

How to read this document

This document provides modifications to the GCE core rules to permit games to be played in a more 'modern' alternate activation style. It can be a good way to play as it engages both players more evenly during the game (great for kids!), and offers interesting tactical options. It also permits some additional optional rules that add new dimensions and choices to the game.

Care has been taken not to unduly modify the core GCE mechanics except where completely necessary to make things work smoothly in this format. Unless stated explicitly in the rules below, rules and mechanics should be assumed to be as stated in the GCE core rules. In general all situations should be covered and the game flows very smoothly using alternate activations. However, it is likely that some edge cases have slipped through. To resolve these instances, the game should be considered through the lens of how many actions a warrior may take over a traditional you-go-I-go turn for each player, and are they being advantaged or disadvantaged under the alternating action approach.

Optional rule: Optional rules look like this. They exist to take advantage of some of the gaming opportunities afforded by alternating actions, but move the game (slightly) further from the classic GCE experience. Note that some of these are highly recommended for more fun!

Turn structure

GCE traditionally follows a you-go-I go approach where each player goes through the entire Move-Shooting-hand to hand-Recovery phases of a turn and then swaps with their opponent. Gorkgo-Morkgo instead has the players take turns activating a single Warrior (not vehicle!) at a time until all have been activated. At this point the turn ends, an end phase is completed, and the next turn starts. For the purpose of determining game length (number of turns elapsed) this means the turns number may be considered identical to the GCE rules.

The detailed turn sequence is:

1. The turn begins with both players vying for da upper 'and. Players roll off, with the winner choosing to activate first or second. Ties are won by the player who did not have da upper 'and last turn.
2. Bottle tests are then taken by both mobs if they meet the criteria for the scenario. The same player chosen to go first by the winner of da upper 'and roll must test first - note that if the first mob bottles the other does not need to test!

Optional rule: Both mobs can potentially fail a bottle test at the start of the turn. In this case the game is a draw with no winner bonuses for either side, boo!

3. Any other scenario conditions that resolve at the start of the turn are taken now (or before bottle tests if that is specified in the scenario). Note that most states affecting individual warriors, such as being on fire, stupidity etc. are evaluated when that model activates, not at the start of the turn.
4. Any moving vehicles that do not presently have a driver (or the driver is locked in combat) must make their out of control movements, again with the chosen first player moving their vehicle first and then alternating from there.
5. All warriors are set to 'unactivated' status. Players may like to track activated/unactivated status by having a two sided marker next to each warrior or on their roster entry that can be flipped between the states. Or turn the miniature sideways, or store everything in your memory palace etc. Whatever works for you, but with larger mobs or full vehicles it is easy to forget who has done what this turn already.
6. The main part of the turn now consists of players alternating (starting as chosen by the player with the upper hand) choosing a warrior (not vehicle) that has not yet activated, and activating it to undertake a chosen action, including any mandatory tests/movement as required by game states like stupidity, being on fire etc. The player executes all parts of the action, including any consequences arising such as crashes, chases etc, before handing over to the other player to activate one of their warriors. Each warrior *must* be activated each turn - no dodging close combats! Though it is perfectly valid to activate and stand and do nothing, this still counts as activating for the purpose of overwatch etc. Note that vehicles are *never* activated, only the driver.

Optional rule: Lots of different approaches exist for choosing the order of model activation. These can potentially add a lot of (possibly unorky!) tactical choices and 'friction' to a game turn. Some optional approaches may be:

Chits: At the start of the turn, each player places a number of tokens equal to their remaining number of (eligible for activation this turn) warriors into a bag or opaque cup. A token is drawn at random and set aside, and the owning player must then activate one of their warriors. This continues until all warriors have been activated. Lots of opportunities exist here for fun - For eg. more kunnin nobs/mobs or those with a scenario advantage (say an ambush) may get extra chits added in, allowing them both a greater likelihood of activation, and the choice to 'pass' if extra chits still remain untaken - opening tactical choices.

Oi, my turn!: At the start of the turn, the player who is not going first this turn may choose to break the order of activation and instead activate a chosen warrior first. To do this the warrior must pass an initiative test (+1 if within 6 inches of their Nob). If they do, the chosen warrior instead takes the first turn. However, if the original player going first wishes, they may challenge this with one of their own warriors following the same test. If they fail the original challenger goes, but if they pass they may instead have the first turn with that warrior!

7. Once all models have been activated, including any who are down, then the turn moves to the recovery phase. Here each player alternates rolling for injury recovery as per the GCE core rules, and may attempt to take control of out of control vehicles as detailed below.
8. Any conditions that happen at the end of the turn (e.g. scenario conditions such as rollin' road, assessing game end states) happen now.

Activating da ladz

Players choose a single warrior (not vehicle) who has not yet been activated. *This model removes any multiple combat counters it may have*, tests for stupidity/frenzy/fire extinguishing/damage and random/compulsory movement as needed, and then if able must choose from the following list of actions. Drive actions also trigger states that may impact the vehicle being driven, such as assessing ongoing fire damage etc.

Note that unactivated warriors may move on/off vehicles during a drive action, but this does not count as an activation unless they end up in close combat as a result of moving on/off the vehicle - see the drive action below.

Exception 1: Models that enter/leave a moving vehicle during its driver's activation may automatically become activated if their move results in them entering close combat or boarding an enemy vehicle with enemy warriors on board. See the Drive action below.

Exception 2: Models with the Pilin' on skill may activate as a group under certain circumstances, see Pilin' on below.

Recover from pinning

An unactivated warrior that is pinned (note only some warriors are subject to pinning) *must* recover from pinning as their action. Note that this is automatic if they have been engaged in close combat. A warrior recovering from pinning may do nothing else this turn except stand up. However, if there is another friendly Warrior (who is not themselves pinned or Down!) within 2" they may be able to escape pinning immediately. The pinned Warrior can take an Initiative Test (roll a D6 - a score that is equal or under their Initiative characteristic passes). If they succeed then stand the Model up - they may then take another action as normal.

Note: Warriors do not automatically recover from pinning at the end of the turn. This state persists to their next activation.

Move and/or Shoot/Hide

The warrior may move up to their normal move distance and *then* fire their weapon in the normal manner from the GCE rules. Note that if they are interacting with a vehicle or warrior

that has already moved this turn they will suffer all the normal consequences of firing at/from thrusting vehicles/fast targets or dismounting/mounting/leaping between moving vehicles. Note that you do not have to move or fire if you do not wish to do so, and if your weapon is 'move or fire' then you cannot do both! Shooting also includes firing a vehicle big gun.

Any warrior that does not fire their weapon may also choose to hide at the end of their movement if they meet all the criteria in the GCE rules.

Note that you may not shoot at enemy warriors in the same vehicle as you.

Optional rule: You may choose to shoot first and then move. You cannot split your move to move-shoot-move. This is a recommended fun option opened up by alternating activations.

Run

The warrior may move up to double their normal move distance in the normal manner from the GCE rules. Note that if they are interacting with a vehicle that has already moved this turn they will suffer all the normal consequences for dismounting/mounting moving vehicles as above.

Charge and fight a hand to hand combat.

The warrior may charge an enemy, following the usual GCE charge rules (including boarding/dismounting from vehicles) and then fight a hand-to-hand combat against a *single* chosen opponent in base to base contact or in the same vehicle, following the rules for hand to hand combat below. Warriors that charge receive a charge bonus for that combat only.

Fight a hand to hand combat

If the warrior is already in an ongoing hand to hand combat, or on board an occupied enemy vehicle, then they must choose this option and will fight a hand to hand combat against a *single* opponent in base-to-base contact or aboard the same vehicle.

Exception: If the warrior is on board a non-disabled enemy vehicle then they may leave close combat by jumping overboard as in the GCE core rules for leaving combat on a vehicle.

A single hand to hand combat is only ever fought between the active model and *one* opponent in base to base combat for each activation. As well as the usual modifiers in close combat, a warrior also gets +1 ws and +1 attack dice for each *multiple combat counter* that the opposing enemy model has. Remember, multiple combats are never fought on board vehicles so no bonuses apply. (*Exception: Pilin' on*). Following a close combat, if the defending warrior has not Gone Down or Out of Action, they receive a *multiple combat* counter. This is just a memory device (a coin, dice, chit or similar) to track how many times a warrior has defended in a close combat since they were last activated, and gives bonuses to any future attackers. Multiple combat counters persist through turns until the warrior activates again.

Optional rule: Rather than keep track of how many close combats have been fought since last activating by each combatant, this may be simplified such that each combatant simply adds +1 ws and +1 attack per non-Down friendly model in base contact with the opposing warrior and no other opposing warriors. This still does not apply on vehicles. Note, this method makes it harder to overwhelm strong individual warriors and isn't recommended.

Boarding actions and combat aboard vehicles

In boarding actions, we define the defenders as the (present) owners of the vehicle; they are on the same side as the driver. Attackers are members of any other enemy mobs on board.

When activating, defending warriors may choose any action normally available to them, including hand to hand combat with an attacker on board. Note that if the defending warrior started their activation on board the vehicle, they do not count as charging for close combat purposes (not a lot of room to get a run up on a truck).

An activated attacking warrior on board an enemy vehicle must immediately be allocated to fight a non Down, defending warrior on that vehicle, chosen by the defending player. The defending warrior may have already been activated this turn and already defended against previous attackers. The hand to hand combat will then take place immediately and the activated warrior will count as charging if they charged or leapt aboard in that activation (relevant defensive bonuses for high sided vehicles will also apply in this case). If multiple close combats must occur due to several activated attackers at once, these occur in the order chosen by the defender (potentially allowing the same defender to fight multiple attackers). Following this close combat, the attacking warrior counts as having been activated this turn, regardless of the outcome.

In the event of a close combat ending in a draw, or an opponent not being ejected from the vehicle (due to a skill for eg), then the two combatants remain locked in combat and may only subsequently choose to fight a close combat against the other, or leap overboard in future activations until separation. If a driver is locked in combat at the start of the turn, the vehicle will move out of control.

Example: Gorbaz the truck driver activates, and drives past an opposing truck. Grog and Grug successfully leap from their truck as it passes and onto the enemy truck and so become activated (see the drive action). After Gorbaz has finished moving the truck (and any resulting collisions/chases etc are played out) Grog and Grug's combats must be resolved as they are now activated. There are three opposing crew on the enemy truck, including the driver. The defending player chooses the (not coincidentally) strongest of these, Urist the Nob, to fight and chooses Grog as the opponent. They resolve the fight and Grog is defeated and thrown overboard. The defending player then can choose who will fight the next attacker, Grug, and decides the Urist will also fight this combat. No negative modifiers apply despite it being Urist's second fight as a defender this turn, as it is aboard a vehicle. However, despite a good scrap

Urist loses and is sent over the side, leaving Grug still aboard! This concludes the activation and play passes to the defender to activate a model from their mob.

Uaz, the driver of the boarded trakk, takes a drive action, moving everyone more or less safely down the board and his activation ends. However, this brings them close to Grub, a reckless yoof, who is chosen to activate, charges and successfully boards the Trakk and starts a close combat. The defending player doesn't want Uaz the driver to get scragged, so selects Urk to fight the close combat. Sadly for Urk he loses and is sent over the side. This leaves Grub and Grug onboard, and Uaz the driver starts sweating.

Pilin' on

The Pilin' on skill allows multiple models to be activated together to fight on board a vehicle as a group. When an active warrior with this skill initiates close combat on board a vehicle the active player may declare 'Pilin on'. They may then activate any presently unactivated models with the 'Pilin on' skill that are either already on board, or would ordinarily be able to board the target vehicle (i.e. in charge/leaping range, not Down, etc). These warriors may immediately become activated and charge/leap and attempt to board the vehicle. All Pilin' On calls for all presently activated models must be made at this point - no calling them in one at a time to see who makes it! Warriors that fail to board in this manner (out of charge range, failing to make the leap/boarding roll etc.) still count as activating for this turn.

Any attacking warriors activated in this way that make it on board, including the original boarder(s), must then be grouped together into as many groups as the attacker wants, from a single large group, to all acting as individuals.

A lead warrior for each attacking group is then chosen, and they gain +1 ws and +1 attack for each other member of their Pilin' On group. The defending player then assigns a defender as normal to fight and a close combat is carried out. The outcome of the close combat is only applied to the lead warrior. Each Pilin' On group fights in turn in this manner with the defender choosing a defending warrior each time.

If a warrior with the Pilin' On skill is engaged in close combat by an activated warrior (or group if they also are also Pilin' On!) on board a vehicle then any friendly unactivated warriors also on board (but not those not on the vehicle) with the Pilin' On skill may become activated in order to pile into the combat. As above each extra warrior Pilin' On in this manner adds +1 ws and +1 attack to the engaged warrior. In this case attacking Pilin' On groups must be declared before defending ones are chosen.

Note that any warrior that has already been activated this turn cannot Pile On to assist again, either as an attacker or defender.

Example: Four grots from Da Grot Liberation Front leap from their speeding cutter to board the big lugger of their sworn enemies, Da Liberation Front for Grots (splitters!) and become

activated as a result. Amazingly, all make the jump. Following the conclusion of the cutter movement, they then yell 'pilin on' and two further unactivated grots on foot nearby activate, and charge the lugger. One makes it on board, whilst the other fails to climb on (and makes appropriate rolls, finishing their activation in the process). Five attacking grots are now aboard and they split into a group of three and a group of two, with a lead warrior selected for each. The defenders have three warriors on board who have not previously activated (the rest activated earlier either to power the lugger forward or blaze away enthusiastically). However, they can choose any non-downed warrior to be the defender and so choose Nikkit, the biggest (and already activated), to act as defender and decide he will take on the group of three. He also calls Pilin' On, and chooses two of the unactivated defenders to activate and help, giving him a bonus of +2 ws and +2 attacks. The combat is then fought (with the lead attacker also getting the same bonus from their two helpers as a group of three). Luckily for Nikkit he is victorious and the lead grot of the attacking group of three is sent over the side. Nikkit then is chosen again to defend against the group of two. Nikkit again calls for Pilin' On. There is only one remaining unactivated defending warrior aboard and so Nikkit gets a single helper for the coming combat against the group of two. It could go either way, and the future of the rebellion hangs in the balance...

Go into overwatch

A warrior may set overwatch, provided they meet all the criteria in the GCE core rules. Warriors on overwatch may fire at any opponents subsequently activated (including vehicles). Overwatch is lost once a warrior fires or moves for any reason (including dodging/being squashed).

Note: Overwatch is NOT automatically lost in the recovery phase and persists into the next turn until the Warrior's next activation.

Drive a vehicle

The driver of a vehicle may drive that vehicle, along with all the models on board, as per normal for the GCE core rules. Note that any test for the vehicle itself, such as being on fire, happens at the start of this action. As part of this action drivers may fire a weapon *after* moving, as in the GCE core rules. Friendly warriors on board the vehicle or along its path may attempt to get on or off the vehicle as part of its activation. This does not count as activating the models getting on and off.

Optional rule: The driver can fire their weapon before or after moving (this is fun!).

Getting on and off

Friendly warriors (of any activation status) on board the vehicle that have not already mounted the vehicle this turn may be dismounted at any point along the vehicle's path (not over the front!) - testing as in the GCE core rules if the vehicle has moved more than 6" or thrust at the point the warrior dismounts. Warriors that have not yet activated this turn may also attempt to leap

into another vehicle along the path or directly into close combat with an enemy warrior on foot - following the GCE core rules.

Similarly, a friendly warrior along the path (not right in front idiot!) of the vehicle may mount the vehicle if it has not already previously dismounted from a vehicle this turn - testing as above.

Being picked up or dropped off does not count as an activation for a warrior and even warriors who have already been activated this turn may be picked up or dropped off, assuming they didn't start the turn in a vehicle or on foot for the respective cases. These aren't buses! However, any warriors who attempt to board/disembark from speeding vehicles or fail their roll to board another vehicle take a S3 hit, are placed on the ground where they failed and count as being activated for this turn.

Warriors who successfully are dropped off into close combat or board an enemy vehicle count as activating immediately and their combats are resolved once the vehicle movement (and all subsequent chases, crashes etc) are resolved. The non-active player chooses the order in which these are resolved if there are multiples.

Tailing and Racing

After moving, an activated driver may choose to tail or race an appropriate opposing vehicle - following the usual rules in the GCE core rules. This means in the subsequent activation of the enemy vehicle (including in the next turn) the chase or tailing rules will be followed. A successful tailing or racing action will permit all vehicle occupants to fire at the chased vehicle, even if the warriors have been activated this turn. This is a bonus action and does not count as activating. Note that if between declaring a chase or tail action the driver of the chase vehicle is incapacitated, or the vehicle has to undergo an involuntary movement (such as a swerve etc) that moves it out of a valid tailing/racing position, then the tailing/racing action is cancelled.

Optional driving rule: Group activations or 'Ere we go lads!'

When the driver of a vehicle activates with a drive action then other (unactivated!) warriors on board may also activate at the same time. If the player wishes, any presently unactivated warriors on board may take a leadership test, using the Nob's leadership if they are also on board the vehicle and not Down or pinned. Successful warriors may take their actions immediately following the completion of the vehicle's movement (noting that they may be dropped off or board other vehicles as part of the vehicle movement). Warriors that fail this test do not count as being activated, and may still activate later in the turn as normal. Though remember that unactivated warriors may still be dropped off/picked up/leap aboard other vehicles during the vehicle movement, and if as a consequence they end up in close combat, they activate immediately.

Alternative alternative driving group activation rule: Instead of testing for leadership D3 extra warriors on board (D6 for big luggas) may activate this turn (+1 if the Nob/boss is on board). This approach means you'll always be able to fire the big gun in the same activation you drive in

for example, but is perhaps less chaotic and fun than using leadership. Don't mix the different approaches in the same game!

Recovery phase

During this phase warriors who are down may attempt to recover as in the GCE core rules - players alternate rolling for their warriors starting with the lead player. Additionally, warriors may attempt to take over an out of control vehicle. See below.

Note that warriors do not automatically recover from pinning in the recovery phase in Gorkgo-Morkgo. See the 'Recover from Pinning' action above

Take over an out of control vehicle

A warrior who is not presently locked in close combat may attempt to take over an out of control vehicle that they are on board of. Note that a vehicle that is out of control due to the driver being in combat may not be taken over - someone is already busy trying to do just that! Choose a single warrior on board to attempt the recovery and roll a dice. On a 4+ they are successful and the vehicle is no longer out of control and the warrior is the new driver. Only one attempt may be made per vehicle. Note that in the case of an out of control vehicle with warriors from both sides on board the owning player may attempt to take over control first, but if they fail the enemy may also elect a warrior to try!

Gorkgo-Morkgo specific rules

This section is largely tweaks to the standard GCE ruleset to deal with issues relating to the alternating action mechanism.

Warriors and vehicles on fire

A warrior or vehicle that is on fire should test for taking damage or going out at the start of their activation rather than the turn. Warriors that have not yet activated this turn may contribute to assisting putting out the flames, but may not shoot, go into overwatch, or charge in their subsequent activation. Warriors that have already activated, but did not shoot, go into overwatch, or charge may also assist.

Providing power to a big lugger

When the driver of a big lugger activates, any unactivated friendly grot on board may become activated in order to power the big lugger. This counts as their activation this turn, and may take no other action this turn. Including Pilin' On or dismounting.

