

# GET DA GITS

Every Ork will tell you that no-one likes a show off. If a mob starts struttin' around Mektown like they own the place then other mobs will be more than happy to take them down a peg or two by attacking their fort. They won't attack just to get more scrap or rescue one of their boyz, they will attack to humiliate the swanky mob and show them just how un-Orky they are.

## SPECIAL RULES

This scenario uses the Bottlin' out, Scrap Counters and Da Fort special rules. See Da Roolz and Da Uvver Book for details.

## DA DESERT

The mobs meet in a standard area of the desert with a fort placed roughly in the centre of the board. Both players set up the terrain in a mutually agreeable manner.

After the terrain has been set up, D3+3 Scrap counters are placed in the fort.

## MOBS

The defender may deploy D6 members of their mob in the fort. Only troops on foot may be taken.

The rest of the defending mob must be formed into groups before the battle. Each group must comprise of one vehicle and as many mob members as the defending group can, or wishes, to get on it. These groups may move onto the board as reinforcements, as described later on.

Any member of the defending mob who is not deployed on the board at the start of the game or at part of a reinforcement group does not take part in the fight.

The attacker chooses a table edge and may then deploy any of his warriors on foot no closer than 12" from the fort. One vehicle may be chosen, together with its driver and any gunners, from the attacking mob to act as a 'getaway car'. The vehicle may enter the board at the start of any attacking player's turn from the attacking player's table edge. The rest of the attacking mob does not take part in the battle.

## DA OBJECTIVE

The attacking mob will always think up loads of ways to humiliate the defenders before the battle. The actual objective for the attack, however, will not be chosen until the last moment when the Nob shouts his orders and the rest of the ladz charge towards the fort. After the defenders have set up but before the attackers set up, roll a D6 to find out the attacker's objective.

### D6 OBJECTIVE

- Dreg.** The attacking mob must destroy the fort gate. After all, a fort without a gate is no fort at all!
- Git-Kart.** The attacking mob must immobilise a random vehicle in the defender's mob.
- Grabba.** The attacking mob must get into the fort, nick a Scrap counter and then carry it off the board edge.
- Duff.** The attacking mob must take a random member of the defender's mob out of action.
- Krump.** The attacking mob must get into the fort, make a lot of noise and then quickly get back to their own fort before the defending mob catches them. One attacking model must spend an entire turn in the fort while he fires his gun in the air, waves and shouts.



## SCENARIO 3

- 6 **Snik.** The attacking mob must take the defender's Nob out of action.

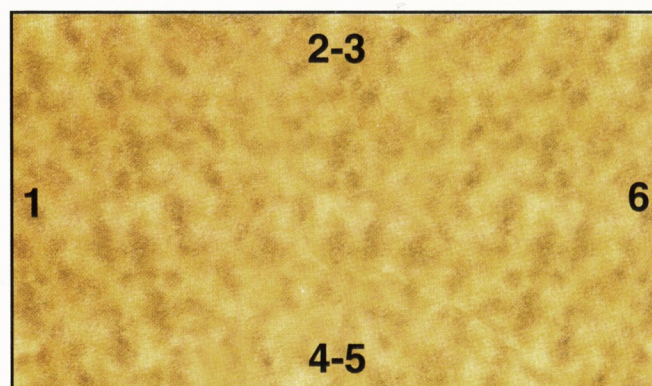
After the attacking mob has achieved their objective they must get off the board from any table edge.

## STARTIN'

The attacking mob goes first as they storm out of their hiding places.

## DEFENDER REINFORCEMENTS

Starting from the second turn, the defender rolls a D6 for each reinforcement group at the start of each turn. On the score of 1-5 the group does not turn up. On the score of a 6 the group turns up from a random table edge, see diagram below. If the attacking mob has moved its getaway car onto the board then the defender may add +1 to his reinforcement dice rolls.





**ENDIN'**

The game ends when one of the mobs fails its Bottle test. The defending mob takes Bottle tests after 50% of the mob are casualties rather than 25%. The attacking mob takes Bottle tests after the usual 25% casualties. In this scenario models that move off the board do not count as casualties.

If the attackers manage to achieve their objective and the entire mob, apart from casualties, move off the table, then the game ends immediately and the attacking mob has won.

**EXPERIENCE**

Fighters that took part in the battle earn Experience points as follows:

**+D6 Survives**

If the warrior survives the battle he earns D6 Experience points.

**+5 Per Wounding Hit**

A warrior earns 5 points for each wounding hit he inflicts on the opposing mob. Wounding downed fighters does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted.

**+1 Carrying Scrap.**

A warrior earns an extra 1 Experience point for carrying a Scrap counter at the end of the game. Scrap loaded onto vehicles doesn't earn anyone any experience.

**-D3 Da Shame of it**

If the attacking mob wins the game the defending mob leader won't walk around Mektown so proudly any more, and Gretchin will snigger behind his back. The defending mob leader deducts D3 from the mob's Experience points. This is only deducted from the experience from this battle, not from any experience earned in previous battles.

**+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 10 points.

**SCRAP**

If one mob bottles out, they must test for dropping scrap as normal. The other side automatically gets any scrap left on the table or dropped. Any Scrap counters that are carried off the board may be kept by the mob. After the game any Scrap counters held by each mob may be traded in for D6 teef each which are then added to the mob's income for the game.



Grishnak's Bikeboyz decide to teach da Wazmoshaz a lesson. Adrian Wood takes on Markus Trenkner (who has joined the White Dwarf team from our German studio) to a game of 'Get Da Gitz!'.

