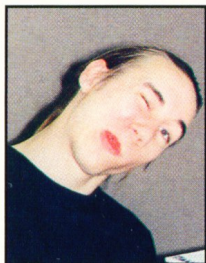


GORKAMORKA™



GAV THORPE

PERILS OF DA DESERT

Gav Thorpe makes life even more dangerous for all those Gorkamorka mobs fool enough to brave the desert wastes, with the lethal 'Desert Perils' table.

The deserts surrounding Gorkamorka are dangerous wastes which swallow up the unready and kill the incautious. Terrifying storms can spring up from nowhere; the sands shift and change in unpredictable ways; clouds of corrosive toxins descend from the upper atmosphere in lethal fogs; countless predatory denizens lurk above and below the surface to devour the unwary. And that's before you consider all the marauding bands of rival Orks, Diggas, Grots and Muties!

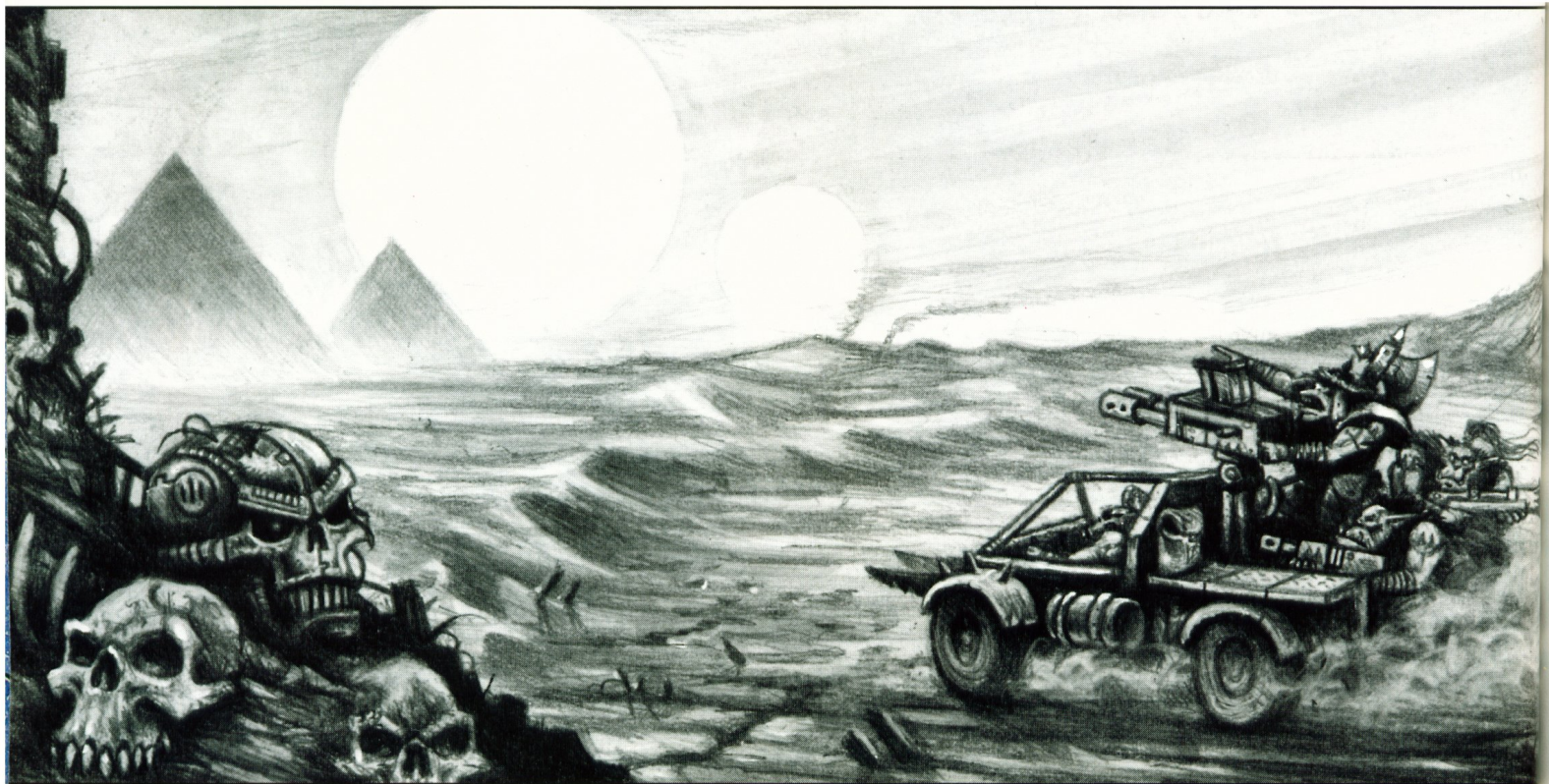
The following 'Desert Perils' table can be used to represent these different conditions. Decide at the start of the battle if you are using Desert Perils (if you don't, you're wimps!). To see what horrible conditions prevail on the battlefield, roll a D66 (use two different colour dice if you can: one D6 represents the tens, the other represents the units) on the chart below, before you set up your mobs.

MUTIES

Muties are raised in the depths of the desert and quickly learn to spot the tell-tale signs of a hidden nest of Whip Scorpions, or the slight tremors which presage a Sand Gulp attack. Muties may re-roll the dice when testing to see if they are affected by results from the Shifting Sands, Desert Nasties and Ferocious Fungi sections. They ignore the Low Suns and High Noon results of the Wild Stuff section. For example, if you roll a 36 – **Cloudspore**, you may re-roll the dice to see if your Muties set off a cloudspore when they move. Muties are affected by all other results as normal.



Keeper armed with arqueba



DESERT PERILS TABLE

D66 Desert peril

STORMS

From the Howling Hills and the Mother of Storms, hurricanes and whirlwinds spill across the desert, leaving devastation in their wake.

11 Sandstorm. The sands are whipped into a frenzy by gale-force winds, making even the simplest tasks impossible. All shooting is limited to 12" maximum range. All Thruster tests suffer a -1 penalty. All Leadership tests to turn a vehicle suffer a -1 Leadership penalty. Rebel Grot players do not roll on the Wind Strength Table – it automatically counts as Gale Force (with a total -2 modifier on turning).

12 Dust Devils. Small whirlwinds of sand race erratically across the desert. At the start of the battle, place D6 markers (alternate between players) at least 6" from each other to represent the dust devils (cut out 6 templates an inch-and-a-half wide and glue on cotton wool painted Bleached Bone for the effect, if you like!). At the start of every turn, each marker scatters D6" in a random direction. Any warriors on foot touched by a marker are knocked over as if hit by a kannon. Any vehicle that is touched by or travels through a marker moves out of control immediately. Any shooting with a line of fire that passes within 1" of a marker suffers a -1 to hit penalty.

13-14 Nothing Special.

15 What a Gale. The winds are strong and sporadic, with sudden rushes of air capable of knocking even a fully grown Nob from his feet. At the start of each player's turn, each warrior on foot must roll equal to or under their Strength on a D6 or be knocked over as if hit by a kannon. Rebel Grot players must roll on the Wind Strength Table at the start of every turn rather than just once at the start of the battle.

16 Skin-tearer! Strong winds sweep across the desert, carrying sharp particles of stone and sand that can tear skin and lacerate flesh. At the start of each player's turn, roll a dice for each warrior on foot. On a roll of a 1 they must roll equal to or under their Toughness on a D6 or suffer a wound. Armour saves can be taken as normal.

SHIFTING SANDS

There's nothing so unpredictable as the sand beneath your feet. Treacherous footing is bad enough, but when your buggy is swallowed up by crumble rock, it's enough to make a grown Ork howl with frustration...

21 Drum Sand. Drum sand reverberates with any impact, intensifying until the whole ground is shaking and warriors are thrown off their feet. Each time a warrior or vehicle moves, roll a D6. On a roll of a 1 it has started the drum sand shaking. If a warrior sets off the drum sand, then that warrior and any other model within D6" is affected. If a vehicle started off the drum sands, then it affects an area within 2D6" of the vehicle. Vehicles immediately move out of control, while warriors on foot are hurled D6" in a random direction and suffer a Strength 3 hit on a D6 roll of 4+.

22 Crumble Rock. Crumble rock is particularly porous and is likely to disintegrate when any amount of pressure is applied. Each time a warrior or vehicle moves, roll a D6. On a roll of a 1 it has collapsed an area of crumble rock. A vehicle is immobilised on a D6 roll of 4+. Warriors on foot cannot move and must spend the next D6 turns doing nothing while they

clamber out of the hole. Warriors climbing out of a hole in this way count as in hard cover and cannot be attacked in hand-to-hand combat.

23-24 Nothing Special.

25 Geysers. Beneath the seemingly calm sands, pockets of gas and vapours are building up pressure, and occasionally explode violently, to wreak destruction on the surface above. At the start of each player's turn, roll a D6. On a 1, a geyser erupts. Your opponent may place the stikkbomb blast marker anywhere on the table. It then scatters 2D6" in a random direction. This is where the geyser erupts. Any warrior wholly under the template takes a Strength 4 hit. Any warrior partially under the template suffers a Strength 4 hit on a D6 roll of 4+. Vehicles suffer full on or partial hits as detailed in the Stikkbombs section of Da Roolz. Models touched by the template may not do anything that turn.

26 Glass Plain. Beneath the surface, the sand has been fused into scattered sheets of glass by some massive explosion. As the wind blows the sand away, the sun reflects off the glass to dazzle the fighting warriors. All models suffer -1 BS and -1 WS for the battle. Any hand-to-hand dice rolls of a 1 or 2 count as fumbles. Before a vehicle moves, roll a D6. On a score of 1 the driver is momentarily blinded and the vehicle moves out of control that turn.

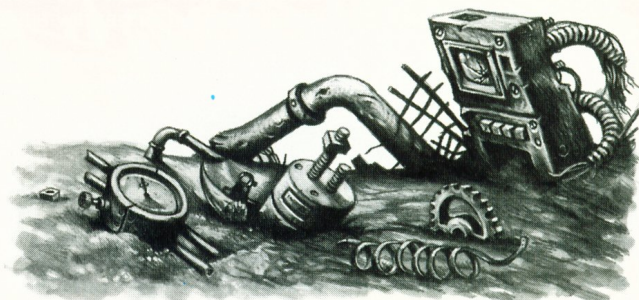
FEROCIOUS FUNGI

Mutated from Ork spores blown across the desert, there are many dangerous forms of fungus found dotted about the Skid and beyond. These mutated spores generally grow in shaded spots near rocks and wreckage, and are a threat to warriors who seek the cover of such terrain.

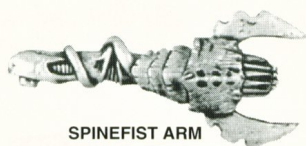
31 Brainsuckas. The spores from this strain of fungus affect the brain, inducing hallucinations and temporary loss of mental faculties. Roll a D6 at the start of every turn for each of your warriors in cover. On a roll of a 1 they have stumbled onto a Brainsucka and must roll equal to or under their Toughness on a D6. If they fail they are affected by Stupidity for the rest of the game. At the end of the game, roll a dice for each warrior affected by a Brainsucka. On a roll of a 1 they have suffered permanent damage and must roll equal to or under their Toughness at the start of every subsequent battle or suffer Stupidity for that game.

32 Tanglespores. Tanglespores have long tendrils that writhe with a life of their own, gripping onto anything nearby with incredible strength. Roll a D6 at the start of every turn for each of your warriors in cover. On a roll of a 1 they have been grabbed by a Tanglespore. They may do nothing that turn. In subsequent turns, they must roll equal to or under their Strength to break free. Until the warrior breaks free they may do nothing at all, but cannot be shot at or attacked in hand-to-hand combat.

33-34 Nothing Special.



35 Spiker. Spikers can shoot their long spines a considerable distance. These spines are coated with a paralyzing sap that renders the victim defenceless to other predators, and eventually their decaying bodies seep into the ground to sustain the Spiker. Before the game begins, the players take it in turns to place D3+3 Spiker markers on the battlefield, at least 12" from each other. Any model that moves within 4" of a Spiker will be attacked. Spikers hit on a D6 roll of 4+ with Strength 3. Warriors reduced to zero wounds by a Spiker immediately go out of action, but they do not have to roll on the serious injury table – treat it as a Full Recovery.



SPINEFIST ARM
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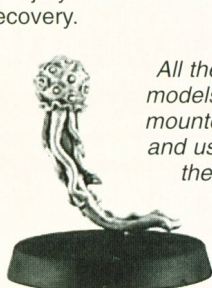
RIPPER SWARM HEAD
SPRUE
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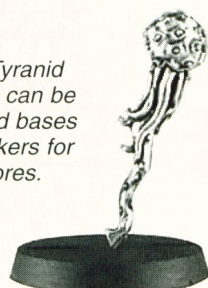
RIPPER SWARM HEAD 1



RIPPER SWARM HEAD 2



SPORE MINE 2
010600506



SPORE MINE 1
010600505

All these small Tyranid models and parts can be mounted on round bases and used as markers for the Spiker spores.

36 Cloudspore. The Cloudspore grows just beneath the surface of the desert. When a creature or vehicle moves over it, the pressure causes the sac-like fungus to explode, scattering its spores over the surrounding area. Roll a D6 each time a vehicle moves, on a roll of a 1, it has set off a Cloudspore. For warriors on foot, roll 2D6, a cloudspore will explode on a double 1. When a cloudspore explodes, place the stikkbomb blast marker over the model (or centre of vehicle). Every warrior wholly under the template is affected. Warriors partially under the template are affected on a D6 roll of 4+. Vehicles cannot be damaged by a Cloudspore. Affected models must roll equal to or under their Toughness or immediately move D6" in a random direction. If a driver is affected, the vehicle will immediately move out of control. Warriors affected by Cloudspores are momentarily blinded, so cannot shoot and count as having WS 1 in hand-to-hand combat that turn.

SMALL DESERT NASTIES

The desert literally crawls with myriad small creatures that have evolved or mutated from Squigs. Many of them are annoying, some of them are downright dangerous!

41 Whip Scorpions. Roll a D6 for each warrior in cover at the start of the turn. On a roll of a 1 the warrior has stumbled into a nest of baby Whip Scorpions and is instantly set upon by the vicious creatures, with stings and lacerating claws. The warrior takes D6 Strength 2 hits and spends the rest of the turn fending them off (doing nothing else).

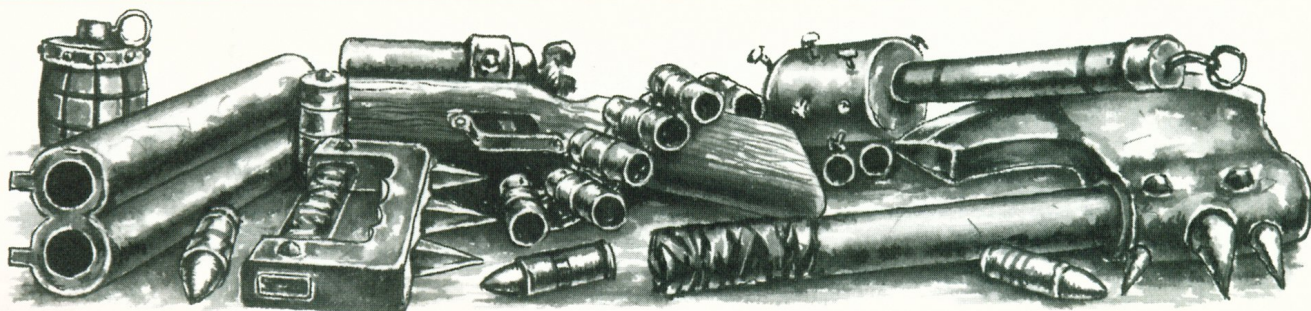
42 Mites. The area is swarming with numerous small bugs, which bite and sting the unfortunate warriors. At the start of each player's turn, roll a dice. On a roll of a 1 one randomly determined warrior in the mob is set upon by the swirling swarm. The warrior immediately moves 2D6" directly towards the nearest table edge (jumping off a vehicle if necessary). At the start of the warrior's subsequent turns, roll a D6. If the score is less than the Ork's Toughness, the swarm has had its fill and dissipates. If the score is equal to or more than the warrior's Toughness, he must move another 2D6" towards the table edge. Whilst running from the swarm, the warrior may not charge into hand-to-hand combat and will run around enemy models. He may not board a vehicle or shoot.

43-44 Nothing Special.

45 Scratchers. Swarms of minuscule creatures scurry across the battlefield. They crawl over the warriors' skin, biting into flesh. Their bite carries an irritating compound which makes the skin itch terribly, and the warriors must summon all their will power not to stop and scratch vigorously. At the start of every turn, each warrior must pass a Leadership test or suffer -1 to their M, WS, BS and I that turn. If you roll a double 6 the warrior may do nothing at all that turn (vehicles whose drivers are affected in this way will move out of control).

46 Jabberz. Just below the sand lies a colony of Jabberz. These creatures detect movement on the surface and when they locate something above them, they jab upwards with their needle-like tails. Although this is unlikely to cause serious damage to vehicles, it can prove very discomforting to warriors who suddenly feel their feet lacerated by a flurry of pinpricks. Roll a D6 each time a warrior moves on foot. On a roll of a 1, the warrior is attacked by Jabbers and halves his Movement that turn.





BIG DESERT NASTIES

If you thought the Muties were the biggest threat in the desert, you'd be wrong. All kinds of hideous monstrosities stalk across (or below) the sands, attacking all that comes within their territory.

51 Steel Gulpa. One of the strangest desert creatures to have evolved from mutated Squigs, the Steel-Gulpa has adapted to life on Gorkamorka by existing on a diet of metal. At the start of each player's turn, roll a D6. On a 1 a randomly determined warrior on foot from that mob has encountered one of these beasts, which immediately sets upon armour and weapons with its corrosive, whip-like tongue. For each weapon, item of equipment or armour, roll a D6 and compare it to the warrior's Initiative value. If the score is equal or less than the warrior's Initiative, he manages to rescue the item, if it is greater then the item is devoured by the Steel-Gulpa. After it has attacked, the Steel-Gulpa wanders off into the shadows to aid its digestion. Destroyed items should be removed from your mob roster and you will have to replace them by buying new ones!

52 Big Bugz. Big Bugz are large insectoid creatures that suddenly appear from their underground nests to drag off unfortunate prey. Roll a D6 at the start of each player's turn. On a roll of a 1, randomly determine a piece of cover on the battlefield. Any warrior on foot within 4" of this piece of cover must fight off the Big Bugz. Fight a round of combat immediately against an opponent with Weapon Skill 2. If the warrior wins then he fends off the Big Bugz. If the warrior loses he is dragged D6" towards the piece of cover. If the warrior is dragged into contact with the cover, then he is pulled down into the nest and lost forever – if not, he struggles free!

53-54 Nothing Special.

55 Sand Gulper. Sand Gulpers are massive snake-like creatures that live deep beneath the sands. They are attracted to their prey by movement on the surface, and can attack almost anywhere without warning. At the start of each player's turn, roll a D6. On a 1, a Sand Gulper attacks. Your opponent may place the stikkbomb blast marker anywhere on the table. It then scatters 2D6" in a random direction. Warriors on foot who are touched by the template may jump out of the way by rolling equal to or under their Initiative on a D6. If they succeed, move them to the nearest outside edge of the template. If they fail they are affected as detailed below. Vehicles suffer partial and full on hits as described in the Stikkbombs section of Da Roolz. Sand Gulpers have a Strength of 6, roll to wound/penetrate armour and resolve injuries or damage as normal. Any warrior taken out of action by a Sand Gulper attack has been swallowed and is automatically Dead!

56 Buzzin' Bugz. Buzzin' Bugz are comparable to wasps and flies, except that they can grow up to the length of an Ork's outstretched arms. They attack individually, but if allowed to escape after locating a source of food, they will bring back more

from their immense hive in the deep deserts. Roll a dice at the start of each turn. On a roll of a 1, a randomly determined warrior is attacked by a Buzzin' Bug. Buzzin' Bugz have WS 2, S2 and T2. Resolve the combat as normal, with rolls to wound, etc. If a Buzzin' Bug is wounded, it is automatically killed. If the Buzzin' Bug survives, it will fly off to its hive – in subsequent turns a warrior will be attacked on a D6 roll of a 1 or 2.

WILD STUFF!

Some of the perils of the desert just defy classification...

61 Rad Zone. This area is suffused with a pall of radiation left over from the Space Hulk's crash. Although this won't affect the battle directly, even sturdy Orks may suffer debilitating after-effects from their exposure. After the battle, roll 2D6 for each warrior and add the warrior's Toughness. If the score is 7 or less, the warrior suffers from radiation poisoning. Roll on the advance table, but deduct 1 from the indicated characteristic rather than adding 1 (re-roll skills results). No characteristic can be reduced to less than 1 (re-roll if this would happen).

62 Chemical Smog. A heavy fog lies over the battlefield, tainted with a noxious combination of toxins and caustic droplets. All shooting is reduced to 12" maximum range. At the end of the battle, roll a D6 for every vehicle involved. On a roll of a 1 it suffers permanent damage from the acid cloud.

63 Electrical Storm. A storm has swept in from the Mother of Storms to the south-east, heralded by bolts of lightning that fork down towards any vehicles. Roll a D6 at the start of every turn. On a roll of a 1, one randomly determined vehicle suffers D3 Strength 5 hits.

64 Low Suns. The battle takes place just before dusk or just after dawn. On one horizon, the planet's twin suns blaze, blinding anybody who looks towards them. Randomly determine one table edge. Any shooting towards that table edge suffers a -2 to hit penalty.

65 High Noon. It is the middle of the day and the twin suns blaze down remorselessly. It is the worst time of the day to fight, as sunstroke and exhaustion quickly set in. Roll a D6 at the start of the battle for each warrior in your mob. If the score is over their Toughness, they have succumbed to the heat and start the battle with a Flesh Wound (-1 WS and BS).

66 Environmental Disaster Area! This area of the desert is extremely dangerous. Roll again D6 times on this table!

BRAVE THE DESERT WASTES

So there you have it, all the mayhem and madness you could ask for. We're always on the look out for extra Gorkamorka rules, mob types, scenarios, etc for White Dwarf and the Citadel Journal, so if you've got an article you think deserves the attention of the world, why not send it in? Watch this space for more Gorkamorka articles, and happy gaming!