

# The Island of Dr. Morork

Laughed at, mocked, and hounded from Ork society for his revolutionary views regarding the untapped potential of the lowly Grot, Dr. Morork and his Mek minions found shelter among the feral Gretchin of a distant volcanic island. There they have toiled for years in a secret laboratory to perfect an unstoppable (if rather short) killer army.

## GROT SPECIAL RULES

### Grotshevik Revolution

Regular Grots no longer need, or respond to, Runtherds. Instead they gain the *Mob Rule* ability of Orks. Moreover, for any psychology or morale check in which doubles are rolled, they pass the test, immediately gain *Rage* and *Preferred Enemy* for one turn, and must move and try to assault the nearest Ork unit.

### Experimentation

All regular Grots have been provided with biological and genetic modifications, and hence gain 5+ invulnerable saves. This does not apply to Feral Grots.

### Feral Grots

Feral Grots gain the *Furious Charge* special rule. Provided that the enemy has not captured their tribal idol, they may also reroll any failed tests.



## **GROT SURFERS (12 points per model)**

Grot surfers are equipped with Mek-designed anti-gravity surfboards that are treated as if they were bikes. They are armed with a single twin-linked shoota.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Grot Surfer	2	3	2	2(3)	1	2	1	6	4+

**Unit Composition:** 5-10 Grot Surfers

**Unit Type:** Bikes

**Wargear:** Grot Blasta, twin-linked Shoota.

**Special rules:** Grotshevik Revolution, Experimentation

## **FERAL GROTS (5 points per model)**

The indigenous tribal Grots of the island carry spears and bows, which they coat with poison. They are even fiercer (!) in battle than their “civilized” cousins, although they lack the genetic modifications introduced by Dr. Morork. They are expert at moving through the dense jungle terrain.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Feral Grot	3	3	2	2	1	3	1	7	5+

**Unit Composition:** 10-20 Feral Grots

**Unit Type:** Infantry

**Wargear:** Spear (close combat weapon), Bow (Blasta) Poisoned Weapons (4+ wound)

**Special rules:** Feral Grots, Move Through Cover

## **FERAL SPIDER-RIDERS (20 points per model)**

The most elite Feral Grots ride venomous giant spiders to battle.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Feral Grot	3	3	2	3	2	3	2	8	5+

**Unit Composition:** 5-10 Feral Grots

**Unit Type:** Cavalry

**Wargear:** Bow (as per Blasta), Poisoned Weapons (4+ wound)

**Special rules:** Feral Grots, Fleet, Move Through Cover, Skilled Riders

# FORCES

Dr Morork (BigMek)  
Mad Doc Grotznik  
BigMek with KustomForceField  
BigMek with Shokk Attack Gun  
Control Meks x 4 (count as Nobz)  
Grots x 20  
Grots x20  
Grot Surfers x 6 (*72 points*)  
Lobbas x 3  
Killa Kans x2  
Killa Kans x2

Stompa

Tribal Idol (*free*)  
Feral Grots x 20 (*100 points*)  
Spider-Riders x10 (*200 points*)  
Spider-Riders x10 (*200 points*)  
Feral Lobba x1

Points: 1830 Codex + 572 non-Codex = 2402