

WARHAMMER
40,000

ROLEPLAY

WRATH & GLORY™



GUTSHIVA'S KOMMANDOS



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GUTSHIVA'S
KOMMANDOS



GUTSHIVA'S KOMMANDOS

Towards the edge of the Gilead System lies the Reach, a swirling mass of stellar debris that shrouds myriad vicious threats to the system's denizens. One of these is a teeming horde of Orks, currently trapped aboard the various Space Hulks of the Reach, but increasingly united under the Freebooter Kaptin Goldteef. This particularly cunning and ambitious Ork has set his Mekboyz the task of hollowing out a great asteroid, converting it into a Rok, a mighty spacecraft stuffed full of Orks that will scream into the heartworlds of Gilead. This is the sort of plan that appeals to most Orks — simple, direct, and with a great deal of violence at the end.

However, while Goldteef has been talking about the Rok for a while, it still hasn't been completed, and Orks are not known for their patience. A rogue Mekboy, Muntz 'nerz, has decided to take things into his own hands. He has built a tellyporta, albeit a crude one even by Ork standards. The Mekboy promises

that the tellyporta transports Orks "*straight under da 'umie hive city, you don't need to go through space or nuffin,*" and has been offering a one way trip to any Ork sick of waiting for the Rok to be finished.

Strictly speaking, 'nerz tellyporta' works as advertised — it sends Orks beneath Hive Gulgatha. Unfortunately the device is barely functional, even by the already poor standards of Ork technology. The vast majority of those who attempted to use it have ended up transposed within the sub-structure of the hive. Those not entirely buried have been left as little more than an assortment of random limbs partially protruding from solid bulkheads, or even partially melded — usually fatally — with other Orks.

However, a handful have appeared in the very lowest levels of the hive, mostly through extremely good luck. One such group is a mob of Kommandos led by the vicious and cunning Nob, Gutshiva.



USING THIS PDF

This supplement for **Wrath and Glory** contains several detailed NPCs for use in your games. They can be used in one of two ways — either as allies and a base of operation for groups with the **ORK** Keyword, or as foes for a group with the **IMPERIUM** keyword.

ORK FRAMEWORK

Ork groups interested in waging a guerilla war from beneath a 'umie hive will find Gutshiva's camp to be an excellent base of operations. Each NPC comes with several plot hooks for Agents to pursue, culminating with the Orks cutting off Imperial forces from an entire sector of the sprawling Hive. These adventures could form the basis of a campaign, or could be used for one off sessions of Orky mayhem.

The Kommando camp provides a useful source of weapons and other supplies to Ork Agents, as a place to retreat to, should the players bite off more than they can chew. Agents may also get involved in the backstabbin' power struggles that beset the camp — not everyone is confident in Gutshiva's leadership, especially after a disastrous tellyporta incident. Particularly ambitious Agents may even wish to claim leadership themselves.

MISSIONS AND LOYALTY MISSIONS

Each Ork NPC has two missions, problems, or opportunities they would like assistance with. These are designed for Agents with the **ORK** Keyword, and the GM may use these as the starting point for short adventures.

If both are completed successfully, the NPC will trust the Agents enough to discuss their Prestige Mission with them. These are long term goals of the NPC that they will only trust proven agents to assist them with. Most provide some long term benefit or unique reward to the Agents, and the GM should ensure that completing them presents a significant challenge to the Agents.

IMPERIUM FRAMEWORK

Orks infest many systems, and are one of the most frequently encountered Xenos threats to the Imperium. Their brutish nature has led to some underestimating the threat they represent — this has proved to be the downfall of entire worlds. It only takes one ambitious Ork to turn a scattered collection of warring clans into a unified and destructive Waaagh!

Currently the Ork presence beneath Hive Golgatha is small, and hive authorities are attempting to deal with it without drawing too much attention to the threat. Captain Amalia de Vartavan of the Gilead Gravediggers has been deployed to the Hive to tackle the Orks, and has recruited the Agents to eliminate the threat. The GM can easily adapt any of the plot hooks below to be played from the 'other' side, with a team of Imperium Agents attempting to thwart the Ork operations. If they are successful, Gutshiva's Orks can be cornered, allowing the Agents to swoop in and deliver the killing blow.

