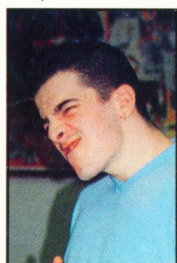


GORKAMORKA™

MUTIE ATTACK!

A Battle Report by Gav Thorpe and Paul Muller

This month we dragged together the two creators of Digganob, Gav Thorpe, who penned the rules, and Paul Muller, sculptor of both the Diggas and the Muties, to fight a battle between Paul's own Digganob, Da Mashers and Gav's Muties, the Brethren of Magod.



Paul Muller
(Digganob)

Paul Muller: Da Mashers

After a quick warm-up against Adrian Wood's Morkas, Fat Bloke deemed my fledgling gang ready to face the might of the Muties. I had my reservations. After all, my opponent was to be Gav Thorpe, author of Digganob. This might put him at a slight advantage!

Having never played against a Mutie gang before, they were something of a unknown quantity to me in gaming terms. This much I did know – they're fast and they have funky weapons.

DAY OF THE BATTLE

We were playing a straight forward 'We Woz 'Ere Furst' scenario. I organised my trukks, bearing in mind that my Digganob and Burt the yooof could prove temperamental due to headwounds. My plan? Grab the loot, get the hell out!

GORKAMORKA™										MOB NAME: Da Mashers (700AS)																			
										MOB RATING: 131																			
										TEEF BOARD: 2 teef																			
NAME	CHARACTERISTICS										WEAPONS, SKILLS AND INJURIES	WEAPONS SUMMARY																	
	M	W	S	S	T	W	I	A	L	Shoot		Long	Range	Damage	Stab	Shoot	To Hit	Long	Stab	Shoot	Stab	Damage	Armor	Notes	COST	EXP.			
Da Master (Mob)	4	4	4	3	3	1	4	1	7	Kannon, Choppa, Krak, Rak, Armour, Knife	4	18	-	-	1	4	0	1	4					Knockback	21	76			
Neville (Shames)	4	3	3	3	3	1	3	1	8	Shugga, Fidin rod, Knife	6	12	-	-	3	0	1	4							10	36			
Vince (Boy)	4	3	3	3	3	1	3	1	7	Shoota, Knife	12	18	-	-	3	0	1	4							6	33			
Dennis (Boy)	4	3	3	3	3	1	3	1	7	Over for "Truk" Shoota, Knife	12	18	-	-	3	0	1	4							6	28			
Denk (Boy)	4	3	3	3	3	1	3	1	7	Six Shoota, Krak, Knife	6	12	-	-	43	0	1	4					1 Gas for dar 1 can to shoot		11	28			
Denk (Boy)	4	3	3	3	3	1	3	1	7	Over for "Da Master" Shoota	12	18	-	-	3	0	1	4							6	27			
Burt Woyyn (O'oot)	4	2	2	3	3	1	2	1	7	Shugga, Club	6	12	-	-	3	0	1	4							5	4			
Veronica (O'oot)	4	2	2	3	3	1	2	1	7	Blunderbuss	6	-	-	-	3	0	1	4							3	0			

VEHICLE TYPE: Irak										NAME: The Master										COST: 20										FIRED WEAPON TYPE:										GUNNER:																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																
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Paul's mob, Da Mashers

DIGGANOB

MUTIE RAIDERS

Cursed and twisted by the billowing gases and pall of radiation that spread across the desert after the space hulk crashed, the Muties have come to loathe the greenskins and the Diggas who mimic them. They quest out from the deepest desert in their holy war against the Orks, and in their eternal search for the technology of their ancestors.

Muties don't have vehicles at all and instead have vicious scaly beasts, which carry them vast distances across the desert. In battle, the Muties are fast and manoeuvrable, attacking isolated pockets of the enemy and annihilating them completely.



Seeker armed with jezail and glaive



Unk armed with glaive



Keeper armed with arqueba



Snaga armed with arbalest



Unk armed with demilume

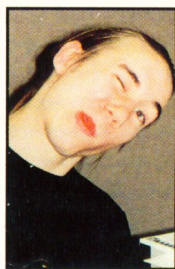


Snaga armed with caliver

Gav Thorpe: The Brethren of Magod




Gav's gang, the Brethren of Magod



*Gav Thorpe
(Mutie Seeker)*

**RESENTEUR
QUIRON**



***Gav Thorpe
(Mutie Seeker)***

Of the three new Oddmobbs in Digganob, I think the Muties are my favourites. The idea that outwardly they are the most repellent inhabitants of Angelis, whilst inwardly they are the most noble and human, gives them a very deep character with lots of opportunity for exploitation and expansion. Not only that, but their totally unique character (having no vehicles at all, for example) means that they play very differently on the battlefield. Small wonder, then, that I was keen to show off their prowess in a White Dwarf battle report...

A Mutie mob will never rival the size of the other mob types, they simply cost too many teef each. It's very tempting, when you're starting a Mutie raiding party, to go overboard on getting lots of snazzy weapons, armour and grenades. It's not all that difficult to spend your 100 teef on the minimum of three warriors. This can be a bit of a gamble - if you lose one of your warriors, the amount of your lost investment may prove unrecoverable. Also, by only having a really small raiding party, you maximise the enemy's advantage of numbers and you will find it difficult to fight with flexibility on the battlefield. For these reasons, I wanted to get four or even five Muties in my mob.

As I was using miniatures painted by the 'Eavy Metal team (Neil Green to be precise), choosing the warriors of my raiding party was a straightforward matter of picking out some models from

the Studio's collection. Luckily for me, and other would-be Mutie players, Paul Muller has done a great job giving the models feasible combinations of weapons – he was about to find out just how good, with any luck! You can see my choices on the Mutie mob roster. The mix of long ranged guns and close combat weapons should give me a fair chance against any enemy, whatever scenario we ended up playing. The names were taken from the list of examples I gave in Digganob.

THE PLAN

After rolling on the Muties Scenario Table, I had a choice of picking from a selection of different scenarios, including Da Trap and Convoy which allow the Muties to surprise the enemy and grab their scrap. However, I decided to keep things simple and opted for *We*

Woz 'Ere Furst! Which would pitch my Muties and Paul's Diggas into a bitter fight over scattered piles of scrap. Right from the start I decided that I couldn't match the numbers of the Diggas and that running around trying to pick up scrap would leave me exposed and out of position – far better to give Paul's mob a thorough kicking and then pick up the abandoned scrap when he bottled out... I deployed after Paul had set up his mob, opting to put my Seeker (with his powerful jezail) and the Snaga (with the caliver) opposite his mob. They would take some long range shots at his trukks, with the hope that they could do some damage, or even destroy or immobilise them. The other raiders were set up ready to gallop towards the central tower to take advantage of the cover it offered and to stop the Diggas getting all of the scrap too easily.

[illegible]

WE WOZ 'ERE FURST

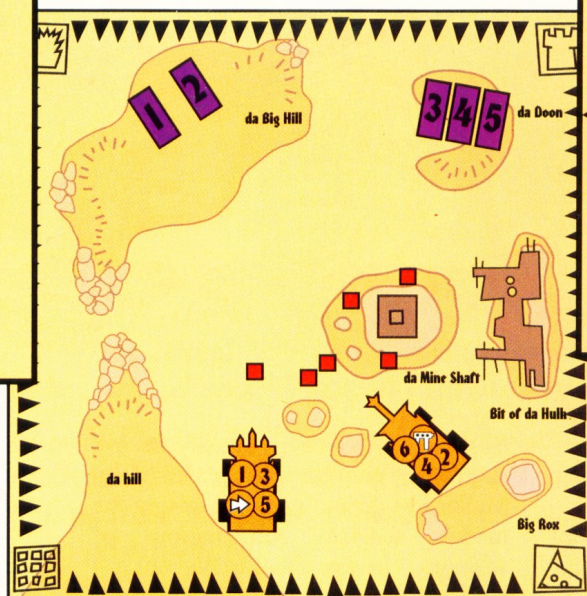
Da Battle Map

CAUS RAIDING PARTY BRETHREN OF MAGOD

- | | |
|---|----------------------------|
| 1 Seeker
Resenter
Oviron | 2 Snaga
Vaxillus |
| 3 Keeper
Protector
Ignatious | 4 Unk
Limoriah |
| 5 Unk
Buthus | Scrap |

PAUL'S MOB - DA MASHERS

- | | |
|--------------------------------------|-----------------------|
| 1 'Da Truk' driven by Dennis | 3 Burt Weepyun |
| 6 'The Masher' driven by Dirk | 4 Vince |
| 1 Digganob Da Masher | 5 Verrvca |
| 2 Shamen Neville | |
| 2 Derek | |



DIGGA TURN 1

The Diggas raced forward in their trucks. As they passed one of the scrap counters, Neville the Digga Shaman leapt from the back to grab it, while the truck waited for him to board next turn. The other truck sped forwards, churning up the sand with its tyres. As the truck thrust past the ruined tower, Vince, one of the Digga-Boys, leapt nimbly from the back, grabbing the scrap and continuing his run to hide amongst the rocks. Steadying his kannon against the hull of his truck, the Digganob fired at the distant Snaga, getting a lucky hit. The solid shell slammed into the Mutie, inflicting a wound, which punched through the Snaga's armour. Fortunately for the Mutie, the force of the hit must have been reduced at such extreme range, as it only inflicted a Flesh Wound. With that single shot ringing out, the Diggas' turn ended.

MUTIE TURN 1

Seeing their hated enemies, the Muties shouted their battle cry and spurred their

ghastly mounts forward, kicking up a cloud of dust. The degenerate traitors of the Pyramids could not be allowed to roam unhindered across the Muties' domains. Punishment must be exacted!

The Mutie Seeker, Resenter Oviron, and the wounded Snaga moved forward slowly, tracking the approaching Trucks with their weapons. To their left, the Unks and Keeper galloped forward, heading for the Digga-Boy who had leapt from the cover of his vehicle to skulk behind the rocks. Oviron set his jezail to maximum power and pulled the trigger. With a gout of vented steam, the ancient weapon misfired! Luckily, Gav passed the required ammo roll and no further harm was done, though the Seeker would have to wait a turn before firing again, as the plasma chamber of his jezail recharged.

Vaxillus, the Snaga, returned fire at the Digganob's truck, getting one shot from his caliver. The beam of energy sliced towards the truck's wheels, but failed to

cause any damage. With a look of dismay, the Snaga realised that the weapon's power cell had been drained dry by the first shot, and he was out of ammunition for the rest of the battle! Protector Ignatious levelled his arqueba at the approaching truck and let rip. As the arqueba loosed a bolt of ravaging energy towards the target, a sudden malfunction detonated the power feeds, causing the gun to blow up in his hands and inflicting a flesh wound on the Seeker! The shot impacted on the truck's engines, causing the outright strut to snap, immobilising the vehicle – so the turn was not a complete disaster.

Limoriah the Unk shot his caliver at the Digga-Boy amongst the rocks, hitting him with a single shot. Vince was punched off his feet by the blast – going down and dropping the scrap he was carrying. Like Vaxillus's caliver, the Unk's weapon had also run out of ammo with that one shot. Gav began to muse

AMMO ROLLS

The Seeker's gun blowing up was totally unnecessary! A Seeker is allowed to ignore the first failed ammo roll he makes (which would have stopped me having to roll to see if the arqueba blew up) but I forgot about this at the time. Doh!



As their truck bounced and leapt over the undulating desert, the Diggas scanned the horizon for signs of scrap to scavenge. Their Digganob, The Masher, stood up in the front seat, shielding his eyes against the glare of the blazing twin suns. "Keep watch, Boyz, dis is Mutie country..." The others shifted nervously,

gripping their weapons tight and peering into the distance for signs of attack. The glimmer of sun on metal sparked over a dune, and the mob headed for it, eager for the loot. Just as they crested another dune, the wind carried a haunting, wordless noise that struck fear into the Diggas' hearts – a Mutie hunting cry!



Every weapon is levelled at the closing muties (Paul also helps out by shooting Gav).

whether some kind of battery-eating virus had broken out amongst the raiding party's equipment. After one round of shooting, the Muties had two weapons out of ammo, one blown up and another recharging after a misfired shot! It would be down to the vicious hack and slash of close combat to decide this fight, which suited the Muties just fine...

DIGGA TURN 2

The Muties were almost upon the Diggas, fiercely brandishing their weapons and shouting defiantly. "Give 'em everyfing you've got!" ordered Da Masher. Every weapon was levelled at the closing Muties, ready to unleash a devastating volley of fire.

Bundling his scrap into the truck, the Shaman boarded the Masher and shouted for the driver to get going. As the Diggas on board prepared to fire, the truck thrust towards the Muties, bringing the crew into point-blank range. The other Diggas followed their Nob out of the back of their immobilised truck and into the rocks, grabbing what scrap they could on the way. Vince crawled slowly away from the Muties, collapsing in a panting heap next to his leader.

With a thunderous roar, the Diggas opened fire. The combined volley of blunderbuss, shoota and slugga-fire drove back one of the Unks and wounded the Seeker, knocking him from the saddle. Pulling a krak stikkbomb from his belt, Da Masher shouted out, "Swallow this!" and promptly flung the bomb directly behind him, where it landed in the sand, hissing dangerously – if anyone approached too close to the misfiring stikkbomb, there was a chance it would detonate in their face!

Grimacing with pain, Vince pushed himself up into a kneeling position. "Don't worry boss, I'll be alright" he promised through gritted teef.

MUTIE TURN 2

Ovion drew his glaive from its scabbard and held it over his head. Bringing the saw-toothed weapon down in a swinging arc, he signalled the charge and urged his steed forward. As one, the Mutie beasts leapt forwards, taking their riders into a vicious melee.

Without exception, the entire Mutie raiding party charged! The Seeker and Snaga rode up alongside the mobile truck, hacking away at the crew with their weapons. Amongst the rocks, the Unks drove their

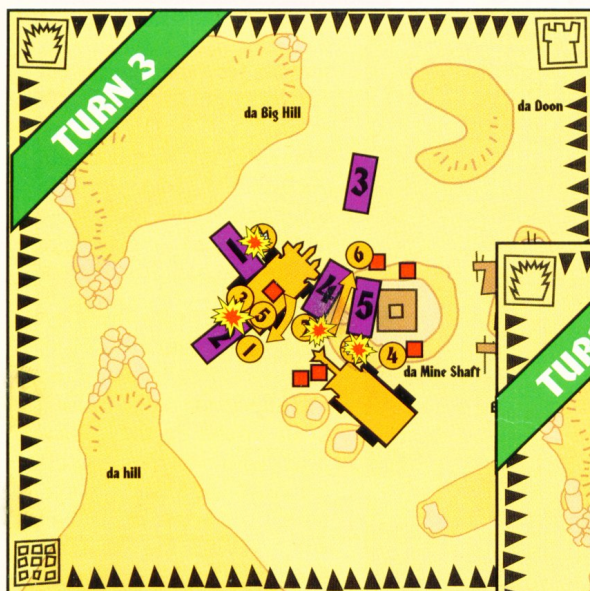
mounts forward; Buthus cut between the Digganob and injured Digga-Boy, swinging his demilune in gleaming arcs while Limoriah drew his glaive and charged the Digga driver who had dismounted.

Knives are not the best weapon to use against an enemy on a truck, but Vaxillus managed to cause a flesh wound on the Digga-Yoof who was fending off the attacking Mutie. Ovion fared even better in his duel with Neville the Shaman, his glaive inflicting a solid blow that sent the Shaman toppling from the truck to the desert floor.

The Diggas made good use of the cover afforded by the rocks. Attacking with his demilune, Buthus swept the blade of his weapon across Vince's chest, sending him tumbling to the ground again. However, before the Unk could



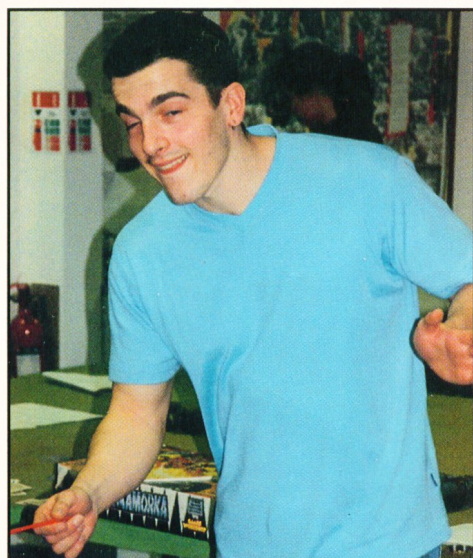
The whole Diggamob gathers its firepower to blast the Muties, but only manage to down the Keeper and push back the Unks!



finish off the unfortunate warrior, the Digganob was in his way. Da Masher managed to land a blow on Buthus, but the Unk's thick skin and solid muscles proved impervious to harm. Limoriah was also caught off guard as he tried to hack with his glaive at the Digga driver lurking behind the rocks. Fortunately, the unnatural toughness of the Unk saved him from injury.

DIGGA TURN 3

The Muties were in amongst the Diggamob now, whopping and shouting, swinging their arcane weapons around their heads. Seeing that escape was impossible, the Diggas threw themselves at their enemies, their faces twisted in bestial snarls, their weapons glinting in the bright light of the morning suns. Paul quickly came to the conclusion that trying to get away from the Muties now would be hopeless



When his Yoof takes down Gav's Snaga, Paul breaks into a song and dance routine.

— there was no way he could outdistance them on foot and he only had one of his trukks left mobile. Instead, he launched an all-



out attack, hoping that he could settle the matter once and for all!

The two Digga-Yoofs and the driver of the truck that had been attacked leapt out, trying to pull the Snaga from his mount and bludgeon him to death. Picking his way through the swirling combat, the driver of the Masher grabbed some of the unheeded scrap before loosing off a shot at the Mutie Keeper who was trying to get away across the scorching sands. He emptied the last of his shoota's clip into the downed Mutie, without any particularly useful effect, other than to vent some of his frustration...

Incensed by the injury caused against him by the Snaga, Burt Weedyun the Digga-Yoof hurled himself at his enemy, smashing him to the ground with a flurry of wild blows from his club (he hit the Mutie no less than seven times!). Unable to protect himself, the Snaga curled into a ball and was promptly beaten unconscious by the angry Diggas. Limoriah urged his mount to leap over the intervening rocks between him and his prey. The startled Digga was too slow to stop the powerful Unk smashing him aside with his glaive, the whirling teeth of the weapon ripping through his flesh and causing him to faint. Da Masher gripped his axe tightly and swung at the Unk attacking him. However, the skilled Mutie easily moved aside from the blow and replied with a storm of attacks from his demilune, opening up

numerous gashes and cuts across the Digganob's chest. As Da Masher dropped his axe and fell to his knees, Buthus brought his demilune around in a wide arc that sent the Digganob sprawling, spilling blood into the dry sands.

Clutching the jagged wound in his side, Neville propped himself up against the wheel of the stationary truck, trying to ignore the pain. With a rattling breath, he fell unconscious from blood loss, sliding sideways onto the ground in a small plume of rippling dust.

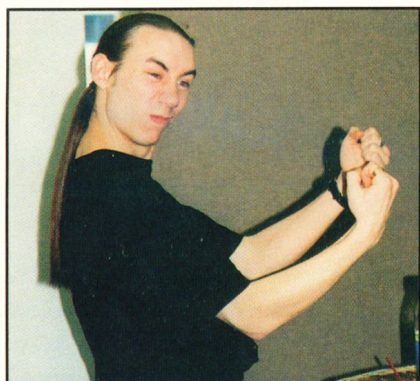
MUTIE TURN 3

Although things seemed to be going well for the Muties, two of their five warriors were casualties, which meant that Gav had to take a Bottle test.

One unlucky dice roll, and the battle would be over... Unfortunately for Paul, Gav managed to pass his Bottle test and keep the Mutie raiders in the fight. The Muties pressed home their attack, engaging the Diggas in close combat where they could. Seeker Oviron steered his mount around the back of the abandoned truck and rode into the midst of the Diggas hunched over the unconscious Paxillus. Limoriah, his glaive dripping with Digga blood, spurred his mount forward into the other Digga driver who had foolishly left the protection of his truck. Holding his demilune low, Buthus ran down the Digga-Boy who was crawling away through the rocks, finishing him off with a sweep of the long blade.

Despite having the advantage of the charge, Limoriah only managed to land a single blow upon his adversary, and that was insufficient to cause any harm. Resenter Oviron's attack was more devastating, his glaive carving apart the Digga with a whirl of lacerating blows. Away from the main fight, Protector Ignatious recovered his senses and remounted his steed, ready to attack once more.

Seeing the Muties running riot everywhere, the few remaining Diggas opted to flee while they could. Paul decided that discretion was the better part of valour and voluntarily bottled out before he lost anyone else — and who could blame him?



RETRIBUTION!

So a great victory over the treacherous Diggas marks Resenter Oviron's first battle during his sacred Quest. All-in-all it turned out to be a very rewarding battle for my fledgling raiding party. As you can see from the modified roster, all my warriors except the Keeper (who was down for most of the short battle) earned at least one advance. Most notably, it shows you just how useful getting into close combat is – with multiple chances to inflict wounds, you can really rack up a large experience bonus. After generating my income and trading in my five scrap counters, I ended up with a profit of 8 teef. I could start saving for another warrior, but five seem to be enough for now, so I decided to spend it on upgrading my weapons. Buthus was turning into a real monster (with his ordinary Toughness of 4 and 3 wounds!), so I tried to get his demilune improved. Rather than going to

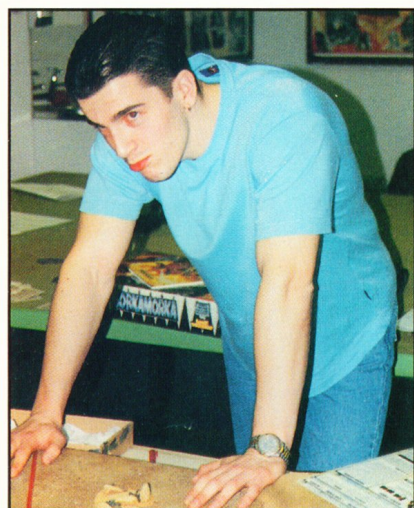
Mektown, the Muties take their weapons to the ancient artisans and ask them to see what they can do. For the first upgrade, this cost me D6 teef, which came up as a total of 5 teef. Unfortunately, I then proceeded to roll a 1 on the Upgrade table, which meant the job had been bungled and the demilune was useless for the next battle while it was being repaired. Ho hum! I spent another 3 teef on a new demilune for Buthus, and that was it (when his own demilune comes back, I'll have a spare one in my stash to give to any new member I recruit).

Looking at the battle, it could have gone either way. After such appalling luck in my first round of firing, I thought I would just get blown away! Luckily, Paul's return fire wasn't as devastating as it should have been, only taking down my Seeker with his first full volley. After that, it came down to a lot of combats and hoping for good dice rolls. Paul's Diggas were well placed to accept my charge (the benefits of having a defended obstacle offsetting my charge bonus), and it was only a little bad luck on his part that stopped him wounding at least one of my Unks (thank Magod for Toughness 4!). Once the combats were started, it was just a

question of who would Bottle first. I really thought it would be me that ran away – after all, that's usually what happens to me in battle reports.

Paul did well, I thought, especially since this was only his second game of Gorkamorka. What really came across was that he cared very much about his fighters being injured. This wasn't because he was particularly scared of losing or anything, it was just that if a model went down, he would have to lay down his lavishly, painstakingly painted miniatures and risk scraping them across the rough, sand-covered table...

Anyway, enough waffle, time to compose the saga of my first epic victory; to chant around the campfire while we taunt our two captive Diggas before sacrificing them to the great Magod...



DA BETTER PART OF VALOUR

Not exactly the result I was after. Still, it was good fun (Da Mashers themselves might disagree!) At the start, things were very promising. The Muties' long range weapons had more or less all malfunctioned or jammed and my Digganob had managed to floor the Keeper. On the downside, one of my

trukks had been immobilised. As I'd planned to get my Boys and scrap back to the trukks and drive for it, this presented problems. At this point the game seemed to go into Gav's favour.

As the Muties charged, the Mashers gripped their weapons and prepared for the worst. But in the combat that followed the Diggas actually performed quite well. Da Masher himself went down (as usual), but this was balanced by Burt Weedyum's magnificent display of courage. In a fear induced frenzy he managed to inflict seven blows on the awesome Snaga, which meant Gav would have to take a Bottle test next turn. Unfortunately for me Gav passed his Bottle test, then went on to pummel my men in another

round of hand-to-hand combat. Da Mashers, unsurprisingly, decided enough was enough and ran for it, having taken their first serious beating – ouch! With two valuable Boys captured, Da Mashers are in serious trouble.

Will they attempt a rescue? Yes! Well, maybe after we get a few more Boyz together...

GORKAMORKA										MOB NAME: Brethren of Magod (MUTIES)										MOB RATING: 140										TEEF HOARD: 1 teef									
NAME	CHARACTERISTICS										IDEAPONS, SKILLS AND INJURIES	WEAPONS SUMMARY										COST	EXP																
	M	WS	BS	S	T	W	I	A	Lo	Short Range		Long Range	To Hit Short	To Hit Long	Sh.	Close	Back	Chk.	Extrm.	Notes																			
Resenter Oviron (Keeper)	8	4	4	4	3	4	1	4	1	4	Javel, Knife, Hobergon (4-range), Blade	4	18	-	-1	4	0	1	4	Knockback	34	21																	
Protector Ignatius (Keeper)	8	4	4	4	3	3	1	3	1	8	Arquebus, Knife, Hobergon (4-range), falchion	6	12	-2	-1	5	-3	1	6		22	21																	
Vodhuk (Shagga)	8	3	3	3	3	3	1	3	2	7	Culver, Knife	12	18	-1	-	4	-2	1	4	1 Ste. fire dis	14	21																	
Limorah (Link)	8	3	3	3	4	4	1	2	1	7	Culver, Knife	12	18	-1	-	4	-2	1	4	1 Ste. fire dis	14	21																	
Buthus (Link)	8	3	3	3	4	4	1	2	1	7	Demilune, Penknife, Knife, Gunner (Graves)	-	-	-	-1	V	1	N/A	2 rule on injury chart	24	21																		
																				TOTAL POINTS COST AND EXPERIENCE										100	200								
A mob must consist of at least three members, including one Wee. We must take half of the CHA. May be Youth. We may have half of the mob may be Gork.										The mob size is the total experience divided by ten, plus the total CHA of the members and their weapons.																				100	200								
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GORKAMORKA™										MOB NAME: Da Mashers (DIGGAS)										TEEF HOARD: 5 teef									
MOB RATING: 130																													
NAME	CHARACTERISTICS									WEAPONS, SKILLS AND INJURIES	WEAPONS SUMMARY									COST	EXP.								
	M	WS	BS	S	T	W	I	A	Lo		Shoot	Long	To Hit, To Hit Range	Long	Shoot	Long	Shoot	Long	Attack			Notes							
Da Masher (Nik)	4	4	4	3	3	1	4	1	7	Kannon, Choppa, Knif, Flak Armour, Knif	4	18	-	1	4	0	1	4	Knockback	21	21								
Nerville (Shame)	4	3	3	3	3	1	3	1	8	Shagga, Pindin rod, Knif	6	12	-	1	4	0	1	4		10	21								
Vince (Boy)	4	3	3	3	3	1	7	1	7	Shooter, Knif	12	18	-	1	4	0	1	4		6	21								
Pennis (Boy)	4	3	3	3	3	1	7	1	7	Over for "Trick" Shooter, Knif, Fall	12	18	-	1	4	0	1	4		7	21								
Derek (Boy)	4	3	3	3	3	1	7	1	7	Six Shooter, Knif, Knif	6	12	-	1	4	43	0	1	4	1 tin tin dis 1 turn to reload	11	21							
Dek (Boy)	4	3	3	3	3	1	7	1	7	Over for "The Masher" Shooter	12	18	-	1	4	0	1	4		6	21								
Burt Weedyum (Sniff Boy)	4	2	2	3	3	1	2	1	7	Shagga, Club	6	12	-	1	4	0	1	4		5	21								
Veruca (O'out)	4	2	2	3	3	1	2	1	7	Blunderbus	6	-	+3	-	3	0	1	4		3	21								