

Zogfest 2007

A role-playing game about being green, expendable, and excited.

Background

It is the 41st century.

For more than a hundred centuries the Emperor has sat immobile on the Golden Throne of Earth. He is the Master of Mankind by the will of the gods and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium, for whom a thousand souls die every day, for whom blood is drunk and flesh eaten. Human blood and human flesh – the stuff of which the Imperium is made.

To be a man in such times is to be one amongst untold billions. It is to live in the cruelest and most bloody regime imaginable.

To be a green-skinned hooligan, however, while having the same hopeless anonymity, is to exist in the most ideal Ragnorok your tiny brain could possibly conceive.

Every day of an Ork's life has just as much potential to be the best day of his life as it does to be the last. Orks live loudly, dangerously, and loudly. Their lives are defined not so much by battle as by violence, a distinction only apparent to those most carefully scrutinizing. The more an Ork fights, the larger they get, and without constant fighting they wither away. When Orks die, they spread spores into the air that grow into more Orks. They gather into large mobs and start personal crusades against anything that moves, only stopping occasionally to get larger weapons or absorb other mobs into their own.

The only reason the Orks haven't taken over the entire galaxy by now is because they get bored when they run out of enemies and begin beating the tar out of each other.

The Ork gods are Gork and Mork. Each represents a key component of their society: Gork is brutal yet cunning, and Mork is cunning yet brutal. All Orks are latent psykers, and their abilities manifest in wild and unpredictable ways.

Orks are roughly 2 meters tall, heavily muscled, and like hitting things.

In Zogfest 2007, you play an Ork.

Today is a good day to be an Ork.

Role-Playing Games and Zogfest

Zogfest 2007 is a Role-Playing Game that takes place in the exciting Warhammer 40,000 universe created by Games Workshop. A Role-Playing Game (or RPG) is a game in which you and a bunch of friends sit around a table and pretend to be other people who are marginally cooler than you are. The whole while, your bossiest friend acts as a go-to referee and dictates what happens to you and your other friends' imaginary alter-egos.

This go-to referee is called a Game Master (or GM). He will be your Warboss as well as controlling all the Non-Player Characters (NPCs) and circumstances in the world which you as players may encounter.

Throughout this manual, we will end up using a lot of crazy terminology which will be defined on the fly. Please read a section thoroughly before drawing conclusions about it; as a lot of the mechanics in this game won't make any damn sense unless you have the big picture.

The Patented Zogfest Dice System

Zogfest 2007 uses an intensely complex system that accurately models any and all in game or possible in-world effects that could even remotely affect a player's ability to perform even the most trivial of actions. It utilizes a series of tables, a full set of polyhedral dice, 2 compasses, a straightedge, a thorough knowledge of astrology and astrological charts, bachelor's degrees in Economics and Applied Physics, a Celsius thermometer, and a live cat no longer than 28 inches.

Unfortunately, we lost the rules to that game in a hard drive crash and you're stuck with this other one.

You will need dice. Specifically, ten-sided dice, which would normally be referred to in the gaming community as "d10's" but will be represented throughout this book as the letter **D**. Therefore, if you have to roll 6 dice, you will be instructed to roll 6D. Also, you will be required to roll no more than 10 of these dice at once, ever. This should relieve a great many of you who were in fear that purchasing a truckload of ten-sided dice may be a huge financial burden.

At various points throughout the game, you will be required to make Skill checks (or other things that might not be called "Skill checks," but may as well have been, had I not forgotten what terminology to use while writing). Either way, you will accomplish these by rolling your dice as instructed and using the combined outcome of all those dice to determine whether or not you succeeded at the roll.

In order to succeed at a dice roll, your dice need to *match*. For instance, if you rolled 3 dice, you would need at least 2 of those dice to show the same number in order for your character to have succeeded at what he was attempting to do. For example:

1, 3, 3, 6

Is a success.

3, 5, 8, 9

Is *not* a success.

Each success is not equal, however! The successes of in game actions are affected by two things: the Quantity of the successful dice and the Quality of the successful dice. For simplicity's sake, we shall refer to these as Speed and Execution.

The **Speed** of successes are the number of matching dice in a single roll.

The **Execution** of successes are the number *shown* on the matching dice in question.

For example, the successful roll shown above has a Speed of 2 (because 2 dice match) and a Execution of 3 (because the matches are 3's).

Generally, the Speed determines how **efficiently** you completed your action, and the Execution determines how **effectively** you completed your action. In other words, Execution is the rate of success, and Speed is the, well, speed. An Ork that rolls 4 1's to do something didn't do a very good job of doing it, but *damn* did he do it quickly! **Successes are noted as AxB (A by B), A being Speed and B being Execution.** So those 4 1's would be a 4x1 success.

If this seems awfully random to you, it's okay. Orks aren't known for their consistency, and the odds of them doing something in a slapshod manner are just as likely as them doing it in a perfect manner. They *aren't*, however, known for their patience.

The Characteristics of Orks

Each Ork has a set of statistics represented by numbers on their Character Sheet, which is a piece of paper that tells you how awesome the characters in game are and why you're pretending to be them instead of going out and getting laid on this particular Saturday night.

These stats are directly tied to the basic game mechanics, so we'll get them ingrained into your head as soon as possible, starting now.

The first thing you will notice is that **no Ork can have a stat higher than 5**, with a single very special exception. This is tied directly to the 10D limit on rolls.

The second thing you'll notice is that everybody shares a few stats on their sheets, while some are unique to each player or even blank. There are 7 of these, and they're the most important characteristics in the game.

The 3 Primary stats are **Ability, Brutality, and Cunning**. These are also known as the "General" stats or even as just the "Stats" because these are inherent characteristics of your Orks. These stats are also the ABC's of Orks. In order to be an Ork through and through, you need to be able, brutal, and cunning.

The 3 Shared Skills are **Shooty, Choppy, and Rough**. All of the characteristics that are represented by numbers leading up to 5 that aren't the ABC's are Skills, and all represent an Ork's ability to perform a certain specific action in game. These 3 Skills are shared amongst all Orks, though, which is what makes these Skills unique. It's also the only unique thing about them.

The Special Exception is **Waaagh**. If you don't use at least 3 A's, you're not doing it hard enough, and if you use too many, that's just abusive. There will be an entire section devoted to Waaagh, so please close your eyes while your face is pointed at that particular portion of the sheet for now.

The rest of the characteristics on the sheet are other Skills, or places where you may put Skills that you will eventually learn if you can survive long enough.

Now, **Ability** is the Ork's capacity for coordination, agility, dexterity, and other actions that involve controlling various extensions of their body. You will be using it for shooting, driving, surgery, and other things that require aiming.

Brutality is the Ork's capacity for strength, stamina, constitution, and other actions that involve being large and menacing. You will be using it for lifting, pushing, pulling, holding open the jaws of a Catachan Devil, yelling, ripping apart bulkheads, threatening people and inanimate objects, general roughhousing, and beating the shit out of things.

Cunning is the Ork's capacity for intelligence, wisdom, willpower, charm, wile, wit, rational thought, and other actions that can't be solved by manipulating them with an axe or an axe that is currently functioning as a screwdriver. You will be using it for assembling things, conversing, lying, concocting plans, attempting to read, remembering what the guy who sold you that huge gun told you not to press, and coming up with genius ideas.

The Shared Skills (and other Skills) are a little more straightforward.

Shooty is how capable the Ork is with a gun or gun-shaped device.

Choppy is how capable the Ork is with a sharp object.

Rough is how capable the Ork is without any fancy weapons or in other odd yet clever cases.

Special Dice-rolling Mechanics

We've already explained how to roll the dice, and we've explained what your stats are. Now, to combine them.

In order to perform a dice roll in Zogfest 2007, you must first add a Primary stat to a Skill being used in said roll. This is the number of dice you will be rolling. We will refer to this as your “pile” of dice.

For instance, Redtoof wants to hit the puny Guardsman with his choppy. He has a 2 in Brutality and a 2 in Choppy. Therefore, he rolls 4D for the test.

The Primary stat and Skill used on a roll are denoted by the Skill's name followed by the first letter of the Primary stat (A, B, or C). The test above in which Redtoof attempts to brain the Guardsman would be written in this notation as *Choppy B*. *Choppy* because it's the Skill being used, and *B* for *Brutality*. Knowing the ABC's of being an Ork is one of the most important things to this game.

Sometimes, rolls aren't very easy. A dice roll may be modified by parameters set by the GM, of which there are two: **Complexity** and **Difficulty**.

Complexity is a measurement of how much *learned skill* is required to succeed at an action. For instance, surgery is a very complex action that can't be very easily brute forced in the case that one isn't familiar with the subject. The default Complexity of an action is **2**.

Difficulty is a measurement of how much *effort* is required to succeed at an action. Aiming a gun at a moving target from a moving vehicle isn't very complex, but it IS very hard. If you concentrate hard enough, anybody can pull it off, even you! The default Difficulty of an action is **0**.

Complexity will be described in the next section, but Difficulty is super easy to understand. For every point of Difficulty, you subtract 1 from your pile of dice.

Redtoof is still trying to hit that Guardsman, but the little bugger hopped onto a Chimera and is now being driven away from him. Redtoof has to roll Choppy B as before, but at a Difficulty of 1. Since he would normally roll 4 dice, he rolls 3 dice in his hopes of taking the 'umie out.

There are also special dice in this game. They are **Set** dice, **Wild** dice, and **Reroll** dice. **Set dice are placed, not rolled, prior to rolling the rest of the dice in the pile.** They are noted by an **S** just as dice are noted by **D**. Rolling 8D 2S, therefore, has the player placing 2 dice down on desired sides and rolling the final 6.

Wild dice are placed, not rolled, AFTER rolling the rest of the dice in the pile. They are noted by a **W** just as dice are noted by **D** and Set dice are noted by **S**. Rolling 8D 2S 1W would have the player place 2 dice, roll 5, and then place the final die on whatever side he feels.

Reroll dice may be rerolled after determining the outcome of the rest of the dice in the pile. They are noted by an **R** just as the others have their letters. If you roll 8D 2S 1W 1R, you'd place 2 dice, roll 5 dice, place the final die, and then optionally reroll one of the 5 rolled dice.

Waaagh and you

Open your eyes. You're allowed to look. Wait, you probably couldn't have read that if—oh, hell with it.

It's pronounced “War” with a long ə. Just imagine a drunken, British soccer hooligan shouting the word “War” in a mad slur while riling his mob onward. Whoa-aw. Orks are powered by war.

Anywho, Waaagh is a very odd mechanic that really fucks with a lot of the things you'll be doing in Zogfest 2007. It is very flexible and can do many things for you.

First and foremost, **Waaagh can be used to “fake” a Skill that you do not have for the duration of a single roll, up to a maximum of 10 Waaagh spent at once.** How much Waaagh is spent to do this is determined by the *Complexity* of the roll. Since the default *Complexity* of actions is 2, you may spend 2 Waaagh to emulate a single point of a Skill that you do not have, although you are not limited to only gaining a single point in this process.

You could, in theory, use Waaagh to give yourself additional points in a Skill you already have... but you have to pay Waaagh as if you did not have the Skill in the first place, and odds are the roll will have a higher Complexity if it needs *that* much Skill.

Understand this, though: **Whatever you use Waaagh for becomes Orkier.** Waaagh is a perfectly good substitute for Skill most of the time, but if you abuse Waaagh it will come to bite you in the ass. In other words, if you succeed at a roll involving Waaagh, way to go, you did what you wanted to do and it was probably very Orky. If you FAIL at a roll involving Waaagh, your failure is Orkier depending on how much Waaagh was spent. Please note that Orkiness is defined by experiencing a great deal of pleasure at watching the spectacular and violent failures of others, friend or foe.

Waaagh is also used for a great deal of other things, most of which are described in other, more appropriate sections:

Waaagh can be used in combat in a variety of ways.

Waaagh can be used to add to your “Initiative” in combat.

Waaagh can be used to add to your Pile of attack dice.

Waaagh can be used to avoid taking damage.

Waaagh is the Experience system of the game.

That's right, Waaagh is used to advance your character. Thankfully, since player death is a very common and hilarious thing in Zogfest 2007, character advancement is rather swift in comparison to other games.

At the end of an Episode, a surviving Ork may spend Waaagh to permanently gain a level in a specific Skill at a rate of 5 Waaagh times the desired Skill level. They may also spend Waaagh to permanently increase a Primary Stat at a rate of 10 Waaagh times the desired level. In both cases, you have to purchase these levels 1 at a time.

Waaagh is obtained in a variety of ways. Every Ork gains 1 point of Waaagh at the start of every Scene and at the end of every round of combat (of course, this is all at the GM's discretion).

You gain Waaagh based off your character's Quirk. This is described in the next section.

You gain Waaagh for doing Orky things. The Orkier, the better, and the more Waaagh rewarded.

You may lose Waaagh for doing things that aren't Orky. This isn't really a common thing, but the risk is there. This is blatantly a refereeing mechanic for the GM to use.

Gaining Waaagh is its own reward, and running out of Waaagh is its own punishment. There's not much to say about an Ork with no Waaagh other than "bummer." He'll see his own end soon enough, hopefully.

If and when (and I most certainly mean when) you die, your next character will start with at LEAST half the remaining Waaagh of your last character. Do not use this as an excuse to not spend Waaagh to do something outrageous and funny to go down in a blaze of glory. Remember that the Orkiness of your death may result in you getting a huge Waaagh bonus in your next life.

Speaking of characters and character death, that's the next section.

Character Creation and Destruction

How to create your Zogfest 2007 character: You don't. Well, usually, you don't. See, your GM may choose to do otherwise, but the traditional Zogfest 2007 characters are all collected as a huge mob of premade, basic Orks. This way, you can die and be replaced by another character within seconds during a tense sequence like combat or getting run over by a tractor. Your Ork is one of several dozen carefully premade characters that was randomly selected for you by your GM.

Your Ork will start off with a very basic and short name. This is intentional. As he progresses through his Orkoid life, this basic and short name will have bits, suffixes, prefixes, titles, other names, descriptions, and so on added to it. This is VERY intentional. Can you remember the name of your 3rd Dungeons and Dragons character? I can guarantee you'll remember Zotfang Bloodtoof Mag Urka who was the scourge of 14 systems and grew with you as a green spud named Zot all the way until he was painfully (actually, rather painlessly) crushed under a gigantic hulk of space flotsam that had a huge rocket engine accidentally installed on it in the wrong direction.

You are expected to remember your Ork's name (and those too of possibly more important Orks around you). It's not required, but proper usage of this may result in Waaagh rewards.

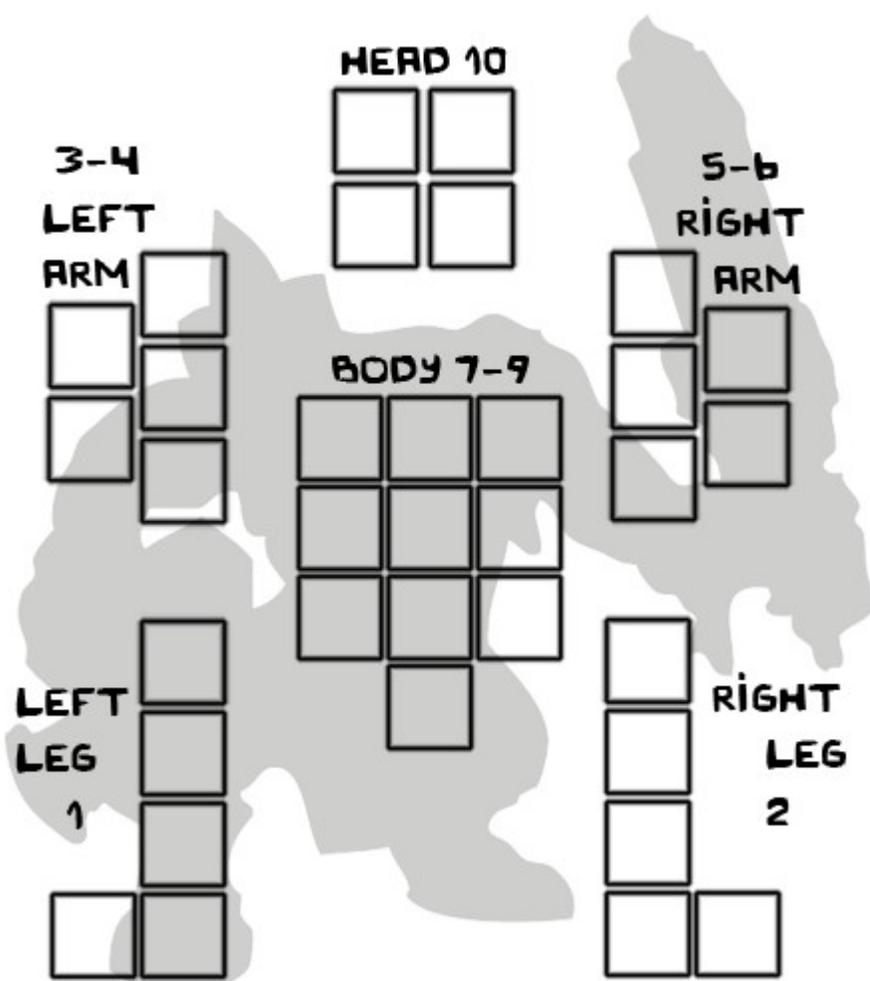
You will notice that there is no space for equipment on your Zogfest 2007 character sheet. That's because equipment is represented by cards given to you by your GM. Equipment will be described in the sections appropriate to each bit.

Each Ork has a **Clan**, which is a blood-related nation of Orks randomly determined by their Orkoid Gene DNA sample. I am not making any of this up; read Gorkamorka or WAAAAGH! ORKS! for more details on this tomfoolery. Each Clan has two particulars attached to them: a **Quirk** and a **Power**. They also have a favorite color, but you can't always apply this sort of thing to gameplay mechanics.

Each Quirk is a circumstance in game at which your character will be guaranteed to generate Waaagh. Some Quirks are better than others.

Each Power is an ability that lets a character break the rules *ever so slightly*. Some Powers are better than others, and these tend to align with the Clans that have rather limited Quirks.

Either way, these are noted on the character sheet.



Sub-section: The Ork Damage Chart

Orks are prone to believing they are invincible, but they are far from it. To prove how vincible they are, we have provided this handy chart which shows the various parts of the body and details damage to them.

When an Ork takes damage, the player will note it on this very chart on their character sheet. They will fill an appropriate box or number of boxes as dictated by the hilarious consequence which caused said damage. What they fill said boxes with is determined by the type of damage.

There are two types of damage in Zogfest 2007: **Bad** and **Grim**. **Bad damage is represented by a slash (\ or /) in a box on the Damage Chart, and Grim damage is represented by an X in a box on the Damage Chart.** If an entire portion of the chart is filled with damage, bad things happen.

When marking damage, you mark it at the highest point on that limb. Grim damage will overwrite Bad damage: if you take Grim damage and the highest box on that limb is filled with Bad damage, just draw another slash over the first slash to make it into an X.

A limb filled up entirely with Bad damage is useless. You can still heal it eventually, but it's not doing anything at the moment due to broken bones, dislocated joints, or just plain being beat up. Furthermore, any additional Bad damage is automatically converted to Grim damage.

A limb filled up entirely with Grim damage is permanently useless. It is mangled, mauled, dismembered, or worse. You will never be able to use it again without replacing it with another part as a result of Orky surgery.

If a limb is entirely filled with Grim damage, further damage transfers to the Body.

Okay, the next parts are REALLY REALLY important.

If the Body portion is entirely filled with Bad damage, your Primary stats are cut in half. Round DOWN if you have half a stat. This is a Very Bad Thing.

If the Head portion is entirely filled with Bad damage, you pass out. Yes, you're an Ork, but even Orks are capable of being beaten so badly their brains stop functioning.

If either the Head or Body portions are filled with Grim damage, you die. No turning back. Not without some serious doctoring, anyway, but generally this wouldn't be possible unless your head was cleanly decapitated without serious damage. And it was recovered quickly. And a good surgeon had good parts. Even if your character returned to the adventure, he'd be entirely different, and it would take some time.

Bad damage will wear off over time. If you took no damage during a round of combat, you can attempt to recover Bad damage from a portion of your body. You may roll 1D for each consecutive round you've avoided damage, cumulative. For instance, if you avoided taking damage for 2 rounds, you roll 2D. The number shown on each die determines which portion of the body loses a point of Bad damage. Orks are very resilient.

Please note that not fighting while a tussle is going on is Not Very Orky. Do not be surprised if you suffer Waaagh penalties from attempting this.

Out of combat rounds, you may attempt this roughly every minute or so. If you're not really the type to micromanage this, you may opt to burn off half the damage to a portion of the body at once or 4 damage, whichever is larger, at the end of any scene (once again, to a random portion of the body). This is at the GM's discretion and should be distincted before any out of combat healing attempts are made.

Given a long enough break period between stressful situations, a GM may choose to heal much or all damage of a particular type at his discretion.

Orks aren't supermen, though, contrary to popular belief. **If a limb is entirely filled with damage of any kind, no amount of resting will heal it.** This needs a Dok's attention and care.

Combat and Other Violent Things

Combat uses the same rolls utilized in Skill Checks to elegantly perform the roles of what would be accomplished by multiple rolls in other games.

At the beginning of each round of combat, each participating individual announces his intended action in ascending order of Ability. In other words, the slower you are, the earlier you announce your action, allowing others with faster reflexes to beat you to the punch. In the case of ties, the GM announces NPC actions first, and the players go in any order they like.

Then, everybody rolls their attack dice. Normally, this roll would be determined by the weapon, so a Boy trying to chop somebody's face off would roll Choppy B. A Space Marine trying to fire a bolter would roll Shooty A.

Everybody compares rolls. The attacks that rolled the highest Speed go first. In other words, the more damage you do, the faster you go... theoretically. Speed doesn't always translate directly into damage, as weapons and armor may modify the damage you do, but it's a good rule of thumb to remember.

All attacks go in descending order of Speed. When the round is complete, all involved Orks gain 1 Waaagh and the next round begins.

An attack does its damage to the part of the body denoted by the Execution of the successful attack roll. Normally, you'd do your Speed in damage, but weapons will usually modify this. *If Redtoof rolls a 3x7 success to hit somebody, he deals 3 boxes of damage to his opponent's body.* Simple enough?

Special Rules of Combat

Well, combat isn't that simple. There are a series of things that can change the entire flow of things. First, we'll describe how to use Waaagh to affect your combat ability and prowess.

A player may spend up to 5 Waaagh to add to their "Initiative" in combat at a rate of 1 Waaagh per effective point of "Initiative." There is no Initiative in Zogfest 2007, so this has to translate to ingame functions. First of all, for each point of Initiative a character has, their Ability is considered to be 1 higher for purposes of announcing actions. Second, for each point of Initiative a character has, the Speed of their roll is considered to be 1 higher for purposes of resolving actions. In short, they do everything with +1 quickness.

A player may spend up to 5 Waaagh to add to their Pile of dice used for attacking. This is quite straightforward. Each point of Waaagh spent translates to a bonus die added to your Pile.

A player may spend up to 5 Waaagh to avoid that much damage in a single salvo. This is also quite straightforward. Basically, by using Waaagh in this way, one can survive otherwise fatal blows to the head or hilariously debilitating dismemberments. Waaagh spent in this way creates a "buffer" which can be spent at any time throughout the round, but only on an attack from a single enemy.

A player may never spend more than 5 Waaagh in a single combat round for any combination of the above 3 reasons. You could, if you like, spend 1 Waaagh to increase your Initiative, 1 to increase your Pile, and 3 to decrease damage. However, you have to announce in which ways you will be spending this Waaagh at the beginning of every round, and you may never spend more than 5 Waaagh in a round on any of these things.

Damage dealt to a character or NPC reduces the capability of said character or NPC from acting. If anybody takes damage during a round of combat, and they haven't yet acted in that round, a single die is subtracted from any success they rolled. If they rolled more than a single success, the die is subtracted from the success of the highest Execution.

The “Grit” aspect granted by certain pieces of equipment negates this penalty.

A character may move during combat rounds. Movement is measured in spaces, assuming that “spaces” are some arbitrary form of measurement, but the harsh reality of the situation is that you're probably going to represent these hilarious scenarios using fine Citadel miniatures purchased at your local Games Workshop or other hobby store. That's great. Perfect. “Spaces” in this case represent a grid with squares of width 25mm/1” in width, which should allow you to utilize your Warhammer 40,000 miniatures for this express purpose. If you're not using a grid, then replace the word “spaces” with “inches” throughout this passage.

Under normal circumstances, a character may move a theoretically unlimited number of spaces in a combat round. Movement is simultaneous with all actions on the field at a particular Speed. **Movement starts at Speed 4 (unless modified by Waaagh as described above) and a character may move as many spaces during that particular moment in Speed sequence as they have Ability.** In other words, an Ork with A2 can move 2 spaces simultaneous with the actions taking place during Speed 4.

Moving diagonally (and measuring diagonally) on a square grid is calculated by adding 1 to the distance for every 2nd diagonal movement.

Upon completion of Speed 0 actions in a round, movement immediately terminates. Too bad.

If you announce an attack to be performed while moving, the Difficulty of your Attack roll increases by ½ (rounded up) for each space you intend to move. This is negated by the “Charge” aspect granted by certain pieces of equipment.

If you're *extremely* desperate to get somewhere, you may “sprint” at double your A for a turn, but anybody who attempts to hit you with a Melee weapon gains a bonus die (while anybody who attempts to shoot you will be at a Difficulty of 1). If you sprint, you are not allowed to perform any other actions in that combat round.

If one of your legs is filled with damage, movement is reduced to half, rounded down. If both are filled with damage, enjoy the floor.

Sometimes, your opponent may have other ideas in mind. Players are allowed to swing hilariously at fleeing enemies, although this might be a little difficult at times, and enemies will be trying their damndest to cut you to ribbons while you make a hasty retreat. A character may roll Self-Preservation A to attempt to dodge incoming attacks from a single or multiple sources, although trying to dodge multiple opponents counts as Multiple Actions which will be covered at a later point in this manual. The Speed of your success on this roll will negate successes on the opponent's attack roll, and the Execution may allow you to alter where you are damaged.

If you don't have Self-Preservation, you're going to have to fake it.

An attack with a weapon with the “Steady” aspect considers your A to be less for purposes of movement. Steady 1 reduces your A by 1, for example, when considering how far you can move in a round. If this reduces your A to below 0, your A is considered to be 0.

If you are ever in contact with an opponent, you **MUST** use Self-Preservation to attempt to break off from them before you are allowed to move away or target another opponent who is not in contact with you. You may attack somebody in the same round, but you have to perform it as a Multiple Action.

You may call shots in combat. This is achieved in an incredibly easy manner. First, one of your dice is converted to a Set die aimed at the portion of the opponent's body you'd like to target. Then, add 1 to the Difficulty of your attack roll. In other words, if you were going to roll 6 dice, you now Set 1 and roll 4.

The final Special Rule of Combat is that **any Ork who successfully hits with a range M weapon in combat gains an additional point of Waaagh at the end of the round.**

Multiple Actions

If you are in a situation where you need need **NEED** to do multiple things at once, here's how to handle it.

Consider both actions to be performed, and calculate how much dice you'd get in your Pile for each action. Then, roll the **SMALLER** of the piles, with a Difficulty of 1. You may then assign *each separate success* in the roll to a distinct action, in other words, you need at least 2 sets of successful dice. If you get a single success of Speed 4 or higher, you may split it into multiple successes for this purpose.

If you want to perform *more* than 2 simultaneous actions, do the same thing, but add 1 to the Difficulty with each additional action.

You may use this rule to perform multiple attacks in a single combat round.

Equipment

Equipment in Zogfest 2007 is handled by a bunch of handy-dandy cards which are given out by the GM and held by the players. They come in 3 types: Items, Weapons, and Armor.

Items are objects which have a direct purpose that does **NOT** fall into one of the other two groups. They may be too flimsy to use as Armor, too valuable to use as Weapons, or something. They're probably important. Don't be *That Guy!* You can presumably try to rig an item to function as a makeshift weapon or piece of armor, and it might be Orky as hell, in which case the GM will conjure appropriate stats for you, but those stats might end up being horrible if you're trying to be abusive.

Weapons are objects which have an intended use to deal damage to other characters. The weapon card will have a name, damage, range, penetration, and aspect list. The damage of an item may involve N, which is the Speed of your successful attack roll. When determining how much damage you will do, use the PEMDAS (parentheses – exponents – multiply – divide – add – subtract) order you learned in algebra class in 6th grade. The damage portion might have 2 or more lines, because the weapon may deal more than a single type of damage. B damage is Bad, G damage is Grim, and S damage is Sustained. When dealing B and G damage, it all happens in one go, so the B damage from an attack isn't immediately overwritten by the G damage from the same weapon.

Sustained damage is special and specific to certain weapons. If you attacked somebody with a weapon that deals S damage, they automatically take the S damage in the combat round afterward (unless you hit them again with the same weapon). Generally, this involves being on fire.

Range is equal to the range in spaces, or M for melee-only.

Penetration simply notes which tiers of armor the weapon may ignore. If a weapon's penetration is equal to or higher than your armor, the armor is ignored.

Aspects are special rules that apply to specific equipment. At the end of this manual will be a list of the possible aspects a weapon or piece of armor may have.

Armor are objects which you can wear on your body to prevent yourself from being damaged. The armor card will have a name, area, guard, tier, break, and aspect list. The area denotes the part or parts of the body covered by the armor. The guard stat is just a short name for how much damage is reduced: the damage a weapon would have done to that portion of the body counts as N, and the guard stat shows how much N is REDUCED BY (not reduced TO).

The tier of an armor states how advanced the armor is in terms of being able to be negated. A force field is negated by fewer things than ceramite, which is negated by fewer things than basic carapace, which is negated by fewer things than a metal plate strapped to your chest.

The break of an armor is the breaking point of said armor. Every time you take damage that would be reduced by armor, prior to reduction, compare that number to the armor's break value. If that number is equal to or greater than the armor's break value, roll a die. If the die is equal to or greater than the armor's break value, the armor is permanently destroyed. What's more, if somebody uses a weapon that penetrates the tier of said armor, the break of that armor is reduced by 1.

If your armor is starting to get flimsy, don't sweat it. Either it was bad in the first place, or you're attached enough to it to get it fixed up and tricked out all proper-like by a Mek.

Critical Hits

Critically succeeding at something is a rare and destructive thing in Zogfest 2007.

Actions in game may have a Critical Target. If you succeed at an action, add all the dice in the Pile. If the dice are equal to or greater than the Critical Target, you've critically succeeded at your action! Sometimes, an action won't have a Critical Target, because the action isn't terribly epic. That's okay, because success is awesome enough!

A critical success at a combat action adds 1 to the penetration of whatever weapon you used, even if you didn't use a weapon. Your choppa went clean through that Space Marine's armor, or your powerklaw didn't even notice that Commissar's force field.

Chartz, Tables, and Spreadsheets

Skills

What follows is a list of possible player skills that may be found or acquired in Zogfest 2007 and a brief description of each.

- **Firearms Accuracy and Management**
See "The Characteristics of Orks"

- **Fencing and Short-Range Weaponry**
See “The Characteristics of Orks”
- **Martial Skill and Grapple Maneuvers**
See “The Characteristics of Orks”
- **Medical Studies and Technique**
Doctoring is a vaunted skill passed down by Orks over generations, using their talents to give the miracle of life and bionic limbs to those who may have been suffering from a possible absence of either.
- **Mechanical Design**
Ork inventions are creative and genius, thought of throughout the entire galaxy as a spectacle and even considered a wonder of themselves.
- **Abstract Vehicular Operation**
Orkoid vehicles may on occasion be driven from a seat by means of a wheel or series of levers that don't translate directly into shifts in balance or sharp blows to the aft.
- **Extension-based Vehicular Operation**
Some Orkoid vehicles resemble mounts of other species. Smaller, faster, and allowing both a bit more and a bit less subtlety of interaction between motor and driver, these ride like the wind and also force much of said wind at said rider.
- **Acquisition of Goods**
Orks have a complex economic and legal system in which goods can exchange hands without acknowledged payment or even any acknowledgement at all on part of one of the participating parties.
- **The Art of Stealth**
While looked down upon by the louder members of the species, some Orks do believe in utilizing guile and silence to achieve greater goals.
- **Fire-Related Behavior**
Orks especially have an exciting and enjoyable time controlling the red beast that is flame, which contrasts nicely with their green skin.
- **Open Airborne Personnel Transport Operation**
Some Orks opt to utilize aerial vehicles that don't resemble planes at all, just as some ride ground vehicles that don't resemble much more than one or two wheels of a car at a time.
- **Closed Airborne Personnel Transport Operation**
There are also the more traditional Orks that choose to fly in crafts easily recognizable as aircraft, complete with wings.
- **Construction of Edible and Quaffable Products**
Orks aren't the barbarians you believe them to be! They often specialize in creation of delightful delicacies of varying tastes and textures.

- **Architectural Studies**
Orks *do* make structures, and when they do, they have particularly talented Orks to which to turn.
- **Technological Operation**
Every now and again an Ork may encounter a device which could be considered too advanced or arcane for untrained hands to operate without proper care and training.
- **Artillery and Heavy Weapon Operation**
Not every ranged weapon has a trigger! Even some of the larger weapons *with* triggers require a special touch to maximize effectiveness.
- **Armored Vehicle Operation**
Size matters. Heavier vehicles like APCs require specific knowledge to effectively operate.
- **Immunity and Physical Resilience to Non-Trauma Threats**
Orks aren't just tough on the outside. Some Orks are very resistant to varieties of toxin and disease.
- **Construction of Offensive Tools**
Hey, they've gotta get their weapons from *somewhere*.
- **Applied Retention of Personal Physical Operational Capacities for the Purposes of Survival**
See “Special Rules of Combat”
- **Orkoid Management**
Not every Ork is equally capable of conjuring plans and applying leader-like qualities in high-stress situations.
- **Puzzle-Solving, Creativity, and Ingenuity**
While not a replacement for cunning, an Ork's ability to recognize symbols, dialects, memory, and other mental capacities as the important factors they are will allow them to get further in life.

The names of some of those may or may not have been translated improperly.

Aspects

Equipment and weapons may have Aspects, which are special rules applied to the bearer upon wearing or operation of the carried material. Armor is always considered being “operated” for purposes of its aspect.

- **Grit**
Negates the penalty to your highest-Execution success if damage is taken in a round prior to attacking.
- **Steady X**
Reduces your Ability by X for purposes of movement during combat.
- **Charge**
Negates the Difficulty to rolls involving simultaneous movement and attacking.
- **Effective X**
Changes X of your regular attack dice to Reroll dice.
- **Extra Orky X**
Adds X to your Waaagh at the end of a round of combat in which this weapon successfully damaged an opponent.
- **Cumbersome X**
Reduces your “Initiative” by X in a turn in which you operate it (handle the same way as Waaagh Initiative alterations).
- **Careful!**
Operation of this weapon requires a Tek Use check after determining damage in a combat round. This is not a Multiple Action, but failure will have dire and incredibly Orky consequences.
- **Fueled**
Operation of this weapon requires an external item that provides fuel.
- **Wide X**
Successful damage dealt by this weapon affects all models within X spaces of the target.
- **Wacky**
Firer may optionally switch the Speed and Execution of his successful attack roll while using this weapon.
- **Single-handed**
You may use this weapon and another single-handed weapon to make multiple attacks without the Difficulty penalty.
- **Mounted**
This item may not be removed from the vehicle to which it is attached.
- **Backfire**
This weapon has side effects if it critically hits.
- **Destructor**
The Critical Target of actions involving this item is reduced by 25%, rounded up.

- **Solid**
This item is unaffected by Critical Hits.
- **Targeting system**
Any attack with this weapon replaces 1D with 1W.