

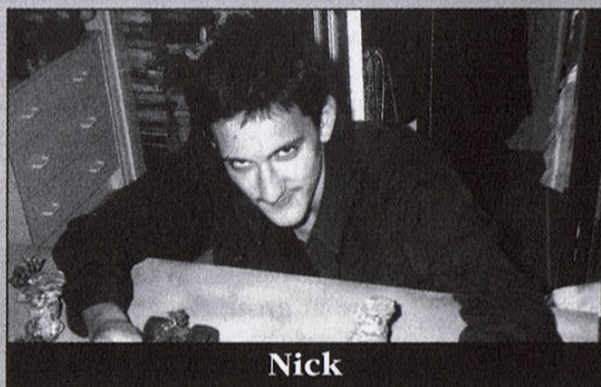
# Dark Night

A Gorkamorka scenario

By Nicholas Piachaud with lots of help from Dalga Faik

## Dose Mad Yoofs

*Of course, I suppose, you'll want to know what kind of twisted mind could possibly think up such a scenario? Well it's me, Nicholas Piachaud, I'm sixteen years old and possess an irrational hatred of Richard Whitely. (Why's that irrational? – Ed.) Spending a lot of my time painting my armies, I rarely get a chance to actually test them out in battle, instead preferring to hone my painting skills so occasionally my battle plans work. More often enough they don't. So life goes...*



**Nick**

*At the present I'm collecting a converted Samurai Blood Dragon Undead army, replete with katana wielding Vampire maniacs converted from everything from the Dark Eldar range to the Battlesisters of Mordheim. The army also includes a Black Coach converted from a Dark Elf Cauldron of Blood, along with a Grave Guard unit built from the Chaos Warrior sprue. For some reason, the image of Undead (with big swords) seemed to be too appealing to ignore.*

*I also play Necromunda and, of course, Gorkamorka where my ladz, the infamous Reaperz, rocked and reaved their way through the campaign. Somehow they won the last battle they ever played, although by the end of it they were so full of lead they could have restarted their careers as a*

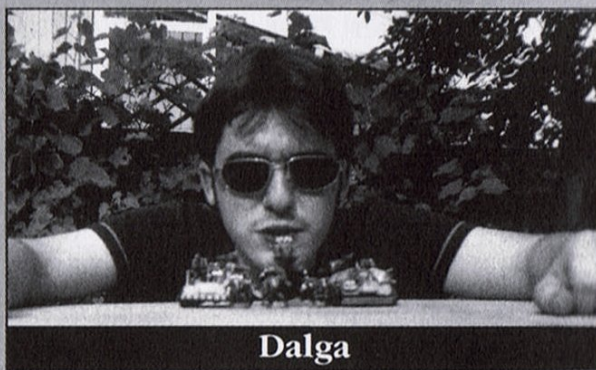
*(green) pencil set!*

*I also love drawing and writing. And Aerosmith. And Metallica.*

*I received lots of help, much needed support and coffee from my mate Dalga Faik. He enjoys Metallica, coffee and a variety of other wholesome entertainments. He also plays Skaven and Orks. Very occasionally he wins. Which is good. Admittedly more often he loses. He isn't bitter. Dalga is also 16 years of age and, like me, has just started his A levels. In particular, we find games of Warhammer (etc) a great break from stuff like, er, history, because mindless bloodshed is such an easy way to relax from learning about, er, mindless bloodshed. Oh...*

*Dalga also enjoys writing stories, watching TV and listening to (heavy metal) music. much like me. He provided lotsa help with this scenario, as well as the camera and the games table.*

*He is endlessly coming up with new ideas for*



**Dalga**

*the Games Workshop universe. I still don't talk to him after the mass carnage his Khorne Necromunda Gang with Powerclaws caused. But his imagination is endless, and he has already got his name into da Journal once. He has more luck in Gorkamorka where his ladz enjoyed a long winning spree. Although we are sure there is a cunning and detailed strategy that Dalga applies to all of his games, either of us have yet to find it.*



## Things that go bump...

*'There are stories out there. Not many, not very well told, but still...'*

One such concerns a place, between the fortz and Mektown. They call it 'Snagga', an old fort situated in the middle of nowhere refitted by a rich and powerful mob to be a drive-thru bar for other mobs.

Recently, tales are that Snagga has been acting strangely. Tales are that the mortality rate for visitors to Snagga's bar has been a little high, even for an Ork bar. There are those that say something has come to Gorkamorka. Something dark and very scary...

Dark Night is a special one-off scenario influenced by films such as Dusk till Dawn as well as combining elements of Aliens for good measure. This is a scenario for experienced mobs only as it is quite difficult. It's also tense and exciting but can rapidly deteriorate into a bloody massacre. I guess the purpose of this is to say, well you have been warned (evil laughter).

## BACKGROUND

On the way back to Mektown, your mob has decided to drop in on Snagga's fort, which you have heard sells the finest fungus brew around for the best prices. You mob joins the inevitably large queue of thirsty boyz struggling to get a beer, and as the twin suns set over the horizon the only sounds audible are the honking of horns and shouts of assertive encouragement.

As night falls much to your mob's relief they finally pull up outside Snagga's fort and somehow bribe the Ork at the gates to let them in. Or hit

him hard until he lets you in, anyway.

As the night wears on the collective boyz get drunker and drunker when, suddenly, the lights go out and the place is plunged into darkness. Screams fill the air. Then louder screams which didn't sound like a mob enjoying a drink. Your mob beats a hasty retreat and so misses out on the pleasure of being decapitated or disembowelled, or any other yucky things starting with 'd', perhaps the most obvious one being death!

Checking their weapons and equipment, the mobs decide to make a bolt for the gate, get to the buggies and ride off into the night.

This scenario is only suggested for Mobs with a fairly high rating because it is rather bloody.

middle of the table.

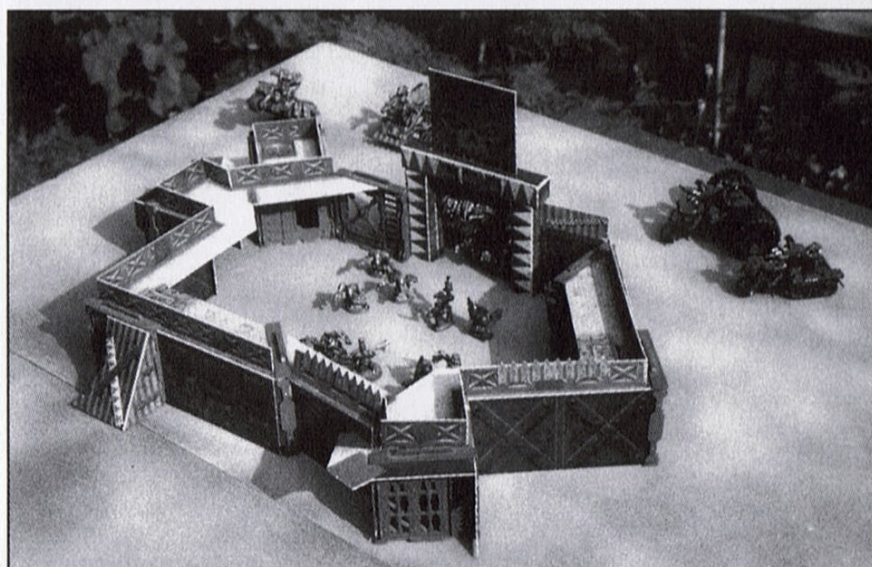
Intensive playtesting of this scenario shows that two forts combined is more than enough space, since we used two mobs.

## MOBS

Any number of mobs may take part in this scenario, however players should note that should you have more mobs, the size of the fort should also increase. Actually, the more mobs there are, the more fun this scenario is.

Mobs may have all of their members available for this scenario.

*Old Battle Wounds* and similar injuries (including *Permanent Damage*) that would keep a model out of the game outright are not applicable here.



There's trouble oop at t'fort

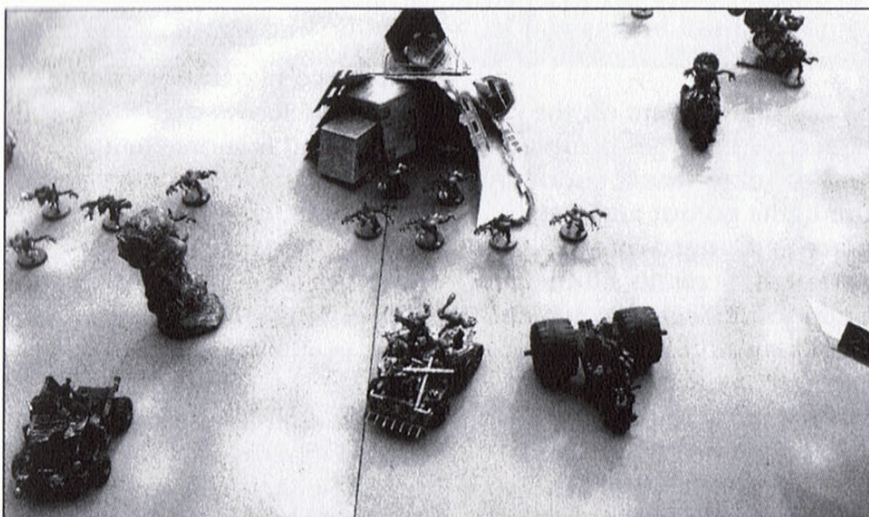
## Part I: Gettin out of da Fort

**Terrain:** Use the Gorkamorka fort for Snagga. Feel free to add any 'Orky' extensions to the fort as you see fit. The Fort is the only thing we are really concerned with at the moment, so set it up in the

## DEPLOYMENT

All of the mob's vehicles should be deployed no closer than 12 inches from the fort and all the members of each mob (except drivers) are deployed inside the fort, preferably together, but as far away from the fort gate as possible. All weapons may be





Da boyz make a quick getaway

taken. Drivers, rightly suspicious of their vehicles being nicked by envious mobs, have elected to stay with their vehicles. This includes bike owners. There is a very good reason for this, which is detailed later.

#### SNAGGA'S MOB

As some of you may have guessed, Snagga's mob has been taken over by Genestealers! The Orks are

not alone on Angelis and some Stealers from a recently crashed spacecraft have come out of hibernation and are now looking to enslave the population starting with Snagga's mob. Snagga's mob is now formed of Genestealers and Genestealer/Ork hybrids. There are Genestealers deployed inside the fort, but they only come into it a bit later. Inside the fort are the Hybrids, an insane blend of Ork and Genestealer,

combining Ork strength and single-mindedness to Genestealer, erm, strength and single-mindedness. There are 2D6+2 Stealer Hybrids deployed inside the Fort, all armed with sluggas and choppas.

Snagga's mob is deployed along the top floors of the fort (battlements?), they should not be too close to the normal mobs. Use common sense, or if common sense is unavailable use a dice. They are assumed to be feeding or sleeping at this time believing themselves to have killed all the warriors in the fort.

#### STARTIN

The Ork mobs go first. Because it is pitch black in the fort, the Orks can only see D6 inches ahead of themselves. The only exception to this are warriors with *Bionik Eyes*, who can see clearly. The Orks are creeping around in the dark, occasionally brushing against a dismembered corpse or chitinous carapace, so they can only move as far as they can see. Their aim is to get to the fort gate and blow it wide open. The fort gate can be attacked directly with the mob's weapons, use the damage table from the rulebook to see what happens. However, treat any results above 1 or 2 as a 3 – as the gate cannot be destroyed by puny weapons! Boyz may scale the walls and jump out (cause da monsterz is up there in da roof). Therefore they just have to sit tight and wait for rescue. If an Ork can see a Stealer hybrid (within vision range), he can shoot at it.

#### BOTTLIN'

You cannot bottle out in this scenario. Where would you run to?

#### HYBRID AWARENESS

1D6	Result
1-3	The Hybrid doesn't see the Orks (unless they've have been shot at, of course!).
4-6	The Hybrid recognises the quivering Greenskins huddled together and explodes into action! If a boy is in weapons range the Hybrid will open fire. If the boy is in charge range the Hybrid will charge and fight in close-combat.

In subsequent turns, active Hybrids continue to remain active and behave as explained above, but inactive ones must test.

#### CAPTURED TABLE

1D6	Result
1-2	<b>Dead.</b> Capture by Genestealers is not pleasant and the unfortunate Ork is now as good as dead.
3-4	<b>Multiple Injuries.</b> The Warrior suffers from serious injuries.
5-6	<b>Survived against All the Odds.</b> Surprisingly the warrior has survived intact.



## Special Rules

After each of the mobs have had a turn roll 1D6 for each Genestealer hybrid turn. This is the awareness of the Stealer Hybrid:

### START THE CAR...

At the start of the second turn 2, the each mob's driver becomes aware of the screams from the fort and may immediately start up his vehicle and attempt to ram the gates to the fort. If a mob has more than one vehicle, decide which one will ram the gate. The others start up their engines and prepare for a quick getaway.

If a mob succeeds in getting through the gate, then in subsequent turns the Orks inside the fort may make good their escape and mount their vehicles.

When all models are aboard and all last minute worries are sorted out (left luggage, forgotten wallets, that sort of thing), the transport may screech off into the desert with all the ladz doing the Orky equivalent of wiping their brows and sighing, etc, etc. Which brings us nicely to...

## Part 2: Da Chase

Part two of this scenario involves the mobs frantically attempting to put as much distance between them and the 'bugs' as possible. Unfortunately, the Genestealers themselves have been roused by all the noise, and are in hot pursuit. Part two takes place as a normal scenario, except that there is no scrap, the bottling-out rules do not apply because, well, you already bottling out.

Genestealers can see perfectly well in the dark, but unfortunately the Orks can't. To represent this, the Orks can only see Genestealers if they are within 6 inches. They may then do whatever the rules allow them to do normally (which probably means they cower in terror!). Note that Orks go into *Overwatch* in their turn, so if a Genestealer attempts a boarding action, it can be shot at while on *Overwatch*.

Genestealers follow the normal rules for boarding vehicles, but a roll of a 6 on their Initiative test means that they fail.

successfully escapes the tabletop is the winner. Serious Injuries are sorted out as normal, as is vehicle permanent damage. However, experience is slightly different.

### EXPERIENCE

Any warriors that survived the scenario gain experience points as follows:

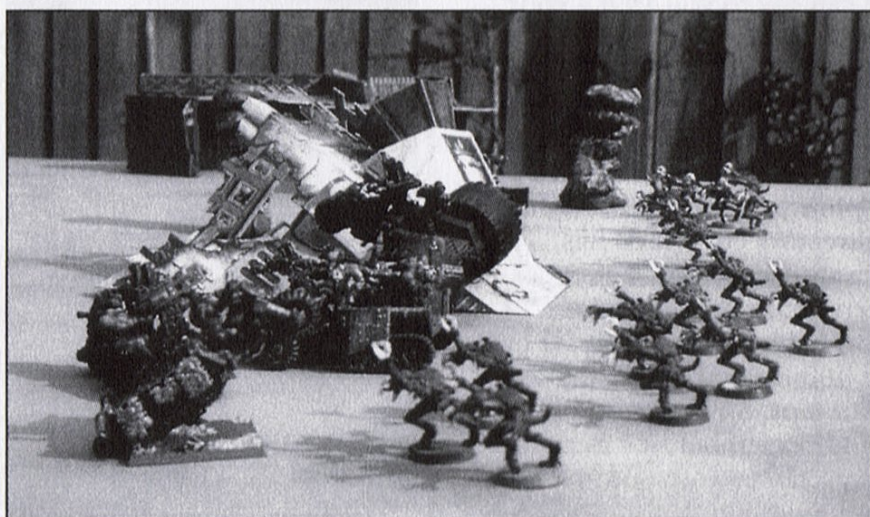
**+2D6 survives**

**+10 wounding hit**

**+20 wounding a Genestealer** (not a hybrid) in close combat

**+20 winning**

For the Nob of the winning mob.



**Hordes of Genestealers set to make life very hard**

### DEPLOYMENT

The terrain should be the same as described in the first part of this scenario, but the fort should now be on one end of the table. Each mob deploys just before the gates to the fort. Hybrids do not take part in this scenario, only purestrain Genestealers.

There are 2D6+ 3 Genestealers and they should be placed between the mobs and the opposite board edge.

### WINNING THE SCENARIO

The first Ork mob that

**+D3 Da Kings of Da Road**

Every driver in this scenario gains extra D3 experience.

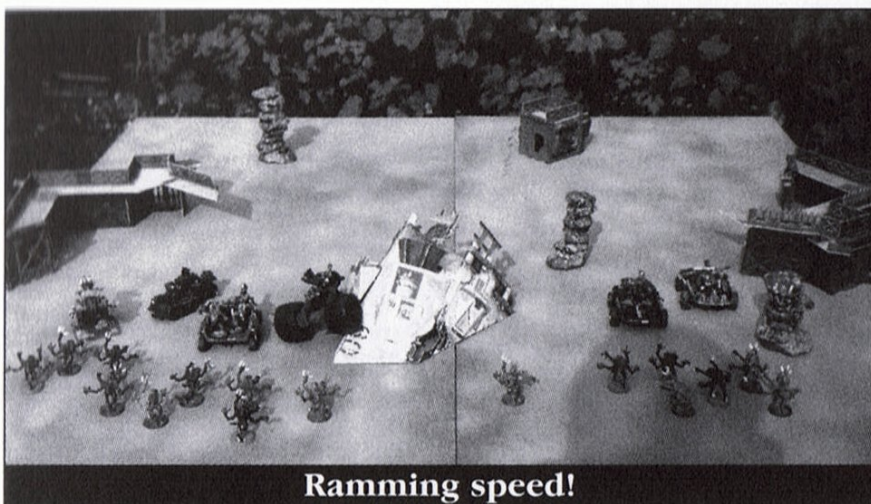
**+5 penetrating hit**

Any penetrating hit on the fort gate (including ramming) gains +5 experience points.

### Bitter Enmity:

Since it is unlikely that the warrior will be fighting Genestealers for sometime, treat any roll of Bitter Enmity as what I term fearless, the warrior now no longer being affected by terror





Ramming speed!

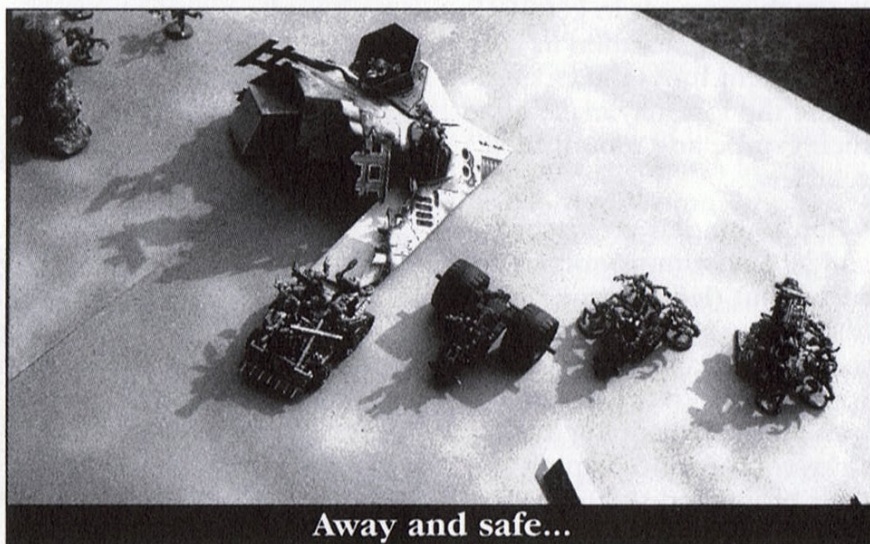
## The Aftermath

So there you have it, a scenario, ready, waiting and dripping with acid. If you really are serious about playing this scenario, then all I can say to you (if it's your mob in there) is, well, good luck. It should be tense, fun and exciting, and feel free to modify it as much as you like. I myself have managed to splice together Dark Night the directors cut which has extended action sequences, irrelevant scenes and is probably far too hard for even a 400+ rated mob gang to attempt. Anyway, good luck, and remember: it's okay to be scared.

## On Conversions

The Genestealers themselves are quite easy to get a hold of, whilst hybrids can easily be

knocked together by some extra arms and claws and a Gorkamorka ladz sprue. I actually used some old hybrids I had created for games of 40K, before any of that stuff came out but the ways and methods of creating Hybrids are, well, endless. They were painted with purple skin although it might be interesting to blend Ork flesh with Genestealer by blending green and purple. Their uniforms were desert camo and silver but, again, you can basically do what you want.



Away and safe...

## Genestealers and Hybrids

### Genestealer Purestrains

	M	WS	BS	S	T	W	I	A	Ld
Purestrain	6	7	0	6	4	1	7	4	10

**Weapons:** Razor sharp claws and teeth (no armour saves).

**Psychology:** Genestealers are completely immune to all Psychology.

**Pining:** Genestealers are never pinned on combat, they're just too hard!

**Chitinous Armour:** Genestealers have thick hides which give them an armour save of 5+.

**Fear:** Genestealers are frightening alien creatures and cause *Fear*.

### Genestealer Hybrids

	M	WS	BS	S	T	W	I	A	Ld
Hybrid	4	4	3	4	4	1	5	4	8

**Weapons:** Slugga and Choppa.

**Chitinous Armour:** Genestealers have thick hides which give them an armour save of 5+.

**Fear:** Genestealers are frightening alien creatures and cause *Fear*.