

# Born to be WAAAILD!

By Peter Hurrell

(Photographs by Chris Douglas)



He's blurry, he's hazy, he's waaaild!

Hi, my name is Peter Hurrell from Merseyside. I've been gaming now for six years and in that time have amassed a huge collection of miniatures. This includes my original army of Ultramarines, my 3000 points of Imperial Guard, 1000 points Ork Kult of Speed and my latest project, 1000 points of Khorne Berzerkers for Warhammer 40,000. There is also my 1000 points of Dwarfs for Warhammer and my GorkaMorka mob, Grogrots Krushas. This article was inspired by watching Mad Max 2 and the major vehicle chase towards the end. Enjoy!

## Der's Gear in Dem Der Dunes

A huge haul of oil has been discovered deep in the desert. A number of Mobs are competing for it but your mob has been offered a substantial reward (not mentioning several 'jangles') by the Meks to return it safely to Mektown. For this purpose a huge articulated lorry has been constructed to carry the

fuel back and your mob has been left in charge.

You reach the site after several days of relatively peaceful travel and a huge rig is set up to extract the oil. Then you see an enemy mob cresting the horizon and realise you've been found. The trailer is filled and hooked up and the chase is on...

## Da Scenario

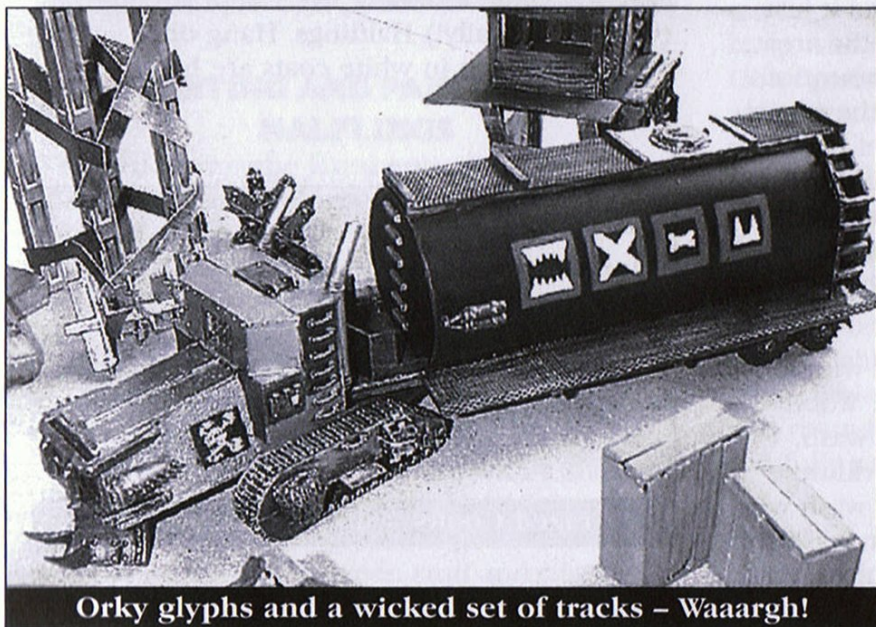
One mob of Orks are fleeing across the desert with fuel in a huge lorry. The other Orks who cannot be bothered digging for the loot are determined to prevent this mob claiming all the oil for themselves and intend to stop them!

## Da Desert

A 4'x8' table should be used. There should be several buildings and barrels at one end with less scenery towards the other. There should be a straight(ish) path down the middle of the board. Remember, the lorry is not very manoeuvrable.

## Mobs

One mob must take control of the lorry. A driver from this mob should be nominated to drive the lorry. No other vehicles are used. This is deployed within 12" of the short board edge with the buildings and any foot troops



Orky glyphs and a wicked set of tracks - Waaargh!



from the mob can be deployed on it.

One or two enemy mobs should be used, any more than this and it becomes very easy for the attackers to win using weight of numbers. They should be deployed within the deployment zones shown on the map.

### Startin'

The defenders lorry moves first as they attempt to put as much distance between them and the attackers as possible.

### Endin'

The game ends when only one mob is left on the table, the others having bottled out or left the table edge. The defenders win if all attacking mobs Bottle Out or the lorry leaves the opposite table edge. Attackers win if the defenders Bottle Out or if the lorry is destroyed or captured. This occurs if the lorry is boarded and no defenders are left aboard (the driver may be attacked as usual for vehicle crewmen). If it is immobilised continue to fight as the attackers may be forced to Bottle Out.

### Income

Mobs may collect income as normal. The mob(s) left in possession of the lorry at the end of the game gain 2D6x5 Teef as a reward added to income *before* calculating profit.

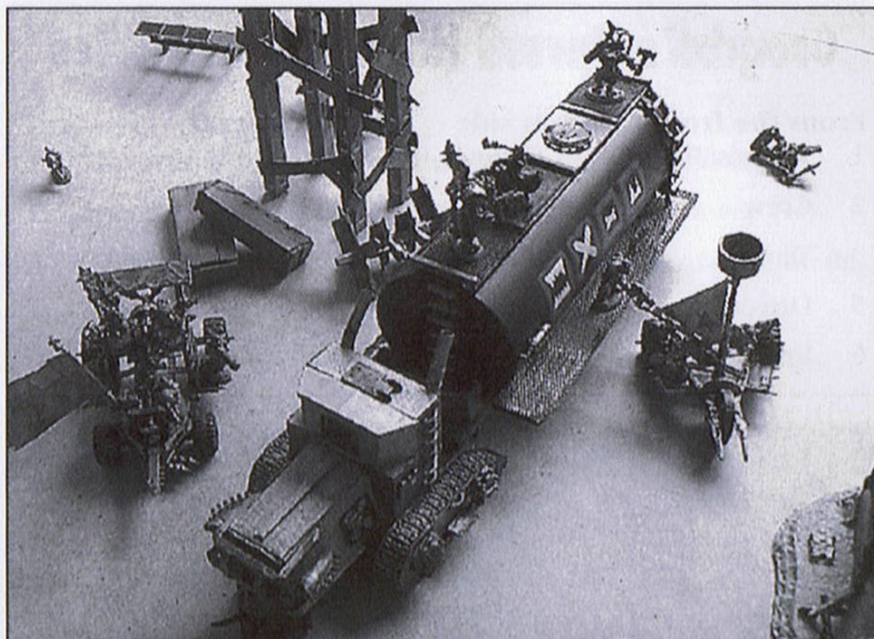
### Experience

Warriors who took part in the chase earn experience as follows:

**+D6 Survives**

**+5 Wounding Hit**

Wounding downed warriors does not count. Only 5 points are earned regardless of the



The Rebel Grots aren't intimidated by the Xpress

number of wounds caused by the hit.

**+5 Penetrating Hit**

This is earned regardless of the damage caused.

**+D6x5 Penetrating Da Lorry**

Earned regardless of the damage caused by the hit.

**+15 Driving Da Xpress**

This is awarded as long as the driver is in the Xpress and it is moving for at least three turns. It doesn't really matter if the driver's mob wins or not.

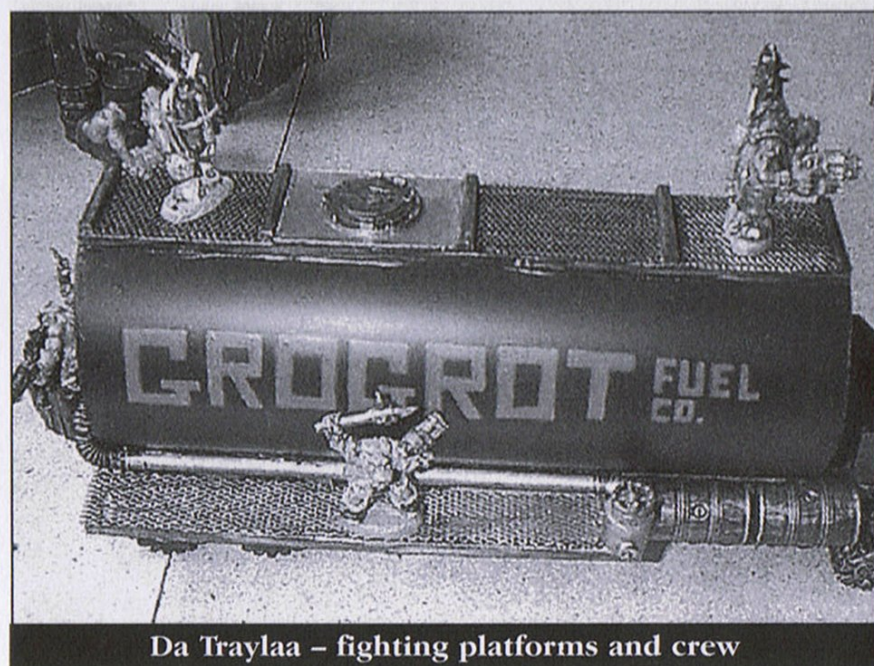
**+10 Winning**

Awarded to the Nob of the winning mob. If the attackers win and there is more than one mob involved then the experience is given to neither!

**Grogrot Xpress' Delivery Service (or 'The Lorry In All Its Glory')**

### Construction

The cab was made out of pieces of thick card. The window was made out of two pieces from Lemman Russ

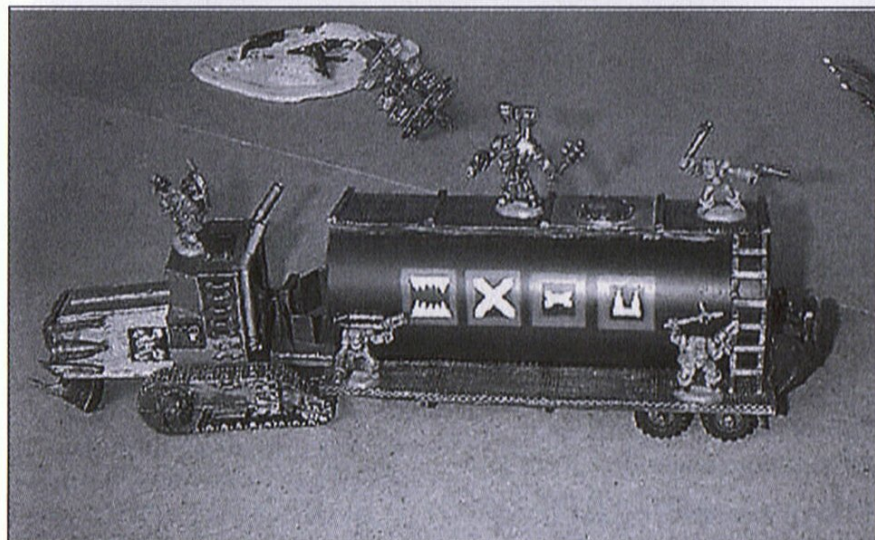


Da Traylaa - fighting platforms and crew



## Grogrot's Xpress Hit Location Tables

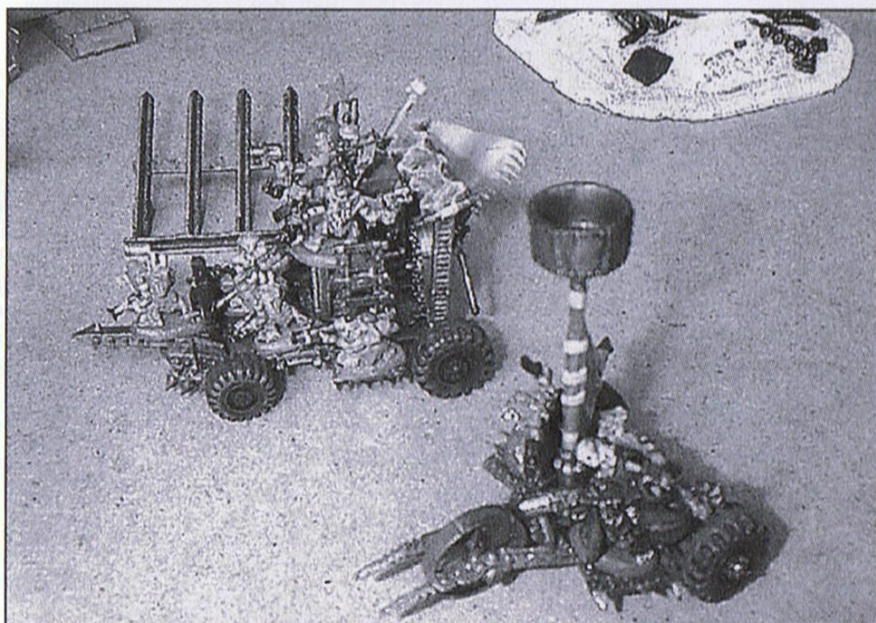
From the front	From side	From rear
1 Wheels/Tracks	1-2 Engine	1-2 Crew
2 Crew	3-4 Driver	3-5 Tank
3-4 Tank	5 Wheels/Tracks	6 Wheels/Tracks
5 Driver	6 Tank	
6 Engine		



If dey get in da way – ram em!

sponsons, glued together and topped with the tops from the sponsons and a hatch from the Leman Russ stowage box. The tracks were made by gluing track sections to a piece of card, waiting for it to

dry and then cutting around them. The front was made from sprue sections and an Imperial Dozer Blade, cut in half and glued together at an angle.



Da Grots after a bit of plunder...

The trailer was the most troublesome part of the model, finding something to use as the container was nearly impossible. In the end I used a length of drain pipe which I had lying around! The ends were covered in a piece of thick card, carefully cut to fit. The valve on the back was made from a small flying base. The gantries are made from frameworks of sprue which I have lying around in great quantity. I also used wire mesh to make the floor and lots of flexible drinking straws to make the pipes and the exhausts on the cab section.

**Painting** was simple. Two or three layers of black undercoat were used and the cab was painted with *Bolt Gun Metal*. The frames, ladders and platforms on the trailer were drybrushed with *Bolt Gun Metal*. Details, such as armour plates and the gantries were drybrushed with *Dwarf Bronze* and the streaks of dirt on the cab and the front of the trailer were drybrushed with *Dwarf Bronze* or *Snakebite Leather*.

The 'Grogrots Fuel Co.', the Ork glyphs and the number plate at the rear 'Krusha 1' were painted in white and then I went over them in *Red Gore*. This takes time and a lot of patience and should only be undertaken by the extremely foolhardy amongst you!

### Drivin' Lessons (The rules)

The Xpress is quite unique in the Gorkamorka rules (as far as I know) so it requires quite extensive rules.

It can move 8" per turn and can make a single thrust move on a roll of a 4+, this is a further 6" of move. If this is



failed there is no effect, do not roll on the Thruster Buster Table. Due to the difficulty of steering a lumbering great lorry like this it can make a single 45 degree turn during its move. It may make slow speed manoeuvres as usual.

It can be boarded as normal but only in places where there is room for the model to stand. Models may move around the Xpress as if they were on the ground but cannot make run moves due to the danger of falling off. Combat is fought as usual on board a moving vehicle. Note, the driver may only be attacked if the combatant boards the cab section or jumps across from the trailer, passing an Initiative test first.

In a Ram, Overrun, Collision, Rake or Sideswipe (or indeed contact of any kind) the Xpress causes D6+1 damage which penetrates automatically and the other vehicle causes 1 damage to the Xpress. Foot models who fail to avoid the Xpress take D6 S4 hits as they are squashed by several tonnes of Xpress on top of them! The Xpress cannot swerve out of the way of enemy rammers but can 'play chicken' (not a good idea with something this big!). If the Xpress crashes it takes D3 hits to the front of the cab and is immobilised on a 4+.

Shooting at the Xpress is at +1 to hit (although there is little point, see the damage tables, below). This is in addition to the normal +1 for shooting at a large target. Within 6", crewmen (not the driver, as he's enclosed in the cab) may be targeted separately from the Xpress but are not at +1 to hit. Individual hit locations which

## Grogrot's Xpress Damage Tables

### Engine – Armour 12

- 1 Thruster destroyed – no thruster moves may be made.
- 2 Speed reduced – deduct D6" from the basic move.
- 3 Gas engine destroyed – only thruster moves may be made.
- 4 Immobilised – cannot move for the rest of the game.
- 5 Cab destroyed – Trailer moves 2D6" forwards and stops.
- 6 Cab explodes – Trailer is thrown 2D6" forwards and turns 90 degree along the line of travel. All warriors on board are thrown D6" forwards and take a single S4 hit.

### Driver – Armour 10

- 1-2 OK
- 3 The Xpress swerves 45 degrees directly away from the of shot and moves D3" forwards.
- 4-6 Driver takes hit as normal, or a S3 hit from a collision, ram, rake, sideswipe or crash.

### Wheels/Tracks – Armour 9

- 1 Loses D3" movement.
- 2 Loses D6" movement.
- 3 Swerves, Roll a D6: 1-3 left, 4-6 right, and moves D6" forward.
- 4-5 Immobilised
- 6 Crashes. The whole lorry, cab and trailer skids 90 degrees either left or right (1-3 left, 4-6 right) and falls on its side. It then slides 2D6" forwards. Anything in the path counts as though it had been hit by the lorry as detailed above. Crew are thrown D6" forwards and take a single S4 hit.

### Crew – Armour 8

Randomly determine the crewman who is hit from those who can be seen by the attacker.

- 1-2 OK
- 3-4 Takes a S3 hit and falls off the Xpress on a 6.
- 5-6 Takes hit as normal or a S3 hit from a crash, collision, ram, rake or sideswipe.

### Tank – Armour 12

- 1-2 Armour is reduced by 1 point.
- 3-4 Leaky pipe – on a roll of a 4+ at the start of the defender's turn the Xpress explodes as below.
- 5-6 The Xpress explodes! Everything within D6+6" take D3 S8 hits which cause D6 wounds. Vehicles take D6 hits which penetrate automatically.

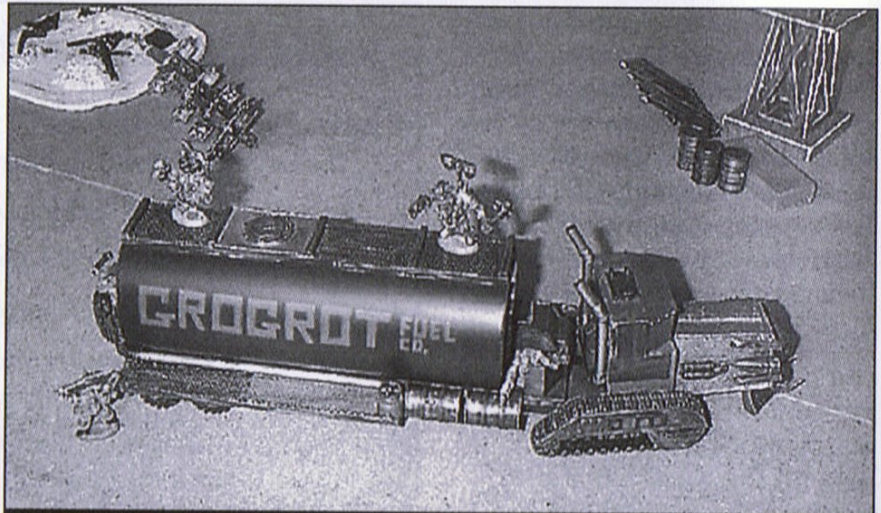


## Born to be Waaaild

can be seen by the firer can also be targeted separately, again, not at +1 to hit. Firing from the Xpress is at the usual -1 to hit for a vehicle moving over 6".

## Final Word

The scenario can be adapted for a convoy of buggies containing barrels (count as *Gubbinz*) and is almost as much fun for those of you who are sane enough not to attempt to build a lorry. The entire lorry took two weeks to assemble and about ten days to paint. I think it looks quite good and intend to build some alternative trailers, such as a low loader and a gun platform with a BIG Basilisk-style gun on the back, but as yet I haven't got around to it.



## Grogrot's Xpress rumbles off to victory!

Have fun playing the scenario, if it seems unfair try altering the lorry's speed or armour values. I had to, after a single Rebel Grot managed, with a single slugga shot, to immobilise my lorry about half way across the board.

That was a very short game!

Thanks to Chris (owner of the offending Grot) for the brilliant photos.

Remember, the rules are only what you make them, have fun!

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