

'Eet Seekaz



Gorkamorka
Gubbinz



By Craig Thompson Wood

Craig is from Edmonton, Canada and is a fatical Gorkamorka player. This is the first time that he has got off of his 'duff' and sent in an article, although he assures us it certainly won't be his last. Unfortunately he has been greatly

hindered by the crash of his computer recently and that may have an ill effect on his submissions. Craig has put his 'Eet Seekas through rigorous playtesting which he admits was the most fun part.

Eet Seeka Missiles

Firing: The 'Eet Seeka Missile is fired in the player's shooting phase as normal. The initial range of the missile is 10+ the score of an artillery dice. If this roll equals or exceeds the distance to the target then roll to hit as normal – note that the Eet Seeka is unusual in that it has a better chance to hit targets at long range as oppose to short range, due to the time it takes for the missile's instruments to come on line. If the missile hits, then determine damage as normal and carry on with no further effects.

Should the missile miss or be short on range then move it to its maximum distance pointing in the direction fired. You should now turn the missile 45 degrees (use gubbinz) in the direction of its target vehicle (see choosing targets below).

Should the distance show that the missile is on top of the vehicle, move it so that it is on the opposite side of it from the firing position and then turn as normal.

If the artillery dice comes up as a misfire then the missile has exploded in the breach. Roll for damage on the shooting vehicle table as though hit in the fixed weapon and for obvious reasons, armour plating is not allowed to be used.

Choosing Targets:

The Eet Seeka Missile locks onto sources of heat and uses this to guide itself to a target. Even the largest of Boyz doesn't produce enough natural body heat to attract the most sensitive of 'Eet Seekas. However, boyz with implants that produce gas emissions and other heat sources may do. As such, the

following are considered to be targets:

Trukks, traks, bikes, boyz with – gyro stabilised monowheels, traks or wheels for legs, kustom thrusta boostas (which have been used) and hot squiggles (see rules later).

Trukks and vehicles which are immobilized do not count, as it is partially the gas emissions which attract the 'Eet Seeka. However, a vehicle which is burning as a result of its damage, will attract the 'Eet seekas attention. (This does not mean to say that an 'Eet Seeka cannot be fired directly at a regular boy, it just won't lock onto him after its been fired. From the above list of potential targets the 'Eet Seeka will choose its target from whichever is the closest and will now be considered to be chasing its target (see rules for

chasing below). If there are any doubts as to which vehicle is closer then use a random dice roll to determine.

Chasing vehicles:

During the targeted vehicle's movement phase, the Eet Seeka will move everytime its target moves.

The 'Eet Seeka will move in a straight line a number of inches equal to the roll of an artillery dice, even if this carries it beyond the relative position of the target vehicle (but remember if it makes contact with anything it is considered to have exploded). After moving the 'Eet Seeka may turn up to 45 degrees in order to bring it into line with the vehicle's direction of movement. Also, consider that if it comes closer to a different target then it will select the closer vehicle as its new target.

Once a target vehicle has ended its movement, for whatever reason or if the 'Eet Seeka locks onto a new target, then it will make one more movement before stopping until the next turn. However, should any vehicle come closer to the 'Eet Seeka, even after it has been activated and played, it will become re-activated and pursue as normal.

If at any point in its movement a *Misfire* is rolled, then the missile

crashes to the ground, exploding on impact and is removed from play.

Boyz on Foot

Although they cannot be chased under normal conditions, it possible for Boyz caught on foot to get in the way of a speeding missile.

If the 'Eet Seeka should happen to pass over a Boy on foot during the course of its movement, then he should make an Initiative test to get out of the way, rolling equal to or under.

A failed test means that the model has been struck and suffers a S3 hit from the impact of the missile. They should then roll a D6 and on a 1-3 the missile carries on as normal, on a 4-6 the missile explodes and the boy suffers the full force of the missile – the missile (and probably boy?) are removed from play.

Other

An Eet Seeka missile can be removed from play in several ways. As previously mentioned it may run out of steam and crash to the ground. It might move off the table, in which case it is removed from play. Or it could collide with

something which causes it to detonate (vehicle, Boyz on foot, scenery) – any outcropping, rock, dune or barrel will intervene with the 'Eet Seeka's path and cause it to explode.

If an 'Eet Seeka ever finishes its movement more than 12" away from any targetable vehicle/heat source then it will crash harmlessly to the ground and be removed from play.

Finally, an 'Eet Seeka may be shot down. Shooters suffer a -1 penalty to hit in addition to any other penalties. This is because of the 'Eet Seeka's erratic movement. The missile has a Toughness of 5, and 1 wound.

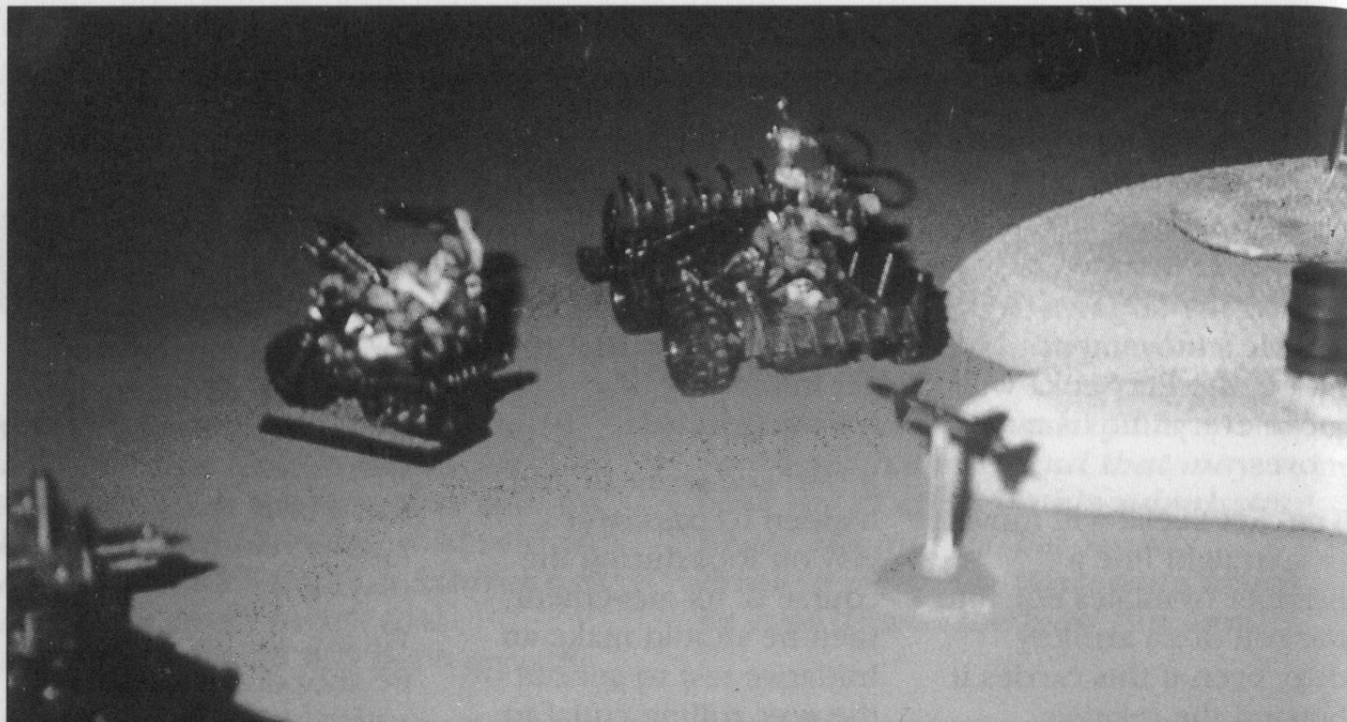
Summary

1. Firing vehicle selects target vehicle.
2. Firing vehicle rolls artillery dice to determine range.
3. Determine to hit modifiers and roll to hit.
4. If hit, determine damage as normal.

If it misses, move the missile to maximum range rolled, facing in the direction fired.

5. Missile selects closest vehicle as its target and makes an immediate turn towards the selected

Eet Seeka							
Range		To Hit		Str	Dam	Sav	Ammo
Short	Long	Short	Long				
0-10	11-20	-1	+1	5	1	-2	Auto



An Eet Seeka missile giving chase to a truck and bike

vehicle's direction of movement.

6. As the selected vehicle moves, the 'Eet seeka rolls artillery dice to determine distance travelled in a straight line and then turns.

This continues until either the 'Eet Seeka is removed from play somehow (colliding with something, running out of steam, etc.) either its target stops or it chooses a new target. In the latter two respects the 'Eet Seeka will make one final move towards its (new) target and if it fails to reach it, will be considered to be chasing it in the target's next turn as well.

Purchasing

'Eet Seeka missiles are treated as an upgrade at the Meks for your Rokkit Launcher. So roll as

normal and pay the 1D6 teef as normal.

Modelling

During playtesting a hunter-killer missile from a Warhammer 40,000 tank kit mounted on a flying base was used. This was highly effective and works well for play purposes.

Hot Squiggles!

A Hot Squiggly starts out its life as a Joose Squig, a small, slug-like beast that the Orks farm. The Joose Squig excretes an oily, flammable substance which the Orks use for fuel, weapons, and dead 'ard drinks! The Joose Squig also serves a role in distracting the unwanted attention of 'Eet Seeka missiles.

When an 'Eet Seeka locks onto its target, some of the more prepared Ork crews set fire to their Joose Squigs and throw

them overboard. The oily skin of the Joose Squig produces an intense heat and with any luck will divert the 'Eet Seeka away from the vehicle.

When: Before each gas move or thrust, a vehicle may elect to throw off some, none, or all of its Hot Squiggles. Mark the spot where the Squiggles are dropped as they continue to burn even after the initial drop.

Targeting: You may now treat the Squiggles as a vehicle for the purposes of targeting the 'Eet Seeka. However, whether the Hot Squiggles will hold the attention of the 'Eet Seeka depends on how many Squiggles are sacrificed, as more Squiggles means more heat.

Distracting: If one Squiggly is thrown overboard, then the 'Eet

Seeka will be attracted on a D6 roll of 6+, for each additional Squiggly thrown over, it will increase the chances by +1 to a maximum of 2+.

If an 'Eet Seeka is attracted to a Hot Squiggly, then it will move towards it unless another vehicle comes closer to the missile than the Hot Squiggly, and draws its attention away. When the 'Eet Seeka reaches the Squigglies, it crashes to the ground and the Eet Seeka and squiggles are removed from play.

Jettisoned Squigglies will continue to burn as a flamer hit – test at the start of every turn (of the player who threw the Squigglies) – and they will go out on a roll of 6+. Test individually for each Squiggly.

Provided that the 'Eet

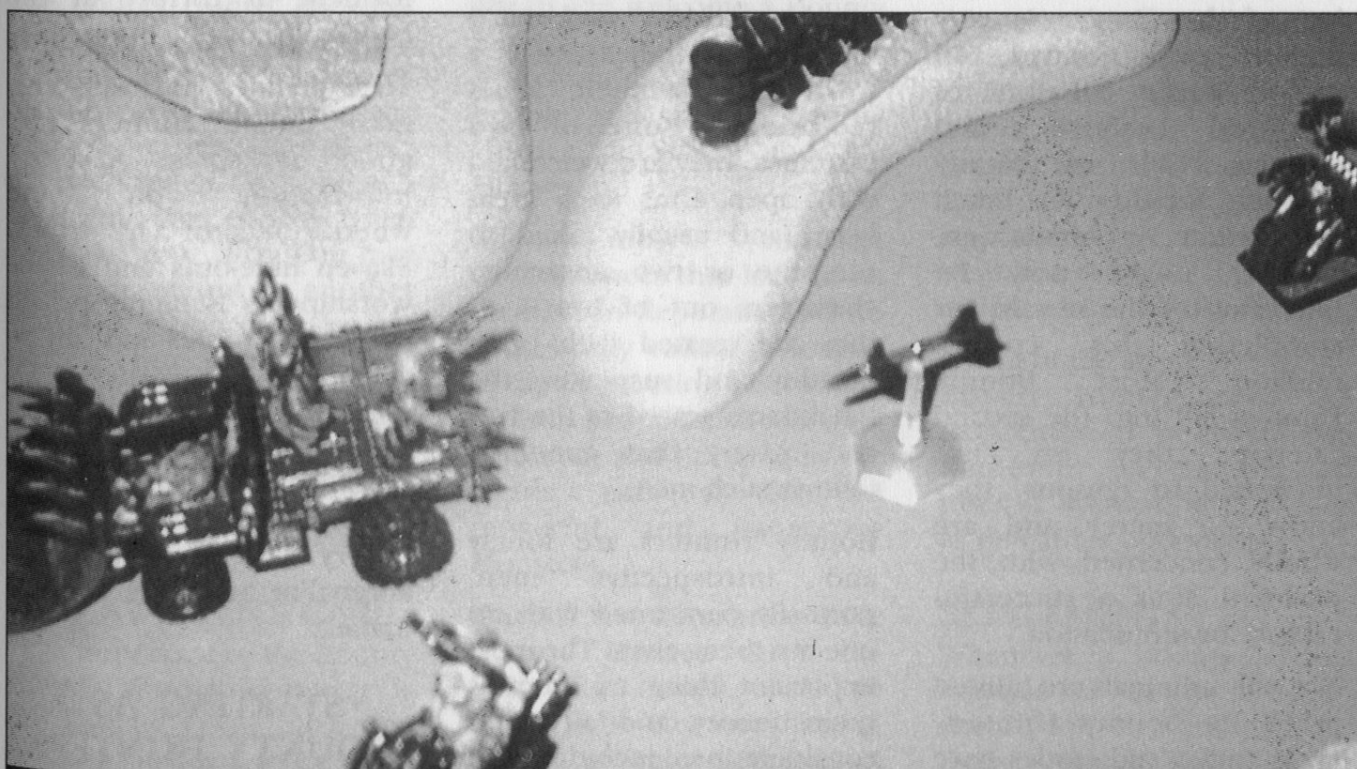
Seeka is not fooled by the Hot Squigglies, it will continue on its course towards the target vehicle passing over the Hot Squigglies if necessary (they're too small to get in the way). Of course there is nothing to stop a vehicle from throwing out more than one lot of Hot Squigglies during its movement phase!

If a missile is not drawn to the Hot Squigglies, that does not mean to say that it shouldn't pass by them again at a later time, or a different 'Eet Seeka for that matter, won't be attracted then. Roll for attraction every time the Squigglies are the closest possible target, remembering to take into account how many Squigglies there are.

Gubbinz: Hot Squigglies count as gubbinz and if

destroyed (on a roll of 4+), then the bucket of Joose Squigs is spilt and all the remaining Squigs are lost. On the roll of 6 (when testing to see if the Squigs are destroyed) the Joose Squigs have caught fire and all mobsters on the crew compartment (or anybody on a bike) must roll a d6 – on a roll of 4+ they have caught fire (as a flamer hit) and will take a hit with a Strength equal to the number of Squiggies that were still in the bucket at the time. Test for being set on fire, etc. exactly as a flamer hit.

Purchasing: Hot Squigglies may be purchased between games at a cost of one Toof for every three Squigs. For obvious reasons they are a one-use item.



On a cramped battlefield things could really start to get dangerous...