

A GAME OF ORKISH HUNGER, SLEEP, GREED, LONELINESS AND ANGER

WHAT IS RAMPAGE!

RAMPAGE! IS A ROLE-PLAYING GAME ABOUT ORKS. THE POINT OF THE GAME IS TO ACHIEVE YOUR GOALS, SATISFY YOUR URGES, AND BECOME BOSS OF YOUR FELLOW ORKS WHILE RAMPAGE! AS MUCH AS POSSIBLE.

WHAT ARE ORKS

ORKS ARE GREEN SKINNED, SCALED, AND HAIRY GIANTS OF IMMENSE STRENGTH, HUGE APPETITES AND LIMITED INTELLIGENCE. THE NAME ORK IS THOUGHT TO ORIGINATE WITH ORCUS A GOD OF THE UNDERWORLD WHO IN NOT BEING INVITED TO CREATE HIS OWN RACE AT THE BEGINNING OF TIME, CREATED A RACE FROM THE DEAD OF THE OTHER GODS.

ORKS ARE HUGE, STRONG, TOUGH, SNEAKY AND LOUD

ORKS ARE HUNGRY, SLEEPY, GREEDY, LONELY, AND ANGRY

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PLAYING ORKS

TO HELP PEOPLE IMAGINE WHAT IT IS LIKE TO BE AN ORK. AND TO HELP THE GROUPS DECIDE ARGUMENTS. ORKS ARE DESCRIBED NUMERICALLY ACCORDING TO VARIOUS STATS.

IN THIS GAME. IN ORDER TO DECIDE WHO WINS AN ARGUMENT OR IF REQUIRED IN ORDER TO RANDOMLY DETERMINE AN EVENT. YOU WILL ROLL A 20 SIDED DIE AND ATTEMPT TO ROLL UNDER YOUR RELEVANT STAT (LOW IS GOOD). IF YOU ROLL UNDER YOUR STAT YOU GET YOUR WAY.

ORKS AND NAMES

ORK NAMES ARE SIMPLE COMPOUND WORDS THAT DESCRIBE WHAT THEY ARE GOOD AT. IN ORDER TO NAME YOUR ORK SIMPLY LIST THREE OR FOUR THINGS YOUR ORK IS GOOD AT , AND COMPOUND THEM TOGETHER.

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FOR EXAMPLE

IF YOUR ORK IS GOOD AT AXES, MAIMING, AND KILLING HIS NAME MAY BE AXEMAIM KILLMORE

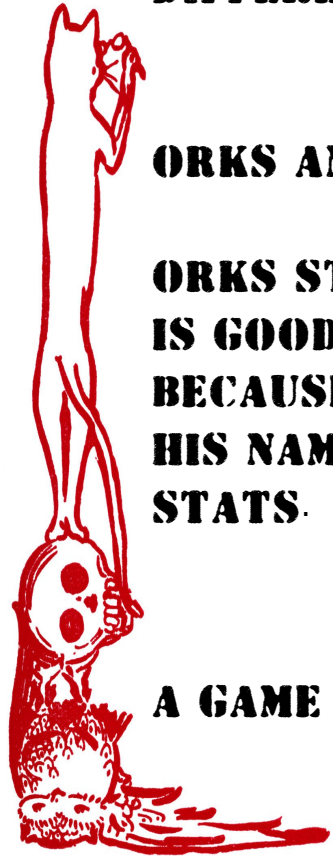
IF YOUR ORK IS GOOD AT PETTING PUPPIES AND CUDDLING CATS HIS NAME IS PETPUPPY CUDDLECAT

BOTH OF THESE NAMES ARE GOOD BUT NOT IN THE SAME GAME. EVERYONE WHO IS PLAYING MUST APPROVE EACH NAME. IF A NAME IS NOT APPROVED A DIFFERENT ORK WITH A MORE APPROPRIATE NAME MUST BE MADE.

ORKS AND STATS.

ORKS STATS ARE DIVIDED INTO TWO GROUPS. THINGS THIS PARTICULAR ORK IS GOOD AT, AND THINGS THAT EVERY ORK IS GOOD AT. AS YOU CAN GUESS, BECAUSE AN ORK IS NAMED AFTER WHAT HE IS GOOD AT, YOU SIMPLY TAKE HIS NAME AND BREAK DOWN THE COMPOUNDS TO GET YOUR FIRST SET OF STATS.

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CHARACTER: AXEMAIM KILLMORE
THINGS I AM GOOD AT

KILL
AXE
MAIM

GENERALLY ONLY NOUNS AND VERBS, ALSO KNOWN AS THINGS AND ACTION WORDS SHOULD BE CONSIDERED A STAT.

AFTER THOSE THERE ARE SEVERAL THINGS THAT EVERY ORK IS GOOD AT. THESE STATS ARE COMMON TO EVERYONE AND CONSIST OF THE FOLLOWING

RAMPAGE!
GREEN
SNEAKING
HOLLAH.

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BUT WHAT DOES EACH STAT MEAN.

IN OUR EXAMPLE

YOU WOULD USE KILL WHENEVER YOU ATTEMPTED TO KILL

YOU WOULD USE AXE WHENEVER YOU DO SOMETHING THAT INVOLVED AXES

**YOU WOULD USE MAIM WHEREVER YOU DO SOMETHING THAT INVOLVES
MAIMING**

THE THINGS THAT ALL ORKS ARE GOOD AT IS SLIGHTLY DIFFERENT.

**RAMPAGE! IS USED WHENEVER THERE IS FIGHTING, BURNING, LOOTING, OR
SCARING INVOLVED. ALL ORKS HAVE A RACIAL BLOOD-LUSTT THAT FILLS
THEM WITH STRENGTH AND ALLOWS EVEN THE WIMPIEST OF ORKS TO FIGHT
SUPERNATURALLY WELL, BURN VILLAGES, LOOT BODIES, AND
SCAREPEASANTS. RAMPAGE!**

**GREEN IS USED WHENEVER GREEN IS INVOLVED. THIS REFERS TO TWO THINGS,
FIRST THE GREEN COLOUR OF THE ORK ITSELF AND ALSO THEIR CONNECTION
TO ROT AND CARRION. SO IF AN ORK HIDES IN THE WOODS THEY MAY USE HIS
GREEN AND IF AN ORK HAS TO EAT ROTTEN FOOD, CARRION.**

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SNEAK IS USED WHENEVER DECEPTION IS INVOLVED. DESPITE THEIR MASSIVE SIZE, ORKS LOVE THE DARKNESS AND SNEAKING, AND STEALING AND BEING LAZY. SNEAK IS EVERYTHING THAT ALLOWS AN ORK TO SNEAK, SURPRISE, STEAL, SABOTAGE OR SUBTERFUGE THEIR WAY THREW THE WORLD.

HOLLAH IS USED WHENEVER ORKS YELL OR SHOUT BECAUSE OF THEIR SIZE, ORKS HAVE A MASSIVE VOICE, AND THEIR HOLLAHS CAN SHAKE THE VERY EARTH ITSELF. THIS STAT ALLOWS ORKS TO SHOUT AND YELL EXCEPTIONALLY WELL.

NOW TO GIVE EACH STAT A NUMBER, SIMPLY ROLL 3D6 FOR THAT STAT AND TALLY.

CHARACTER: KILLAXE MAIMMORE

THINGS I AM GOOD AT

KILL 14
AXE 9
MAIM 7

THINGS EVERY ORK IS GOOD AT

RAMPAGE! 15
GREEN 7
SNEAK 7
HOLLAH 9

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THINGS ORK WORRY ABOUT.

EVERY ORK HAS TO WORRY ABOUT THE SAME BASIC CONSIDERATIONS AS EVERYONE ELSE. THESE WORRIES ARE HUNGER, SLEEP, GREED, LONELINESS AND ANGER. OVER THE COURSE OF THE GAME YOU WILL ACCUMULATE TOKENS THAT REPRESENT THESE THINGS.

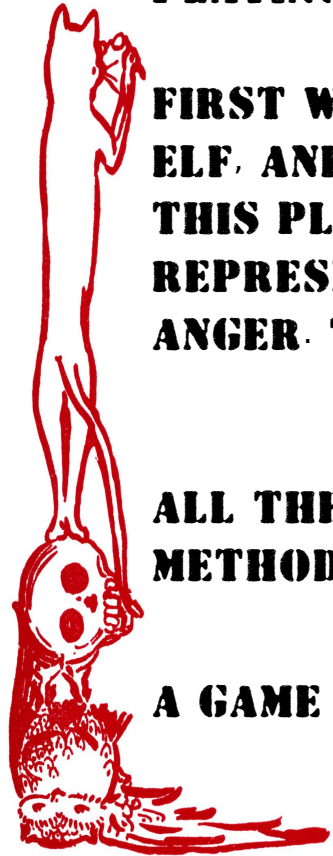
THE GOAL OF THE GAME IS TO REMOVE AS MANY OF YOUR TOKENS AS POSSIBLE.

PLAYING THE GAME

FIRST WE SELECT ONE OF THE PLAYERS TO CONTROL ANY HUMAN, DWARF, ELF, ANIMAL OR MONSTROUS CREATURES BESIDES THE ORKS THEMSELVES. THIS PLAYER ALSO IS RESPONSIBLE FOR HANDING OUT THE TOKENS THAT REPRESENT AN ORKS, HUNGER, TIREDNESS, POORNESS, LONELINESS, AND ANGER. THIS PLAYER IS KNOWN AS THE GAME MASTER.

ALL THE OTHER PLAYERS CREATE ORKS FOR THEMSELVES, USING THE METHOD OUTLINED IN ORKS AND STATS.

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THE GAMEMASTER THEN GETS THE ORKS TO DESCRIBE WHERE THEY ARE AS A GROUP, GIVING HELP AND IDEAS WHERE REQUIRED.

DEPENDING ON THE STARTING LOCATION THE GAMEMASTER SHOULD ALSO GIVE OUT APPROPRIATE TOKENS REPRESENTING HUNGER, SLEEP, POOR, LONELY, AND ANGRY TO THE CHARACTERS. CHARACTERS STARTING IN A VERY DANGEROUS PLACE MAY ONLY RECEIVE 5 OR LESS TOKENS EACH (GENERALLY ONE OF EACH KIND) WHERE CHARACTERS STARTING IN A VERY SAFE PLACE MAY RECEIVE 15 OR 20 OR MORE TOKENS.

THE ORKS THEN DESCRIBE HOW THEY DEAL WITH THEIR HUNGER, SLEEP, POOR, LONELY, AND ANGRY. AS THEY DESCRIBE THEIR ACTIONS SOMETIMES OTHER PLAYERS OR THE GAME MASTER WILL WANT TO INTERRUPT THE ACTION. MAYBE ANOTHER ORK DOESNT WANT SOMETHING TO HAPPEN OR THE GAME MASTER HAS A REASON WHY THE ORK CANNOT DO THAT ACTION.

IF NO ONE WANTS TO INTERRUPT THE ACTION, IT HAPPENS.

IF SOMEONE WANTS TO INTERRUPT, THE INTERRUPTING PERSON MUST DESCRIBE HOW THEY ARE INTERRUPTING THE OTHER'S ACTION.

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BOTH SIDES DECIDE ON WHAT STAT TO ROLL AGAINST AND THEN ROLL A 20 SIDES DICE AND ATTEMPT TO ROLL UNDER THE STAT INVOLVED. IF THE ORK ROLLS UNDER THEIR STAT, THEY SUCCEED. IF THEY ROLL THEIR STAT OR ABOVE, THEY FAIL.

IF BOTH ORKS SUCCEEDS THE INTERRUPTION OCCURS.

IF THE INTERRUPTER SUCCEEDS AND THE DEFENDING ORK FAILS THE INTERRUPTION OCCURS

IF THE INTERRUPTER FAILS AND THE DEFENDING ORK SUCCEED THE INTERRUPTION FAILS

IF THE INTERRUPTER FAILS AND THE DEFENDING ORK FAIL THE INTERRUPTION OCCURS.

AT THIS POINT ORKS MAY BID FOR A CHANCE TO REROLL THEIR DICE. IF NO ONE WILL BID, USE THE RESULTS OF THE ORIGINAL ROLLS.

IF SOMEONE BIDS, THAT ORK MAY STATE THE AMOUNT OF SLEEP HUNGER POORNESS LONLENESS OR ANGER THAT THEY ARE WILLING TO PAY FOR A REROLL.

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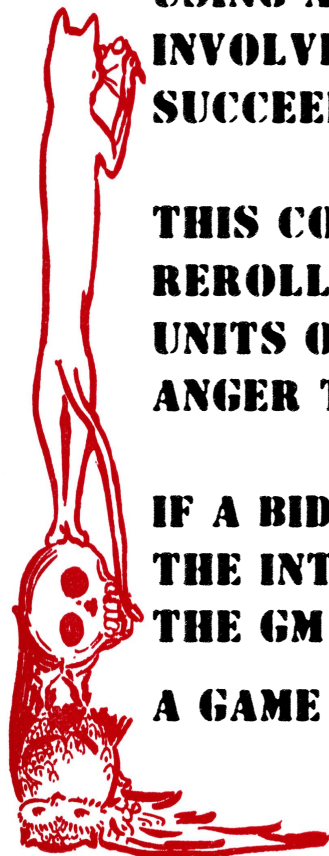
ANOTHER PLAYER MAY OUTBID THE OTHER PLAYER BY BEING WILLING TO INCREASE THE AMOUNT OF SLEEP HUNGER POORNESS LONELINESS OR ANGER THEY ARE WILLING TO PAY. THIS CONTINUES UNTIL ONLY ONE BIDDER IS LEFT WHO THEN PAYS THE AMOUNT AND REROLLS.

BIDS ARE IN MEASURED IN UNITS OF LOST SLEEP, INCREASED HUNGER, INCREASED POORNESS, INCREASED LONELINESS AND INCREASED ANGER THAT THE WINNER WILL PAY IN ORDER TO GET THE OUTCOME THEY WANT.

EVERY TIME A BID IS MADE, THAT ORK MAY CHANGE WHAT STAT THEY ARE USING AND THEN REROLL THE D20, ATTEMPTING TO ROLL UNDER THE STAT INVOLVED. THE NEW RESULT IS USED FOR DETERMINING WHETHER THEY SUCCEED OR FAIL IN THE INTERRUPTION.

THIS CONTINUES UNTIL NO ONE IS WILLING TO INCREASE THEIR BID FOR A REROLL. AT THIS POINT THE PERSON WHO BIDDED LAST MUST TAKE THE UNITS OF LOST SLEEP, INCREASED HUNGER, INCREASED LONELINESS OR ANGER THAT THEY BIDDED. AND THE RESULT IS JUDGED.

IF A BID WAS MADE FOR A REROLL AND BOTH PLAYERS ROLL A SUCCESS IN THE INTERRUPT, BOTH ORKS MUST PAY THE COST OF THE LAST BID. THE GM MAY BID JUST LIKE A PLAYER. HOWEVER, IF THE GM EVER HAS TO A GAME OF ORKISH HUNGER, SLEEP, GREED, LONELINESS AND ANGER



PAY HUNGER, SLEEP, GREED, LONELINESS OR ANGER THE GM INSTEAD MUST PUT A WAY IN THE GAME TO REDUCE ORK HUNGER, SLEEP, GREED, LONELINESS OR ANGER IN THE GAME.

FOR EXAMPLE,

KILLAXE WANTS TO GO TO SLEEP, BUT KICKSALOT DOESN'T WANT HIM TOO. KILLAXE TRIES TO GO TO SLEEP AND KICKSALOT TRIES TO STOP HIM. KILLAXE ROLLS RAMPAGE! TO GO TO SLEEP AND SUCCEEDS, KICKSALOT ROLLS KICK AND FAILS HIS ROLL.

UNHAPPY WITH THE OUTCOME KICKSALOT BIDS 1 ANGER TO REROLL

IF KILLAXE WANTED TO HE MAY BID MORE ANGER BUT HE DOES NOT WANT TO. KICKSLOSERS WINS THE BID AND REROLLS A SUCCESS.

INTERRUPTER SUCCESS VS DEFENDER SUCCESS, THE INTERRUPTION SUCCEEDS. KICKSALOT PREVENTS KILLAXE FROM GOING TO SLEEP.

KICKSALOT GAINS 1 ANGER.

KILLAXE ALSO GAINS 1 ANGER BECAUSE BOTH ORKS SUCCEEDED.

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GOTCHA

EVERYTIME YOUR ORK FAILS IN AN INTERRUPT (ACTUALLY ROLLS THEIR STAT OR ABOVE, NOT JUST FAILING AN INTERRUPTION) THEY GET A GOTCHA.

ANYTIME AN ORK ROLLS, ANYONE MAY USE THE GOTCHA TO FORCE THE ORK TO USE A DIFFERENT STAT. THE ONLY STAT THAT CANNOT BE PREVENTED FROM BEING USED IS RAMPAGE! AS THAT IS SO INHERENTLY ORKY NO ORK COULD EVER BRING THEMSELVES TO PREVENT RAMPAGE!

EXAMPLE

KICKSALOT HAS A GOTCHA AND KILLAXE IS SWINGING HIS AXE TOWARDS HIM USING HIS AXE STAT.

KICKSALOT USES HIS GOTCHA. KILLAXE CAN NO LONGER USE THE AXE STAT FOR THIS MOVEMENT. KILLAXE MUST USE A DIFFERENT STAT.

IF KILLAXE HAD BEEN USING RAMPAGE INSTEAD, KICKSALOT MAY NOT HAVE USED HIS GOTCHA.

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THE WORLD AND ORKS

NOW THE WORLD IS A MEAN, GRIM AND DARK PLACE AND YOU HAVE TO BE ON YOUR WITS EVEN TO SURVIVE. MOST ORKS WANT NOTHING MORE THAN TO SURVIVE DAY TO DAY, HAVE LOTS TO EAT AND DRINK, BECOME BOSS, AND MAYBE FIND A LADY ORK.

THE WORLD DOESN'T OFTEN LET THEM DO THAT. EVERYONE HATES AND DISPISES ORKS AS ABOMINATIONS THAT ARE FIT ONLY TO BE EXTERMINATED.

NATURALLY ORKS AND THE WORLD ARE AT ODDS, AND ORKS HAVE TO STRUGGLE TO SURVIVE.

STRUGGLE AND ORKS

ORKS WHILE HUGE STRONG TOUGH SNEAKY AND LOUD MUST STILL WORK TO GET THE THINGS THEY NEED EVERY DAY. EVERY ORK WANTS TO WELL FEED, NOT TIRED, RICH, LIKED, AND LOVED. IN ORDER TO GET THIS WAY THEY MUST FIND A WAY TO SATISFY THEIR URGES.

EVERYTIME AN ORK FINDS SOMETHING TO SATISFY THEIR URGES, THEY CAN GET RID OF SOME OF THE TOKENS REPRESENTING THEIR DESIRES .

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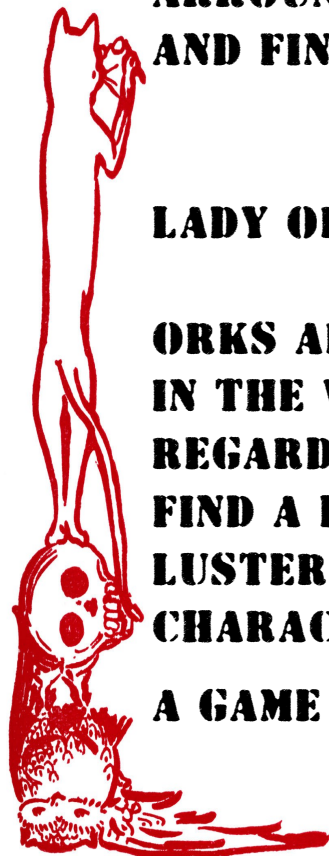
BECAUSE ORKS ARE SO NATURALLY BETTER AT EVERYTHING (OR AT LEAST EVERYTHING IMPORTANT) THAN OTHERS, THEY HAVE LITTLE TO NO DRIVE TO BETTER THEMSELVES, RATHER TAKING WHAT THEY NEED FROM THE ENVIRONMENT AS THEY CAN FIND IT, OR IF NECESSARY TAKING IT BY FORCE FROM OTHERS WHO HAVE IT.

ALL ORKS KNOW THAT IF THEY ARE SUCCESSFUL AT TAKING CARE OF THEMSELVES OTHERS WILL NATURALLY FOLLOW THEM AND THEY WILL BECOME A BOSS OF THE ORKS. THE BOSS SHORT FOR BOSSHISTIVA, OR LEADER OF A GROUP OF ORKS, IS WHO CAN BOSS ALL THE OTHER ORKS AROUND, AND GETS ALL THE FOOD AND SLEEP, AND CAN LEAD A RAMPAGE AND FIND LADY ORKS.

LADY ORKS AND ORKS

ORKS ARE BY DEFAULT MALE, ALTHOUGHT ON OCCASION A LADY ORK EXISTS IN THE WORLD. PLAYERS MAY PLAY LADY ORKS ON THEIR OWN DISCRETION. REGARDLESS OF THE SEX OF THE ORK CHARACTERS, THEY WILL WANT TO FIND A LADY ORK AS LADY ORKS ARE KNOWN FOR THEIR SHINING SMILES AND LUSTEROUS HAIR THAT HELPS RELIEVE THE LONELINESS OF THE CHARACTERS.

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ORKS AND ELVES

ORKS AND ELVES ARE NATURAL ENEMIES AND THEY OFTEN COEXIST IN THE SAME GREEN ENVIRONMENT. ELVES ARE LITHE SLIGHT FEY FOREST CREATURES THAT HATE ORKS FOR THEIR DESTRUCTIVE NATURE AND THE NUMEROUS ELVES AND ELF COMMUNITIES THAT HAVE BEEN DESTROYED.

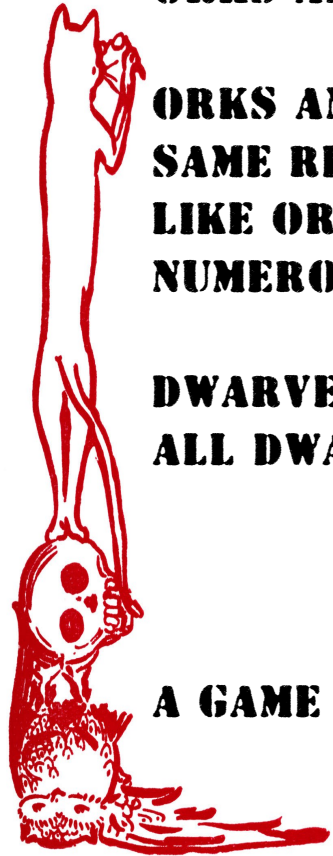
ELVES ARE NAMED IN ELVEN NOT THAT ANYONE KNOWS WHAT THE WORDS MEANS. ALL ELVES ARE GOOD AT MAGIC, ARCHERY, SONG AND FORESTRY.

ORKS AND DWARVES

ORKS AND DWARVES ARE NATURAL ENEMIES AND THEY OFTEN COEXIST IN THE SAME RICH ENVIRONMENT. DWARVES ARE SQUAT AND THICK AND STRONG LIKE ORKS. THEY HATE ORKS FOR THEIR GREEDY NATURE AND FOR THE NUMEROUS DWARVES KILLED AND DWARF TREASURES STOLEN BY ORKS.

DWARVES ARE NAMED LIKE ORKS WITH EMPHASIS ON THEIR BEARDS AND ALE. ALL DWARVES ARE GOOD AT DRINKING, MINING AND GREED.

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ORKS AND HUMANS

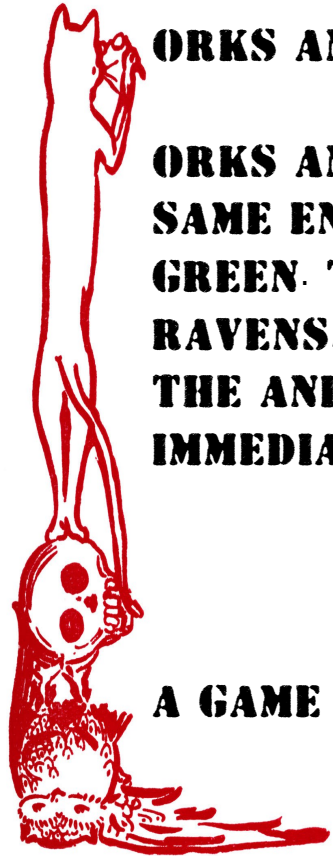
ORKS AND HUMANS ARE NATURAL ENEMIES AND THEY OFTEN COEXIST ANYWHERE THERE IS NOT ELVES OR DWARVES. HUMANS ARE SMALLER THAN ORKS BUT NOT EXCEPTIONAL OTHERWISE. THEY HATE ORKS FOR BEING BETTER THAN THEM. AND BEING ANYWHERE THEY WANT TO GO.

HUMANS HAVE NAMES LIKE SALLY AND STU NOT KNOWING THAT NAMES ARE POWERFUL. ALL HUMANS ARE GOOD AT EXPANSION, FIGHTING, FARMING AND DEFENDING.

ORKS AND WILD ANIMALS

ORKS AND WILD ANIMALS ARE NATURAL ENEMIES AND OFTEN COEXIST IN THE SAME ENVIRONMENT. ANIMALS HATE ORKS FOR BEING CARRION EATERS AND GREEN. THE EXCEPTION TO THIS IS THAT OTHER CARRION EATERS, SUCH AS RAVENS, WOLVES, BOARS, AND HYENAS, MAY BEFRIEND ORKS. THE REST OF THE ANIMAL KINGDOM HATE ORKS AND EITHER FIGHT OR FLEE ORKS IMMEDIATELY.

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ORKS AND CARRION EATERS.

ORKS HAVE NATURAL CONNECTION TO OTHER CARRION EATERS. THIS CONNECTION MEANS THAT THEY OFTEN CAN GET ALONG IN THE SAME ENVIRONMENT. SOME ORKS HAVE AN EXCEPTIONAL CONNECTION TO THESE ANIMALS, AND MAY BE NAMED AFTER THESE ANIMALS. THESE ORKS CAN RAISE AND TAME THESE ANIMALS FOR WORK AND RAMPAGE.

STICKS AND STONES AND ORKS

ORKS WHILE DUMB ARE NOT STUPID, AND CAN USE AND MAKE TOOLS AND WEAPONRY. BUT BECAUSE ORKS ARE LAZY IT IS OFTEN EASIER TO USE STOLEN OR MAKESHIFT EXAMPLES. ANY ORK THAT OVERCOMES THIS NATURALLY LAZINESS WILL CERTAINLY HAVE MENTION OF IT IN THEIR NAME.

EVERY ORK BEGINS PLAY WITH A STICK, AND SMOCK AND A STONE UNLESS IT IS MENTIONED IN THEIR NAME. KILLAXE MAIMMORE WOULD BEGIN WITH AN AXE BECAUSE IT IS IN HIS NAME AND WOLFRIDE HAMMERSTOPPER WOULD BEGIN PLAY WITH BOTH A HAMMER AND A WOLF.

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STUFF AND ORKS

BUT AS AN ORK GOES ARROUND SNEAKING THEY WILL UNDOUBTEDLY FIND MORE STUFF. THIS STUFF WILL COME IN HANDY AS EXCEPTIONAL WELL MADE OR MAGIC STUFF HELPS ORKS DO THEIR OWN THINGS BETTER.

CERTAIN STUFF GIVES A BONUS TO CERTAIN THINGS. FOR EXAMPLE A WELL MADE AXE MAY GIVE A BONUS TO AXES. THESE BONUSES COME IN ONE OF THREE STRENGTHS, +1,+2, OR +3. WHILE THE ORK OWNS AND USES THIS AXE, THAT ORK ADDS THAT BONUS TO THAT SCORE.

EXAMPLE.

KILLAXE MAIMMORE FINDS A WELL CONSTRUCTED AXE. THIS AXE GIVES +1

WHILE KILLAXE USES THIS AXE, HIS AXE SCORE GOES FROM 9 TO 10.

THE HIGHEST SCORE AN ORK CAN ENJOY IS 21. AT A 21 SCORE AN ORK IS CONSIDERED A LEGENDARY ORK AND DOES NOT HAVE TO ROLL WHEN USING THAT SKILL.

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TRULY EXCEPTIONAL WEAPONS MAY GIVE BONUSES TO MULTIPLE THINGS.

FOR EXAMPLE,

KILLAXE MAIMMORE FINDS A MAGIC AXE. THIS AXE GIVES AXES +2, KILL +2

WHILE KILLAXE USES THIS AXE, HIS AXE SCORE GOES FROM 9 TO 11,

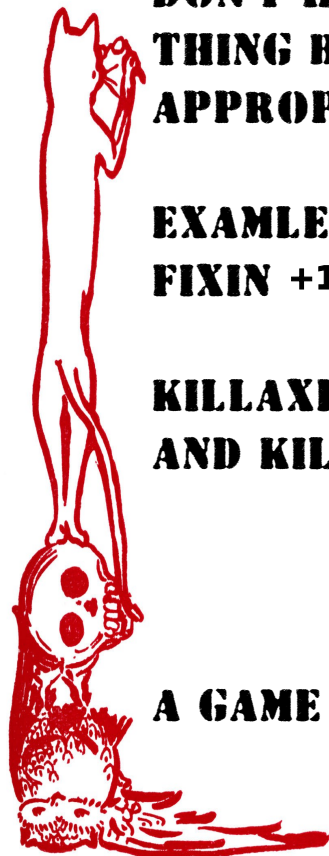
WHILE KILLAXE USES THIS AXE, HIS KILL SCORE GOES FROM 14 TO 16,

IF AN ORK FINDS AN ITEM THAT WOULD GIVE A BONUS TO A THING THEY DON'T HAVE TREAT THAT ORK AS HAVING A 0 IN THAT SCORE. WHILE THE THING BOOSTS THEIR SCORE ABOVE 0 THEY MAY USE THAT SCORE AT THE APPROPRIATE NUMBER.

EXAMLE KILLAXE FINDS A WELL CONSTRUCTED TOOLKIT. THIS TOOLKIT GIVES FIXIN +1

KILLAXE OWNS AND USES THIS TOOLKIT. HIS FIXING SCORE GOES FROM 0 TO 1 AND KILLAXE CAN USE FIXIN AS IF HIS NAME WAS KILLAXE MAIMFIX

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INJURY AND ORKS

**ORKS HAVE TWO CHOICES THAT HAPPEN WHEN THEY ARE INJURED BADLY.
SOME ORKS WILL FLEE LIKE COWARDS AND OTHER ORKS WILL RAMPAGE!**

**WHEN AN ORK IS HIT
THEY BECOME HURT**

IF A HURT ORK IS HIT THEY BECOME EITHER SCARED OR INJURED

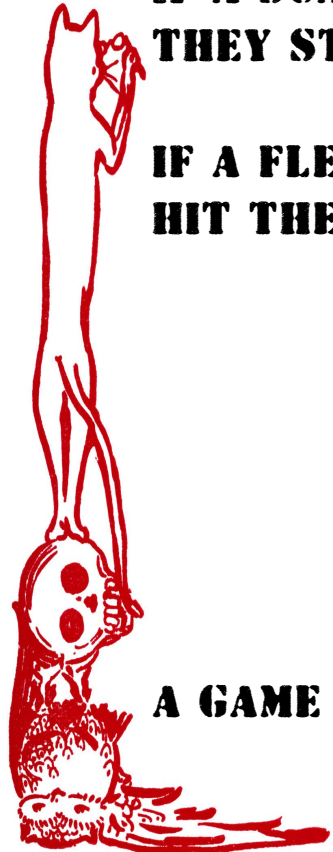
**IF A SCARED ORK IS HIT
THEY START TO FLEE**

**IF A FLEEING ORK IS
HIT THEY BECOME LOST**

**IF A INJURED ORK IS HIT
THEY BECOME MAIMED.**

**IF A MAIMED ORK IS HIT
THEY BECOME DOWNED.**

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SCARS, REPUTATION AND ORKS

ANY ORK MAY USE HOLLAH TO MOVE A SCARED, FLEEING, OR LOST ORK UP ONE STEP DURING COMBAT. (FROM LOST TO FLEEING, FROM FLEEING TO SCARED, FROM SCARED TO HURT)

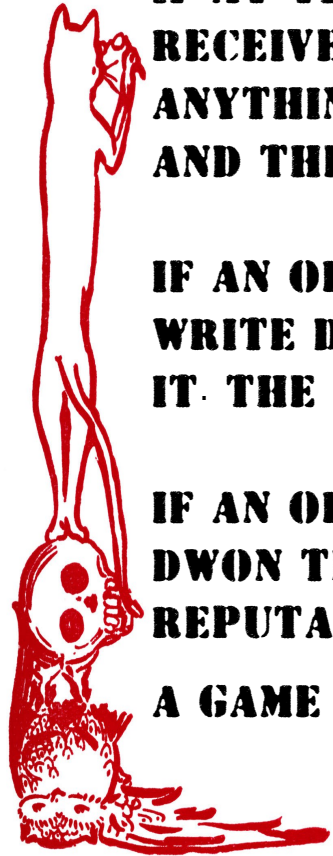
ANY ORK MAY USE RAMPAGE TO MOVE A DOWN, MAIMED, OR INJURED ORK UP ONE STEP DURING COMBAT. (FROM DOWNED TO MAIMED, FROM MAIMED TO INJURED, FROM INJURED TO HURT)

IF AT THE END OF THE COMBAT, AN ORK IS STILL DOWN OR LOST, THEY RECEIVE A 5 MINUTE TIMEOUT WHERE THE ORK MAY NOT SPEAK OR DO ANYTHING IN THE GAME. AT THE END OF THE 5 MINS THE LOST ORK IS FOUND AND THE DOWN ORK CAN FINALLY GET BACK UP.

IF AN ORK IS MAIMED OR DOWN AT THE END OF COMBAT THEY GAIN A SCAR. WRITE DOWN THE DISFIGUREMENT UNDER THE ORKS NAME AND ROLL 3D6 FOR IT. THE SCAR IS A NEW STAT THAT THEY MAY USE.

IF AN ORK IS LOST AT THE END OF COMBAT THEY GAIN A REPUTATION. WRITE DOWN THE REPUTATION UNDER THE ORKS NAME AND ROLL 3D6 FOR IT. THE REPUTATION IS A NEW STAT THAT THE ORK MAY USE.

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PLAYING RAMPAGE!

SO NOW YOU KNOW THE BASIC WAY TO PLAY.

FIRST THE GM INTRODUCES SOME OPPONENTS OR SITUATION

THE GM THEN GOES AROUND THE TABLE AND EACH ORK SAYS WHAT THEY WANT TO DO.

IF ANYONE WANTS TO INTERRUPT THEY WILL SAY SO AND ROLL THE DICE

BIDS WILL HAPPEN FOR REROLLS AND GOTCHAS WILL BE USED.

EVENTUALLY EITHER THE ORKS WILL GET WHAT THEY WANT OR THEY WONT

THE GM THEN GOES ONCE FOR ANY MONSTERS, SAYING WHAT THEY DO

IF ANYONE WANT TO INTERRUPT THEY WILL SAY SO AND ROLL THE DICE

BIGS WILL HAPPEN FOR REROLLS AND GOTCHAS WILL BE USED.

REPEAT.

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SAMPLE ELF AND ELF DAMAGE PATH

QUISIASITI ASIASDINUASDI

THINGS I AM GOOD AT

QUI	7
SIASITI	9
ASIA	9
DINUASDI	10

THINGS EVERY ELF IS GOOD AT

MAGIC	12
ARCHERY	14
SONG	9
FORESTRY	7

THINGS THAT EVERY ELF HAS TO WORRY ABOUT

ORKS

**IF AN ELF IS HIT
THEY BECOME HURT**

IF A HURT ELF IS HIT THEY BECOME EITHER SCARED OR FAINT

**IF A SCARED ELF IS HIT
THEY START TO FLEE**

**IF A FAINT ELF IS HIT
THEY BECOME DOWNED.**

**IF A FLEEING ELF IS HIT
THEY BECOME DOWNED.**

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SAMPLE DWARF AND DWARF DAMAGE PATH

BEARD-AXE MCALE

THINGS I AM GOOD AT

BEARD 9
AXE 14
ALE 7

THINGS EVERY DWARF IS GOOD AT

DRINKING 7
MINING 15
GREED 8

THINGS THAT EVERY DWARF HAS TO WORRY ABOUT GOLD

WHEN A DWARF IS HIT THEY BECOME STOIC

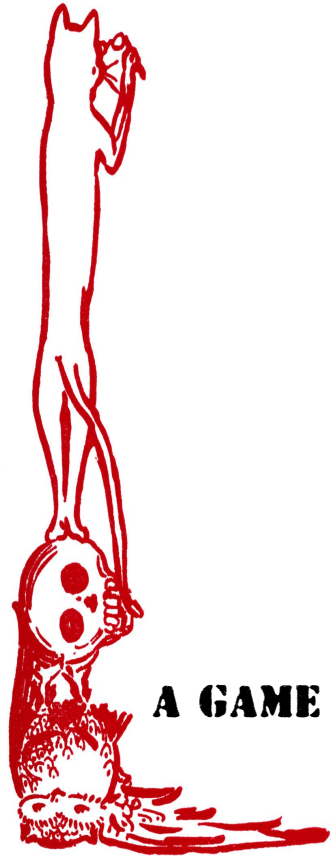
IF A STOIC DWARF IS HIT THEY BECOME MIFFED

IF A MIFFED DWARF IS HIT THEY BECOME ANGRY

IF A ANGRY DWARF IS HIT THEY BECOME FURIOUS

IF A FURIOUS DWARF BECOMES HIT THEY BECOME DOWNED

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SAMPLE HUMAN AND HUMAN DAMAGE PATH

DALE BREWER

THINGS I AM GOOD AT
BREWING 6

THINGS EVERY HUMAN IS GOOD AT
EXPANSION 13
FIGHTING 7
FARMING 12
DEFENDING 16

THINGS THAT EVERY DWARF HAS TO WORRY ABOUT
HUNGER

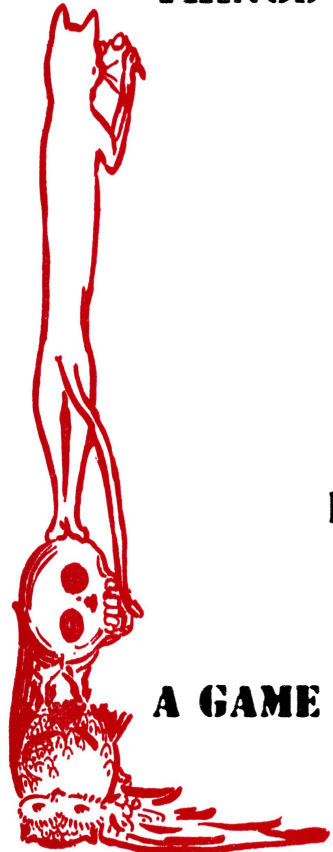
WHEN A HUMAN IS HIT THEY BECOME INJURED

IF A INJURED HUMAN IS HIT THEY BEGIN TO FLEE

IF A FLEEING HUMAN IS HIT THEY BECOME CORNERED

IF A CORNERED HUMAN IS HIT THEY BECOMES BECOME DOWNED

A GAME OF ORKISH HUNGER, SLEEP, GREED, LONELINESS AND ANGER



SAMPLE ANIMALS AND ANIMAL DAMAGE PATH

MAMA BEAR KEETON

THINGS I AM GOOD AT
EATING 8

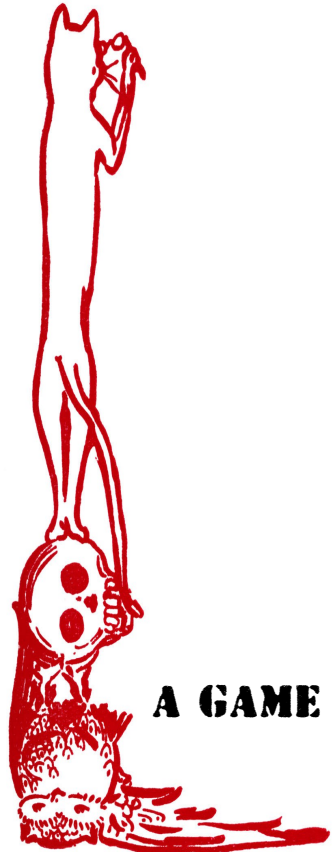
THINGS EVERY MAMA BEAR KEETON IS GOOD AT
FIGHTING 14
HIBERNATING 10

THINGS THAT EVERY MAMA BEAR HAS TO WORRY ABOUT
CUBS

WHEN A MAMA BEAR IS HIT THEY BECOME ENRAGED

IF A ENRAGED MAMA BEAR IS HIT THEY ARE STILL ENRAGED.

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CHARACTER SHEETS AND DAMAGE PATH

CHARACTER NAME:

THINGS I AM GOOD AT

**THINGS EVERY ORK IS GOOD AT
RAMPAGE!**

GREEN

SNEAK

HOLLAH

**THINGS THAT EVERY ORK HAS TO WORRY ABOUT
HUNGER, SLEEP, GREED, LONELINESS, AND ANGER**

**WHEN AN ORK IS HIT
THEY BECOME HURT**

IF A HURT ORK IS HIT THEY BECOME EITHER SCARED OR INJURED

**IF A SCARED ORK IS HIT
THEY START TO FLEE**

**IF A INJURED ORK IS HIT
THEY BECOME MAIMED.**

**IF A FLEEING ORK IS
HIT THEY BECOME LOST**

**IF A MAIMED ORK IS HIT
THEY BECOME DOWNED.**

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