DA GRUDGE

By EREN KAUPTLAND.

Sometimes a mob will pick on another mob because they are of different faction, aren't Orky enough, or simply because they are smaller than them. They'll taunt them, spread rumours about them, and generally make their lives a misery. Occasionally the abused mob gets lucky enough to get the drop on those other gitz just outside Mektown and has a chance to settle the score.
Things usually get a bit messy...

Special Rules

The scenario uses the Bottlin' Out and Scrap Counters special rules.

Da Desert

The scenario takes place in a fairly inhabited area of Angelis quite near Mektown. The terrain should be made up of objects like watchtowers, barricades, and possibly a Mektown gate.

Mobs

It is assumed the abused mob is the attacker. Only two mobs take part in this scenario.

The attacking mob is split into groups. The group that is present at the start of the battle consists of one vehicle (including driver and gunner), the nob, and D3 warriors. The rest of the attacking mob is split up into as many near equal groups as the player wants and arrives as reinforcements.

The defending player fields their whole mob.

Scrap

Each vehicle that starts on the table has D3 scrap counters. The winner runs off with all of them!

Revenge

The attacking mob, after years of aggravation, finally get their chance for revenge and are crazed with anger. They take bottle tests after 50% of their mob are casualties instead of the normal 25%. They are also subject to Hatred as described on page 49 of *Da Roolz*. Additionally if the attackers win any of the defending mob that are Out of Action at the end of the game are automatically captured. The attacking mob don't want the other mob dead - that'd be far too generous!

Startin'

The mobs are deployed on separate table edges, no further than 48 inches from each other. The attacking mob has the first turn.

Reinforcements

The attacking mob has sent a grot runner to get the rest of the mob.

At the start of the attacker's turns, after the first, roll a D6 for each reinforcement group. On the roll of a 4+ they may enter the board on a random table edge (see page 93 of *Da Uvver Book* for a table edge diagram).

Endin'

The game ends when one mob bottles out (by failing a bottle test or by choosing to bottle out).

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.

+1 Carrying Scrap
A warrior carrying a scrap counter at the end of the game receives 1 experience point.

-D6 Losin'
If the attackers lose the battle each of their warriors who fought in the game lose D6 experience points. This is deducted from the experience earned this battle just like the penalty for declining a challenge in We Woz 'Ere Furst (page 92 of *Da Uvver Book*).

+5 Took 'Em Out
If all of the defender's warriors are Down or Out of Action (which counts as bottling out - see page 88 of *Da Uvver Book* under "Leaving The Table") then every member of the attacker's mob gains 5 experience points.

+10 Winning
The leader of the winning mob gains 10 experience points

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