

NOO EKWIPIPMENT

by Eren Kauptland

As long as it makes a loud noise and smells 'orrible the meks can do it, assuming it's mostly made of metal, of course. 'Ere are sum of my ideas fur weppunry... Things usually get a bit messy...

Chain Choppa - 5 teef

A blade with a spiky chain stuck around the sides that make a hell of a noise. That rusty whirring is quite the ego-booster too!

Special Rules

Wins Draws. There's nothing like whirring spikes to take precedence in a stalemate!

Leadership Bonus. Your opponent might be big but there's something reassuringly terrifying about a chainsaw blade! The user gains +1 to their Leadership while carrying it.

Strength: As user +1

Notes: Wins draws. Leadership bonus.

Blasta - 6 teef (Gunz)

Blastas are short, stubby gunz that fire torrents of hard hitting, metal, explosive shells. They are fairly short ranged, but pack a heavy punch.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-8"	-	-	-	4	-2	1	4+

Special: 1 sustained fire dice.

Big Chaina' - 13 teef (Big Gunz)

Big. Imposing. Accurate to a range only slightly greater than a gently lobbed frisbee. Lots of barrels and a high rate of fire make hosing down targets in the immediate vicinity an absolute doddle.

Special Rules

Automatic Hit. Hits everything (friend or foe) in its fire arc of 90° and within 8 inches!

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-8"	-	Auto	-	4	-1	1	Auto

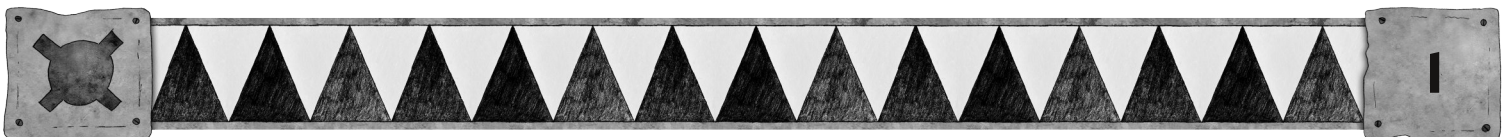
Special: Automatic hit, 1 sustained fire dice.

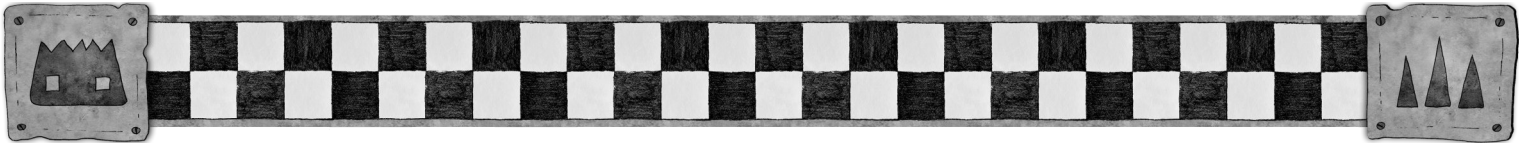
Booze Bombz - 4 teef

Booze Bombz are based on frag stikkbombs except filled with a very potent fungus gas. Distill fungus beer and you're off to a good start. Stick it in a throwable vaporiser and you've got the most potent booze delivery system this side of the Eye of Terror!

Special Rules

Gas Effect. Although it won't actually kill anyone it'll certainly give them a craving for a kebab, or worse. When a Booze Bomb hits an area don't roll to wound. Instead roll a dice





for every model under the template. If the roll is greater than the victim's Toughness roll on the table below:

1: Jus' need t'-t'- to close me eyes for a sec-
The victim spends the rest of the game Down and may not roll to recover but should not be treated as going Out of Action at the end (unless other circumstances put them Out of Action, of course.).

2 - 3: I'm fine, I'm fi-THUD
The victim temporarily falls asleep and may not move for two turns.

4: Ya fink yer bett-hic-'r than me?!
For the rest of the game the victim Hates everybody (friend or foe!) and is subject to Stupidity.

5 - 6: Oh yeah, dat... Ya know Gaz... Good lad, yeah... So we wuz up on dis roof, see...
The victim suffers from Stupidity until the end of the game.

Note: as with other Stikkbombs it can be used as a close combat weapon (see page 58 of *Da Roolz*).

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
		-	-	-	-	1	Auto

Special: 2" blast market, gas effect

Da End

This lot may need some tweaking as by the author's own admission they've not been playtested but come on! Stikkbombs that get you drunk? Only in Gorkamorka!

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