

PHEW, WHAT A SCORCHER!

by Gav Thorpe

With the arrival of the new Scorcher, both the Orks of Warhammer 40,000 and Gorkamorka have a weapon more than capable of destroying a multitude of foes all at once. The next few pages cover everything you need to field your Scorchers.

There's nowhere left to run, nowhere to hide – the Ork Scorcher is back! An ingenious mechanical embodiment of Orky cunning and downright viciousness, the Scorcher races across the battlefield spurting huge gouts of liquid flame over the enemy. Fuelled with various lethal cocktails of oil, fungus brew and odorous gases, the flames of the Scorcher lap around

walls and trees, making a mockery of any cover the enemy tries to hide behind. With its high speed, the Scorcher is able to hurtle forward, quickly getting into range, forcing the Orks' foes to abandon their positions. Those who stay are engulfed in the inferno, while those who quit their defences fall prey to the guns and axes of the rest of the Ork horde!

Badnag winced as the Scorcher bounced down the rocky slope, repeatedly banging his head against the side of the turret. With a snarled curse he flung open the hatch and leaned out to bellow at the driver.

"Oi, Grindgearz! Ain't dere a sofia route?"

The Scorcher lurched over a small hillock of thick grass, hurling the bizarre tracked machine high into the air for a split second. Grindgearz almost toppled the none too impressed Badnag from his firing perch.

"Yooze always whinin'! Yer sure yooze an Ork an' norra Grot?" the driver retorted with a sneer.

"Zoggin' speed freek!" Badnag growled and slammed the hatch shut again. Peering through the small vision slit, he wound the turret left and right to check the gears were working properly, and then waggled the lever that elevated the Scorcher's nozzle.

"Let's do it!" he shouted, the confines of the small turret giving his yell a metallic resonance.

"Over dere!" cried Grindgearz with jubilation, pointing off to one side. Badnag wound the turret round to look, and sure enough, a handful of humies were skulking around a clump of bushes, trying to stay hidden.

"It's roastin' time! Yeah, dakka, dakka, whoosh!" As the Scorcher sped past the thin-leaved bushes, Badnag punched the trigger button and a gout of flame soared through the foliage, spattering against the enemies within. All but one died instantly, their cries of agony swiftly silenced. The other fell out of the bushes with his legs on fire, flailing his arms around before falling to the ground. His screams were heard even over the roar of the Scorcher's engine. The bushes themselves were charred sticks, crumbling to the blackened earth as the Scorcher raced onwards.



ORK SCORCHER



VEHICLE DATA

CREW:

ONE ORK DRIVER
ONE SNOTLING
ONE ORK GUNNER

RAM VALUE:

STRENGTH 6
-2 SAVE MODIFIER
D6 DAMAGE

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 20"
FAST SPEED: 30"
TYPE: TRACKED

WEAPONS:

The Scorcher is armed with a heavy flamer with a 360° fire arc.

WEAPON DATA

WEAPONS	RANGE	TO HIT	SAVE	ARMOUR	PENE.	SPECIAL
Heavy Flamer	Template	—	—	—	—	Set on Fire

POINTS COST: 50 points

D6	LOCATION	ARMOUR
	FRONT	SIDE/REAR
1	Driver	See below
2	Turret	12
3-5	Scorcher	10
6	Fuel Tank	12

D6 Scorcher Damage Table

- The Scorcher's track is blown off. The Scorcher moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- 3 The Scorcher's controls are damaged, making it difficult to control. Roll a D6 at the start of each of the Scorcher's movement phases. On a roll of 4, 5 or 6 the driver is able to control the vehicle and it moves normally. On a roll of 1, 2 or 3 the Scorcher moves out of control for that turn.
- 4 The Scorcher's front wheel is blown off and it flips over, killing the crew. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the Scorcher when it lands takes D6 S7 hits with a -2 saving throw modifier.
- 5 The Scorcher's engine explodes, killing the crew. The wreck hurtles out of control next turn before coming to a permanent halt.
- 6 The Scorcher's fuel catches fire, killing the crew. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 save modifier on all models within 3".

Turret Damage Table

- 2 The vehicle's heavy flamer is destroyed and may not be used for the rest of the battle.

- 3-6 The gunner is hit. Roll to see if he is killed using the normal shooting rules. He has a toughness of 4, wears flak armour that confers a 6+ saving roll, and has 1 wound. If the gunner is killed then the heavy flamer may no longer be used.

D6 Fuel Tank Damage Table

- 1 The Snotling pump attendant is killed and the fuel tank's pressure starts running down. Next turn the Scorcher may fire as normal. The turn after that the weapon is treated as a normal flamer rather than a heavy flamer. The turn after that it is treated as a hand flamer, and the turn after that it may not fire at all!
- 2 The fuel tank starts leaving a trail of burning fuel behind the vehicle. This is not a problem as long as the vehicle keeps moving. However, if the vehicle stops for any reason then the burning fuel will catch up causing an explosion as described for a roll of 3-6 below.
- 3-6 The fuel explodes, destroying the Scorcher and killing the crew. Any models within 2D6" of the vehicle are caught in the explosion, suffering damage exactly as if hit by a heavy flamer.

Driver Damage Table

Roll to see if the driver is killed using the normal shooting rules. He has a Toughness of 4, wears flak armour that confers a 6+ saving roll, and has 1 wound. If the driver is killed then the Scorcher will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or leaves the game table.

GORKAMORKA™

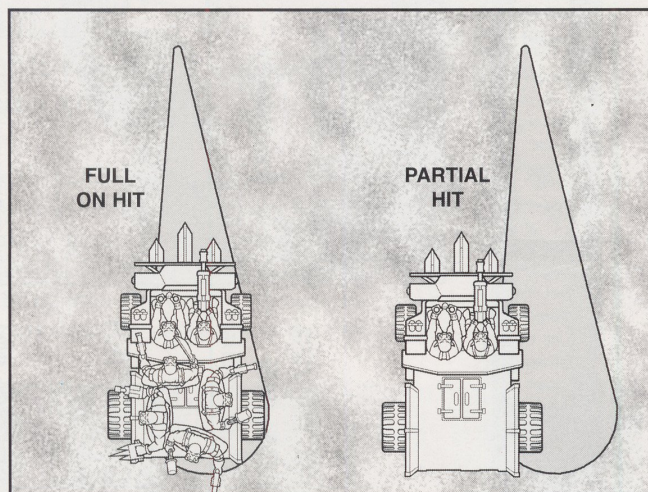
DA SCORCHA

Scorchas are very nasty weapons, especially against vehicles. They fire a blazing gout of flames which can spray across several parts of the target. If a scorcha's burst washes across the vehicle's crew carrying area the results can be horrendous – all the Boyz can do is duck behind what armour the vehicle has and hope the flames don't fry them.

HITS FROM SCORCHAS

If a Scorcha template is fired at a vehicle and placed so that it is roughly centred on it, the resulting gout of flames will score D3 hits. Roll separate location, penetration and damage rolls for each hit. A single location can be hit more than once. If a Scorcha template only partially covers a vehicle it will cause just one hit on a D6 roll of 4 or more.

In addition, if the crew location is hit by a scorcha make a separate Armour Penetration and Damage roll for each crewman onboard. For example, a Scorcha hits a trak with three crew on board. The Scorcha template is centred on the vehicle so it suffers D3 hits. One of these hits the crew location so a separate roll for penetration and damage is made against each of the three crewmen as a gout of flame engulfs the vehicle.



BURN BABY BURN

Just like foot models, vehicles can be set on fire by a scorcha hit and continue to burn until they go out. Roll to see whether the locations hit are set alight in the same way as for foot models. For more details see the scorcha weapon description across the page.



Adrian Wood's Scorcha toasts Graham Davey's Diggamob in a recent game of Gorkamorka.

BIG GUNZ

Big gunz are seriously big, heavy pieces of ordnance which are too weighty and massive to be carried by a warrior. Big gunz must be mounted on a vehicle as a fixed weapon, and a vehicle can only ever mount a single big gun because of the extra space needed for ammunition and spares.

SCORCHA

A scorcha is literally a flame-thrower, a device designed to hurl burning fuel. The fuel in question is a volatile mixture of gases and liquids compressed into a cylinder. When a valve is opened the mixture is forced through the weapon's nozzle with a staccato gurgle, and directed over the target where it ignites with a 'whoomph!' causing much hilarity all round. Scorchas are dangerous, unreliable, spectacular and, as a consequence, highly popular.

SPECIAL RULES

Ammo Test. An Ammo test is required every time the scorcha is fired. Scorchas are unreliable weapons, and can only be counted upon to fire once or twice per engagement.

Template. The scorcha's shot is represented by the Scorch template. This is used as described in the Shooting section of *Da Roolz*, by placing the template so that it covers one or more target models. Any warriors on foot wholly under the template are hit automatically, whilst those partially beneath are hit on a D6 roll of 4, 5 or 6.

Catching Fire. If a warrior is hit by a scorcha and goes down then the target has absorbed the full brunt of the blast and the flames go out with no further effect. If the model goes out of action remove the model as normal. If a warrior is hit but does not go down or out of action, then make an immediate test to determine whether the target catches fire. Roll a D6. On a score of 1-3 the target does not ignite and there is no further effect. On a score of 4-6 the target ignites.

A burning target will continue to burn until the flames are extinguished. Test for this at the start of the target's own turn. Roll a D6:

D6 Effect

- 1-5 The target continues to burn and automatically sustains a further Strength 4 hit. If a warrior goes down or out of action whilst on fire the flames automatically go out with no further effect. Whilst burning a warrior staggers 2D6" in a random direction for its movement (a random direction can be established using the Scatter dice), falling overboard if he is on a vehicle. A burning warrior will not engage in hand-to-hand fighting and other foot models automatically move out of his way.
- 6 The flames go out with no further effect.

If there are any warriors within 1" of a burning target during their movement phase they may attempt to beat out the flames. If they do this they cannot shoot in the shooting phase. Roll a D6 and add a +1 for each extra model attempting to beat out the flames (eg, 2 models +1). If the total is 6 the flames are beaten out with no further effect.

Vehicles hit by scorchas are subject to special rules, as covered on the previous page.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Ammo Dam.	Ammo Roll
Special rules	-	-	-	4	-2	1	4+

Special: Target is set on fire

