



Andy discovers why his mate Pete always wins!

A Gorkamorka Mini-Campaign

By Andy Stickland

Andy is a bit of a household name to the readers of the Journal, having appeared in numerous issues and even having his work featured in publications such as *Battles in the Underhive*. He has an annoying habit of never being in any one place for very long making it very difficult to track him down and nag him for articles!

Here's one we nabbed before he left town!

Overview

Da Grodkart is a Gorkamorka mini-campaign designed to be fought between two rival gangs of Orks. Digga, Rebel Grot and Mutie mobs may not take part in Da Grodkart.

The action begins when two neighbouring mobs discover that a wandering Doc has set up camp in their part of Da Big Uz and is offering to treat any patients brought to him for free. The two mobs decide

that this opportunity is just too good to be missed and decide to fight each other just so that they can get some free medical treatment afterwards!

After the battle, Doc Wurr is true to his word and heals any casualties brave enough, or foolish enough, to visit him free of charge. As the two gangs soon discover, however, Doc Wurr has his own reasons for offering this services and he has taken the liberty of

using a couple of his patients for one of his more bizarre and outlandish experiments, removing their brains and surgically attaching them to the engine of a spare truck!

Unfortunately, the truck doesn't act in exactly the way the Doc had hoped, and it soon goes racing off into the Uz in search of some much-needed action. But which mob does the truck now belong to? Both mobs claim it for themselves (naturally) and the truck itself doesn't have a clue, so the problem has to be solved in the traditional Ork fashion – another fight!

Eventually of course, one mob has to end up as the victor, and they will no doubt parade their newly-won vehicle in front of their defeated opponents at every possible opportunity in the future.

But there is one thing worth remembering – owning a powerful, well-armed vehicle inhabited by a transplanted and psychotic Ork brain is not necessarily a good, or a safe, thing to do. It doesn't seem to be stopping them however!



Da Grodkart tests its go-faster stripes...

SOMEWHERE IN THE DESERT..

Gazrot Da Skraga and Rukfang stood watching the stranger cautiously. He didn't seem like much of a threat – after all, there was only one of him – but he had a funny look about him. And besides, it was always better not to give anyone the benefit of the doubt until you knew they didn't have any sneaky Digga-like tricks up their sleeves.

As they watched, the stranger stepped away from the makeshift sign he'd been hammering into the dirt and looked at it admiringly. There were words painted onto it and Gazrot pushed Rukfang towards it.

'Yew cun reed. Wotzit say?'

'Err,' mumbled Rukfang awkwardly. 'Carnt egsacly say.'

'Owdja meen?'

Rukfang squirmed uncomfortably. Gazrot was not in a good mood, and now would not be the right time to admit that he couldn't actually read. After all, they'd only accepted him into their mob because he said he could understand the instructions that had come with their new 'eavy shoota.

'It sez...it sez...'

The stranger spoke up.

'It sez, Doc's Serjery. Doc Wurr now opun fer biznis. Garanteed satisfakshun. Free ta furst timaz.'

'Dat's rite,' added Rukfang, never one to miss an opportunity. 'Dat's exakly wot it sez. Every word.'

'Free ta furst timaz, eh?' Gazrot was thinking. It wasn't something he liked to do too often, but even a battle-hardened Skarboy like himself had the occasional good idea. 'Dis could be just wot we've bin waitin' for.'

Rukfang looked puzzled.

'Owdja meen, Boss?'

Gazrot smiled, revealing a frightening array of razor sharp fangs that were the envy of many an aspiring Nob around Mektown.

'Reely trooly compleetly free?'

Doc Wurr nodded.

'Absalootly.'

'Right,' said Gazrot, turning to Rukfang. 'Run an' get da rest uv da boyz. We'z off ta giv dem mizrabul weedee Gorkaz da seein' to dey've been deservin' fer ages.'

Doc Wurr watched until the two Orks had disappeared behind the dunes and then headed back towards his Serjery.

'At last,' he muttered to himself, rubbing his hands with glee. 'Finally all dose no gud Mekboyz in Mektown are gonna see just how gud I reely am at doktorin' an stuff!'

Scenario I:

Let's 'av a Skrap

Doc Wurr has offered to heal any injured fighters brought to him free of charge. This offer seems too good to be missed, and the two rival mobs living nearby decide to have a fight – simply for the sake of being able to repair their fighters at no cost afterwards!

Scenario

Except for the special rules below, this battle is treated as a standard *Da Fight* scenario as presented in *Da Uvver Book*.

Special Rules

Injuries: Doc Wurr has offered to patch up any injured Orks brought to him after the battle. However, even when it won't cost him a toof, a wise Nob will think twice before letting a Doc get his hands on any of his precious Boyz – past experience has shown it's just too risky. For this reason, each player should roll 1D6 for each member of his mob (not vehicles) who goes *Out of Action* during the battle.

On a score of 1-3, the fighter is too scared of what might happen at the Serjery and

prefers to deal with his injuries himself. The player should roll for that fighter on the Serious Injury Chart as normal.

On a score of 4-6, the Nob sends the fighter along to Doc Wurr's Serjery because he truly believes he's getting something for nothing. See below for the effects of visiting Doc Wurr.

Doc Wurr's Serjery: True to his word, Doc Wurr will fix up all injured Orks sent to him. However, the reason he made his generous offer in the first place is because he needs

MEANWHILE, BACK AT THE SERJERY...

Doc Wurr was dizzy with fatigue and covered from head to foot in various slimy things which looked as if they should have been on the inside, not the outside, of a body. It had been a busy day! But at last his great work was complete. After years of thankless toil, of failure, and the various 'accidents' along the way, he was finally ready to march into Mektown in triumph and kick all those other worthless Docs back to the fungus patch from which they had crawled.

'I iz da gratest!' he shouted at the top of his voice. 'Me, Doc Wurr. Da wun an' only!'

With that he turned back to the mysterious-looking machine sitting on the workbench beside him. He flicked some switches, plugged in some plugz, turned an evil looking dial all the way up to 'Danger' and then grabbed the huge great lever attached to one side.

'Now,' he screamed. 'Let dare bee lyfe!'

Doc Wurr pulled down on the lever with all his might. Power surged through the coils of wire scattered about on the floor, sparks flew through the air in all directions and there was an ear-splitting crash as something big exploded and flew off across the room.

After things had settled down a bit, the Doc picked himself up from the floor and staggered over to the far side of the serjery where there was a dirty old tarpaulin covering another huge piece of machinery. A loud humming, like the purring of a well-tuned engine, was coming from beneath the cloth. The Doc took a deep breath and pulled back the covering, revealing a newly-painted truck. Its engine was turning over gently. Doc Wurr smiled.

'Hello, boyz!'

a couple of volunteer subjects for a little experiment he has planned. As no Ork in his right mind is ever going to volunteer, he has decided to take two fighters at random and make use of them while they're under anaesthetic! Doc Wurr will chose one fighter from each mob for his experiment and each player should randomly select one of his fighters who has gone to see the Doc for this purpose. All other fighters will be fixed up as good as new (or in some cases, even better).

Fighters who visit Doc Wurr and are not chosen for his

experiment are returned to their mob after being given a couple of strange looking tablets, a makeshift bandage, or whatever. These fighters do not need to roll on the Serious Injury Table after the battle. In addition, on a D6 roll of 6, one permanent injury will also be completely healed.

Fighters who are healed in this way must still take a bit of a rest, however, and so may not go down the mines and dig for scrap with the rest of the boyz!

Fight Again!: It is possible to end up with a situation

where either no fighters, or only fighters from one mob, visit the Doc's Surgery after the battle. If this happens, the Doc will patch up any fighters sent to him and the two mobs must fight the battle again, and again, until at least one fighter from each mob ends up going to see the Doc.

Da Poor Saps: The two fighters Doc Wurr uses for his experiment (one from each mob) will also be returned and do not need to roll on the Serious Injury Table. However, as the players will soon find out, they're no longer all there. Doc Wurr has 'borrowed' their brains and replaced them with squigs just as if the player had rolled a 1 on the Rebuilt Kranium Table. The players should roll to see which type of squig has been used and then adjust the fighter's profile accordingly. Make a note of the two fighters' original characteristics and skills before updating them.

As for the missing brains, well...

Scenario 2: Gorka Trukk, Morka Trukk

Poor old Grodkart doesn't know what's going on. Yesterday it had legs, now it's got wheels. And who da zog's dis uvver blowk wot keeps tryin' ta muscle in an' take over? But one thing it does know for sure – sumwun iz zoggin' well gonna pay fur doin' dis!

Special Rules

This scenario uses the *Bottlin' Out*, *Scrap Counters* and *Da Grodkart* special rules.

Da Grodkart

Doc Wurr has finally succeeded in doing something none of the other Meks or Docs in Mektown has ever been able to achieve – surgically connect an Ork brain to a vehicle's engine! Forget about bionic bitz or cyborg bodies, this is the ultimate combination of Ork and machine, the perfect fighting machine.

In fact, just to be safe, Doc has given the machine not one, but two brains, just in case the first one ever gets too shot up. This is where the problems start because one thing that never occurred to Doc Wurr is that no two Orks can ever agree on anything. So rather than the two brains making the vehicle twice as good as expected, they have actually made it even less stable and reliable than a normal, nuts-and-bolts-only vehicle.

Doc has actually succeeded in creating the very first (and hopefully the only) psychotic vehicle on Gorkamorka!

'Da Grodkart'

Doc Wurr has called his creation Da Grodkart on the grounds that he is not quite sure whether he has created a miracle or a monster.

With the exception of the special rules as listed below, Da Grodkart is a standard truk with the following specifications.

Weapon: Da Grodkart is fitted with a basic 'eavy shoota.

Upgrades: Da Grodkart has had single Faster and 'Eavier upgrades.

Gubbinz: Da Grodkart is extra spiky, has loadsa ammo and two extra armour plates.

Special Rules

Da Grodkart is a unique vehicle and so there are certain special rules which will apply to it during this mini-campaign.

Crew: Da Grodkart is controlled (if controlled is really the right word) by the two brains which have been transplanted into it. However, because of the way they've been wired up, only one brain will ever have control in any given turn.

In order to determine which brain has control, both players should roll 1D6 and add their ex-fighter's Leadership to the score. The one with the highest score has succeeded in taking control of the truk and may act as both driver

and gunner for the next D3 turns. The ex-fighter's own characteristics and skills will be used when making any necessary rolls (i.e. Ld for turns during thrusting moves, BS for shooting, etc). The controlling brain may move and fire in the same turn without penalty.

At the start of any battle, the brain who first takes control of the vehicle will automatically retain control for 3 turns, not D3. As soon as the player's final turn in control of the vehicle comes to an end, the players should make another roll to see who takes control next.

Damage

Any hits against Da Grodkart from shooting will be worked out as normal. However, as the vehicle does not have a driver or any crew, any shots which hit these locations will be treated as having hit the engines instead.

Whether or not Da Grodkart is still moving, fighters may attack the vehicle in hand-to-hand combat in the same way as if it was stationary. However, if there are any fighters from the rival mob on board at the same time, they must be fought first.

Example: *Gazrat the Gorka and Morgor the Morka have had their brains transplanted into Da Grodkart. At the start of the next battle they roll to see who takes control first. Gazrat has a Ld value of 7 and rolls a 4, giving him a total of 11. Morgor has a Ld of 8 and also rolls 4 (total of 12) so Morgor will take control of Grodkart for the first 3 turns of the battle.*

At the end of the Morka player's third turn, both players roll again. This time Gazrat rolls a 6 and Morgor a 2, so Gazrat takes control. The Gorka player may immediately take control of Da Grodkart for his following turn. However, the Gorka player only rolls a 1 when rolling to see how many turns he will have control, so at the end of that turn the players must roll again. Gazrat again beats Morgor, and this time he rolls a 5, so the Gorka player will retain control for a further 3 turns.

Morgor also has the Stunt 'Driva skill', so while he has control of the vehicle he may use this skill when Da Grodkart swerves or spins. However, as Gazrat is not a Stunt Driva, this skill may not be used when he has control of Da Grodkart.

Da Grodkart

Da Desert

This scenario takes place in a fairly normal area of the desert and both players should set up terrain in a mutually agreeable manner.

Mobs

The players should first roll to see which of them has control of Da Grodkart at the start of the game. Whichever side wins will be the attackers.

Da Defenders

The defender then sets up, using his entire mob. All vehicles should be set up within 6" of the centre of the battlefield and must all be travelling in the same direction towards one of the short table edges. All warriors must be mounted on vehicles.

Each vehicle starts the game carrying D3 Scrap counters. Roll a D6 for each bike, on a roll of 4+ it carries one scrap counter.

Da Attackers

The attacking mob must be formed into groups before the battle. Each group must comprise one vehicle and as many warriors as the attacking player wishes to get onto it. These groups will arrive after the start of the battle as described below.

Startin'

The attacking mob goes first as Da Grodkart races onto the battlefield from a randomly selected table edge.

Remember that the attackers will automatically have control of Da Grodkart for the first three turns.

Attacker's Vehicles

Starting from the second turn, the attacker rolls a D6 for each

group at the start of each turn and adds the turn number. If the score is 8 or more, the group turns up in hot pursuit of Da Grodkart. Each group arrives on a random table edge (see map above).

Endin'

The game ends when one of the mobs fails its Bottle test or chooses to *Bottle Out*. If one mob only has warriors that are casualties left on the table the game immediately ends (this does not count as *Bottlin' Out*).

Da Grodkart is not considered to be part of either mob for the purposes of working out casualties or determining the mob's rating.

Special

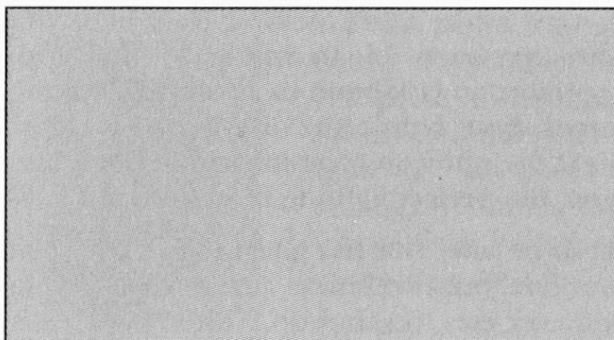
Da Grodkart must be crippled and immobilised during the battle. If both mobs *Bottle Out* before Da Grodkart is crippled, then the battle must be fought again, and again, until one mob succeeds in crippling it.

Regardless of who actually cripples Da Grodkart, the winning mob will take the truck with them after the battle.

Experience

Warriors who take part in this

2-3



4-5

scenario earn experience points as follows.

+D6 Survives

Any warrior who survives the battle earns D6 experience points.

+5 Wounding Hit

A warrior earns an extra 5 experience points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

+5 Penetrating Hit

A warrior earns an extra 5 experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+1 Carrying Scrap

A warrior earns an extra 1 experience point for carrying a Scrap counter at the end of the game. Scrap loaded onto vehicles doesn't earn anyone any experience.

+10 Winning

The Nob of the winning mob earns a bonus 10 experience points.

Scenario 3

We Want Our Boy Back!

One of the rival mobs has now

captured Da Grodkart and is desperately trying to work out how the thing is wired up. Maybe if they can disconnect the rival brain, the truckk will settle down a bit and even be of some use to them.

However, the other mob aren't going to give in that easily – after all, one of their boys is in there as well.

Special Rules

This scenario uses the Bottlin' Out, Da Fort and Da Grodkart special rules.

Da Desert

This scenario takes place in and around one of the mobs' bases and so the fort should be placed in the centre of the battlefield. Other terrain may be added if both players wish.

Mobs

The mob who won the last scenario will be the defenders. The defender may deploy D3 warriors in the fort. Only warriors on foot may be deployed in this way. The rest of the defending mob must be formed into groups before the battle. Each group must comprise one vehicle and as many warriors as the defending player wishes to get on it. These groups may move onto the table as reinforcements as described below.

Da Grodkart should also be placed in the fort. The defender will have control of Da Grodkart for the first three turns of the battle. The attacker may use his entire mob. All warriors must begin the game on a vehicle.

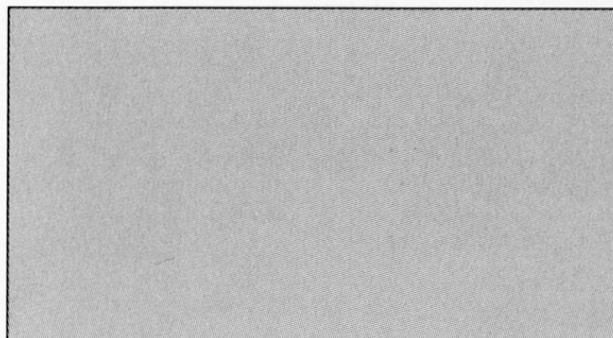
Startin'

The attacking mob begins the battle by roaring onto the

2-3

1

6



4-5

table from a randomly determined table edge.

Defender Reinforcements

Starting from the second turn, the defender rolls a D6 for each group at the start of each turn and adds the turn number. If the score is 8 or more, the group turns up, back from its scavenging in the desert. Each group arrives on a random table edge:

Endin'

The game ends when one of the mobs fails its Bottle test.

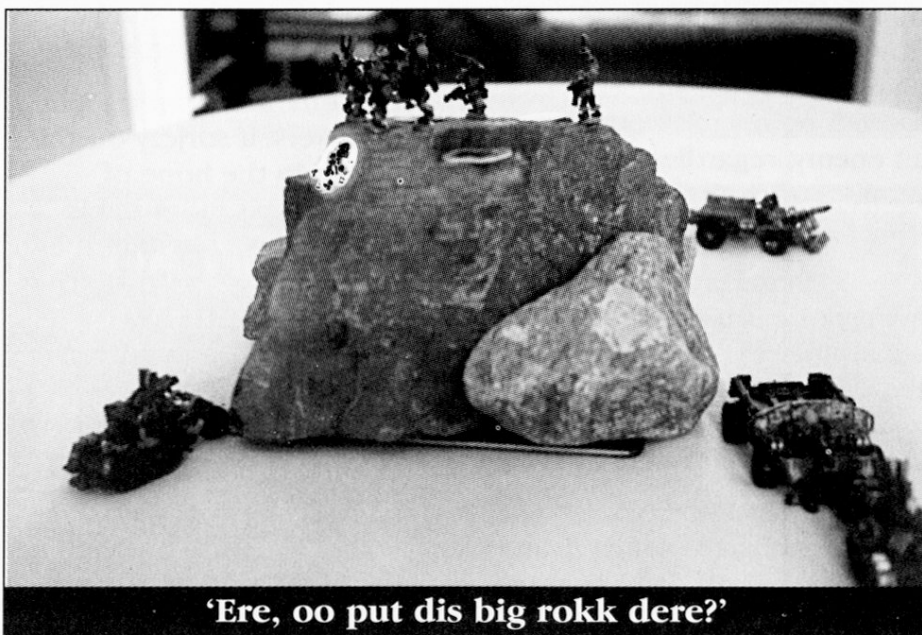
Important: Both mobs takes Bottle tests after 50% casualties rather than after 25% casualties as normal.

Da Grodkart is not considered to be part of either mob for the purposes of working out casualties or determining the mob's rating.

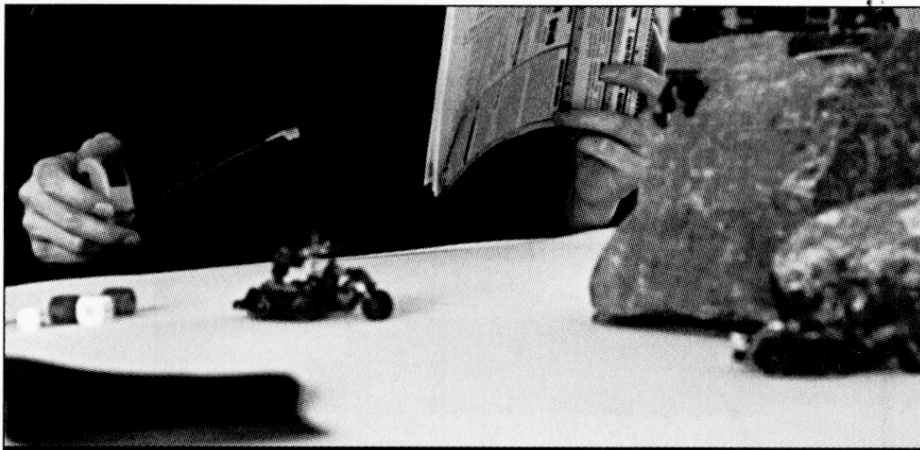
Special

If Da Grodkart moves off the table at any point during the game, players should make a new control test at the end of that turn. Whichever player gains control of the vehicle may bring it back on from anywhere along the same table edge at the start of his next turn.

If Da Grodkart is immobilised during the battle, the mob which wins the battle takes possession of it.



'Ere, oo put dis big rokk dere?



Trukk with two brains – twice as unreliable...

Scrap

If the defenders *Bottle Out*, the attackers are too busy dragging Da Grodkart back to their own fort to spend any time ripping scrap off the defenders' fort as in the *One of Our Ladz is Missin'* scenario.

Experience

Warriors who take part in this scenario earn experience points as follows:

+D6 Survives

Any warrior who survives the battle earns D6 experience points.

+5 Wounding Hit

A warrior earns an extra 5 experience points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

+5 Penetrating Hit

A warrior earns an extra 5 experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+10 Winning

The Nob of the winning mob earns a bonus 10 experience points.

Replay

If the attackers win this scenario, the defending gang will become the attackers and fight the scenario again to try and recover Da Grodkart.

Keep replaying this scenario, swapping over each time, until the defenders succeed in driving off the attackers!!!!

At Da End Of Da Day

Fixin' Up Da Trukk

Once one mob has won the *We Want Our Boy Back* scenario twice in a row, the other mob finally realises they're beat and gives up all claim to the vehicle with various backward shouts of, 'Stoopid truk, oo wants it anyway?' and other similarly unsportsmanlike comments.

The victors may now try a bit of do-it-yerself surgery on Da Grodkart in the hope of making it a bit more stable (but not too stable, mind) and more easily controllable. The player whose mob has possession of Da Grodkart should roll D6, adding +1 to the score if the rival gang never succeeded in winning the *We Want Our Boy Back* scenario.

On a roll of 1-3, the attempt goes horribly wrong and the

truk's engine explodes, destroying both the brains inside it. The player should roll once on the Vehicle Permanent Damage Table to see what effect the explosion has had, re-rolling a Captured result.

If the truk survives, the gang may add it to their roster and may use it in subsequent battles providing they have a spare Spanner in the mob.

On a roll of 4-6, the attempt was a complete success and one of the vehicle's brains has been successfully removed. The remaining brain is now more stable and will be better able to control the vehicle in future. The mob may add the vehicle to its roster and use it in subsequent battles providing they have a spare Spanner in the mob.

The following special rules will apply:

Driver: Da Grodkart does not need a driver. The characteristics and skills of the mob's original warrior will be used for this purpose. Any shots which hit the driver will be taken as having hit the engines instead.

Gunner: Now that Da Grodkart only has one brain controlling it, it cannot fire the heavy weapon as well as drive. The mob must provide its own gunner if it wants to use the 'eavy shoota.

Experience

Da Grodkart does not gain experience points after each battle and cannot make any advances or gain any new skills.

THE AFTERMATH...

Nurdmek wiped the sweat from his forehead and left a trail of muck and grease in its place. In front of him was the exposed engine of the mysterious truck, Da Grodkart. It was still mysterious, despite being scattered about the Spanner in various sized bits- some of which he even knew the names of!

He leaned in close and stared at the two brains which had been surgically attached to the machine, hoping to find the answer to his problem among the crumpled mass of organic material.

'Oi, Grog! Izzat yew?

He poked one of the brains with a grubby finger and the jelly-like blob quivered from side to side. Nurdmek smiled and poked the green lump again.

'Dis is fun.'

Gazrot gave him a sharp cuff about the ear.

'Stop dat an' get on wiv da fixin' bit.'

Nurdmek scowled and crawled further into the mess of machinery about him, hoping to avoid another beating.

'Well?' Gazrot demanded.

'Well,' Nurdmek replied, 'it's like dis. Da grumble nutz've bin removed and da pusbee pump 'as bin replaced wiv a... wiv a thingy wotsit.'

'So?'

'So I can't bypass da klanky nozzle wivout diskonnektin' da gooey supply bitz.'

'So?'

'So I gotta try an' diskonnekt da brain frum

da ample doobry... which means cuttin' wun uv deese wirez 'ere.' He motioned to two thick wires hanging down from the brains. 'But da problem iz, I don't zactly know which wun iz which.'

'So?'

'So if I cuts da right wun, we get ta keep da truck an' Grog wiv it.'

'An if yew cuts da rong wun?' asked the doubtful Nob.

Nurdmek smiled.

'Uge grate bang!'

'So make sure ya cut da right wun, or else dare's gonna be big trubble.' Gazrot raised his huge studded club to emphasise the point. 'Yew get my meenin?'

Nurdmek nodded quickly and turned back to the two wires. One was red, the other, a different shade of red. Which one should he cut? Did bright red mean big bang? Or did it mean very fast?

'Come on, Grog,' he muttered, looking hopefully at the mass of brains. 'If yew'z still in dare sumwhere, give us a klew.'

The brains wobbled from side to side. But was it a bright red wobble, or a dull red wobble? Gazrot prodded the terrified Spanner in the back with the club.

'Cut sumfing.'

Nurdmek looked once more at the two wires and picked up his Kustom Kuttaz.

'Bright red. It's gotta be da bright red wun.'

And with that he cut the wire...

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