

'ERE WE GO,

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A ROGUE TRADER GAME
FOR 5 ORKZ

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Crash Course in Rogue Trader:

If you've played or run Dark Heresy or Warhammer Fantasy Roleplay before...

... You'll be right at home, the game system is almost identical. Players may have a few abilities/skills not in the other books so have a look over the character sheets to familiarise yourself with the new stuff. And most importantly, the players are Orks! This means cockney accents, shouting, and using brute force to solve almost every problem.

If you're new to Dark Heresy, Rogue Trader or WHFRP...

... Here's a quick rundown on how the system works. It's not completely accurate but it'll do nicely for a con scenario.

All a player's skills are based off their characteristics, and the sheet clearly marks which skill uses which characteristic (eg. Their Acrobatics skill is equal to their Agility). The first digit (eg the 3 in 37) is that characteristic's bonus. This is used in several things, like a strength bonus for damage, agility bonus for initiative etc.

When a dice roll is called for, the player rolls d100. If the result is LESS THAN the relevant skill, then the roll succeeds, and vice versa. The more you pass by, the better you succeed.

Players possess Traits, Talents and Special Abilities that may modify the rolls (mastering a skill gives a player +20 to that skill, for example).

Fate Points:

Every player has some fate points. One can be spent at any time to:

- Reroll a failed test once (the new result must be accepted)
- Gain +10 to a roll. Must be declared before rolling!
- Instantly heal d5 damage
- Avoid a hideous death, but only just. Up to GM's discretion.

Combat:

Roll initiative (d10 plus Agility bonus), go in descending order.

Combatants take free/half/full actions

Roll to hit: Roll under Ballistic Skill (BS) for ranged attacks and under Weapon Skill (WS) for close combat.

Target can parry melee attacks by rolling under WS, and can dodge any attack by passing a Dodge roll (or ½ Agility if they lack Dodge). One parry/dodge per turn unless otherwise specified!

Roll damage: If a natural 10 is ever rolled here, attacker can roll another attack and add any damage. If such an attack also rolls a 10, another attack can be made, and so on as long as the attacker rolls a natural 10 for damage.

Target subtracts Armour and Toughness Bonus (the tens digit of Toughness, to someone with Toughness 36 has a TB of 3, someone with Toughness 49 has TB 4 etc.) from the damage rolled.

Any damage that gets through takes Wounds away from target. Anything reduced to 0 Wounds dies.

Free actions require no real effort and are quick. Examples:

- Speaking a few words
- Dropping an item.

Half actions require some effort and take half a player's turn. Examples:

- Aiming (+10 to hit)
- Melee feints (opposed WS tests, if passed then target cannot block next attack)
- Readyng a weapon
- Standard attacks.

Full actions take full effort and take up a full turn to do. Examples:

- All-out attacks (+20 to hit but cannot defend)
- Charging (+10 to hit)
- Called shots (-20 to hit)
- Readyng a weapon.
- Full-auto burst with a gun (+20 to hit, with an extra hit scored for every 10 points the roll was passed by. Dodging requires passing by 10 for every hit scored, eg. Someone with Dodge 50 must roll less than 20 to dodge 3 shots from a full auto burst). This also covers suppressive fire. Anyone moving through a suppressed area risks getting hit as if someone had specifically fired at them on full auto.

Game in a nutshell:

Setting mood:

If you've played any WH40K game, you'll know the kind of feel to apply to this scenario. Orks are the brutal comic relief of the universe. Have you seen Hulk in the new Avengers movie? That's kind of what Orks are like. They're a bit thick, but they're huge, green and cunning, and they LOVE fighting. Unless united by a strong leader, they'll usually just fight eachother.

Synopsis:

The players are the command crew of an Ork warship which was crippled in its last fight. As the only survivors (Well, they left their Grot slaves to die because they're not important), the Kaptin is worried that they'll turn on him for the sake of something to fight. But he has a kunnin' plan to get more Orks by finding another ship and killing their leader. Their escape pod will be picked up by another Ork ship just as everyone's sick of waiting, and they'll end up with a ship that they can capture MORE ships with. Then, once they have a fleet and some boyz, they'll get a chance at luring a whole bunch of armies to a world being invaded by an ork warlord. They can kill the worlord, take control of his massive army, and then get stuck into a ridiculous battle with Eldar, Imperial Guard, Space Marines, and especially other Orks!

Important note:

Nobody likes having their player die in the game, at least until near the end. In between scenes, assume the players have patched themselves up to full health again.

Also, if the Mekboy wants to build something crazy, or the Dok wants to give himself a new set of metal jaws that fire lasers, let them! The only science Orks know is MAD SCIENCE! So allow for them improving eachother's gear and the like. Just add +5 to a stat or +1 or +2 to damage/ArmourPen for a weapon, or whatever. The rules aren't there to be strictly adhered to. Have some goddamn fun!

Opening Scene: Da rescue

The players have been in an escape pod for days. They're getting antsy- Orks were made to fight, and they are NOT happy about the current situation. Just as they are about to snap, their little escape pod is jarred and shaken about violently. Through the grimy porthole they can see the unmistakable silhouette of an Ork kroozer and the glow of a "traktor beam" taking the pod to safety.

Once docked, they'll quickly be marched up to "da brijj" to meet the ship's kaptin, one Krud Grubnitz, of the Evil Sunz clan (obsessed with speed and vehicles. "RED WUNZ GO FASTA!"). Da brijj would be pretty imposing to most Orks, with piles of loot from past battles all over the place, and grisly trophies hanging from the walls, such as the still occupied helmets of Space Marines from 3 chapters, an Eldar pinned to the wall by half a dozen choppas, and stolen banners and things from all over the galaxy.

Krud himself stands as tall as any of the players (who tower over most of the other Orks on the ship who aren't big enough to be in charge). He's dressed in biker leathers crudely daubed in red paint (or maybe blood), and bedecked with slashing hooks on chains, and has a rather snazzy-looking shoota at his hip. He taunts the players for needing rescue, referring to them as "ded gurly", and firmly informs them that:

'I'Z DA KAPTIN A' DIS SHIP, AN' YOUZ RUNTS WORK FER ME NOW, UNLESS ANY A' YOUZ GOTTA PROBLEM WIV DAT?'

before casually whipping out one of his slash-hooks on a chain and idly swinging it threateningly.

The players of course, should see this as an opportunity to take command of a ship full of Boyz by the time-honoured tradition of kicking the bejesus out of the other guy until he either accepts or dies.

Stats for Krud, his Boyz and his ship are on page 12-13

If the players beat Krud without killing him, they'll have a useful and experienced kaptin to command another ship, if they happen to find one. Or perhaps they remember the coordinates of their old ship? If they're smart enough to remember that, let them have it. They can send a crew of grots and mekboyz over to repair it, and it'll be good as new in a few days. And all the extra Boyz around will result in loads of casual violence that'll keep everyone happy enough not to gang up on da kaptin.

Scene 2: Da Grotz

The new crew the players find themselves commanding will be useful for learning a few things and furthering Da Plan:

Krud was chasing after a shuttle full of grots who ran off from his crew to join some sort of rebel group composed entirely of grots. They had the coordinates ready to go when the players showed up in their escape pod. They can head there any time the players wish.

The Grotocracy, as it has become known, has plenty of rumour surrounding it, and grots on the players' ship(s) can easily be violently bullied into revealing secrets about it. Give them one of the bullet points below for every successful Fellowship test on a grot with +10 for every time they kick or dunk him in a toilet or otherwise smack him about. Grots are pretty fragile (as dramatically or humourously appropriate), so have plenty more grots on standby!

- There are very few defensive ships, as the gun controls are mostly built to be handled by Orks, and most grots aren't strong enough to push da buttonz.
- The Grotocracy is supposed to be a pretty big fleet, with a whole load of ships of all shapes and sizes, including a battlekroozer or two.
- Although there are several attack ships in the Grotocracy fleet, without mekboys their ammunition supplies have dwindled, so they wouldn't be much of a threat.
- Although lightly defended, the fleet IS fast ("Itz ded nippy boss! Ya gotz ta be kunnin'!") and may well warp away if not taken by surprise.

It should be obvious that finding the Grotocracy and beating them up until they give their ships away is the next part of Da Plan. With a fleet, the players will be able to fight REAL enemies. Analysing "Da kowordinatz" Krud had obtained will tell the players that the Grotocracy fleet is hiding in the rings of a large planet, which will make them hard to find, but also make their sensors near useless. Allow the players to come up with a Kunnin' Plan to ambush the grots, or in other words "We sneakz up all quiet like, an den when we'z nice an close up, we CLOBBER DA LOT!"

A decent Command or Pilot roll will have the players' ship jump into a nice covert spot on the far side of the planet, and a couple of decent piloting rolls will enable them to sneak up on the Grotocracy fleet. How they go about recruiting them is up to them: An outright threat that anyone who runs gets fragged is perfectly valid, as is putting on a space suit, flying over to the lead ship, and clobbering whoever's in charge until they submit or die. If they do end up in a fight, use mob rules for the grots as they're too puny to fight orks one-on-one.

However they do it, they'll have a whole fleet of ships and a terrified bunch of slaves to work them. Which will spawn more Boyz because LOL SPORES.

Scene 3: Da Plan

So now the players have a fleet, and a growing number of boyz and grots. Krud's original crew will have enough mekboyz and space-savvy boyz to sort out any repairs and do a proper stock take. One of the mekboyz will come back to report, gleeful as anything, ranting about how the Grotocracy fleet's flagship has a teleportation device, or "tellyporta", that the grots didn't know how to work. It can be repaired and moved to a proper Orky ship, and Now the players can teleport to the surface of a planet. Or to the bridge of an enemy ship.

At this point, they have a few options:

- They could still do with more boyz, so a little scanning and beating up grots for information on where to get some will uncover a planetary invasion another warlord is engaged in. They could kill him and his bodyguards to take over the army. See **Scene 4: MOAR BOYZ!**
- They could expand the fleet by looting ships from the Imperium. Some of the boyz will know about an Imperial patrol route that Krud used to frequent, raiding trade ships, waiting for Imperial cruisers to show up, and either fight or race them. There's a small but well-equipped fleet doing the rounds about now they could attack, gaining loads of loot and a powerful attack cruiser. See **Scene 5: MOAR DAKKA!**

Let the players talk it out amongst themselves, and form a kunnin' plan to cause the most mayhem. Obviously whatever order they tackle them in will have repercussions, so a little improv may be needed on your part to fit it seamlessly together, but it shouldn't be that hard. Feel free to leave bits and pieces out depending on how much time is left. The success of the players could just draw other Ork fleets to them with the strange gestalt psychic energy they generate, so they mightn't need to go find more boyz at all and just jump into the fight, for example.

Depending on time constraints, they'll end up at the final scene: **MOAR FITIN'!**

Scene 4: MOAR BOYZ!

The planet Vigilance is being invaded by Ork Warlord Thogruk and his rather large force of boyz. There are probably 2-3 million Orks under his command, with an assortment of war machines including land and air vehicles. He 's almost won by the time the players get there, so they won't have too much work to do. Thogruk is laying siege to the Planetary Governor's palace, and will eventually break through. But Thogruk doesn't have a tellyporta, so there's nothing to stop the players beaming into the palace, killing the Governor and his advisors, and stealing the victory from Thogruk, enraging him so much he comes for them. Once Thogruk is dead/beaten, they'll have a whole planet full of Orks willing to follow them, seeing as might makes right.

The Governor's Palace:

Classic Imperial gothic design, high walls, gargoyles, Imperial insignia/prayers/battle standards draped everywhere. The Governor himself is in his war room, coordinating the last stand of his remaining forces and sending out distress calls. He's attended by a small bodyguard of Stormtroopers, and his advisors include a psyker and a Tech-Priest. The Governor himself is a skilled fighter, too. See the stats on page 14-15

Nobody else in the room is capable of putting up a decent fight, and is just there for target practice, wielding in battle or hiding behind as the bullets fly. Let them be creative.

Thogruk is a big Ork, as big as the players, and he has a mob of big, well-armoured boyz behind him which look, in Ork terms, "Ded choppy an' well-'ard". Fighting him for control of his army will be just as much a challenge as the Imperial remnants they just duffed up. But once they beat Thogruk, they can fill their ships to the brim with boyz, gunz, war machines and shiny loot, as well as the ships Thogruk and his boyz came to Vigilance in.

See stats for Thogruk and his boyz on page 12 and 14

Now da boyz can get stuck in to some SERIOUS fightin'!

Scene 5: MOAR DAKKA!

Krud's boyz (Or Krud himself if he's still alive) know of an Imperial patrol that's rich pickings for a kunnin' Ork kaptin and his crew. A small fleet of frigates and cruisers, led by a ship which the players are told is "Ded shooty wiv loadsa dakka", that showed up to stop Krud from plundering trade routes. A clever ork fleet would be able to ambush them and overwhelm them with force of numbers (Either all the grots from the Grotocracy fleet, or more boyz if they sorted out the **MOAR BOYZ!** Option before this).

Throw in a nice freeform-ish space battle here: The players should be able to shout things like "HARD TA... Um, boss? Which wun iz left? Rite, fanks. HARD TA STARBOARD! DAT'S LEFT YA GITZ!" or "OI! YOU MEKBOYZ IN DA ENGIN ROOM! RAMMIN' SPEED!" and so on, and blow up a few Imperial cruisers. If they're commanding the ship, give them Command rolls to make (Based off Fel if they don't have the Command skill), if they're taking control of the steering give them Piloting rolls (Based off Ag), if they're on weapons targeting give them BS rolls, and so on.

The flagship of the Imperials is easily recognizable, as it's much bigger than the others and bedecked with weapons making mince of the smaller fighter craft attacking it, and a massive energy cannon at the front which causes some serious damage if it hits (Roll some dice in secret and announce a hit when dramatically appropriate, with damage reports like "shieldz iz down boss!" or "Da zoggin' enginz is bashed up gud!" You don't want to get into the specifics of space combat, trust me).

If the players want to take part in a boarding action that's cool too. Give them a fight with a bridge crew: A tech-priest, psyker, a squad or 2 of marines and Navy Officer. See stats on page 14-15. If you're doing well for time, you can have the tellyporta beam them into the wrong part of the ship, forcing them to fight their way to the bridge. Throw in some token resistance here until they get to the real fight, enough to cause a few wounds but nothing horribly serious.

After lots of explosions and hilarious mayhem, they should be able to secure the Imperial fleet and repurpose what's left to give some serious punch to the Ork fleet. The Imperial flagship, once called Divine Lance of Judgement, will become affectionately known among the boyz as "Da Deffstar" owing to its advanced weaponry.

Now da fleet has some SERIOUS DAKKA!

Scene 6: MOAR FITIN'!

This should be the last scene of the game really. All the players' actions will have drawn the attention of some powerful factions; The Imperium will have a retributive fleet on its way to Vigilance, filled with tanks and Guardsmen to retake the planet; Space Marines will show up for much the same reason; The forces of Chaos will know about Vigilance's fall to the Orks, and a warband will show up like vultures to pick the corpse clean; Eldar will show up because they have MYSTERIOUS REASONS. Another completely separate Ork warband will show up to try and do exactly what the players did earlier with Thograk; and the Inquisition will have a bunch of deadly operatives on their way, because, well, they're always watching.

It doesn't really matter if Orks win or lose, as long as there's a good scrap!

The final line-up (Vary as you like, and depending on time):

Imperial Guard will have tanks, Guardsmen and a Commander (Page 14-15).

Space Marines will have a few Marines and a Captain (Page 16).

Chaos will have a few cultists and a Lord (Page 16)

Eldar will have a few Guardians and a Wraithlord (Page 16)

Orks will have a few boyz and a Warboss (Use Thograk stats for boss, p14).

The Inquisition will have an Eversor Assassin (page 17), sent to destroy the planet with some kind of Exterminatus device. He'll be strangely unconcerned with the fighting, instead carving his way through the regular soldiers to the Palace catacombs deep underground. If anyone thinks to wonder why, they could extract info from defeated Guardsmen or Space Marines (Mekboyz hacking their communications etc) that they were all here to buy time for the Eversor Assassin to destroy the planet...

Have the players fight through a few of the lesser minions of each race (if pressed for time, have infighting between factions whittle down the numbers to speed things up), to find their leaders going at it in a massive free-for-all in the ruins of the Governor's palace on Vigilance. The players can join in and beat the snot out of everyone and everything.

The Eversor Assassin is essentially the Big Boss At The End Of The Dungeon. Make fighting him dramatic and fun. He'll fight like a sociopathic Batman on speed, ripping people to shreds, smashing them through brick walls etc. A very worthy foe for a bunch of ded 'ard Orkz!

They might all survive, they might not. As long as there was loadsa fitin', an Ork doesn't care all that much! Game over!

Antagonists:

Da Orkz:

Ork Boyz:

WS: 45
BS: 20
S: 50
T: 45
Ag: 30
Int: 26
Per: 30
WP: 28

Wounds: 20

Armour: 2 all over

Skillz:

Awareness(Per) Intimidate(S)

Talentz:

Crushing Blow(+1 damage) Furious Assault (if 1st attack hits, get another one!)

Traitz:

Brutal Charge(+20 WS) Mob Rule(+10 WP for each Ork within 10m)

Weapons:

Slugga: **Dam** **ArmourPen**
1d10+4 0

Choppa: **Dam** **ArmourPen**
1d10+11 2

Grotz:

WS: 20
BS: 35
S: 15
T: 18
Ag: 44
Int: 33
Per: 35
WP: 16

Wounds: 5

Armour: none

Skillz:

Dodge(Ag) Silent Move(Ag) Search(Int)

Traitz:

Mob Rule (+10 WP for every Ork within 10m)

Weapons:

Shoota: **Dam** **ArmourPen**
1d10+4 0

Sneaky Boot Knife: **Dam** **ArmourPen**
1d5+1 0

Kaptin Krud:

WS: 50
BS: 22
S: 55
T: 58
Ag: 34
Int: 26
Per: 30
WP: 29

Wounds: 25

Armour: 4 all over

Slashin' hookz: **Dam** **ArmourPen**
 1d10+12 4

Flash Shoota: **Dam** **ArmourPen**
 1d10+5 2

Special: Can make 3 shots a round at different targets.

Skillz:

Awareness(Ag) Intimidate(S)+10 Dodge(Ag)

Talenz:

Crushing Blow(+1 damage)

Two Weapon Training (Can attack with both weapons in 1 round)

Brutal charge(+3 damage) Mob Rule(+10 WP for each Ork within 10m)

Krud's Kroozer (Krudz Krooza):

It's large, for a kroozer. Home to probably 1,000 boyz. It's painted red, because "Red wunz go fasta!". It has plenty of gunz, but Krud being Evil Sunz through and through, its best feature is the enginz, which are disproportionately large for a kroozer. As such, Krudz Krooza is extremely fast. It also has a very large ramming spike on the prow, with room for an army of boyz to wait in until it pierces another ship, whereupon they pour out onto the enemy ship.

Mechanics:

Red Wunz Go Fasta: +20 to Pilot, or Command when ordering someone else to pilot, Krudz Krooza.

Rammin' Spike: Ramming another ship allows boarding actions. Some clever Orky Tek seals the breach against vaccum so all da boyz have to do is stand in the inside of the spike, and run aboard the enemy ship when it hits.

Warboss Thogruk:

WS: 55
BS: 30
S: 60
T: 60
Ag: 34
Int: 34
Per: 36
WP: 40

Wounds: 35**Armour:** 6 all over (Mega-armour)**Skillz:**

Awareness(Per) Dodge(Ag) Intimidate(S)+20

Talents:

Berserk Charge(If charge hits, can make another attack instead of dodging)

Crack Shot (no penalty for called shots) Crushing Blow (+1 damage)

Traits:

Brutal Charge(+3 damage)

Mob Rule(+10 WP for each Ork within 10m)

Weapons:**Big Choppa:****Dam**
1d10+14**ArmourPen**

2

Special: Roll 2d10 for damage, pick the highest.**Snazzy Shoota:****Dam**

2d10

ArmourPen

1d10

Special: If 91+ is rolled to hit, weapon jams and is useless (Except as a club, use Choppa stats without ArmourPen or special rule)**Da Humiez:****Imperial Guard/Navy troops:**

WS: 35
BS: 35
S: 30
T: 30
Ag: 35
Int: 25
Per: 31
WP: 31

Wounds: 10**Armour:** 4 all over (Flak armour)**Skillz:**

Awareness(Per) Concealment(Ag) Dodge(Ag) Search(Per) Silent Move(Ag)

Talents:

Nerves Of Steel (Immune to pinning)

Weapons:**Lasgun:****Dam**

1d10+3

ArmourPen

0

Special: Can make 3 shots per turn.**Mono-knife:****Dam**

1d5+3

ArmourPen

2

Shotgun:

Dam

1d10+4

ArmourPen

0

Special: +1 hit scored for every 2 degrees of success on roll to hit (Only at short range)

Navy Officer:

WS: 38
BS: 32
S: 30
T: 30
Ag: 35
Int: 35
Per: 30
WP: 38

Wounds: 12

Armour: 3 all over (Flak uniform)

Skillz:

Awareness(Per)

Talents:

Nerves Of Steel(Immune to pinning)

Weapons:**Naval Pistol:**

Dam
1d10+4

ArmourPen
0

Special: Roll2d10, pick the highest.

Officer's Cutlass: 1d10+3
his next turn due to electric shock.

2

Special: Hit enemy rolls Toughness or loses

Tech-Priests:

Add +20 WS, BS and T, 3 attacks in close combat.

Psykers:

Add +20 BS, Int, Per and WP, use cutlass as a ranged weapon that attacks 2 people a round.

Imperial Tankz:

Armour: 20 all over

Wounds: 15

Weapons:**Main Gun:**

Dam
3d10

ArmourPen
2

Special: Blast Radius of 6m. Use as dramatically appropriate. Also good at tearing down buildings the players might be hiding in...

Da Eldar (Panzeez):

Guardians:

WS: 45
BS: 55
S: 31
T: 32
Ag: 50
Int: 38
Per: 54
WP: 38

Wounds: 10

Armour: 4 all over (Flak uniform)

Skillz:

Acrobatics(Ag)

Concealment(Ag)+20

Dodge(ag)+10

Talentz:

Counterattack(Successful parry allows a free attack) Deflect Shot(parry bullets)
Hard Target(-20 to be hit when charging/running)

Weapons:

Shuriken Catapult:

Dam

ArmourPen

1d10+4

4

Special: Roll 2 dice for damage, pick the highest.

Wraithlord:

WS: 55
BS: 55
S: 60
T: 70
Ag: 50
Per: 54

Wounds: 20

Armour: 6 all over

Weapons:

Power fists:

Dam

ArmourPen

2d10+10

8

Special: 2 attacks a round

Da Space Marinez:

NB: Add +10 to everything for Commander. Just add spikes and bullshit magic for Chaos Marines!

WS: 50
BS: 50
S: 45
T: 55
Ag: 45
Int: 40
Per: 48
WP: 45

Wounds: 25

Armour: 8 all over (power armour)

Skillz:

Dodge(ag)+10

Weapons:

Boltgun:

Dam

ArmourPen

1d10+5

5

Special: Roll 2d10, pick the highest

Da Inkwizishun:

Eversor Assassin:

A man in a jet black shell of synthetic skin armour, with countless tubes and vials of odd-looking liquids protruding from him. He's armed with a glowing sword, a massive handgun, and a very sinister-looking gauntlet with cruelly-hooked talons, dripping poisons from every digit. He wears a helmet in the form of a human skull with glowing red eyes.

WS: 70
BS: 70
S: 45
T: 45
Ag: 58
Int: 30
Per: 52
WP: 50

Wounds: 25

Armour: 8 all over (power armour)

Skillz:

Any relevant skills, all at +20!

Talenz:

Can reroll 1 attack each round. Can parry twice a round, including bullets.

Unnatural Strength Unnatural Toughness

Weapons:

Neuro-Gauntlet:

Dam

1d10+10

ArmourPen

8

Special: Roll 2d10, pick the highest.

Toxic: If hit, target rolls Toughness (-5 for every point of damage). If the roll fails, target takes an extra 1d10 wounds, no toughness/armour soak allowed!

Power Sword:

Dam

1d10+15

ArmourPen

6

Executor Pistol:

Dam

1d10+5

ArmourPen

4

Special: Roll 2d10, pick the highest.

Combat Drugs OMGWTFBBQ:

The Eversor regenerates 4 wounds each round, completely ignores effects from serious wounds, shock, fatigue etc., and when he DOES die, he explodes! Everyone in close combat with him takes 2d10+5 damage (Armour/Toughness soak applies), which is also Toxic (Armour/Toughness soak does NOT apply)!

Other notes:

The Assassin is so mind-programmed there's nothing human left of him. Reason, threats or offers just won't work on him. He is wholly concerned with getting to his destination underground and planting the Exterminatus device so if the players don't get in his way he won't attack them (although the planet will then blow up, but you could always improv a race to the tellyporta as the world cracks apart!). Have the fight range through stairways, lift shafts, and wide open underground catacombs. It is the end fight, after all.

Boss Mek Thagdakka (Goffz klan)

WS: 46
BS: 26
S: 49
T: 47
Ag: 39
Int: 49
Per: 34
WP: 32
Fel: 34

Wounds: 28

Armour: 4 all over (Cybork bitz an' armer fings)

Skillz:

Awareness(Per) Barter(Fel) Carouse(T)
Common Lore-War(Int) Speak Language-Ork,Low Gothic
Tek-use(Int)+30 Intimidate(S)

Talenz an' Traitz:

'Ard: Double strength bonus for damage in melee

Bulging Biceps: No need to spend a turn bracing heavy weapons before firing

Made Fer Fightin': If attack hits, get a second attack

Might Makes Right: Can substitute Intimidate(S) for Command(Fel) on Orks.

Mob Rule: +10 WP for every Ork within 10m

Cybork Eye: See full electromagnetic spectrum, also hidden weapon (see below)

Worky Gubbinz: Can "kustomize" weapons (+10 to hit, +1 damage) for 1 scene. Can also kustomize other gear, giving the user +10 to any relevant rolls to use the item. After the scene they're used, they break down and require repairing or replacement.

Weapons:

Cybork Eye:	Dam	ArmourPen
	1d10+4	7

Special: Only 1 shot per scene

Deffgun:	Dam	ArmourPen
	1d10+10	2

Loadza Dakka: Every hit scored counts as 2 hits!

Big Spanner:	Dam	ArmourPen
	1d10+9	2

Sparky Gubbinz: On hit, target rolls toughness or loses next turn (stunning)

Toolz an' Worky Bitz: +20 to any Tek-use rolls while these are to hand.

Boss Dok Bogsnik (Death Skullz klan)

WS: 54
BS: 19
S: 39
T: 40
Ag: 39
Int: 48
Per: 38
WP: 32
Fel: 34

Wounds: 31

Armour: 4 all over ('Eavy armer)

Skillz:

Awareness(Per)	Barter(Fel)	Carouse(T)
Common Lore-War(Int)	Speak Language-Ork,Low Gothic	
Mad Doktorin'(Int)+30	Intimidate(S)	

Talenz an' Traitz:

'Ard: Double strength bonus for damage in melee

Made Fer Fightin': If attack hits, get a second attack

Might Makes Right: Can substitute Intimidate(S) for Command(Fel) on Orks.

Mob Rule: +10 WP for every Ork within 10m

Combat Master: Enemies get no bonus to hit when ganging up on this Ork.

More Fer Me!: +10 WS when fighting 2 enemies, +20 when fighting 3 or more.

WAAAGH!: If you hit with a Charge, you can spend your Dodge to make another attack using the same bonuses/penalties!

Weapons:

Big Needlez:	Dam	ArmourPen
	1d10+7	4

Toxic: If any damage is dealt, Target rolls toughness (-5 for every point of damage) or takes another 1d10 damage immediately, no armour/toughness soak!

Kustom Slugga:	Dam	ArmourPen
	1d10+5	1

Moar Shooty: Extra damage (included in stats)

All Da Dakka: Can only be fired full auto (up to 5 shots).

Bigga klips an' kustom reloadin' bitz: Never runs out of bullets.

Orky Drugs an' Fingz:

Normally the Dok can use Mad Doktorin' to heal wounds by nailing cuts closed or kicking the unconscious til they wake up (passing a roll heals 5 wounds).

With his range of kustom made drugz an' fingz, the amount healed is doubled.

Alternatively, target takes 1d10 damage and gains that much to an attribute!

Kommando Gorgutz (Blood Axez klan)

WS: 46
BS: 29
S: 38
T: 41
Ag: 49
Int: 29
Per: 44
WP: 32
Fel: 24

Wounds: 27

Armour: 3 all over (Sneaky armer)

Skillz:

Awareness(Per)+10 Carouse(T) Intimidate(S)
Common Lore-War(Int) Dodge(Ag) Speak Language-Ork,Low Gothic
Concealment(Ag)+20 Move Silently(Ag)+20 Demolition(Int)+20

Talenz an' Traitz:

'Ard: Double strength bonus for damage in melee

Made Fer Fightin': If attack hits, get a second attack

Might Makes Right: Can substitute Intimidate(S) for Command(Fel) on Orks.

Mob Rule: +10 WP for every Ork within 10m

Ded Sneaky: Any turn he appears from hiding to attack, enemies roll for fear.

Hard Target: Enemies are at -20 to hit Ork when Charging or running.

Demo Expert: When setting explosives/traps etc., can spend a Fate Point to avoid having to roll, and ensure maximum damage.

Weapons:

Stabbin' Knife:	Dam	ArmourPen
	1d10+8	4

Special: Roll 2d10, pick the highest

Kustom Slugga:	Dam	ArmourPen
	1d10+5	1

More Shooty: Does more damage (included in stats)

Sneaky Slugga: Anyone in earshot must roll Perception to hear the shot.

Red Lite onna Front: +10 to BS when fired on single shot.

Firing modes: 1/3

Stikbombz:	Dam	ArmourPen
	2d10+5	2

Special: Can be used as a club (1d10+7 dam, 0 ArmourPen), explodes on a roll of 91 ore higher, cathing Ork and opponet in blast.

Megabombz:	Dam	ArmourPen
	3d10+10	10

Special: Massive blast, demolitions or traps only. Using in combat is suicide.

Driva Ruknitz (Evil Sunz klan)

WS: 42
BS: 25
S: 47
T: 36
Ag: 49
Int: 29
Per: 40
WP: 32
Fel: 20

Wounds: 29

Armour: 4 all over ('Eavy armer)

Skillz:

Awareness(Per)+10
Common Lore-War(Int)
Pilot/Drive Anyfing(Ag)+30

Barter(Fel)
Speak Language-Ork,Low Gothic
Intimidate(S)

Carouse(T)
Dodge(Ag)+30

Talentz an Traitz:

'Ard: Double strength bonus for damage in melee

Made Fer Fightin': If attack hits, get a second attack

Might Makes Right: Can substitute Intimidate(S) for Command(Fel) on Orks.

Mob Rule: +10 WP for every Ork within 10m

Ded Gud Driva: Reroll any failed Pilot/Driving roll.

Hard Target: Enemies are at -20 to hit Ork when Charging or running.

Berserk Charge: +20 to hit in charge instead of +10

Speed Freek: Must take a WP test to slow down whatever he's driving.

Weapons:

Kustom Red Shoota: **Dam** **ArmourPen**
1d10+5 2

Moar Shooty: Extra damage (included in stats)

Red Paint Job: +10 to BS when used due to easier weapon handling (Red wunz go fasta!)

Firing modes: 1/3/10

Spikey Bike Chainz: **Dam** **ArmourPen**
1d10+9 2

Fuzzy Dice:

+10 to any driving/piloting rolls as long as the vehicle is going at full speed!

Kustom Red Jetpack:

- Allows jumps of up to 20m height.
- If used in combat, Initiative is 1d10+12 instead of 1d10+4 and Charges get +3 damage if the attack connects, but user must make a piloting roll each round or suffer 2d10+5 damage from a nasty crash.
- Also, in combination with a space suit, the user can fly about outer space quite easily for up to two hours.

Kaptin Grimdreg (Da Boss):

"Oi! Lissen up ya runtz! We'z gonna go on dere ship, we'z gonna stomp anyfing wot gets in da way, we nicks dere loot, den we getz on da boat and goez 'ome! Unnastand? Right, all togevver now: WAAAAAAAAAAAAAAGH!"

I'z da biggest and da greenest, so dat means I'z da boss! I bin sailin' round dis sektor fer ages, an' me an' da boyz az 'ad sum great scrapz wiv loadza diff'rent folk- humiez, panzees, da humies wiv da spikes an' tentaclez, an' best of all, uvver Orkses, coz everyone knowz Orkz iz da best at fitin'!

Rite now, we'z in a spot uv bovver. We 'ad a massiv scrap wiv da spikey humies, but we gots no more boyz left, and da uvvers iz gettin' antzy fer a fite. It'd be no fun fitin' eachuvver. Well, it wud, but it'd be a real quik fite. So I'z got a plan as kunnin' as Gork (Or izzit Mork?) 'Imself!

First, we'z gonna wait til summun rescuez us. Den, we'z gonna duff 'em up real good an' den we nicks dere ship! But dat's only Faze Wun uv Da Plan. Faze Too is, we flyz da ship ta anuvver loada shipz, and we beat DEM up and take DERE shipz too! Dis iz trully da most kunnin' plan evar, innit?

But wait, it getz even betta! Once we gotz da shipz an' sum boyz ta fly 'em, I knowz about anuvver boss wiv loadza boyz an' trukgz an' shipz an lodza killy shooty gunz an' fingz. 'E's on 'iz way ta diz humie planet called vigil-sumfingoruvver. All we'z got ta do is beat 'IM up and we can steal all 'iz lovely loot and take charg uv da boyz!

Finally, Faze... Uh... Lotz. We'll 'ave loadza boyz an' shipz and gunz an' fingz, and we'll 'ave duffed up loadza girly blokes wot iz not Orkz, and dey'll be all angry an' stuff, so dey'll all come ta Vigil-wosname an' we won't haveta go lookin' fer a fite at all. Da WAAAAGH will come ta US!

Boss Mek Thagdakka (Da wun wot fixes da worky gubbinz):

"Da flunge sokkit iz cannekted ta da sog-flange... da sog-flange iz connected ta da thingumabob... da thingummabob is connected ta da uvver thingummabob... an' den ya push dis button an' it goez KABLAMMO!"

I'z bin a mekboy since I popped outa da ground. Da uvver boyz fink I'z a bit... eksentrik... but I'm da one wot makes da gunz an' da armer an' da trukgz an' all da shooty killy fingz wot da boyz use ta fite wiv, so wen da gunz get broke, dey come back ta me an' I takes dere teef (If dey don't wanna pay I smacks 'em in da mouf wiv me spanner an' I keepz da change) an I fixe it up.

Sumtimes I makes it even betta den it was- I likes to make da gunz more shooty or give 'em more dakka, sumtimez I makes it shoot sparkly beamz insteada bullitz (it ain't as loud but it'z ded killy, 'specially wiv cuttin' open boyz in 'eavy armer). A course, dat sorta kustum job ain't cheap. But if ya gotz da teef, den da job'z a good'un!

Da kaptin iz big an' tuff, so 'e's da boss. I dun kustumized all da boyz gunz an' fings at sum point. In dat last scrap wiv da spiky Kaos boyz, we shot 'em up good wiv me kustom shootaz, but dey gave a gud fite an' now dere's zog-all boyz left. Orks iz made fer fitin', so da kaptin betta find us anuvver scrap soon, or we'z jus' gonna haveta fite each uvver. Dat wud be fun, but den wot? We needz ta get back on a planet or ship, or whichever uv da boyz winz da fite will jus' drift throo da kosmos ferever. Boring!

We needz a big scrap. Kaptin sez 'e got a plan. I rekon 'e doez, at dat. I fink we should give 'im a coupla dayz, den maybe we duffs 'im up an' nick 'iz snazzy 'at. I cud give it legz and a shoota. Heh, a walkin' deff-hat. Ooo, an' I cud put bombz inside ta surprize da ladz wot try ta put in on. BOOM, hahahaha..."

Boss Dok Bogsnik (Da wun wot patches up da boyz inna fite):

"Well, from 'ere yer brain looks ok, but ya never can tell, so I'll jus' 'ave a bit of a root around in dere wiv me chisel... Ah stop whinin' ya big panzy, ya soundz like a grot! Wot'z dat..? Well, nah, ya prolly shudn't be awake fer dis, but while ya are, cud ya hold yer ribs open fer me? I gotz a new set uv lungz off a mek da uvver day an' I wanna try 'em out on summon... Wot? Quit blubbin'! I know ya only came in 'ere ta get a toof pulled! Now shurrap an' lemme bolt on dis new leg..."

Serjery iz da pinnikle uv Orky teknoogy! Da boyz is already big an' green an' tuff, but if ya bolts on bitz an' pieces, dey gets even bigger an' tuffer!

I'm da wun wot gave Mek Thagdakka 'iz shiny cybork eye. 'E only came in wiv a broken arm and 'e keeps complainin' dat I never even looked at it, but I know 'e likez da new eye coz he never duffed me up after.

I bin wiv da kaptin an' da boyz fer years now. I patches dem up wen dey gets all shot up an' stuff. Sumtimes I makes 'em better den dey useta be, like wiv Thagdakka! Always time fer more serjery!

I helps out wiv da fitin' as well, like. I'z an ork, so I'z made fer fitin'. I luv da fitin'! Wot ya do is, see, ya jus' leg it on inta da biggest mob a' enemies ya can see, an' dey's so surprised an' stuff dat dey jus' stands around waitin' ta be smacked! Well, maybe it's cuz I took a loada drugz an' fingz ta make me fasta an' more tuff... 'cept I can't 'member jus' wen dat wuz... Uh... Wot wuz I sayin'?

Kommando Gorgutz (Da sneaky kunnin' wun):

"Dat humie base iz got all walls an' fingz, see, So if'n I go up ta da wall, all sneaky like, an' I blows it up wiv me bombz, den dere'll be a big 'ole in da wall wot da boyz can get fru, see? So wen you lot 'ears sumfink go boom, ya gotz ta charge, coz dere'll be a big 'ole in da wall, an da humies'll be all like 'wot's goin' on', see? An' den you ladz can stomp 'em all but good. Now shush, an' wait til ya hear sumfink go boom..."

I'm ded sneaky me. More sneaky den a grot. An' grots iz pretty sneaky. But dey ain't big an' mean like da boyz, so dey'z no gud at bein' clevver wiv da bombz and da knifin' humies in da back.

I used ta be jus' like da uvver boyz, I wuz all shouty an' went around bein' all like WAAAAAGH! an' nuttin' boyz in da face if dey looked funny at me. Proper orky, like. But wun day I seez da humies come round ta have a scrap, see, only dey'z pink an' soft so dey dun wanna fite fair, so I seez 'em bein' all sneaky like, creepin' up to da pub an' da fuel tankz fer da trukz, and dey'z all hush-hush an' stuff, and den BOOM! Da bombz go off, an' da boyz iz all surprised an dey can't drive da trukks away coz dere's no fuel, an' da pub blows up wiv da boss inside an dey starts shootin' up anywun dat's left. I din' wanna get shot up, so I went an' hid inna box. Da humies din't find me, coz it turns out I'm ded sneaky like, so dey turns ta go home. So wot I do is, see, I follows 'em home, creepin' all quiet-like so's dey can't hear me.

I tailed 'em back ta da humie base an' it had all walls and guards an' stuff, so I waits til night time so dey can't see me, an' I sneaks in an' I nicks dere bombz an' I blows up da whole base!

I met da kaptin tryin' ta sneak onta his ship. Sharp eyez, da kaptin. We've 'ad some great fitin' since den I tells ya. I 'opes dat dis 'ere situashun won't last long. Wivout more boyz ta fite summun's gonna snap and we'll all end up fitin' eachuvver. Da boyz iz good ladz, I'd prefer ta fite summon else. Da kaptin iz kunnin' though so I reckon 'e got a plan fer sortin' it all out...

Driva Ruknitz (Da wun wot drives da truk an' da ships an' fingz):

*"See I gots dis new truk, an it goes ded fast coz itz red, and every ork knows dat red wunz go fasta. It's got a big red button by da gear stikk, I wonder wot it does... I bet it makes da truk go even **fasta!** Ready ladz? 'Old onta sumfin' sturdy coz I ain't drivin back ta pick up anywun wot falls orf! 3... 2... 1... WAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAGH!!!!!"*

Red wunz go fasta! Gotz ta go fasta! FASTA! WEEEEEEEEEEEE!

Ahem. I likes ta go fast. Dat's why I drives da fings wot me an' da boyz nicks off uv da boyz we beat up. Sumtimes Thagdakka makes sumfing new wiv rokkitz an' loadza red paint and weelz an' stuff, an' I getz ta drive it coz I'z da best driva da kaptin'z evva seen. Least, dat's wot da kaptin sez, but 'es real big and tuff, so I rekkon dat e's seen a fast driva or two in 'is time.

I likes ta drive real fast an' hit fings wiv me truk. S' almost as much fun as smackin' 'em wiv a choppa up close an' pers'nal like. Da ladz fink it's ded funny wen I does a brake turn an' skidz into a soft squishy humie an' I smearz 'im all over da ground wiv da truk. Oh, we laffed fer ages...

I gots me a rokkitpack off Thagdakka a while ago. Paid loadza teef fer it, but it's worf every wun coz now even if I got no truk ta drive, I can drive da rokkitpack and go ded zoomy, and da poor zogger I smacks inta, well 'e dunt get back up coz I 'it 'im so 'ard! I luvz me rokkitpack.

Fings ain't too gud rite now. We lost almost all da boyz in da last scrap, and da kaptinz ship is too smashed up da drive, so we'z all inna eskape pod waitin fer summon ta pick us up. It's ded boring. I ain't got no room ta zoom about wiv me rokkitpack. If'n we don't get ta fite sumfing soon, I mite haveta duff up wun of da boyz...