

Introduction

Orky Deathmatch is a table-top game where players attempt to produce the most carnage by slaughtering the most orks. Each player controls an ork, savage alien warriors who are bred for combat. And boy do they like combat. Orks live to fight and fight to live, and if they can't find non-orks to fight they'll cheerfully fight each other. This game is suggested for two or more players, with each player controlling at least one ork.

Playing Area

Orky Deathmatch is playable on any size table, although the playing area should be at least 12" by 12". Orks are set up, move around on, and die in this playing area. Besides ork, the playing area should have two obstacles for every square foot of space. These obstacles give the orks much needed cover, which is necessary when you have orks running around with guns.

Game Mechanics

Orky Deathmatch uses inches to measure any and all distances necessary for playing the game. It helps to have a ruler or tape-measure marked in imperial measurements available when playing, although metric measures can be used. In the case of metric measures, 1" is 3cm. This game also requires the use of at least one six-sided die, called the d6. More than one is handy, and when more than one d6 can be rolled at once, the rules mention them like these: #d6. So when the rules say: use 3d6 it means roll three six sided dice (or one six-sided die three times).

Turn Sequence

0. Roll 1d6 to see who goes first. Whoever goes first starts at 1.
1. Acting player declares an action for his/her ork - what it will be, who it will be directed at, in what direction, etc.
2. The reacting players declare what their orks are doing.
3. Starting with the acting player and proceeding clockwise, the action and reactions are resolved. If the action affects another ork, that ork's reaction is resolved out of the usual order and immediately after the action.
4. Points for killing orks are added up. If a player has killed ten orks, they win unless another player has also killed ten orks. In the case of a tie, another turn is played for the tie-breaker. If nobody has won yet, the sequence starts again at step 1 with the player to the left.

Winning the game

The object of the game is simple: kill as many other orks as possible. The first player to rack up ten kills wins the game. Unless another player has also killed ten orks in which case another turn is played for the tie-breaker.

Orks

These brutal xenomorphs are one of the galaxies most successful species. Able and willing to fight from the day they hatch, orks have an instinct for organized violence unparalleled by any other sentient being. Part of their success can be attributed to their general attitude towards danger. Another part is attributable to their physiology, as orks possess remarkably durable bodies and are capable of fighting on with just about any injury that is not instantly lethal. Although far from suicidal orks are all reckless thrill-seekers who enjoy the kind of environments that leave other organisms shell-shocked or worse. For orks, violence is always the answer.

In the game orks are represented by miniatures on 25mm diameter round bases. They are armed in the manner of the model, so an ork with a machete and a pistol would have a "choppa" (the ork term for large melee weapons) and a "slugga" (the ork term for pistols). When an ork is killed, it is removed from the table-top. Orks have a 180° "facing" for their attacks, meaning that they can only attack models in front of them. This facing is defined by the direction that they are looking in. If players have doubts about which way a model is looking, they should agree on the direction an ork faces before the game starts.

Setting up the Orks

When setting up the orks for a game of Orky Deathmatch the players should each roll 1d6 each. Starting with the player that rolled the highest, and in clockwise order, each player places an ork anywhere on the board. When placed orks must be at least 7" apart. If an ork does not have enough space to be placed on the board, it can enter play as if respawned in the controlling player's turn.

Obstacles

These can range from spare cups and cans to elaborate model scenery pieces. They should not have a diameter larger than 6" and their height doesn't matter. Each obstacle should be at least 6" away from another obstacle and shouldn't be moved around by the players during the game.

Orks may either climb on or off obstacles or move around them. A player has to roll higher than the total distance (vertical and horizontal) to successfully climb. Unsuccessful climbing results in the ork stopping at the base of the obstacle. An ork knocked off an obstacle is killed if the player cannot roll higher on 1d6 than the distance fallen. If an ork is attacked while partially obscured by an obstacle (called claiming cover), then kills are rerolled and the second result stands.

Elevated position.

Orks that are higher up are much more effective shots. A shooter in an elevated position negates re-rolls made against targets claiming cover.

Getting Knocked off the Board

Sometimes the rules will require that an ork be moved outside of the playing area. When this happens, the ork is killed and must respawn.

Actions

Blitz - If there is another ork in its front arc and within 6" then the ork is moved into base contact with that ork and attacks it. Orks may use either a melee weapon or ranged weapon in a blitz action. Certain ranged weapons have a different kill number for ranged attacks and melee attacks. The melee kill number must be used in blitz actions.

Move - The ork may be moved up to 6" away from its initial position and may change the direction in which it faces. Moving orks may be attacked while they move so the path that an ork moves should be mapped out - this can be done with a piece of string or simply being moving the ork through the path of movement. Successful kills against moving orks are rerolled. Moving orks are not pushed back by non-lethal fire.

Shoot - The ork may attack another ork in its front arc that is not wholly obscured by an obstacle or other orks. Orks may not use melee weapons to shoot other orks.

Respawn - This can only be done by players who do not have an ork on the table. The ork is set up using the usual criteria for set up and counts as being in cover that turn.

Reactions

Dodge - An attack against an ork that dodged is rerolled. If it survives then it is not pushed back and the player may move the ork 1d6" in any direction, so long as the ork is facing directly away from the attacker at the end of its movement.

Return Fire/ Fight back - The ork may attack the acting ork if it can see that ork when it acts - if the acting orks crosses the reacting orks line of sight, the 180o front arc of the reacting ork. If the acting ork does not come into base contact, the reacting ork may only use a ranged weapon. If the acting ork is making a blitz action against it, the reacting ork must make a melee attack.

Attacks

There are two sorts of attack, melee and ranged. The difference is that ranged attacks involve shooting an ork and melee attacks involve shooting an ork up close (or bashing 'im with your choppa if that's more your style). Regardless of the distance between two orks, attacks are resolved the same way. Each sort of weapon has a score that will kill targets on a roll of 1d6. A shoota, for example, will kill a target on a roll of 5+ (result of 5 or 6) on 1d6. If an attack fails to kill the target, the target is moved directly away from the attacker a number of inches equal to the result on the die, without changing direction, unless running or dodging.

Weapons

Da choppa. These are melee weapons. They kill their target on a 4+. May be combined with slugga.

Da slugga. These are ranged weapons. They kill their target on a 6 whether in melee or at range.

Da shoota. These are ranged weapons. They kill their target on a 5+ whether in melee or at range.

Da big shoota. These are ranged weapons. They kill their target on a 4+ in ranged attacks. They kill their target on a 6+ in melee attacks.

Da burna. These are ranged weapons. They use the tear-drop shaped template and all models underneath are killed on a 4+. In melee attacks, they kill their targets on a 6.

Da rokkit-launcha. These are ranged weapons. They use the round blast template and kill all models underneath the template on a 5+. Unharmed models are moved away from the center of the template, regardless of whether they moved or dodged. As melee weapons, the template is centered on the target model and all models under the template (including the firing model) are attacked. Boom!

Two Sluggas - These are ranged weapons. They kill their target on a 6. A model with two sluggas may attack two models at once or two attacks against a single target.

Team Play

Instead of simply playing all on all games, players may choose to divide up into teams. Each team needs 5 kills per team member to win the game. So a player can win the game by having either reaching ten kills first, having the most kills after ten, or by the aggregate score for their team.

Optional Respawn Rule

All orks start with shootas. There are six orks with different weapons lined up in a respawn pool. When a player respawns an ork, they roll 1d6 and choose the ork in the respawn pool that the result corresponds to, replacing it with the ork that was killed.

Kannonz

These are placed like obstacles before the game starts. They act like ranged weapons for any ork in base contact with and behind one. An ork on one of these may either turn in place as a move action or fire it directly forward as a shoot action. Kannonz kill every model touched by the blast template on a 3+ and scatter survivors 1d6" away from the center of the template regardless of moves or dodges, or directly away from the gun if at the center of the template.