3. DA TRUKK BASH

Once in a blue moon Orks join together in fellowship to praise the wondrous invention of the Engine. All the rest of the time they are out to prove they've got the 'ardest vehicles around. What better way to do this than in a 'Uge 'ed ta 'ed Trukk-Fest'?

SPECIAL RULES

This scenario uses the *Bottlin' Out* rules.

Remember only fight a round of close combat if it is the turn of any of the warriors involved.

DA DESERT

Da Trukk Bash takes place in a natural valley in the desert. The main table should only contain one or two small clumps of rocks. All the other terrain is placed on the board edges. The terrain is placed by the players in turn before it is decided who sets up where.

MOBS

Each player should roll a D6, with the player with the lowest score setting up first. The Mob's vehicles may be placed anywhere on the board, at least 12" from each of the board edges. The Warriors are placed in the terrain on the board edges, within 2" of each other. Note: They don't have to keep together once the game starts. Only the driver/rider is allowed to set up in his vehicle.

The driver is not allowed to shoot his vehicle's heavy weapons, but may shoot a twin linked gun. He can still shoot one of his pistols or throw a stick bomb as normal.

No warriors are allowed to board any vehicle during this battle. The only exception is a warrior who has the *Wreka* skill, he is allowed to board enemy vehicles and attempt to sabotage them. Warriors may attack each other or shoot at vehicles as normal. None of the Mobs have to take *Bottle Tests* until they have lost one of their vehicles (Immobilised or crippled).

STARTIN'

To see in which order the Mobs may take their turns each player should roll a D6, with the with the highest score having the first turn, then the other Mobs take their turns going around the table clockwise.

ENDIN'

The game ends when there is only one Mob with vehicles that can still move! OR, all of the Mobs but one have Bottled out, or only have casualties left on the field.

The winner of 'Da Trukk Bash' is the Mob that had the last moving vehicle on the board. In the case where the last vehicle from two or more Mobs was immobilised at the same time there will be no winners and no Nob will get the +10 Exp. for winning.

EXPERIENCE

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

+D6   Survives

Any warrior who survives the battle earns D6 Experience points.

+5   Wounding Hit

A warrior earns an extra 5 Experience points for each wounding hit he inflicts against other Mobs during the battle. Wounding downed warriors 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.