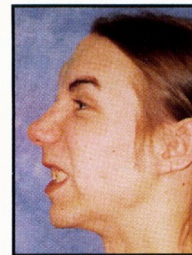




GET SCRAPPIN'

Andy Kettlewell, Gav Thorpe and three new Gorkamorka scenarios...



HUNT DA DREAD

An industrious Mek and his Spanners uncovered an old Ork war machine in the wreckage of the Hulk. Dragging it back to his workshop, the Mek set about fixin' it up. However, after loading all its guns, filling up its fuel tank and pressing the big ON button something went seriously wrong. Once activated the machine went on the rampage, killing the Mek and destroying the workshop! It is up to the Orks in the vicinity to destroy the marauding Dread and put an end to its destructive onslaught.

DA DESERT

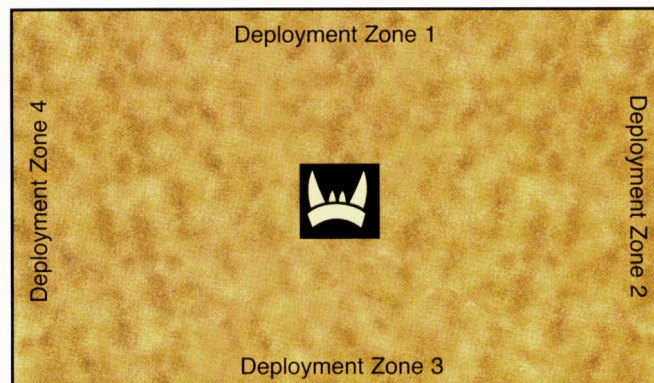
This scenario takes place in Mektown, so use lots of obstacles, scrap piles and as many buildings as you have on the tabletop.

MOBS

Any number of mobs may take part in this scenario.

The more mobs that take part, the less warriors and vehicles there are in each mob. Each player rolls a dice for each vehicle and warrior in their mob (rolls for vehicles includes their drivers

No. of Mobs	Ork turns up on a
1	2+
2	3+
3	4+
4	5+
5+	6



and gunners). Refer to the chart to see what score is needed to include the model in your mob for the battle.

Each player rolls a D6. Starting with the highest scoring player (re-roll any ties), each player chooses one of the deployment zones on the map below and deploys their available models. The Dread starts the battle in the centre of the table, as shown on the map above.

STARTIN'

The Dread goes first, as described below. The player in deployment zone 1 gets the next turn. Play proceeds clockwise around the deployment zones. Once all players have had their turns, then the Dread will move and fight again, and so on.

Dregmek nearly skipped with delight as one of his Spannerz poured the last drop of fuel into the machine's tank. This would be a great moment in history: his name would be remembered and respected for a hundred generations because of this discovery! Shooing his assistants away, the Mek strolled around the monstrous metal creation, gazing at its pitted armour and newly-oiled joints with unabashed admiration.

"Innit jus' great, ladz?" he crowed.

Snotrag, one of his Grotz, piped up, "Yeah, but worrizit? Ain't a buggy, ain't a bionik-boy, so worrizit?"

"I don't rightly know, but I've gotta feelin'..." Something stirred in the Mek's subconscious, a vague memory that wasn't his own. He had a sudden vision of the machine striding through a battle, bullets pattering off its armoured hull while its weapons blasted everything in its path. It was a stirring sight, no mistake! A word came half-formed to his lips.

"Issa... Issa... Dread!"

The others looked on in awe. Dregmek stroked the scorched and buckled armour plates, whistling softly.

"Right, let's do it!"

As the others edged closer to the huge double-gates of the Mek's compound, Dregmek punched his gnarled fist into the big red button next to the main engine block. Nothing happened. Grabbing a large throckle wrench from a pile of tools, the Mek set about tightening some of the power cable connections. Still nothing happened.

"Zoggin' pile of junk!" he yelled and gave the machine a hefty whack with the wrench. There was a loud gurgle, then with a huge explosion of smoke and steam the engine kicked into life. The metallic creature stretched out with its steel limbs and slowly straightened to its full height, the top of its hull tearing through the rough canopy shading the courtyard. With a bestial roar, amplified to a deafening volume through large speakers in its head, the Dread lunged forward. Dregmek looked on in dumbfounded amazement, not noticing that the others had started legging it towards the gate.

The metal monster slued sideways and its 'eavy shoota came round, blasting the Orks and Grotz apart in a single salvo. The Mek backed away slowly, waving his hands in what he hoped was a friendly gesture.

"Now, now lad! Calm down!"

The Dread roared again and stepped towards Dregmek. Before the unfortunate tinkerer could escape he was clutched in one of the beast's massive claws. The Dread raised him up so that he was level with its huge glass eyes. Inside Dregmek could see the shrivelled body of an ancient Ork, glaring at him with a single blazing red-eye. Wire bundles writhed around the pilot and he could see the Ork's toothy jaw locked in an insane snarl. Dregmek opened his mouth to say something, but suddenly the claw closed, crushing him to a pulp.

From inside the Dreadnought, Guldakka could see shapes moving towards him. He grinned as he primed the big blasta to fire, and then strode out of the rough hovel to bring death to his enemies.

DA DREAD

The Dread is an old Ork war machine, comprising a living occupant wired into the Dread's hull. The huge metallic beast has the profile given below and moves like a model on foot but shooting and damage is resolved as if it was a vehicle (refer to the Hit Location table). Treat the Dread as a vehicle for the purposes of ramming it. The Dread's weapons have a 90° arc of fire to the front, just like a vehicle's fixed weapon. The Dread is not affected by any of the rules for psychology and so is immune to enemies who cause fear or terror.

M	WS	BS	S	T	W	I	A	Ld
6	5	5	6	NA	NA	2	4	10

At the start of each of the Dread's turns, follow the sequence below to see what it does.

1. If there is a model within the Dread's charge range (usually 12") the Dread will charge into hand-to-hand combat. If more than one enemy is within range, it will charge the closest. The Dread does not need to take an Initiative test to attack vehicle crews in hand-to-hand combat.
2. If there are no enemies to charge, the Dread will move towards the nearest enemy within 18", up to its normal move allowance. If there are no enemy within 18" roll a Scatter dice and move the Dread D6" in the direction indicated (up to its normal maximum move of 6").
3. If the Dread did not charge it will fire its 'eavy shoota at the nearest enemy model (footer or vehicle) within its fire arc. If more than one enemy is an equal distance away, randomise which is targeted. The Dread will then fire its Big Blaster at the nearest enemy vehicle within range and in its arc of fire. If there is no vehicle target then it will fire at the nearest warrior.

DREAD'S WEAPONS

The Dread has four arms, two with power claws, one with an 'Eavy Shoota and one with an ancient Big Blasta. The profiles for these are given below.

POWER CLAW

The power claw is a huge pincer-like weapon which can crush buggies and hurl warriors through the air.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Mod	Ammo Roll	Special
close combat	—	—	—	6	D3	-3	—	—

'EAVY SHOOTA

The 'Eavy Shoota fires a hail of shells that can punch through even the tough flesh of an Ork with relative ease.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Mod	Ammo Roll	Special
20	40	—	—	5	1	-2	4+	2 Sustained fire

BIG BLASTA

The Big Blasta is an arcane Orky weapon, not fully comprehended by the Meks of Gorkamorka. It fires a blinding beam of laser energy which can punch through inches-thick armour as if it were paper.

Special

The Big Blasta's power supply has not been very well maintained and is very erratic. Each time the Big Blasta is fired roll a D6 and add +3 to the result to see what Strength it has left. Roll each time the Dread shoots the Big Blasta.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Mod	Ammo Roll	Special
20	60	—	—	D6+3	D6	-6	4+	—

HAND-TO-HAND COMBAT

As there may be more than two mobs fighting in Hunt Da Dread at a time, the following rule is used to determine who fights in which hand-to-hand combat phase. Rather than all models in close combat fighting in every hand-to-hand phase, only warriors from the mob whose turn it is, or who are fighting against a warrior from that mob, may fight in that phase. Separate hand-to-hand combats may not be resolved until the hand-to-hand phase of one of the player concerned. This also applies to the Dread itself.

ENDIN'

Bottle tests are taken as normal. The mob who manages to destroy the Dread are the winners (if it is not destroyed by the time the last mob bottles out, then nobody wins and a large swathe of Mektown is destroyed before the machine is finally halted).

EXPERIENCE

Warriors that took part in the fight earn Experience points as follows:

+D6 Survives

If the warrior survives the battle then D6 Experience points are earned.

+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.

+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 Destroyin' Da Dread

The warrior who inflicts the killing blow on the Dread earns +10 Experience points.

+10 Winning

The Nob of the winning mob earns 10 Experience points.

INCOME

The mobs may collect income as normal. Any mob which did not bottle out gets D3 Scrap counters worth of salvaged Dread parts.





Adrian Wood's amazing Dread model smashes through two rival mobs as they attempt to destroy it. Adrian used parts from a Squig Katapult as the basis of his Dread. How many other bitz can you spot?

D6 LOCATION ARMOUR-

1 LEGS - 9

The Dread's legs are hit, roll a D6 to see what happens.

- 6 A leg is blown off and the Dread crashes down to the ground, smashing it into a thousand pieces.
- 5 Leg Buckled - Roll a D6 at the start of the Dread's subsequent turns, on a roll of 6 it collapses as described above.
- 4 Limp - Reduce the Dread's Movement characteristic by D3".
- 2-3 Blast - The Dread staggers D3" in a random direction.
- 1 Staggered - The Dread cannot move in its next turn.

2-3 POWER CLAW - 9

One of the Power claws is hit. Roll a D6 to determine damage.

- 6 Weapon explodes - The Dread has -1 Attacks for the rest of the battle. Roll D3 on the Hull damage location.
- 4-5 Slush Clip destroyed - The Dread has -1 Attacks for the rest of the battle.
- 3 Crank Shaft damaged - You must roll a 4+ on a D6 every turn to use the power claw. If it cannot be used, the Dread is at -1 Attacks.
- 2 Luck Nut damaged - The Dread has its WS reduced by -1 for the rest of the battle.
- 1 Big End jammed - The power claw may not be used in the Dread's next turn (it has -1 Attacks).

4 FIXED WEAPON - 9

Randomly determine whether the 'Eavy Shoota or Big Blasta is hit. Roll a D6 to determine damage.

- 6 Weapon explodes - The weapon may not be used for the rest of the battle and roll D3+1 on the Hull damage location.
- 4-5 Slush Clip destroyed - The weapon may not be used for the rest of the battle.

- 3 Crank Shaft damaged - You must roll a 4+ on a D6 in order to use the weapon.
- 2 Luck Nut damaged - The weapon is at -1 to hit for the rest of this battle.
- 1 Big End jammed - The weapon may not fire in the Dread's next turn.

5 HULL - 10

The Dread's hull has been hit, roll a D6 to determine what effect this has. If the pilot is hit, he has a Toughness of 4 and 2 Wounds. If the pilot is killed the Dread falls to the ground and is destroyed!

- 6 Pilot is hit by the weapon as normal or takes a S3 hit from a ram, swipe, rake, crash or collision.
- 4-5 Pilot hit by shrapnel and takes a Strength 3 hit.
- 3 Controls damaged - the Dread staggers D6" in a random direction at the start of each of its turns.
- 2 Ammo feeds severed - the Dread must deduct -1 from all of its 'eavy shoota ammo tests for the rest of the battle.
- 1 Klang - the shot makes a big hole but no other damage!

6 ENGINES - 10

The engine, fuel lines, or associated machinery has been hit. Roll a D6 to determine the effect.

- 6 Fuel explodes - The Dread is destroyed! All models within D6" suffer 1 Strength 3 hit each.
- 5 Fuel leak - The fuel will explode on a D6 roll of 6 at the start of each subsequent turn, as above.
- 4 Outright Strut snapped off - The Dread is immobilised.
- 3 Erratic power feed - The Dread must deduct -1 from all of its Big Blasta ammo tests for the rest of the battle.
- 2 Fuel line blockage - The Dread can only move if you roll a 4+ on a D6 at the start of its turn.
- 1 Overload - The Dread immediately charges straight forward 2D6", colliding with anything in its path, just like an out of control vehicle.