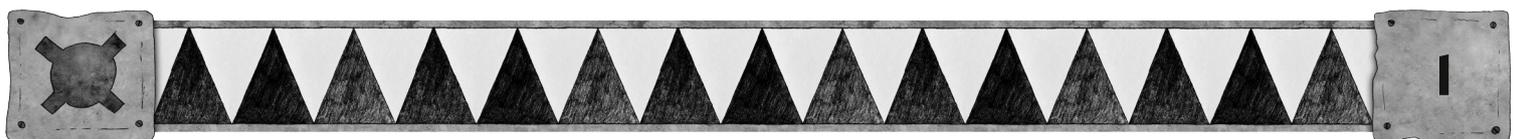
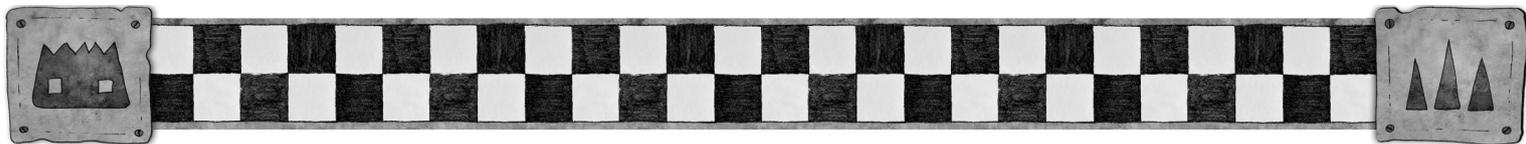




FRANKENORK





Frankenork

Da Ork who created a monster!

The precarious tower perched atop the serjery rattled in the gathering wind. Ee'Grot scurried as he checked the couplings and connected the jumper leads to the circuits. He could feel the air tingle around him as the stormclouds thrashed against each other.

"Is it done Ee'Grot?!" came the slightly shrill voice of Dok Sheller.

Ever since Bozrod had accidentally activated his thrusta boosta while he was working on him, the Dok hadn't been quite right. Not that Ee'Grot would complain. All he had to do around the serjery was make sure the tower was constantly ready to capture the lightning that so frequently struck the area. Fewer patients also meant less kicking and that was fine by Ee'Grot!

"Yes Boss!" he squeaked, sliding back down through the hatch in the ceiling. He wasn't sure what was about to happen but whatever it was, it was definitely something...new.

IT'S ALIVE!!!!

It was noon yet the sky was choked of light as the twin suns were blotted out by gargantuan thunderheads. Lightning forked from the heavens, fizzing as it struck a huge jury-rigged conductor rising up from Da Skid. There was a peal of manic laughter and then silence.

Word had spread around the brewhouses of Mektown of a bad dok who had gone mad, well, even madder than most doks. Dok Sheller had been collecting the juiciest bits from his patients for months; boyz would go in with a gimpy leg and come out missing a

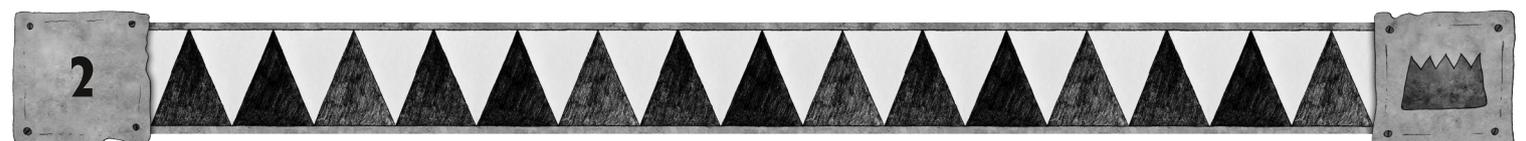
good right arm. This in itself wasn't suspicious, it was the intricate work that was done on their injuries that had attracted so much attention...many of which were better than new, which is just plain unorky. Dok Sheller had most definitely not got distracted, so what was he up to?

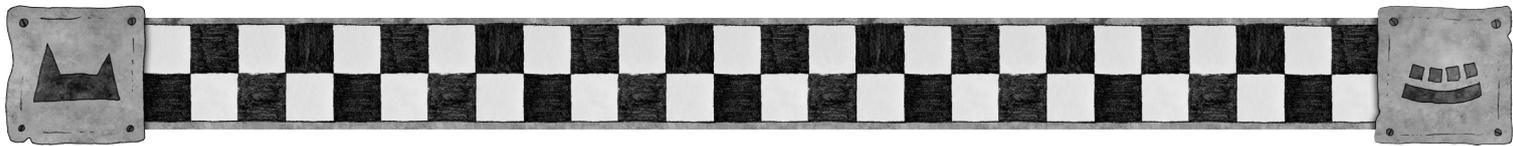
One of the last patients to see him before he vanished was Porzod of the Krumpin' Kannonz. Whilst the Dok was digging shrapnel out of his chest, head, and arms (no doubt to sell to the Mek next door for an unreasonable sum), Porzod's gaze was caught by some plans on the wall. It seemed to be some sort of blueprints (or green-prints) for a super Ork, created from the best parts of others, barely a metal plate in sight. Very unorky indeed!

Something so abominable should not exist it was held. Bets were placed on who would slay the creature first, netting glory for Gork, or perhaps mangling it in the name of Mork. Of course there were plenty of others who heard the rumour and the bounty of teef riding on the creature soared. Whoever takes it down would be livin' da eezy life...

Da Desert

Dok Sheller has built himself a small surgery out in Da Skid with a large lightning rod. This should be in the centre of the board and is where Da Monster starts the game. The rest of the board can be as full as players choose; a board with more terrain will extend the duration of the game as it will slow down Da Monster.





Notmobz - Da Monster

Dok Sheller's creation is just as unorky as Mektown thinks; a lumbering, behemoth with no interest in violence. Even its brain is built from different pieces, making him quite possibly the smartest Ork who ever lived - but with that intelligence has come a disinterest in the constant fighting that characterises Orky society!

He really just wants to be left in peace, he's got a lot to think about...

	M	WS	BS	S	T	W	I	A	Ld
Da Monster	4	3	0	5	5	3	2	1	9

Da Monster is not equipped with anything, just his fists, which counts as him being armed with a knife.

He cannot run, or perhaps he can and just doesn't want to, regardless he will not run or charge regardless of the circumstances. He will walk towards the nearest edge of the board each turn, not engaging in combat unless forced. Vehicles attempting to run him over will be turned aside with a swipe from a hand the size of a manhole cover. He is affected by psychology as normal.

To engage him in Hand to Hand combat a warrior must first pass an initiative test, otherwise the monster will simply keep walking, ignoring them.

Note: If you need to adjust the difficulty of the scenario simply change the number of wounds Da Monster has.

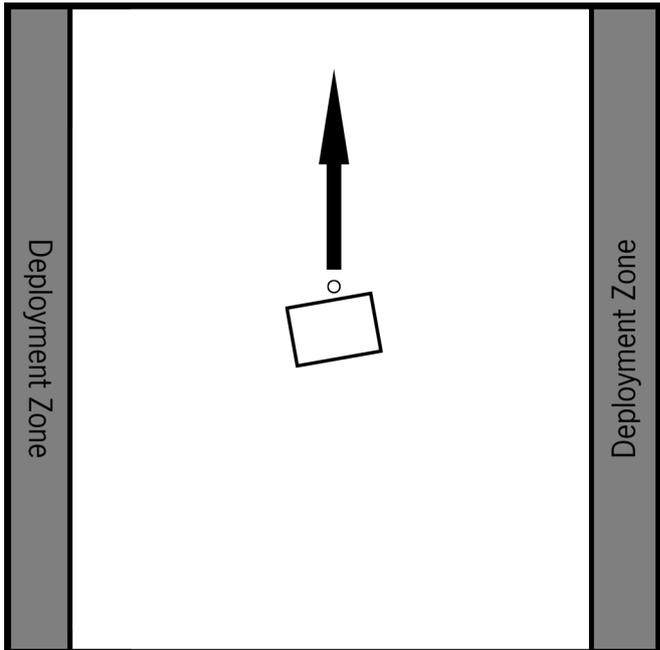
Startin'

Both mobs deploy on a board edge, opposite each other, at right angles to Da Monster (see diagram). Players use their whole mob in this scenario.

Notmobz

In some scenarios there are characters that bear no true allegiance to the mobs currently involved; players may be familiar with the concept, perhaps under the name of NPCs, creeps, monsters or similar. Sometimes they actively oppose both sides, other times they are loosely affiliated with the defending mob and must be protected. In certain special scenarios, both sides may have a Notmobz ally, where the goal is to beat the other Notmobz to the goal of the scenario.

The rules for Notmobz vary depending on the scenario, but will always be described in the scenarios where they are relevant.





Each player should roll a D6, whoever has the highest result chooses whether to go first or second.

Endin'

The scenario ends when one mob puts Da Monster Out of Action, winning the scenario. Should Da Monster make it off the board then neither mob wins. Players can also lose by bottling out, bottle tests starting at 25% casualties. Without another mob opposing them the other player's mob will chase down Da Monster and slay him, winning the scenario.

Experience

+D6 Survives

All warriors that survive the battle gain D6 experience points.

+5 Wounding/Penetrating Hits

As in all scenarios, wounding hits and penetrating vehicle armour gain a warrior 5

experience points.

+15 Bounty Hunter

The warrior who strikes the killing blow, putting Da Monster Out of Action gains 15 experience points.

+10 Winning

The leader of the winning mob gains 10 experience points.

Da Bounty

The mob which takes down the unorky abomination can expect a hero's welcome upon their return to Mektown, as well as 4D6 teef in prize money (added to income, not profit).

Da End

Have a good Halloween, but beware the creatures in the darkness!

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