



DA BANDITS

A new scenario in which a Mek convoy, laden with scrap, becomes the target of a bandit attack, in a high-speed chase across da Skid.

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Out on the Skid bloodthirsty mobs will sometimes risk attacking a Meks convoy for the lovely loot they are transporting. Meks on scavenging trips often return to Mektown with their truks laden down with scrap. Of course Meks ain't dumb, and they know sneaky-gitz will try to knick their precious scrap. For this reason Meks employ mobs to guard their convoy and reward them with teef once they get back safely to Mektown.

In this scenario an unscupulous mob attempt to rob the Mek convoy in a high speed pursuit across the Skid.

SPECIAL RULES

This scenario uses the Bottling Out and Scrap Counters special rules. Also use the Da Rollin' Road special rules from the Da Chase scenario.

DA DESERT

Da Bandits takes place on the skid and the terrain should show this. Few rocks, low sand dunes etc. If terrain is moved off the bottom table edge then both players roll a D6. The player that scores the highest gets to put it back on at the top of the table.

MOBS

The mobs are seperated into the Meks guards and the ambushing mob. The mobs must consist of vehicles and warriors riding in them. The defending mob sets up on the meks vehicles (these may be trukks orr a converted large cargo carrier), there must be a least 1 member of the defending mob on each vehicle as its guard. The drivers should be designated at the start. The defenders may also bring their vehicles as escorts. The

defenders are setup 24" from one of the short table edges facing the otherway. The attackers are then placed 18" behind them facing the same way.

DA LOOT

The defending mob are guarding D3 Scrap counters per Mek vehicle. This means for example with two vehicles seperate D3 rolls would be made for each vehicle to see how much scrap it is carrying. As usual, the Scrap counts as gubbinz and if hit will fall off the vehicle, so being effected by Da Rollin' Road rules.

If the defending mob make it off the other end of the table then it has escaped. Any other edge and it is assumed to be lost in the desert and it is taken as a casualty.

STARTIN'

The attacking mob takes the first turn as it swoops in.

ENDIN'

The game ends when one side Bottles Out or all the defending mob leave the table edge.

SPECIAL RULES

All Bottle tests are taken at 50% casulties as the attacking mob is desperate to capture the loot and the defending mob have their Orky pride at stake.

It is usually unheard of for Orks to steal from Meks. As a result no Scrap may be taken by any of the attacking mob before they have beaten a member of the defending mob in



hand-to-hand combat to prove them are worthy to have the Scrap. Any Scrap knocked off can only be collected by an attacking warrior who has already been in hand-to-hand combat.

SCRAP COUNTERS

Also, since the Scrap was stolen from the Meks the attacking mob cannot sell it back to them. This means that the scrap must be sold to other Orks, who hang around the slop houses, at half price (D3 teef). This is the only way the 'hot' scrap can be passed on. The defending mob will receive 1/3 of the total value of the teef which survived the trip, rounding fractions up.

EXPERIENCE

All warriors receive the following experience awards.

+D6 Survives Any warrior who survives the battle earns D6 experience points.

+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.

+5 Wounding Hit Any warrior earns an extra 5 experience points for each wounding hit he inflicts 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.

+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.

+10 Winning The Nob of the winning mob earns 10 experience points.

+D6 Worthy of da Scrap Given to any Orks taking part in hand to hand combat over the scrap and winning. This applies to attacking and defending mobs.

POST GAME PIT-FIGHTS

As an added extra you might like to include Pit fighting for extra Teef after your games of Gorkamorka.

After a game you can challenge another mob to a round of pit fights. Each mob selects 6 members to fight. You must include your Nob (he's not going to miss a good fight) and at least 1 Yoof in the six. These are numbered 1 to 6. A D6 is rolled by each side and the result is the pair who will fight. Fight out the hand to hand combat as normal, including any injuries. The winning mob gets 5 teef off the opposite mob as the wager. Eezy money!!