

DA SACRIFICE

A Mutie scenario

This is a scenario for when the Muties capture another player's mobster. Rather than just letting them have their throat slit, this allows a scenario to be played to recover the lost mobster.

Special Rules

This scenario uses the Bottlin' Out and Notmobz special roolz.

Da Desert

Mutie Burial Grounds and a Sacrificial Goo Pit. While the main pits of Magod are located within the main temple, there are many smaller pools dotted around the landscape and the Mutie priests like to sacrifice captured foes here in order to avoid bringing the enemies into the main temple while still maintaining their favour with Magod.

In the centre of the table, there should be a pit, preferable filled with green goo if you can manage that effect, if not a crater will suffice.

Mobs

The defenders setup all together along with the Mutie priest. The captured model is placed on the edge of the pit. The Mutie priest also deploys here.

The attackers deploy from a random table edge, as determined by the normal chart (see page 93 of *Da Uvver Book*). If the

attackers have more than one vehicle, roll a dice for each vehicle to find out which table edge it deploys on.

All mobs must deploy on the vehicles as they are in a rush to get there before their fellow mobster becomes genetic soup. This does not apply to models with leg bioniks that make them count as vehicles.

Mutie Priest

In this scenario the Mutie mob are accompanied by a priest who has the following statline:

	M	WS	BS	S	T	W	I	A	Ld
Mutie Priest	4	3	3	3	3	1	3	1	8

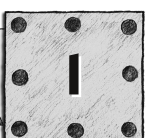
Equipment:

Religious Vestements (Cuirass Armour), Sacrificial Knife (User Strength, **Horrendous Damage** - see Glaive, page 66 of *Digganob*)

Chanting:

The Mutie priest may bolster the power of friendly models within 6" of him if he does not move by chanting. This grants a temporary bonus of +1 Attack for the duration of the turn.

This only applies to models that are within 6" of him at the start of the turn, i.e. models who charge within 6" of him to reach an enemy do not gain this bonus if they started further away. However models that start within 6" of the priest and then charge retain the bonus for that turn.



Notmobz

In some scenarios there are characters that bear no true allegiance to the mobs currently involved; players may be familiar with the concept, perhaps under the name of NPCs, creeps, monsters or similar. Sometimes they actively oppose both sides, other times they are loosely affiliated with the defending mob and must be protected. In certain special scenarios, both sides may have a Notmobz ally, where the goal is to beat the other Notmob to the goal of the scenario.

The rules for Notmobz vary depending on the scenario, but will always be described in the scenarios where they are relevant.

Notmobz - Mutie Priest

The priest is not mounted and given his age and frailty he effectively cannot run or charge. The Mutie player can only direct his movement - the priest will not attack although he may defend himself in hand to hand. If attacked he will flee D6+2" away from the attacking model, if possible.

Startin'

Both players roll a D6 and the highest score goes first.

Endin'

The game ends when one mob fails its bottle test or chooses to bottle out. If one mob has only casualties remaining, the game ends immediately with victory going to the other mob.

Experience

+D6 Survives

All warriors that survive the battle gain D6 experience points.

+5 Wounding/Penetrating Hits

As in all scenarios, wounding hits and penetrating vehicle armour gains a warrior 5 experience points.

+10 Krump Da Kardinal!

A model that takes the Mutie priest out of action gains a bonus 10 experience points.

-10 Blood On Your Hands

If the Mutie priest goes Out of Action the Seeker of the Mutie mob loses 10 experience points (from the experience points earned during this battle, after all other experience is worked out).

+D3 Divine Defence

If the priest is still alive at the end of the battle, the entire Mutie mob gains D3 experience points each.

+10 Winning

The leader of the winning mob gains 10 experience points.

