



INTO DA BIG NUFFINK

2. ATTACK ON GROT TOWN

'Yup. Dem pesky Grotz is too much.'

Several Mobs have organised a Gretchin extermination hunt. After all, Grotz shouldn't be allowed their own freedom, they need a proper Ork to show them what's what. If they're not kept under control the Orks could all have revoltin' Grotz on their hands and Gork knows that they're bad enough as it is.

SPECIAL RULES

This scenario uses the *Bottlin' Out* rules.

All of the Mobs are effectively on the same side (but are free to expend their energy against each other), out to cull some 'Free' Grotz.

If a large number of players (Five or more) are taking part then it may be necessary to limit them to taking one vehicle and its driver, along with either a gunner or two other warriors.

The number of Grotz that take part is determined from the total Rating of the participating vehicles and warriors. Divide this total by 20, rounding up, which will give the number of normal Grotz. Now roll 1D6 for each Grot and consult the table below to see what weapons they are armed with:

D6 Roll

1. Kannon+Knife
2. Shoota+Knife
3. 6 Shoota+Knife
4. Slugga+Knife
5. Choppa+Knife
6. Knife

In addition to the above Grotz, there is one Boss Grot for each Mob taking part, that is

equipped with; Kannon, Slugga, Choppa, Krak and Frag Stick Bombs and wearing Heavy Armour.

Many players may not have enough of the new Gorkamorka miniatures to represent all of these Grotz, so you may need to use Warhammer 40,000 Gretchin or Warhammer Goblins. Make sure that all players are aware which miniatures are equipped with which weapons.

For a harder or easier game, just increase or decrease the number of Grotz, but get the agreement of all the players before changing the ratio of Grotz to Mob Rating (a ratio of less than 1 to 5 is not recommended).


TERRAIN

The hunt takes place at the wild, thin end of Da Skid, so lots of small pieces of terrain should be used with as many buildings and ruins as possible. Make sure that you leave enough room for the vehicles to manoeuvre. The terrain should be placed by the players in turn before it is decided who sets up on what board edge.

MOBS

Before the Mobs have set up, the Grotz are placed on the board. All Grotz are set up in cover, at least 16" from the board edges and no closer than 2" from each other. The Grotz are then placed one by one by each of the players in turn.

Each player should roll a D6, with the player with the highest score setting up first. The Mobs may be placed on any board edge, but at least 10" away from each other. All of the members of a Mob should be placed close to one another (but don't have to keep together once the game starts). Warriors must be set up inside their vehicles.



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

STARTIN'

The Grotz have the first turn, see below for how they act.

To see what order the Mobs take their turns, all Mobs must roll a D6, the Mob with the highest score has the second turn, then the other Mobs take their turns going around the table in a clockwise fashion.

GROTZ' 'N 'OW DEY ACT

Grotz will move and attack using the following rules. Use the first set of instructions that fit the individual Grot's circumstances:

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 line of sight.
4. If out of range with their gunz (or don't have gunz) they run towards the nearest warrior or vehicle, making best use of cover.
5. If none of the above fit they will randomly

move 2D6" in the direction of the scatter die, a HIT meaning that they don't move.

Note: If the Grot has run out of ammo then he will ignore instruction three.

Note: A Grot may shoot at a more distant target if it is easier to hit.

ENDIN'

The game ends when either all of the Mobs have failed their *Bottle Tests* or all of the Grotz have been taken *Out of Action*. The battle also ends if one side only has casualties left on the field.

The winner of 'The Hunt' is the Mob that took out the largest number of Grotz.

GROTZ TAKEN OUT

For each Grot taken Out of Action the Meks reward the Mob concerned with a bounty of one Toof. This is additional Income.

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 against other Mobs' Warriors

A warrior earns an extra 5 Experience points for each wounding hit that 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.

+3 Wounding Hit against Grotz

A warrior only earns an extra 3 Experience points for each wounding hit he inflicts against the Grotz (they're not a real test of Orky skill). Wounding downed Grotz does not count. Note that you only score 3 points for wounding a Grot, 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.