Light of Terra Optional DLC -

A Day at the Races

This jump is optional and can be taken at any point during part two of The Light of Terra - Land of the Sky Father.

Things are going fairly well today. Reasonably quiet, and there have been no major disasters yet. It is only eleven thirty, but that's still fairly good going.

It's already starting to worry you.

As such, it's almost a relief when one of the Enginseers responsible for manning the orbital early warning platforms burst in, yelling incoherently and waving a print out at you.

Calming the man down you discover the cause for his upset - apparently a mayday signal has been detected, an Adeptus Mechanicus survey ship has collided with a space hulk and crashed into a nearby world they were surveying.

It almost makes you feel a little guilty when you point out that according to the readout the signal was broadcast over six hundred years ago and you watch the man almost visibly deflate as he realises he wont be organising a daring rescue that would see him idolised by the Admech female members he doubtless has decided crewed the crashed ship.

It occurs to you that you should probably have scheduled some sort of dance or something to give the sensor techs a chance to get out in the fresh air a bit more often.

Still....

An entire space hulk, right there, ripe for the picking...

Tempting...

A few days later and as you orbit the world the signal originated from, things look decidedly less tempting. The crashed hulk is visible, as is a massive Ork town built into and around the ruined

ship. There's bound to be plenty of resources down there, but obtaining them? even spending the rest of the day firing off an orbital bombardment wouldn't wipe out all those greenskins.

As it turns out, you don't even get the chance to try, because with a burst of ozone and crackling energy you simply find yourself elsewhere, no longer aboard the command deck of your transport but instead stood in a circle of still sparking, shuddering Orky teknologee.

Before you can react a Mekboy charges in, roaring out **"Boss! Boss! We's firin' dat Gitfinda now Boss!"**

That...

That's vaguely insulting.

The Mekboy spots you, stops, scratches the back of his head, shrugs and announces **"Boss! Boss! We's found a git Boss!"**

That's definately insulting.

Just before you commence hostilities something lands on your shoulder, and the single reason something so massive could be called a hand is because it is attached to an equally massive arm. You turn, and look up.

And up.

And up.

It must be an Ork.

An Ork wearing a perfectly tailored purple leopardskin suit, leaning on a pimpcane tipped with what looks like a diamond bigger than your head and yes, he's wearing an enormous hat with a feather that looks like it might actually be bigger than you are tucked into the brim.

It opens its mouth, and you can't help but wincing in pain. You've never heard anything so deep, the ... the Ork Pimpboy? it has a voice so low and menacing it literally makes your teeth ache and your eyes water.

"We and I be Abak Manyfingaz my fine lil 'Umie, and you be gon' win fer uz da Kannonball Run..."

Da Krew

Less than a minute later a bag full of Teef has been pushed into your hand and you've been pushed out the door, Abak's voice echoing behind you as he helpfully suggests you **'Find youself a crew lil' Umie, an' you best be not wasting time, da race starts tommorow.'**

Conveniently, there are four teams available, and you must select one.

You stumble out into the bright, blinding light of the two suns the world orbits with no real idea where to even start looking for a crew.

As it happens, you don't need to find a crew, because a crew finds you. You just aren't entirely sure how you wind up working with them.
An Ork comes charging down the street, stops, spends a few minutes trying to get both eyes to focus on you, punches himself in the head, thrusts a football sized squig at you and explains **"Hminyah Whewee?! Gzimbit! G'won yaronyaron!"**

Just as you are about to club him unconscious with a brick and pry out his teeth the suns go out.

As it turns out, they haven't actually gone out, something has just moved up behind you and eclipsed them. Something really quite a bit big. You turn, look up and become one of the few people in the galaxy who can claim to know what it looks like up a Squiggoths nose.

Things that big should not be able to move so quietly, it just isn't right.

Regardless, there is a giant, four legged green dinosaur thing with teeth longer than you are tall just a few feet away.

There are no words for just how bad its breath smells.

Before you can do anything but regret turning around a second Ork drops down from the Squiggoths head, lands next to you and announces **"G'd onyer, Bloke. Found da weerdboy,**

yeah? Woulda come a roight croppa if 'e got krumped, yeah? Name's SkogsaaaaaaaAAAAARGH!"

At least, that's what you assume his name is, because the Squiggoth leans in a little, scoops him up and slowly starts to chew, settling down next to you quite contentedly.

Snakebite Boyz - Feral Ork Racing Team

Mingus Da Weerdboy, SkogsaaaaaaaAAAAARGH! the Runtherda and Noknok da Gargantuan Squiggoth.

Mingus Da Weerdboy

- Can channel the Waaagh! the psychic energy that Orks generate when excited.
- Completely fucking mental.
- Knows where to find and how to brew all the really interesting mushrooms.
- Seems to have an instinctive awareness of the weather and local hazards.
- What the hell is he even saying? Why are his eyes rotating in different directions?

SkogsaaaaaaaAAAAARGH! the Runtherda

- Probably not called **SkogsaaaaaaaAAAAARGH!**, but he's never managed to get his full name out before one of his beloved fitan' squigs affectionately tries to eat his face.
- Can easily control Noknok, as well as keep it in tip top racing condition.
- Has several fitan' Squigs he's almost got tame. He's a surprisingly good shot with them.

Snakebite Boyz Main Vehicle:
Noknok da Gargantuan Squiggoth

A Squiggoth is the largest species of Squigs, a form of ravenous Orkoid creature used by Orks as food and pack animals. Squiggoths are most commonly used by pre-industrial Feral Orks, but can be found among their more technologically advanced spacefaring counterparts as well. However, this variety of Squig is just as capable as a weapon, and can sow devastation in its wake as it transports Ork Boyz and their weapons across the battlefield. The Magos Biologis of the Adeptus Mechanicus have identified Squiggoths as fungal lifeforms, though they are fairly rare and can only be grown to their largest size by the specialist breeder Pigdokz of the Snakebites Clan. The size of the Squiggoth is determined by the effectiveness of the feed-formula the breeder gives his creature.

Being a giant monster Noknok lacks ranged weapons, but is incredibly deadly in melee. If another vehicle gets close enough for him to bite or claw, chances are it's going to be torn to shreds and eaten in short order. He can chew down scrap as well as Orks, Squigs and other meaty treats and will naturally heal on his own, no repairs needed.

So.

Win a race.

Okay, first things first. Crew. Vehicle of some sort. Easy.

You step out into the light of the two suns the world orbits and the heat hits you like a physical thing.

Just dragging yourself across the dusty, garbage choked and suspiciously empty square into the biggest patch of shade you can see leaves you gasping, your mouth bone dry.

Even in the shade the temperature is insane, to the point where you are pretty certain you could throw a fresh egg across the square and it would be cooked when it hit the ground.

Maybe waiting till it gets dark and cools down a little would be best. With a resigned sigh you move over to a stack of metal propped up against the wall, clamber on, sit down and settle in to wait.

That's the plan anyway. Seconds after sitting down the stack of metal shifts under you and announces **"Ere, 'Omie, d'yer mind!?"**

You jump back down considerably quicker than you jumped up and discover that what you thought was a pile of scrap metal is the armour of what is both the shortest and the widest Ork you've ever seen. Before you or he can say anything else a second voice roars out **"OOMIES!?"** and a second Ork appears by smashing his way through the nearby wall with a roar, head down as he charges forward, the two huge horns bolted to his head making him look even more bull like.

The ground shakes as he thunders past, across the still empty square, slams into a concrete block covered in a mass of notices and flyers and makes a determined effort to beat it to hell and back. You turn back to the first Ork and he just shrugs. **"E' gets like dat sometimes. No 'arm done, roight? Name's Medium Dave, cuz we already 'ad a little Dave but e' got a nozzle stuck up in 'im when 'e was doin' is Orky balloon party trick. 'Ad ta close der main street while der Grots 'osed is bits off'er der buildins."**
He stops for a moment and scratches his head. **"Iunno where I was goin' wiv dat story. Anyways, dat ovva dere is 'Arry. We wuz lookin' fer summore boyz fer us ter make a racin' team so we'z cud win da Kannonball, but ..."** He trails off again, with a sad sigh this time.

You look around, just in case a team of Speed Freaks has magically appeared but no, these

really are the last two Orks looking to get into the race.

"We'z even got us da Slagshifta fer ter race in and evrryfing."

Welp.

Looks like you have your team, and a vehicle.

You tell Medium Dave that Abak wants you to win the race for him and the light of hope that appears in the Orks beady, red eyes is almost heartwarming. He is quick to assure you that you have just obtained the services of the best driver and gunner in Mektown, and when 'Arry makes his way back over he is quick to agree, thumping his chest as he announces **"Not a single boyz a betta driva dan me!"**

'Arry is wearing two eyepatches, one over each eye.

Your new driver is totally, completely blind.

The one single benefit to this is he can't see the look on your face.

Slagshifta Brothers - Ork Racing Team

Blind 'Arry Slagshifta

- Completely blind.
- Other than being blind, is a very good driver in straight lines. He can easily coax the Slagshifta to speeds just in excess of an Ork on foot and frantically fleeing for safety. Hurr Hurr. Crunch!
- Was called Leadfoot 'Aarry before an unfortunate accident with a rocket propelled bacon sandwich.
- Can whip up a squig pasty that'd make you cry with joy after one bite.

Medium Dave

- Loves to ramble on about stuff and things and often forgets what he was talking about and why.
- Orks the Slagblasta, a massive muzzle loaded cannon that fires choice bits of slag Medium Dave has collected, armour piercing Deuterium shards and high explosive Arconium pellets.
- Is quite laid back for an Ork, mostly due to being so short.

Slagshifta Brothers Main Vehicle:

Da Slagshifta

A Wartrukk is an Ork vehicle primarily used for transporting Orks across the battlefield at breakneck speeds. Because Orks don't really have much of a concept of personal space, Wartrukks are often piled with as many Orks as won't fall off, if even that. Sometimes they have runners mounted on the sides of the Trukk so more greenskins can cling on to the sides and get stuck in faster. Some of the more intelligent Orks wait for the Trukk to slow down some before jumping off said runners. Wartrukks are usually armed with Big Shootas on the front, as well as some rather spikey bullbars so the drivers don't miss the thrill of close combat. The Wartrukk serves well to be launched into battle guns blazing, to unload a heap of greenskins into the fray. Because of Ork inventiveness and little in the way of standardization, no two Wartrukks ever look quite the same.

Massive even for an Ork Trukk the Slagshifta is a familiar sight to the denizens of Mektown as it trundles back and forth, ceaselessly carrying the hundreds of tons of run off the metalsmelters and forges of the Mekboys produce every day to be dumped. No one will ever call the Slagshifta fast, but with a massively overpowered engine salvaged from a looted Imperator Titan it is easily the most powerful vehicle available, more akin to a mobile bunker than anything, with armour thick enough to shrug off most varieties of antitank weaponry, let alone the small arms available on GORKAMORKA. The other thing the Slagshifta has going for it is carrying capacity - you can load the flatbed with fifty tons of rock and it will still go at the same speed as if it was unloaded, and it will still have space for another fifty tons of rock.

In retrospect, the worst part wasn't getting clubbed and thrown into a sack.

The worst part was the fact they had to leave your legs sticking out so you could walk, since apparently your kidnappers weren't quite big enough to carry you off.

Having essentially kidnapped yourself at gunpoint you are escorted to what turns out to be a basement. The sack is removed and you find that you are sharing said basement with a half dozen Grots and an Ork Boy. The Ork looks at the Grots, then at you and decides that since you are bigger than them, that makes you the closest thing to another Ork around. He spits at a Grot and announces

"Oi, dese gits iz az ridikulous as dey'z entertainin'. See, on GorkaMorka all da boyz an' da mekz decided to institute a tikket system. Wot for? For getting off da zoggin' rokk and getting back do da WAAAAAAAAGH, ya git. See, 'ooeva kontributted bitz towards building da fing dat would get all da boyz off da planet would get 'imself a tikket, dat's only proppa. But wot can a lousy grot kontribute? Zog all, is wot. So, no tikketz for grotz. So den da grotz, dey get upset. Sez dey want to WAAAAAAAGH as well. Dey kontribute too, dey sez. Wot a load o'mukkin about, if'n you asks me. So, dey's "strike", and ask fer negoshiashunz. So, we'z negoshiate,

hur hur. Stomped a 'hole mess of 'em, stomped 'em roight an' proppa. Most of 'em calmed down, but some ran away, and started dis Revolushun nonsense. So dat's 'oo dese GRK gits iz, dey manage dere Revolushun. Wot a zoggin' lot o'mukkin about, don't da grotz know we' got 'em stomped pri-empta... premptiv.... in advance? Orkz is neva beaten in battle!"

The Ork grins at you, then his head explodes.

He slumps over and you look down at the Grot, the gun in his hand still smoking.

There's one thing to do, and you do it.

"Excellent shot Comrade! Thus fall all enemies of the Revolution!"

Gretchin Revolutionary Comittee - Grot Racing Team

Comrade Krumps-da-Opressors-Wiv-me-big-Shoota

- Will never break, his faith in Da Revolution is too great. Essentially fearless.
- Utterly devoted to the ideals of Communism.
- Thinks he is a great deal more equal than everyone else.
- Has a massive pack of Grots at his beck and call.

Fasta Benj, Driver extraordinaire

- Incredibly cowardly, his name is just Benj but everyone always seems to be yelling FASTA at him till he just assumed that was his full name.
- Actually surprisingly good when he stops being terrified and starts enjoying going fast.

Supreme high Artillery Warboss Commander Simmons

- Probably the worst gunner on the planet.
- Makes up for his lack of gunnery skill with his ability to make massive, dramatic speeches about the inevitable victory of The Revolution that leaves the rest of the crew inspired.

Larry da Banna Wava

- Will attach himself to you and spend all his time patriotically waving the banner he has been given and attached your insignia to.
- Wont actually leave you alone without being made to, and he will be reduced to floods of tears.

Gretchin Revolutionary Comittee Main Vehicle:
Da Revolushinary

The Warriors of the Gretchin Revolutionary Comitee have vowed to fight the Orks with whatever means they can. Unfortunately for the rebellion, those means are often very, very limited. Without the Mek's' workshops churning out guns and ammo for them, the rebel Grots are forced to use whatever weapons they can make themselves or steal from others. Their vehicles are also self built, since the inner worky bitz of a gas engine or a thruster are a complete mystery to even the most experienced Meks' assistant, these rely upon a totally different perspective to the Orks' vehicles. Cuttas are essentially gigantic landships in almost every sense of the word. Powered by massive sails that catch the fearsome desert winds that blast across the arid surface of the world even the hulls carefully built from the ribs of the mighty desert cacti are reminiscent of ancient human watercraft.

Fielding an experimental new hull shape and massive, newly developed triangular sails Da Revolushinary is easily the fastest vehicle in Da Kannonball Run, its three mighty wheels carrying the vessel across the wastelands of GORKAMORKA with shocking speed, its mighty sails giving it incredible manouverability. Unfortunately, while Da Revolushinary is incredibly nimble, it lacks the heavy armour of the other vehicles, and it lacks guns entirely, instead mounting half a dozen ballistas.

Another human.

Several, actually. All wearing what look vaguely like Imperial Uniforms.

Well, that you weren't expecting.

You walked around a corner and almost bumped right into them. You stop, they stop. They raise Lasguns.

You hold up the bag of Teef.

Jiggle jiggle jiggle.

The sound of all those teeth grinding and clicking together turns out to be one of the most horrible noises you've ever heard. The noise makes you determined never to hear it again. Regardless, they do lower their Lasguns. One keeps an eye on you as the others huddle up.

You can just about hear the conversation. A lot of it revolves around shooting you and taking the Teef. Eventually with a lot of swearing one motions you over, looks you over again, sighs

and lights up the most foul smelling cigarillo you've ever had the misfortune to encounter.

Finally he smiles a little and nods towards one of the other humans, a young woman. He simply states "Fill 'em in Kid." and turns and leads everyone off.

The woman falls into step next to you as you follow your new team mates, takes a breath and announces

"A Space Hulk full of Orks crashed into the Admech ship our ancestors were on then crashed upon the desert world of Angelis, and miraculously managed to not kill everyone in the process. Since Angelis is a barren wasteland empty of life, the ticked off Orks are dedicated to gathering up all the technological scrap they can from the wastes and building themselves a new machine in order to get them off of the planet and get back to the Waaagh! Due to certain little incidents, like the orkish inclination towards factionalism and a civil war that destroyed the miracle machine once since they couldn't decide whether it looked like Gork or Mork, the Orks of Angelis are ruled by their Mekboyz, who are busy working on Gorkamorka - the aforementioned miracle machine -- and keep the other Orks distracted by making them fight to gather the most scrap. Doing so is essential to get "tags", which will assure the bearer of a place on Gorkamorka when it's finally finished. Grots don't get tags, so they rebel, get slaughtered, run off and start a revolution. Meanwhile we've been stuck here trying to salvage enough parts from both ships to build a transmitted powerful enough to tell the rest of the Imperium where we are. We win the race, we walk away with a mass of scrap and hopefully a few useful parts. Easy. Also Hi! I'm Destraine!"

You blink a few times.

Chatty one this one.

Dust Rats - Imperial Remnant Racing Team

Commanding Officer Graf Renik

- Solid and dependable team leader.
- Constantly smokes cigarillos that stink like an asshole full of burning feathers.
- Has that entire grizzled old man too badass to die thing going on.

Navigator Destraine Symm

- Loves to talk. For hours. And hours. And hours.
- Fairly solid navigator, even if she does have a tendency to direct the team towards things that might be interesting instead of a quicker route to the destination.

Driver Valten Soehern

- Goes from very cautious driving to very, very aggressive driving almost at random.

- Reasonably competent mechanic - doesn't work well in the field but will happily spend hours getting a vehicle in a factory fresh condition in a garage.
- Trying and failing miserably to grow a goatee.

Gunner Soloman Sykes

- Solid shot at long range, accuracy falls off the closer the target gets.
- Given a bit of time and assistance can refit the Lasguns to be solar powered.

Dust Rats Main Vehicle:
Support and Salvage Vehicle (SSV)

In anticipation of being able to strip out a massive amount of xenotech for study, cataloguing and destruction, the Admech ensured that the explorer ship was well provisioned with a large fleet of Support and Salvage Vehicles to aid in retreiving and transporting the hopefully large amounts of salvage and artifacts back to basecamp for extraction. Unfortunately this never came to pass, as the Adeptus Mechanicus ship was knocked out of orbit by the impact of the space hulk that crashed out of the warp and delivered the Orks to the world.

Thankfully, almost the entire fleet of SSV had yet to be deployed as the excavations were still in the early stages, so almost all of the vehicles were simply sealed in deep storage.

After the first few encounters with the Orks, it became apparent that something heavier than the Light Scout Vehicle was required. Extra armour was added to the SSV, cargo compartments were engineered, small but comfortable crew quarters were installed, engines were tuned up and soon the Ork Trukks were up against something they couldn't just roll over.

The SSV is the most advanced vehicle available, featuring such luxuries as suspension, windshields and actual gears for the driver to shift between at will! These large vehicles are almost as tall as the average Ork Trukk, and are almost always longer, often by as much as double the length. Designed for long range salvage patrols they carry surprising amounts of food and water and mount a heavy bolter, a Lascannon and not one but three multilasers, the most feared anti infantry and light vehicle weapon on GORKAMORKA! However, being that they are several tonnes of steering resistant reinforced metal these vehicles are hard to control at speed, something made no easier by the extra weaponry and equipment bolted onto these repurposed behemoths.

The SSV also comes equipped with a Servo Mounted Electromagnet, a massive magnet mounted on essentialy an equally massive robotic arm. Once designed to allow heavy objects to be picked up with ease now it serves a much more intimidating purpose in combat - vehicles such as bikes and smaller two person warbuggies can simply be picked up and rendered defenceless, while larger vehicles can be captured and held at bay or even flipped over!

Welcome to Mektown!

“Mektown! Dere’s no uvver place like it on da planet! Come to fink of it, there IS no uvver place on the planet. Mektown is IT! It’s the oldest, biggest, most excitin’ an’ definitely the only settlement in the whole world. That is unless you count the Digga holes and the Pyramids, which is pushin’ it, plus wherever the Grots, Snots an’ Muties hide. They all live under rocks and that’s hardly what you an’ me would call civilised, now is it?

It ain’t hard to find Mektown ’cos of all the glorious lights, loud noises an’ gruesome smells that spill out across the desert for miles around. Most likely it’s not Mektown you’ll find first but the Skid. The Skid is a dead straight valley, steep sided, with Mektown at the fat end. Find the Skid, which is hundreds of miles long, ride along it and you’ll come to Mektown sure as teef is teef. The Skid is quite a place too. It’s the best spot to find quality wreckage. Most is half buried in the ground, but some lies just outside the Skid, hidden among the rocks. There’s plenty of wreckage waiting
for them as wants it. Course, there’s all sorts of nasties live in the Skid, specially at the thin end where there’s a big, long chunk of old wreck. We calls this Skid Row and this is where a lot of bad Grots hangs out as well as a few nasty types that is best avoided if you know wot’s good for you. Still, I’ve had many a bash in the Skid an’ carried me off some top tucker tek, as you can see by the size of me janglies. Ah it’s a good life an’ no mistake – Gork an Mork be praised.”

GUBBINZ AN' DAKKA

Well. That wasn't as hard as it could have been. Crew? check. Vehicle? also check. Best of all, it didn't cost a single toof, which means you still have a very big sack of Orky cash to spend on some nice kit.

Hire a couple of extra Boyz.

Maybe a few extra rides, just in case....

You have 3000 Teef to spend.

Everything can be purchased multiple times.

<u>You can NOT take teef to other parts of LoT.</u>

Omely, comfertable bitz

50 Teef for a toilet
25 Teef for actual seats
25 Teef to put armourplas windows and windshields in
25 Teef for a small kitchen
25 Teef for two bunks
25 Teef for enough supplies to get one person through the race
50 Teef to fill up each fuel tank
All those pointless bits Oomies insist on puttin' in stuff and things. Too much mukkin' about, that's theys problem.

Sled Torpedo
25 Teef each
A rocket propelled Torpedo on what looks like a surfboard, designed to be dropped onto the ground, wherupon the engine will ignite and hopefully surf across the sand into an enemy vehicle.

Boardin' Plank
25 Teef
A big, solid plank with hinges on one end and spikes on the other. The idea is, you drive up close to another vehicle, push the Plank and the spikes slam into them and can't be dislodged, allowing you to board at will.

Sloggin' Powah
25 Teef
Comes in a variety of different types, but they all have one purpose - to make something go faster via good old fashioned hard work. Treadmills that power wheels, oars to push the vehicle through the sand, exercise bikes wired up to power an engine, it's all good.

Grapplin' Launcha
25 Teef
A modified Kannon that launches a Grapplin' 'Ook, designed to allow you to catch onto other vehicles.

Spar Torpedo
50 Teef each
It's a big contact explosive that you strap to the prow of your vehicle and then ram something.

Harpoon Gun

50 Teef. Discount to Team Grot.
Another modified cannon, this one fires massive harpoons. Jagged, rusty metal harpoon heads come free with every purchase, adding tetanus to the possible outcomes of using this!

Grotzooka
50 Teef. Discount to Team Grot.
A big metal bin with the lid welded shut, it contains one Grot, a very cheaply made, very weak Bazooka and a set of peddles that allow the grot to rotate the can.

For an extra 25 Teef you can add a packed lunch, a magazine, a bottle of Fungus Beer and a bucket for those really long shifts. Seeing as how this is actually better than the Grots house, he'll work a helluva lot harder.

Doomdiver
50 Teef. Discount to Team Grot.
A big catapult and a half dozen or so suicidally depressed Grots wearing helmets with a big metal spike on the top, this weapon allows the Grots to catapult themselves into the air whereupon they will use a handmade set of batwings to steer themselves into an enemy vehicle, whereupon the reason for the big spike on the helmet becomes apparent.

Snotlobba
50 Teef. Discount to Team Grot.
Another catapult based weapon, this fires crates full of starving Snotlings, either onto opposing vehicles or into things that look like it might be fun to fire crates full of Snotlings at.

Shoota
50 Teef
Big and loud, these are the standard Ork machine gun. Who cares about accuracy when you can just shout really loud and fire a lot more?

Extra Armer
50 Teef
Big metal plates that are bolted onto the vehicle. Increases the amount of punishment the vehicle can take, if it wasn't obvious.

Big Fat Tires
50 Teef for four
Does exactly what it says on the tin. Big Fat Tires to increase grip, makes the vehicle handle easier and helps keep you from sinking in loose sand.

For another 25 Teef you can add spikes or chains to the tires, for when you really need to make sure someone stays run over.

Spikes

50 Teef

Big metal spikes everywhere. Makes your ride look ded 'ard and makes boarding it hell.

Red Paint

50 Teef

A coat of red paint, cuz red ones go fasta.

Spikey Bitz

50 Teef each

Metal spars welded together so that whichever way you drop it a point sticks right up, these are thrown out the back of the vehicle, hopefully causing pursuers to crash.

Smoke bombs launchas

50 Teef. Discount to Team Grot.

A bit weedy, these fire smokebombs that will create huge clouds of smoke.

Big Sails

50 Teef. Discount to Team Grot.

Augment the engines by adding sails and harnessing the winds that rake GORKAMORKA.

Oil Slick

50 Teef per use

A barrel of really crude oil and a Grot to knock the lid off and tip it out over the back of the vehicle. Can cause pursuers to loose control of their own vehicle, or you can combine it with a flamer...

Squig Chukka

50 Teef. Discount to Team Grot.

Launch angry, starving Squigs at opponents, or into walls because it'll be a laugh. See who can make one bounce the most times!

Bigga fuel tank

75 Teef

A really big fuel tank. Drive faster for longer. Can also be used as emergency beer by greenskins.

Kannon

75 Teef

A nice, solid smoothbore cast iron muzzle loading cannon. Fires cannonballs, or you can just jam the muzzle full of whatever you have on hand, scrap metal, garbage, annoying crew or captives, whatever. Innacurate, but loud, and loud is what matters, right?

Rokkit Boostas

75 Teef each

Strap a rocket or two to your vehicle. You'll go a lot faster till the rocket motor burns out.

Grabba Claw
75 Teef
A big mechanical claw for tearing bits off enemy vehicles and plucking crew out like one of those arcade games, only this time you win severed heads and not soft toys.

Wreckin' Ball
75 Teef
A big metal ball on a crane. An elegant weapon for an elegant time.

Dozer Blade
75 Teef
A big armoured wedge fitted to the front of your vehicle. Makes ramming fun! Could probably also be used to clear obstacles, but what's the point in mucking about like that?

Barrel Chukka
75 Teef
Yet another catapult, this lobs barrels full of incredibly caustic industrial run off at people you don't like or who you owe money to.

Saw Flinga
75 Teef
A catapult, but one on its side that flings huge circular saw blades directly ahead of wherever you aim it, rather than arcing up into the air.

Ballista
75 Teef
A big bow and arrow. What were you expecting?

'Omin Squig
75 Teef each
A really, really fast squig wired with a time bomb.

For another 25 Teef you can also buy the scent bombs that will make whatever vehicle you throw them at smell like the Squigs mum. The very confused Squig will run right towards it.

'Ardnok
100 Teef
A giant hammer on a spring. Hard to use with a terrible range, but if you manage to connect with it, expect the other lot to be reduced to a smear of grease and metal fragments.

Proper Suspenshun
100 Teef

Expensive, because it's so rare. Why waste money on putting springs on stuff when you could buy a big gun or something? Actually being able to drive a vehicle comfortably or easily just ain't Orky.

Grinda
100 Teef
Also call the Deff Rolla, this is a giant spiked metal drum that fits onto the front of your vehicle. Think steamroller from Hell.

Flamer
100 Teef
A flame thrower. Fun and effective, but something you probably don't want to try firing straight ahead of you while the vehicle is moving...

armerd fuel tank
100 Teef
Put some armour on the most explodey parts of the trukk? Sometimes Oomies do have good ideas...

Dokkin' Bitz
100 Teef
Required for extra vehicles.
An incredibly cramped bay for carrying, maintaining and launching smaller vehicles.

Bouncin' Gubbinz
100 Teef
A big metal plate fixed underneath the vehicle by four massive springs. Pull the lever, the springs are released, the plate slams into the ground and the vehicle is catapulted into the air to go sailing serenely over obstacles.

Big Shoota
100 Teef
25 Teef per magazine.
Big Shootas, also known as 'Eavy Shootas, are the most common type of Ork heavy weapon. They are essentially just bigger Shootas with bigger shells, more noise, stronger recoil, and even more "dakka."

Slammapult
100 Teef. Discount to Team Grot.
The ultimate refinement of the catapult, the Slammapult can fire big rocks, burnas, giant moltov cocktails or Buzza Pots, clay jars filled with Squigwasp nests and Face Eater Squigs.

Grot Bomb Launcha
150 Teef each. Max Two. Discount to Team Grot.

A huge missile with a cockpit, the weapon is piloted by a Grot pilot and will really, really hurt an opponent. And the Grot. And anyone within twenty meters or so of where the opponent was.

Grot Sponsons
150 Teef each. Discount to Team Grot.
When Orks feel their vehicles don't have enough weaponry, they sometimes mount additional Shoota sponsons with Gretchin manning them. That makes them more accurate than usual Ork weapons, but these sponsons are very fragile and are easily destroyed in battle.

For an extra 50 Teef you can add a packed lunch, a magazine, a bottle of Fungus Beer and a bucket for those really long shifts. Seeing as how this is actually better than the Grots house, he'll work a helluva lot harder.

For a further 50 Teef you can upgrade the Shoota to a Big Shoota.

Gutrippa
150 Teef
A giant pair of hydraulically powered pincers, these are generally fitted to the front of a vehicle so it can cut through things that might need cutting in half.

Multi-Laser
200 Teef, Team Imperial ONLY
The Multi-Laser is a rapid-fire heavy Laser Weapon, ideal for destroying lightly-armoured vehicles or infantry formations. Due to its power requirements and weight, it is usually mounted on Imperial vehicles such as Chimeras or Sentinels. While the standard Lascannon is a semi-automatic weapon (one squeeze of the trigger fires one shot), the Multi-Laser is fully automatic; it fires laser beam after laser beam as long as the trigger is held down.

Lascannon
200 Teef, Team Imperial ONLY
The lascannon is a formidable laser weapon, capable of piercing most vehicle armour and killing powerful and heavily armoured troops. However, its slow recharge and fire rate make it a poor anti-personnel weapon.

Heavy Bolter
200 Teef, Team Imperial ONLY
The heavy bolter is generally used for anti-infantry or fire support roles, also known as the "Back Breaker" or the "Bruiser" by the crew who have to carry it because of its great weight - but also because of the heavy punishment it can deal out to the enemy. It fires a round considerably larger than that of the standard bolter shell, with more propellant and longer range and higher stopping power, making it capable of destroying light vehicles. Because of its high rate of fire, jamming is often a problem.

Flakka-Dakka Gun

200 Teef

Costs 50 Teef per ammo drum to reload., Not available to Team Grot.

the design was pioneered by the Mekboy Grimgutz, who was sick of local Ork aircraft constantly buzzing his workshop. He designed the weapon in the course of an afternoon to shoot down the pests. Firing the same explosive 'glowy bullitz' used by Flash-Gitz the Flakka-Dakka Gun can fill the air with hundreds of rounds. Of course, you can just as easily fill opposing vehicles with hundreds of rounds as well...

Lifta-Droppa

250 Teef, Not available to Team Grot.

Also known as a Hand of Gork, Lifta-Droppa is a large magno-tracktor beam powered by an 'atom-smasha' reactor, able to move huge objects from a distance. They are useful as tools for moving heavy parts about, demolishing buildings and clearing scrap, and juggling enemy vehicles.

Zzap Gun

300 Teef, Not available to Team Grot.

One of the rarest Orky weapons and perhaps the only energy weapon on GORKAMORKA!, A Zzap Gun consists of a wire-bound tube and a powerful generator at the back end of it with a lot of custom 'gubbinz'. Although potent, its power is determined by the willpower of the grot firing the weapon, as its firing lever also electrocutes the Gretchin firing it.

Rokkit Launcha

300 Teef

50 Teef per reload.

Rokkit Launchas probably spawned from an Ork's desire to make something explode, that wasn't within easy reach of a grenade. These six missile salvo dumbfire rockets are all high explosive, because why muck about wiv' all that ovva guff?

Killkannon

350 Teef

25 Teef per shell.

The Killkannon is a huge weapon often mounted on top of heavier Ork vehicles such as Battlewagons or Big Trakks and used to hammer enemy infantry as the ork hordes close in. Like all Ork weapons, Killkannons make a deafening amount of noise, and are much appreciated by all Orks who are nearby.

Skorcha

350 Teef

25 Teef per fuel tank.

The Skorcha is literally a giant flame-thrower, a device designed to hurl burning fuel, with a volatile mixture of gases and liquids compressed into a cylinder. When a valve is opened, the mixture is forced through the Skorcha's nozzle and sprayed over a target area, reducing it to burning shambles in seconds. It is basically the Ork equivalent of a Heavy Flamer, usually

mounted on vehicles such as Killa Kans, Grot Tanks or Wartrakk Skorchas, or as a secondary weapon on bigger Ork war machines. Skorchas are dangerous, unreliable and spectacular weapons and so are very popular among Orks.

Weirdboy Tower
350 Teef
50 Teef per replacement Weirdboy. , Not available to Team Grot.
Weirdboy Towers are engines of war used by the Orks. Manned by Weirdboyz, they amplify the Psyker's psychic powers and create havoc across the battlefield. Laugh as opponents are exploded by green lightning, turned to squigs or melted by the Weirdboy vomiting psychic energy all over them!

Or the Weirdboys head might explode. Who knows?

BubbleChukka
400 Teef, Not available to Team Grot.
The Bubblechukka is an example of force field technology, weaponised by Orks rather than being used for protection. It fires unstable force bubbles at the enemy that explode on impact. They vary wildly in size and solidity, some like large balls that hit with a negligible strength, whilst others float down like small soap bubbles and, after bursing, inflict heavy damage.

Tellyport Blasta
400 Teef, Not available to Team Grot.
Tellyport Blasta is an Ork Energy weapon sometimes integrated into Mega Armour used by Big Meks. Based on Tellyporta technology the weapon folds its target in a Warpspace bubble and displaces it at random. Victims will only travel a short distance before they reappear again, so the Meks use the weapon to rematerialise them high in the air, or inside a solid object. Thus a Tellyport Blasta tends to be unpredictable, but, as many other Ork weapons, still effective.

Extra Vehicles

It's probably a good idea to hire at least one new boy to drive each new vehicle...

Warbike
50 Teef, Discount Team Ork.
Ork Warbikes are ramshackle devices created from as many parts as possible, designed and maintained by the Mekboyz to fulfill two important Orky urges: to move as fast as possible and to make as much noise while doing so.

Warbuggy
100 Teef, Discount Team Ork.
A Warbuggy is a two-man Ork fast attack vehicle. Though they come in all shapes and sizes, a standard Warbuggy has a 4 wheeled low-riding chassis and a supercharged engine that enables

it to zoom into battle at incredible pace. As a result, Warbuggies are ideally suited for the ash wastes, sands and silt flats of Industrial or desert Worlds. Comes with a Shoota as standard.

Wartrakk
200 Teef, Discount Team Ork.
Wartrakks are Ork tracked vehicles that are modified off the versatile warbuggy design by Mekboyz. Essentially a Warbuggy mounted upon a sturdy track unit, a Wartrakk sacrifices its speed for the ability to traverse rough terrain such as a ruined city and deliver heavier firepower. Comes with a Big Shoota as standard.

Wartrakk Skorcha
400 Teef, Discount Team Ork.
Wartrakk Skorcha's are Ork Skorcha heavy flamethrowers mounted on a Wartrakk chassis. Consisting of a mounted tank of promethium, Wartrakk Skorcha's specialize in incinerating the enemy with great sheets of flame. The crews of these vehicles are usually Burna Boyz for whom man-portable burnas just aren't enough. Skorcha crew like nothing more than roaring out of nowhere towards the enemy line and then pulling a sharp turn, spraying great gouts of burning fuel all over their prey before disappearing in a cloud of choking fumes.

Warboar
100 Teef, Discount for Team Feral Ork.
Throughout all of Ork history, Warboars have been used as steeds, because of their ferocious temperament and prolific abundance throughout the galaxy. Stout and covered with coarse, bristly hair, the Ork race has long had an affinity with the creatures because of their common violent and intemperate natures. Warboars are favoured as they possess the toughness that faster steeds lack.

In the current Age of the Imperium, the relatively advanced Ork Clans shun the primitive warboar in favour of bikes and other vehicles, and warboars are now seen only in Feral Ork tribes. Their induction into a tribe usually takes place when an Ork is forced to prove how tough he is by catching one. If the Ork wishes to prove he is particularly powerful, he will attempt to 'train' the warboar for riding. Training consists mainly of brutally breaking the animal in.

Ridin' Squig
100 Teef, Discount for Team Feral Ork.
This strain of squig is a vicious predator, and is little more than a snapping, fanged mouth on muscular legs. All squigs have a certain purpose, and this type is akin to an attack dog crossed with a two legged horse. Many postal Oddboyz keep Ridin' Squigs as pets, using these beasts to earn a few teef by quickly delivering packages for other, bigger Orks. They are also known to be assembled in big herds and hurled at the enemies by Runtherds although it is nearly as likely to tear apart the nearest Gretchin as they are the enemy.

Big Squiggoth
300 Teef, Discount for Team Feral Ork.

Big Squiggoths are the smaller and far more common breed of the beast, which stands about the size of a Leman Russ tank. Their smaller size is the result of either youth or the poor breeding methods of their Ork caretakers. They often travel in packs, particularly on worlds dominated by Feral Orks.

Grot 'Tank'
100 Teef, Discount for Team Grot.

The Grot Tank are small ramshackle armored vehicles built and piloted by Gretchin (or 'Grot') hordes within Ork armies. The product of the insane imaginations of grot servants and scavengers that have spent far too long under the influence of the insane genius of the Big Meks and Mekboyz, Grots Tanks are small assault tanks made to imitate the far larger Ork vehicles. Peddle powered and comes with a Ballista as standard.

Grot 'Mega Tank'
200 Teef, Discount for Team Grot.

Grot Mega Tanks are heavy tanks used by Gretchin (or "Grot") hordes within Ork armies. They represent the pinnacle of Gretchin tank technology, a ramshackle war machine that drives all before it in a storm of scrap and enthusiasm, if not actual destruction. Hammered together out of junk and unbridled Grot enthusiasm, the Grot Mega Tank represents the culmination of the Gretchin battlefield madness that has become known as "Grotzkrieg. Powered by almost a dozen Squigs on a treadmill with a big slab of squigmeat dangling in front of it. Comes with three Shootas in turrets as standard.

DR-170C 'Dust Rat'
300 Teef, Discount for Team Imperial.

There is a list of standard deployment gear given for all manner of scenarios that the Imperium has built up based on years of accumulated tactical data. As a result, when the original Adeptus Mechanicus deployment was undertaken, previous data suggested that in order to facilitate rapid reconnaissance a particular type of bike was ideal for the environment. The DR-170C or 'Dust Rat' motorcycle, manufactured on Tigrus, a forge world several systems away is a light, durable and exceptionally fast motorcycle designed to cope with harsh desert landscapes and shifting sand dunes. Given adequate training, a Rat can cover a massive amount of ground solo without compromising his ability to escape danger should he happen across it.

Light Recce Vehicle
500 Teef, Discount for Team Imperial.

The Imperium of Man has a large repertoire of vehicles adapted to a huge number of differing terrains. As a result, the basis for most of their vehicles is an incredibly tough chassis that's designed to keep rolling whether it's moving through snow, sand or across the crust of a recently cooled lava lake. While the imperiums strategy of using soldiers en masse means that these vehicles aren't deeply commited to keeping their occupants alive, by GORKAMORKA! standards, they are tanks. Capable of soaking up small arms fire like a sponge they also boast an array of other extras, including roll cages, air bags, a bullbar, fuel injection systems and advanced suspension, making them the most advanced light vehicle available. Mounts a

multilaser as standard.

Extra Boyz

Grotz
25 Teef each, Free to Team Grot

Gretchin have a similar physical structure to Ork but are much smaller and weaker. They have short runty legs and grasping fingers to employ their greatest skill, low cunning. They are far more numerous than Orks and have large bulbous heads with tattered ears which flatten when they are scared. They have sharp fanged jaws which are their best physical weapon. They have an excellent sense of smell, hearing and they have effective sight in the dark. These traits aid their self-preservation allowing them to survive in the dangerous Ork society.

Yoofs
50 Teef

Yoofs are young and inexperienced Orks. Having hatched from fungal cocoons in the wilderness, because Orks inherit many of their abilities rather than develop them, Yoofs are not very different in appearance or ability to Ork Boyz. However due to their eagerness, they are cheaper to hire than Boyz, but less capable in a fight. Yoofs are commonly a lighter shade of green then more mature Orks, as their skin will inevitably grow darker as they get older.

Weirdboyz
50 Teef

Weirdboyz are Ork psykers, unique in that they act as psychic sponges, absorbing and channelling the psychic energies of other Orks. All Orks are innately psychic, though in only a few - the Weirdboyz - are their psychic powers fully developed. Weirdboyz have no control over their ability to absorb the Orkish psychic energy, only being able to channel and discharge it in the form of a specific effect, such as the Psychic Vomit and green lightning. Overloading on WAAAGH energy is not uncommon, and typically results in the Weirdboys head exploding.

Sluggas and Shootas
75 Teef

Slugga Boyz are generally armed with heavy, solid-shot pistols known as sluggas and brutal melee weapons known as choppas. A few scraps of flak jacket and a shoulder/back plate with the Ork's insignia make up the poorly maintained armour of a Slugga Boy. These are the most common and typical Orks, incarnating orkish nature at its most innate level. Anarchic brutes that love nothing more than a good fight, often leaving a horrific mess of whatever they attack on the battlefield.

Ork Boyz with a preference for the shooty side of combat are called Shoota Boyz and are armed

with ' And shootas instead of the basic slugga and choppa. Shoota Boyz however, have no appreciation for marksmanship, and are more addicted to the violent noise and heavy recoil of automatic gunfire. This is psychologically due to Ork belief that a firearm won't cause any real damage unless it makes a loud, terrifying noise.

Burna Boy
100 Teef

Flame has an undeniable appeal to all Orks, but some of them take this mania to the next level. An Ork's fascination with fire and the ignoble art of setting things aflame may become so profound that he finds himself acquiring a Burna and joining the ranks of the Burna Boyz. They are passionate arsonists, who love to burn everything - from people's stuff to their owners. The dual spectacle of leaping fire and screaming victim is a thing of undeniable beauty to all Burna Boyz, and they will always find a reason to set something on fire.

Painboy
100 Teef

Painboyz (also known as 'Mad Doks' or 'Doks') are a class of Ork Oddboy and are responsible for fixing injuries that the Ork physiology can't deal with, such as totally severed limbs and brain damage. Painboyz use "Stabby Bits" as their medical tools. An Ork will only go to a Painboy when he has no other choice, as these Oddboyz are infamous for trying out experimental procedures (such as the greatly feared squig brain transplant) on patients while they are under anesthesia (known as "concussion" to other races).

Loota
100 Teef

Lootas are the thieves and scavengers of Ork society - light-fingered villains who will pinch anything that isn't nailed down. No one can feel safe around a mob of Lootas - a brief scuffle with a Loota over a stolen thing will most often result to the previous owner finding his lunch, his Slugga and his golden teef are mysteriously missing. As a result of their attitude, Lootas tend to become pretty rich by Ork standarts. They trade the best items in their possession for more and more powerful guns. Their main weapon is a Deffgun, a heavy shoulder-mounted gun, usually made by some known Mek from weaponry that the Lootas managed to steal or gather on the battlefield.

Skarboy
150 Teef

Skarboyz are veteran Orks, named for the impressive battle-scars they invariably bear from their constant fighting. They have grown to a fearsome height and their muscles bulge, even for Orks. The ideal "fighting scar" or "dueling scar" is one that runs from the top of the head to the bottom of the jaw, ragged and with the stitches left in.

StormBoy
150 Teef

Ork Stormboyz are the equivalent of greenskin shock troops. They have discipline above that of

the average Ork and are more efficient too. commonly viewed as being nutcases amongst regular Orks since they go into battle with fuel-filled rockets strapped to their backs. Orks usually distrust anything that flies and prefer to go to battle on their own two legs, but Stormboyz love nothing more than joining battle quickly, part of the reason they strap rockets to their backs.

Mekboy
150 Teef

Mekboyz (also known as 'Mekaniaks' or just 'Meks') are Ork Oddboyz, and are the engineers who build all the gunz, vehicles, and other machinery used by the Orks. They are especially important to Speed Freeks, as they maintain their prodigious amount of bikes and vehicles. Mekboyz are an interesting example of the Ork race because their abilities with machinery are not a learned knowledge. It is less intelligence or skill, and more instinct, as their relative wealth of technological know-how is actually genetically engineered into them, and is expressed in their trademark crude and ramshackle style of building.

'Ard Boy
200 Teef

'Ard Boyz cover themselves in thick scrap metal plates that they've scavenged. This is the stuff of their armour and despite poor maintenance, the result is armour than can withstand most small arms fire. This gives the 'Ard Boyz the appearance of walking magnets though it is considered unwise to tell them. Only veterans who have managed to survive many battles and slaughtered many foes have the chance to scavenge sufficient materials to build or purchase such an Armour. This also means that 'Ardboyz are excellent scavengers even above the normal Ork ability.

Flash Git
200 Teef

Flash Gitz are Orks who are absolutely addicted to guns that make lots of noise. They spend their wealth on increasingly kustomised weapons and equipment. Flash Gitz often become outcasts in Ork society because of their completely arrogant and treacherous natures, frequently becoming Freebooter mercenaries. They are most common amongst the Bad Moons, who have a lot of wealth (teef) and flaunt it in their really big guns. Flash Gitz most commonly wield weapons called Snazzguns into battle.

Tankbusta
200 Teef

The elation Tankbustas feel has a primal heritage, similar to the thrill a Feral Ork would feel when they killed a rampaging Squiggoth. Orks that fancy this kind of thrill often gather together, forming mobs of Tankbustas. Tankbustas who prove especially adept at destroying enemy vehicles from a distance enjoy the fame of a big game hunter and will often attract a retinue of aspirants, who have yet to blow up their first tank. A Tankbusta who succeeded in skoring his first confirmed kill enjoys getting 'tanked up' after the batttle, a ritual that includes devouring tank's crew and drinking engine oil from its smoking remains.

Rival Drivers

There are plenty of other teams in the race, and while historically close to seventy percent take themselves out of the race in a massive fight at the starting lines when the Mekboys give the go signal, Abak has hinted he'd be quite happy if you made sure a few were well and truly out of the race...

Snidely Squiglash
+ 200 Teef
Snidely does two things. He twiddles his moustache-Squig while cackling and he *cheats*.
He cheats in ways you wouldn't believe, putting more effort into being a sneaky git than most other teams put into winning the race properly.

Da Red Grot
+ 200 Teef
Spitting in the faces of his Orky superiors, the Leader of the Gretchin Revolutionary Comitee himself has deigned to join the race! Driving a custom build hotrod the Grot cannot be allowed to reach the finish line alive!

Da Speedy Racer
+ 250 Teef
A Mekboy with a love of fitting his car with gear that no sane Ork would even consider using, Da Speedy Racer and his Makk 5 are technological terrors that even the most hardened drivers avoid.

Jams 'Kaptin Slow' Mayday, Apocalypse Clarkson and Da Hamsta
+ 250 Teef
Fair warning, this one is a bit different to the others - Abak doesn't want these three loveable idiots to get themselves krumped, and it'll be your job to ensure they survive the race with all their bits still attached.

The only problem is, you can't let them know you are helping, and your team still needs to win the race...

Da Krusha

+ 250 Teef

While most Orks consider going to the Dok and waking up with a new bionik bit an annoyance, Da Krusha has become a little unhinged over the years and completely addicted to it, to the point where he is now more of a Deff Dredd on tank tracks than an Ork. Massive, heavily armoured and utterly deadly Da Krusha will win someone a lot of teef if he happens to explode a bit...

Baus

+ 250 Teef

Baus is just confusing. The self proclaimed prettiest Ork around, Baus looks like an incredibly handsome, rugged green human and he just makes all the other boyz weirdly uncomfortable.

He is always accompanied by his bodyguard, the fear Triple-Kan, a mechanical nightmare consisting of three Killa-Kans welded together in a T shape.

Burt and Dom

....And *him*

+ 300 Teef

A team consisting of the Ork Burt and the Grot Dom, these two seem to have the luck of Gork AND Mork on their side, since they've raced in every Kannonball Run and survived without a scratch. The amount of sheer carnage they create by accident is legendary, and when things are going really, really badly Dom will don his red Satin cape and mask and transform into his alter ego, KAPTIN KAOS. Even Meganobs know to run when this happens.

Doomrider

+ 350 Teef

He does cocaine and his head is on fire! A big time favourite of Slaanesh, this Chaos Daemon Prince is the fastest thing in the galaxy. He's always looking for something fun, and apparently he's decided winning Da Kannonball will be amusing. His only weakness is his incredible tendency to snort, smoke, swallow or inject anything that might conceivably be drugs.

Da Squig

+ 500 Teef

Some say he has webbed buttocks. Some say he naturally orientates towards Da Waaaagh. All we know is, he's called Da Squig. this white clad Ork never removes his helmet and is bar none the most skilled driver on GORKAMORKA!

The Mystery Racer

+ 0 Teef

A complete mystery, this driver appears to be incredibly skinny, almost to the point of being a skeleton in badly fitting, stolen clothes. His only other identifying features are his one giant green eye in the middle of his forehead and a massive, luxurious fake moustache.

Oddly, he seems more interested in finding the parts of a massive human corpse that are

scattered in hidden locations around the racetrack than winning the race...

Complications

What, you want even more Teef? What are ya, a Death Skull?
Alright, fine.

Dodgy Gear
+ 100 Teef
Not being an Ork yourself, the Mekboys had no problem selling you some seriously dodgy kit. Expect breakdowns and misfires to occur with tedious frequency.

Sabotage
+ 200 Teef
Someone seems to have arranged for a very large and very obvious bomb with a big flashing red light to be fitted to your vehicle, purely because he wants to ensure that if you loose the race you do so in a very loud, very entertaining fashion!

Best to avoid any sudden knocks...

Weather
+ 200 Teef
There is only one kind of weather on GORKAMORKA!, and that weather is hellish sandstorm that reduces visibility to almost nothing and will strip exposed flesh from bone!

Terrain
+ 200 Teef
The route the Kannonball takes will be through the roughest, most broken terrain you can imagine, and it will take a brutal toll on your vehicle as well as your crew.

Steel Gulpa Migration
+ 300 Teef
The Steel Gulpa is as troublesome as it is ferocious. While many wild things are mutations and evolutions of the squig as we know it the Steel Gulpa is much simpler. It's a squig that eats metal and likes the taste. As squigs are quite adaptable, it's no surprise that the Steel Gulpa is the animal it is now; a monstrous beast towering between two and three times the size of an Ork; its gaping maw with teeth as sharp, as long, and as deadly as Choppas; and dripping with corrosive drool as its tongue whips out to lick scrap metal into oblivion. Two or three of these beasts are enough to consume an entire team and leave the Orks running home naked, and

unfortunately it seems that a major migration is moving across the raceway.

Da Skarbastard
+ 400 Teef

Whip Scorpions are truly the hunters in the sand. Mobs often come back raving about something that snatched one of their Yoofs in front of their very eyes. And some mobs don' t come back at all. Technically speaking Whip Scorpions are part of the Squig family, but you would never have thought it. Its sharp spiny legs, clacking claws, and whippy tails bear little resemblance to the Squigs that the Orks know. "Theyz likes to hide in da sand" isn' t really much of a warning, but it's the closest thing you' ll get.

A giant even by the standards of these six legged monsters, Skarbastard has claws big enough to cut a Trukk in two and a thirty meter long tail with a stinger bigger than an Ork. You can tell it's Skarbastard because it has a big scar across one of its main eyes, and for some reason it seems to blame you for it.

You finally cross the finish line, your vehicles armour pitted with impact marks and bullett holes, gun barrels smoking, engine kicking and sputtering after the abuse it's been through, thick black smoke almost vomiting out of the exhausts.

The crowd goes wild, but being Orks they would have done that eventually anywhere.

In the distance you can hear the first few explosions as Orks either cash in on winning bets or try and leg it without paying winners, columns of smoke rising up as fires are started.

It's fairly sedate as these things go. Seems like all Da Boyz were too stunned to throw a propa party simply due to the fact a human won Da Kannonball Run.

You find yourself ushered back into Abak Manyfingaz presence, and the massive Ork, still clad in his trademark purple suit and had is utterly delighted.

Being smart enough to not try and backstab you he instead presents your reward - A remote link up to the Gitfinda that brought you here, a handheld device that will allow you to tellyport back to Mektown and its markets at will, wherever you may be.

There is also a mass of metal that you first think is simply a huge pile of scrap, but after studying it for a moment realise it might just be a device of some sort, and a starship sized one at that...

You may choose one of the following:

Skullkrusha Mega-Cannon

A gigantic Orky Cannon that fires collosal high explosive shells, the weapon gets its name from the way the shells move - due to the Grot pilots welded inside and controlling them they manouver upwards just before impact then drop straight down, causing it to hit the enemy ship on it's thinner top armour. ince this was first used to destroy a Mega-Gargant piloted by a different group of Boyz, it looked a lot like a hammer hitting an Ork in the head, at least before it all exploded. Anyway, the name seems to have stuck.

Skulhamma Mega-Kannon

Another giant Orky Cannon, this one at first appears to have three rotating barrels, but once you see it used in combat it becomes apparent that isn't quite true - the weapon fires all three barrels at once, launching three shell salvos at blistering speed. The weapon gets its name from the effect the constant massive blasts have on the firing crew, who all soon end up deafened with massive headaches that feel like someone is hammering on their skull.

Tellyporta Array

Ork Mekboys have an innate understanding of many types of technology, one of which is teleportation, which they have mastered to a greater extent than races widely believed to be more advanced. The technology is believed to be the creation of the brilliant Mekboy Orkimedes, but given the specifics of Ork scientific process it can't be said that no Ork utilised the technology before. Meks usually struggle to find willing test subjects for teleportation, but in the heat of battle it's never too hard to convince the Boyz to try the Tellyporta if they can close on enemy that bit sooner. The results of Ork Tellyportas may be erratic, but their physique is robust enough to withstand them.

Gitfinda

Gitfindas are devices used by Ork Flash Gitz to improve the accuracy of its user to near average levels. These can be elaborate ocular bionics, monocular head-sets, oversized telescopes, or Mork knows what else. Some Orks even use special breed of Squig known as Targeting Squigs to serve as a biological equivalent of Gitfinda. This starship sized device consists entirely of a collosal squig that is almost entirely comprised of a single eyeball. The result of almost an entire mornings crossbreeding, the multiton fungal lifeform has eyesight strong enough that once wired into the Light of Terras sensor array will almost quadruple the range of the ships sensors and double the effectiveness of the targeting!

Rok-It Launcha

An Ork Rok is the most feared form of Ork spacecraft. A Rok was once an asteroid that has been hollowed out by Ork Mekboyz and then outfitted with Ork-made gunz, plasma engines, targeting systems and whatever other large, powerful weapons the Orks can get their green hands on. Roks possess no Warp-Drives and so are incapable of Warp travel, instead drifting from star system to star system as the solar winds dictate. It is common for Ork WAAAGHs! that are large enough to possess Roks to use these massive spacecraft as one-way reentry vehicles, positioning them to slam down onto the surface of a world the Orks intended to invade. While this means the Rok cannot be reused to get back into space, it does cause a horrific amount of damage to whatever world the Orks invade, greatly pleasing the Greenskins and weakening the defences of the planet's military forces.

The Rok-It Launcha is essentially a massive muzzle loaded cannon that fires Roks, useful if you need to establish a base very quickly or want to cripple a ship and send boarders over at the same time.

Minelayer Bays

Ork Mekboys create all kinds of strange vehicles and one of the most bizzare is the fifty tons of floating metal known as Ork Minelayer. This craft is suspended in a mass of powerful repulsor fields and uses its powerful engines to propel itself in clouds of black smoke. It is sometimes armed with a Killkannon or multiple Big Shootas and features cavernous bomb bays.

These usually contain row upon row of specially-built Repulsor Mines, which themselves contain weaker repulsor fields. These mines are placed by Minelayer's claw and after their fields are activated, they float in the void until something passes near them. This will collapse the delicate repulsor field, causing the mine to catapult itself towards whatever was unlucky enough to come close to the mine. The unlucky trespasser is torn to shreds by a massive explosion, if the impact of a heavy mine doesn't destroy them first.

Blitza-Bomma Bays

Two dedicated aircraft bays filled with anti-shipping Blitza-Bommas. The Blitza-Bommer is an Ork dive bomber suitable only for the bravest (some might say the most unhinged) Flyboys. These aircrafts 'aim' their boom bombs, bigbomms and torpedos by diving at the target, releasing their payload at the very last moment possible - something which tends to panic the onboard Grot Gunner. As every flyboy knows, you go much faster when plummeting downwards, and some Orks completely forget to pull out of their dive and end up smashing into the target anyway. Once they've blown everything up (and hopefully not themselves) then there's a pair of supa shootas ready to mop up any stray or squishy targets.