

# ROKKIT PAKS

There are many ways to travel on Gorkamorka. Most Orks prefer a Buggy or Bike, but Stefen has come up with rules for two very wacky (and good fun!) new forms of transport. The first is the Rokkit Pak, only for the most suicidally insane Ork boyz. The second you'll find later in this issue - Pogo stikks for Grots!

By STEFAN FERGUS.

## IN DA BEGINNIN'

While working on a new rokkita boosta for their Boss, Gorfang's truck, two up-and-coming Spanner Boyz, 'Bitz' and 'Bobz', came upon an amazingly humorous discovery! As they marched towards Gorfang with their new piece of gubbinz the grot, Splifz, who was carrying the rokkita boosta on his back, sat down for a rest and accidentally activated the boosta as it clunked on the ground. To Spliff's horror and the rest of the Mobs' amusement the Grot launched up into the air screaming! This gave the Spannerz a brilliant new idea. They waited for the rokkita boosta to run out of fuel and retrieved it after the Grot had plummeted to his death. They fixed straps to it and grabbed the first Yoof who came into reach, strapped him in and turned on the boosta. The boy rocketed into the air screaming and the two Spanner Boyz broke out a new keg of rum. Unfortunately they had put more fuel in the boosta than they had planned so the boy kept flying through the air

for hours before finally coming to rest in a passing Gorker bike. After a few tinkering with the boosta they added some controls so that the wearer of the boosta, or Rokkit Pak as it became known, could decide how far and how high he could go. They also reduced it in size so that it was less likely to blow the wearer from Mektown to the Digga Pyramids.

The Rokkit Pak was a great success with Yoofs and (very) stupid Boyz. Unfortunately Bitz and Bobz died while trying to attach two of these onto a bike to produce their greatest dream: Da Flyin' Machine (not very original but there you have it).

## DA ROKKIT PAK IN GORKAMORKA

A Rokkit Pak costs 10 teef and can be taken by Boyz or Yoofs. Nobz and Spannerz cannot take them because they know what damage they can do if they misfire.

A Rokkit Pak need never be taken to Mektown to be fixed or kustomised, it is fixed by any Spanner Boyz you have in your Mob. This does not mean it is free to mend and you must still pay D6 teef because the Spannerz need to buy certain parts from Mektown.

Any boy or Yoof wearing a Rokkit Pak may move over long distances and over dangerous terrain, including vehicles.

Please Note: For every inch up that the Boy/Yoof with a Rokkit Pak moves, you must -1 inch from his total distance, eg. A boy flies over a dune 2 inches high which means he only has 6 inches left of his movement



## MOVEMENT

Moving with a Rokkit Pak is done as follows:  
Roll a D6:

### 1 The Rokkit Pak fails to ignite.

The Pak cannot be used this turn, however the boy can still move using his normal movement value.

### 2- 5 Zooooooooom!

The Rokkit Pak ignites and the wearer can now move up to 8 inches in whichever direction he pleases. Take an initiative test. If this fails the Boy/Yoof receives a S3 hit inflicting D3 wounds with a ñ1 save modifier.

### 6 Ka-Boom!

The Rokkit Pak ignites and lets out a huge gout of flame and the wearer is shot into the air and can land anywhere on the battlefield within 20 inches of his take off point. Take an Initiative test. If this fails the Boy/Yoof receives a S4 hit inflicting D3 wounds with a -1 save modifier.

Each time a Boy or Yoof uses his Rokkit Pak (after the first) roll the artillery dice. If the result is a Misfire roll on the following table:

### 1 Ka-Boom!

The Rokkit Pak explodes as it takes off. The wearer of the Pak receives D3 S5 hits which inflict D3+1 wounds with a -2 save modifier. The Boy/Yoof no longer has a Rokkit Pak!

### 2-3 Klunk! Whirr! Sproing!

The Rokkit Pak falls apart. The Rokkit Pak falls apart and is rendered useless. The Rokkit Pak can be repaired but it will take a while because it is such a complex machine so the Boy/Yoof cannot use his Rokkit Pak in the next two games.

### 4-5 B\*\*\*\*r! Out of fuel.

The Rokkit Pak has run out of fuel and cannot be used for the rest of the battle, it is refilled after each encounter and can be used again next game.

### 6 Zooooom! Splutter! Bonk! Buggerritt!

The Boy can make his move as normal but then the Rokkit Pak runs out of fuel and can not be used for the rest of the game. It is refilled after the battle.

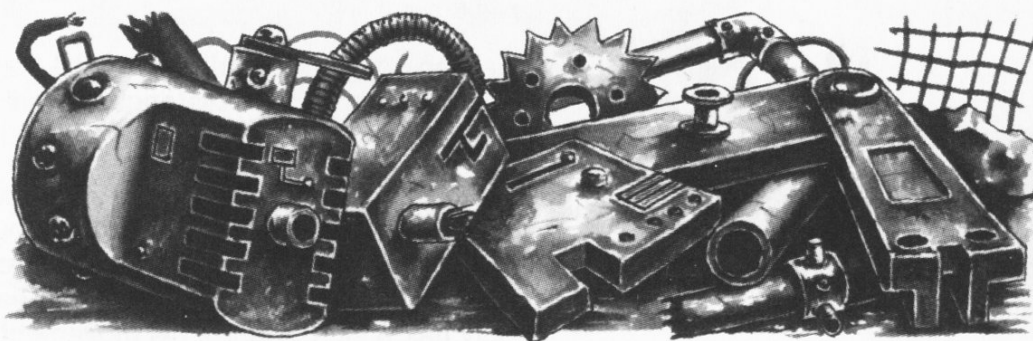
## CHARGE!

A Boy/Yoof wearing a Rokkit Pak can charge into hand-to-hand combat as normal but gains a +2 modifier (instead of +1) because he is charging with such force.

## SHOOTING

Anyone shooting at a Boy/Yoof wearing a Rokkit Pak which has been ignited and used during their movement phase will receive a -1 to hit because he is moving too fast for the enemy to get a bead on him.

Boyz/Yoofs with grenades can drop them



onto warriors or vehicles that they fly over. If a warrior does this he drops one of his grenades onto his target(s) (do not roll for hits, misfires, etc because the warrior is just dropping the grenade which requires no skill whatsoever, even a Grot could do it given the chance!). The target(s) are hit as normal.

**Note:** This is a free action and will not use up one of the Boy's/Yoof's attacks on his characteristics.

## CLOSE COMBAT

Anyone charged by a warrior wearing a Rokkit Pak will suffer -1 to hit in the first round. They must also take a Bottle test, if they fail then they run away from the screaming green thunderbolt which is rapidly becoming bigger and plummeting towards them. The charger will receive a +2 bonus to his combat score.

If the warrior fails to land but crashes into Close Combat then he is taken out of action because the other warrior will just scrag him.

## VEHICLES

A Boy/Yoof wearing a Rokkit Pak can be carried as normal by Trukks or Buggies but not Trakks or Bikes because they don't fit on.

A Boy can take off from a vehicle but with a risk to the other riders. If a warrior wearing a Rokkit Pak takes off from a Trukk/Buggy anyone being carried by the truck will be hit by a single S2 hit with no modifiers, armour saves are made as usual.

Only two Boyz/Yoofs with Rokkit Paks can be on a Trukk/Buggy with other boyz but if you don't have any other boyz you can have three Boyz/Yoofs with Rokkit Paks on the

Trukk/Buggy.

## CONUERSHUN IDEAZ

To make an easy but affective conversion of a boy wearing a Rokkit Pak you will need:

1 x Gorkamorka Boy or Yoof, preferably one with some sort of strap on him so it looks more affective and requires less modelling (not that we don't like modelling or anything, but?). The boys from the Gorkamorka boxed game are ideal, especially the ones wearing the armour type togs with metal plates nailed to them.

1 x Ork Storm-boy Jump Pack. Available through Mail Order.

1 x Tube of Super-glue.

1 x Small length of wire (used for a pin). Available in Hardware stores and the like.

1 x Pin Vice Drill (or other sort of drill with small whirly-bit).

## WHAT TA DO

Get your Boy, clean up the model getting rid of cast lines and the such.

Get you Rokkit Pak (whatever you're using) clean up all cast lines and the such.

Drill a small hole in the back of the Boy and in the back of the Pak.

Put the pin into the hole and fasten it with super-glue, then put the pin into the Pak and glue in with super-glue (Important: Make sure the pin is the correct length).

Undercoat.

Paint.

Up, up and away...

