GORKAMORKAMUNDA 26

An unofficial, fan-made supplement for playing Gorkamorka
using the Necromunda N26 Core Rules as its game engine

INTRODUCTION

“Mektown’s a dangerous place. You think da Orks just stop fightin’ 'cause Gork and Mork want 'em to? Nah! They just find more excuses to bash each uvver. Gorkers, Morkers, Freebootaz, every mob's lookin' for a scrap, and every Boss reckons he's da biggest.

Wander into da wrong workshop or pick a fight wiv da wrong mob and you'll get shot full of holes, chopped into bits, or worse. A rokkit'll turn yer trukk into scrap. A Nob's choppa can take yer head clean off. I even heard some mad Bigmek built a gun dat fires live Snotlings through da Warp. Didn't end well for da Snotlings.

But there's plenty of teef to be made if yer kunnin' enough. Mektown's full of shiny shootas, rusty trukks, weird squigs and Mekboyz who'll bolt just about anyfing together fer da right price. So grab yer choppa, load up yer shoota and round up yer boyz. There's scrap to be found, teef to be earned and plenty of gitz who need a good krumpin'.

Just make sure yer not da git gettin' krumped.”

Nobrot Skidmork, overheard at Da Rusty Squig, Mektown

USING THIS SUPPLEMENT

Use this supplement alongside the Necromunda Skirmish Core Rulebook 2026. Rules given here take precedence where they differ from the core rules.

Skars are XP; Teef are credits.

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ORKZ

GANG SPECIAL RULES

GORKERS AND MORKERS

Choose Gork or Mork when creating the mob; this allegiance cannot change during a campaign. Gork is brutal but kunnin'; Mork is kunnin' but brutal. The choice determines Ork skill access below. Slave Grots and Squig pets use their own rows, regardless of allegiance.

SKILL ACCESS

Entry	Primary	Secondary
Gorker Orks	Brawn, Combat	Shooting
Morker Orks	Brawn, Cunning	Agility
Slave Grot	Cunning	Shooting
Squig pets	Brawn	Agility

WARPAINT

Orks are superstitious: they believe their favourite colours can make things happen. At mob creation, choose one warpaint colour for the whole mob, regardless of allegiance.

Once per battle, at the start of a round, declare 'Ere We Go! The chosen colour's effect lasts until the end of that round. Only Ork Fighters benefit; Slave Grots, Squigs and Vehicles do not.

Colour	Effect
Blue	Ork Fighters may re-roll dice results of 1.
Yellow	Weapons with Rapid Fire (1) gain Rapid Fire (2). All ranged weapons gain Reliable.
Purple	Enemies suffer -1 to Hit with ranged attacks against an Ork Fighter that has not moved this round.
Red	Increase Movement by 1 and move an additional 1" when making a Dash action.
White	Roll one additional Injury die whenever an attack causes an Injury roll.
Black	Increase Toughness by 1.

MOBBIN' UP

MOB COMPOSITION

• Exactly one Bossnob.

• Up to two Nobz, Weirdboyz and Bigmeks in total.

• Any number of Boyz and Yoofs.

• Slave Grots cannot outnumber Ork models.

• Include at least one Runtherd per 1–3 Slave Grots, rounding up.

An Ork mob may add vehicles to its roster. See Vehicles (pp28–32) for chassis eligibility, equipment and rules.

When recruited, each Leader and Champion selects one skill from their Primary Skill Sets in addition to their listed inherent starting skills. This applies at mob creation and later recruitment. Promotion grants no recruitment skill.

PROMOTION AND SUCCESSION

A Skars total alone does not promote a fighter, except for the Yoof rule below. Succession takes place during the Post-cycle Sequence when a position is permanently lost through death or removal; temporary absence or Recovery does not create a vacancy.

Bossnob lost: The surviving fighter with the Nob keyword and the most Skars becomes the new Bossnob. Replace Champion with Leader, replace the Nob keyword with Bossnob, and count this fighter as the mob's one Leader. Nobz include Shooty Nobz, Hitty Nobz, Weirdboyz and Bigmeks.

Nob lost or promoted: Fill the vacant Nob position with the eligible Boy or Runtherd with the most Skars. Replace Ganger with Champion and the Boy role keyword with Nob. Retain any identifier needed for a retained special rule, such as Runtherd. The promoted fighter occupies one of the two Nob-equivalent places.

Tied Skars: Each tied eligible successor rolls a D6 and adds their Strength. Highest total wins; tied highest fighters roll again until one wins.

Yoof: At 13 Skars, a Yoof promotes to Boy. Replace Prospect with Ganger and Yoof with Boy. Gain Specialist and select one Boy specialisation. Retain the Model Card, characteristics, injuries, equipment and Skars. Increase roster value by 15 Teef. This is the sole automatic Skars-threshold promotion in this mob guide.

Slave Grots: Never promote, regardless of Skars.

Promotion grants no free equipment or fixed recruitment skills, except the stated Specialist choice when a Prospect promotes.

No eligible successor: Recruit a replacement for the vacant role using its normal recruitment cost and limits. A mob must have exactly one Leader before its next battle. No fallback promotion to another entry is granted.

MEET DA CREW — BOSSNOBZ

The following pages contain the fighter types available to an Ork mob.

DAKKABOSS — 140 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	3+	3+	4	4	3	3	2	8	9	7	8	5+

TYPE: Fighter (Leader) **Starting Skars: 61**

KEYWORDS: ORK, BOSSNOB

Starting skills: Inspiring (N26 p153)

Equipment: A Dakkaboss may purchase weapons and wargear from the Ork Equipment List.

ARDBOSS — 140 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	3+	4+	4	5	3	3	2	8	8	7	8	5+

TYPE: Fighter (Leader) **Starting Skars: 61**

KEYWORDS: ORK, BOSSNOB

Starting skills: Inspiring (N26 p153)

Equipment: An Ardboss may purchase weapons and wargear from the Ork Equipment List.

RUKKBOSS — 140 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	3+	4+	4	4	3	3	3	8	8	7	8	5+

TYPE: Fighter (Leader) **Starting Skars: 61**

KEYWORDS: ORK, BOSSNOB

Starting skills: Inspiring (N26 p153)

Equipment: A Rukkboss may purchase weapons and wargear from the Ork Equipment List.

NOBZ, WEIRDBOYZ AND BIGMEKS

Include up to two entries from this page in total.

SHOOTY NOB — 100 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	4+	3+	4	4	2	3	2	8	8	6	7	5+

TYPE: Fighter (Champion) **Starting Skars: 37**

KEYWORDS: ORK, NOB

Starting skills: Inspiring (N26 p153)

Equipment: A Shooty Nob may purchase weapons and wargear from the Ork Equipment List.

HITTY NOB — 100 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	3+	4+	4	4	2	3	2	8	8	6	7	5+

TYPE: Fighter (Champion) **Starting Skars: 37**

KEYWORDS: ORK, NOB

Starting skills: Inspiring (N26 p153)

Equipment: A Hitty Nob may purchase weapons and wargear from the Ork Equipment List.

WEIRDBOY — 90 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	4+	4+	4	4	2	3	1	8	8	8	7	5+

TYPE: Fighter (Champion, Wyrd) **Starting Skars: 37**

KEYWORDS: ORK, NOB, WEIRDBOY

Starting skills: Inspiring (N26 p153)

Equipment: A Weirdboy may purchase weapons and wargear from the Ork Equipment List.

Psychic Powers: Knows Da Jump, Warpath and Da Krunch.

Da Jump (Double): On a successful psychic test, choose a legal destination for the Weirdboy at least 6" from enemy models that are not being transported. The Weirdboy's player places him and all Fighters within 3" of his starting position, friendly or enemy, with every transported Fighter within 3" of him at the destination. Models cannot overlap other models or impassable terrain. If there is no legal placement for everyone or the test fails, nobody moves. On either outcome, the Weirdboy and all affected Fighters become Suppressed, ending any Engagement for those Fighters. Seriously Injured Fighters instead remain Seriously Injured.

Warpath (Double): On a pass, friendly Fighters within 3" gain +1 Attack when charging until round end. On a failure, friendly Fighters within 3" can make only one attack when selected to fight until round end.

Da Krunch (Double): On a pass, choose a visible enemy Fighter within 12"; it suffers a Strength 4, Damage 1, Lethality 1 hit with no save. On a failure, the Weirdboy suffers that hit instead.

BIGMEK — 80 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	4+	4+	4	4	2	3	2	8	8	6	9	5+

TYPE: Fighter (Champion) **Starting Skars: 37**

KEYWORDS: ORK, NOB, BIGMEK

Starting skills: Inspiring (N26 p153)

Equipment: A Bigmek may purchase weapons and wargear from the Ork Equipment List.

BOYZ, YOOFS AND RUNTHERDS

BOY

45 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	4+	4+	4	4	1	3	1	6	7	5	6	6+

TYPE: Fighter (Ganger, Specialist) **Starting Skars: 13**

KEYWORDS: ORK, BOY

Starting skills: One Boy specialisation

Equipment: A Boy may purchase weapons and wargear from the Ork Equipment List.

Boy Specialisation: Select one free skill at recruitment from the table below.

Specialisation	Skill
Big 'un	Bulging Biceps (N26 p151)
Dakkaboy	Hip-shooting (N26 p153)
Madboy	Berserker (N26 p152)
Painboy	Medicate (N26 p153)
Shooty Boy	Gunfighter (N26 p153)
Sneaky Boy	Clamber (N26 p151)
Spanna	Munitioneer (N26 p153)

YOOF

30 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
6"	5+	5+	4	4	1	4	1	5	6	5	6	6+

TYPE: Fighter (Prospect) **Starting Skars: 1**

KEYWORDS: ORK, YOOF

Starting skills: None

Equipment: A Yoof may purchase weapons and wargear from the Ork Equipment List.

RUNTHERD

50 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	4+	4+	4	4	1	3	1	8	7	5	6	6+

TYPE: Fighter (Ganger) **Starting Skars: 13**

KEYWORDS: ORK, BOY, RUNTHERD

Starting skills: None

Equipment: May purchase weapons and wargear from the Ork Equipment List.

Grot Orders: May perform Group Activation as a Free action, selecting only friendly Ready Slave Grots.

Keep Da Grots in Line: Friendly Slave Grots within 3" may use this Runtherd's Cool for Cool checks while the Runtherd is on the battlefield and not Seriously Injured.

SLAVE GROTS AND SQUIGS

SLAVE GROT — 20 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	5+	4+	2	3	1	4	1	4	4	4	7	-

TYPE: Fighter (Prospect) **Starting Skars: 1**

KEYWORDS: SLAVE GROT

Starting skills: None

Equipment: May purchase weapons and wargear only from the Slave Grot Equipment List.

Small Target: A Slave Grot in cover always receives the long-range cover bonus against ranged attacks.

Grot Orders: Only Runtherds may include Slave Grots in their Group Activation.

Know Yer Place: A Slave Grot that attempts to Group Activate Orks is immediately taken Out of Action.

PETS

PET SQUIG — 45 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	4+	5+	3	3	1	4	1	6	6	4	4	-

TYPE: Fighter (Beast, Pet) **Starting Skars: 4**

KEYWORDS: SQUIG, PET SQUIG

Starting skills: None

Equipment: Includes Bite. Cannot purchase additional weapons or wargear.

Leash: 3".

Outlands Beast: Only Fighters with the Bossnob or Nob keyword may own this pet.

Replacement: During Update Roster, any Pet Squig deleted from its owner's Model Card may be replaced with a new one at no cost.

LOYAL ATTACK SQUIG — 65 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	3+	6+	3	3	1	4	2	6	7	4	4	5+

TYPE: Fighter (Beast, Pet) **Starting Skars: 13**

KEYWORDS: SQUIG, LOYAL ATTACK SQUIG

Starting skills: None

Equipment: Includes Ferocious Jaws. Cannot purchase additional weapons or wargear.

Leash: 3".

Outlands Beast: Only Fighters with the Bossnob or Nob keyword may own this pet.

Counter-Charge: Once per round, if the owner becomes Engaged by an enemy Fighter's Charge or Engage action, an Active Loyal Attack Squig that has not yet activated that round may interrupt after movement and before attacks. It uses its normal activation to Charge that enemy, following N26 activation and status restrictions.

EQUIPMENT LIST

Orks use the Ork list; Slave Grots use only the Slave Grot list. Item rules are in Ork Equipment (p15) and Equipment (pp33–34).

MELEE WEAPONS

Big Choppa....40 Teef
Chainchoppa....20 Teef
Choppa....20 Teef
Flail....10 Teef
Grot Whip (Runtherd only)....10 Teef
Grot Zappa (Runtherd only)....15 Teef
Heavy Chainchoppa....40 Teef
Paired Stabbas....15 Teef
Power Stabba....40 Teef
Powerklaw....60 Teef
Killsaw....55 Teef
Stabba....5 Teef
Stikka....35 Teef
Tank Hammer....50 Teef
Weirdboy Stave (Weirdboy only)....25 Teef

RANGED WEAPONS

PISTOLS

Kustom Power Slugga....45 Teef
Six Shoota....5 Teef
Slugga....10 Teef

BASIC WEAPONS

Kannon....30 Teef
Shoota....20 Teef

SPECIAL WEAPONS

Burna....70 Teef
Harpoon Launcher....80 Teef
Kombi-shoota....55 Teef
Auxiliary Kombi Rokkit or Burna....+35 Teef
Kustom Mega-Blasta....85 Teef
Kustom Super Scorcha....140 Teef
Shokk Attackgun (Bigmek only)....115 Teef

HEAVY WEAPONS

Big Shoota....70 Teef
Rokkit Launcha....110 Teef

GRENADES

Krak Stikkbomb....50 Teef
Smoke Bombs....15 Teef
Stikkbomb....30 Teef
Tankbusta Bomb....80 Teef

WARGEAR

Ammo Runt....20 Teef
Banna....30 Teef
Blue Squig Juice....50 Teef
Bomb Squig....30 Teef
Bosspole (Bossnob or Nob only)....25 Teef
Cybork Body....100 Teef
Finkin' Cap....20 Teef
Hair Squig....20 Teef
Kustom Forcefield (Bigmek only)....50 Teef
Medi-squig....25 Teef
Rokkit Pack....40 Teef
Shiny Gubbinz....25 Teef
Spicy Squig Juice....25 Teef
Spikey Bits....20 Teef
Squiglet....15 Teef
Targettin' Squig....20 Teef
Tellyporta....80 Teef

ARMOUR

Mega Armour....100 Teef
Squig Hide....40 Teef

MOUNTS

Warbike....65 Teef
Squig Hog....55 Teef

PETS

Loyal Attack Squig....65 Teef
Pet Squig....45 Teef

SLAVE GROT EQUIPMENT

MELEE WEAPONS

Grot Shiv....5 Teef

RANGED WEAPONS

Grot Blasta....5 Teef

GRENADES

Smoke Bombs....15 Teef
Squig Net....15 Teef
Stikkbomb....30 Teef

WEAPON PROFILES — RANGED

PISTOLS

Weapon	SR	LR	Str	AP	L	Traits
Kustom Power Slugga	6"	12"	5	-1	2	Ammo (3+), Light, Rapid Fire (1)
Six Shoota	6"	12"	4	—	1	Light
Slugga	4"	12"	4	—	1	Ammo (3+), Light, Rapid Fire (1)

BASIC WEAPONS

Weapon	SR	LR	Str	AP	L	Traits
Kannon						
- Scatter	4"	8"	4	—	1	Rapid Fire (2)
- Solid	8"	16"	5	—	1	Knockback (5+)
Shoota	8"	24"	4	—	1	Ammo (3+), Rapid Fire (1)

SPECIAL WEAPONS

Weapon	SR	LR	Str	AP	L	Traits
Burna	T	—	5	-1	1	Ammo (6+), Blaze (5+), Template
Harpoon Launcher	6"	18"	6	-3	1	Ammo (5+), Drag
Kombi-shoota (one auxiliary option only)						
- Shoota	12"	24"	5	-1	1	Ammo (3+), Combi, Rapid Fire (1)
- Auxiliary Rokkit	12"	24"	6	-2	2	Combi, Single Shot
- Auxiliary Burna	T	—	5	-1	1	Blaze (5+), Combi, Single Shot, Template
Kustom Mega-Blasta	12"	24"	6	-2	2	Ammo (6+), Damage (2), Rapid Fire (1), Unstable
Kustom Super Scorcha	6"	12"	9	-4	3	Ammo (6+), Damage (3)
Shokk Attackgun	18"	36"	2D6	-2	2	Ammo (5+), Blast (3"), Damage (D3), Shokk

HEAVY WEAPONS

Weapon	SR	LR	Str	AP	L	Traits
Big Shoota	20"	40"	5	-1	1	Heavy, Rapid Fire (2)
Rokkit Launcha						
- Krak Rockets	20"	40"	7	-2	2	Ammo (4+), Damage (2), Heavy
- Frag Rockets	20"	40"	4	—	1	Ammo (4+), Blast (3"), Heavy, Knockback (4+)

GRENADES

Weapon	SR	LR	Str	AP	L	Traits
Krak Stikkbomb	—	S×2"	7	-2	1	Ammo (4+), Limited
Smoke Bombs	—	9"	—	—	—	Ammo (4+), Blast (3"), Limited, Smoke
Stikkbomb	—	S×2"	4	—	1	Ammo (4+), Blast (3"), Knockback (6+), Limited
Tankbusta Bomb	—	S×2"	8	-3	3	Ammo (6+), Blast (5"), Damage (2), Limited

WEAPON PROFILES — MELEE

Weapon traits: N26 pp161–165.

ORK MELEE WEAPONS

Weapon	Str	AP	L	Traits
Big Choppa	S+2	-1	2	Heavy, Melee
Chainchoppa	S	-1	1	Melee, Shred (5+)
Choppa	S+1	—	1	Concussive (6+), Melee
Flail	S	—	1	Knockback (6+), Melee
Grot Whip	3	—	1	Knockback (6+), Melee, Shock (6+)
Grot Zappa	3	—	1	Melee, Shock (5+)
Heavy Chainchoppa	S	-2	2	Heavy, Melee, Shred (5+)
Paired Stabbas	S	—	1	Melee, Paired (2)
Power Stabba	S	-2	1	Breaching (6+), Melee, Parry
Powerklaw	S+4	-2	1	Damage (2), Melee, Rending (6+), Unwieldy
Killsaw	S+2	-3	2	Melee, Shred (5+), Unwieldy
Stabba	S	—	1	Backstab, Melee
Stikka				
- Primed	5	-1	1	Heavy, Knockback (5+), Lance-bomb, Melee
- Spent	S	—	1	Heavy, Lance, Melee
Tank Hammer				
- Primed	8	-2	2	Damage (2), Heavy, Lance-bomb, Melee
- Spent	S	—	1	Heavy, Lance, Melee
Weirdboy Stave	S	—	2	Knockback (6+), Melee

SLAVE GROT MELEE WEAPONS

Weapon	Str	AP	L	Traits
Grot Shiv	S	—	1	Backstab, Breaching (6+), Melee

SQUIG MELEE WEAPONS

Weapon	Str	AP	L	Traits
Bite	3	—	1	Melee
Ferocious Jaws	S	-1	1	Melee, Rending (6+)
Squig Hog Jaws	4	-1	1	Additional Attacks (2), Melee

WEAPON PROFILES — SLAVE GROTS

SLAVE GROT RANGED WEAPONS

Weapon	SR	LR	Str	AP	L	Traits
Grot Blasta	6"	12"	3	—	1	Light
Squig Net	—	S×2"	3	—	1	Blast (3"), Single Shot, Web

Use the Ork grenade profiles (p12) for Smoke Bombs and the Stikkbomb.

ORK EQUIPMENT

PERSONAL EQUIPMENT

BANNA

Once per battle, while the bearer is on the battlefield and not Seriously Injured, the mob may automatically pass a Bottle check. Maximum one Banna per mob.

BOSSPOLE

Increase the bearer's Group Activation range to 6".

CYBORK BODY

Increase the bearer's Strength by 2 and Toughness by 1. Reduce their Movement and Initiative by 1.

KUSTOM FORCEFIELD

The forcefield begins each battle deactivated. While active, the Bigmek and friendly Fighters within 3" gain a 5+ Invulnerable save against ranged attacks. Use the best applicable single save; do not make separate armour and field saves. AP and cover do not modify the field save.

Activate Kustom Forcefield (Double): Make an Intelligence check for the Bigmek. If passed, the forcefield activates. At the end of each round while active, make another Intelligence check; if failed, the forcefield deactivates. It also deactivates if the Bigmek becomes Seriously Injured. Perform this action again to reactivate it.

TELLYPORTA

Tellyport (Double): Make an Intelligence check. If passed, place the Fighter anywhere on the battlefield at least 6" from enemy Fighters. If failed, the opponent places the Fighter anywhere at least 6" from enemy Fighters.

ARMOUR

MEGA ARMOUR

Improve the bearer's Save by 2. Reduce their Movement by 2 and Initiative by 1.

MOUNTS

WARBIKE

Grants Mounted. Set the rider's Movement to 8"; Dash adds 5" instead of Initiative. Includes a Twin Shoota with a fixed front firing arc. Use the Twin Shoota profile (p30).

SQUIG HOG

Grants Mounted. Set the rider's Movement to 7"; Dash adds 4" instead of Initiative. The rider gains two additional melee attacks using Squig Hog Jaws.

GRETCHIN REVOLUTIONARY COMMITTEE

GANG SPECIAL RULES

Killa Kans and Snotling Swarms do not benefit from Scarper!, Never Outnumbered!, Kollectivists or Self-Preservationists.

SCARPER!

At the start of each End Phase, before other End Phase effects, each eligible fighter listed below who is neither Suppressed nor Seriously Injured may move up to 3" for free, once per round. It may leave Engagement without Retreat, cannot enter Engagement, and must finish at least 1" from enemies. Webbed fighters cannot use Scarper!.

Eligible: Fighters with the Rebel Grot keyword, excluding Snotling Swarms.

NEVER OUTNUMBERED!

When a scenario caps the starting crew, select up to two additional, otherwise eligible Aktivists or Recruits already on the roster and not selected. When selecting two and both types remain available, choose one of each; otherwise choose two of the available type. Select these extras before constructing Reinforcements; do not include them in both.

CHOOSE YER REVOLUTION

Choose exactly one philosophy at mob creation: Kollectivists or Self-Preservationists. It cannot change during a campaign. Both receive Scarper! and Never Outnumbered! The chosen philosophy applies to Fighters with the Rebel Grot keyword.

Kollectivists

These Fighters may perform Group Activation as a Free action while Active, including during an activation that began Suppressed.

Self-Preservationists

Enemy ranged attacks at Long Range suffer -1 to Hit against these Fighters.

SKILL ACCESS

Entry	Primary	Secondary
Rebel Grot	Cunning, Shooting	Agility, Savant
Killa Kan	Shooting, Cunning	Brawn
Snotling Swarm	Agility	Cunning
Pet Squig; Loyal Attack Squig	Brawn	Agility

Snotling Swarms use their separate skill-access row.

MOBBIN' UP

PROMOTION AND SUCCESSION

Roles become vacant only through death or permanent removal, not temporary absence or Recovery. Skars alone do not cause promotion except for Recruits at 13 Skars. Killa Kans and Snotling Swarms never promote.

Head Honcho lost: The surviving Da Kommittee member with the most Skars becomes the new Head Honcho; all Kommittee members, including the Banna Wava, are eligible. Replace Champion with Leader and Kommittee with Head Honcho; retain Rebel Grot and identifiers needed for existing special rules. The fighter occupies the one Head Honcho place and vacates their former Kommittee place.

Ordinary Kommittee vacancy: For a vacant Stabby Git or Sneaky Git position, promote the eligible Aktivist or Squigherder with the most Skars. Replace Ganger with Champion and replace Aktivist with Kommittee, or add Kommittee if promoting a Squigherder; retain Rebel Grot and Squigherder where needed for existing special rules. The fighter takes the vacant named role and occupies one of the two ordinary Kommittee places.

Noizy Git and Banna Wava: Fill vacant positions by recruiting that entry at its normal price. No fighter promotes into either role. The Banna Wava Champion position remains additional to the two ordinary Kommittee places.

Tied Skars: Each tied eligible successor rolls D6 + Strength. Highest total wins; tied highest fighters roll again until one wins, as in the Ork succession rule.

Recruit: At 13 Skars, a Recruit promotes to Aktivist. Replace Prospect with Ganger and Recruit with Aktivist. Retain Rebel Grot. Gain Specialist and select one Aktivist specialisation. Retain the Model Card, characteristics, injuries, equipment and Skars. Increase roster value by 15 Teef.

Promotion grants no free equipment or fixed recruitment skills, except the stated Specialist choice when a Prospect promotes.

Role limits: Use the fighter's current role for composition and position limits. A promoted Head Honcho counts as Head Honcho, not as an ordinary Kommittee member or the separate Banna Wava position. Retain identifiers needed for existing special rules; a former Wava retains its aura alongside a newly recruited Wava, but the aura never stacks.

No eligible successor: Recruit a replacement at its normal cost and within the normal limits. The mob must have exactly one Leader before its next battle; no fallback promotion from another entry is granted.

MOB COMPOSITION

• Include exactly one Head Honcho. At recruitment choose Scrapper, Runtwhisperer or Unsquishable; succession follows the rule above.

• Up to two ordinary Da Kommittee members chosen from Stabby Git, Sneaky Git and Noizy Git, plus up to one additional Banna Wava. The Wava is a Da Kommittee Champion but uses neither ordinary slot.

• Head Honchos + ordinary Da Kommittee members + Killa Kans + Snotling Swarms cannot exceed the combined number of Aktivists and Recruits on the roster.

• The fighter filling the Banna Wava Champion position is excluded from that composition-cap numerator. Squigherders are also outside it. Neither satisfies the combined Aktivist and Recruit denominator.

• Pets, mounts and vehicles do not satisfy the combined Aktivist and Recruit requirement. Purchase them only for eligible entries.

A Rebel Grot mob may add vehicles to its roster. See Vehicles (pp28–32) for chassis eligibility, equipment and rules.

When recruited, each Leader and Champion selects one skill from their Primary Skill Sets in addition to their listed inherent starting skills. This applies at mob creation and later recruitment. Promotion grants no recruitment skill.

MEET DA CREW — HEAD HONCHOS

The following pages contain the fighter types available to a GRC mob.

SCRAPPER — 100 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	3+	3+	3	3	3	4	3	8	7	7	8	5+

TYPE: Fighter (Leader) **Starting Skars: 61**

KEYWORDS: REBEL GROT, HEAD HONCHO

Starting skills: Two-Weapon Fighter (N26 p152); Inspiring (N26 p153)

Equipment: May purchase weapons and wargear from the Rebel Grot Equipment List.

RUNTWHISPERER — 100 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
6"	3+	3+	3	3	3	4	2	9	7	7	9	5+

TYPE: Fighter (Leader) **Starting Skars: 61**

KEYWORDS: REBEL GROT, HEAD HONCHO

Starting skills: Mentor; Inspiring (N26 p153)

Equipment: May purchase weapons and wargear from the Rebel Grot Equipment List.

UNSQUISHABLE — 100 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	3+	3+	3	4	3	4	2	8	7	7	8	5+

TYPE: Fighter (Leader) **Starting Skars: 61**

KEYWORDS: REBEL GROT, HEAD HONCHO

Starting skills: Unstoppable (N26 p151); Inspiring (N26 p153)

Equipment: May purchase weapons and wargear from the Rebel Grot Equipment List.

DA KOMMITTEE

Up to two ordinary Da Kommittee members and one additional Banna Wava.

STABBY GIT — 80 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	3+	4+	3	3	2	4	2	7	7	6	7	5+

TYPE: Fighter (Champion) **Starting Skars: 37**

KEYWORDS: REBEL GROT, KOMMITTEE

Starting skills: Rain of Blows; Inspiring (N26 pp152–153)

Equipment: May purchase weapons and wargear from the Rebel Grot Equipment List.

SNEAKY GIT — 80 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	4+	3+	3	3	2	4	2	7	7	6	7	5+

TYPE: Fighter (Champion) **Starting Skars: 37**

KEYWORDS: REBEL GROT, KOMMITTEE

Starting skills: Infiltrate; Inspiring (N26 pp152–153)

Equipment: May purchase weapons and wargear from the Rebel Grot Equipment List.

BANNA WAVA — 80 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	4+	4+	3	3	2	4	2	8	7	6	7	5+

TYPE: Fighter (Champion) **Starting Skars: 13**

KEYWORDS: REBEL GROT, KOMMITTEE, BANNA WAVA

Starting skills: Inspiring (N26 p153)

Equipment: Includes a Banner at no additional cost. May purchase other permitted equipment from the Rebel Grot Equipment List.

Unique: One Banna Wava Champion position per mob, additional to the two ordinary Da Kommittee places. Excluded from the composition-cap numerator while filling that position.

Rally Round Da Banna!: Friendly Aktivists and Recruits within 3" gain +1 Attack while Engaged. Measure range when determining attack dice. Stops while the Wava is Seriously Injured or at zero Wounds. Does not stack or benefit other entries.

DA KOMMITTEE — NOIZY GIT

NOIZY GIT — 75 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	4+	5+	3	3	2	4	1	6	6	8	7	6+

TYPE: Fighter (Champion) **Starting Skars: 37**

KEYWORDS: REBEL GROT, KOMMITTEE, NOIZY GIT

Starting skills: Inspiring (N26 p153)

Equipment: May purchase weapons and wargear from the Rebel Grot Equipment List.

Kommands: Knows all three below. Declare the action and target, then make a Willpower check: use normal Willpower for the first Kommand each activation and apply -1 to Willpower for the second. Kommands are not Wyrd powers.

Eligible Kommand Targets: Fighters with Slave Grot or Rebel Grot. Killa Kans, Snotling Swarms, pets and Vehicles are excluded. Up to 11 is an exception.

Revolushon! (Double): Select a Ready enemy Slave Grot or Rebel Grot eligible for Kommands within 9". No Line of Sight is required. On a pass, control it for one complete activation, treating it as friendly to the Noizy Git's mob and hostile to its own. It may take any actions it could normally perform, with its usual restrictions and abilities. Return control to its owner afterwards. It keeps its Ready marker and may still activate normally that round. It keeps any Skars earned. Different Noizy Gits may use this Kommand on the same target in the same round.

Leg It, Ya Gitz! (Single): Select a friendly eligible Fighter within 9"; no Line of Sight required. Move it up to its Initiative in inches; it may leave Engagement but must finish at least 1" from enemies. Each recipient may benefit once per round across all Noizy Gits. Cannot move a Webbed or Seriously Injured Fighter.

Up to 11 (Single): Select any visible enemy Fighter within 9", even if Engaged or Seriously Injured. On a pass, it becomes Suppressed if its status permits under normal N26 precedence. It retains any Ready marker.

AKTIVISTS, SQUIGHERDERS AND RECRUITS

AKTIVIST

35 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	4+	4+	3	3	1	4	1	6	6	6	7	6+

TYPE: Fighter (Ganger, Specialist) **Starting Skars: 13**

KEYWORDS: REBEL GROT, AKTIVIST

Starting skills: One Aktivist specialisation

Equipment: May purchase weapons and wargear from the Rebel Grot Equipment List.

Specialisation: Choose one free starting skill from the Aktivist specialisations below.

Specialisation	Free skill
Lil Big 'Un	Bulging Biceps (N26 p151)
Nimble Git	Hip-shooting (N26 p153)
Mad Git	Berserker (N26 p152)
Grot Orderly	Medicate (N26 p153)
Two-Gun Git	Gunfighter (N26 p153)
Sneaky Git	Clamber (N26 p151)
Ammo Grot	Munitioneer (N26 p153)

SQUIGHERDER

45 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	4+	4+	3	3	1	4	1	6	6	6	7	6+

TYPE: Fighter (Ganger) **Starting Skars: 13**

KEYWORDS: REBEL GROT, SQUIGHERDER

Starting skills: None

Equipment: May purchase weapons and wargear from the Rebel Grot Equipment List.

Squig Handler: May own Pet Squigs or Loyal Attack Squigs.

RECRUIT

20 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
6"	5+	5+	2	3	1	4	1	5	5	5	6	6+

TYPE: Fighter (Prospect) **Starting Skars: 1**

KEYWORDS: REBEL GROT, RECRUIT

Starting skills: None

Equipment: May purchase weapons and wargear from the Rebel Grot Equipment List.

KILLA KAN AND SNOTLING SWARM

KILLA KAN

230 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	4+	4+	4	5	3	2	2	6	7	6	7	4+

TYPE: Fighter (Brute) **Starting Skars: 25**

KEYWORDS: KILLA KAN

Starting skills: Juggernaut (N26 p153)

Equipment: Includes a Big Shoota and either a Powerklaw or Killsaw. These are built-in equipment.

Weapon Replacements: Big Shoota to Burna +20 Teef, or Rokkit Launcha +25 Teef.

Faction Restrictions: No Scarper!, Never Outnumbered!, Kollectivists or Self-Preservationists benefits. Built-in weapons are not transferable.

SNOTLING SWARM

55 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	6+	6+	2	2	4	4	4	4	4	4	4	—

TYPE: Fighter (Ganger) **Starting Skars: 4**

KEYWORDS: REBEL GROT, SNOTLING SWARM

Starting skills: None

Equipment: Includes Primitive Melee Weapons and Primitive Ranged Weapons; see the Snotling weapon profiles.

Swarm: One model. Never promotes.

Faction Restrictions: No Scarper!, Never Outnumbered!, Kollectivists, Self-Preservationists or Banna Wava aura benefits, despite Rebel Grot. Counts in the composition-cap numerator.

SQUIGS

Head Honchos, Da Kommittee (including the Banna Wava) and Squigherders may own either pet type.

PET SQUIG — 45 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	4+	5+	3	3	1	4	1	6	6	4	4	—

TYPE: Fighter (Beast, Pet) **Starting Skars: 4**

KEYWORDS: SQUIG, PET SQUIG

Starting skills: None

Equipment: Includes Bite. Cannot purchase additional weapons or wargear.

Leash: 3".

Replacement: During Update Roster, any Pet Squig deleted from its owner's Model Card may be replaced at no cost.

LOYAL ATTACK SQUIG — 65 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
5"	3+	6+	3	3	1	4	2	6	7	4	4	5+

TYPE: Fighter (Beast, Pet) **Starting Skars: 13**

KEYWORDS: SQUIG, LOYAL ATTACK SQUIG

Starting skills: None

Equipment: Includes Ferocious Jaws. Cannot purchase additional weapons or wargear.

Leash: 3".

Counter-Charge: Once per round, if the owner becomes Engaged by an enemy Fighter's Charge or Engage action, an Active Loyal Attack Squig that has not yet activated that round may interrupt after movement and before attacks. It uses its normal activation to Charge that enemy, following N26 activation and status restrictions.

EQUIPMENT LIST

GRC fighters use this equipment list, subject to each entry's restrictions. Built-in weapons cannot be transferred. War Squig rules follow the weapon profiles (p27). Other item rules are in Equipment (pp33–34).

MELEE WEAPONS

Shiv.....5
Mutant Squig Fang.....30
Paired Mutant Squig Fangs (Stabby Git only).....50
Glowstick.....25
Grot Drill.....30
Mini Klaw (Head Honcho or Da Kommittee only).....45
Big Stabba.....25
Squig Prod (Squigherder only).....15
Banner (Banna Wava only).....Included

RANGED WEAPONS

PISTOLS

Grot Blasta.....5
Grot Slugga.....10
Hand Flama.....35

BASIC WEAPONS

Grot Shoota.....20
Grot Blunderbuss.....30
Ork Huntin' Rifle.....45

SPECIAL WEAPONS

Grot Blowpipe.....15
Glowgun.....35

HEAVY WEAPONS

Net Launcher.....55
Grotzooka.....75

GRENADES

Squig Net.....15
Smoke Bombs.....15

WARGEAR

Squig Hide.....40
Shiny Gubbinz.....25
Blue Squig Juice.....50
Ammo Runt.....20
Grappling Hook.....25
Finkin' Cap.....20
Hair Squig.....20
Spiky Bits.....20
Medi-Squig.....25
Bomb Squig.....30
Rokkit Pack.....40
Red Squig Juice.....25
Squiglet.....15
Targettin' Squig.....20

MOUNTS

War Squig.....55

PETS

Pet Squig
(Head Honcho, Da Kommittee or Squigherder only).....45

Loyal Attack Squig
(Head Honcho, Da Kommittee or Squigherder only).....65

WEAPON PROFILES

Weapon traits: N26 pp161–165.

RANGED WEAPONS

PISTOLS

Weapon	SR	LR	Str	AP	L	Traits
Grot Slugga	4"	12"	3	—	1	Ammo (3+), Light, Rapid Fire (1)
Hand Flama	T	—	3	-1	1	Ammo (6+), Blaze (6+), Light, Template

For the Grot Blasta profile, see Slave Grot Ranged Weapons (p14).

BASIC WEAPONS

Weapon	SR	LR	Str	AP	L	Traits
Grot Shoota	8"	24"	3	—	1	Ammo (3+), Assault, Rapid Fire (1)
Grot Blunderbuss						
- Salvo	4"	12"	4	-1	1	Knockback (6+)
- Shredder	T	—	3	—	1	Ammo (5+), Template
Ork Huntin' Rifle	12"	24"	5	-1	1	Ammo (4+), Breaching (6+), Knockback (6+)

SPECIAL WEAPONS

Weapon	SR	LR	Str	AP	L	Traits
Grot Blowpipe	4"	8"	2	—	1	Ammo (4+), Assault, Toxin (4+)
Glowgun	6"	12"	3	-1	1	Ammo (5+), Rad-phage

HEAVY WEAPONS

Weapon	SR	LR	Str	AP	L	Traits
Net Launcher	6"	12"	4	—	1	Ammo (5+), Blast (3"), Heavy, Scarce (4+), Web
Grotzooka						
- Standard	9"	18"	4	-1	1	Ammo (5+), Blast (3"), Heavy
- Overcharged	9"	18"	5	-1	1	Ammo (5+), Blast (5"), Heavy, Single Shot, Unstable

GRENADES

Use the Ork grenade profile for Smoke Bombs (p12) and the Slave Grot ranged profile for the Squig Net (p14).

SNOTLING RANGED WEAPONS

Weapon	SR	LR	Str	AP	L	Traits
Primitive Ranged Weapons	4"	8"	2	—	1	—

REBEL GROT MELEE WEAPONS

Weapon	Str	AP	L	Traits
Shiv	S	—	1	Backstab, Breaching (6+), Melee
Mutant Squig Fang	S	-1	1	Melee, Toxin (3+)
Paired Mutant Squig Fangs	S	-1	1	Melee, Paired (2), Toxin (3+)
Glowstick	S	-1	1	Melee, Rad-phage
Grot Drill	S	-2	1	Melee, Rending (5+)
Mini Klaw	S×2	-2	1	Damage (2), Melee, Rending (6+), Unwieldy
Big Stabba	S+1	-1	1	Melee, Parry, Reckless
Squig Prod	3	-1	1	Melee, Shock (5+)
Banner	3	—	2	Concussive (6+), Melee

SQUIG MELEE WEAPONS

Weapon	Str	AP	L	Traits
War Squig Jaws	4	-1	1	Additional Attacks (2), Melee

Use the Ork Squig melee profiles for Bite and Ferocious Jaws (p13).

SNOTLING MELEE WEAPONS

Weapon	Str	AP	L	Traits
Primitive Melee Weapons	2	—	1	Melee

KILLA KAN MELEE ARMAMENT

Use the Ork melee profiles for the Powerklaw and Killsaw (p13).

KILLA KAN RANGED ARMAMENT

Use the Ork ranged profiles for the Big Shoota, Burna and Rokkit Launcha (p12).

WAR SQUIG

Grants Mounted. Set the rider’s Movement to 7"; Dash adds 4" instead of Initiative. The rider gains two additional melee attacks using War Squig Jaws. Eligible riders retain Scarper!

VEHICLES

BUILDING A CUSTOM VEHICLE

Choose a chassis your mob can recruit, select one locomotion type, then fit its weapons and equipment. The chassis price includes its driver and crew. Apply normal mob composition and scenario selection.

Mob	Light	Medium	Heavy
Ork	—	Yes	Yes
Rebel Grot	Yes	Yes	—

Choose Wheeled, Tracked or Walker and use the N26 rules for that subtype (p. 47). Tracked and Walker chassis reduce the Movement shown below by 2″.

The crew's species grants no passenger faction benefits. There is no numerical vehicle limit.

LIGHT CHASSIS — 85 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
9″	4+	4+	4	4	3	4	1	6	7	5	6	6+

TYPE: Vehicle **Starting Skars: 13**

KEYWORDS: LIGHT CHASSIS

Starting skills: Juggernaut. Skill access is Brawn Primary and Shooting Secondary.

Equipment: Includes a Shoota. Up to two equipment upgrades. The Light chassis also gains Manoeuvrable.

MEDIUM CHASSIS — 140 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
8″	4+	4+	5	5	3	3	1	6	7	5	6	6+

TYPE: Vehicle **Starting Skars: 13**

KEYWORDS: MEDIUM CHASSIS

Starting skills: Juggernaut. Skill access is Brawn Primary and Shooting Secondary.

Equipment: Includes a Twin Shoota. Up to three equipment upgrades.

HEAVY CHASSIS — 195 TEEF

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Sv
7″	4+	4+	5	6	4	2	1	6	7	5	6	5+

TYPE: Vehicle **Starting Skars: 13**

KEYWORDS: HEAVY CHASSIS

Starting skills: Juggernaut. Skill access is Brawn Primary and Shooting Secondary.

Equipment: Includes a Twin Shoota. Up to four equipment upgrades and one dedicated melee attachment.

CUSTOM VEHICLE RULES

Wheeled and Tracked vehicles come with a Standard Ram. Walkers come with Stompy Feet and cannot Ram or equip Ram upgrades.

STOMPA

During Move (Single), a Walker may cross enemy Fighter bases and enter the 1″ clearance around those Fighters. It must have enough movement to clear that base completely and finish clear of all bases in a legal position under the 1″ rule. Apply normal terrain, movement costs and clearance from other models.

After the Move, resolve one attack per enemy Fighter crossed in the order first crossed. Use the Walker's WS and current feet profile. Each Fighter can suffer one Stompa attack from that Walker per activation. This attack requires no contact and causes no Engagement, Fight, Reaction Attack or Ram effects. Stompa leaves the Walker's Attacks characteristic unchanged.

WALKER MELEE

Walkers use Stompy Feet or Spikey Feet as ordinary melee weapons, including in subsequent Fights and Reaction Attacks. A Heavy Walker may select an eligible melee attachment as Primary and its feet as Secondary, or its feet as Primary and the attachment as Secondary, following normal N26 weapon selection.

RAMMING SPEED

A vehicle can use a Ram only in the Fight granted by its Charge. Rams cannot be used in stationary Fights or Reaction Attacks. A vehicle already Engaged cannot initiate a Ram. Ram Strength is the distance actually moved during the Charge in inches, rounded down. Apply −2 for Light, +0 for Medium or +1 for Heavy. Minimum final Strength is 1, with no upper cap. Both Ram profiles deal Damage 1.

CONTACT AND ADDITIONAL ATTACKS

Engagement with a Wheeled or Tracked custom vehicle requires contact. A legal Charge or Engage that ends in contact establishes Engagement for the Free Fight. The models remain Engaged while in contact, subject to normal status restrictions, and can Fight in later activations. Close combat targets must be in contact. Check contact again before resolving additional attacks after Knockback.

A stationary vehicle can attack only with eligible melee weapons, such as Wheel Slashas or a melee attachment. Use their profiles and the N26 Additional Attacks rules. Wheel Slashas are used only for their two additional attacks and can be used without another usable melee weapon if a legal target remains. The vehicle Buzzsaw sets Initiative to 1 only when selected as Primary. Apply the normal Charge Initiative bonus afterwards.

VEHICLE-MOUNTED WEAPONS

Weapons from this list are vehicle-mounted. Only Vehicles may equip or use these items, including from the mob's Stash. Subsequently purchased weapons may be transferred between eligible Vehicles or returned to the Stash under normal N26 campaign rules. Shared profiles do not change equipment eligibility.

Vehicle-mounted weapon	Teef	Light	Medium	Heavy
Shoota	20	Included	—	—
Twin Shoota	30	Swap +10	Included	Included
Big Shoota	70	—	Swap +40	Swap +40
Burna	70	—	Swap +40	Swap +40
Harpoon Launcher	80	—	Swap +50	Swap +50
Rokkit Launcha	110	—	Swap +80	Swap +80
Splatapult	80	—	GRC swap +50	—
Wreckin' Ball	40	—	—	Melee mount
Buzzsaw	70	—	—	Melee mount
Standard Ram	Included	W/T	W/T	W/T
Stompy Feet	Included	Walker	Walker	Walker
Reinforced Ram	25	—	W/T upgrade	W/T upgrade
Wheel Slashas	35	W/T upgrade	W/T upgrade	W/T upgrade
Burna Exhaust	40	—	Upgrade	Upgrade
Spikey Feet	25	Walker upgrade	Walker upgrade	Walker upgrade

W/T = Wheeled or Tracked. GRC = Gretchin Revolutionary Committee. — = unavailable. Each chassis fits one main gun. A Heavy may fit one melee attachment. Main guns and melee attachments use no equipment slots.

Fixed forward main guns use Arc (Front). A clearly modelled turret uses the N26 360° arc, including for a turreted Twin Shoota. Agree unclear mounting before battle. Turrets cost no Teef or slots. Krak and Frag are profiles of one Rokkit Launcha. T = Template.

RANGED PROFILES

Use the Ork ranged profiles (p12) for the Shoota, Big Shoota, Burna, Harpoon Launcher and both Rokkit Launcha profiles. Apply the mounting rules above.

Weapon	SR	LR	S	AP	L	Traits
Twin Shoota	8"	24"	4	-	1	Ammo (3+), Rapid Fire (2)
Splatapult	12"	24"	5	-1	1	Ammo (5+), Blast (5"), Knockback (6+)
Burna Exhaust	T	-	5	-1	1	Arc (Rear), Blaze (5+), Single Shot, Template

MELEE PROFILES

Weapon	Range	S	AP	L	Traits
Standard Ram	—	Ramming Speed	-	1	Knockback (3+), Melee, Ram
Reinforced Ram	—	Ramming Speed	-1	2	Knockback (3+), Melee, Ram
Wreckin' Ball	—	6	-1	1	Additional Attacks (1), Knockback (4+), Melee
Buzzsaw	—	S+4	-3	3	Additional Attacks (1), Breaching (6+), Concussive (5+), Damage (2), Melee, Unwieldy
Wheel Slashas	—	3	—	1	Additional Attacks (2), Melee
Stompy Feet	E	S	—	1	Concussive (5+), Melee
Spikey Feet	E	S	−1	1	Breaching (5+), Melee

VEHICLE EQUIPMENT

Choose upgrades from the table. Each item uses one slot and may be bought once per vehicle.

Equipment	Teef	Light	Medium	Heavy
Armour Plating	25	Yes	Yes	Yes
Reinforced Ram	25	No	W/T	W/T
Wheel Slashas	35	W/T	W/T	W/T
Skullz	40	Yes	Yes	Yes
Burna Exhaust	40	No	Yes	Yes
Grabbin' Claw	30	No	No	Yes
Spikey Feet	25	Walker	Walker	Walker

W/T = Wheeled or Tracked only. Walker = Walker only.

ARMOUR PLATING

Improve the vehicle's Save by 1 against ranged attacks, including ranged Blast and Template attacks.

REINFORCED RAM

Replace the Standard Ram with the Reinforced Ram profile.

WHEEL SLASHAS

Fit the weapon listed under Melee profiles. Use its additional attacks under Contact and additional attacks.

SKULLZ

The vehicle gains Fearsome.

BURNA EXHAUST

Fit the rear-mounted Burna Exhaust as an equipment weapon alongside the main gun.

GRABBIN' CLAW

If this vehicle hits an enemy Vehicle in close combat, that enemy cannot voluntarily move away until the end of its next activation, even if it chooses Active. Forced movement still applies. The Claw uses an equipment slot and has no weapon profile.

SPIKEY FEET

Replace Stompy Feet with the Spikey Feet profile for all attacks with the feet, including Stompa.

PASSENGERS

CAPACITY AND ELIGIBILITY

All chassis are open-topped. Carry as many eligible models as physically fit, including legitimate side-clingers. The driver uses no passenger space. Mark designated transport areas clearly and use the N26 rider rules (p. 68).

Brutes, Swarms, Mounted Fighters and Killa Kans cannot ride. Eligible Squig pets may ride. GRC passengers must have Slave Grot or Rebel Grot, or be Squig pets. Physical size alone does not determine chassis class.

Agree doubtful models and riding positions before battle. Artificially enlarged platforms, detachable supports and contrived packing cannot increase capacity. Ignore accidental bumps. Deliberately jolting a vehicle to shed riders is forbidden.

EMBARKING, DISEMBARKING AND SHOOTING

Use the agreed entrances. An eligible passenger within 1″ of an entrance may Interact (Single) to embark. A passenger may Interact (Single) to disembark within 1″ of an access point and at least 1″ from enemies.

Passengers remain on the battlefield, act normally and can be targeted individually when visible. They reposition only in their own activation or as explicitly granted by Scarper! or Leg It, Ya Gitz! These moves grant no free embarking or disembarking.

Passengers fire their own weapons in their own activations and suffer −1 to ranged Hit rolls if the carrier has already moved this round. The crew operates mounted guns. Fire All covers the vehicle’s ranged weapons only.

FALLS AND RAM EFFECTS

If a passenger model physically falls off during deliberate vehicle movement, place it Suppressed on legal ground within 1″ of the carrier. If no position is available there, use the nearest legal ground position. The fall causes no additional damage.

If one or more Ram attacks hit a carrier during a Charge, each passenger makes one 4+ Agility test, including riders in designated transport areas. Test once for that Charge, regardless of the number of hits or damage inflicted. On a failure, place the passenger as for a physical fall above.

A passenger hit while aboard falls off and becomes Suppressed. Resolve the ordinary fall procedure, then resolve the hit. Apply the normal N26 rules to ordinary falls.

VEHICLE DESTRUCTION

If the carrier goes Out of Action, apply the N26 Transport passenger procedure (p. 47).

CAMPAIGN RULES

Standard Rams and Stompy Feet are built in. They cannot be removed or sold separately and may only be replaced by eligible upgrades. Starting Shootas and Twin Shootas are included in the chassis price and cannot be sold separately. At recruitment, exchange the starting gun for an eligible upgrade at the listed surcharge. The original gun does not enter the Stash. A Light must always retain a Shoota or Twin Shoota.

Later purchases use the outright price and the N26 Post-cycle equipment procedure (p. 92). Follow chassis eligibility, gun and slot limits, and represented mounting on each battle card. To change chassis class, recruit another vehicle.

EQUIPMENT

Availability and prices are given in each mob's equipment list. Mob-specific equipment follows that mob's weapon profiles.

ARMOUR

A Fighter may not equip more than one item of armour or field armour unless an item explicitly permits combination.

SQUIG HIDE

Increase the bearer's Save characteristic by 1 when resolving hits suffered in close combat.

PERSONAL EQUIPMENT

AMMO RUNT

The first time the bearer must make an Ammo check, it automatically passes. The Ammo Runt is then unavailable for the remainder of the battle and returns afterwards. Maximum one per bearer. It does not cancel Single Shot.

BLUE SQUIG JUICE

The bearer may re-roll any one die they roll, including a Hit, Wound, Save, Charge or Injury die. Accept the second result. It cannot re-roll another model's die. After use, remove this item from their equipment; it must be purchased again for a later battle.

FINKIN' CAP

Once per battle, the bearer may automatically pass an Intelligence check.

GRAPPLING HOOK

An Active Fighter equipped with a Grappling Hook may perform the Grapnel action.

Grapnel (Double): Move up to 12" in a straight line in any direction. The move must finish on a higher level than it began.

HAIR SQUIG

Once per battle, the bearer may automatically pass a Cool check.

MEDI-SQUIG

The first time in each battle that the bearer gains the Injured Condition, reduce the Lethality characteristic of the weapon damaging them by 1. If the Lethality characteristic is now zero, roll 2 Injury dice instead of 1 and the bearer chooses which to apply; the other die is discarded. Apply the modifier before rolling Injury dice for that hit.

SHINY GUBBINZ

When an enemy Fighter Charges the bearer, apply -1 to that enemy's Hit rolls during the resulting Fight. This does not apply to subsequent attacks while Engaged.

SPIKEY BITS / SPIKY BITS

When an enemy Fighter Charges the bearer and successfully hits them, roll a D6 for each successful hit. On a 5+, the attacker suffers a Strength 3, Damage 1, Lethality 1 hit with no save. This does not trigger during subsequent attacks while Engaged.

PERSONAL EQUIPMENT (CONTINUED)

BOMB SQUIG

A Fighter equipped with a Bomb Squig may perform Prime Bomb Squig. Bomb Squigs are delivery tokens. Use the Bomb Delivery Rats procedure (N26 Gangs of the Underhive, House Cawdor). Multiple Bomb Squigs may be active at once.

Prime Bomb Squig (Single): Choose a grenade the Fighter carries with Blast (3"/5") that is not Out of Ammo. Make its Ammo (X+) test as if fired, then place a Bomb Squig in base contact with the Fighter. It immediately activates.

Activation: At the start of each round, after Priority but before the first model activates, all Bomb Squigs activate.

Direction: Within 9" of the Fighter who placed it, that Fighter's controlling player chooses its direction. Otherwise use the Scatter dice.

Movement: Move 6" in a straight line. Bomb Squigs ignore terrain slowing, have Clamber (N26 p151), and cannot fall or become Suppressed. Cross gaps up to 2"; stop at larger gaps or impassable terrain.

Detonation: On moving within 1" of any model other than the Fighter who placed it, stop and roll a D6. On 2+, the selected grenade explodes centred on the Squig; on 1, it fails and the Squig escapes. Remove it either way.

Targeting: Bomb Squigs may be attacked at range or in melee; all Hit rolls against them suffer -1. If hit, roll a D6: on 4+, the grenade explodes centred on the Squig; otherwise it escapes. Remove it either way.

ROKKIT PACK

At the start of its activation, the bearer may activate the Rokkit Pack, rolling a D6 once. On 1, it remains stationary and becomes Suppressed. Otherwise, for this activation, add 3" to Movement when using the pack and gain +1 Strength when charging. The Movement bonus adds 3" in total to Charge distance. Until the activation ends, its grenades and flame weapons gain Unstable. Flame weapons here are Burnas (including auxiliary Burnas), Hand Flamas and standard N26 Hand Flamers, Flamers and Heavy Flamers; other Template weapons are unaffected.

SPICY SQUIG JUICE / RED SQUIG JUICE

Once per battle, use at the start of the bearer's activation. Increase Movement, Strength and Toughness by 2 until the end of the round. At round end, roll a D6; on 1, the bearer suffers a Strength 3, Damage 1, Lethality 1 hit with no save. This does not remove Injured.

SQUIGLET

A tiny, overly enthusiastic baby Squig that bites anything unfortunate enough to get close.

Range E · S 2 · AP — · L 1 · Additional Attacks (1), Melee

The Squiglet grants one additional close-combat attack during its owner's activation. Use the owner's Weapon Skill and the Squiglet's profile for this attack. Reserve this profile for Additional Attacks (N26 p161). The Squiglet counts as equipment and adds no Fighter or Pet model. The owner's Attacks characteristic stays the same. Provisional cost: 15 Teef.

WEAPON ACCESSORIES

TARGETTIN' SQUIG

A specially trained Squig that helps its owner spot enemies hiding behind cover.

Fit this weapon accessory to a ranged weapon without Rapid Fire. Within that weapon's Long Range, reduce the benefit the target gains to its Armour save from cover by 1, as for the N26 Telescopic Sight (p161).

SHARED CAMPAIGN RULES

These campaign rules apply to both Ork and Gretchin Revolutionary Committee mobs.

SCRAP PROSPECTIN’

Angelis is strewn with wreckage from crashed space hulks and ancient machines. In Mektown, scrap becomes buildings, vehicles and weapons: every useful piece is worth dragging back to the workshop.

BATTLEFIELD SETUP

During battlefield setup, players choose one of the following methods:

Scrap Tokens: Players alternate placing a total of six Scrap tokens around the battlefield.

Scrap Terrain: Agree which suitable terrain features representing junk, wreckage or scrap can be prospected.

Before the battle, agree whether successful collection exhausts a token or terrain feature, or whether it may be prospected repeatedly. Apply that choice consistently throughout the battle.

PROSPECTING ACTIONS

Only Fighters without the Beast or Brute Subtypes may perform these actions. Snotling Swarms are also excluded.

Prospect (Double): An eligible Fighter within 1" of a Scrap token or eligible terrain feature collects one Scrap token automatically, without making a check.

Scrounge (Single): An eligible Fighter within 1" of a Scrap token or eligible terrain feature makes an Intelligence check. If passed, collect one Scrap token; otherwise, collect no Scrap.

CARRYING SCRAP

A Fighter may collect and carry no more than one Scrap token per battle. While carrying Scrap, they cannot perform a Dash action. If they go Out of Action, their carried Scrap is lost, including if they succumb during Wrap-up.

SELLING SCRAP

After resolving Wrap-up in the Post-battle Sequence, each Fighter still carrying Scrap automatically sells it. Roll the value below using the collector’s keyword, add the Teef to the mob’s Stash and remove the token. Scrap is not retained between battles.

Collector keyword	Sale value per token
ORK	2D3 × 10 Teef
REBEL GROT	2D3 × 10 Teef
SLAVE GROT	D3 × 10 Teef

SHARED CAMPAIGN RULES

DA TOOF FAIRY

A fallen enemy can still turn a profit. Orks and Grots know a mouthful of teef may be worth more than the satisfaction of finishing the git off.

TOOF EXTRAKTION (SINGLE)

A Fighter may perform this action instead of Coup de Grace, using the same action eligibility and targeting restrictions. Choose one Seriously Injured enemy Fighter within 1" who has not already suffered a successful Toof Extraktion this battle.

Resolve the opposed Strength roll as for Coup de Grace.

Success: The activating Fighter collects D3 × 5 Teef. The target remains Seriously Injured and does not go Out of Action.

Failure: No Teef are collected. The target remains Seriously Injured.

RESTRICTIONS AND FREE ACTIONS

Each enemy Fighter may suffer no more than one successful Toof Extraktion per battle, regardless of which mob performs it. Failed attempts do not use this limit. Mark targets that have suffered a successful extraction.

A Fighter that performs Toof Extraktion cannot perform Coup de Grace against that target during the same activation. It may do so in a later activation; other Fighters are unaffected. Coup de Grace-specific skill effects do not apply to Toof Extraktion.

Whenever a rule permits or requires a Fighter to perform Coup de Grace as a Free action, Toof Extraktion may be performed instead as a Free action. This includes the Free Coup de Grace granted by Charge or Engage when their normal requirements are met.

Add earned Toof Teef to the mob’s Stash during Receive Rewards in the Post-battle Sequence.

CAMPAIGN ACTION REFERENCE

Action	Type	Summary
Prospect	Double	Collect one Scrap automatically (p35).
Scrounge	Single	Pass an Intelligence check to collect one Scrap (p35).
Toof Extraktion	Single	Opposed D6 + Strength; success earns D3 × 5 Teef. Target remains Seriously Injured (p36).
Mark Territory	Double	Mark an eligible terrain feature without a check (p37).
Oo Done Dat?!	Double	Perform wholly within the opposing deployment zone; no check (p37).

SHARED SIDE JOBS

These Side Jobs replace the N26 Side Job table for Ork and Gretchin Revolutionary Committee mobs. Generate Side Jobs and resolve their rewards using the normal N26 system. Mobs keep Scrap and Toof earnings even if they fail their assigned Side Job. Sell Scrap after Wrap-up as described on p35.

Only a mob assigned Markin' Territory or Oo Done Dat?! may perform that Side Job's special action. Fighters with the Beast or Brute Subtype, Swarms and Vehicles cannot perform these actions.

1. TEEF THIEF

Successfully perform Toof Extraktion twice during a single battle. Different friendly Fighters may perform the two extractions.

2. MARKIN' TERRITORY

Mark three different terrain features during a single battle. Each feature counts only once towards this Side Job.

Mark Territory (Double): An eligible Fighter in base contact with, or wholly on, a terrain feature entirely outside their own deployment zone may mark that feature. No check is required.

3. OO DONE DAT?!

Perform the following action with a friendly Fighter wholly within the opposing player's deployment zone.

Oo Done Dat?! (Double): An eligible Fighter wholly within the opposing player's deployment zone completes this action automatically. No check or terrain marking is required.

4. SHOW 'EM WHO'S BOSS!

Your Leader must cause more enemy Fighters to become Seriously Injured or go Out of Action than any other individual Fighter in your mob during the battle. The Leader must cause at least one qualifying result. Each friendly Fighter counts each enemy only once in its own tally. If one friendly Fighter Seriously Injures an enemy and another takes that enemy Out of Action, both count that enemy. A tie does not qualify.

5. SETTLE DA GRUDGE

Take an enemy Fighter Out of Action after that enemy Fighter has taken one of your Fighters Out of Action earlier in the same battle. Any friendly Fighter may fulfil this objective.

6. DA SCRAP GRAB

Your mob must collect strictly more Scrap tokens than the opposing mob during the battle. Count all Scrap successfully collected using Prospect or Scrounge (p35), including Scrap subsequently lost because its carrier went Out of Action. A tie does not qualify.

CUSTOM REFERENCE — KEYWORDS

KEYWORDS identify this supplement's rules categories; they do not replace TYPE. Rebel Grot and Slave Grot are distinct, indivisible keywords; there is no separate Grot keyword. Explicit restrictions override shared keyword membership.

Keyword	Meaning
ORK	Ork identity; Warpaint applies to Ork Fighters.
BOSSNOB	Ork Leader: Dakkaboss, Ardboss or Rukkboss.
NOB	Ork Champion: Shooty Nob, Hitty Nob, Weirdboy or Bigmek.
WEIRDBOY; BIGMEK	Specialist Ork identifiers and equipment permissions.
BOY; YOOF; RUNTHERD	Ork fighter roles; Runtherds also carry Boy.
SLAVE GROT	The Ork mob's Slave Grot, distinct from Rebel Grot.
REBEL GROT	GRC fighter identity; includes Snotling Swarms, excludes Killa Kans.
AKTIVIST	Regular GRC Ganger role.
HEAD HONCHO	GRC Leader: Scrapper, Runtwhisperer or Unsquishable.
KOMMITTEE	GRC Champion category, including the additional Banna Wava position.
NOIZY GIT	The Noizy Git and its Kommands.
BANNA WAVA	The Banna Wava identifier and additional Champion position.
RECRUIT	GRC Prospect role.
SQUIGHERDER	GRC handler and its pet/equipment permissions.
KILLA KAN	GRC Brute; does not carry Rebel Grot.
SNOTLING SWARM	The Snotling Swarm entry; one model.
SQUIG; PET SQUIG; LOYAL ATTACK SQUIG	Squig species and specific pet entries.
LIGHT CHASSIS; MEDIUM CHASSIS; HEAVY CHASSIS	Custom Vehicle chassis categories. See Vehicles (p28) for profiles and mob eligibility.

CUSTOM REFERENCE — SHARED RULES

SHOKK

Before firing a Shokk Attackgun, make an Intelligence check for the Bigmek. Failure wastes the action without firing. On a pass, select a target, then roll 2D6 for Strength and D3 for Damage before making the Hit roll. Use those results for every model affected by the shot.

Strength double 1: Resolve the shot, then take the Bigmek Out of Action. Strength double 6: Resolve the shot at AP -3.

RAMMING SPEED

See Vehicles (p29) for the Ram profile’s Strength and chassis modifiers.

PASSENGERS AND OPEN TRANSPORT

See Passengers (p32) for capacity, eligibility, embarking, disembarking, shooting and falls.