

Entry Name: Sunz of Mork



A boring night

Gabtrak sits at the end of the bar and ponders over his bottle of "Madcap Mushroom Brewing". He is bored and yearning for the past when he started to hang out with the "Sunz of Mork". The "Sunz of Mork" are a Kult of Speed from the Evil Sunz and he is now one of their Meks.

When he joined them on Armageddon he only had a knack for engines and was not addicted to speed. He got every engine working and when finished the vehicle was not only driving faster but although much louder. Because of this he was recognized by the Sunz and he started to drive with their Prospects on the back of a truck while they started their raid for the pipelines so important for the humans in their big cities. After every ride he got more impressed by the speed of their force consisting of bikes and buggies and how fast and hard they hit. But he thinks his obsession already started on the first time when he shouted on their driver to keep up with the bikes and his wish to be one of them heading full speed to the enemy grew with every time. Something he noticed on all the others joining their ranks later on. This resulted in him screwing his own bike together, but he could not stick with a normal one. He wanted something special, so created his quad. After that he was really one of them, always one of the fastest, one of the first in battle.

He sighs when he thinks back to this time and orders another beer. With this one

in his hand he spins on the bar stool and lets his eye wander over the pub. He can see some other "Sunz of Mork". All of them united by red sun on the back of their cut-offs to show their brotherhood and to set themselves apart from the other Orks that could not understand their obsession for speed. Reflecting this his thoughts return back to Armageddon.

It was one of his first rides on his newly created bike and the "Sunz of Mork" were on a race against "Da White Lightnin'" and the "Burning Death" to be first on today's target. The other Kults of Speed could not be allowed to be the first, they already had earned too much honor. "Da White Lightnin'" had often mucked around with the humans using their speed and the "Burning Death" - also real pyromaniacs - left many humans and their settlements burnt to dust by their scorches. And today it was going against marines! Their Kults of Speed - the "White Scars" and the "Storm Lords" - were worthy combatants and it was a good chance to earn some honor. So everyone switched on his turbo-boost to meet the human bikers. While some became entangled in close combat others broke through trying to reach the pipeline. Gabtrak earned his own portion of honor when the pipeline exploded in a big burst after placing some sticky bombs on it. But he would also have lost his life during the raging counter attack if his brothers had not covered his withdrawal with the dakaguns and afterwards crushed some heads with their choppers.

Kult of Speed

A Kult of Speed is a mob of Orks with an obsession and addiction to speed. In addition to the typical preference for slaughter and explosion the so-called Speed Freaks love to drive really fast. They utilise a great amount of warbikes, buggies and trucks for their style of fighting. Although most Speed Freaks are from the Evil Sunz clan it is common that a Kult of Speed consists of Orks from different clans.

In a Kult of Speed an Ork earns respect not only based on its size and strength but also on the speed of the vehicle he is driving. So typically every Speed Freak likes to earn its own custom Warbike and some Warbosses are known to utilize jet-engines to power their bikes. Due to the large number of vehicles there are also many Mekboyz amongst their number and sometimes even leading the mob as Big Mek.

Due to the fact the Prophet of the Waaagh failing again on Armageddon the "Sunz of Mork" backed out. They left many members dead on the battlefields, but Gabtrak could also see some new faces in the colors of the "Sunz" in the crowd. For example Zogga and Tokram who joined the "Sunz" with their skorcha while they still did small raids on human settlements until they found a new destination. Or Rokhor from the Octarius mob who reinforced the "Sunz" after fighting next to the Overfiend.



The "Sunz" actually joined the Waaagh Octarius to fight furthermore against humans, but suddenly the crawlers spread out in the Empire. Gabtrak can still remember quite good the last fight against the crawlers before the left the Empire of Octarius. The defense fire was exploding over their heads provided by the Blood Axe artillery trying handle the flying creatures of the swarm. With full automatic fire from their dakkaguns and some sporadic rokkits the kepted the small creatures on the ground from advancing and then crushed into the horde like a power claw crushes teeth. Their charge only lost momentum after their Warboss Krid Gitzmoscha had reached the big bug in command of this side of the battlefield. The "Sunz" started driving in two counter-rotating circles, shooting and smashing on smaller creatures to give the commanders of both parties an arena to fight. Krid Gitzmoscha charged the creature again and again, always jinking its claws and ripping parts out of it with his power klaw. The moment when the creature collapsed was the moment the "Sunz" recognized that the artillery stopped firing and the Blood Axes were overrun. They used their skorchaz to burn a way through the horde but lost many brothers losing grip on the crawler gut covered ground with their bikes or teared out of the saddle by

swooping flying creatures.

Based on this experience Krid Gitzmoscha used a great amount of teeth to buy a truck with a big flakkagun. Gabtrak could see the driver of this flakka-gun next to its gunner and their grot helpers in one corner of the pub arguing with some flyboyz like they always do. Next to them Lem and Gobzag of the Charadon Mob and some prospects discussed the music played by the jukebox with some Goff Rockers.

The Charadon mob proved themselves while the "Sunz" started to raid the Ultima sector alongside the Arch-Arsonist. For a while they could fool around with the blue Marines, those were too opinionated and predictable to handle the fast raids of the Ork bikers. But they became too carefree and were caught in a trap by not only the Defenders of Ultramar but also troops from different chapters. The Crimson Fist - still seeking revenge for their homeworld - lurked with the Ultramarines in a shanty town encircling a mine. When the trap was revealed, the "Sunz" immediately tried to break free only to discover the way back was blocked by biker mobs of the White Scars and the Ravenwing. Gabtrak broke free by blowing the head off of a White Scars marine with his Mega-Slugga and simply turbo-boosting without looking back. Some others kept up with him using his force field as cover. Other small groups also succeeded in escaping but they lost many members, near to all slower vehicles and their Goff allies. After regrouping they decided to move on.

Too long the good moments are gone, for too long he is now sitting here in the desert and is bored to death Gabtrak thinks before he stands up and strolls over to some of the Boyz next to the Squig fighting ground. Zogga, Rokhor and Tokram carry a back full of teeth and a cage in their hands. A brave grot explains the rules and the odds while the "Sunz" already set their squig hound to the pit. "Rippa" always gets bad odds, he is

too small but only consists of razor sharp teeth and is a true bundle of energy. On the other side some Goffs lower a huge attack squig to the ground of the arena. As third combatant some Snakebites place a squig in the ring, completely high on mushrooms you can easily see. Gabtrak quickly placed some teeth before the squigs charged each other. "Rippa" dodges the closing mouth of the bigger squig and bites into his leg while the drugged squig buries his teeth in the neck of the attack squig. Suddenly "Rippa" gives the leg free and runs away. One of the Goffs had thrown the Grot into the ring and "Rippa" snatches him up before he can get back on his feet. Angry about this intervention Zogga strikes down the Goff. Rokhor is kicking his head when he is hit by another one. Gatrak takes his spanner from his back and hammers it down from behind on the head of the Goff next to him. Some seconds later everyone near the arena is part of a big brawl and the other "Sunz of Mork" approach to join

the fight. Shortly after the barkeeper interferes by shooting his shoota into the crowd. Now it is time for the "Sunz" to leave. Rokhor kicks the Goff still on the ground again while passing by and grabs his bag of teeth while the others already run outside. Arriving there they jump on their bikes and buggies or the bed of one of their trukks. After driving a short distance Zogga signals that they should turn around and so all bank left to return to the bar and rake it with fire from their dakkaguns. Gabtrak slows down to have a look on Tokram sending a burst of fire from his skorcha into the barrels stored next to the pub which results in an explosion like the pipeline on Armageddon. Gabtrak wants to accelerate again when he recognises his leg hurting. When he looks down he sees "Rippa", his teeth buried into his ankle. He reaches down for the squig and lifts him up on the back of his quad before he pulls the accelerator. He follows the others, laughing and thinking the night was not as boring as expected.

Sunz of Mork

The "Sunz of Mork" originate from the first Waaagh Ghazghkull led to Armageddon. Warboss Krid Gitzmoscha gathered some other warbikers around him and founded the "Sunz of Mork" mob to join the fight. After the Waaagh was stopped by the humans, the mob left Armageddon towards Ryza. On Ryza the mob met another Evil Sunz biker mob and their nob challenged Krid Gitzmoscha. After he won the fight by ripping his challengers head off, his followers were allowed to join the "Sunz" and wear their Colors, traditional red kutte with yellow Evil Sun. To differentiate between the two mobs they added a patch telling about their origin to their Colors. Afterwards the "Sunz" recruited the same way on every battlefield they joined.

After the second Waaagh on Armageddon, all members of the original mob had grown to nob size and was renamed to "Armageddon Originals" while the newly added boyz are simply named the Armageddon mob. Single bikers and buggy crews are patched as nomads and perserve a higher level of independence. Boyz without wheels join the

ranks of the "Sunz" as prospects and are not treated as full members until getting their own bike and joining an existing mob. Typically every mob tries to recruite minimum one mek to build and tune their vehicles and a painboy to take care of the boyz also if the most boyz in a Kult of Speed are able to maintain a vehicle and patch up wounds. Grots are only tolerated as helper for oddboyz and crew for the guntrukks.

The "Sunz" keep a good relationship to some other Kults of Speed especially to "Gorks Bastardz", a Goff biker warband, but otherwise are outsiders in the ork culture like all Speed Freaks.



Warboss Krid Gitzmoscha