

# GORKAMORKA PRE-GAME

## WHO CAN FIGHT?



First off, check which of your warriors can actually take part in the battle. Check at least the following:



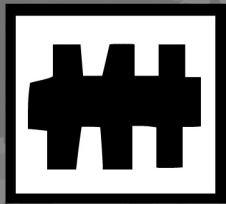
- Anyone with an Old Battle Wound
- Warriors held by enemies (Captured)
- Warriors affected by Da Patient is Restin'

Vehicles aren't always available either, so make sure you've covered these:



- Unreliable vehicles
- Captured vehicles
- Vehicles without Spanners
- Unpaid kustom jobs
- Driverless vehicles\*

\* If a vehicle's driver is unavailable (captured, old battle wound, etc..) you can choose to set a new permanent driver and use the vehicle, instead of leaving it unused. Remember, this change is permanent.



## BOOK KEEPING

There's a bit of paperwork to check before starting:

Is your mob rating up to date?

Have you compared mob ratings for underdog bonuses and 'ardboyz bonuses?

Do you know the details of any new skills or equipment your mob has recently acquired?

Who has the lowest mob rating and therefore gets to choose the scenario or roll on the scenario table?



## INTO THE FRAY!



Time to figure out what kind of fight you're getting into:

- Choose a scenario/Roll on scenario table
- Read the scenario through FULLY
- Where relevant, sort out attackers/reinforcement groups
- Deploy terrain together
- Arm wrestle over who gets to go first (or flip a coin...)