

GORKAMORKA™ Da Mork Mobile

A titanic, monster truck scenario

By James Griffiths

Da Details - I have been playing Games Workshop games for ages (Since the birth of Heroquest!) and painting and converting for about the same amount of time. I have Chaos, Eldar and a beloved Dark Angel force for Warhammer 40,000 and a small but growing Bretonnian army for Warhammer. Gorkamorka and Necromunda rank highly in my all time favourites list, but my favourite game ever is Warhammer Quest. I'm renowned as an evil games master. (I even made a bleeding final opponent in a Christmas scenario, in the shape of a deranged Reindeer, which when killed, had its head snapped

off to reveal the pre injected red ink which seeped out!) (*Mmm, lovely, James just keep taking the medication – Ed.*)

The Mork mobile originated as a Games Day project and was constructed by my mate Kevin Platts and myself also includes a large base and Mekboy workshop with all of the trimmings. We only just managed to complete it in the evening before Games Day. Needless to say we were knackered!

I must apologise for the flowery prose (well as flowery as Orks get), but you need this kind of jargon to set the scene properly.

Introduction

Trying to steal scrap from a Mek as cunning as Snotgrat takes a lot of brawn but a whole lot more brain!

Special Rules

This scenario uses the Bottlin' Out special rules.

Da Desert

The main body of the mobs start on a normal sized board. A cliff should be represented on one end of the board and on the opposite side, a model should be used to represent Mek Bad Nutz'

Workshop. The Ork fort is ideal for this but it is worth adding a little effort to make it look slightly wrecked.

A smaller board section should be used to represent the cliff top. This should have plenty of cover on it and ideally be no larger than 2' by 2'.

Da Mobs

If the gangs fighting are Gorkers and Morkers, the Gorkers will always be attacking the Mork Mobile. If not, simply roll a D6 to decide who is attacking.

On the cliff top, the Nob of the attacking mob must fight D3+1 randomly generated members of the defending mob. These deploy at opposite sides of the cliff top. On ground level the remainder of the two mobs start at opposite sides of the board with the attackers at the cliff side. The Mork Mobile is controlled by the defenders as described later.

Startin'

Both players roll a D6 with the defender adding +2.

'WOTZ 'EE DOIN IN DERE DEN?'

Boss Badsnik muttered to himself. 'Eze been workin' fer munfs an' I avent even seen 'im once.'

'Eze workin' on a real spechul fing boss. I've heard iz Grotz mutterrinn' 'bout an uge trak bigger than anyfink deyv seen before.'

Badsnik turned quickly, hand moving for his modified slugga. He thought he had been alone.

'Wot da ell are you doin ere Snograt? I nearly blew yer ead off!'

'Well, as the voice of Mektown,' snorted Snograt in a tone of voice far more suited to a snot, 'I 'ave to do a litul investgashun ta see wots wot every so often..'

It was true, if you wanted to know anything happening in Mektown you went to Snograt, but this wasn't Mektown, and there was no way he could have got out here without a vehicle of some kind. Badsnik was no fool, in contrast, he was especially cunning for a Gorker, and knew this, but he wanted to see what the Ork had to say for himself before he made some new boots out of him. The Nob's gang, loitering on the desert floor below, were waiting for his signal to raid the Mek's workshop anyway.

'I rekun dat 'eze boardin' scrap in dere an I wanna get it.' Badsnik said with a large grin.

'Dat's a cunnin plan boss but dere are sum problemz.' A sneer spread across Snograts face. 'Furstly yer right about da scrap, but yer gonna 'ave ta fight fur it and second ya..'

'Wot?' Badsnik interrupted, 'Fight scrap?'

As if to answer his question a huge rumbling erupted from within the workshop, deafening even to his ears.

He heard the driver gun the engine a few times and then with a deafening crash the entire wall gave way and a huge 'mechanical building' pummelled its way through the wreckage. Smoke billowed from its engine and the tracks ground round with a painful screech. The bulldozer blade dug itself deeper and deeper into the sand and all the while the stylised head of Mork mounted on the front grinned menacingly.

Badsnik looked on in awe. Suddenly he heard a higher pitched engine roar and looked on proudly as his gang hurtled forward, buggies and bikes careering across the sand. The huge tank hadn't picked up speed yet and was going to be easily boarded by his boyz.

Just as Badsnik was laughing to himself shots began to explode everywhere. His gang was being attacked from both sides by the Choppas.

'I fought better of you den takin' sides wiv a pafetic Morker mob Mek,'

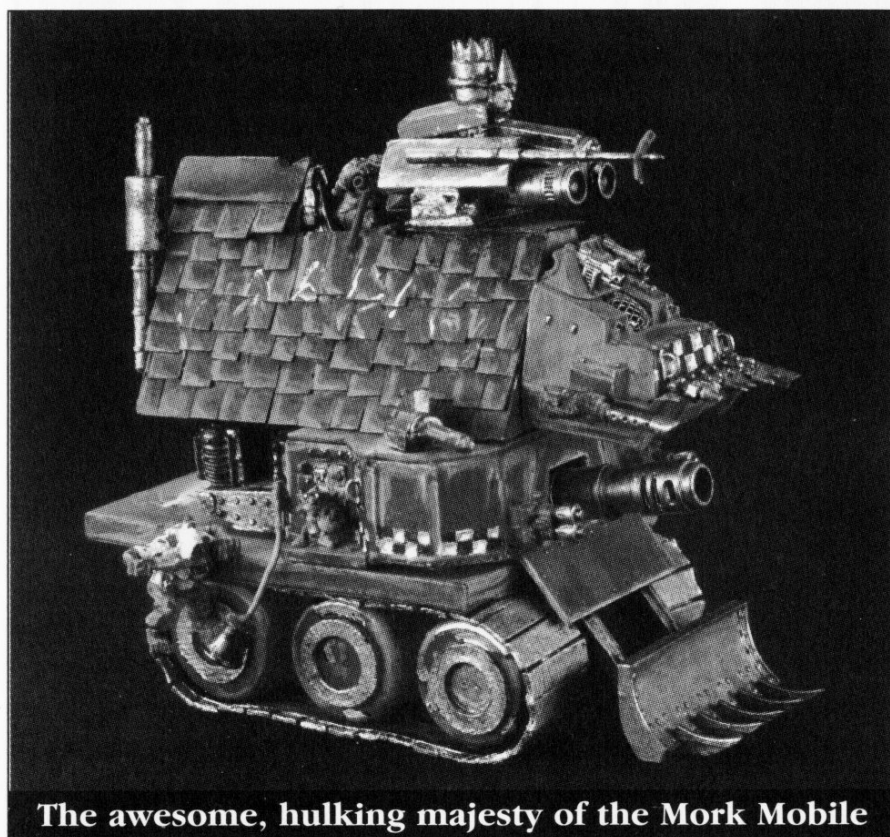
Badsnik spat as he levelled his gun and peered down his teleskopik sights.

'Time ta say goodbye!'

Before he had a chance to pull the trigger a shot slammed into Badsnik's shoulder. Diving behind a nearby rock he saw Snograt running to join the group of Morkers lying in ambush.

Over the gunfire he could just be heard sniggering, 'As I was sayin', an' secundly you've got plenty of firepower aimed right at your ead!'

With a snarl Boss Badsnik opened fire...



The awesome, hulking majesty of the Mork Mobile

The player with the highest score goes first.

The two skirmishes are fought separately. The mobs go first followed by the conflict between the Nob and his opponents – these are in effect two separate fights because of the elevation of the cliff.

Da Mork Mobile

Before either gangs' turn the Mork mobile moves. It is treated as a normal Trak except that it has extensive modifications made to it as follows:

Much 'Eavier: The Trak has modified armour and different locations.

D6

1 Crew (Mek Bad Nutz (Normal Boy'z profile) – Armour Value 12.

2 Fixed Weapon (Randomly generate) – Armour Value 12.

3 Head – Armour Value 9. Takes the same damage effect as the engines because the head stores the Steerin' Droid

4 Trak – Armour Value 12

5 Roof – Armour Value 11. Takes the same damage effect as the engine as the roof contains links from the engine to the Steerin' Droid

6 Engines – Armour Value 15

Slower: The Trak has a move of 5" and has no thrusters.

Ramming: The Mork Mobile never suffers damage when ramming and adds +2 to the normal

damage caused by ramming.

Extra Gunz: The Mork mobile has a huge weapon mounted on its roof, 'Mek Bad Nutz Pulsa Killa', two sets of linked-Shootas on the head, two Scorchers below, a modified rocket launcher with +10" to its long range and one set of linked-shootas mounted on the sides.

Mek Bad Nutz Pulsa Killa: Same rules as 'Eavy Shoota but +1 Strength, a save modifier of -4 and causes 2 damage. It does however, take a whole turn to recharge.

Endin'

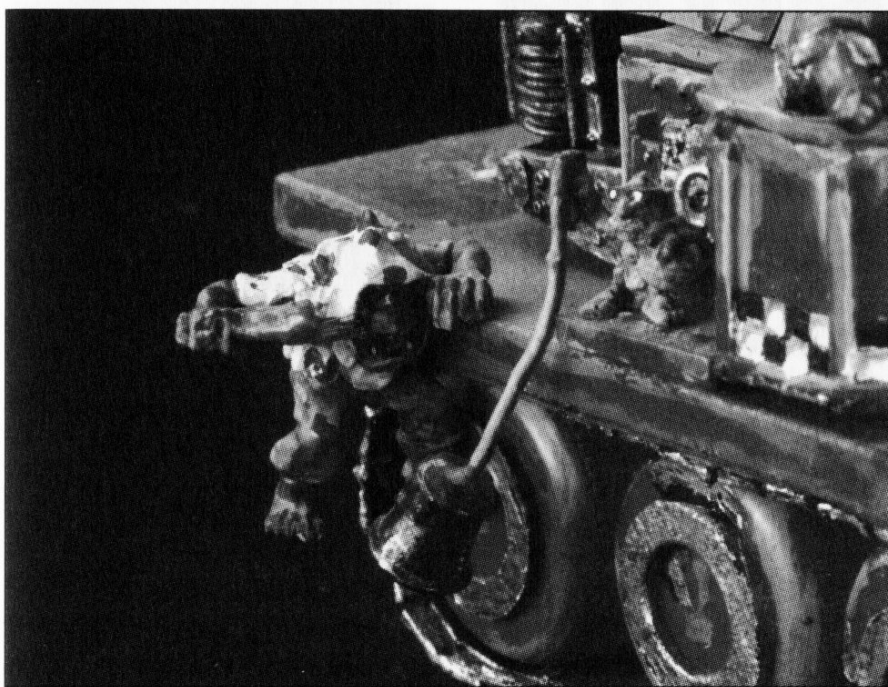
1. Either mob fails its Bottle test or chooses to bottle out.

2. The Mork Mobile is destroyed by the attacking mob, at which point the defenders flee automatically.

3. The attacking Mob wins immediately if they manage to kill Bad Mek Nutz.

Income

If the defenders win, Mek Bad Nutz rewards them and drives off in the Mork Mobile to 'spread da word'. The mob gains 4D6 teef extra worth of scrap. If the attackers win they plunder 6D6 extra teef worth of scrap, unable to work out how to use it they destroy the Mork Mobile and the workshop.



Give it a coat of paint cos red ones go faster!

Experience

Warriors that took part gain experience points as follows.

+D6 Survives

Any warrior who survives the battle earns D6 Experience points.

+5 Wounding Hit

A warrior gains 5 extra Experience points for each wounding hit he inflicts during battle.

+5 Penetrating Hit

A warrior gains 5 extra Experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+10 Winning

The Nob of the winning mob earns 10 points.

+ 10 Killing Mek Bad Nutz

If the Nob manages to kill

Mek Bad Nutz he earns 10 points.

Tips

Don't play this scenario if you're looking for low casualties. It is more than likely that the attackers will suffer serious damage on the ground, and unless their Nob is extremely experienced, on the cliff top as well. If you find the

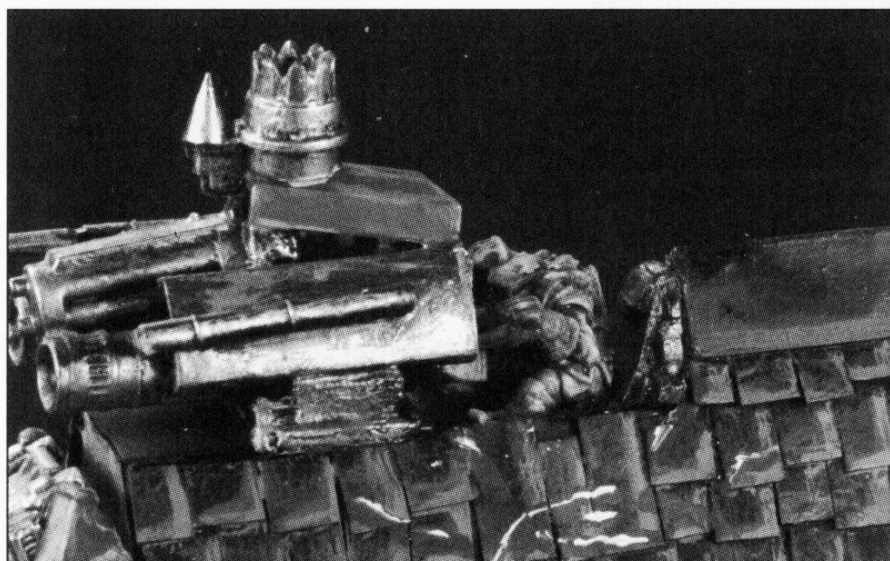
attackers can't cope on the ground then make the Mork Mobile appear on turn 1 on a D6 roll of 4+ and reduce the required number each turn. If the Nob on the cliff is having difficulty reduce his opponents by one.

In the end however, it is extremely satisfying to play the battle properly and this is especially true if your Boyz on the desert floor are getting annihilated and your Nob manages to beat his opponents and win the game with one well aimed shot.

One final point, make sure there's tons of cover on the cliff to give the Nob a fighting chance, and put plenty on the side of the attackers on the main board.

Enjoy yourself and remember the old Ork saying...

WAAAAARRRRGGGGH!



How many shootas can you nail onto one trukkk?