

DA RAGE RACE

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Being a mad Gorkamorka fan I just had to share this cross between Demolition Derby and Formula One with you. This scenario is, to put it simply, a race down one end of the board to the other. This sounds easy enough, but when you think about how many times you fail your thrust tests, it becomes very thrilling!

After a good day's fightin' your boyz go down to da brewboyz and, naturally, get a bit plastered and, naturally, get a bit violent. So, when a rival mob blunders into the brewhouse the drunken boyz shout out a challenge to race down Da Skid. Naturally, they accept! This scenario can be played using any number of mobs (the more, the merrier!).

Special Rules

This scenario uses the Rollin' Road (page 96 of *Da Uvver Book*) and Scrap Counters special rules.

Da Desert

You can spice up the race a bit by including any amount of dangerous and inconvenient obstacles, mines, oil slicks, and other terrain features.

Mobs

Each player takes one vehicle with a

gunner, driver, and Nob and deploys the vehicle behind a pre-ordained starting line marked on the long edge of the board.



Da Bet

Each Nob shouts abuse at the other Nobs, to represent this each Nob puts in three scrap counters (don't deduct this from your teef hoard!) his boyz had found that day. The winner gets all the scrap and rolls for the value of each scrap counter as normal.

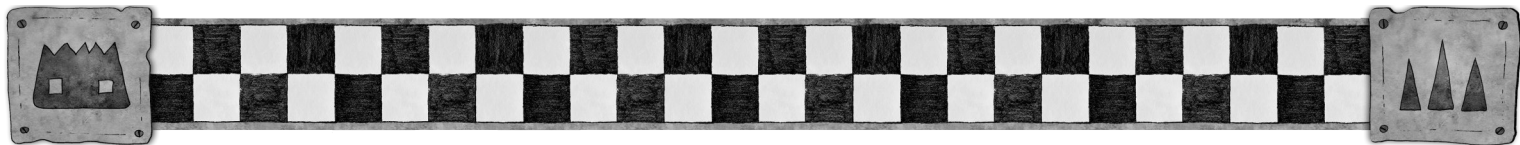
Startin'

Both players roll a D6. The player with the highest score gets the first turn.

Endin'

The game ends when the last vehicle that is able to reaches the opposite board edge. Obviously the first vehicle that makes it to





the end of the table wins (Even if the vehicle doesn't reach the finish line intentionally!)

Experience

Fighters who took part in the scenario earn experience points as follows:

+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.

+10 Winning

The leader of the winning mob gains 10 experience points

-5 Loser!

The leader/s that didn't win the race each lose 5 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*).

+20 Champ!

The driver of the winning vehicle gets 20 experience points.

+10 Still zoggin' red!

The driver of the vehicle that crosses the finish line second receives 10 experience points.

Da End

When I played this scenario with two of my friends we thought that although it's very simple, it's definitely enjoyable!

Our vehicles were skidding and spinning everywhere!!

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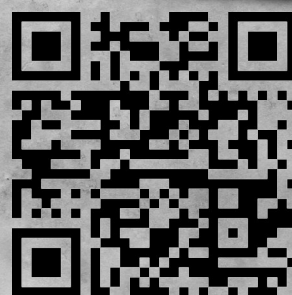
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