

Rules Summary

I. Ork Creation

- i. You have only ten minutes to create your Ork; so be quick!
- ii. Ask your GM whether you can assign hate or should roll randomly. For the former go to step iii, for the latter go to step iv.
- iii. Roll d6 and add eighteen, this is the number of points of Hate you must divide between the Gods. You may not assign less than two or more than five to any God. Go to step v.
- iv. For each God, roll three dice (d10's), each dice that comes up as a 3 or less is a point of hate. Add two to this number for your final hate in each God, between two and five.
- v. Pick a name for your Ork; remember that un-orcky names may anger the Gods.
Example orcky names are: Grug Ug Nunk, Grunt, Vomit Skullsplitter, Bunny Stabber and Thok.
Example un-orcky names are: Daisy Flowertender, Lewis de Marco-Browning, Lothlorien of the Bow and John Smith.
Note that Gods will also be angered by names that insult them, i.e. He Who Laughs At Death And Runs Away.
- vi. If the GM deems your name orcky, you now have one point of Oog. However, if the GM deems your name un-orcky you suffer another d6 points of Hate, but you start with two points of Oog (an Ork who dares insult the Gods with so trivial a matter as his name must have mighty big beans!).
- vii. You can start with some equipment if you like - none of it makes any difference at all mind, but you can have it. Unless otherwise specified Orks are assumed to have a sword or axe.
- viii. If ten minutes have passed and you haven't finished your Ork you suffer another d6 points of Hate - the Gods do not like to be kept waiting.

2. Assigning the Gods

- i. Each player must roll a dice, highest roll gets to pick first. Re-roll ties.
- ii. The GM will shuffle the God Cards (or pick bits of paper with Gods name on out of hat if they're feeling cheap) and lay out them out, facedown, in front of you. He'll then turn over a number of them equal to the number of players.
- iii. Starting from the left you must choose either to take that God, or go on to the next card and place a Spite Counter on the one you skipped. If it's the last card you must take that God.
- iv. If the God you choose already has any Spite on it, that Spite goes into your Spite pool.
- v. If any cards are left in the deck, the GM will turn over the next card.
- vi. Repeat steps i. -v. going through the players in order of their dice rolls (starting again with the highest roll when all the players have picked) until all the Gods have been assigned.

3. Making Rolls

- i. The GM will decide which God is most appropriate for the task you are trying to achieve.
- ii. Should you be trying to do something with a different God than would usually deal with it (for example, rather than fighting the Halfling you're trying to throw him in the lake) the GM will decide whether you're allowed to have a different God based on two things:
 - a. Are you trying to transfer the roll to one of your Gods? This is never allowed - you will have to make two rolls instead.
 - b. Have you repeatedly used the same trick? If it is getting old the GM may decide not to allow it
- iii. The God in charge will pick the difficulty: easy, medium or hard - easy is one dice, medium is two and hard is three. If you control the God and the Ork the difficulty is always easy.
- iv. Any of the Gods can spend Spite to make it harder; each point of Spite spent makes it harder by one die.
- v. If there are any Goblins around you can describe how they will die in order to help you. Note that Goblins are not heroic creatures so you have to do something to them in order for this to happen; they will not act to help you of their own accord. Each Goblin sacrificed in this way either lowers the difficulty to Easy, or cancels a point of Spite. Goblins cannot reduce the difficulty below one.
- vi. Steps iv. and v. can be repeated in any order. The God may not change the difficulty after Spite has been spent, or Goblins called.
- vii. Roll a number of d10's equal to the dice described above. If any dice comes up equal or less than your Hate for that God (note: 0s on a d10 are counted as 10s) you have failed; otherwise you have succeeded.
- viii. If you succeeded the God gains a point of Spite and any Goblins who 'helped' are dead.
- ix. If you control both the God and the Ork you do not get any Spite, instead all the other players gain a point of Spite if you succeed.
- x. If you failed the Goblins survived, and the GM decides what happens to you - often this results in a roll against *That Which Guards The Gate* to see if you die.
- xi. If you're facing *That Which Guards The Gate* and you fail, your Ork is dead. Time to create a new one. When you've finished the GM will bring you back into play at the next convenient moment. Don't worry you'll just turn up nearby for some suitable reason.
- xii. If you succeed, you're not dead but you're probably knocked unconscious and will probably not come around until whatever nearly killed you has gone away (GM's call).