

INTO DA BIG NUFFINK

5. DA SQUIG FARM

News has just hit town that a Mob is herding big Meat Squigs out in the desert. Meat Squigs can feed a Mob for a whole week. The race is on to try and bag as many Squigs as possible, without paying, of course.

SPECIAL RULES

This scenario uses the *Bottlin' Out* rules.

SQUIGS AND DERE MINDERZ

The Squigs are being shepherded by four Slavers. These Slavers have the standard starting profile for Slavers and they are equipped with: Choppa, Whip, Grabber and Kannon.

You should use as many Squig models (from Warhammer Orcs and Goblins) as you can lay your hands on. Eight or more is fine but a couple of dozen is MAD... and lots of fun.

Squigs within 4" of one of their Slavers are 'under control' and will move with the Slaver. Squigs further away move randomly – Roll Scatter and Artillery dice for each one, on the score of HIT, move the Squig in the direction of the arrow on the I, on the score of MISFIRE the Squig will remain still for that turn.

Slavers and Squigs 'under control' will move towards the nearest warrior or vehicle and the Slavers react as follows:

1. If in charge range they will Charge the nearest warrior.
2. If in charge range they will Charge and attempt to board the nearest vehicle.

3. If in range with their gunz, they will make best use of available cover and shoot at the nearest warrior or vehicle within their line of sight.

4. If out of range with their gunz (or they don't have gunz) they run towards the nearest warrior or vehicle, making the best use of cover.

Squigs:

	M	WSBS	S	T	W	I	A	LD
Squig	6*	4	0	5	3	1	5	2

*May move randomly, Scatter & Artillery Die.

When a Squig is taken *Out of Action*, replace the model with a *Scrap Counter*. These Squig bodies are worth bonus Teef at the end of the game.

DA DESERT

Da Desert is a barren land so place the terrain sparsely to all players satisfaction.

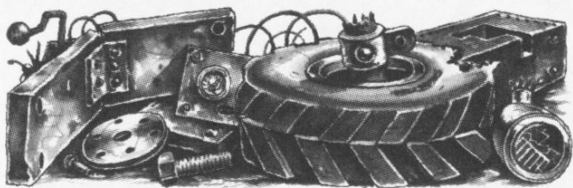
MOBS

The Squigs are all placed close together in the middle of the board, at least 18" from each of the board edges, with the Slavers placed at the corners of this set up zone.

Players should all roll a D6 with the lowest score setting up first. The Mobs should have all of their warriors divided up between their vehicles and placed on a random board edge. All warriors must start inside a vehicle

STARTIN'

Roll a D6 to see who has the first turn, the Mob with the highest score has the first turn.



ENDIN'

The game ends when there is only one Mob that has not *Bottled Out* or when all of the other Mobs only have casualties left on the field.

The last remaining Mob can automatically collect all of the Squig counters. Squigs that are still alive (down, wounded or fine) are rounded up by the remaining Slavers or are deemed to have escaped into the desert and do not count towards the counters.

Each counter can be traded with the Meks for 1D6 Teef. This is additional INCOME and not profit.

The winner is the Mob that has the most Squig counters.

EXPERIENCE

Warriors that took part in the fight earn Experience points as follows.

+1 Carrying Squig counter

Any warrior that is still carrying a Squig counter at the end of the game, gains an extra 1 point of Experience. No extra experience is gained for counters loaded into vehicles.

+D6 Survives

Any warrior who survives the battle earns D6 Experience points.

+5 Wounding Hits

A warrior earns an extra 5 Experience points for each wounding hit he inflicts against other Mobs or against Squigs or Slavers during the battle. Wounding downed models does not count. Note that you only score 5 points for wounding an enemy, regardless of the

number of wounds actually inflicted by the hit.

+5 Penetrating Hit

A warrior earns an extra 5 Experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+10 Winning

The Nob of the winning Mob earns an extra 10 Experience points.

