



GORKAMORKKA™

READ DIS FURST!

YOUR FIRST RUMBLE

Gorkamorka is a huge game! It's also quite involved, with lots of interesting bits to explore. If you've never played a game like Gorkamorka before then read through the following examples to get an idea of how things work. Once you've run through them take a look at Da Roolz and Da Uvver Book.

READY FOR ACTION

The plastic models in the game represent the Ork warriors of Gorkamorka. To start with take one model armed with a shoota (we'll say he's from the Morker faction) and one armed with a slugga and knife (from the Gorker faction). Follow the assembly instructions in this booklet and assemble both models. Later on you can paint the models properly, but don't worry about this to begin with.

SETTING UP

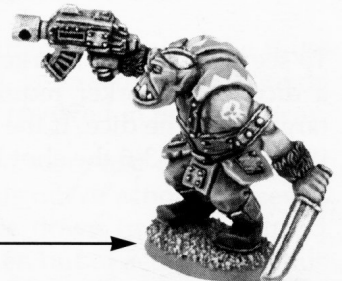
Find some open space on a table or even on the floor. Place the two warriors facing each other 12" apart. You can use the range rulers provided in the game to measure ranges, or you can use a steel tape measure or ruler if you prefer. The warriors are now ready for combat. They have both been searching for scrap in the desert and have met each other.



Gorker with slugga and knife

Time to fight!

12"



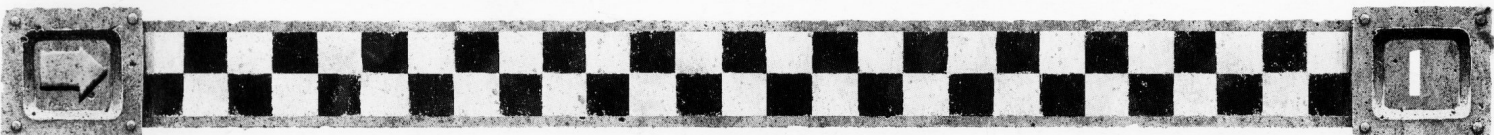
Morker with a shoota

ENGLISH GORKAMORKKA READ DIS FURST! 60 31 04 99 001

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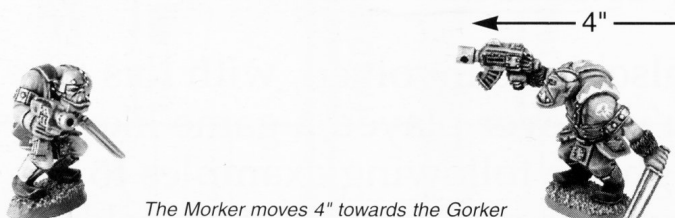


FIRST TURN - THE MORKER

The Gorkamorka game is played in turns, first one side then the other, then the first side again and so on. Normally one player represents each side – but you can choose to control both sides for purposes of our example. To decide who has the first turn both sides roll a dice. Roll a dice for the Gorker and a dice for the Morker – the highest score goes first. Let's assume the Morker rolls a 5 against the Gorker's 2, so the Morker takes the first turn.

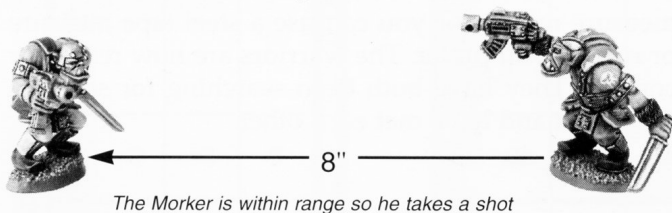
MOVE!

During his side's turn a warrior can move up to 4" and then shoot his weapon. Let's allow our Morker to do just this. Move the model directly towards the Gorker, measuring 4" using the range ruler.

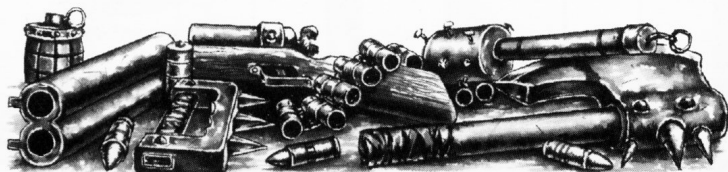


FIRE!

After the Morker has moved he can fire his shoota at the Gorker. The first thing to do is to check the range. The shoota has a range of 18" and the target must lie within this distance before a hit can be scored. The ruler shows that the models are 8" apart which is well within the shoota's range.



To see whether the Morker's shot hits the Gorker roll a dice. The Morker requires a score of 3 to hit his target. Roll the dice. If the score is 1-2 the shot misses, if the score is 3-6 the shot hits.



HIT!

Let's assume the Morker scores a hit on the Gorker. We must discover its effect – has the shell struck and wounded the Gorker or has it merely scratched him or bounced off a piece of equipment? To find out roll another dice.

The Morker needs a score of 5 or more to wound the Gorker. If the dice roll is 1-4 the Gorker has had a lucky escape, if the score is 5-6 the shell has injured him.

INJURIES

We'll assume the Morker has been lucky and that the Gorker is wounded by the shoota's bullet. Next we find out how badly injured the Gorker is. To do this roll another dice. If the score is a 1 or 2 the Gorker has suffered a flesh wound. If the score is 3-5 he has gone down. If the score is a 6 he is out of action. These three different results all have different effects.

As we don't want to kill off our Gorker just yet let's assume he has suffered a flesh wound.

INJURY TABLE

FLESH WOUND: An Ork who suffers a **flesh wound** is basically OK! His fighting abilities are penalised as explained in the game, but we won't worry about that for now.

DOWN: An Ork who goes **down** has been hurt but may recover. Place the model face down to show this. Warriors which go down cannot fight and must roll again at the end of their own turn to see what happens to them.

A roll of 1-2 means they recover but have suffered a flesh wound (stand the model up to show he has recovered), a roll of 3-5 means he stays down as before, and a roll of 6 means he has succumbed to his injury and is removed from play.

OUT OF ACTION: An Ork who goes **out of action** is out of the game! He has suffered a serious injury and might well be dead. Either way he can no longer fight and is removed as a casualty.

FIRST TURN - THE GORKER

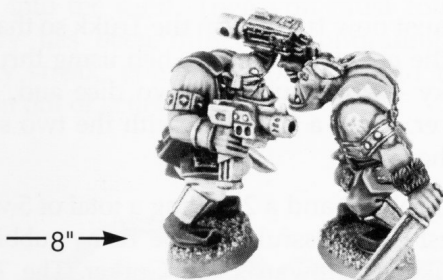
The Gorker is within 8" of the Morker and has the option of charging his enemy. A charge is a special move at double speed which takes a warrior into hand-to-hand combat. To make a charge the player must declare to his opponent that his warrior is charging. He then measures the range, and if the enemy is within the charge distance of 8" the warrior is moved towards his enemy and placed right next to him. As we know the Gorker is within 8" we'll make him charge his enemy. With a fierce cry and an astounding leap the Gorker propels himself towards his foe. Move the model right next to the Morker.

HAND-TO-HAND COMBAT!

The two warriors are now said to be fighting hand-to-hand. Once engaged in hand-to-hand combat in this way neither warrior can shoot or move until one or the other is taken out of action or tries to run away. In every turn, including the other player's turn, a round of hand-to-hand combat is fought. To work out what happens in hand-to-hand combat proceed as follows.

Roll a dice for each warrior and add 3 to the Morker's score and 3 to the Gorker's score. Depending on the warrior, a lower or higher number might be added but these are the appropriate values for a newly recruited Ork so we'll use them for now.

However, the Gorker also has a close combat weapon in each hand, a distinct advantage in close quarter fighting, so he is allowed to roll 2 dice and choose the best score of the two rolls. He rolls a 2 and a 6 so the Gorker will obviously use the 6. The Morker rolls a 2. Adding 3 for the Morker and 3 for the Gorker we end up with Morker 5 vs Gorker 9.



The Gorker charges the Morker

Because the Gorker has scored highest he wins the hand-to-hand combat round. The difference in scores equals the number of times he has hit the Morker - which is $9-5 = 4$ times.



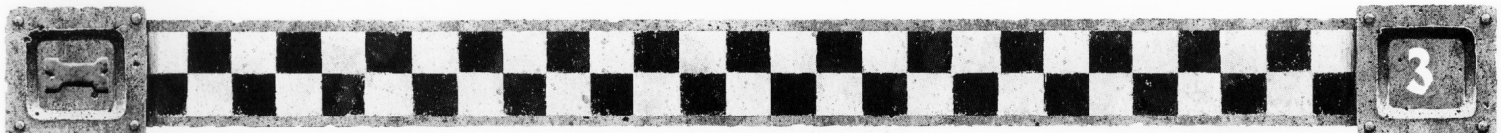
HITS AND WOUNDS

These 4 hits are worked out in the same way as hits from shooting. Leave both models standing and roll 4 dice. Any dice that score 5 or more have wounded the Morker. Let's imagine we roll 2, 3, 5 and 6 which equals 2 wounds.

INJURIES

Because the Morker has suffered 2 wounds he must roll for two injuries. This is exactly like wounds inflicted by shooting and is resolved in the same way.

Roll a dice for each injury: a score of 1 or 2 is a flesh wound, 3-5 is down, and 6 is out of action. However, any lone warrior who goes down in hand-to-hand combat is automatically taken out of action, so in this case any rolls of 3-6 will take the Morker out of the game. If we roll the dice and score a 1 and a 3 the Morker goes down and his enemy immediately pounces and takes him out of action. Remove the Morker model.



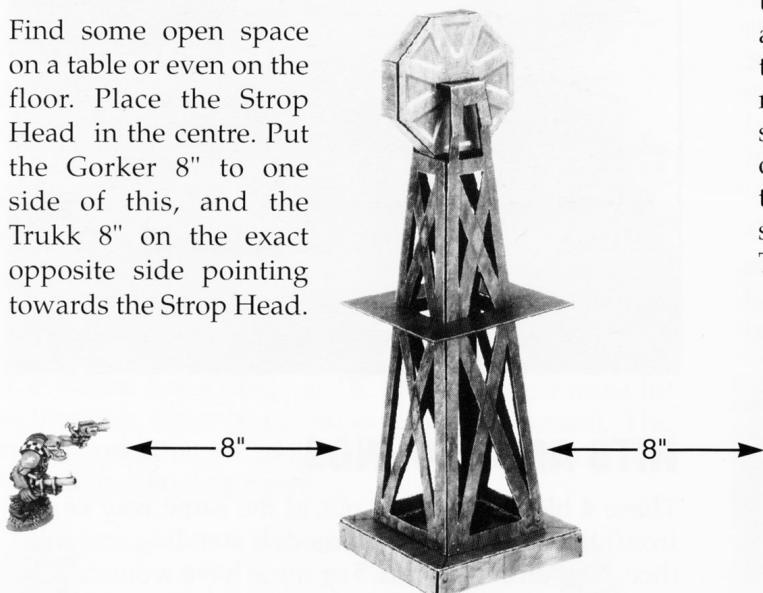
DA SECOND RUMBLE

An important feature of Gorkamorka is the vehicles the Ork mobs use. In this example, we will show how vehicles move and fight.

For this encounter you will need the Gorker model you used before, and an assembled Trukk model (how to assemble the Trukk is shown on the next few pages). You will also need some sort of obstacle, (the card *Strop Head* supplied in the box is ideal and assembly instructions for it can be found in this booklet).

SETTING UP

Find some open space on a table or even on the floor. Place the Strop Head in the centre. Put the Gorker 8" to one side of this, and the Trukk 8" on the exact opposite side pointing towards the Strop Head.



FIRST TURN - TRUKK

Again we roll a dice for each side and this time the Trukk gets to move and fight first.

MOVE!

Vehicles have two types of movement, gas engines and thrusters. First of all, the vehicle uses its gas engines. Vehicles are not as manoeuvrable as warriors and so they are only allowed to turn in a limited fashion.

The Strop Head obscures the Gorker at the moment and the Trukk wants to move so it can attack the enemy. The Trukk can move up to 6" using its gas engines and is allowed to turn by 45° for every 1-3" it moves.

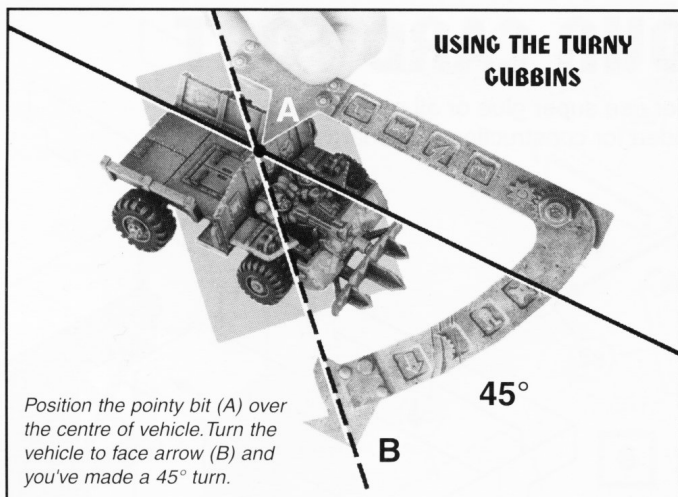
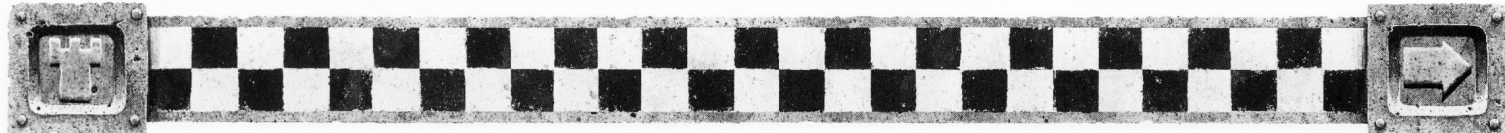
The Trukk moves forward 3", turns 45° to the right using the Turny gubbins, moves forward another 3" and turns back 45° to the left. The Trukk can now see the Gorker, but the crew are Morkers who are notoriously vicious towards their rivals. Rather than shooting at the enemy, they want to try and run him over. To do this they will have to use their thrusters. A thrust pushes the vehicle forwards up to 6". There is still quite a distance to cover to reach the enemy, so the Trukk thrusts forward the full 6".

However, before moving the model, you must see if its thrusters work properly. You must roll a dice and score a 2 or more on the first thrust. If you fail you must roll on the special Thruster Buster Table to see what

went wrong. Let's assume you roll a 4 and the thrust is successful. Move the Trukk 6" straight forward.

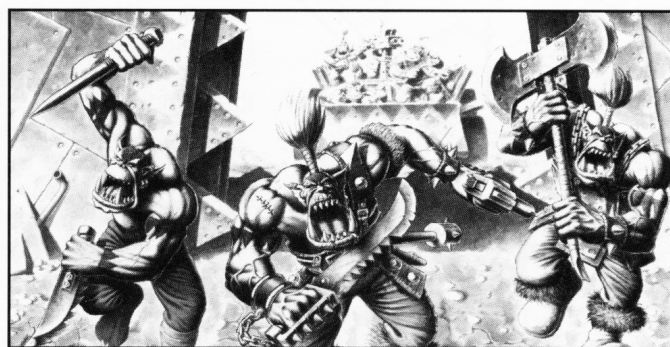
The driver must now try to turn the Trukk so that it is pointing at the enemy. Turning when using thrusters is a bit tricky – you must roll two dice and, for a starting driver, score a 7 or less with the two scores added together.

Let's say you roll a 3 and a 2, giving a total of 5 which means the test is successful. Use the Turny gubbins to turn the Trukk 45° towards the Gorker. The Trukk driver wants to thrust again, only this time you must roll a 3 or more to make it successfully. Let's say you roll a 5, which means the Trukk thrusts forward again up to 6". This is enough to bring it into contact with the Gorker as the driver attempts to run him over!



WEAPONS, PROFILES AND MODIFIERS

The example used above is simplistic because we used one model a side, playing over a flat surface. In practice a mob consists of more warriors and vehicles and they meet over a surface where they can hide amongst the dunes, shelter from enemy fire behind rocks, and so on. This can make warriors harder or even impossible to hit, so the two mobs must constantly try to manoeuvre round each other to gain the upper hand. However, the basic principles of turns, movement, shooting and hand-to-hand combat are as you have just been through.



SPLAT!

The Gorker can attempt to dodge out of the way. If he can roll a 1 or 2 he is moved to the side and the Trukk carries on rumbling past. Let's say the Gorker is unlucky and rolls a 3. The Trukk hits him full on!



The Trukk squishes the Morker

The Gorker will be wounded by the speeding Trukk on a roll of a 5 or 6, just as if he had been shot or hit in hand-to-hand combat. Let's say you roll a 6, squishing him into the sand. Then you must roll to see what injury has been inflicted. Continuing the Trukk's lucky streak, you roll another 6 and the Gorker is taken out of action.

In the proper game each warrior has its own profile which defines how accurate a shot he is, how good a hand-to-hand fighter he is, how difficult to wound he is, and so on. In our example we assumed the two warriors had average capabilities with no special abilities. All warriors start out this way, but fighting battles will give them the extra experience they need to toughen up and get more skilful.

There are many different weapons for the warriors to use. Some have longer ranges, others are more powerful, whilst a few have wholly different effects as described in the Weaponz section of Da Roolz. In addition, there are special items of equipment that improve a fighter's chance of survival, including armour which gives Boyz a chance of avoiding or 'saving' wounds altogether.

