

# DA NECRON RAYD

## Goin' out with a bang in Gorkamorka

Features a Necron raid on Angelis. As the Necron legions sweep nearer and nearer to Mektown, they destroy mob after mob, until they find yours. The scenario is intended to be played as a grand last battle, like the ones featured in Journal 18 for Necromunda.

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The main purpose of this scenario is for a mob to retire. It may be used otherwise however, and so rules have been included if you wish to continue fighting with your mob. I included some rules to weaken the Necrons a bit, to make it possible (if hard) to win.

### RETIRIN' IN GORKAMORKA

This scenario is a retirement scenario for Gorkamorka. Use the Necron roster sheet for the invading Necrons, and your own mob roster for your mob. You should have a mob rating of over 400 for this battle. You can try it with a lower rating but this is bit suicidal!

### TERRAIN

Your mob's fort must be on the opposite table edge to the Necron force. Other desert scenery may be placed where mutually agreeable.

### DEPLOYMENT

The Necrons deploy first. The Orks deploy in the fort or with their vehicles outside, on the same board edge. The Necrons go first.

This scenario uses the Scrap counters special rule.

### SCRAP

The defender must place D3+1 Scrap counters in his fort, then another D6 counters around the fort.

### SPECIAL RULES

**Special Characters:** No special characters may be used for this scenario.

**Necron Dust Problems:** Every movement phase of the Necron turn, roll a D6 for every Necron. On a roll of 6, the Necron has sand or dust in its circuitry and is weakened by connection breaks. Its movement characteristic is halved for that turn, and it cannot fire.

**Necron Fear:** Necrons cause *Fear* to Orks, Grots, Muties and Diggas, as described in Da Uvver Book.

**Bottle Rolls:** None at all. The Orks are too tuf to run from sum gurdy tin canz! (Oh, and if they aren't tuf, they're too scared!)

**Gauss-Flayers:** If a dismembered Necron is lying on the floor, an Ork may pick up its weapon and use it. The Ork needs to wait one turn to work out 'Ow ta fire the dam fing'. However, the Ork must drop whatever gun he has to take the Gauss-Flayer. If you were suicidal enough to take this scenario as a normal one, this could prove useful later!

**5 Turn Game!** If there are any Orks left after 5 turns then they win! If not, they lose!

### INCOME AFTER THE BATTLE

Assuming there are any Orks left, each Ork may roll 2D6 Income teef. Every Nob may Roll 3D6, Head Honchos 2D6, Grots 1D6, Diggas 2D6, Muties 2D6 + Initiative. Orks are also allowed to scavenge Necron weapons

as described over the page. Due to the long recuperation time from a battle like this, the Orks can mine lots. If any model in your mob has a Cybork body, they may take 2D6+5 income. Note that only warriors who weren't down at the end of the game may earn income.

## EXPERIENCE

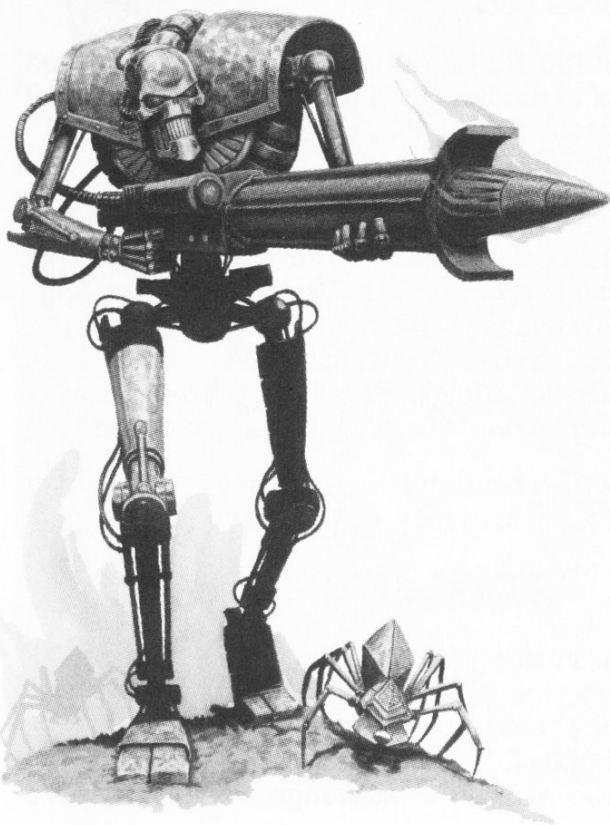
**+10** For surviving every Ork gains 10 experience points.

**+5** For wounding a Necron an Ork gains 5 experience points.

**+1D6** For surviving the 2nd turn an Ork gains an extra 1D6 experience points.

**+5D6** For Grots surviving means they gain 5D6 experience points.

**+2D6** For downing a Necron Vehicle a warrior gains 2D6 experience points.



## RETIRIN'

If, after this battle, your mob has a rating of 401+, then it retires. Your Nob can sit behind his own Bar, selling Fungus beer and telling tales of his battle against 'da Metal Fings'. Your Spanners can become fully fledged Meks and set up Workshops in Mektown. Yeah, it's 'Da Eezy Life...'

## CONTINUIN'

If you still don't have a Mob rating of over 400 then you can continue fighting with that Mob.

## NECRON RULES

**Self Repair or "I'll Be Back":** If a Necron takes a wound and fails it's saving throw then it falls to the ground as if destroyed. Do not remove the model but lay it down instead. The Necron takes no part in the game whilst on the ground and cannot be harmed, it's body is just another piece of wreckage littering the desert. At the start of each Necron turn roll a dice:

On a score of 6 the Necron is repaired. It rises to it's feet and can move and fight as normal.

On a score of 1 the Necron is beyond repair and it fades away and vanishes. Remove the model permanently.

On a score of 2-5 the Necron remains on the ground. Roll again at the start of the next Necron turn.

**Metal Flayer:** Gauss weapons make little distinction between flesh and metal. If it strikes a vehicle it will strip away a small section. The weapon has a special armour penetration rule. If you roll a 6 for armour penetration then you may add a further D6 to the penetration score.

## NOTES

I see no real problem in fielding a small Necron force this size to take part in the battle! It isn't too expensive to do and will help your mob go out with a bang, rather than fading away into nothing (like a Necron).

# GORKAMORKA™

MOB NAME: Necron Raiding Party

MOB RATING: N.A.

TEEF HOARD: None

NAME	CHARACTERISTICS									WEAPONS, SKILLS AND INJURIES		WEAPONS SUMMARY								COST	EXP.
	M	W	S	T	W	I	A	Ld	Short Range			Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo	Notes		
1 Necron Lord	4	4	4	5	5	3	4	3	10	Lightstaff, 2+ save		6	12	+1	-	5	-2	D3	1+	-	-
10 Necrons	4	4	4	4	5	1	2	1	10	Gauss Flayer, 2+ save		6	24	+1	-	4	-2	1	1+	-	-
5 Scarabs	8	1	0	3	8	1	2	1	10	Fly (Double M to 16), 2+ save		-	-	-	-	-	-	-	1+	-	-
2 Drivers	4	4	4	4	5	1	2	1	10	Gauss Flayer, 2+ save		6	24	+1	-	4	-2	1	1+	-	-

VEHICLE TYPE: Destroyer			NAME: SPANNER:		COST:		FIXED WEAPON TYPE: Gauss Cannon						GUNNER:			
DRIVER:		Score	Armour	Location/Damage	Score	Armour	Location/Damage	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes
1		8		Driver	4	10	Destroyer	12	36	+1	-	6	-3	D6	1+	Metal Flayer
KUSTOM JOBS, CUBBINS AND PERMANENT DAMAGE:																
2		8		Driver	5	10	Destroyer									
3		8		Driver	6	10	Destroyer									