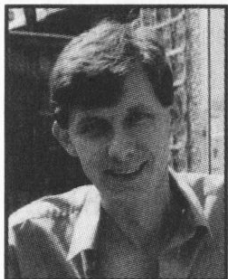


# GORKA-MUNDA



Ever since Gorkamorka came out I've wanted to combine it with Necromunda so my Goliath and Escher gangs can go up against some viscious Orks. I also liked the idea of Goliaths whizzing about on bikes and buggies just like in the Mad Max films. Here it is, my rules for combining the two games.

By COLIN STUTT

Hands up everyone who thinks Necromunda is a great game. Thanks. Now hands up everyone who thinks Gorkamorka is a great game. Good. Now what would you think of a new game that combined all the excitement and atmosphere of both worlds?

Okay, alright, calm down, calm down. All will be explained.

Gorkamunda is a game in which a fierce gang of human fighters from Hive Primus on Necromunda find themselves stranded on the distant planet of Angelis II, better known to the dominant Ork inhabitants as Gorkamorka. You will need access to both Necromunda and Gorkamorka to play.

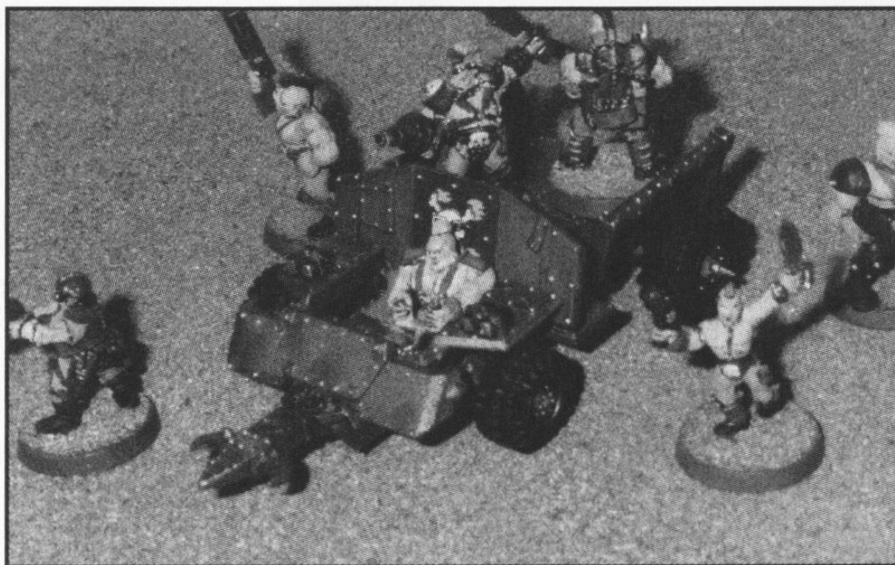
The Necromundans are strong fighters in their own right and they have brought with them weaponry and equipment which is superior and more reliable than anything on the primitive planet. But they are totally cut off not just from their homes and supplies, but from anything even remotely resembling civilisation. How will they fare against the toughness and sheer brutality of the marauding Ork gangs of Gorkamorka?

Read on....

## SETTING UP YOUR GANG

You start by choosing a gang out of an initial allowance of 1,000 credits. In Gorkamunda you will essentially be playing Gorkamorka games and scenarios but with a Necromunda gang, so you will want a vehicle or two to start with. Here is what you do:

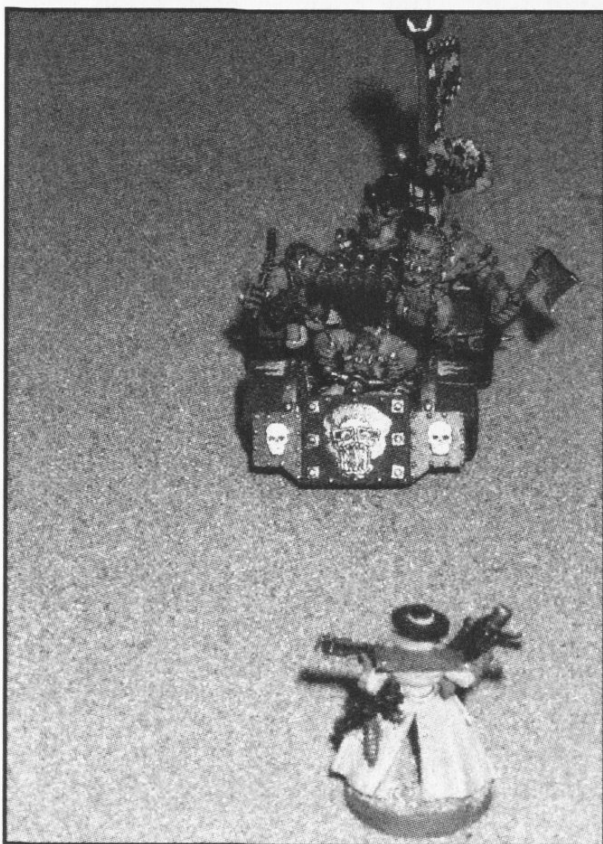
**I Ork Gear:** Decide how much you wish to spend on vehicles and any other Orky equipment you want your gang to have to start with. This costs in credits ten times what it costs in teef, so for example a truck or buggy is 200 credits, a trak 150 credits and a bike 100 credits. Any vehicles you have represent abandoned Ork vehicles whose crews were killed when you crash landed, but for the purposes of game balance you still have to "buy" these from your initial



Colin's Gorkamorka Goliath gang??

allowance of 1,000 credits. It is probably not a good idea to get much Ork equipment other than a vehicle or two because you will be able to buy such stuff between games, whereas you will never again have the chance to spend credits on decent Necromundan weaponry.

**2 Your Gang:** Use your remaining credits to hire a Necromunda gang and their starting equipment, so if you spent 200 credits on a truk you would have 800 left for the gang. Gang selection is subject to all the usual Necromunda rules e.g. you must have one gang leader, you cannot have more than two heavies etc. Any credits you have left over are simply wasted. There is no use for them where you are going! A useful tip is to go for weaponry which is superior to the stuff available to Orks, either through being reliable like laspistols and lasguns, or having high strength to overcome Ork Toughness. Therefore weapons like plasma pistols, grenade launchers and melta guns are good choices.



*Da Boyz come face to face with the traffic warden from hell!*

**3 Hired Guns.** In Gorkamunda even a starting gang can have Hired Guns from the outset. However, since they are being hired for an extended period it costs five times the usual hire fee to get them, i.e. the same cost in credits as a Hired Gun adds to your gang rating. Therefore Underhive Scum cost 75 credits, Mad Donna Ulandi costs 225 credits. Fortunately once you have hired someone in this way and they arrive in Gorkamorka, they realise they are trapped and have nowhere to go, so they will stay with your gang indefinitely and never need to be paid any further hire fee. Hired Guns are treated just like gangers for the purposes of foraging, trading and being supplied. However Hired Guns never gain experience or advance rolls.

**4 Established Gangs:** Everything so far assumes you are starting with a fresh gang, but you can bring an established Necromundan gang to Gorkamorka if you want to (and are not so attached to them that you would be upset to see them dying horribly at the hands of rampaging Orks). There are two ways or approaching this. Either you can just take your gang over as it is so that it will start with no vehicles at all (which can be a bit unfortunate in scenarios like Da Rumble, Da Fight and Da Chase); or else you can leave behind gang members or equipment (other than Hired Guns) up to the value of the vehicles you want. Established gangs must still pay five times the fee as explained above for any Hired Guns they take with them. This can be paid immediately after the gang's last regular Necromunda fight.

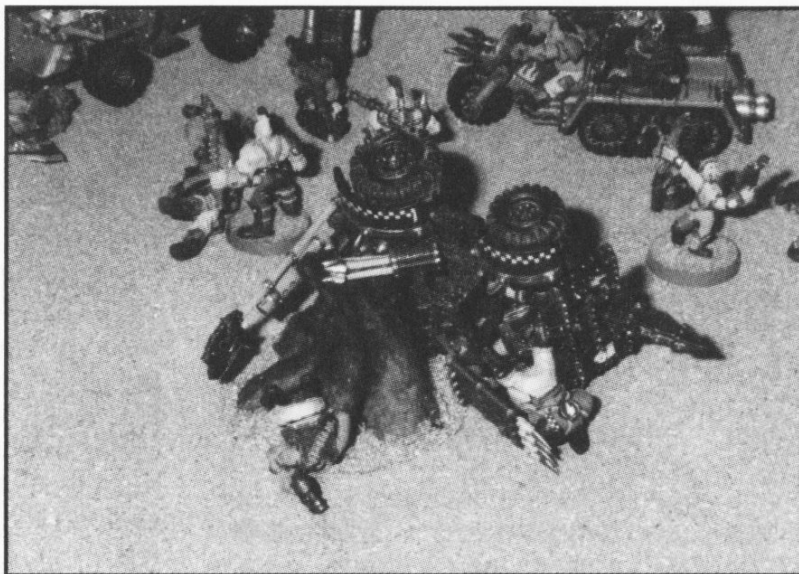
**5 Gang Rating:** You can use either a Necromunda or Gorkamorka Gang Roster to record your gang members but you need a Gorkamorka Buggy Roster to record your vehicle details. Since you will be fighting Gorkamorka gangs you must calculate a gang rating according to the Gorkamorka rules. Once you have made your gang selection, the value of everyone and everything in the gang must be recorded on the roster in teef. Just divide anything you paid for in credits by 10, so a ganger with

lasgun who cost you 75 credits would go down on the roster as costing 7 and a half teef. Gang rating is the total experience of the gang divided by 10 plus the value of the gang in teef.

**6 Food Stocks and CRED:** These are new things which must be separately recorded on your gang roster. The way they work is explained below. To work out your initial food stocks, roll one Sustained Fire dice for each member of the gang. Add up the total and write it down, treating the Jammed symbol as 0. CRED is a measure of the status of your gang in the eyes of the local Orks. At the start of the campaign your CRED is 0.

**7 The Good News: FREE BONUS ITEMS!** As part of the deal that brought you to Gorkamorka, your friendly sinister Guilder contact has brought along some useful stuff for you. Every Necromunda gang therefore gets D6 random items absolutely free of charge. Newly established gangs can re-roll this throw once, but must accept the second roll even if lower. Each item is then randomly generated on the Rare Trade Chart (the main one, not the Outlaw Trade table). Wow! It could be anything from a fantastically valuable or useful item like a Needle Rifle or Power Fist, or it could be something like a Mung Vase or Ratskin Map, both of which are completely useless on Gorkamorka. Bonus items must be allocated to gang members as usual and will be lost if the gang member is lost. Bonus items cannot be left behind or exchanged for credits to pay for things like vehicles. Also they can only be rolled for after everything else has been selected. Bonus items are completely ignored when calculating your gang rating.

**8 The Bad News:** That is it. You are totally alone, a very long way from home. Never again will you be able to recruit new Necromundan

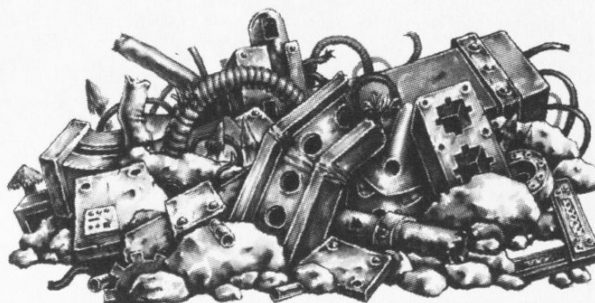


*Get stuck in ladz...*

fighters or equipment. So you will have to make do with crude Ork weaponry and equipment, and as over time your numbers dwindle, the best you can hope for may be to try and recruit the odd Digga to your ranks. And some of them are very odd indeed. A certain fatalism is needed to avoid being overcome by the sheer hopelessness of it all. Your aim now is survival, not glory. Bear that in mind as you make ready for your first rumble.

## PLAYING GORKAMUNDA GAMES

Basically you will be playing Gorkamorka scenarios under Gorkamorka rules. However a Necromunda gang has no fort, so when defending scenarios like Da Siege they can only use their wrecked spaceship to hide behind. What you really need is an ace card model of a wrecked spaceship. I wonder



where you could get one of those?

Being "weedy oomans", Necromundans are subject to pinning, just like Diggas. Necromundans always lose to Orks in the Revvin' an' Shoutin' phase.

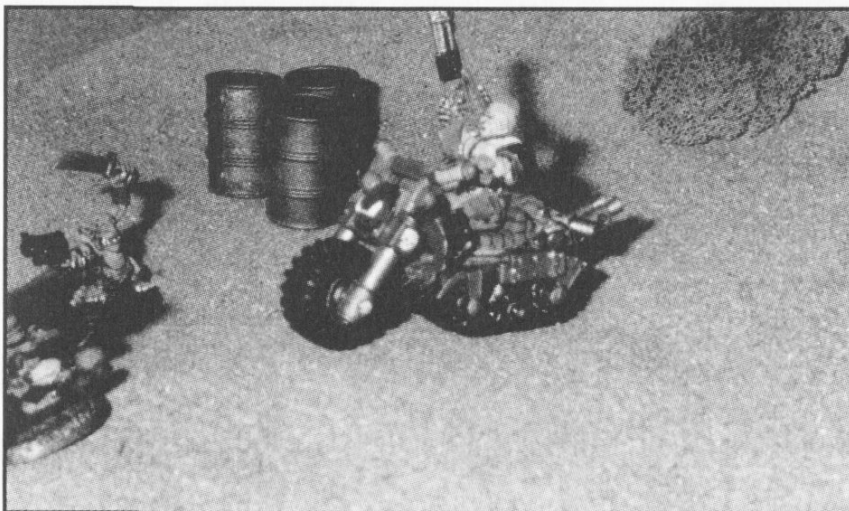
Initially Necromundans tend to avoid straying too far from their base and avoid deliberately picking fights with the locals. Therefore when an opposing gang is choosing a scenario they cannot choose Da Rumble, Da Fight or Da Convoy unless either the Necromundans agree or they have played any of those scenarios previously.

When playing, the basic rule is that, in the event of a conflict between Gorkamorka rules and Necromunda rules, the Gorkamorka rules prevail (unless it says otherwise here). So for example:

- \* When firing sustained fire weapons, roll the Sustained Fire dice first, then roll to hit for each shot you get.

- \* Necromundans in Gorkamunda do not have to take leadership tests when friendly models go down or out of action within 2"

- \* Use the Gorkamorka rules when rolling for the effect of an injury or for models which are down in the recovery phase i.e. Flesh wound on a 1 or 2; Down on a 3, 4 or 5; Out of action on a 6.



*Easy Rider.*

All these differences can be explained by the increased gravimetric effects of the planet Gorkamorka on the human metabolism which means that ... err .... um ... well never mind.

## HEAVY AND SPECIAL WEAPONS

Any Necromunda Heavy or Special weapons can be mounted on vehicles just like Ork Big Guns. Mounted weapons can be fired from moving vehicles (subject to the normal modifiers) even if normally they are "move or fire" weapons. Heavy and Special weapons can be attached or detached from their mounts if their gunner is standing by the weapon mount in the shooting phase and is not firing or engaged.

Any member of the gang can fire a heavy or special weapon while it is mounted, but only the owner of the weapon can attach or detach it or carry it around.

When a "move or fire" weapon is on a vehicle but not on its mount, it can only be fired if both the gunner and the vehicle remained stationary that turn.

## TEMPLATE WEAPONS

The 1" blast template of a shotgun and the small hand flamer template do not cause multiple hits when they strike vehicles. Weapons with a 1.5" blast template cause up to 2 hits when they strike. Roll a D6. On a 1-3 one hit is scored; on a 4-6 two hits are scored. Flamers and weapons with a 2" blast radius cause d3 hits on vehicles as in the Gorkamorka rules.

Necromundans are allowed to make "sawn-off" shotguns just by cutting back the barrell of a normal shotgun. A sawn-off shotgun has its range reduced to 16" and cannot fire bolt shells. Its advantage is that it is

short enough for a driver or biker to fire. This looks really cool. A sawn off shotgun does not count as a pistol or hand-to-hand weapon.

Incidentally Necromundans are able to use Ork stikkbombs in grenade launchers but not missile launchers.

## POST BATTLE SEQUENCE

Necromunda gangs follow special rules after each battle

**1 Injuries.** Use the Serious Injuries Chart in the Necromunda game.

**2 Experience and Advances.** Necromundans gain experience points according to the particular Gorkamorka scenario they were playing, including any Underdog bonus. However they use the Experience Advance and Skill tables and rules from Necromunda. The only exception is that any Necromundan who rolls 2 or 12 on the Advance Roll Table can choose to take a Driving Skill instead of a Necromundan skill.

**3 Income.** Necromundans have no territory or mine, so they do not routinely generate any income after a battle, nor do they gain any 'Ardboyz Bonus. Necromundans only gain teef or scrap where this is provided for in the scenario. However they can keep or use everything they get, regardless of the size of the gang, and never have to roll on the chart which shows net income.

**4 Hunting.** Any gang member who did not roll on the Serious Injury chart can go hunting. Roll a D6 for each hunter. Beastmasters and any Ratskins can re-roll this once but must accept the second roll. Results are as follows:

**6 Big Kill** - gain D6 food units.

**4 or 5 Success** - gain 1 food unit.

**2 or 3 No Luck.**

**1 Meet Something Nasty** - gain D6 experience then roll again.

**5 or 6 Take it down** - gain D3 food units.

**3 or 4** The one that got away.

**1 or 2 Roll on Serious Injury Chart.** Re-rolling any result of 'Captured' or 'Bitter emnity'.

**5 Leadership Challenges.** If any gang member has ended up with a higher Leadership rating than the gang leader, resolve a Leadership challenge using the rules from the Outlanders book. Note that unlike Orks, Necromundan gang members can swap positions as drivers and gunners on vehicles without fighting about it (subject to the usual restrictions on what weapons each type of gang member can use).

**6 Vehicle Maintenance.** Since they lack Ork Spanners and like Diggas are unfamiliar with Ork tekology, Necromundans must roll for each vehicle after each game to see if it suffers permanent damage. Use the rules for Digga vehicles in Digganob.

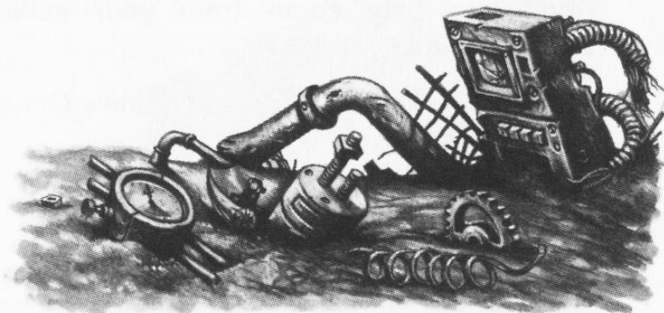
**7 Revise CRED.** Record any increase in the gang's CRED rating - see below.

**8 Trading with Diggas.** Roll a D6. If this is equal to or less than the gang's current CRED, the gang can trade with local Digga gangs. Trading with Diggas can involve any or all of the following:

- \* Any scrap can be swapped for D6 teef or D6 food stocks

- \* Food can be bought, each food stock costing one toof.

- \* The gang can recruit Digga-boyz or Digga-yoofs



\* The gang can buy weapons from the Hand-to-Hand Weapons, Gunz, Armour or Stikkbomz lists.

If you roll over the gang's current CRED, you can only trade with Diggas if your gang leader has a knife fight with a Digga boy and wins. See below.

**9 Trading with Orks.** Roll 2D6. If this is equal to or less than the gang's current CRED, the gang can enter Mektown or trade with local Orks. In addition to doing any of the things listed above for trading with Diggas, the gang can:

\* Buy any vehicles, weapons or equipment available to an Ork mob.

\* Repair or kustomise a vehicle at da Mekboy'z Workshop

\* Kustomise an Orky weapon at da Mekboy'z Workshop

Note that weapons from Necromunda can never be kustomised. Also Necromundans would never even dream of risking the Doc's Serjery.

If you roll over the gang's current CRED, you can still enter Mektown or trade with Orks if your gang leader has a knife fight with an Ork boy and wins. See below.

**10 Feed the Gang.** Each gang member consumes one food supply unit. Any gang members who are not fed are subject to the rules on starving in the Outlanders book, so they will be subject to -1 Strength and -1 Toughness and will die if either of these is reduced to zero. Note that it is no use having lots of teef or scrap because that's inedible! Food can only come from your initial supplies, hunting or trading.

**11 Update Gang Roster** and determine new Gang Rating.

## GAINING CRED

Most Orks treat Necromundans like slightly odd Diggas, but the more perceptive ones like the Mekboyz realise that there is

something different, even slightly sinister about them. Orks will therefore tend to refuse to deal with Necromundans or allow them into Mektown, at least until these curious humies have proved ther worth in Ork eyes. Diggas think the same way but are much easier to convince and impress than Orks.

A new gang arriving in Gorkamorka starts with zero CRED. Then after each battle CRED is gained as follows:

Defeating an Ork gang in Da Fight +4

Attacking and defeating an Ork gang in Da Siege +3

Defeating Orks in any other scenario +2

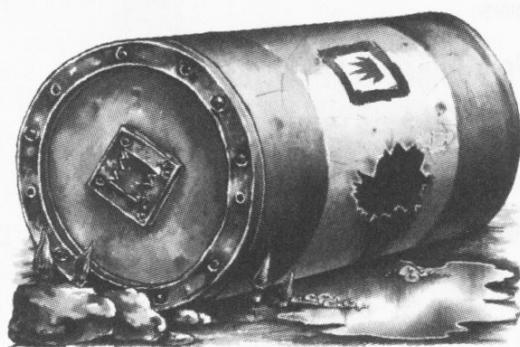
Defeating Humies, Grots or Muties in any scenario +1

Destroying an enemy vehicle in a head on ram +2

Each Ork taken out by the gang leader in close combat +2

Each Ork taken out by any other gang member in close combat +1

CRED never falls, so once Necromundans have reached 12 CRED, they have made it in Ork eyes and can trade freely with them from then on. Also, since Orks have a touch more Orky respect for Necromundans than for Diggas, once Necromundans are permitted into Mektown they are not subject to the penalties which apply to Diggas for rolling on Da Big Day chart or for fitting Gubbins.



## DIGGAS AND THEIR WEAPONS

Necromundans can only recruit Digga Boyz and Digga Yoofs. Once hired, the Diggas are treated mostly like any other member of the gang, but they use the Digga Advance Table and skill charts. Diggas will never challenge for the leadership of the gang. If all Necromundans in the gang are killed, the gang must disband.

Diggas cannot use Necromundan heavy or special weapons, even when they are mounted on vehicles. Necromundan gang leaders and heavies can use any Gorkamorka weapons (but obviously they cannot carry around Big Guns, which are too heavy even for Orks to manage). Gangers can use any weapons usable by Digga Boys and vice versa. Digga Yoofs can use Necromundan Hand-to-Hand weapons or Pistols. Necromundan Juves can use Gorkamorka Hand-to-Hand weapons.

## KNIFE FIGHTS

If you fail the roll against CRED, your gang leader can choose to have a knife fight with an Ork Boy or Digga Boy. If so, resolve a close combat between your leader and an Ork or Digga with a standard profile. Neither side can use any weapons or armour and neither counts as charging. The fight continues until one side is taken down or out of action.

If your leader wins he immediately gains 5 experience points and can proceed to trade. If you lose your gang leader must roll on the Serious Injury Chart, re-rolling any result of 'Captured' or 'Bitter Emnity'.

## CAPTIVES

If Necromundans capture an enemy warrior or vehicle (other than a Mutie) they can agree to exchange or ransom it back as normal. If not the enemy may attempt to capture it back in a One of Our Lads is Missing scenario. If the enemy do not attempt a rescue or do not succeed, and there is still no agreeable

exchange, the Necromundans must either kill the captive, taking his equipment, or set him free in the desert (roll on Serious Injury Chart, re-rolling any further result of 'Captured', before the captive gets home). Vehicles in these circumstances can be broken down for 2D6 teef.

If a Necromundan is captured by a gang containing a Slaver, he can be put to work in the mines like a Digga. However he will never join or fight for another gang, having nothing but contempt for the Ork race.

## CONVERTING FIGURES

A little conversion is needed to adapt a Necromunda gang to Gorkamorka. It helps to re-mount some figures on smaller bases so they can more easily fit in the vehicles. Fortunately you will find that Heavies do not necessarily need any conversion as they mostly have their weapons at about the right height to fire over the front plate of a truck. The only figures you really need to think about are drivers for your vehicles. It is easiest to start with Goliath or Orlock gangs, because you can just order a few plastic figures of these from your nearest friendly mail order troll.

For example, to make a truck driver for a Goliath gang you only need a Goliath torso and can use the arms and legs of the plastic Ork driver from the truck. Just take the Goliath figure holding the knife and chop off the knife arm at the shoulder and the pin



sticking out of the other shoulder. Then chop the legs off just below the belt and glue on the Ork arms and legs. The legs do look a little odd because the Goliath body is so chunky, but this does not show at all when the driver is in place. The arms are the tricky part because they need to be bent outwards to fit on the larger body. You might want to file or gouge a little off the chest to make it easier to glue them in place. Since the shoulder area is still likely to look a little odd you need to either fill any gaps with modelling putty or, better still, glue on some pieces of shoulder armour made out of thin card.

By contrast, to make a Goliath bike rider the arms are easy but the legs can be more fiddly. Chop off the Goliaths left arm. The right one can hold a shotgun or other Goliath weapon. Glue on the plastic Ork biker left arm (the metal arms from the Gorkamorka biker set are a little too long and clawed for a human). For the legs you can just chop off the bottom half of the figure and glue on the Ork biker legs, but this does not look quite right. It is better to make a diagonal cut at the top of each leg and then re-position the leg angled forward at about forty-five degrees, just right for riding a bike.

Converting Orlocks is, if anything, easier because they are about the same general size as Diggas. Therefore an Orlock truck driver can just be an Orlock torso with metal Digga driver arms (from the Digga truck boxed set or from mail order) and Ork truck driver legs.

Any other gangs can also be converted, but metal figures are of course harder to work with than plastic. Getting figures like House Cawdor or the Redemptionists to drive trucks and ride bikes would be quite a challenge!



## VARIATIONS ON A THEME

There are many different ways of linking Gorkamorka with Necromunda. One approach is to assume that there is an old abandoned Ork settlement some distance from Mektown. When choosing scenarios Necromundans can choose to fight around the settlement using Necromundan scenery and scenarios. Scavengers is a particularly appropriate scenario for such a location. Just replace Loot counters with Scrap counters. When alternating between Gorkamorka and Necromunda scenarios it would be quite a challenge for gangs to get the best balance between troops and vehicles.

Much of this article has been focusing on standard Necromundan gangs, but what if, say, Spryers were stranded on Gorkamorka? How would they measure victory? How would Scavies fare and where would they get all their zombies from? Perhaps they infected an entire Digga settlement shortly after crashing. And what about Beastmaster Wyrds? If their pets were killed would they start to control some local beasties instead? All these variations create possible background stories and the potential for interesting house rules. One of the most fun options would be to consider what on earth a Redemptionist gang would get up to, stuck on a planet simply swarming with alien monstrosities!

Then again, how about a game of Necrogorka? A prison ship crashes on Necromunda, releasing a murderous gang of Orks who fight to carve out an existence in the Outlands. Just choose a Gorkamorka gang without vehicles, and record everything in credits so that gang ratings are calculated the Necromunda way.

Why stop there? What if the Iron Jacks had been awoken from stasis on board ship only to find Genestealers stalking the corridors of the Space Hulk? Now, there's an idea...