

MiniWarGaming's Unofficial Gorkamorka Rules

Designed for Warhammer 40k 7th Edition

DISCLAIMER

These rules are COMPLETELY not endorsed by Games Workshop, and are meant simply to be a means by which we can play a fun Gorkamorka campaign without having to use the outdated rules that the old Gorkamorka game has produced.

Feel free to distribute, modify, or do whatever else you want with these rules (except sell them of course, as even we can't do that!).

BASIC RULES

Rather than try to create this game from scratch, we will be basing the unofficial Gorkamorka rules on three things:

1. The Original Gorkamorka Rulebooks (do a Google Search to find the legal PDFs for these)
2. The Official Warhammer 40,000 rulebook, specifically the one for 7th edition.
3. The Heralds of Ruin's version of Kill Team, located at heralds-of-ruin.blogspot.ca

We will attempt to specify when rules from each book will be used.

PHASES

Instead of the phases in the Gorkamorka rulebook, we will use the phases in 7th Edition Warhammer 40,000, namely:

1. **Movement**
2. **Psychic**
3. **Shooting**
4. **Assault**

Any rules referring to "ending your movement" are equivalent to "ending your movement phase."

For example, in the original Gorkamorka you could run to pick up scrap as running was in the Movement phase. However, in this edition you can only pick up scrap after you finish your movement phase.

Note: No rules for the psychic phase are in this rulebook yet, as so far no rules for Weirdboyz or other psykers are being included.

Movement Phase

BASIC RULES

The movement rules from Warhammer 40k 7th Edition and Heralds of Ruin's Kill Team will be used in place of those found in Gorkamorka.

For example, all models on foot move 6", run 6" (plus d3 if they have Fleet or Crusader), and charge in the Close Combat phase.

The exception to this is vehicles and bikes, which will be explained later.

BOARDING ACTIONS

We will use the Boarding Action rules from Gorkamorka, with one exception:

The only way to board an occupied enemy vehicle is to jump in the movement phase, or charge in the assault phase.

JUMPING

A model wishing to jump between vehicles can do interrupt its vehicles movement to perform

the jump. This follows all the normal rules of Gorkamorka (i.e. the target vehicle must be within 2" of the jumper's vehicle, and an Initiative test must be passed), and still counts as having charged in the Assault phase.

HIDING

We will use the Hiding rules from Heralds of Ruin Kill Team, and not Gorkamorka.

VEHICLES

Vehicle rules are **very** different in Gorkamorka. Rather than try and reinvent them, we will instead use the exact same rules found in the Gorkamorka main rulebook, including movement, shooting, boarding, and damage results.

Shooting Phase

BASIC RULES

The shooting rules from Warhammer 40k 7th Edition and Heralds of Ruin's Kill Team will be used in place of those found in Gorkamorka, except in the case of vehicles, bikes, and special weapons, which will be explained later.

INJURIES

When any model is reduced to 0 Wounds, instead of automatically removing them from play, roll on the following table to see what happens to them:

d6	Result
1	Shake it off! The model regains 1 Wound, although it still suffers any ill effects that the Unsaved Wound might have caused (such as Pinning).
2-3	Stunned. The model regains 1 Wound, and has their WS, BS, and I reduced to 1.
4-5	Knocked Down. The model regains 1 Wound, is Stunned , and is Pinned , even if Fearless. If in Close Combat, the model is treated as having WS 0.
6	Unconscious. The model is Removed from Play, and must roll on the Serious Injuries Table from the Gorkamorka rulebook at the end of the game.

The following modifiers apply to the above chart:

Effect	Modifier
Model is not a Nob	+1
Instant Death	+2
Model is already Stunned	+1

Multiple Wounds

If a model suffers multiple wounds after being reduced to 0 wounds (e.g. it had 1 Wound left

and suffered 3 unsaved wounds), then roll a number of d6s equal to the number of unsaved wounds and take the highest result.

For example, if a model with 2 Wounds remaining suffers 3 Unsaved Wounds, then it would roll 2d6 and take the highest result on the table. It only rolls two dice instead of three because the first wound didn't reduce the model to 0 Wounds.

Stunned

A model that is stunned has their WS, BS, and I reduced to 1 until the end of their owning player's next turn.

Any models on vehicles (except drivers) that are Stunned are automatically thrown from the vehicle, suffering a S3 hit on a 4+.

A driver that is stunned automatically Swerves, and can only perform a single Swerve if it begins its Movement phase Stunned.

Knocked Down

A model that is knocked down suffers the effects of being Stunned, but is also Pinned (even if Fearless), and has its WS reduced to 0 while Pinned (i.e. until the start of their next turn).

Any model on a vehicle (including drivers) that are Knocked Down are automatically thrown from the vehicle, suffering a S3 hit on a 4+.

AMMO ROLLS

In the wastes of Angelis ammo is scarce, and weapons easily fall into disrepair and don't always work the way you want them to.

Every time a model rolls To-Hit with a shooting weapon, any natural results of 6 force an additional Ammo Roll. The shot still fires and is resolved as normal.

Each weapon will have its own Ammo Roll (notated as a minimum die roll, such as 4+). If this roll is passed then nothing happens. If it fails then the weapon runs out of ammo and cannot be used for the rest of the game.

Ammo Rolls and Template / Blast Weapons

If a weapon does not roll To-Hit (such as Template or Blast weapons, but including any other special weapon that doesn't require a roll To-Hit), then after the weapon is fired roll a single d6. On a 6 an Ammo Roll is required.

FIRING ON FULL AUTO

Orks love to push their weapons to the max, firing as much as they can.

Whenever you fire a weapon with the Full Auto special rule you can opt to exchange any (or all) of the regular shots with Full Auto shots. To do this roll a number of Sustained Fire dice equal to the number of shots that you are exchanging (e.g. up to 2 for an 'Eavy Shoota, 1 for a Shoota). Add the dice up, plus any other shots you didn't exchange, and that is how many shots the gun takes.

For example, when firing an 'Eavy Shoota you could roll two Sustained Fire dice and add them up, or roll one Sustained Fire die and add the other single shot.

If any of the dice show a Weapon Jam symbol then no shots are fired, and an Ammo Roll must be made. Only one Ammo Roll needs to be made, even if more than one Weapon Jam result is rolled.

If you don't have a Sustained Fire die, then just roll a D3, but count a natural roll of 6 as a Weapon Jam.

BLAST WEAPONS AND TEMPLATES

All blast weapons have the Gets Hot special rule, and consequently use the Heralds of Ruin Kill Team rules, where not only does a result of 1 auto-wound the bearer (and not fire the weapon), but also causes a small blast to be placed over the bearer, causing a S3 hit to all under the blast (except the firing model).

If the model is on a vehicle then the vehicle suffers d3 S3 hits.

Partial Hits

Blasts or templates that are not mostly over a vehicle only hit it on a 4+. Blasts of templates that do not completely cover the base of a model also only hit it on a 4+.

Hitting Vehicles

Blasts and templates covering a vehicle only hit the vehicle, but inflict d3 hits instead of just one.

SET ON FIRE

Certain weapons (notably Skorchas) can set models (or vehicle locations) on fire. If a model is Set on Fire, then at the beginning of each of the model's owning player's turns roll a d6, adding one for each friendly model within 1". On a 6 the fire goes out. Otherwise the model takes a Strength 4 hit and, in the case of a model and not a vehicle, moves 2d6" in a random direction, and cannot act voluntarily in any way for the rest of the turn. Vehicles can act normally.

Stop, Drop, and Roll

If a model is Knocked Down while Set on Fire the effect immediately expires.

Put it out!

If there are any friendly models within 1" of a burning model or vehicle in their shooting phase they can attempt to put out the fire instead of shooting. Roll a d6 and add +1 for each additional model helping out. If a 6 is rolled the fire goes out.

This allows models that were too far away in the movement phase to move in and help put out the fire. This does not, however, stop the Strength 4 hit in the Movement phase.

Drivers Set On Fire

If a driver of a vehicle is set on fire and fails to put it out then they will automatically Swerve. If the vehicle they are in is Immobilized then they will follow the same rules as any other model, running around wildly until the flames go out.

Assaulting a Model that is On Fire

In order to charge a model that is Set On Fire the charging model must first pass a Leadership

test. The model that is On Fire counts as WS 0. At the beginning of each fight sub-phase any models in base contact with a model that is On Fire will themselves be Set On Fire on a 3+.

If a model is Set on Fire while in combat they immediately disengage 1" away.

EXPLODING WEAPONS

These rules are ignored.

STIKKBOMBZ WILD

These rules are ignored.

THRUSTERS

Any model on a vehicle that used its Thrusters suffer a -1 BS until the end of the turn in which the Thrusters were used.

Assault Phase

BASIC RULES

The close combat rules from Warhammer 40k 7th Edition and Heralds of Ruin's Kill Team will be used in place of those found in Gorkamorka, with the exception of vehicles and the following rules.

FAILED ASSAULTS

If a model attempts to assault but fails, the model still moves the amount rolled on the dice as close to the target as possible.

COMBAT ON VEHICLES

When fighting on vehicles, no Consolidation moves are made. Instead, any model that is Stunned or Knocked Down while on a vehicle automatically falls off.

OVERWATCH

Overwatch is fully disallowed (both the Gorkamorka version and 7th Edition).

FEAR AND TERROR

Fear will follow the same rules as in Warhammer 40k 7th Edition, except that only a driver is Immune to Fear, while the crew will still suffer from it.

Terror will follow the same rules as in Gorkamorka, including forcing a Morale Check in order to charge a model with Terror.

BOARDING ACTIONS

Most of the rules for Boarding from Gorkamorka will be used, with the following changes.

Locked in Combat

There is always one defending model locked in combat per enemy model that has boarded. If a model dies, then the owning player immediately nominates another model.

This will prevent them from shooting in their Shooting Phase.

Changing Combatants

At the beginning of each fight sub-phase the defending player can change who is locked in combat with no penalties.

FIGHTING A KNOCKED DOWN MODEL

Models are not counted as being engaged in combat with another model that is Knocked Down, although it can still choose to fight it in close combat. If the model stands up and is still in base contact then both models are counted as being engaged (although no one gets the charge bonus).

COMBAT RESOLUTION

Models that lose combat do not test to fall back. No Sweeping Advances are made, and combat continues as normal in subsequent turns.

Vehicles

BASIC RULES

The rules from Gorkamorka will be used for Vehicles, with some exceptions.

DAMAGE TO CREW

Two changes are made to the Crew location:

Falling Off

Anytime a crew member (not driver) is Stunned or Knocked Down he will automatically fall off the vehicle.

Hits from Rams and Shrapnel

The Strength of the hit from a result of 5 or 6 is increased to 4 from 3.

DAMAGE TO DRIVER

A result of 3 or 4-6 will hit the driver with a Strength 4 hit rather than Strength 3, unless the driver is hit by a weapon.

DESTROYING FIXED WEAPONS

A result of 4+ (i.e. Slush clip destroyed or Weapon explodes) also results in the Fixed Weapon being destroyed.

A destroyed Fixed Weapon is automatically repaired at the end of the battle, but no longer counts as existing on the vehicle for the rest of the battle.

Other Rules

STUPIDITY

The rules from Gorkamorka will be used for Stupidity.

HATRED

Hatred will follow the same rules as in Warhammer 40k 7th Edition, except that a driver of a vehicle must attempt to ram a hated model if they are ever within 6" of his front arc.

FRENZY

The rules from Gorkamorka will be used for Frenzy.

INCOME

Players will need to decide if they want to use the original Income rules, or these modified ones. The modified ones allow for more income to be earned, which is important if you aren't playing as many games.

Mine Income

After every game the players roll for their Mine Income just like in the Gorkamorka rulebook. Rules for Cave-Ins are also used.

A player can even elect not to mine with certain models.

Scrap Income

Any scrap counters or scrapped vehicles are added to the mob's income after each game.

However, scrap that was collected because the other mob bottled out is only worth half the amount as usual (usually d6 becoming d3).

Upkeep

A mob needs to pay to maintain their troops (with food and such) and vehicles (with scrap and such).

The following chart is used to determine upkeep. Add up the total number of models on foot and vehicles, whether or not they were used in the previous game.

Mob Size	Upkeep Cost
1-3	0
4-6	2
7-9	5
10-12	9
13-15	14
16-18	20
19+	27

Negative Teef

If a mob goes into the negative for teef then the members of that mob are going to get angry.

During any match where the mob's current teef are negative all models suffer -1 Ld as they are hungry and grumpy.

If a mob has negative teef for more than one sequential game then it starts to lose members. The owning player can nominate one member who will leave, taking all of their equipment with them. This happens after every subsequent where the mob's bankroll continues to be negative.

Players can always nominate to "fire" mob members before Upkeep costs are paid to help lower the overall cost of maintaining the mob.

Building Your Mob

BASIC RULES

The rules found in the Gorkamorka rulebook are used to build your mob, with the following changes.

UPDATED ORK PROFILES

All special rules for the different types of Orks remain the same (except ignore the pinning rule for Grots).

	WS	BS	S	T	W	I	A	Ld
NOB	4	4	3	4	1	4	3	7(8)
SPANNER	3	3	3	4	1	3	2	7
SLAVER	3	3	3	4	1	3	2	7
BOY	3	3	3	4	1	3	2	7
YOOF	2	2	3	3(4)	1	3	2	7
GROT	2	3	3	3	1	3	1	5

SPECIAL RULES

All Orks have the Furious Charge and 'Ere We Go special rule.

MOUNTING WEAPONS ON VEHICLES

The same rules apply as in the Gorkamorka rulebook, except for one change:

Twin-linking Gunz

If two Gunz are linked together, instead of gaining an additional Sustained Fire die, it instead gains the Twin-Linked special rule.

It is also allowable to pay for a second Big Gun on a vehicle, in which case it would also be treated as a twin-linked weapon.

If a vehicle already has a gubbin' which calculates its cost based off the cost of the weapon (such as Loads O' Ammo) then you must also pay the difference in the cost for that gubbin' if you wish to upgrade a gun to twin-linked.

ARMOUR

The armour items work differently in this version, namely:

Studded Armour: 6+ Armour Save

Flak Armour: 5+ Armour Save

'Eavy Armour: 4+ Armour Save

There are no negatives to taking heavier armour (except the teef cost of course).

VEHICLE COSTS

The costs of the vehicles will be as follows:

Bike: 10 teef

Small Buggy / Trak: 15 teef

Larger Trukk / Trak: 20 teef

A "small" vehicle is one that is roughly no bigger than 3" x 5" (around enough room for a driver, a gunner, and one or two crew).

Both small or large vehicles (but not bikes) can choose to have traks for no additional cost.

Weapons

Note: Some of these will have different profiles than that found in the Ork Codex.

HAND TO HAND WEAPONS

Weapon	Range	Str	AP	Type	Ammo	Teef
Chains and Flails	-	User	-	Melee, Ignores Shields, -1 WS on user	-	1
'Uge Choppa	-	+2	4	Melee, Two-handed	-	2
Choppas	-	User	-	Melee	-	1
Knives and Knuckles	-	User	-	Melee, No Bonus Attack	-	0
Spear (melee)	-	User	6	Melee, +1 Init, Two-Handed	-	1
(thrown)	8"	User	6	Assault 1, One Use Only	-	
Shield	-	User	-	Melee, No Bonus Attack, Block	-	1
Six-Shoota	12"	4	-	Pistol, Full Auto, Reload	4+	2
Slugga	12"	4	6	Pistol	4+	2
Grot-prod (Slaver only)	-	User	-	Melee, High Voltage	-	3
Grabba Stikk (Slaver only)	-	User	-	Melee, Capture	-	2
Whip (Slaver only)	-	-1	-	Melee, Distraction	-	2

GUNZ

Weapon	Range	Str	AP	Type	Ammo	Teef
Shoota	18"	4	6	Assault 1, Full Auto	4+	2
Bow	18"	4	-	Assault 1, No Kustomization	4+	1
Crossbow	18"	5	6	Heavy 1, No Kustomization	4+	1
Blunderbuss	12"	4	-	Assault 1, Hard to Miss, Limited Kustomization	4+	1
Kannon	20"	5	5	Salvo 1/1, Knockback, Limited Kustomization	4+	3
Net (Slaver only)	4"	-	-	Assault 1, Entangle (6+), One Use Only	-	2
Bola (Slaver only)	8"	-	-	Assault 1, Entangle (4+), Dangerous	Auto	1

BIG GUNZ

Weapon	Range	Str	AP	Type	Ammo	Teef
'Eavy Shoota	24"	5	5	Heavy 2, Full Auto	4+	15
Spear Gun	18"	5	6	Heavy 1, Full Auto	4+	9
Rokkit Launcher	18"	6	3	Heavy 1, Vehicle Busta	6+	13
Skorcha	Template	5	4	Heavy 1, Fire, Temperamental	4+	8
Harpoon Gun	18"	d6+2	4	Heavy 1, Multiple Wounds (d3)	4+	7

STIKKBOMBZ

Weapon	Range	Str	AP	Type	Ammo	Teef
Frag Stikkbomb	8"	3	-	Blast	Auto	3
Krak Stikkbomb	8"	6	4	Assault 1, Gets Hot, Vehicle Busta	Auto	5

Special Rules (these overrule those in main rulebook)

Block – Models equipped with this weapon gain +1 to their armour save against Bows, Crossbows, and in close combat.

Capture – Grots or Diggas who are removed from play because of a model armed with this weapon in close combat are automatically captured (no roll on the Serious Injury table required).

Dangerous – A to-hit roll of 1 will automatically cause a Strength 4 hit on the user.

Distraction – Enemy models in base contact with a model armed with a weapon with this special rule suffer -1 WS.

Entangle – A model that is Entangled counts as being Knocked Down, and will continue to be counted as Knocked Down until it frees itself. An Entangled model can attempt to free itself at the beginning of its turn by rolling the number in brackets on a d6, adding 1 for every other friendly model within 1". Other friendly models within 1" in the shooting phase can attempt to free an Entangled model. Roll a d6, adding +1 for each additional model within 1". If the roll beats the number in brackets the model is no longer Entangled, although is still Knocked Down until the effect expires as usual. An Entangled model is automatically captured if his mob bottles out.

Fire – A model that takes an Unsaved Wound but is not Knocked Down is Set on Fire.

Hard to Miss – The firer gains +2 BS when using this weapon when firing at half range.

High Voltage – When attacking with this weapon the user can exchange all of its attacks for one attack at double their strength.

Knockback – A model hit by this weapon must pass a Strength test or be Knocked Down. Drivers that suffer Knockback are instead Stunned.

Limited Kustomization – The only upgrade this weapon can receive is More Dakka.

Multiple Wounds – For every unsaved wound caused by a weapon with this special rule, the model suffers a number of wounds equal to the number in brackets. Vehicles are unaffected by this rule.

No Kustomization – No mods can be added to this weapon.

Reload – After firing, a model must forfeit an entire Shooting Phase to reload the weapon.

Temperamental – This weapon must always make an Ammo roll after being used.

Vehicle Busta – Hits against vehicles cause d3 damage instead of just 1 (roll for each location before rolling to penetrate).

Gubbins

GUBBINS	TEEF
Big Grabber	5
Boarding Plank	3
Boosta Rokkit	5
Extra Armour Plates	4
Extra Spiky	10
Frag Mine Layer	6
Gun Mount	2
Krak Mine Layer	10
Loadsa Ammo	¼ weapon cost
Loud Shoutas	8
Reinforced Ram	5
Scrap Grabber	5
Shoutas	4
Side Swiper	3
Spike Droppa	5
Spikes	5
Spiky Wheelz	5
Turnin' Hook	5
Wheel Slashas	3
Wrecker Ball	10

Big Grabber (5 teef)

One Ork must operate the Big Grabber in order for it to working, giving up its shooting and assault phase.

When the vehicle with the Big Grabber moves within 2" of an enemy vehicle the Big Grabber can be used (even if the vehicle rams, rakes, side swipes, etc.). The grabber hits one random location on the target vehicle, and penetrates their armour automatically. Roll two dice and choose the highest when determining the result.

Any driver or crew which are hit are removed from the vehicle and trapped in the grabber until it is either hit (not destroyed) or the controller decides to drop them (d3" away, counting as falling). If an enemy warrior is still

grabbed at the end of the scenario it is automatically "Captured."

Boarding Plank (3 teef)

One boarding plank can be fitted onto the front, left, and right of a vehicle (so a maximum of 3 per vehicle).

If the vehicle with the boarding plank moves within 2" of another vehicle (on the side of the plank of course) the boarding plank can be lowered. Any warriors riding on the vehicle can cross to the other vehicle without taking Initiative tests.

Once in place the enemy vehicle will suffer 1 point of damage if it tears itself away from the vehicle with the plank.

Boosta Rokkit (5 teef)

A bike can have one Boosta Rokkit, and other vehicles can have up to 3 (counting as one gubbin).

A Boosta Rokkit can be used once per game after a vehicle is done moving (even if it had to stop). The vehicle moves 2d6" straight ahead. If doubles are rolled then the vehicle takes to the sky, ignoring intervening models and terrain, but counting as ramming any vehicle that it hits when it lands. If it doesn't hit anything when it lands it takes d6 damage.

While in the air the driver can attempt to use any remaining Boosta Rokkits. For each rokket it wants to use it must pass a Leadership test. If passed then add another 2d6" to the movement, continuing to ignore intervening terrain and models.

If an unused Boosta Rokkit is damaged then on a roll of 1, 2, or 3 it ignites and acts as described above.

Extra Armour Plates (4 teef)

Each vehicle can take multiple Extra Armour Plate upgrades (maximum of 3 on a bike, and 6 on any other vehicles).

These count as one gubbin (labelled Extra Armour 3 for example). They provide a 6+ (+1 for each additional Armour Plate, maximum 4+) save against penetrating hits.

If the gubbins are hit, choose how many Armour Plates will be used before rolling (usually between 1 and 3). If the roll is failed, then that many Armour Plates are destroyed if the gubbins is destroyed.

Extra Spiky (10 teef)

The vehicle gains all the benefits of having Spikes, as well as causing any boarders to have a -1 to their Initiative when attempting to board, and in the first close combat that they are involved in (even if they didn't have to roll to board for stationary vehicle).

If the Extra Spiky gubbins is destroyed it becomes just a Spikes gubbins (which can then be destroyed as well).

Frag Mine Layer (6 teef)

See Mine Layer.

Gun Mount (2 teef)

By purchasing a Gun Mount the vehicle is allowed to mount another Gun (not Big Gun). This Gun Mount must either be facing directly forward, or 45° to the right or left of the vehicle, and must be modelled as either a side car, sponson, or an obvious piece of the vehicle that is separate from the rest.

If the gubbins is destroyed then the Gun Mount and Ork fall off the vehicle (and the weapon counts as destroyed). The Gun Mount will scatter d3" directly away from the vehicle, and then the Ork will scatter d3" in a random direction away from the Gun Mount. The Gun Mount then counts as difficult terrain.

Krak Mine Layer (10 teef)

See Mine Layer.

Loadso Ammo (1/4 weapon cost)

A weapon with Loadsa ammo ignores its first failed Ammo roll.

Loud Shoutas (8 teef)

Bikes cannot take Loud Shoutas.

A vehicle with a Loud Shouta counts as having a Shouta.

Also, all friendly models within 12" of a vehicle with a Loud Shouta get a +1 bonus to their Leadership. This bonus ends if the Loud Shouta is destroyed or as soon as the vehicle is no longer within 12".

Mine Layer (Frag = 6 teef, Krak = 10 teef)

A Mine Layer is a rack of two mines, either Frag or Krak, which can be dropped behind the vehicle as it moves.

All Mine Layers form a single gubbin. A bike can have one Mine Layer, and any other vehicle can have up to three.

At any point in the vehicle's movement you may declare you are laying two mines (from the same Mine Layer). Place a mine counter directly behind the vehicle. The second mine is laid after the vehicle moves another d6", or directly behind the vehicle after it finishes its move if it moves less than the d6".

If any model moves within 1" of a mine counter it will explode on a d6 roll of 4+. If a model moves over a mine counter it will explode automatically. For frag mines, place a small blast over the center of the mine and resolve a S3 hit the same as you would for a frag stikkbomb (i.e. vehicles are hit in d3 locations, and partial covers only hit on a 4+). For krak mines, randomly choose one model / vehicle within 1" of the mine counter and inflict a single Str 6 AP 4 hit.

If an Unused Mine Layer is destroyed then roll a d6. On a result of a 1, 2, or 3 the mines explode. Resolve all remaining mines against the vehicle they are on.

Reinforced Ram (5 teef)

A vehicle with a ram rolls two dice and picks the highest for damage results when involved in a head on ram, or when it rams another vehicle. This can only happen once per ram.

Scrap Grabber (5 teef)

Bikes cannot have Scrap Grabbers.

A vehicle with a Scrap Grabber can attempt to pick up scrap when it moves over it. They succeed on a roll of a 4+ (or 3+ if they've used their thrusters), but cannot be used if the vehicle is performing a Slow Speed Manoeuvre.

Shoutas (4 teef)

A vehicle can only have one Shouta.

Any bike equipped with a Shouta rolls 2d3 instead of d3 in scenarios where you test to see who is louder. Any other vehicle rolls 2d6 instead of d6.

Also, any enemies must first pass a Leadership test before attempting to board a vehicle with a Shouta.

Side Swiper (2 teef)

One Ork must be in the Side Swiper for it to work. When a vehicle performs a rake or sideswipe on the side of the Side Swiper, the Ork inside can make one attack with any of its close combat weapons against the target model or vehicle.

If the gubbins is destroyed then the Side Swiper and Ork fall off the vehicle. The Side Swiper will scatter d3" directly away from the vehicle, and then the Ork will scatter d3" in a random direction away from the Side Swiper. The Side Swiper then counts as difficult terrain.

Spike Droppa (5 teef)

Bikes can have one Spike Droppa, other vehicles can have two (counting as one gubbin).

At any point in the vehicle's movement a spike can be dropped. Place a spike counter (a 2" template) directly behind the vehicle.

Any foot model which moves onto or starts its move on a Spike suffers a Str 3 hit. Any vehicle which moves onto a Spike suffers d3 Strength 3 hits to its Wheelz/Tracks location. If a vehicle hits a spike then the Spike template is removed.

A model that spends its entire movement phase in base contact with a Spike can remove it.

Spikes (5 teef)

A vehicle fitted with Spikes adds +1 Strength to the damage a vehicle inflicts when running over models on foot, or for when models fall off or fail to board the vehicle.

Spiky Wheelz (5 teef)

A vehicle with Spiky Wheelz does not suffer the penalty for crossing difficult terrain. However every inch of difficult terrain counts as two inches to the vehicle.

Turnin' Hook (5 teef)

Bikes cannot take Turnin' Hooks.

A turnin' hook can be used once per game after any thrust move. The vehicle automatically makes a full 45° turn without needing to pass a Leadership test.

After the turn roll a d6. On a 4+ the rope snaps and the vehicle can continue as normal. Otherwise the vehicle moves forward another d6" and then makes another full turn. Continue testing until the rope snaps or the vehicle collides with an obstacle or vehicle.

Wheel Slashas (3 teef)

Bikes and trakked vehicles cannot take Wheel Slashas.

When a vehicle with Wheel Slashas is involved in a rake or sideswipe, the enemy vehicle automatically suffers a point of damage to the Wheel / Track location in addition to any other damage that may be inflicted.

Wrecker Ball (10 teef)

One Ork must operate the ball in order for it to working, giving up its shooting and assault phase.

When the vehicle with the Wrecker Ball moves within 2" of an enemy vehicle the Wrecking Ball can be used (even if the vehicle rams, rakes, side swipes, etc.). The ball hits d3 random locations on the target vehicle, and penetrates their armour automatically. Any driver or crew which are hit are knocked off the vehicle even if they survive (even if they roll a 1 on the Injury table).

If the Wrecker Ball is hit and a 6 is rolled to see if it is destroyed, then not only is it destroyed but it hits its own vehicle, treated exactly the same way as if it hit another vehicle.

Upgrades

The Skill Tables found in The Uvver Book are replaced by the ones found here.

Ferocity Skills

D6	Skill
1	Rage
2	+1 Init when testing to board
3	(Nob only) Reroll one failed bottle test
4	(Orks only) 'Ere We Go
5	Hammer of Wrath when charging off of vehicle
6	Can Death or Glory with shooting attack (if passes Init test)

Muscle Skills

D6	Skill
1	+1 WS on charge
2	Tough (-1 on Injury table)
3	+1 S in close combat only
4	'Ead Butt (can exchange hits to add +1 S to another hit, but can only use base strength)
5	Feel No Pain (6+). Becomes 5+, then 4+ max when rolled again.
6	+1 T in close combat only

Driving Skills

D6	Skill
1	Reroll Leadership for chasing
2	Skid Start (may use thrusters after Slow Speed Manoeuvre)
3	+1 Leadership (max 10) while driving
4	Reroll Scatter die when spinning
5	Leadership test to stop short of obstacle. If passed, all models on board must pass Strength test or fall off.
6	Skid Turns (at start or end of gas engine move). Roll a d6. On a 1-3 the vehicle moves d6" in a random direction and spins. On a 4+ the driver may turn up to

	180°. Either way the driver can continue moving.
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Cunnin' Skills

D6	Skill
1	(Nob only) Reroll cost of mek or doc work.
2	Earns an additional d3 teef at the end of battle if not out of action.
3	6+ Dodge roll (works like Feel No Pain, except can't be negated). Upgrades to a 5+, then a 4+ max if rolled again.
4	-1 BS to shoot this warrior
5	Play Dead. Enemies can't attack this model while it is lying down. Can still be run over.
6	Captured automatically becomes Full Recovery.

Dakka Skills

D6	Skill
1	Can pick location on vehicle to hit.
2	Can run and shoot (but not then charge) at -1 BS
3	Can re-roll 1 Sustained Fire die.
4	Can reroll scatter with stikkbombz
5	Rapid Fire. Can fire twice if doesn't move (including if the vehicle moved). This skill applies to one type of weapon each time it is rolled, and can't be used with Big Gunz.
6	Can force enemy to reroll injury table when hurt by shooting attack from this model.

Odd Skills

D6	Skill
1	Doc. Reroll a single serious injury for any Ork once per game.
2	Tinkerer. Between missions on a d6 roll

	of 6 add any piece of gubbins for free to any one vehicle.
3	Wrecka. When boarding can choose to go under vehicle. Can't be targeted, and can automatically hit any one location per turn (one hit only). Must take Strength test every time vehicle turns or uses thrusters or fall off behind the vehicle.
4	Fixer. Can forfeit shooting and close combat to fix any non-permanent damage(including immobilizations) on a vehicle he is on on a 6+. Becomes 5+, then 4+ max when rolled again.
5	Gunboy. Ignores failed Ammo rolls and Gets Hot results on a 4+.
6	Back Seat Driva. Driver can use this model's Leadership if it is better, but does not get bonuses from his own skills on top of that.