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.



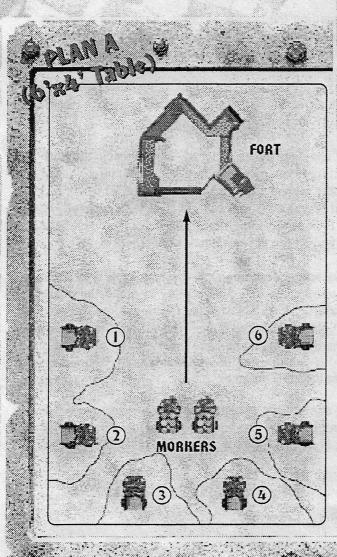
FUNCUS BREW RESCUE

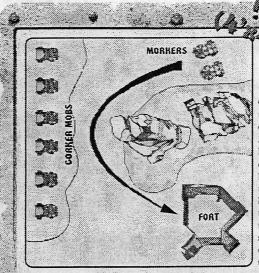
Word iz dem Morkas 'au made da best brew in ages. Weez gotta gets our 'ands on it boyz. Weez all off ta free da booze!

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 truks is so laden with precious brew that they've stripped the truks 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 truks and no extra crew.

CAME 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.





On a 4x4 table. to simulate the distance the Morkers would have to travel on a 6x4 table, them have travel around a hill to get to their fort, with the Gorkers starting at the opposite end of the table.

DA ROOLZ

- * If a truk 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 truk: Roll 1 or 2 on 1D6.
- * To jump from one moving truk 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.

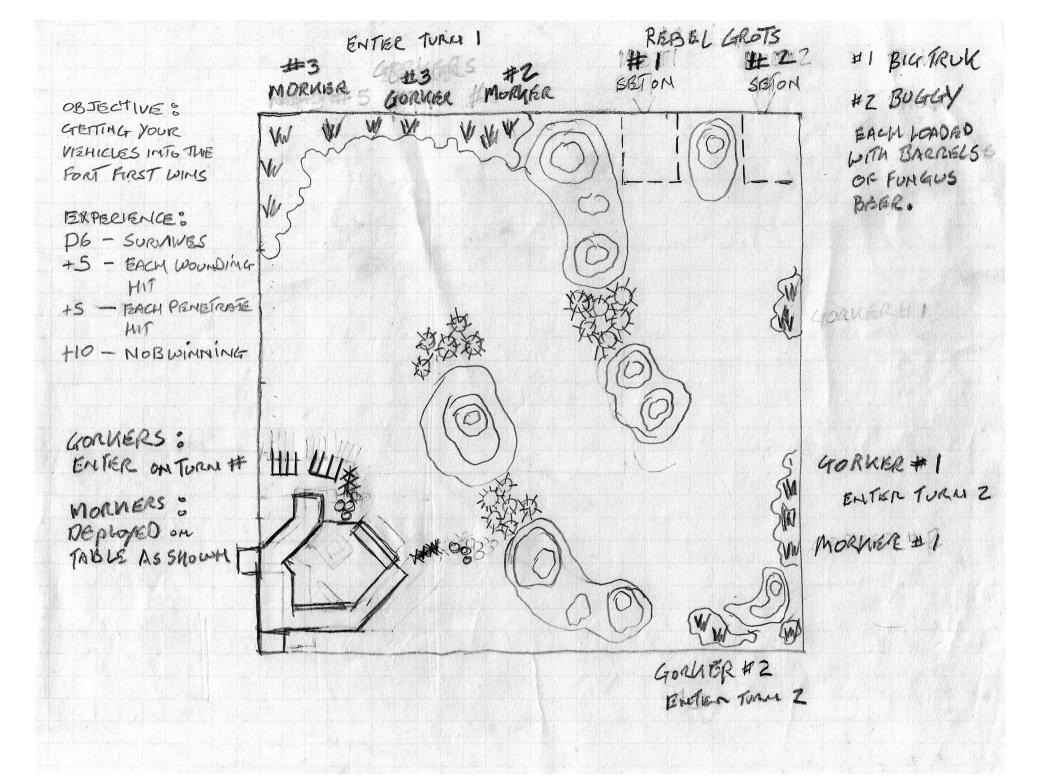
TOP TIPS TO BE TOP NOB

Yooz gotta get more barrels dan 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 vooz 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 luvvty brew on





MOBNAME: DA FURS PLA-AH

(GREY) GORK \$1

MOB RATING:

TEEF HOARD:

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GRUBKOP (BOY)	4	3	3	3	4	١	2	- 1	7	KRW, SIXTSHOOTH,	6 12	+1 -	3	0	1	4+	1 SUS.		
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	LE TYPE:	TRUNK NAME: 3			FIXED WEAPON TYPE: GUNNER: HEAVY SMOOTA NARMEK	
Score	Armour	Location/Damage	Score	Armour	Location/Damage	Short Long To Hit To Hit Range Range Range Short Long Strength Modifiers Damage Ammo Notes
1	00	CREW	4	18	WHEEL/TRACK	20 40 5 -Z 1 4+ Z505. FIRE
2	00	FIXED WEAPON	5	8	DRIVER	KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:
3	10	ENGINES	6	10	ENGIMES	

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MOB NAME: DA SECUND PLA-AH

(BROWN) MORK#1

MOB RATING:

TEEF HOARD:

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DURFMIZK (SPAMMER) BOSSDREGT (BW)	4	3	3	3	4	1	2	1	7	CRIZW, SIX SNOTA, KNIFE	6	12	+1 -	3	0	1	4+	1505. MRK		
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2	8	FIXED WEAPON	5	8	DRIVER	- KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:
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MOBNAME: DA TERD PLA-AH

(GRAY) GORN # Z

MOB RATING:

TEEF HOARD:

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BADSKAR (BOY)	4	3	3	3	4	1	2	1	7	DRIVER, KHIFE										
BOSSWELL (SPANNER)	4	3	3	3	9	1	2	l	7	GUNNER, MNIFE										
GARGEBREG (BOY)	4	3	3	3	4	- Colore	2	1	7	CREW, SLUGGET,	6	12	+1 -	3	0	1	47			
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Score	Armour	Location/Damage	Score	Armour	Location/Damage	Short Long To Hit To Hit Range Range Short Long Strength Modifiers Damage Ammo Notes
1	8	CREW	4	8	WHIEEL/TRACK	20 40 5 -2 1 4+ 25US.FIRE
2	8	FILED WERPON	5	8	DRIVER.	KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:
3	10	ENGINES	6	10	ENGINES	

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MOBNAME: DA FOTT PLA-AH

(BROWN) MORN #2

MOB RATING:

TEEF HOARD:

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NAME	М	ws	BS	S	Т	w	1	Α	Ld	AND INJURIES	Short Long Range Range	To Hit To Hit Short Long	Str.	Save Mod.	Dam.	Ammo	Notes	COST	EXP.
Roungery (Boy)	4	3	3	3	1	1	2	1	7	DRIVER, KNIFE									
BAZKMEK (Spanner)	9	3	3	3	4	and distance.	2	-	7	GUMMER									
BAORUKK (BOY)	4	3	3	3	4	estina	2	l	7	chew, SLUGGAZ,	6 12	+1 -	3 +1	0	1	4+			
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Score	Armour	Location/Damage	Score	Armour	Location/Damage	Short Lo Range Rai	ng Ti	Hit To Hit hort Long	Strength	Save Modifiers	Damage	Ammo	Notes
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2	8	PIARD WEAPON	5	3	DEIVER.	KUSTON	A JUI	85, GUB	BINS AF	ID PEKN	IANENI	DAMAGE	}
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MOB NAME: DA FITT PLA-AH

(LARY) GORK#3

MOB RATING:

TEEF HOARD:

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SCROTMELL (Spanner)	4	3	3	3	4	1	2	l	7	GUMMER, KNIFE									
(Boy)	4	3	3	3	4	1	2	l	7	CREW, SLUGGAT, VINIFIZ	6 12	+1 -	3	0	l	41			
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UEHIC DRIVI	LE TYPE: R: &	BUGGY NAME: : LOTSPIT SPANNER:		EEMP CNOT	COST: 20	FIXED WEAPON TYPE: GUNNER:
Score	Armour	Location/Damage	Score	Armour	Location/Damage	Short Long Range Range Short Long Strength Save Modifiers Damage Ammo Notes
1	8	CREW	4	00	WHEEL	2040 5 -2 1 A+ 2505 FIRE
2	8	FIX WEAPON	5	00	Privier	KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:
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MOB NAME: DA SICKS PLA-AN (BROWN) MORN #3

MOB RATING:

TEEF HOARD:

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TROGHERY SPONNEN)	4	3	3	3	4	1	2	1	フ	GUMMER, KMIFE											
BADGOF (804)	4	3	3	3	4	1	2	1	7	CARLO, SIX SHOOTA	6	12	+1	-24	3	0	1	4+	Isas. Friz.		
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2	8	GHED WEAPON	5	8	Druer.	KUSTOM	JOBS,	GUBE	BINS AN	IO PERM	MANENT	DAMAGE				
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