



BEER RUN!

I knew we shudn'a trusted dat "SHORTKUT" sign!

By **DAVID CAMMACK** (david@cammack1.plus.com)

It's thirsty work out in the desert under the burning sun of Angelis. Ork forts often run out of essential supplies such as ammo, squig juice for the trukks or, worse, fungus beer for the boyz. When a fort runs dry, the nob in charge knows there is only one thing he can do to maintain discipline (?!) send for more beer! A trukk is sent off into the desert to collect essential refreshment from Mektown.

Unfortunately, other mobs cannot be trusted to keep their hands off your beer. Out in the desert, miles from Mektown, a sneaky trap leading to a dead-end canyon hides an ambush...

Special Rules

The scenario uses the Bottlin' Out special rule and also the Fungus Beer special rule - see below.

Da Desert

The board should consist of a fairly open section of the desert with a few dunes and several rock piles/columns.

Mobs

One mob starts in roughly the middle of the board with all its warriors on board its vehicles and D3+3 beer barrels split between

the vehicles. They should be faced away from the ambushing mob having just realised the route is a dead end.

The other mob starts on one random board edge, within 12" of the table edge - they are the ambushers.

Roll off to see which mob gets to be on the beer run and which gets to be the ambushers. Whichever table edge the ambushers start from is the edge the mob with the beer barrels must attempt to leave the board by. The defenders may not attempt to leave the board by another edge.

Fungus Beer

The fiery fungus beer will fetch a pretty price back in Mektown (but only if the boyz don't drink it all first!). Add D6 teef to the ambushing mob's income for each beer barrel loaded onto a vehicle or carried by their warriors at the end of the game. The defending mob do not gain extra income from the beer - it's already theirs!

Beer barrels behave just like Scrap Counters with the following differences:

- A warrior may carry one beer barrel with no movement penalty but has -1 Initiative if attempting to board a vehicle.
- A warrior can carry or roll 2 beer barrels at a loss of half his movement and has a -2 Initiative penalty if attempting to board a vehicle.





- A warrior may load/throw his beer barrels into a vehicle that he is next to - this takes up one inch of his movement per barrel.

As for Scrap counters, if the mob bottles out they must test for dropping any beer barrels carried except:

- Any warrior still in hand-to-hand combat when bottling out will automatically drop his beer
- A warrior who left the board with beer barrels does not need to roll to see if they are dropped if his mob later bottles out.

Startin'

The ambushing mob goes first.

Endin'

The game ends once all the beer barrels have left the board or if one mob bottles out.

Experience

+D6 Survives

All warriors that survive the battle gain D6 experience points.

+5 Wounding/Penetrating Hits

Wounding hits and penetrating vehicle armour gains a warrior 5 experience points.

+5 DAT'S MY BEER!

Any wounds or armour penetrations confer twice the normal experience for the defending mob.

+1 Carrying a Beer Barrel

A warrior earns 1 experience point for carrying a beer barrel at the end of the game (barrels loaded onto vehicles do not earn anyone experience).

+10 Winning

The leader of the winning mob gains 10 experience points.

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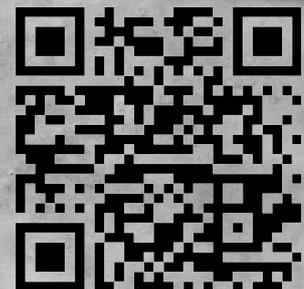
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