually perform a Ram/Rake/Sideswipe, although it may if you wish. The Big Grabber attack is resolved before that can happen and the enemy Vehicle may not Swerve to avoid it!

A Big Grabber attack automatically hits and penetrates one random Damage Location. Roll 2D6 and pick the highest of the two dice as the Damage result.

If you hit the Driver or Crew location you grab someone in addition to any other damage! The Crew member should be randomised as normal. You can choose to drop them during your turn, whereupon they take a S3 hit and land D3" away from your Vehicle. If they're still grabbed at the end of the game they are automatically Captured. Any penetrating hit affecting the Big Grabber causes the grabbed Warrior to be dropped, regardless of other damage.

Big Ork Vehicles may fit one Big Grabber - pick any of the quadrants described above.

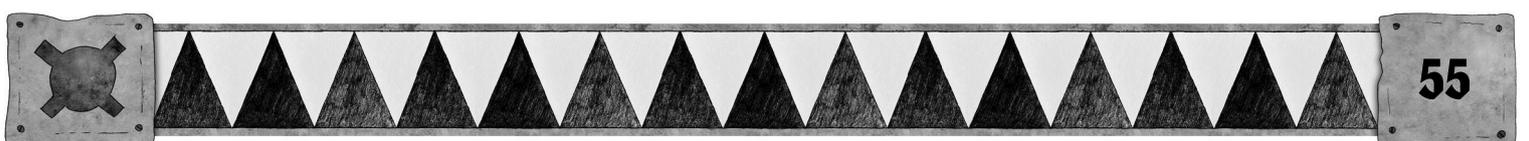
Small Ork Vehicles may not mount a Big Grabber.

Reinforced Ram

Ramming is dangerous at the best of times - what if a vehicle was modified to be even rammier? Wouldn't that be great? Too right.

When a Vehicle with a Reinforced Ram performs a Ram (or is involved in a head-on Ram) one of the Damage Rolls should be done using 2D6. Pick the highest Damage result.

Sideswiping and Raking aren't affected by having a Reinforced Ram.





Big Ork Vehicles may fit one Reinforced Ram - fitted to the front quadrant of the Vehicle.

Small Ork Vehicles may not mount a Reinforced Ram.

Spikes

A vehicle covered in spikes looks properly menacing and that's the usual reason Orks add them. The fact that it's even more unpleasant for targets on foot is merely a bonus!

Any time a Warrior is hit by the vehicle (friend or foe) and the effect would be a Strength 3 Hit it instead becomes a Strength 4 hit. This includes squashing Warriors on foot, failed Boarding attempts, and falling off in general. It also affects incoming penetrating hits on the Vehicle (shooting/ramming/etc..). All of these are made worse by a spiky vehicle!

Both Big Ork Vehicles and Small Ork Vehicles can have Spikes.

Extra Spikes

There's clearly still some room onboard for spikes. Look - that bit over there could clearly benefit from a rusty barb the size of your forearm!

Extra Spikes require Spikes to be fitted first and effectively replace them. In addition to the benefits of Spikes a Vehicle with Extra Spikes also inflict a -1 modifier on Initiative Tests against enemy Warriors attempting to board it. This modifier also applies to Warriors trying to avoid being squashed by it (friend or foe!).

If rendered unusable by damage during a game Extra Spikes are downgraded to Spikes (meaning it would take two destroying hits to remove all spikiness from a Vehicle). As with all damage to Gubbinz they'll be repaired by the next game.

Both Big Ork Vehicles and Small Ork Vehicles can have Extra Spikes.

Wrecker Ball

Did you know that wrecking balls don't just work on buildings? It's true. Talk to your local Mek for more information!

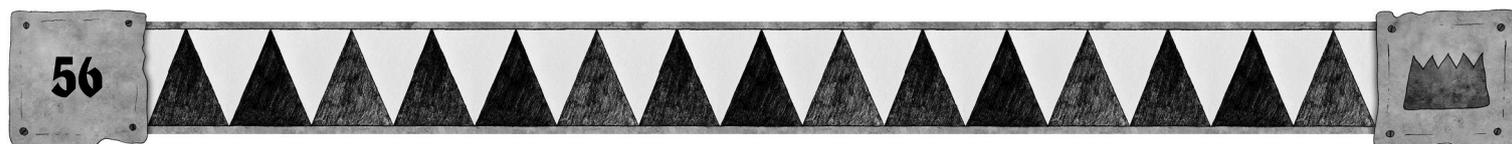
Once installed a member of the Mob's Crew can choose to operate it during your turn. Unlike Driver/Gunner positions this is not a permanent assignment and can vary throughout the battle. A Warrior operating a Wrecker Ball may not fight in Hand-to-Hand Combat in the same player turn they make an attack with it, but they may shoot. Enemies may not operate your Wrecker Ball.

When the Vehicle comes within range to perform a Ram, Rake, or Sideswipe on an enemy Vehicle the Wrecker Ball can be used. The Vehicle does not need to actually perform a Ram/Rake/Sideswipe, although it may if you wish. The Wrecker Ball attack is resolved before that can happen and the enemy Vehicle may not Swerve to avoid it!

A Wrecker Ball attack automatically hits and penetrates D3 random Damage Locations.

If you hit the Driver or Crew location you knock them off the Vehicle in addition to any other damage! The Crew member should be randomised as normal. They take a S3 Hit and are knocked D3" away from their Vehicle (in whatever direction seems most appropriate!).

If a Wrecker Ball takes a Penetrating Hit then roll as normal (4+ renders it unusable) but in addition to this a 6 causes it to also hit the Vehicle it's mounted on (D3 random Damage Locations are penetrated).



Big Ork Vehicles may fit one Wrecker Ball - pick any of the quadrants described above.

Small Ork Vehicles may not mount a Wrecker Ball.

Loadsa Ammo

Boxes of rokkits, lengthy belts of bullets, extra burny juice! It's always good to have spare ammunition for the vehicle's fixed weapon.

A Fixed Weapon with Loadsa Ammo ignores its first failed Ammo Roll. Additional failed Ammo Rolls can be ignored by mounting more Loadsa Ammo Gubbinz.

Big Ork Vehicles may carry as many Loadsa Ammo Gubbinz as you'd like.

Small Ork Vehicles may carry a single Loadsa Ammo.

MISC APPENDIX

VEHICLE CAPACITIES

Vehicle capacities can be a source of confusion for some players. Vehicles can be all shapes and sizes - build whatever contraptions you like. Crew capacity is based on how many models are physically able to fit † however (depending on your models, players, and preferences) you may prefer to stipulate vehicle capacities rather than using your vehicles' literal capacities.

Based on the models of the late 1990s Ork vehicle capacities were roughly as follows:

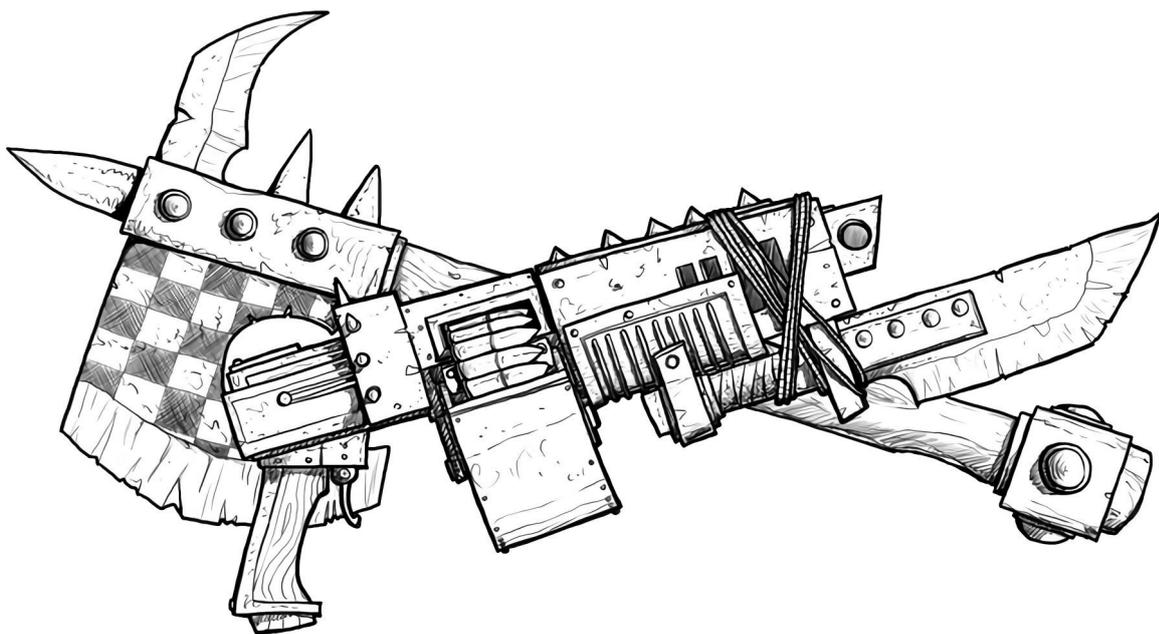
Transports: Driver, Gunner, **6 additional crew.**

Support: Driver, Gunner, **1 additional crew.**

Small: Driver, **1 additional crew**

You may wish to adjust this. Discuss them with the other players in your campaign and agree what you feel is reasonable.

† Models that fall off are *not* deemed to have fallen off in-game!



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GCE Scenario Book

By Da GCE Kommittee

CHANGELOG

Version 1.01 – October 2025

- *Removed wounding experience section (moved to GCE Core Rules)*

Version 1.0

- *Initial version: 10 scenarios*

Changes from ORB

- *Introduction of thematic system*
- *Heading consistency across scenarios*
- *Tweaks to broaden faction compatibility*

INTRODUCTION

GCE is a campaign-driven game and players usually use scenarios for games. There's nothing stopping players from setting up a Mob on either side of the table and just having a bash at each other but it's not how the game is designed to be played. Incidentally lots of campaigns start with some or all of the players running a "friendly" game like that to get a feel for the game mechanics.

The scenarios you'll find in this book are just the starting point. You may well want to invent your own or tweak things about them. They're here to give you some tools to kickstart the narratives in your campaigns, not to railroad you.

Before reading this book you should read the "Playing a Game" section of the GCE Core Rules as it covers much of the structure used for, well, playing a game. You'll need to refer to that book for various scenario special rules anyway (such as the rules for using forts) so make sure you have a copy nearby.

Lastly this book is intended to grow over time. David Cammack, the resident GCE Scenario Guru, has a spreadsheet with well over 50 scenarios that are planned for inclusion. For this version we're just aiming to get the basics done but in future versions the table of contents is going to swell mightily!





CHOOSING A SCENARIO

Scenarios exist as a tool to help players tell stories, as that's really what this game system is about. Each campaign is a collection of stories that emerge from the playing – bitter rivalries, unlikely alliances, daring raids, and so on. This scenario book is here to help those stories happen, although if you'd rather just choose your own scenarios directly then you can of course just do that. There's also a simple scenario randomiser if you don't want to pick.

If you'd like fate to decide what happens next, read on!

We've grouped scenarios by broad themes. Each is a reason why the Mobs are in conflict:

- Territory
- Dominance
- Resources
- Vengeance
- Rescue
- Miscellaneous

Territory

Control of territory is always a concern for the various factions that vie for survival in the wastes. For some it's a matter of ego – it's *their* turf and any intrusion upon it must be met with force to avoid losing face. For others it's more practical – supply lines need to come through the contested area and so it must be held. Of course there are some factions that have a somewhat more immediate approach to territory – it's *there* and they don't want to share. It's up to you to decide what the specific motives are for this particular territorial dispute.

Dominance

Reputation is a powerful currency in the wastes. The threat a given group poses is almost as important as their ability to exert their power – others will think twice about doing anything that might incur a powerful faction's wrath. Of course to be a threat a mob must work on building a reputation by exerting their dominance in the region. Similarly a mob with a tougher reputation must continually reinforce their dominance to maintain it. A scenario of this type sees your mobs coming to blows over reputation.

Resources

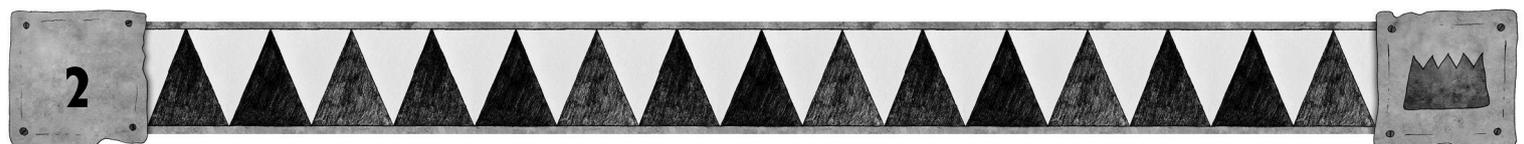
Whether it's scrap, fuel, archeotek, or even infrastructure there's always something that someone wants to claim as their own. Whether a faction uses the resources isn't necessarily important – denying other factions the resource can be just as important. Some scenarios have explicit resources as their focus – others you'll need to decide for yourselves.

Vengeance

Grudges (whether real or imagined) run deep in the wastes and revenge is a dish best served loud and violent. Scenarios with this as the conflict will be more personal and it's up to players to decide which slight needs to be answered for.

Rescue

The last two categories are a little special. The first, Rescue, is what you should use when one of your Mob's members (Warrior or Vehicle) has been captured (a type of Serious Injury/Permanent Damage – see the GCE Campaign Book for details). You'll need to play one of these as your next game if you're going to perform a rescue – in which case you don't need to roll for a scenario theme.



Miscellaneous

The second category is broader and it exists for two reasons, the first of which is a pragmatic one – most scenarios outside this book haven't been categorised yet and so don't appear in any theme table. The second is because there are a whole host of scenarios that exist for their novelty (such as the Halloween-themed scenarios!). If a scenario doesn't have a category it defaults to Miscellaneous.

Essentially if there's a scenario in the Miscellaneous category that both players want to play instead of rolling for a theme, go for it!



GENERATING A THEME

Roll on the table below to decide the theme for the next scenario. Once you've done that either randomise or choose a scenario from the relevant theme table. After you've done that it's time to have a chat with your opponent about why your mobs are facing off!

D4	RESULT
1	Territory
2	Dominance
3	Resources
4	Vengeance

For example:

Da GutGowjaz, an Ork Morker Mob are going to play a game against The Seekers of Righteous Truth, a Mutie Mob. One of their players rolls on the Theme table and gets a 2 – Dominance. They then roll on the Dominance theme table and get Da Chase. Reading through the scenario it makes sense for the Muties to be the attackers – they're ambushing the Orks as they try to transport a haul of scrap. They've spotted the dust trails of the Ork vehicles and are closing in as fast as they can – a good chance to show the brutes that the desert isn't theirs and who knows, maybe the idiot greenskins will be transporting something the Cognoscenti will appreciate...

THEMATIC GROUPINGS

You'll probably need a digital randomiser as the contents of these tables are arbitrary lengths and will grow between versions (How many of us have a D5 to hand?).

D5	TERRITORY
1	2: We Woz 'Ere Furst
2	4: Da Fight
3	6: Da Siege
4	9: Convoy
5	10: Gotcha!

D9	DOMINANCE
1	1: Da Rumble
2	2: We Woz 'Ere Furst
3	3: Lootas
4	4: Da Fight
5	5: Da Chase
6	6: Da Siege
7	8: Da Trap
8	9: Convoy
9	10: Gotcha!

D7	RESOURCES
1	2: We Woz 'Ere Furst
2	3: Lootas
3	5: Da Chase
4	6: Da Siege
5	8: Da Trap
6	9: Convoy
7	10: Gotcha!

D7	VENGEANCE
1	1: Da Rumble
2	4: Da Fight
3	5: Da Chase
4	6: Da Siege
5	8: Da Trap
6	9: Convoy
7	10: Gotcha!

D6	RESCUE
1	3: Lootas
2	5: Da Chase
3	6: Da Siege
4	7: One of Our Ladz is Missin'
5	9: Convoy
6	10: Gotcha!

SIMPLE SCENARIO RANDOMISER

Maybe you just want to play a game and want a scenario picked at random. For that there's the following table. There's only one catch – you'll need to use a digital randomiser of some sort (dice rollers exist online – just tell 'em how many sides the dice should have). This is because this table is going to grow with each release of this book!

D9	SCENARIO
1	1: Da Rumble
2	2: We Woz 'Ere Furst
3	3: Lootas
4	4: Da Fight
5	5: Da Chase
6	6: Da Siege
7	8: Da Trap
8	9: Convoy
9	10: Gotcha!

Also the table doesn't include dedicated rescue scenarios as those aren't universally applicable (it's supposed to be simple after all!).

THE SCENARIO FORMAT

Each scenario follows a similar layout:

DESCRIPTION	Setting the scene – what's the scenario about?
TERRAIN	Details on how the board should be configured for the game
MOBS	How the participating Mobs work (e.g. attackers and defenders)
SPECIAL RULES	Both standard and scenario-specific rules
STARTIN'	Who goes first and any mechanics relating to that
ENDIN'	Victory conditions and related rules
INCOME	Any additional income opportunities presented by the scenario
EXPERIENCE	Standard and scenario-specific opportunities for earning experience points

ATTACKERS & DEFENDERS

Scenarios often have roles for the Mobs involved as Attackers and Defenders. The assignment of these is usually based on Mob Rating. The player with the lowest Mob Rating should usually be the Attacker to provide them with a slight advantage. However it's up to players to agree between them whether that should apply. They're your Mobs and your story after all. If you can't agree, roll for it!



SPECIAL RULES

All of the scenarios use special rules of one type or another (e.g. Da Rollin' Road, Da Fort, Scrap Counters, Bottlin' Out, etc.), generally laid out in the GCE Core Rules. Sometimes scenarios will have modifications to those rules to tweak them in some way – the rules in the scenarios take priority over whatever is in the Core Rules/Campaign Book.

SCRAP COUNTERS

Many scenarios feature Scrap Counters. They're objects that can be carried (see the Carrying Objects section of the GCE Core Rules for details). Mobs collect these during battles and generally trade them in for income (see the Income section of the GCE Campaign Book for income rules).

Unless otherwise stated Scrap Counters that aren't on a Vehicle or carried by a Warrior at the end of a battle belong to no one and cannot be exchanged for Income. Grab them while you've got the chance!

FORTS

Some scenarios use a stronghold of some sort (usually in the form of an Ork fort). See the Forts section of the GCE Core Rules for details on how these bits of terrain work.

MOVING BOARDS (DA ROLLIN' ROAD)

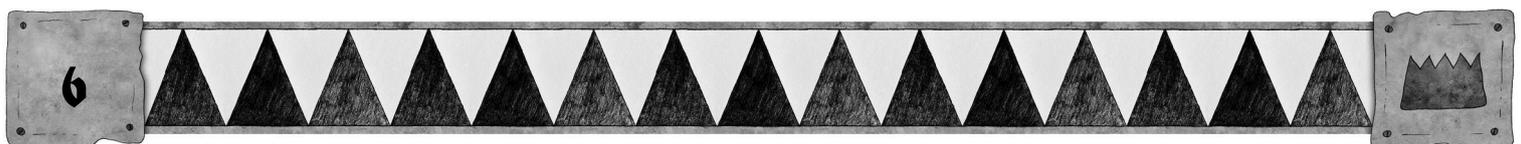
A few scenarios use a rather unusual mechanic where the whole board moves each turn (to simulate racing down a canyon, for example). See Da Rollin' Road section of GCE Core Rules for how that works.

BOTTLIN' OUT & LEAVING THE TABLE

Scenarios have varying rules about how leaving the table affects Bottlin' Out. For more details on Bottlin' Out see the GCE Core Rules.

EXPERIENCE POINTS

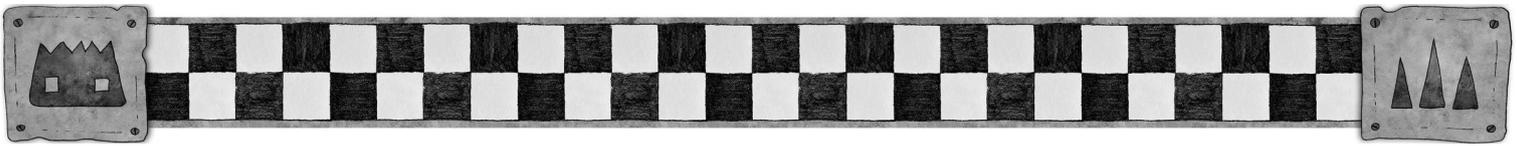
Each scenario has rules for experience points gained. Occasionally a scenario will have rules for *losing* experience points. These only apply to points gained during the scenario – it's not possible for a Warrior to finish a scenario with less experience points than they started with!



Scenarios

1: Da Rumble.....	8
2: We Woz 'Ere Furst.....	10
3: Lootas.....	12
4: Da Fight.....	14
5: Da Chase.....	16
6: Da Siege.....	18
7: One of our Lads is Missin'.....	20
8: Da Trap!.....	23
9: Da Convoy.....	26
10: Gotcha!.....	29





I: Da Rumble

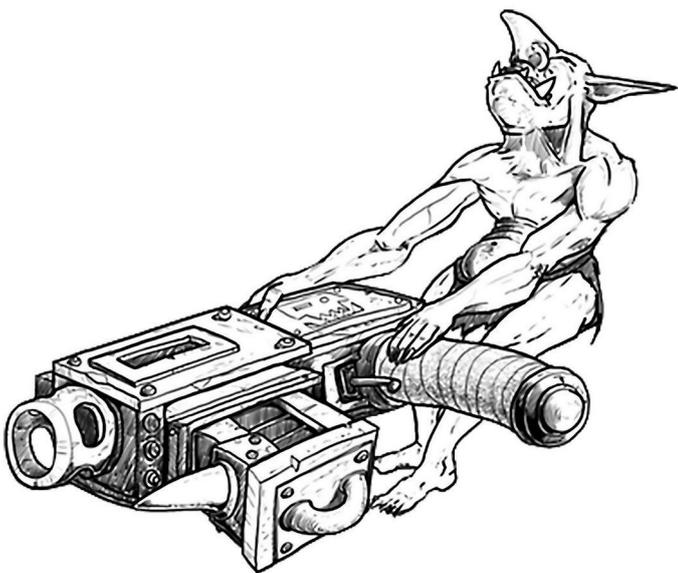
Scores need to be settled, grudges perpetuated, and swagger swaggered. Sometimes vehicles from several mobs will converge on the same spot, all spoiling for a fight, and often without the knowledge of their leaders! A seething cauldron of rage and machismo, fuelled by intoxicants and ego. It's about as brutal as it gets!

TERRAIN

Only place a small amount of terrain. This is a fairly clear area: perfect for a big fight!

MOBS

While most scenarios only feature 2 Mobs, you can have any number of Mobs participate in this big fight. Vehicles are a requirement – factions that don't use Vehicles can't take part in this scenario.



Each Mob can only bring 1 Vehicle; that Vehicle will only be crewed by its Driver and Gunner. If it has no Fixed Weapon, then 2 Warriors from the Mob may attend instead. They will start onboard the Vehicle. No other Vehicles or Warriors from that Mob may participate.

Players roll a D6 each to determine priority of deployment. The highest rolling player starts, then the others follow, in descending order of score. Each player deploys their Vehicle: up to 12" away from a table edge and no closer than 12" to any other Vehicle.

SPECIAL RULES

This scenario *does not* use the Bottlin' Out rules – no Mob may Bottle Out (too much pride is at stake here!).

It also has the following special rules:

THE REVIN' & SHOUTIN' ROLL

Tempers boil over, vehicles' engines rev, and the rest of the mob bellows uproariously.

Each player rolls D6 and adds the total of all the Orks or humans in their mob – the one with the highest total is the mob making the most racket (weedy creatures like Grots don't count!).

HAND-TO-HAND COMBAT

If more than two Mobs take part in Da Rumble, then you need to determine how they fight in the combat phase. To avoid complete confusion, only the following fight: when it is your turn your Warriors fight and also any Warriors who they are fighting get to fight, and so on for the other Mobs' turns.

STARTIN'

Whichever Mob wins the Revvin' & Shoutin' Roll goes first. The other Mobs follow in descending order of priority, re-rolling any tied results.

ENDIN'

There's no Bottlin' Out allowed. The game ends when only one Mob has Warriors who are not all Out of Action or Down or Vehicles that are not Immobilised or Wrecked. The last Mob standing is the winner.

INCOME

The usual rules on income apply.

EXPERIENCE

Each Warrior who participated in the scenario receives Experience points as below:

- **+1 Noisy boyz!** The participating Warriors from the Mob that made the most racket at the start, each earn 1 point of experience.
- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario
- **+5** for Wounding hit on a Warrior.
- **+5** for Penetrating hit on a Vehicle.
- **+10** for the winning Mob's Leader.
- *In addition, the rules for earning extra Experience points for fighting more experienced Mobs still apply.*

SCENARIO CREDIT

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2: We Woz 'Ere Furst

Mobs are constantly roaming the wastes on the hunt for scrap and laying claim to whatever they can find. Whether the scrap has already got an owner is a matter for discussion – by which we of course mean bitter conflict...

TERRAIN

Terrain should be deployed to both players' satisfaction – there's no specific setup for this scenario. Players should then share in placing D3+3 Scrap Counters on the battlefield, wherever they choose.

MOBS

Each player rolls a D6 and the winner selects one table edge to set up their whole mob near – deploying them up to 8" from the edge. The other mob is set up on the table edge opposite, again, within 8" of the edge.

SPECIAL RULES

Use the Scrap Counters and Bottlin' Out rules – see the GCE Core Rules for both.

It also has the following special rules:

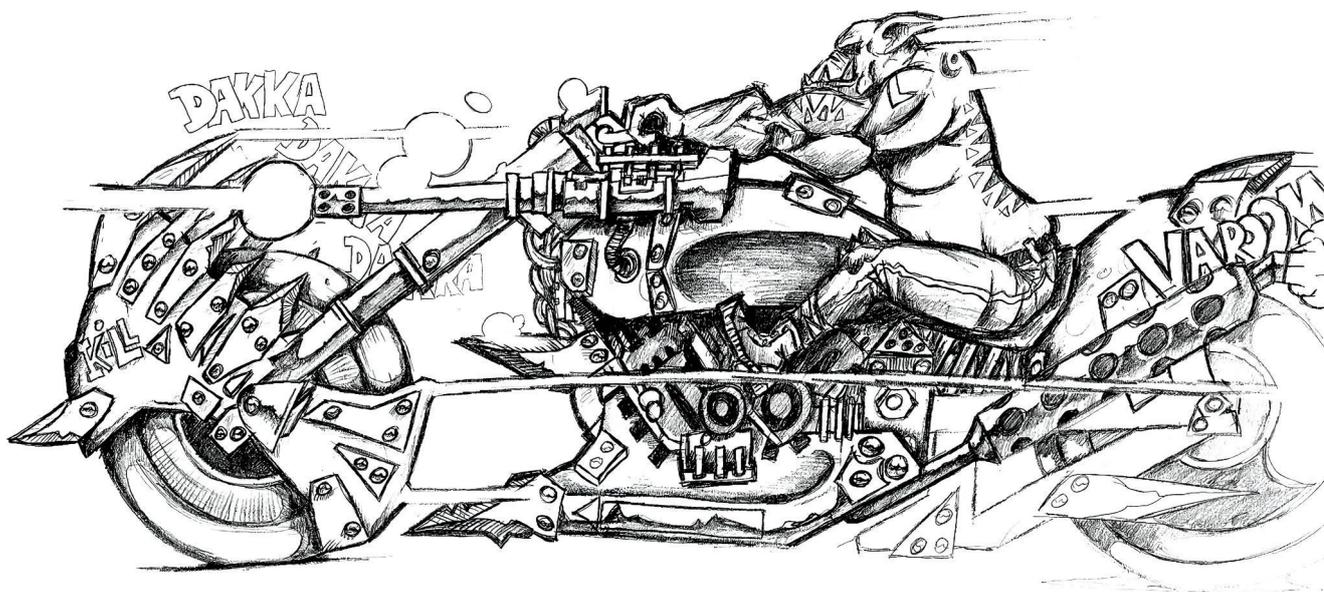
YO MAMMA WAS A FUNGUS

Once during this battle each Leader can challenge the other to a fight: a boss-battle! To do so they shout a series of insults to the other, attempting to bait them into a fight.

However the other Leader gets to decide whether to accept the boss-battle or not!

If they won't fight, then they lose some respect – see the Experience section of this scenario.

If a boss-battle is accepted, then from then on, until they meet in close combat, each Leader can only shoot at the other Leader or any Vehicle they are on. If other Warriors attack them in close combat in the meantime, then they may resolve that as per the normal rules.





STARTIN'

Each player rolls a D6 and the winner goes first.

ENDIN'

As soon as one Mob Bottles Out, the game ends and the other is the winner.

Any Warrior who leaves the table voluntarily (for example with a Scrap Counter) is not treated as a casualty.

Otherwise the game ends when, at the end of a turn, there is only 1 Mob that has Warriors who are not Down and/or Vehicles that are not Immobilised or Wrecked – that Mob then wins (N.b. the loser is not treated as having Bottled Out).

INCOME

Warriors in a Mob that Bottles Out might drop their Scrap Counters – test as usual (see GCE core rules). The winning mob receives any Scrap Counters the other Mob dropped or that have been left on the board when the losers Bottled Out. Each Scrap Counter gained must be swapped for D6 teef, which you add to the income of the mob.

EXPERIENCE

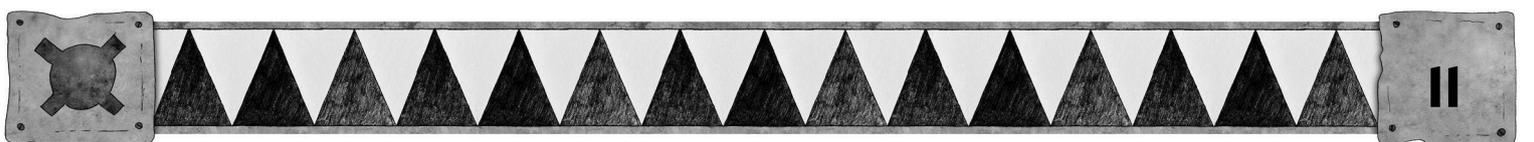
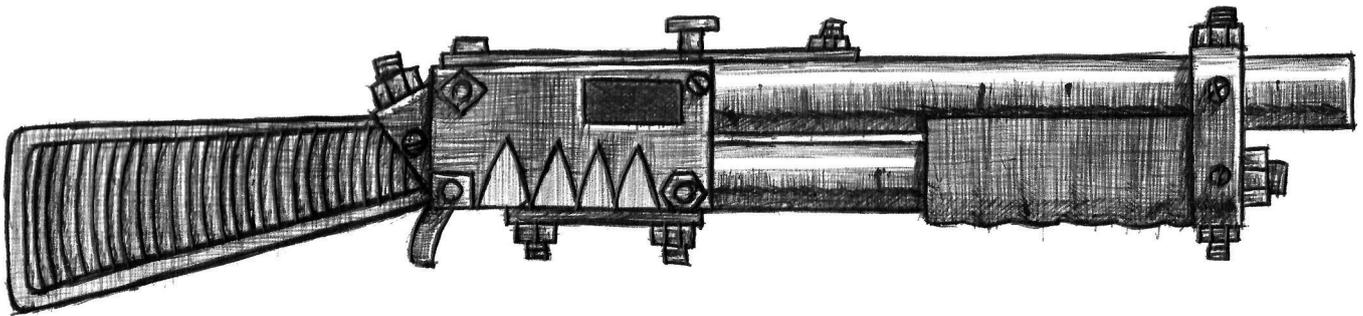
Each Warrior who participated in the scenario receives experience points as below:

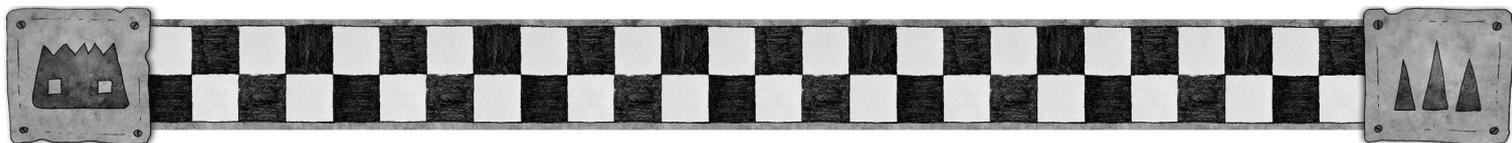
- **-D6 Refusing a Boss-Battle.** Any Leader who declines a boss-battle loses up to D6 experience points from the points they gain from this battle. This will not reduce their experience below the value the Leader started the battle with.
- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario.
- **+1** for any Warrior carrying a Scrap Counter at the end of the game (Scrap loaded onto a Vehicle doesn't count).
- **+5** for wounding hit on a Warrior.
- **+5** for penetrating hit on a Vehicle.
- **+10** for the winning Mob's Leader.
- *In addition, the rules for earning extra Experience points for fighting more experienced mobs still apply.*

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3: Looftas

When a Mob finds a promising scrap deposit in the wastes they'll often send out an advance party to defend it while the rest of them gather the gear needed to extract it. Hopefully no-one has spotted the advance party's dust trail and followed them...

TERRAIN

Terrain should be deployed to both players' satisfaction – there are no specific stipulations for this scenario. Then D3+3 Scrap Counters are placed by the Defender within a 12" square centred on the middle of the table.

MOBS

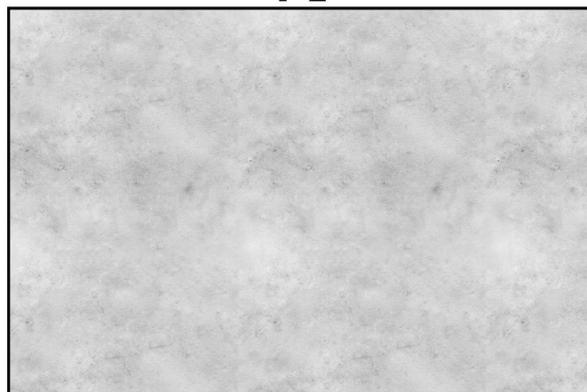
The Attacker picks a board edge but does not deploy (yet). Then the defending Mob chooses and deploys 1 Vehicle and D3+3 Warriors in the same zone in which the Scrap Counters were placed.

The rest of the Defender's Vehicles are loaded up with Warriors and will join the game as reinforcements.

The Defender can split their Mob however they choose – but they must all be Vehicle-mounted to be able to arrive as reinforcements. Any Warriors that can't find space on a Vehicle will not join the battle.

From the start of the Defender's second turn, reinforcements may arrive. Roll a D6 for each of the Defender's Vehicles that have yet to arrive. On a roll of 4+ the Vehicle has arrived on the board – it arrives on a random board edge as per the diagram (D6).

1-2



4

5-6

Once the Defender's starting Mob is deployed the attacking Mob can then deploy on the board edge they selected. Similarly they must start with all their Warriors onboard Vehicles. If there are not enough attacking Vehicles to carry Warriors then the excess Warriors will not join the battle.

SPECIAL RULES

Use the Scrap Counters and Bottlin' Out rules – see the GCE Core Rules for both.

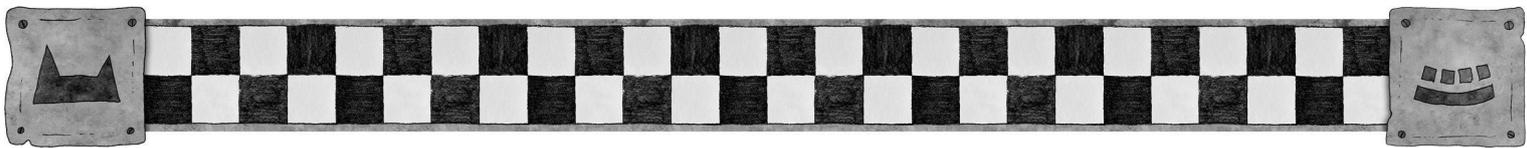
In this scenario any Warrior who leaves the table voluntarily (for example with a Scrap Counter) is not treated as a casualty.

It also has the following special rules:

UNDER PRESSURE

The defending Mob's engines have been shut down for a while and will take time to come up to operating pressure. Initially the Defender's Vehicles can only operate on thrusters. From the second turn roll a D6 at the start of the turn for each of the Defender's Vehicles and add the number of the turn: if you get a 7 or higher then that Vehicle's gas engines have come up to pressure – that Vehicle can move as normal





thereafter. Otherwise, a Vehicle will continue on Thrusters only and roll again next turn.

STARTIN'

The Defenders have been busy gathering up the scrap when they hear engines approaching and see the dust trail. They have the first turn. As they load up their scrap, they hope the rest of their Mob will come rescue them ... and quickly.

ENDIN'

In this scenario Bottling Out *only* occurs due to a failed Bottle Test. The usual automatic Bottling Out rules do not apply; when a Mob only has Warriors that are Down and Vehicles that are Immobilised/Wrecked left on the board the game will still end, but it will not count as an automatic victory for the other Mob.

A failed Bottle Test makes the other Mob the victor but otherwise it comes down to which Mob snatched the majority of the Scrap Counters!

E.g. Da GutGowjaz attack and grab four Scrap Counters. One of their boyz, Baz, ends up Down and the rest of the Mob drives off the board with the loot. This would mean that Da GutGowjaz only have Down Warriors on the board. The game ends but they did not fail a Bottle Test and so win by snatching the majority of the six Scrap Counters.

It is a draw if both Mobs have the same amount of Scrap Counters at the end – if so, then no Leader gains the extra 10 points of Experience for the win.

SCRAP COUNTERS AT THE END

The winning Mob receives any scrap the other Mob dropped or that had been left on the board. If the game ends with only one Mob on the board, then that Mob gains any scrap left on the board.

INCOME

Each Scrap Counter gained must be swapped for D6 teef, which you add to the income of the Mob.

EXPERIENCE

Each Warrior who participated in the scenario receives experience points as below:

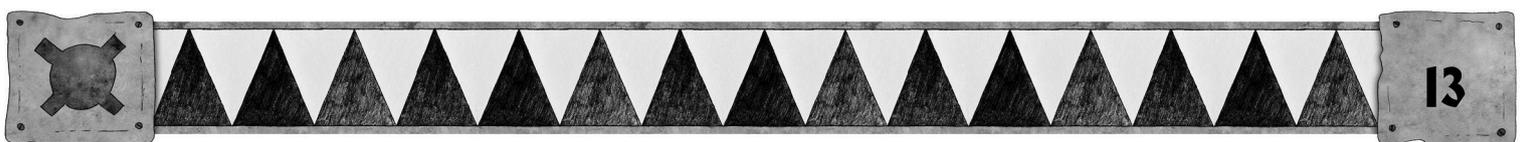
- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario.
- **+1** for any Warrior carrying a Scrap Counter at the end of the game. (Scrap loaded onto a Vehicle doesn't count.)
- **+5** for wounding hit on a Warrior.
- **+5** for penetrating hit on a Vehicle.
- **+10** for the winning Mob's Leader.
- *In addition, the rules for earning extra Experience points for fighting more experienced Mobs still apply.*

SCENARIO CREDIT

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The diagram was created by Morgan Fox and is under the same licence.



4: Da Fight

Bitter enmity often breaks out between mobs, sometimes just about who is the toughest. The only sensible way to settle this is with a fight, obviously. They face off against each other and try to intimidate the other mob with noise before diving headlong into combat ... but who will prove that they are the toughest?

TERRAIN

Keep terrain to a minimum – this is a fairly sparse area.

MOBS

Field your entire mobs. All warriors are mounted on vehicles initially.

Roll a D6 for each mob – the winner selects a table edge to deploy from and sets up within 12" of the edge. The other mob is deployed similarly on the opposite edge.



SPECIAL RULES

Use the Bottlin' Out rules, but taken from 50% casualties – see the GCE Core Rules.

It also has the following special rules:

THE REVIN' & SHOUTIN' ROLL

Tempers boil over, vehicles' engines rev, and the rest of the mob bellows uproariously.

Each player rolls D6 and adds the total of all the Orks or humans in their mob – the one with the highest total is the mob making the most racket (weedy creatures like Grots don't count!).

GORKAMORKA'S WATCHING!

While honour is a strange concept to Orks, there are times when they sense that Gork (or Mork) is watching. This means a propa' fight must be conducted in a certain manner:

Rule 1: Make a huge racket before starting the fight (covered above).

Rule 2: No Warrior may shoot until either:

- (a) the Vehicle they are on has Rammed or been Rammed, or
- (b) they are involved in a Boarding action. Being involved means either Boarding an enemy Vehicle themselves (from foot or a Vehicle) or being on board a Vehicle while at least one of the Warriors on it attempts to Board an enemy Vehicle.

After the Ram or Boarding attempt, the Vehicles *on each side* that were involved in that action (i.e. making or receiving the Ram/Boarding action) and



any Warriors on board during the Ram or Boarding may then act as normal (relatively speaking!). There are exceptions to this: snivelling little critters like Grots take no notice of honour and therefore act as normal right from the start! Also note that some factions may have very different views on what counts as 'honourable', so agree with your opponent before the game on who is bound by these rules. For example Muties are unlikely to hold back for fear of offending their victims' sense of honour!

STARTIN'

Whichever Mob wins the Revvin' & Shoutin' Roll goes first.

ENDIN'

The game ends when one Mob Bottles Out (including voluntarily).

As noted above, for this game a Bottlin' Out test must be made each turn for a Mob that suffers 50% casualties (instead of the normal 25%).

INCOME

The usual rules on income apply.

EXPERIENCE

Each warrior who participated in the scenario receives experience points as below:

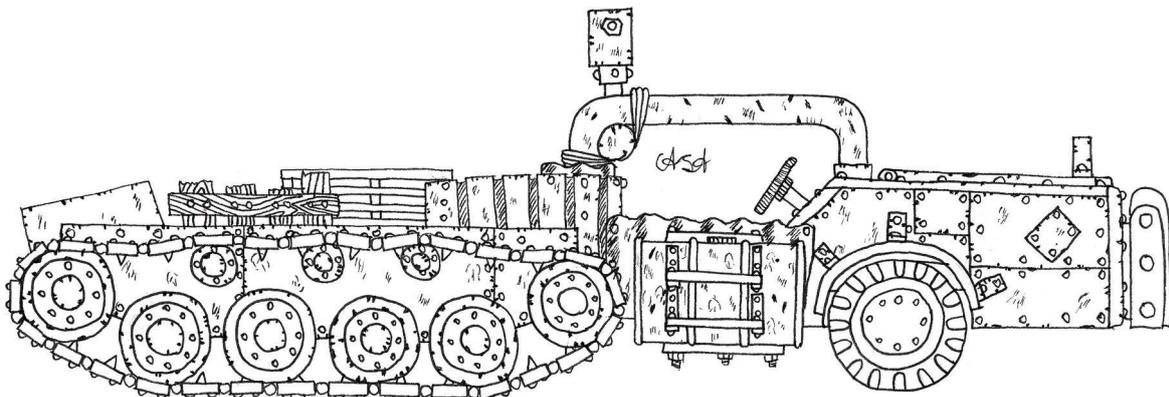
- **+1 Noisy boyz!** The participating Warriors from the Mob that made the most racket at the start, each earn 1 point of experience.
- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario.
- **+5** for a Wounding hit on an enemy.
- **+5** for a Penetrating hit on an enemy vehicle.
- **+10** for the winning Mob's Leader.
- **Bonus Experience:** Every participating Warrior in a Mob who beats a Mob with a higher Mob Rating will earn 2 bonus Experience points or, if they lost, 1 bonus Experience point (*This is In addition to the normal extra Experience points for fighting more experienced Mobs.*).

SCENARIO CREDIT

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5: Da Chase

While some slave away in the brutal heat of the sun, roaming the wastes for scrap or working in their mine, others, who are more cunning, just want to steal their scrap. The best time to do that is when the Mob is transporting their scrap to Mektown to sell it to the Meks. The chase is on...

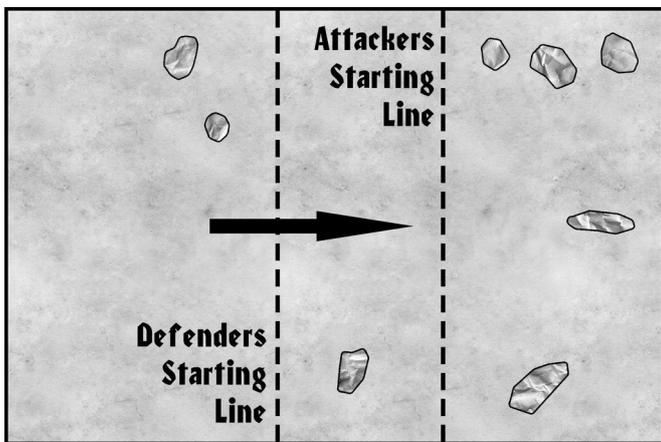
TERRAIN

This game uses a moving board. The terrain used should be sparse – just some rocks, rock spires, dunes, and low hills.

MOBS

Each Mob is deployed in full and all Warriors must start onboard Vehicles.

The Defenders start 24" from the leading table edge, all pointing towards that table edge. The Attackers are deployed 18" behind the nearest Defender, pointing in the same direction.



SPECIAL RULES

Use Da Rollin' Road rules for the moving board and Bottlin' Out special rules – see the GCE Core Rules for both.

Any Vehicle or Warrior who leaves the table by the leading edge (for example driving off with a Scrap Counter) is not treated as a casualty. Any Warrior or Vehicle that moves off the other edges is treated as a casualty for the purpose of bottle tests.

It also has the following special rules:

DA LOOT

Load each of the Defender's big Vehicles with D3+1 Scrap Counters, small Vehicles carry 1 Scrap Counter. Startin'

The attacking Mob gets the first turn.

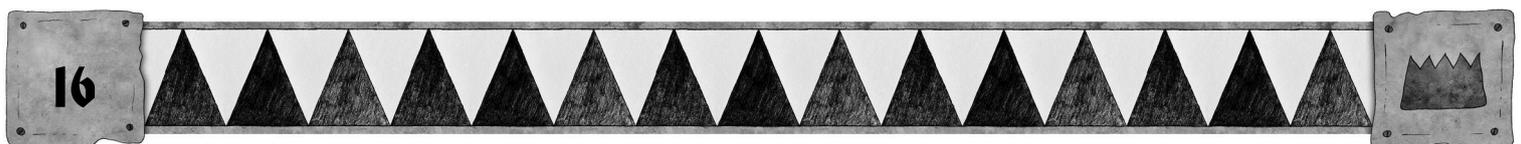
ENDIN'

The overall objective is to zoom off the leading edge of the board with the majority of the Scrap Counters.

The game ends when the Defender has no more Vehicles on the board, or if one of the Mobs Bottles Out. Once the game has ended the victor is whichever Mob has the most Scrap Counters.

SCRAP COUNTERS AT THE END

If the game ends because the defending Mob Bottled Out, any of the Defender's Vehicles that had previously left the board by the leading edge do not need to test to see if they lose their Scrap Counters. Other Warriors or Vehicles in a Mob that Bottles Out



might drop their Scrap Counters – test as usual (see GCE Core Rules).

The winning Mob receives any scrap the other Mob dropped or that had been left on the board. If the game ends with only one Mob on the board, then that Mob gains any scrap left on the board.

INCOME

The usual rules on income apply. Each Scrap Counter gained must be swapped for D6 teef, which you add to the income of the Mob.

EXPERIENCE

Each Warrior who participated in the scenario receives experience points as below:

- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario.
- **+D3 Speed Freaks.** The Drivers of the Mob that won get an extra D3 Experience points each.
- **+5** for a Wounding hit on an enemy.
- **+5** for a Penetrating hit on an enemy Vehicle.
- **+10** for the winning Mob's Leader.
- *In addition, the rules for earning extra Experience points for fighting more experienced Mobs still apply.*

SCENARIO CREDIT

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6: Da Siege

Most factions have a base of operations – many construct fortified structures to shelter themselves from the elements – and those who'd steal from them.

Usually inside there'll be accommodation, supplies, and loot. The best time to try to crack one of these fortifications is when the occupants are out so Mobs will keep a close eye and strike when the time is right.

TERRAIN

Place a fort model in the middle of the table. Add a few other bits of terrain around it if you want to but keep it fairly sparse. The Defending Mob starts with D3+3 Scrap Counters, which they place inside the fort.

MOBS

The Defending Mob starts with D3+3 defenders inside the fort. They can be Warriors or Vehicles but whilst a Vehicle counts as one member the Driver and Gunner are counted separately.

The remainder of the Defender's Vehicles are loaded up with the remainder of the Warriors – each Vehicle is a separate group for the purposes of the *Reserves* rules below (If the Defender has any Warriors who cannot fit onto their remaining Vehicles, then those Warriors will not participate in this battle.).

Once the fort's Defenders are in place the Attacking Mob deploys wherever they want – but at least 18" from the fort. The Attackers may use their entire Mob.

SPECIAL RULES

Use the Forts, Scrap Counters, and Bottlin' Out rules – see the GCE Core Rules.

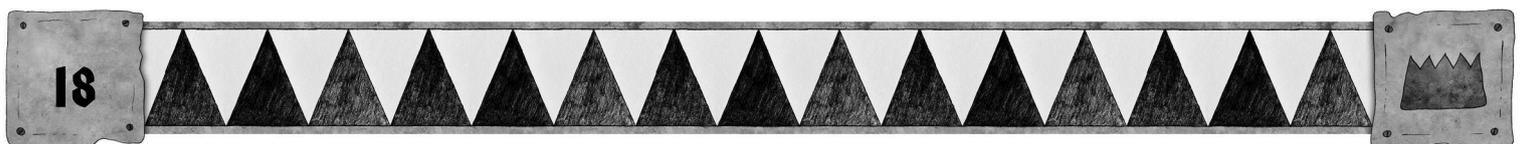
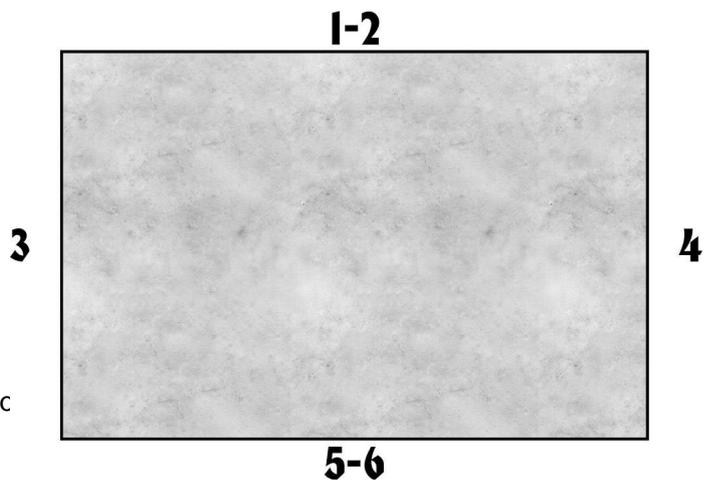
This scenario uses slightly modified Bottlin' Out rules for the Defenders (the Attackers take tests at 25% casualties, as normal).

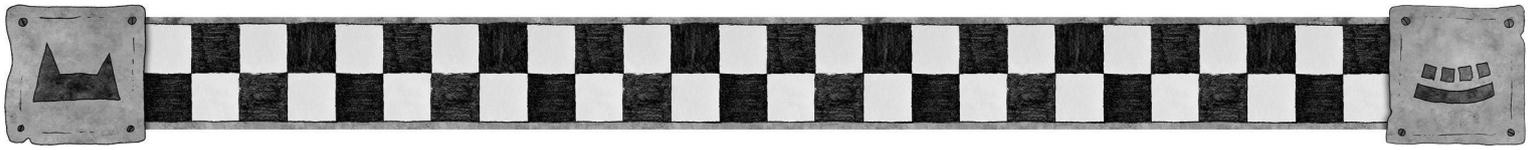
Defenders only start to take Bottle Tests after both (a) at least 1 group of reserves has been deployed and (b) 50% of the Mob are casualties.

It also has the following special rules:

RESERVES

From the start of the Defender's second turn, reinforcements may arrive. Roll a D6 for each of the Defender's reserve groups. On a roll of 4+ the group has arrived on the board – it arrives on a random board edge as per the diagram below (D6):





STARTIN'

The Attacking Mob goes first.

ENDIN'

If either Mob Bottles Out, then the game ends and the other Mob has won.

Any Attackers that move off the table with Scrap Counters are not treated as casualties.

Alternatively, the game will be over if the Attacking Mob has only Down Warriors or Wrecked/Immobilised Vehicles on the table. If the battle ends due to this, then the Mob with the most Scrap Counters is the winner.

SCRAP COUNTERS AT THE END

The winning Mob receives any scrap the other Mob dropped or that had been left on the board. If the game ends with only one Mob on the board, then that Mob gains any scrap left on the board.

INCOME

The usual rules on income apply. Each Scrap counter gained must be swapped for D6 teef, which you add to the income of the Mob.

If the Defending Mob Bottled Out, the Attackers can ransack the fort and loot an additional 2D6 teef worth of income from it.

EXPERIENCE

Each Warrior who participated in the scenario receives experience points as below:

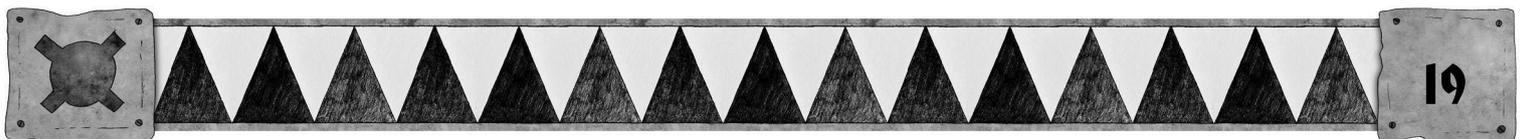
- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario.
- **+1** for any Warrior carrying a valuable cumbersome object at the end of the game, e.g. Scrap Counters (Objects loaded onto a Vehicle don't count.).
- **+5** for a Wounding hit on an enemy.
- **+5** for a Penetrating hit on an enemy Vehicle.
- **+10** for the winning Mob's Leader.
- **+D6 In Furst!** The Attacking Warrior who is first to get into the fort gains D6 extra Experience points.
- **-D3 Losin' Credibility.** If the Attackers win, then the Defending Mob's Leader deducts D3 from the Experience points *earned in this battle*. This will not take their Experience Points below the level at which it started the battle. Their street cred has taken a beating!
- *In addition, the rules for earning extra Experience points for fighting more experienced Mobs still apply.*

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7: One Of Our Lads Is Missin'

If you get a result of “*Captured*” on the Serious Injury table you can make a rescue attempt. This scenario is for captives being held by factions that have a fort (or equivalent). The best time to attempt the rescue is when the other mob is out looking for scrap. Thus the scene is set...

TERRAIN

Place a fort model in the middle of the table. Add a few other bits of terrain around it if you want to but the terrain should be fairly sparse.

MOBS

The Defenders are the Mob who have taken a Warrior or Vehicle captive.

The Attackers are the Mob the Warrior or Vehicle belongs to.

The Defending mob starts with D3 Warriors inside the fort.

The Defender’s Vehicles are loaded up with the remainder of the Warriors – each Vehicle is a separate group for the purposes of the *Reserves* rules below (If the Defender has any Warriors who cannot fit onto their remaining Vehicles, then those Warriors will not participate in this battle.).

The Warriors on foot from the Attacking Mob are deployed at least 12" from the fort (That’s as close as

they can creep without alerting the Defenders in the fort).

The Attacker’s Vehicles are deployed later – see the “*Attacker’s Vehicles*” rule below (Vehicles are too noisy to sneak up).

The Defender places the captive in the fort – effectively tied to a post or in a jail to stop them running off if they’re a Warrior, or just parked up if it is a Vehicle.

SPECIAL RULES

Use the Forts, and Bottlin’ Out rules – see the GCE Core Rules for both.

This scenario uses slightly modified Bottlin’ Out rules for the Defenders (the Attackers take tests at 25% casualties, as normal).

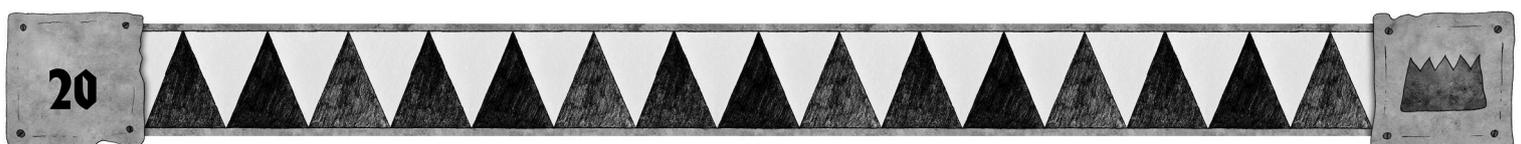
Defenders only start to take Bottle Tests after both (a) at least 1 group of reserves has been deployed and (b) 50% of the Mob are casualties.

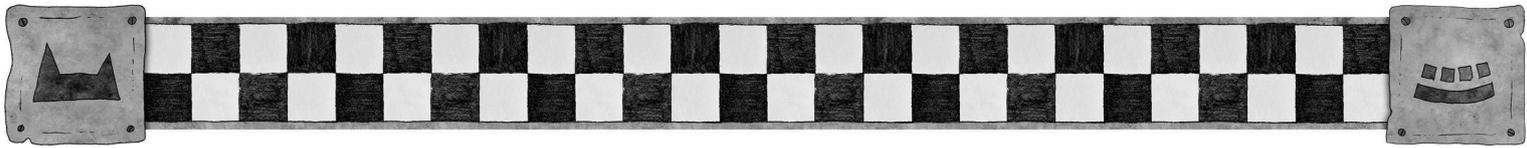
It also has the following special rules:

DA CAPTIVE WARRIOR

If a Warrior has been captured, this is how they are freed. The Defenders may not Attack their prisoner in any way until they are freed and should attempt to repel the Attacking Mob.

Until freed, the captive Warrior may not move. They have no weapons but are given a knife when freed. An Attacker’s Warrior who finishes their move in base contact with the captive can free them by spending the rest of the turn freeing them (e.g. cutting any bonds or breaking the jail’s door down – so long as the time is spent, the Attacker is deemed to be





successful in this). The Attacker's Warrior cannot carry out any other action for the rest of that turn (e.g. shooting or taking part in close combat). Once freed the captive should try and leave the table as quickly as possible.

ONE OF OUR TRUKKS IS MISSIN'

If it is a Vehicle that has been captured, freeing it is slightly different. This scenario must be played as the next battle after the game in which the Defender's captured the Vehicle. If not, then the Mob that captured the Vehicle will dismantle it for spare parts, leaving nothing to be rescued.

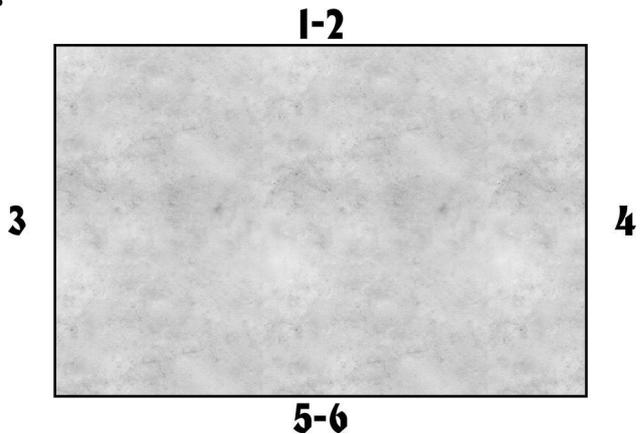
The Vehicle to be rescued is placed in the fort by the Defending player. It may not be driven by the Defenders. When an Attacking Warrior reaches the captured Vehicle they can step on board and then drive it off in their next turn. Defenders may not shoot at the captured Vehicle until an Attacking Warrior is on board. The Driver does not need to be the originally assigned Driver.



DEFENDER RESERVES

Keep track of turn numbers.

From the start of the Defender's second turn, they roll a D6 for each reserve group at the start of each turn, adding the number of the turn and the number of Attacker's Vehicles that are on the board (not counting the captured Vehicle, unless it has been reclaimed).



If the resulting score is 8 or more, then that group is deployed by the Defender on a random table edge, as per the diagram below. The group can move, etc. as normal that turn.

E.g. Da GutGowjaz have just started their third turn defending the fort. Their opponent only has a single truk on the board. Each of their reserve groups will need a 4+ to arrive this turn.

ATTACKER'S VEHICLES

At the start of the Attacker's turns, including turn one, they may deploy any remaining Vehicles from a random table edge, as per the diagram. As noted above the more Vehicles the Attacker has roaring around the fort the more likely the nearby defending reinforcements are to be alerted!



STARTIN'

The Attacking Mob goes first.

ENDIN'

If the Attackers move the captive Warrior or Vehicle off a board edge the game ends immediately – they are the winners.

If either Mob Bottles Out, then the game ends and the other Mob has won.

Alternatively, the game will be over if one Mob has only casualties or Wrecked/Immobilised Vehicles on the table. If the battle ends due to this, then the other Mob is the winner.

INCOME

The usual rules on income apply.

If the Defending Mob Bottled Out, the Attackers can ransack the fort and loot an additional 2D6 teef worth of income from it.



EXPERIENCE

Each Warrior who participated in the scenario receives experience points as below:

- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario.
- **+5** for a Wounding hit on an enemy.
- **+5** for a Penetrating hit on an enemy Vehicle.
- **+10** for the winning Mob's Leader.
- **+5 You rescued me!** The Warrior who freed the captive or drove the captured Vehicle away gains this extra experience.
- **-D3 Losin' Credibility.** If the Attackers win, then the Defending Mob leader deducts up to D3 from the Experience points *earned in this battle*. This will not take their Experience Points below the level at which it started the battle. Their street cred in Mektown has taken a beating.
- *In addition, the rules for earning extra experience points for fighting more experienced Mobs still apply.*

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8: Da Trap!

Mobs will occasionally develop special enmity for particular enemies, either due to recent 'disagreements', long standing grudges, or the upheaval of their entire ecosystems and extermination of everyone they know or cared for. Small things like that. This will sometimes lead them to spread rumours meant for their enemies' ears about rich pickings of scrap in particularly out of the way locations, just sitting there waiting to be picked up. They will then carefully pick their hiding spots, wire everything else with booby traps, and wait to spring Da Trap!

TERRAIN

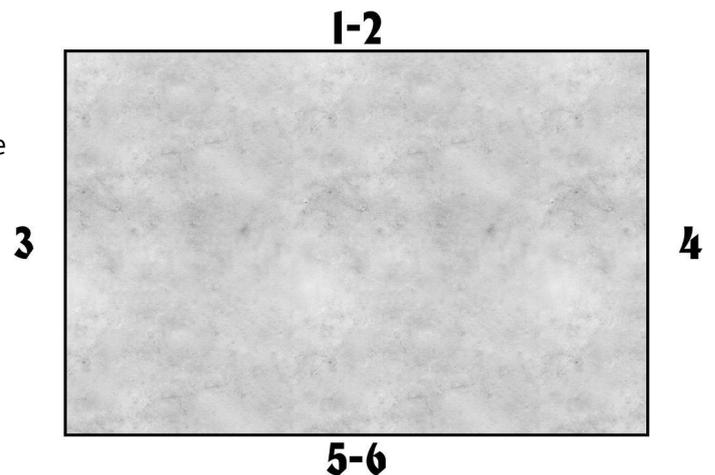
The attackers will plan their trap carefully, so the terrain will be moderately dense with a good number of hidin' spots!



MOBS

DEFENDERS

The defenders (the suckas being ambushed) use their whole mob, which must be split into groups. Each group consists of one Vehicle, its Driver and Gunner if any, and as many Warriors as you want or can fit onto the Vehicle. One randomly determined defending group moves onto the board from an edge chosen by the defender in their first turn. At the start of each defender turn, including the first, roll a D6 for each remaining off board group. On a 4+ they enter the board from a randomly determined table edge (see diagram below).



ATTACKERS

The attackers (da ambushers!) use their whole mob, and **secretly** split it into two parts. One part consists purely of Warriors who will be revealed on the board using the 'Hidden Deployment' and 'Springin da Trap' special rules below. The other is held off the board as reinforcements and is further divided into groups. Each group consists of one Vehicle, its Driver and Gunner if any, and as many Warriors as you want or can fit onto the Vehicle. Factions that don't use Vehicles follow the same rules with the caveat that

their reinforcements should arrive as a single group (up to 4" between models).

At the start of each attacker turn roll a D6 for each remaining off board group. On a 4+ they enter the board from a randomly determined table edge (see diagram below).

SPECIAL RULES

This scenario uses the rules for Bottlin' Out and Scrap Counters. Note that scrap counters are placed as part of the Hidden Set Up rule below rather than as normal.

HIDDEN SET UP

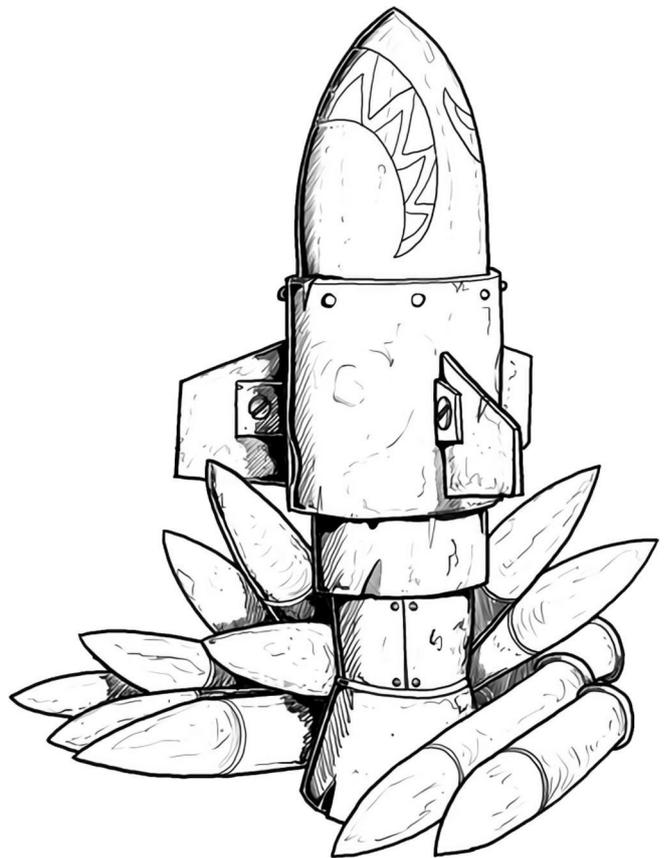
For each Warrior in your mob, including those held in reserve, allocate an appropriate and uniquely identifiable marker (e.g. numbered counters, named bits of scrap paper or similar). The attacking player may then place these anywhere on the board, representing the location of the cunningly hidden ambushers. The counters for models held in reserve are also placed, but instead represent traps! As the defender shouldn't know which models are being held in reserve until they appear on the board this will add a degree of uncertainty and confusion, as is only proper when being ambushed.

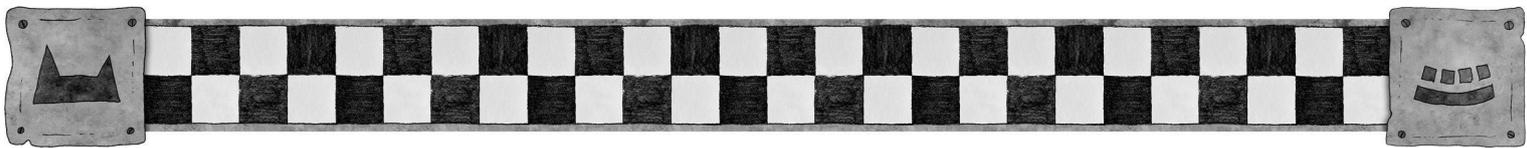
After the hidden set up counters are placed, the ambushing player may place D3+3 bits of Scrap anywhere on the board. Sneaky gitz will realise putting them next to trap counters is entirely permissible (and encouraged).

SPRINGIN' DA TRAP

Hidden Warriors (who were not held in reserve!) may be revealed at any point in the ambushing player's turn, and may act normally for that and subsequent phases of the turn. E.g. if revealed in the shooting phase a Warrior may shoot as normal.

Hidden Warrior counters may not be charged or shot at by the defending player. Instead, they may force them to be revealed by moving a defending Warrior (mounted or on foot) within their initiative range. If the Hidden Warrior was not one held in reserve, the counter is removed and the Warrior placed where it was. If the Hidden Warrior **was** one held in reserve, the counter is actually a booby trap! It explodes with the same effect as a frag stikkbomb, centred on the counter. The counter is removed after this. Ambushing Warriors or Vehicles will not set off booby traps, but they can still be caught in their blasts.





STARTIN'

The defenders go first as they blunder into the carefully prepared trap!

ENDIN'

In this game, models that move off the table voluntarily do not count as casualties. The game ends when one mob fails its Bottle Test, or chooses to Bottle Out. In this case the mob which does not Bottle out is the winner. The game also ends immediately if one mob only has models which are casualties or crashed or immobilised vehicles left on the table. In this case the mob with the most scrap is the winner. If both sides have the same amount of scrap, the game is a draw.

SCRAP

The usual rules on dropping scrap when a mob Bottles Out apply. The winning mob automatically gets any scrap dropped or otherwise left behind in this way. If the game ends due to one side leaving the battlefield, they get to keep any scrap they were carrying when they left, the other mob gets anything left on the battlefield.

INCOME

The usual rules on income apply.

EXPERIENCE

Each warrior who participated in the scenario receives Experience points as below:

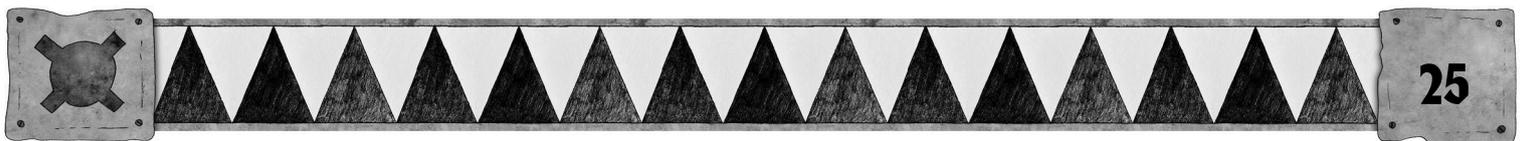
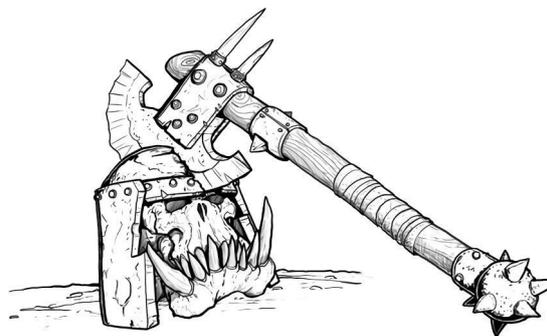
- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario.
- **+1** for any Warrior carrying a valuable cumbersome object at the end of the game, e.g. scrap counters. (Objects loaded onto a vehicle don't count.)
- **+5** for a Wounding hit on an enemy.
- **+5** for a Penetrating hit on an enemy vehicle.
- **+10** for the winning Mob's Leader.
- **+5** for the Warrior freeing the captive (only if playing the Rescue Variant detailed in the Special Rules).
- *In addition, the rules for earning extra Experience points for fighting more experienced mobs still apply.*

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9: Da Convoy

MOBS

Mobs tend to have their forts, mines, hideouts etc. in isolated areas, in regions where the scrap has not yet been dug out and often well away from Mektown. While this means that they are generally able to find good quantities of scrap, it also means they have huge tracts of hostile land to haul their goods across before they can sell it. Less industrious mobs may decide it is easier to jump the convoy than dig for their own scrap, or raiders may also lay in wait with less financial motives at heart. This scenario starts with one such mob springing an ambush on a column of vehicles, charging in to grab what they can before the defenders can organise a defence or put the pedal to the metal!

DEFENDERS

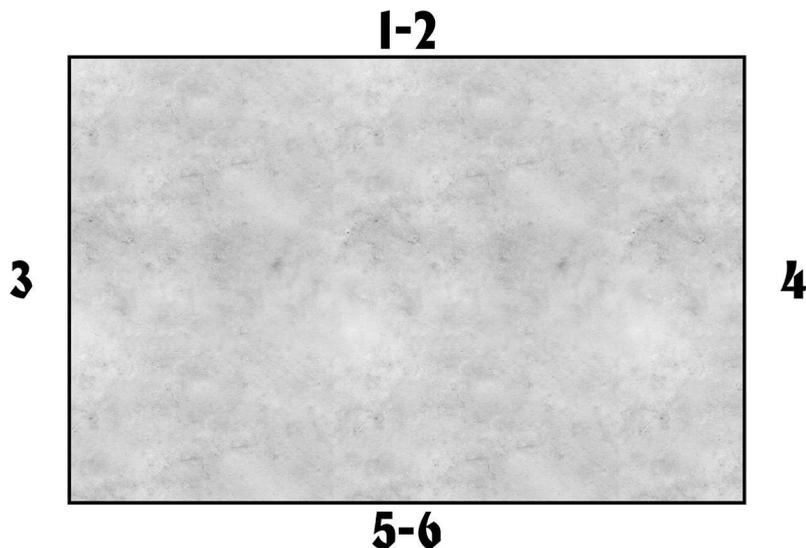
The defending Mob uses all of their Vehicles, including Drivers and Gunners, if available. Plus D3 Warriors per vehicle, all mounted. Nominate a Short Edge as the Leading Edge with all vehicles facing in that direction, arranged in a straight line (like an actual Convoy). The Convoy starts within 6" of the long centre line with the lead Vehicle no further than the table's midpoint. Each of the Defender's Large Vehicle starts the game with D3 pieces of scrap on board. For each Small Vehicle (bike) roll a D6. On a 4+ it has a single piece of scrap on board.

TERRAIN

The Convoy is using a central route through a normal patch of desert to reach their destination. The terrain should provide a natural funnel along the route to create a choke point for the attacking Mob. Ensure the terrain doesn't block the way and prevent the Convoy reaching the Leading Edge.

AMBUSHERS

The attacking mob (the Ambushers) use all their Warriors and all their Vehicles. Warriors on foot may be deployed anywhere on the board after the defenders have set up, but no closer than 18" to any defender. Vehicles, and any Warriors you wish them to carry, may enter after the first turn. At the start of each attackers turn after the first, roll a D6 for each attacking Vehicle not yet on the board. On a 4+ that Vehicle enters the board from a randomly determined table edge (see diagram below).





SPECIAL RULES

This scenario uses the rules for Scrap Counters and Bottlin' Out – see the GCE Core Rules for both.

If the Defender tries to scarp off either of the Long Table Edges the Mob automatically counts as Bottlin' Out, with all attendant risks of loss of scrap being carried or on board a vehicle (see GCE Core rules).

RESCUE VARIANT

This game may be played as a rescue scenario. If the defenders have captured one of the attacker's Warriors they are placed in one of the defending Vehicles along with the Scrap Counters. The defenders may not attack their prisoner in any way until they are freed, and should attempt to repel the attacking mob or escape the table from either short edge.

Until freed, the captive Warrior may not move. They have no weapons but are given a knife when freed. An attacker's Warrior who finishes their move in base contact with the captive can free them by spending the rest of the turn freeing them (e.g. cutting any bonds or chucking them off the vehicle – so long as the time is spent, the attacker is deemed to be successful in this). So the attacker's Warrior cannot carry out any other action for the rest of that turn, such as shooting or taking part in close combat. On being freed, the captive should try and leave the table post haste.

STARTIN'

Each player rolls a D6, the highest roller going first. Re-roll ties!

ENDIN'

The game ends if either player's Mob leaves the battlefield, or all their Models are Down, Out of Action, Immobilised or Wrecked, or one Mob fails its Bottle Test, or chooses to Bottle Out.

The Mob which did not Bottle Out is the winner. If both sides did not Bottle and have equal numbers of Scrap Counters, then neither side wins.

SCRAP

If the Defender leaves the battlefield from their Leading Edge, they get to keep any scrap they were carrying when they left. Otherwise, Bottlin' rules for Scrap apply. Any scrap dropped or left behind on the Battlefield by a Mob that Bottles is automatically claimed by their opponent.

INCOME

The usual rules on income apply.

EXPERIENCE

Each warrior who participated in the scenario receives Experience points as below:

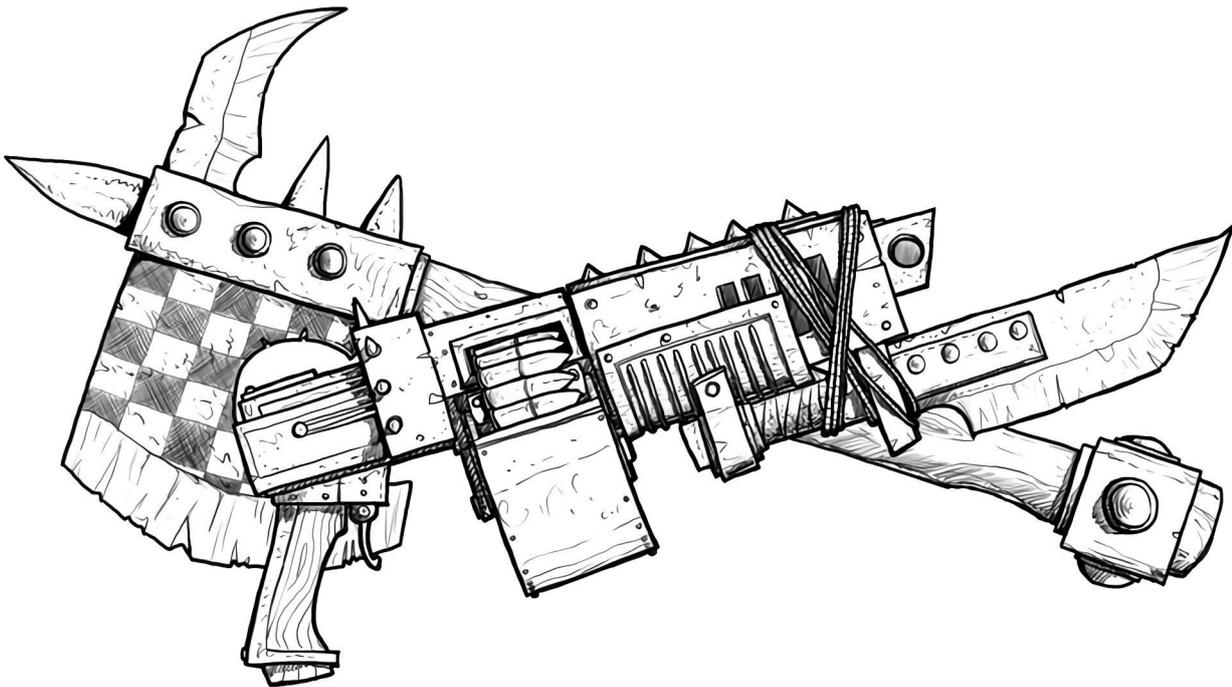
- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario.
- **+1** for any Warrior carrying a valuable cumbersome object at the end of the game, e.g. scrap counters. (Objects loaded onto a vehicle don't count.)
- **+5** for a Wounding hit on an enemy.
- **+5** for a Penetrating hit on an enemy vehicle.
- **+10** for the winning Mob's Leader.
- **+5** for the Warrior freeing the captive (only if playing the Rescue Variant detailed in the Special Rules).
- *In addition, the rules for earning extra Experience points for fighting more experienced mobs still apply.*

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10: Gotcha!

As mobs roam the desert in their never ending search for scrap, sworn enemies or everlasting glory, they occasionally stumble across the temporary encampments of their enemies. When this happens they gather their mob together and come bursting forth over the dunes, pitching into their startled opponents who are usually scattered around their camp and far from ready!

TERRAIN

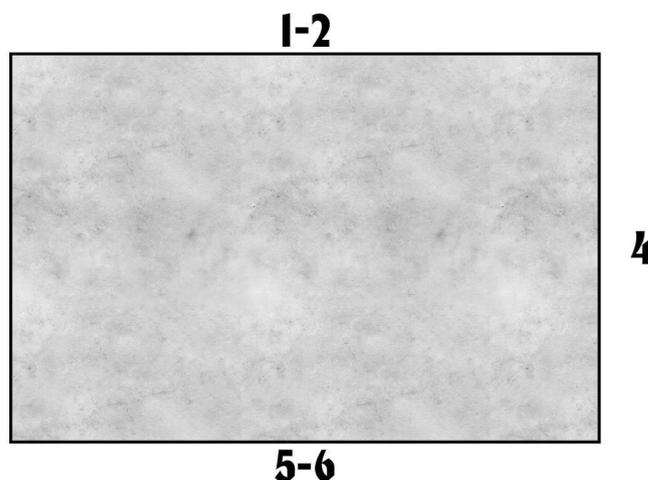
A regular layout, fairly sparse, with the exception of the defenders temporary encampment in the centre of the table. Depending on the mob this should look like a motley collection of tents, temporary burrows, ramshackle buildings, etc..

MOBS

DEFENDERS

The defenders use their entire mob, including all vehicles. Drivers and Gunners are treated as part of their Vehicles for deployment purposes. Before setup for each defending Warrior or Vehicle roll a D6. On a 1 they are not present at the start of the raid and are set aside to arrive as reinforcements later in the game. On a 2-3 the attacker will deploy the defending model, on a 4-6 the defender will deploy them. Models deployed on the table may be placed anywhere 18" or more from a table edge.

At the start of every defender turn after the first, roll a D6. On a 4+ all defenders not initially deployed move on from a randomly determined table edge (see diagram).



ATTACKERS

The attacking mob (the ambushers) use all their Warriors and all their Vehicles. The attackers are not deployed at the start of the game and instead the whole mob moves on from a randomly determined table edge (see diagram) at the start of their first turn.

SPECIAL RULES

This scenario uses the rules for Bottlin' Out.

RESCUE VARIANT

This game may be played as a Rescue scenario. If the defenders have captured one of the attacker's Warriors they are placed in the defenders camp. The defenders may not attack their prisoner in any way until they are freed, and should attempt to repel the attacking mob or escape the table.

Until freed, the captive warrior may not move. They have no weapons but are given a knife when freed. An



attacker's warrior who finishes their move in base contact with the captive can free them by spending the rest of the turn freeing them (e.g. cutting any bonds, kicking down doors, uttering pithy catchphrases etc – so long as the time is spent, the attacker is deemed to be successful in this). So the attacker's warrior cannot carry out any other action for the rest of that turn, such as shooting or taking part in close combat. On being freed, the captive should try and leave the table post haste.

STARTIN'

The attackers go first as they charge onto the battlefield.

ENDIN'

The game ends when one mob fails its Bottle Test, or chooses to Bottle Out. In this case the mob which does not Bottle out is the winner. The game also ends immediately if one mob only has models which are casualties or crashed or immobilised vehicles left on the table. In this case the remaining mob is the winner.

INCOME

The usual rules on income apply.

EXPERIENCE

Each warrior who participated in the scenario receives Experience points as below:

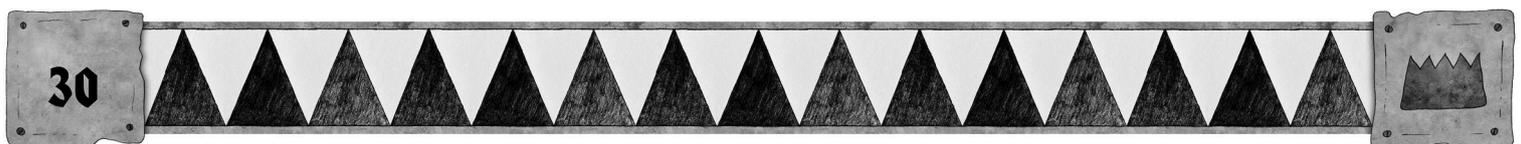
- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario.
- **+5** for a Wounding hit on an enemy.
- **+5** for a Penetrating hit on an enemy vehicle.
- **+10** for the winning Mob's Leader.
- **+5** for the Warrior freeing the captive (only if playing the Rescue Variant detailed in the Special Rules).
- *In addition, the rules for earning extra Experience points for fighting more experienced mobs still apply.*

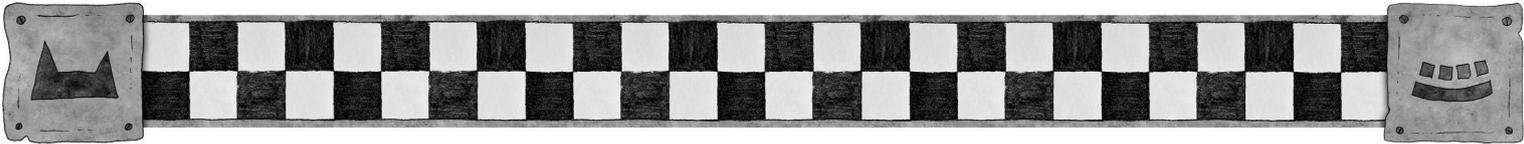
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Unsure what any of that means?

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