

Townwargh!

Word count: 584

Scenario Details:

This will be a rolling participation games with the participants playing the part of one of eight orky warbosses. Each warboss will have 1,000 points of epic material with which to run riot. The objective being the Imperial City of Gremantaville which has been under orky seige for over a year. Gragtoof the boss of bosses has decided to "encourage" his orks to take the city before it falls to any other warboss and has offered "teef" to the mob that takes his section of the city. It is also rumoured that there is a "hooman teef" repository inside the city.

The orks will start at one side advancing on a imperial guard defended fortified city. As reinforcements arrive for the orks they will be placed on the table. The imperial guard may or may not have reinforcements.

Notes:

1: It is planned that as soon as a participant has been destroyed another will be enrolled to take their place.

Games System	:	Epic
Points	:	8,000 a side (note 1)
Table Size	:	8 * 4
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The cliff top gave anyone present a commanding view of the valley and the city beyond. Gragtoof stepped out to the dais of his mighty behemoth war machine to view the siege. His entourage jostled for a place all the while the smaller green Gretchen scurried here and yonder on all manner of tasks, in the main hurrying to get out of reach of the giant war boss. The view beyond was breathtaking. The mighty walls of Gremantaville was a sea of flame and blast dust as all along the defensive line a mighty orbital bombardment pounded the imperial city for the sixty sixth day on a row.

Gragtoof shifted from large nailed boot to large nailed boot. His red eyes surveying the scene with the mind of a seasoned and cunning commander probing back and forth for an advantage or edge to aid him in the upcoming assault.

"dis is taking too longs" he snarled.

He turned to a waiting Gretchen the trembling creature held forth the hand piece of a voxcaster into which the great war boss spoke for while. The conversation did not go well and the entourage seeing the bosses increasing anger backed off the dais. He slammed the hand piece down snarling and before the cowering Gretchen could get clear he had picked it up and bent it in half with a sickening crunch.

"Youse come here," he shouted pointing to some of his entourage. He picked out eight of them. The hungriest, greediest eight he could find. He led them to the dais. "Sees dat" he said pointing to a white building with a red cross on it. "dat is a hoomy toof store" he waited until he could see the greed light the eyes of the bosses. "Get there and get the teef" he barely finished his sentence the bosses had launched themselves from the dais to their waiting mobs and soon hooting and howling they disappeared off in the direction of the imperial city. "Now hooms! Dat will give us sum time," he said smiling.

Todo:  
Add imperial story (500)  
Add map  
Add scenario outline