

GORKAMORKA

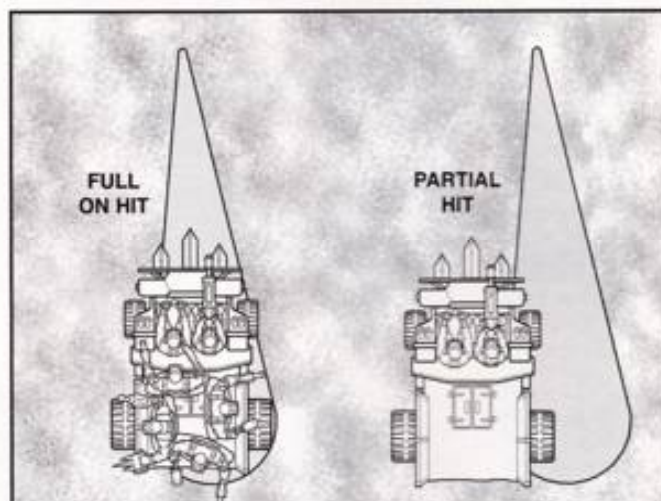
DA SCORCHA

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 Scorcha 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

