

## GORKAMORKA DEMONSTRATION

Our U.K. promotions team have come up with an exciting introductory scenario for Gorkamorka. It allows for multiple players to be introduced to the most thrilling parts of Gorkamorka without bogging them down in too much mind-numbing detail or without the Outriders getting bored of having to play the same 'bash 'n crash' game every time.

The basic plot of the scenario is that a band of Morkers have brewed an especially tasty brew of fungus beer and are trying to get it from the brewery to their fort. So that they can carry more beer they have overloaded their trucks and stripped down everything they can, even removing the vehicles gunz! The Outrider plays the Morker vehicle(s) with as many barrels of beer as they can carry. All they are concerned about is getting their Truk safely into the fort. The crew will repel boarders if attacked but will not initiate combat.

The attacking Gorkers have either a Truk with a driver, gunner and two boyz in the bed, or a Trak with a driver, gunner and big shoota. They are very thirsty and want that zoggin' fungus beer! All the normal rules for driving, turning, thrusting, shooting and combat are used. However when it comes to wounds, we suggest ignoring the injuries roll, and just removing the model all together (treat any wounds as 'out of action' results). This will make the game run faster and remove confusion from keeping track of who has taken 'flesh wounds'.

There are a few special rules for the scenario regarding the barrels of brew. Each time a vehicle carrying a barrel of brew uses its thrusters there is a chance that the barrel will be thrown free. Roll a die for each barrel. On a roll of 1-3 the barrel flies off, on a roll of 4+ it stays put.

Obviously the best way to get the most beer is to snuff the crew and knick the whole Truk! You can do this by performing a boarding action, which is of course very difficult, very dangerous, and also very amusing!

The idea is that the Outriders take control of the convoy and merely try to reach the fort. Obviously, the scenario isn't going to be too exciting if you reach the fort on the first turn, so take it easy on those thruster rolls! The customers are the raiders attacking a wagon train. The action is fast and furious, as all good demos should be, but playable. Things can get especially entertaining when two or more rival mobs try boarding the Truk at the same time! Once your models have been removed from the game, you can step back and let the players attack each other.

The attached scenario sheet illustrates the table setup, depending on the size table you have available. You will need several hills, rock outcroppings, and rubble piles to make the chase interesting. We suggest painting the terrain in desert colors. We used the Citadel colors Bubonic Brown as the base coat, with a drybrushed highlight of Bleached Bone. If you're doing a lot of scenery you may want to take these paints to a hardware store and have them mix up some pints of a similar color. Use matte latex (water soluble) if you're using housepaint. You may also want to pick up a dust-brown colored cloth covering for the table surface.

We think this scenario will be a blast, but you can always embellish it if you want. One idea might be inviting players to bring their own models. There are bound to be a few players with their vehicles painted up already, or some 40K players with Ork buggies. The more the merrier! Good luck!

**Trent Nighman- Outrider Administrator**  
**Games Workshop, Hobby Promotions, U.S.**

# GORKAWORKA™

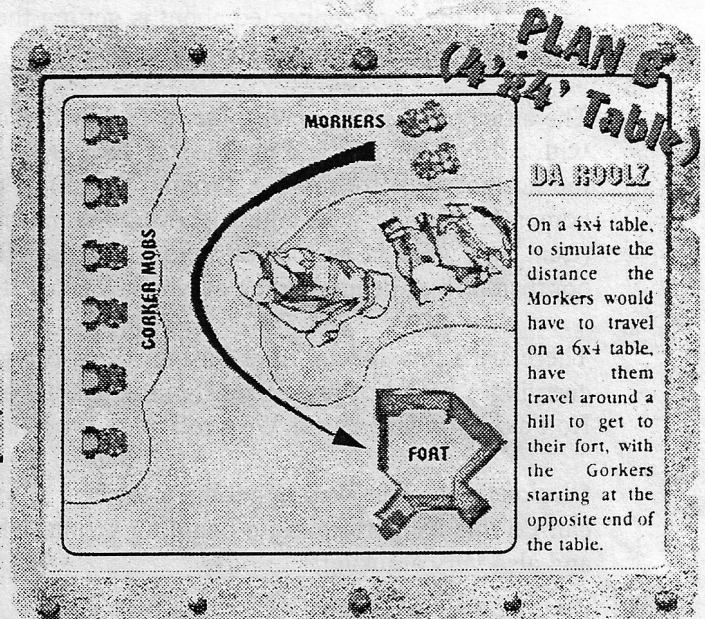
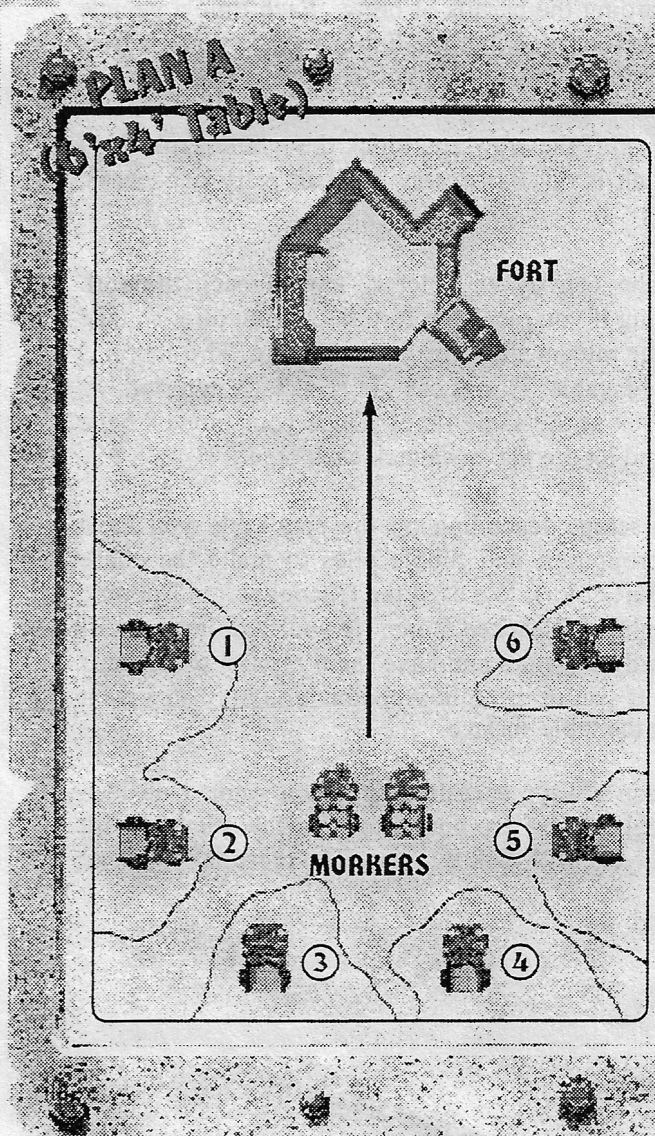
## FUNGUS BREW RESCUE

Word iz dem Morkas 'av made da best brew in ages. Weez gotta gets our 'ands on it boyz. Weez all off ta free da booze!

A mob of Morkers have succeeded in brewing a batch of Fungus Brew so good that word of the potent booze has spread to a number of Gorker mobs who are all just dying to get their own hands on the stuff. A number of Gorker mobs have converged on the Morkers' territory and caught them off guard. The Morkers are on the way back from their brewery to their fort, and each of their trucks is so laden with precious brew that they've stripped the trucks down to the bare essentials so that they can carry as much brew as possible. This means the Morkers have no weapons mounted on their trucks and no extra crew.

### GAME OBJECTIVES:

- The Morkers (played by shop staff) have to get to their fort with their brew. Once inside their fort they are safe from the pursuing Gorkers.
- The Gorker mobs (played by customers) have to try and steal the Morkers' barrels of brew and stop them from getting to their fort.



### DA ROOLZ

- If a truck carrying brew fails its thrust roll then there's a chance a barrel of brew will fall off the back of it. Roll 1D6: on a 1-3 a barrel falls off, on a 4+ nothing falls off.
- To grab a barrel on the ground whilst in a moving truck: Roll 1 or 2 on 1D6.
- To jump from one moving truck to another (within 2 inches): Roll 1 or 2 on 1D6.
- If an Ork is wounded, it's out of the game. No flesh wounds or man down results - just out of action.
- The mob with the most barrels of brew at the end of the game wins.

### TOP TIPS TO BE TOP NOB

Yooz gotta get more barrels than any uvver Ork mob.

Yooz can collect barrels off da ground. It's easy, just pick 'em up!

Grabbin' barrels from a movin' truk is pretty 'ard, but a good larf.

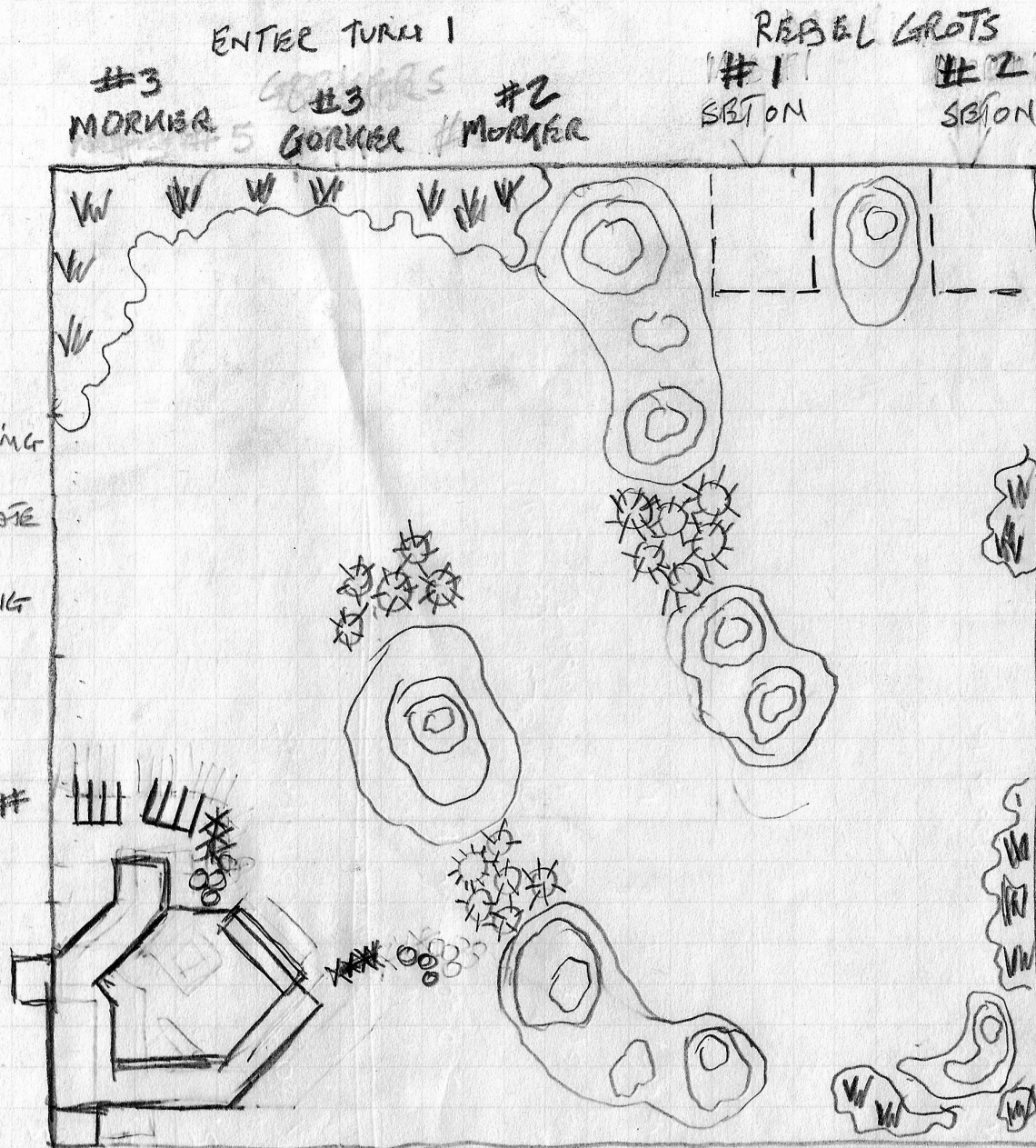
Takin' over one of da Morka truks is dead 'ard, coz yooz gotta jump onto it from your truk. We likes it tho' coz ya gets to fight da crew. If ya win, den yooz can take over da truk an' keep all da luvvly brew on it!

OBJECTIVE :  
GETTING YOUR  
VEHICLES INTO THE  
FORT FIRST WINS

EXPERIENCE :  
D6 - SURVIVES  
+5 - EACH WOUNDING  
HIT  
+5 - EACH PENETRATE  
HIT  
+10 - NOBWINNING

GORNERS :  
ENTER ON TURN #

MORNERS :  
Deployed on  
TABLE AS SHOWN



#1 BIG TRUCK  
#2 BUGGY  
EACH LOADED  
WITH BARRELS  
OF FUNGUS  
BEER.

GORKER #2  
ENTER TURN 2

# GORKAMORKA™

MOB NAME: DA FURS PLA-AH (GREY) GORK #1

MOB RATING:

TEEF HOARD:

NAME	CHARACTERISTICS										WEAPONS, SKILLS AND INJURIES	WEAPONS SUMMARY								COST	EXP.							
	M	WS	BS	S	T	W	I	A	Ld	Short Range		Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo	Notes									
NOBLURK (Boy)	4	3	3	3	4	1	2	1	7																			
NARMEK (Spanner)	4	3	3	3	4	1	2	1	7																			
GRUBKOP (Boy)	4	3	3	3	4	1	2	1	7		6	12	+1	-	3	0	1	4+	1 SUS. FIRE									
DELLING (Boy)	4	3	3	3	4	1	2	1	7		12	4	-	3	0	1	4+											
A mob must consist of at least three models, including one Nob. No more than half of the Orks may be Yoofs. No more than half of the mob may be Grots.											The mob rating is the total experience divided by ten, plus their total cost of the warriors and their vehicles.											<b>TOTAL POINTS COST AND EXPERIENCE</b>						

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VEHICLE TYPE: TRUK		NAME: SQUISHAH		COST: 20		FIXED WEAPON TYPE: HEAVY SHOOTA		GUNNER: NARMEK						
DRIVER: NOBLURK		SPANNER: NARMEK												
Score	Armour	Location/Damage	Score	Armour	Location/Damage	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes
1	8	CREW	4	8	WHEEL/TRACK	20	40	-	-	5	-2	1	4+	2 SUS. FIRE
2	8	FIXED WEAPON	5	8	DRIVER	<b>KUSTOM JOBS, GIBBINS AND PERMANENT DAMAGE:</b>								
3	10	ENGINES	6	10	ENGINES									

# GORKAMORKA™

MOB NAME: DA SECOND PLA-AM (BROWN) MORK#1

MOB RATING:

TEEF HOARD:

NAME	CHARACTERISTICS										WEAPONS, SKILLS AND INJURIES	WEAPONS SUMMARY							COST	EXP.				
	M	WS	BS	S	T	W	I	A	Ld	Short Range		Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo			Notes			
NOBSKAR (Boy)	A	3	3	3	A	1	2	1	7															
DUFFMIBK (SPANNER)	A	3	3	3	A	1	2	1	7															
BOSSDRIFT (Boy)	4	3	3	3	A	1	2	1	7															
<p>A mob must consist of at least three models, including one Nob. No more than half of the Orks may be Yoots. No more than half of the mob may be Grots.</p>											<p>The mob rating is the total experience divided by ten, plus their total cost of the warriors and their vehicles.</p>							<p>TOTAL POINTS COST AND EXPERIENCE</p>						

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VEHICLE TYPE: TRUK			NAME: SPISEDA			COST: 15			FIXED WEAPON TYPE: HEAVY SHOOTA			GUNNER: DUFFMIBK		
DRIVER: NOBSKAR			SPANNER: DUFFMIBK											
Score	Armour	Location/Damage	Score	Armour	Location/Damage	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes
1	8	CREW	4	8	WHEEL/TRACK	20	40	-	-	5	-2	1	At	2505. FIRE
2	8	FIXED WEAPON	5	8	DRIVER	KUSTOM JOBS, CUBBINS AND PERMANENT DAMAGE:								
3	10	ENGINES	6	10	ENGINES									

# GORKAMORKA™

MOB NAME: DA TERD PLA-AH

(GRAY) GORH #2

MOB RATING:

TEEF HOARD:

NAME	CHARACTERISTICS									WEAPONS, SKILLS AND INJURIES	WEAPONS SUMMARY							COST	EXP.
	M	WS	BS	S	T	W	I	A	Ld		Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.		
BADSKAR (Boy)	4	3	3	3	4	1	2	1	7	DRIVER, KNIFE									
BOSSMEK (SPANNER)	4	3	3	3	4	1	2	1	7	GUNNER, KNIFE									
GARGOREG (Boy)	4	3	3	3	4	1	2	1	7	CREW, SLUGGERS, CLOPPA	6	12	H1	-	3	0	1	4+	
<p>A mob must consist of at least three models, including one Nob. No more than half of the Orks may be Yoofs. No more than half of the mob may be Grots.</p>											<p>The mob rating is the total experience divided by ten, plus their total cost of the warriors and their vehicles.</p>							<p><b>TOTAL POINTS COST AND EXPERIENCE</b></p>	

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VEHICLE TYPE: TRUCK			NAME: BANGA			COST: 20			FIXED WEAPON TYPE: HEAVY SHOOTA			GUNNER: BOSSMEK		
DRIVER: BADSKAR			SPANNER: BOSSMEK											
Score	Armour	Location/Damage	Score	Armour	Location/Damage	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes
1	8	CREW	4	8	WHEEL/TRACK	20	40	-	-	5	-2	1	4+	250S-FIRE
2	8	FIXED WEAPON	5	8	DRIVER	KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:								
3	10	ENGINES	6	10	ENGINES									

# GORKAMORKA™

MOB NAME: DA FOTT PLA-AH (BROWN) MORK #2

MOB RATING: \_\_\_\_\_

TEEF HOARD: \_\_\_\_\_

NAME	CHARACTERISTICS										WEAPONS, SKILLS AND INJURIES	WEAPONS SUMMARY							COST	EXP.						
	M	WS	BS	S	T	W	I	A	Ld	Short Range		Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo			Notes					
RUKKGRUM (BOY)	4	3	3	3	4	1	2	1	7																	
BARUMEK (SPANNER)	4	3	3	3	4	1	2	1	7																	
BAORUKK (BOY)	4	3	3	3	4	1	2	1	7		6	12	H	-	3	0	1	A+								
A mob must consist of at least three models, including one Nob. No more than half of the Orks may be Yooks. No more than half of the mob may be Grots.											The mob rating is the total experience divided by ten, plus their total cost of the warriors and their vehicles.											<b>TOTAL POINTS COST AND EXPERIENCE</b>				

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VEHICLE TYPE: TRAK			NAME: BOUNSSA			COST: 15			FIXED WEAPON TYPE: HEAVY SHOOTA			GUNNER: BARUMEK		
DRIVER: RUKKGRUM			SPANNER: BARUMEK											
Score	Armour	Location/Damage	Score	Armour	Location/Damage	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes
1	8	CREW	4	8	WHEEL/TRACK	20	40	-	-	5	-2	1	A+	2500 FIRE
2	8	FIXED WEAPON	5	8	DRIVER	KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:								
3	10	ENGINES	6	10	ENGINES									

# GORKAMORKA™

MOB NAME: DA FITT PLATAH (GREY) GORK #3

MOB RATING: \_\_\_\_\_ TEEF HOARD: \_\_\_\_\_

NAME	CHARACTERISTICS										WEAPONS, SKILLS AND INJURIES	WEAPONS SUMMARY								COST	EXP.					
	M	WS	BS	S	T	W	I	A	Ld	Short Range		Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo	Notes							
GROTS PIT (BOY)	4	3	3	3	4	1	2	1	7																	
SCROTMBEK (SPANNER)	4	3	3	3	4	1	2	1	7																	
DREBFING (BOY)	4	3	3	3	4	1	2	1	7	CREW, SLUGGAT, KNIFE	6	12	11	-	3	0	1	41								
<p>A mob must consist of at least three models, including one Nob. No more than half of the Orks may be Yooks. No more than half of the mob may be Grots.</p>											<p>The mob rating is the total experience divided by ten, plus their total cost of the warriors and their vehicles.</p>											<b>TOTAL POINTS COST AND EXPERIENCE</b>				

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VEHICLE TYPE: BOGGY			NAME: SCROTMBEK			COST: 20			FIXED WEAPON TYPE: HEAVY SHOOTER			GUNNER: _____		
DRIVER: GROTS PIT			SPANNER: SCROTMBEK											
Score	Armour	Location/Damage	Score	Armour	Location/Damage	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes
1	8	CREW	4	8	WHEEL	20	40	-	-	5	-2	1	4+	2 SUS. FIRE
2	8	FIX WEAPON	5	8	DRIVER	KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:								
3	10	ENGINES	6	10	ENGINE									



# GORKAMORKA™

MOB NAME: DA SICKS PLA-AN (BROWN) MORK #3

MOB RATING:

TEEF HOARD:

NAME	CHARACTERISTICS									WEAPONS, SKILLS AND INJURIES	WEAPONS SUMMARY							COST	EXP.
	M	WS	BS	S	T	W	I	A	Ld		Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.		
GRICKBUG (BOY)	4	3	3	3	4	1	2	1	7	DRIVEN, KNIFE									
TROGMERK (SPANNER)	4	3	3	3	4	1	2	1	7	GUMMER, KNIFE									
BAGGOF (BOY)	4	3	3	3	4	1	2	1	7	CABW, SIX SHOOTA KNIFE	6	12	+1	-	3	0	1	4+	1 SPS. FIRE.
<p>A mob must consist of at least three models, including one Nob. No more than half of the Orks may be Yooks. No more than half of the mob may be Grots.</p>											<p>The mob rating is the total experience divided by ten, plus their total cost of the warriors and their vehicles.</p>							<p>TOTAL POINTS COST AND EXPERIENCE</p>	

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VEHICLE TYPE: TRUK			NAME: RAMBLA			COST: 20			FIXED WEAPON TYPE: HEAVY SHOOTA			GUNNER:		
DRIVER: GRICKBUG			SPANNER: TROGMERK											
Score	Armour	Location/Damage	Score	Armour	Location/Damage	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes
1	8	CABW	4	8	WHEEL	20	40	-	-	5	-2	1	4+	2 SPS. FIRE.
2	8	FIXED WEAPON	5	8	DRIVER	KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:								
3	10	ENGINES	6	10	ENGINE									

# GORKAMORKA™

MOB NAME: DA OWTRIDAH

Rebel Grols

MOB RATING:

TEEF HOARD:

NAME	CHARACTERISTICS									WEAPONS, SKILLS AND INJURIES	WEAPONS SUMMARY						COST	EXP.	
	M	WS	BS	S	T	W	I	A	Ld		Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.			Dam.
GOOGLIE (BOY)	4	3	3	3	4	1	2	1	7	DRIVER, KNIFE									
MOOGLIE (SPANNER)	4	3	3	3	4	1	2	1	7	CREW, SIX-SHOOT, KNIFE (BROWN)	6	12	+1	-	3	0	1	4+	1 SOS, FIRE
DORFGARF (BOY)	4	3	3	3	4	1	2	1	7	DRIVER									
GROTBARF (SPANNER)	4	3	3	3	4	1	2	1	7	CREW, SIX-SHOOT, KNIFE (GRAY)	6	12	+1	-	3	0	1	4+	1 SOS, FIRE

A mob must consist of at least three models, including one Nob. No more than half of the Orks may be Yooks. No more than half of the mob may be Grols.

The mob rating is the total experience divided by ten, plus their total cost of the warriors and their vehicles.

TOTAL POINTS COST AND EXPERIENCE

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VEHICLE TYPE: TRUCK NAME: DA HAWLLAH COST: 20  
DRIVER: GOOGLIE SPANNER: MOOGLIE

FIXED WEAPON TYPE: GUNNER:

Score	Armour	Location/Damage	Score	Armour	Location/Damage
1	8	CREW	4	8	WHEELS/TRACK
2	8	FIXED WEAPON	5	8	DRIVER
3	10	ENGINES	6	10	ENGINES

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes

KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:

VEHICLE TYPE: BUGGY NAME: DA BUGGY COST: 20  
DRIVER: DORFGARF SPANNER: GROTBARF

FIXED WEAPON TYPE: GUNNER:

Score	Armour	Location/Damage	Score	Armour	Location/Damage
1	8	CREW	4	8	WHEELS
2	8	CREW	5	8	DRIVER
3	10	ENGINES	6	10	ENGINES

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes

KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:

