

GCE Scenario Book



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GCE Scenario Book

Version 1.0

Scenarios for use with GCE.

By Da GCE Kommittee

CHANGELOG

v. 1.0 – Initial version: 10 scenarios

GCE CHANGES:

- Introduction of thematic system
- Wounding hit experience options
- Heading consistency across scenarios
- Tweaks to broaden faction compatibility

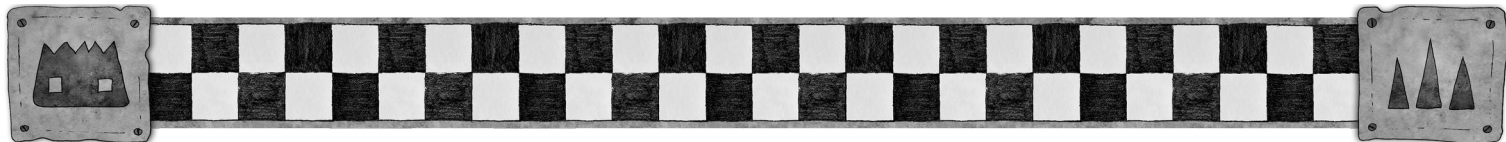
INTRODUCTION

GCE is a campaign-driven game and players usually use scenarios for games. There's nothing stopping players from setting up a Mob on either side of the table and just having a bash at each other but it's not how the game is designed to be played. Incidentally lots of campaigns start with some or all of the players running a "friendly" game like that to get a feel for the game mechanics.

The scenarios you'll find in this book are just the starting point. You may well want to invent your own or tweak things about them. They're here to give you some tools to kickstart the narratives in your campaigns, not to railroad you.

Before reading this book you should read the "Playing a Game" section of the GCE Core Rules as it covers much of the structure used for, well, playing a game. You'll need to refer to that book for various scenario special rules anyway (such as the rules for using forts) so make sure you have a copy nearby.

Lastly this book is intended to grow over time. David Cammack, the resident GCE Scenario Guru, has a spreadsheet with well over 50 scenarios that are planned for inclusion. For this version we're just aiming to get the basics done but in future versions the table of contents is going to swell mightily!



CHOOSING A SCENARIO

Scenarios exist as a tool to help players tell stories, as that's really what this game system is about. Each campaign is a collection of stories that emerge from the playing – bitter rivalries, unlikely alliances, daring raids, and so on. This scenario book is here to help those stories happen, although if you'd rather just choose your own scenarios directly then you can of course just do that. There's also a simple scenario randomiser if you don't want to pick.

If you'd like fate to decide what happens next, read on!

We've grouped scenarios by broad themes. Each is a reason why the Mobs are in conflict:

- Territory
- Dominance
- Resources
- Vengeance
- Rescue
- Miscellaneous

Territory

Control of territory is always a concern for the various factions that vie for survival in the wastes. For some it's a matter of ego – it's *their* turf and any intrusion upon it must be met with force to avoid losing face. For others it's more practical – supply lines need to come through the contested area and so it must be held. Of course there are some factions that have a somewhat more immediate approach to territory – it's *there* and they don't want to share. It's up to you to decide what the specific motives are for this particular territorial dispute.

Dominance

Reputation is a powerful currency in the wastes. The threat a given group poses is almost as important as their ability to exert their power – others will think twice about doing anything that might incur a powerful faction's wrath. Of course to be a threat a mob must work on building a reputation by exerting

their dominance in the region. Similarly a mob with a tougher reputation must continually reinforce their dominance to maintain it. A scenario of this type sees your mobs coming to blows over reputation.

Resources

Whether it's scrap, fuel, archeotek, or even infrastructure there's always something that someone wants to claim as their own. Whether a faction uses the resources isn't necessarily important – denying other factions the resource can be just as important. Some scenarios have explicit resources as their focus – others you'll need to decide for yourselves.

Vengeance

Grudges (whether real or imagined) run deep in the wastes and revenge is a dish best served loud and violent. Scenarios with this as the conflict will be more personal and it's up to players to decide which slight needs to be answered for.

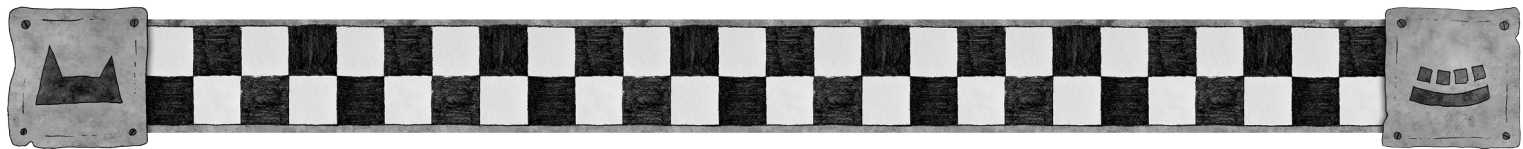
Rescue

The last two categories are a little special. The first, Rescue, is what you should use when one of your Mob's members (Warrior or Vehicle) has been captured (a type of Serious Injury/Permanent Damage – see the GCE Campaign Book for details). You'll need to play one of these as your next game if you're going to perform a rescue – in which case you don't need to roll for a scenario theme.

Miscellaneous

The second category is broader and it exists for two reasons, the first of which is a pragmatic one – most scenarios outside this book haven't been categorised yet and so don't appear in any theme table. The second is because there are a whole host of scenarios that exist for their novelty (such as the Halloween-themed scenarios!). If a scenario doesn't have a category it defaults to Miscellaneous.





Essentially if there's a scenario in the Miscellaneous category that both players want to play instead of rolling for a theme, go for it!

GENERATING A THEME

Roll on the table below to decide the theme for the next scenario. Once you've done that either randomise or choose a scenario from the relevant theme table. After you've done that it's time to have a chat with your opponent about why your mobs are facing off!

D4	RESULT
1	Territory
2	Dominance
3	Resources
4	Vengeance

For example:

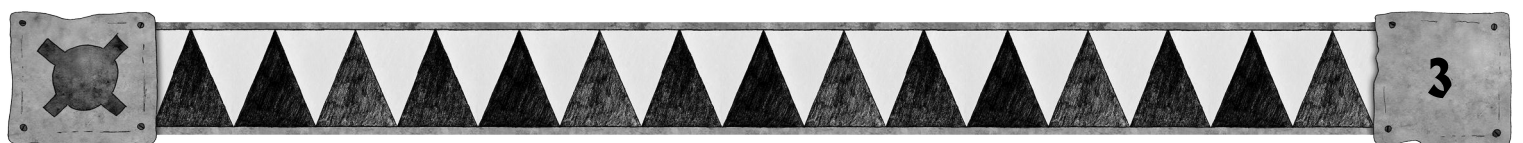
Da GutGowjaz, an Ork Morker Mob are going to play a game against The Seekers of Righteous Truth, a Mutie Mob. One of their players rolls on the Theme table and gets a 2 – Dominance. They then roll on the Dominance theme table and get Da Chase. Reading through the scenario it makes sense for the Muties to be the attackers – they're ambushing the Orks as they try to transport a haul of scrap. They've spotted the dust trails of the Ork vehicles and are closing in as fast as they can – a good chance to show the brutes that the desert isn't theirs and who knows, maybe the idiot greenskins will be transporting something the Cognoscenti will appreciate...

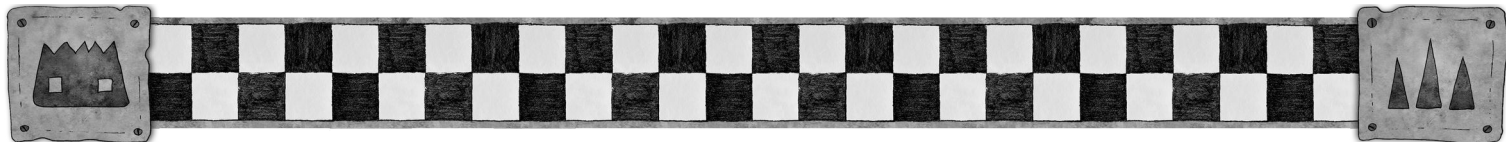
THEMATIC GROUPINGS

You'll probably need a digital randomiser as the contents of these tables are arbitrary lengths and will grow between versions (How many of us have a D5 to hand?).

D5	TERRITORY
1	2: We Woz 'Ere Furst
2	4: Da Fight
3	6: Da Siege
4	9: Convoy
5	10: Gotcha!

D9	DOMINANCE
1	1: Da Rumble
2	2: We Woz 'Ere Furst
3	3: Lootas
4	4: Da Fight
5	5: Da Chase
6	6: Da Siege
7	8: Da Trap
8	9: Convoy
9	10: Gotcha!





D7	RESOURCES
1	2: We Woz 'Ere Furst
2	3: Lootas
3	5: Da Chase
4	6: Da Siege
5	8: Da Trap
6	9: Convoy
7	10: Gotcha!

D7	VENGEANCE
1	1: Da Rumble
2	4: Da Fight
3	5: Da Chase
4	6: Da Siege
5	8: Da Trap
6	9: Convoy
7	10: Gotcha!

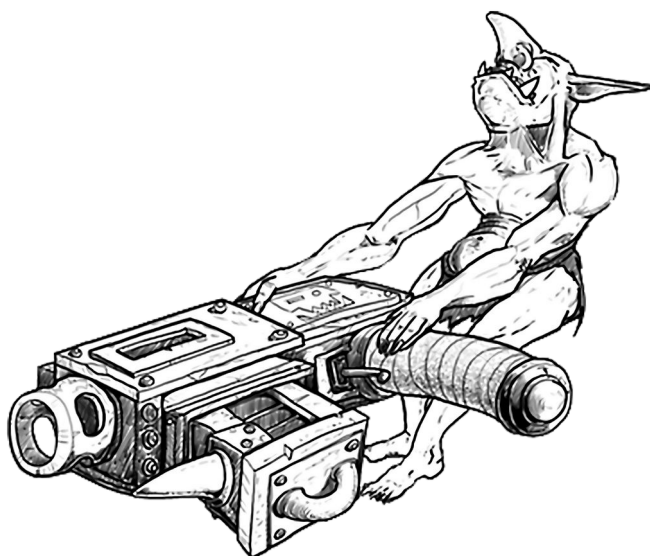
D6	RESCUE
1	3: Lootas
2	5: Da Chase
3	6: Da Siege
4	7: One of Our Ladz is Missin'
5	9: Convoy
6	10: Gotcha!

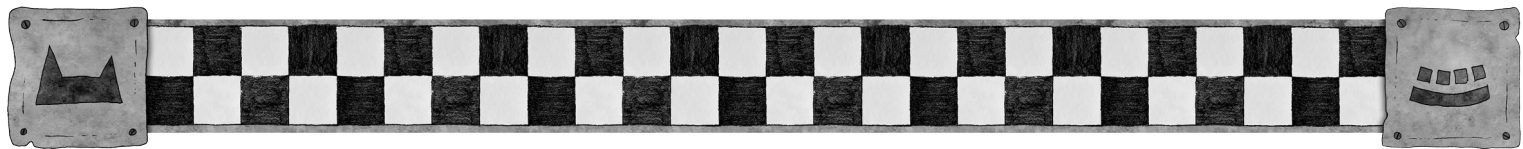
SIMPLE SCENARIO RANDOMISER

Maybe you just want to play a game and want a scenario picked at random. For that there's the following table. There's only one catch – you'll need to use a digital randomiser of some sort (dice rollers exist online – just tell 'em how many sides the dice should have). This is because this table is going to grow with each release of this book!

D9	SCENARIO
1	1: Da Rumble
2	2: We Woz 'Ere Furst
3	3: Lootas
4	4: Da Fight
5	5: Da Chase
6	6: Da Siege
7	8: Da Trap
8	9: Convoy
9	10: Gotcha!

Also the table doesn't include dedicated rescue scenarios as those aren't universally applicable (it's supposed to be simple after all!).





THE SCENARIO FORMAT

Each scenario follows a similar layout:

DESCRIPTION	Setting the scene – what’s the scenario about?
TERRAIN	Details on how the board should be configured for the game
MOBS	How the participating Mobs work (e.g. attackers and defenders)
SPECIAL RULES	Both standard and scenario-specific rules
STARTIN’	Who goes first and any mechanics relating to that
ENDIN’	Victory conditions and related rules
INCOME	Any additional income opportunities presented by the scenario
EXPERIENCE	Standard and scenario-specific opportunities for earning experience points

ATTACKERS & DEFENDERS

Scenarios often have roles for the Mobs involved as Attackers and Defenders. The assignment of these is usually based on Mob Rating. The player with the lowest Mob Rating should usually be the Attacker to provide them with a slight advantage. However it’s up to players to agree between them whether that should apply. They’re your Mobs and your story after all. If you can’t agree, roll for it!

SPECIAL RULES

All of the scenarios use special rules of one type or another (e.g. Da Rollin’ Road, Da Fort, Scrap Counters, Bottlin’ Out, etc.), generally laid out in the GCE Core

Rules. Sometimes scenarios will have modifications to those rules to tweak them in some way – the rules in the scenarios take priority over whatever is in the Core Rules/Campaign Book.

SCRAP COUNTERS

Many scenarios feature Scrap Counters. They’re objects that can be carried (see the Carrying Objects section of the GCE Core Rules for details). Mobs collect these during battles and generally trade them in for income (see the Income section of the GCE Campaign Book for income rules).

Unless otherwise stated Scrap Counters that aren’t on a Vehicle or carried by a Warrior at the end of a battle belong to no one and cannot be exchanged for Income. Grab them while you’ve got the chance!

FORTS

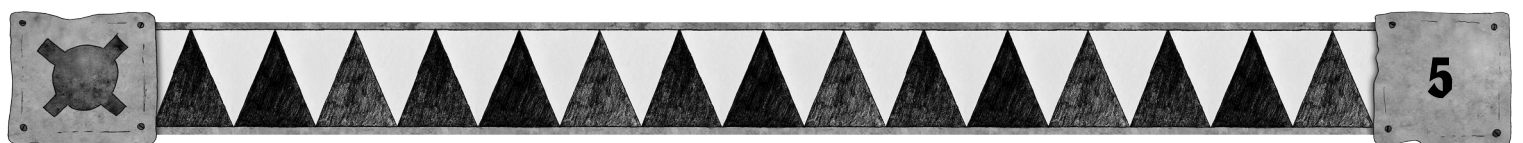
Some scenarios use a stronghold of some sort (usually in the form of an Ork fort). See the Forts section of the GCE Core Rules for details on how these bits of terrain work.

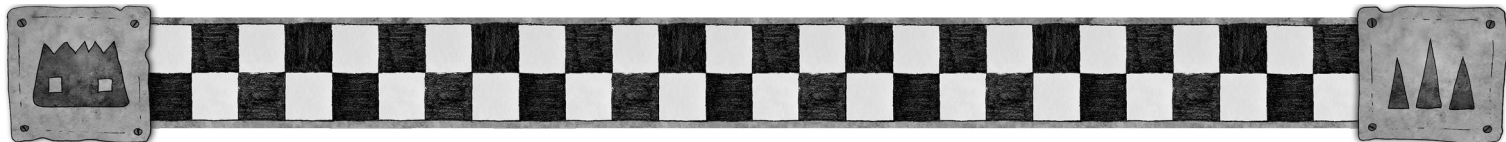
MOVING BOARDS (DA ROLLIN’ ROAD)

A few scenarios use a rather unusual mechanic where the whole board moves each turn (to simulate racing down a canyon, for example). See Da Rollin’ Road section of GCE Core Rules for how that works.

BOTTLIN’ OUT & LEAVING THE TABLE

Scenarios have varying rules about how leaving the table affects Bottlin’ Out. For more details on Bottlin’ Out see the GCE Core Rules.





EXPERIENCE POINTS

Each scenario has rules for experience points gained. Occasionally a scenario will have rules for *losing* experience points. These only apply to points gained during the scenario – it's not possible for a Warrior to finish a scenario with less experience points than they started with!

WOUNDING HITS

Scenarios almost universally include the rule “+5 for Wounding Hits”. You might not expect this but it turns out that this rule is probably the biggest source of conflict in the whole ruleset!

The issue is that it can be interpreted a number of ways and we've found that everyone we ask has their own take on what it “obviously” means. The GCE Core Rules describe the Sequential approach below but after considerable debate we've decided to include a couple of other popular options here.

The approach your group takes is a matter of personal preference as they all have their pros and cons. We're going to explain our methods here and hopefully give you enough information to choose an approach that suits your group.

Sequential

+5 Wounding Hit

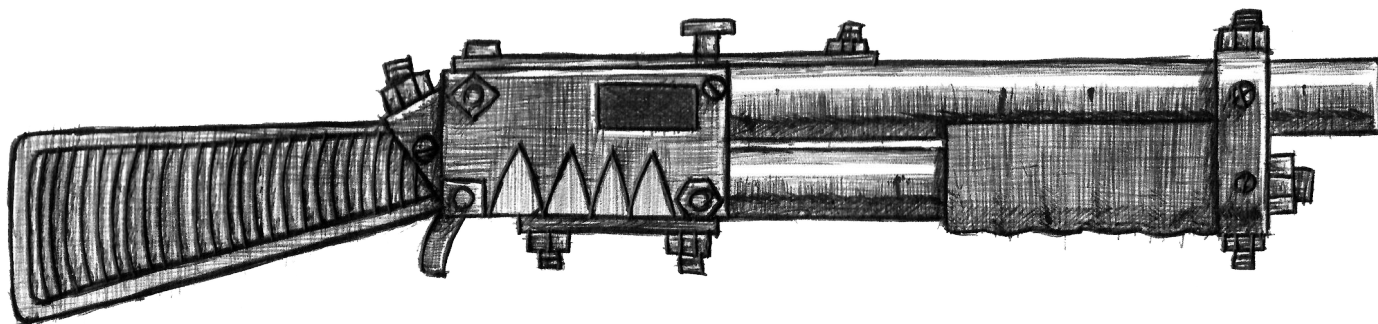
A Warrior earns 5 Experience Points for each Wound removed from the Targets profile (down to zero) and each Flesh Wound injury inflicted. The first Down or Out of Action result will earn 5 Experience Points but subsequent Wounds and Injuries to Downed Warriors does not count. Note the total number of Experience Points you can score is set by the number of Wounds and Flesh Wounds (–1 WS and BS) down to zero, regardless of the number of Wounds or Injuries actually inflicted. Rolling injury dice one after the other, rather than all at once, is best when using this method.

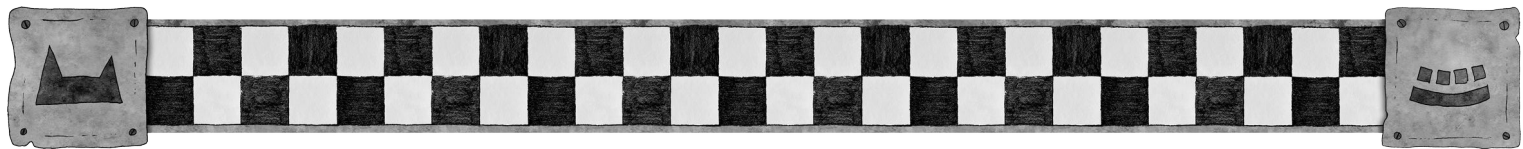
For example:

Grodkicka the Ork Nob wins a round of Hand-to-Hand against Nikkit the Grot (1 Wound) and causes 4 unsaved Wounds. The player controlling Grodkicka rolls on the Injury Table four times scoring 2, 1, 6 and 4. Treating these sequentially the 2 is a Flesh Wound, generating 5 Experience Points for Grodkicka. So is the 1, generating another 5 Experience Points. However Nikkit is now Out of Action due to losing two Flesh Wounds (WS 2, BS2), and so Grodkicka's subsequent two unsaved Wounds do not produce any further Experience Points. Note that if Grodkicka's first unsaved Wound had taken Nikkit Down this would produce 5 Experience Points, but all further Wounds would not count for Experience Points as Nikkit would count as Down from that point on. It's da luck of da draw!

+5 Penetrating Hit

A Warrior earns 5 Experience Points for each Damage roll inflicted. The first Immobilised result will earn 5 Experience Points but subsequent Immobilised results do not count.





Batch

+5 Wounding Damage

A Warrior earns 5 Experience Points for each Damage inflicted on a Target (friend or foe), regardless of the number of Wounds the Target has or Injuries resulting from those Wounds. N.B. this also includes weapons that do multiple points of Damage.

For example:

Badshag the gunner fires a Rokkit Launcher. He hits Grodkicka the Ork Nob (2 Wounds), Wounds him and Grodkicka does not have a Saving Throw. The Rokkit Launcher causes D6 Damage, and Badshag rolls a 4. This takes Grodkicka down to 0 Wounds and forces him to roll three times on the Injury Table. Regardless of the outcome of these rolls, Badshag gets $4 \times 5 = 20$ Experience Points for his excellent shot... dat's a lot of experience!

+5 Penetrating Damage

A Warrior earns 5 Experience Points for each Damage inflicted on a Target (friend or foe). Note this also includes weapons that do multiple points of Damage.

Bounties

+5 Wounding Target

A Warrior earns 5 Experience Points for each Wound they remove from a Warrior's profile (down to zero). Note that this is regardless of the number of Hits or Damage inflicted. If the Warrior goes Out of Action you score a Bounty equal to that Warrior's total Cost plus their Experience divided by 10 (rounding to the nearest 10). Wounding or taking a Warrior, which was already Down, Out of Action does not count.

$\text{Bounty} = \text{Total Cost} + (\text{Experience} / 10)$

Note: Targets without Experience or Cost values use the opponent's total Mob Rating divided by 10 (then rounding to the nearest 10). If not applicable, decide a suitable value with your opponent.

+5 Penetrating Target

A Warrior earns 5 Experience Points for Penetrating a Vehicle's Armour (unsaved). Note this is regardless of the number of Hits or Damage inflicted. If however, the Vehicle becomes Wrecked you score a Bounty equal to that Vehicle's total Cost.

Note: Targets without a Cost value use the opponents Mob Rating instead divided by 10 (rounding to the nearest 10).

PROS & CONS

Those are currently the popular ways of handling Experience Points for Wounding Hits but you may well want to come up with your own way of doing things for your campaign. That's okay too! As long as the method used is consistent between all players in the campaign no one should have an unfair advantage.

	PROS	CONS
SEQUENTIAL	Easy to explain with balanced Experience Point payout.	Somewhat complex and slow at times.
BATCH	Fast and very simple	Can quickly allow Experience Point earning to get out of hand.
BOUNTIES	Fluffier	Fairly complex and edge cases require a bit more work. As above – excessive Experience Points can happen.





Scenarios

1: Da Rumble.....9

2: We Wuz ‘Ere Furst.....11

3: Lootas.....13

4: Da Fight.....15

5: Da Chase.....17

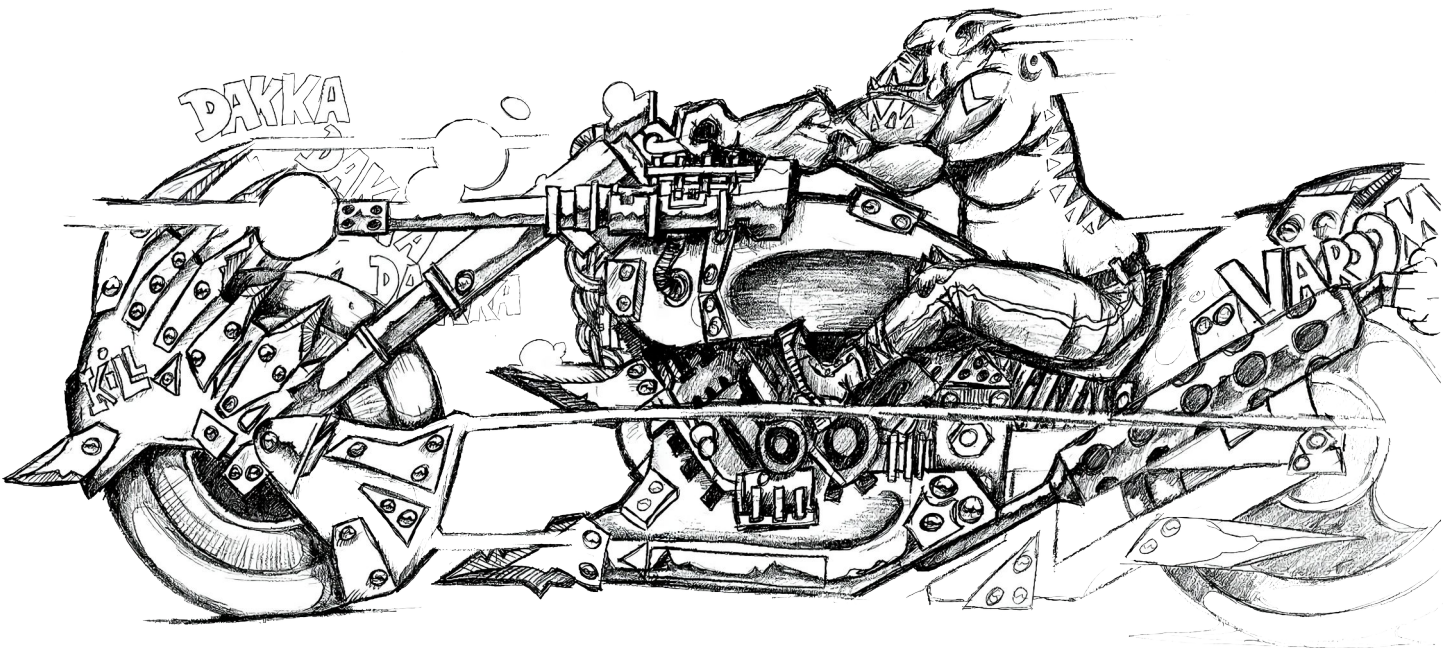
6: Da Siege.....19

7: One of our Lads is Missin’.....21

8: Da Trap!.....24

9: Da Convoy.....27

10: Gotcha!.....30



I: Da Rumble

Scores need to be settled, grudges perpetuated, and swagger swaggered. Sometimes vehicles from several mobs will converge on the same spot, all spoiling for a fight, and often without the knowledge of their leaders! A seething cauldron of rage and machismo, fuelled by intoxicants and ego. It's about as brutal as it gets!

TERRAIN

Only place a small amount of terrain. This is a fairly clear area: perfect for a big fight!

MOBS

While most scenarios only feature 2 Mobs, you can have any number of Mobs participate in this big fight. Vehicles are a requirement – factions that don't use Vehicles can't take part in this scenario.

Each Mob can only bring 1 Vehicle; that Vehicle will only be crewed by its Driver and Gunner. If it has no Fixed Weapon, then 2 Warriors from the Mob may attend instead. They will start onboard the Vehicle. No other Vehicles or Warriors from that Mob may participate.

Players roll a D6 each to determine priority of deployment. The highest rolling player starts, then the others follow, in descending order of score. Each player deploys their Vehicle: up to 12" away from a table edge and no closer than 12" to any other Vehicle.

SPECIAL RULES

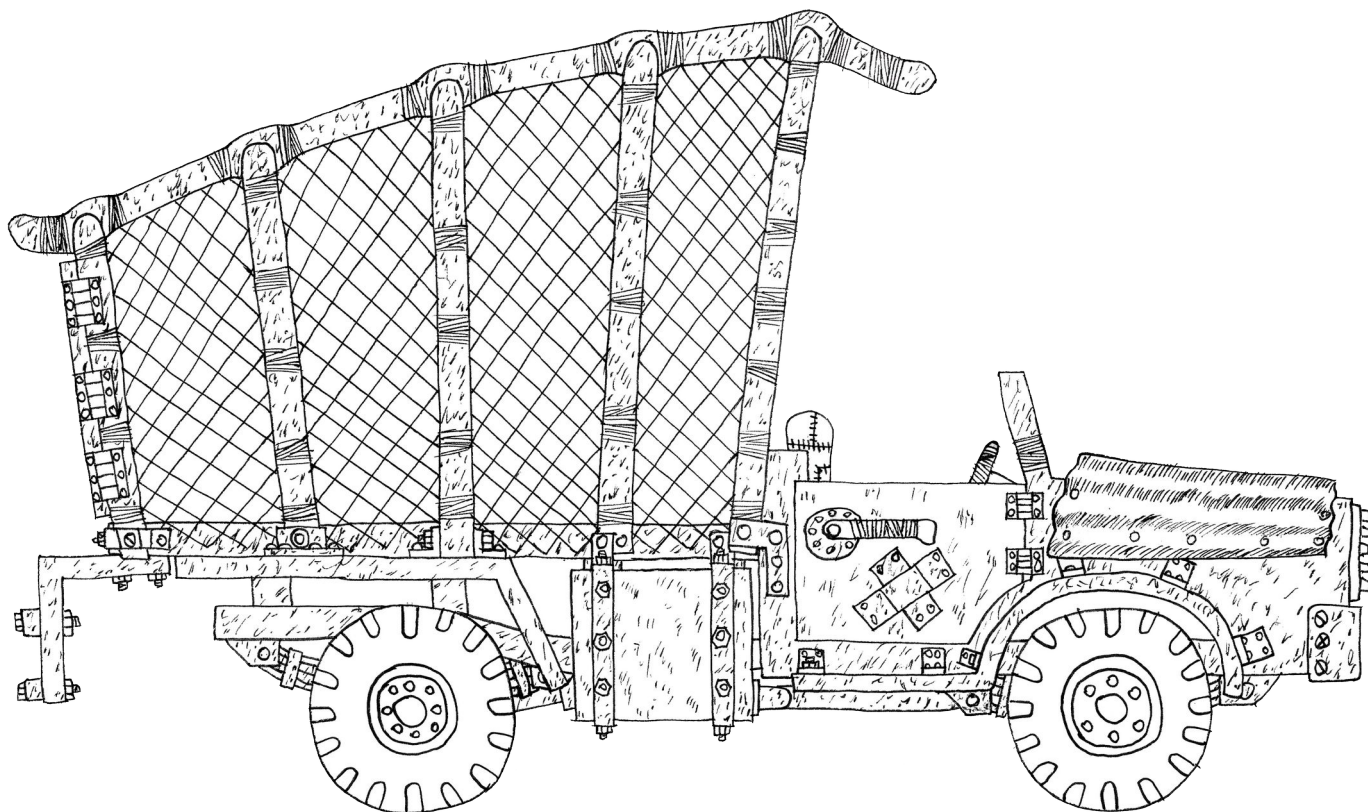
This scenario *does not* use the Bottlin' Out rules – no Mob may Bottle Out (too much pride is at stake here!).

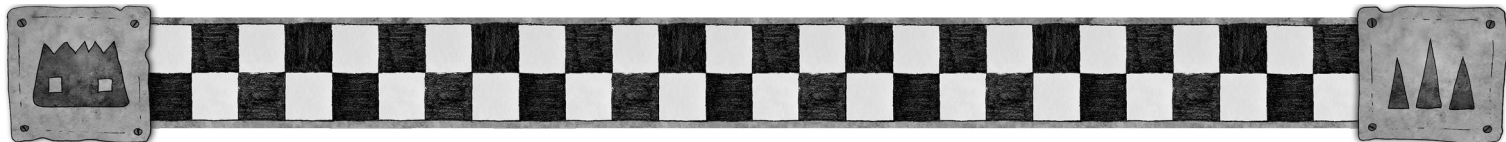
It also has the following special rules:

THE REVVIN' & SHOUTIN' ROLL

Tempers boil over, vehicles' engines rev, and the rest of the mob bellows uproariously.

Each player rolls D6 and adds the total of all the Orks or humans in their mob – the one with the highest





total is the mob making the most racket (weedy creatures like Grots don't count!).

HAND-TO-HAND COMBAT

If more than two Mobs take part in Da Rumble, then you need to determine how they fight in the combat phase. To avoid complete confusion, only the following fight: when it is your turn your Warriors fight and also any Warriors who they are fighting get to fight, and so on for the other Mobs' turns.

STARTIN'

Whichever Mob wins the Revvin' & Shoutin' Roll goes first. The other Mobs follow in descending order of priority, re-rolling any tied results.

ENDIN'

There's no Bottlin' Out allowed. The game ends when only one Mob has Warriors who are not all Out of Action or Down or Vehicles that are not Immobilised or Wrecked. The last Mob standing is the winner.

INCOME

The usual rules on income apply.

EXPERIENCE

Each Warrior who participated in the scenario receives Experience points as below:

- **+1 Noisy boyz!** The participating Warriors from the Mob that made the most racket at the start, each earn 1 point of experience.
- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario
- **+5** for Wounding hit on a Warrior.
- **+5** for Penetrating hit on a Vehicle.
- **+10** for the winning Mob's Leader.
- *In addition, the rules for earning extra Experience points for fighting more experienced Mobs still apply.*

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2: We Wuz 'Ere Furst

Mobs are constantly roaming the wastes on the hunt for scrap and laying claim to whatever they can find. Whether the scrap has already got an owner is a matter for discussion – by which we of course mean bitter conflict...

TERRAIN

Terrain should be deployed to both players' satisfaction – there's no specific setup for this scenario. Players should then share in placing D3+3 Scrap Counters on the battlefield, wherever they choose.

MOBS

Each player rolls a D6 and the winner selects one table edge to set up their whole mob near – deploying them up to 8" from the edge. The other mob is set up on the table edge opposite, again, within 8" of the edge.

SPECIAL RULES

Use the Scrap Counters and Bottlin' Out rules – see the GCE Core Rules for both.

It also has the following special rules:

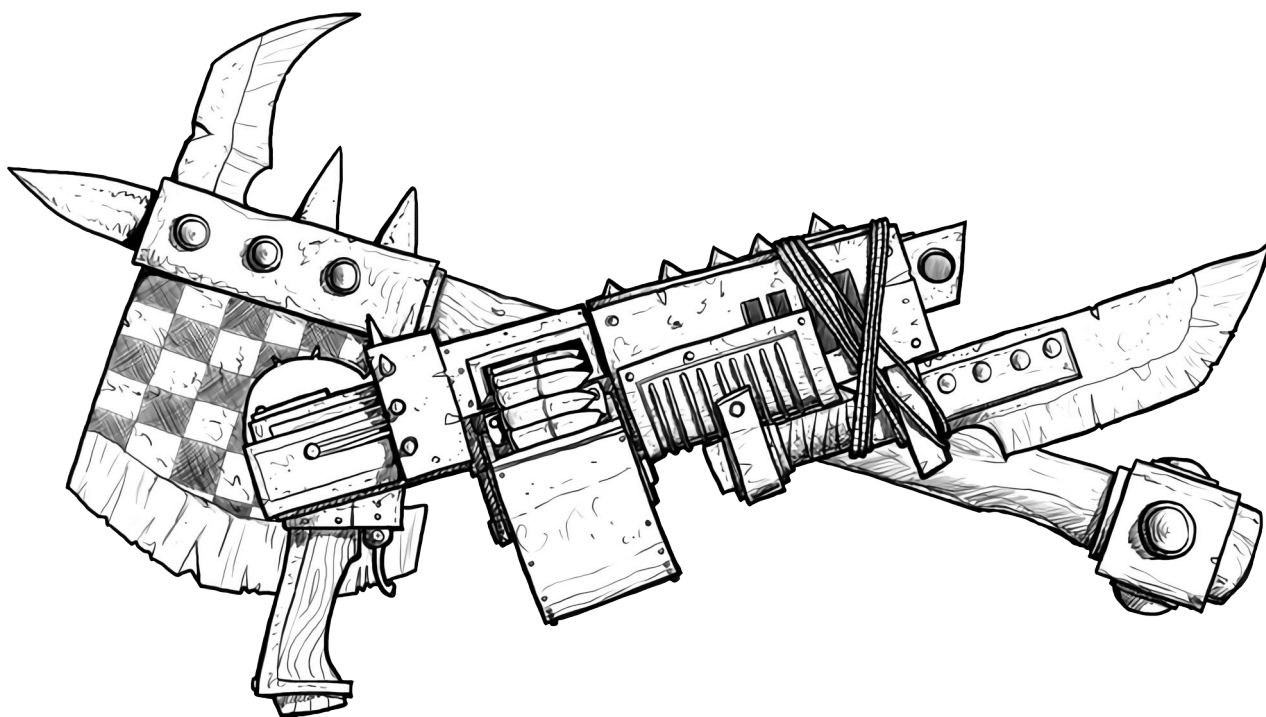
YO MAMMA WAS A FUNGUS

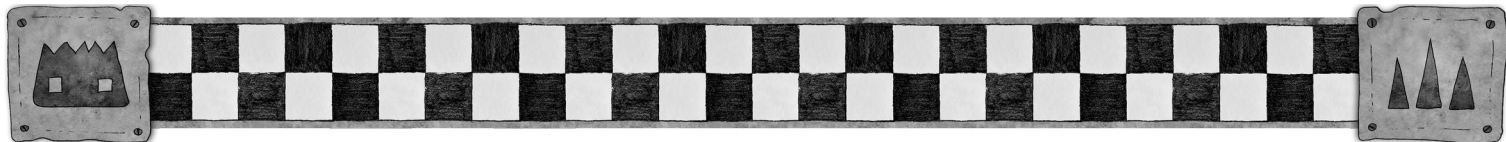
Once during this battle each Leader can challenge the other to a fight: a boss-battle! To do so they shout a series of insults to the other, attempting to bait them into a fight.

However the other Leader gets to decide whether to accept the boss-battle or not!

If they won't fight, then they lose some respect – see the Experience section of this scenario.

If a boss-battle is accepted, then from then on, until they meet in close combat, each Leader can only shoot at the other Leader or any Vehicle they are on. If other Warriors attack them in close combat in the meantime, then they may resolve that as per the normal rules.





STARTIN'

Each player rolls a D6 and the winner goes first.

ENDIN'

As soon as one Mob Bottles Out, the game ends and the other is the winner.

Any Warrior who leaves the table voluntarily (for example with a Scrap Counter) is not treated as a casualty.

Otherwise the game ends when, at the end of a turn, there is only 1 Mob that has Warriors who are not Down and/or Vehicles that are not Immobilised or Wrecked – that Mob then wins (N.b. the loser is not treated as having Bottled Out).

INCOME

Warriors in a Mob that Bottles Out might drop their Scrap Counters – test as usual (see GCE core rules). The winning mob receives any Scrap Counters the other Mob dropped or that have been left on the board when the losers Bottled Out. Each Scrap Counter gained must be swapped for D6 teef, which you add to the income of the mob.

EXPERIENCE

Each Warrior who participated in the scenario receives experience points as below:

- **-D6 Refusing a Boss-Battle.** Any Leader who declines a boss-battle loses up to D6 experience points from the points they gain from this battle. This will not reduce their experience below the value the Leader started the battle with.
- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario.
- **+1** for any Warrior carrying a Scrap Counter at the end of the game (Scrap loaded onto a Vehicle doesn't count.).
- **+5** for wounding hit on a Warrior.
- **+5** for penetrating hit on a Vehicle.
- **+10** for the winning Mob's Leader.
- *In addition, the rules for earning extra Experience points for fighting more experienced mobs still apply.*

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3: Looftas

When a Mob finds a promising scrap deposit in the wastes they'll often send out an advance party to defend it while the rest of them gather the gear needed to extract it. Hopefully no-one has spotted the advance party's dust trail and followed them...

TERRAIN

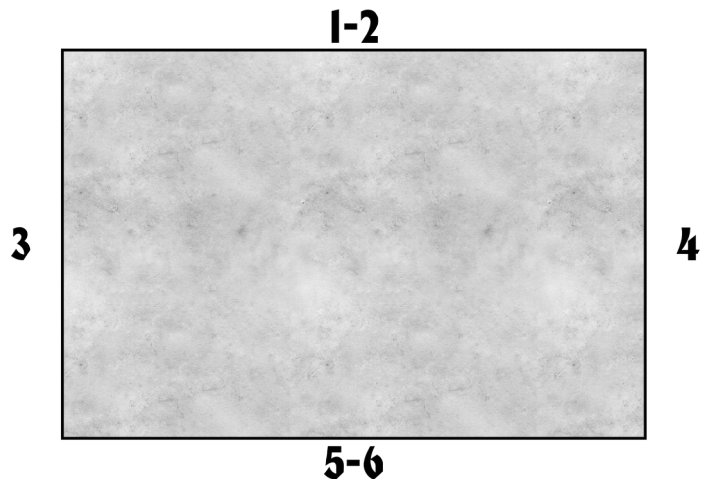
Terrain should be deployed to both players' satisfaction – there are no specific stipulations for this scenario. Then D3+3 Scrap Counters are placed by the Defender within a 12" square centred on the middle of the table.

MOBS

The Attacker picks a board edge but does not deploy (yet). Then the defending Mob chooses and deploys 1 Vehicle and D3+3 Warriors in the same zone in which the Scrap Counters were placed.

The rest of the Defender's Vehicles are loaded up with Warriors and will join the game as reinforcements. The Defender can split their Mob however they choose – but they must all be Vehicle-mounted to be able to arrive as reinforcements. Any Warriors that can't find space on a Vehicle will not join the battle.

From the start of the Defender's second turn, reinforcements may arrive. Roll a D6 for each of the Defender's Vehicles that have yet to arrive. On a roll of 4+ the Vehicle has arrived on the board – it arrives on a random board edge as per the figure below (D6):



Once the Defender's starting Mob is deployed the attacking Mob can then deploy on the board edge they selected. Similarly they must start with all their Warriors onboard Vehicles. If there are not enough attacking Vehicles to carry Warriors then the excess Warriors will not join the battle.

SPECIAL RULES

Use the Scrap Counters and Bottlin' Out rules – see the GCE Core Rules for both.

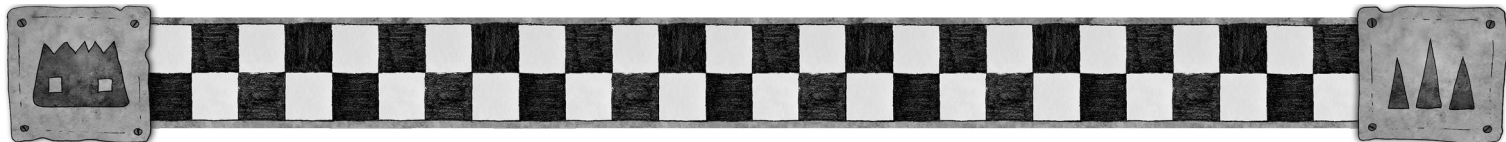
In this scenario any Warrior who leaves the table voluntarily (for example with a Scrap Counter) is not treated as a casualty.

It also has the following special rules:

UNDER PRESSURE

The defending Mob's engines have been shut down for a while and will take time to come up to operating pressure. Initially the Defender's Vehicles can only operate on thrusters. From the second turn roll a D6 at the start of the turn for each of the Defender's Vehicles and add the number of the turn: if you get a 7 or higher then that Vehicle's gas engines have come up to pressure – that Vehicle can move as normal thereafter. Otherwise, a Vehicle will continue on Thrusters only and roll again next turn.





STARTIN'

The Defenders have been busy gathering up the scrap when they hear engines approaching and see the dust trail. They have the first turn. As they load up their scrap, they hope the rest of their Mob will come rescue them ... and quickly.

ENDIN'

In this scenario Bottling Out *only* occurs due to a failed Bottle Test. The usual automatic Bottling Out rules do not apply; when a Mob only has Warriors that are Down and Vehicles that are Immobilised/Wrecked left on the board the game will still end, but it will not count as an automatic victory for the other Mob.

A failed Bottle Test makes the other Mob the victor but otherwise it comes down to which Mob snatched the majority of the Scrap Counters!

E.g. Da GutGowjaz attack and grab four Scrap Counters. One of their boyz, Baz, ends up Down and the rest of the Mob drives off the board with the loot. This would mean that Da GutGowjaz only have Down Warriors on the board. The game ends but they did not fail a Bottle Test and so win by snatching the majority of the six Scrap Counters.

It is a draw if both Mobs have the same amount of Scrap Counters at the end – if so, then no Leader gains the extra 10 points of Experience for the win.

SCRAP COUNTERS AT THE END

The winning Mob receives any scrap the other Mob dropped or that had been left on the board. If the game ends with only one Mob on the board, then that Mob gains any scrap left on the board.

INCOME

Each Scrap Counter gained must be swapped for D6 teef, which you add to the income of the Mob.

EXPERIENCE

Each Warrior who participated in the scenario receives experience points as below:

- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario.
- **+1** for any Warrior carrying a Scrap Counter at the end of the game. (Scrap loaded onto a Vehicle doesn't count.)
- **+5** for wounding hit on a Warrior.
- **+5** for penetrating hit on a Vehicle.
- **+10** for the winning Mob's Leader.
- *In addition, the rules for earning extra Experience points for fighting more experienced Mobs still apply.*

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4: Da Fight

Bitter enmity often breaks out between mobs, sometimes just about who is the toughest. The only sensible way to settle this is with a fight, obviously. They face off against each other and try to intimidate the other mob with noise before diving headlong into combat ... but who will prove that they are the toughest?

TERRAIN

Keep terrain to a minimum – this is a fairly sparse area.

MOBS

Field your entire mobs. All warriors are mounted on vehicles initially.

Roll a D6 for each mob – the winner selects a table edge to deploy from and sets up within 12" of the edge. The other mob is deployed similarly on the opposite edge.



SPECIAL RULES

Use the Bottlin' Out rules, but taken from 50% casualties – see the GCE Core Rules.

It also has the following special rules:

THE REVVIN' & SHOUTIN' ROLL

Tempers boil over, vehicles' engines rev, and the rest of the mob bellows uproariously.

Each player rolls D6 and adds the total of all the Orks or humans in their mob – the one with the highest total is the mob making the most racket (weedy creatures like Grots don't count!).

GORKAMORKA'S WATCHING!

While honour is a strange concept to Orks, there are times when they sense that Gork (or Mork) is watching. This means a propa' fight must be conducted in a certain manner:

Rule 1: Make a huge racket before starting the fight (covered above).

Rule 2: No Warrior may shoot until either:

(a) the Vehicle they are on has Rammed or been Rammed, or

(b) they are involved in a Boarding action. Being involved means either Boarding an enemy Vehicle themselves (from foot or a Vehicle) or being on board a Vehicle while at least one of the Warriors on it attempts to Board an enemy Vehicle.

After the Ram or Boarding attempt, the Vehicles *on each side* that were involved in that action (i.e. making or receiving the Ram/Boarding action) and any Warriors on board during the Ram or Boarding may then act as normal (relatively speaking!).

There are exceptions to this: snivelling little critters like Grots take no notice of honour and therefore act as normal right from the start! Also note that some factions may have very different views on what counts as 'honourable', so agree with your opponent before the game on who is bound by these rules. For example Muties are unlikely to hold back for fear of offending their victims' sense of honour!

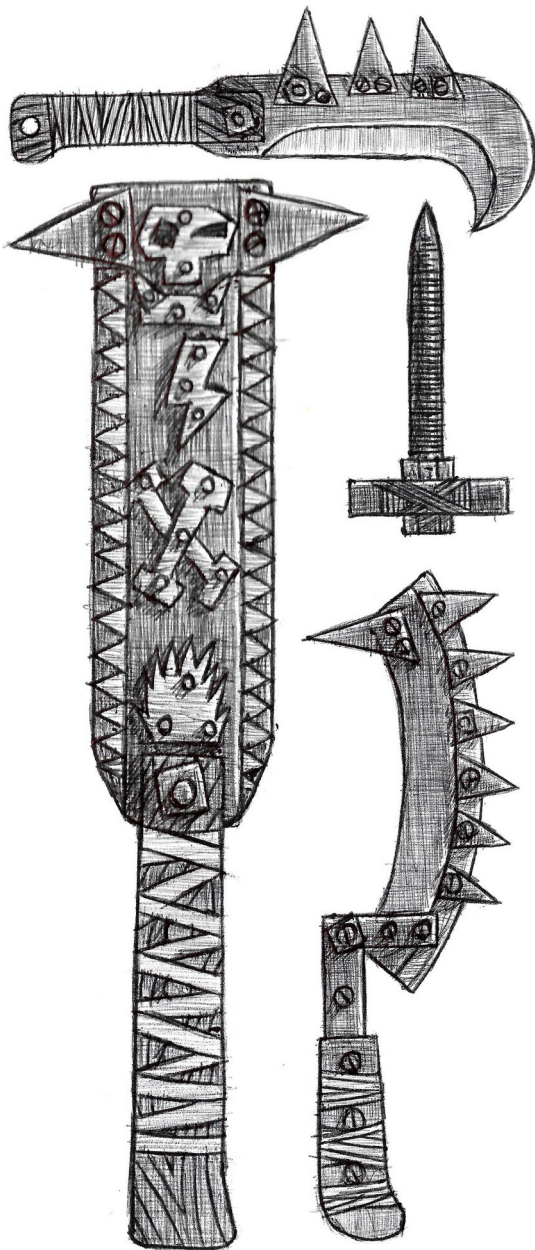
STARTIN'

Whichever Mob wins the Revvin' & Shoutin' Roll goes first.

ENDIN'

The game ends when one Mob Bottles Out (including voluntarily).

As noted above, for this game a Bottlin' Out test must be made each turn for a Mob that suffers 50% casualties (instead of the normal 25%).



INCOME

The usual rules on income apply.

EXPERIENCE

Each warrior who participated in the scenario receives experience points as below:

- **+1 Noisy boyz!** The participating Warriors from the Mob that made the most racket at the start, each earn 1 point of experience.
- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario.
- **+5** for a Wounding hit on an enemy.
- **+5** for a Penetrating hit on an enemy vehicle.
- **+10** for the winning Mob's Leader.
- **Bonus Experience:** Every participating Warrior in a Mob who beats a Mob with a higher Mob Rating will earn 2 bonus Experience points or, if they lost, 1 bonus Experience point (*This is In addition to the normal extra Experience points for fighting more experienced Mobs.*).

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5: Da Chase

While some slave away in the brutal heat of the sun, roaming the wastes for scrap or working in their mine, others, who are more cunning, just want to steal their scrap. The best time to do that is when the Mob is transporting their scrap to Mektown to sell it to the Meks. The chase is on...

TERRAIN

This game uses a moving board. The terrain used should be sparse – just some rocks, rock spires, dunes, and low hills.

MOBS

Each Mob is deployed in full and all Warriors must start onboard Vehicles.

The Defenders start 24" from the leading table edge, all pointing towards that table edge. The Attackers are deployed 18" behind the nearest Defender, pointing in the same direction.

SPECIAL RULES

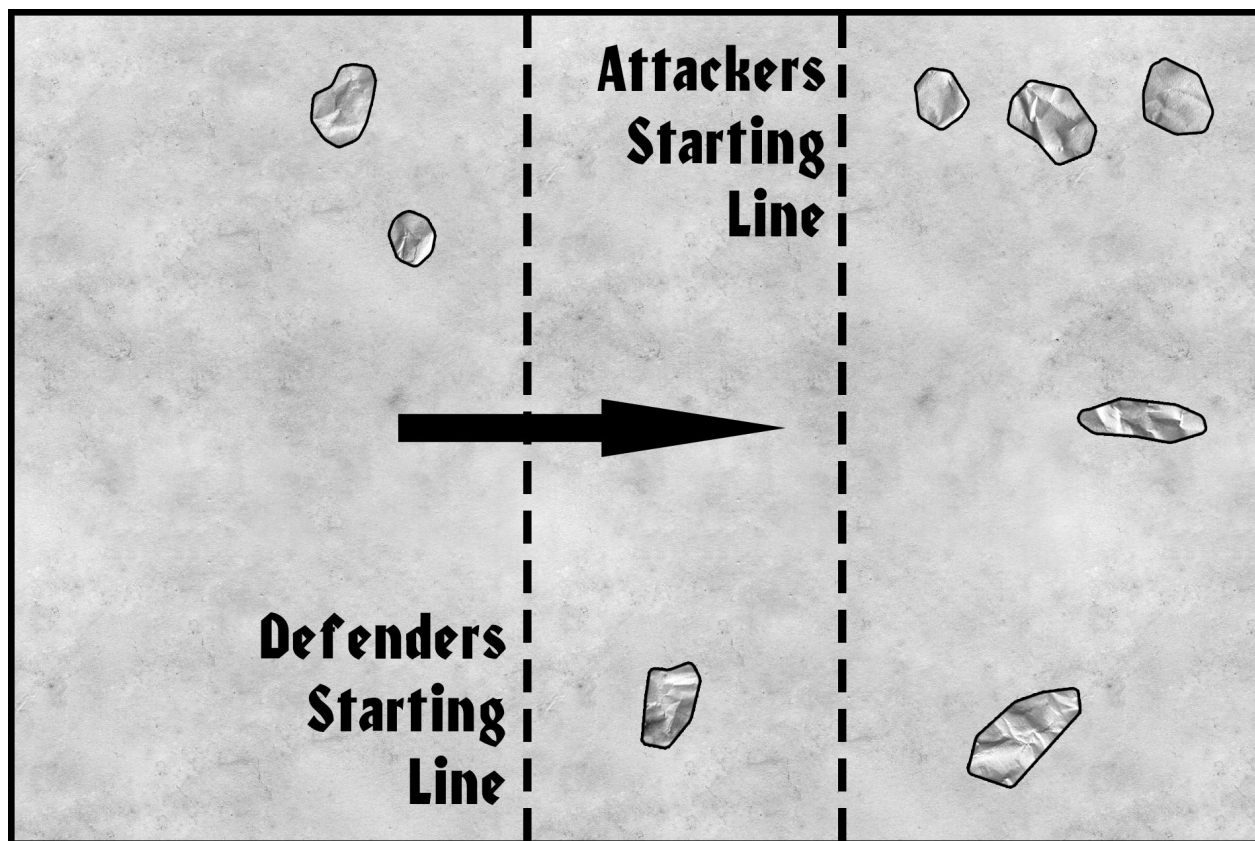
Use Da Rollin' Road rules for the moving board and Bottlin' Out special rules – see the GCE Core Rules for both.

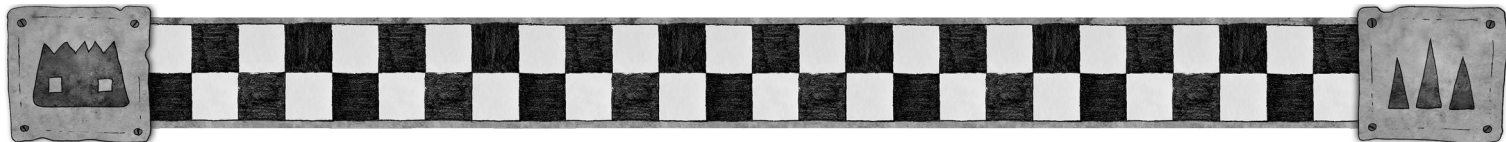
Any Vehicle or Warrior who leaves the table by the leading edge (for example driving off with a Scrap Counter) is not treated as a casualty. Any Warrior or Vehicle that moves off the other edges *is* treated as a casualty for the purpose of bottle tests.

It also has the following special rules:

DA LOOT

Load each of the Defender's big Vehicles with D3+1 Scrap Counters, small Vehicles carry 1 Scrap Counter.





STARTIN'

The attacking Mob gets the first turn.

ENDIN'

The overall objective is to zoom off the leading edge of the board with the majority of the Scrap Counters.

The game ends when the Defender has no more Vehicles on the board, or if one of the Mobs Bottles Out. Once the game has ended the victor is whichever Mob has the most Scrap Counters.

SCRAP COUNTERS AT THE END

If the game ends because the defending Mob Bottled Out, any of the Defender's Vehicles that had previously left the board by the leading edge do not need to test to see if they lose their Scrap Counters. Other Warriors or Vehicles in a Mob that Bottles Out might drop their Scrap Counters – test as usual (see GCE Core Rules).

The winning Mob receives any scrap the other Mob dropped or that had been left on the board. If the game ends with only one Mob on the board, then that Mob gains any scrap left on the board.

INCOME

The usual rules on income apply. Each Scrap Counter gained must be swapped for D6 teef, which you add to the income of the Mob.

EXPERIENCE

Each Warrior who participated in the scenario receives experience points as below:

- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario.
- **+D3 Speed Freeks.** The Drivers of the Mob that won get an extra D3 Experience points each.
- **+5** for a Wounding hit on an enemy.
- **+5** for a Penetrating hit on an enemy Vehicle.
- **+10** for the winning Mob's Leader.
- *In addition, the rules for earning extra Experience points for fighting more experienced Mobs still apply.*

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6: Da Siege

Most factions have a base of operations – many construct fortified structures to shelter themselves from the elements – and those who'd steal from them. Usually inside there'll be accommodation, supplies, and loot. The best time to try to crack one of these fortifications is when the occupants are out so Mobs will keep a close eye and strike when the time is right.

TERRAIN

Place a fort model in the middle of the table. Add a few other bits of terrain around it if you want to but keep it fairly sparse. The Defending Mob starts with D3+3 Scrap Counters, which they place inside the fort.

MOBS

The Defending Mob starts with D3+3 defenders inside the fort. They can be Warriors or Vehicles but whilst a Vehicle counts as one member the Driver and Gunner are counted separately.

The remainder of the Defender's Vehicles are loaded up with the remainder of the Warriors – each Vehicle is a separate group for the purposes of the *Reserves* rules below (If the Defender has any Warriors who cannot fit onto their remaining Vehicles, then those Warriors will not participate in this battle.).

Once the fort's Defenders are in place the Attacking Mob deploys wherever they want – but at least 18" from the fort. The Attackers may use their entire Mob.

SPECIAL RULES

Use the Forts, Scrap Counters, and Bottlin' Out rules – see the GCE Core Rules.

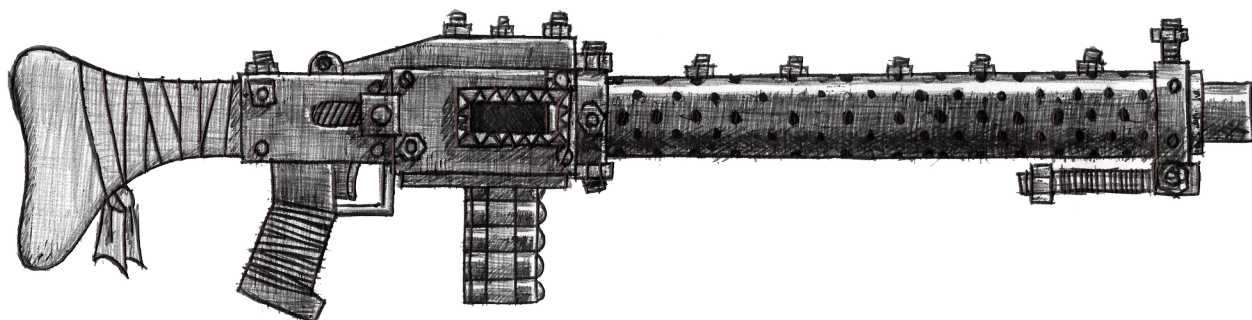
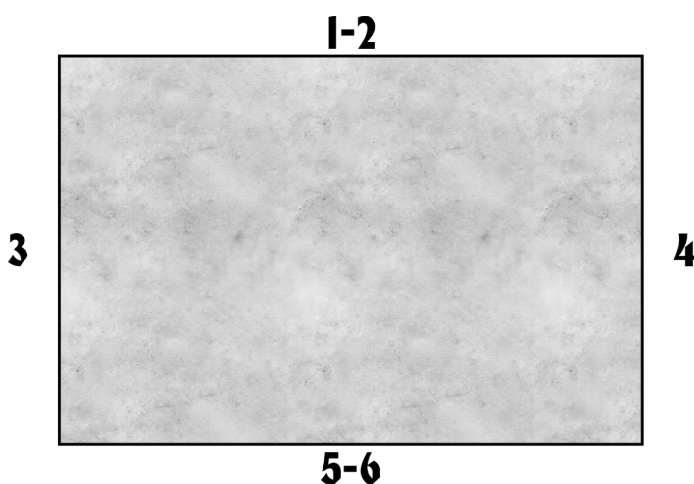
This scenario uses slightly modified Bottlin' Out rules for the Defenders (the Attackers take tests at 25% casualties, as normal).

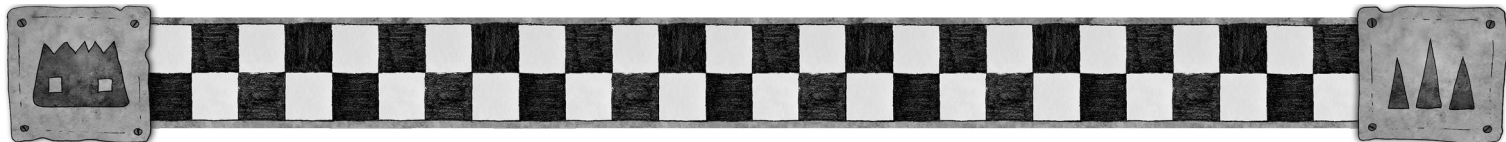
Defenders only start to take Bottle Tests after both (a) at least 1 group of reserves has been deployed and (b) 50% of the Mob are casualties.

It also has the following special rules:

RESERVES

From the start of the Defender's second turn, reinforcements may arrive. Roll a D6 for each of the Defender's reserve groups. On a roll of 4+ the group has arrived on the board – it arrives on a random board edge as per the figure below (D6):





STARTIN'

The Attacking Mob goes first.

ENDIN'

If either Mob Bottles Out, then the game ends and the other Mob has won.

Any Attackers that move off the table with Scrap Counters are not treated as casualties.

Alternatively, the game will be over if the Attacking Mob has only Down Warriors or Wrecked/Immobilised Vehicles on the table. If the battle ends due to this, then the Mob with the most Scrap Counters is the winner.

SCRAP COUNTERS AT THE END

The winning Mob receives any scrap the other Mob dropped or that had been left on the board. If the game ends with only one Mob on the board, then that Mob gains any scrap left on the board.

INCOME

The usual rules on income apply. Each Scrap counter gained must be swapped for D6 teef, which you add to the income of the Mob.

If the Defending Mob Bottled Out, the Attackers can ransack the fort and loot an additional 2D6 teef worth of income from it.

EXPERIENCE

Each Warrior who participated in the scenario receives experience points as below:

- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario.
- **+1** for any Warrior carrying a valuable cumbersome object at the end of the game, e.g. Scrap Counters (Objects loaded onto a Vehicle don't count.).
- **+5** for a Wounding hit on an enemy.
- **+5** for a Penetrating hit on an enemy Vehicle.
- **+10** for the winning Mob's Leader.
- **+D6 In Furst!** The Attacking Warrior who is first to get into the fort gains D6 extra Experience points.
- **-D3 Losin' Credibility.** If the Attackers win, then the Defending Mob's Leader deducts D3 from the Experience points *earned in this battle*. This will not take their Experience Points below the level at which it started the battle. Their street cred has taken a beating!
- *In addition, the rules for earning extra Experience points for fighting more experienced Mobs still apply.*

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7: One Of Our Lads Is Missin'

If you get a result of “*Captured*” on the Serious Injury table you can make a rescue attempt. This scenario is for captives being held by factions that have a fort (or equivalent). The best time to attempt the rescue is when the other mob is out looking for scrap. Thus the scene is set...

TERRAIN

Place a fort model in the middle of the table. Add a few other bits of terrain around it if you want to but the terrain should be fairly sparse.

MOBS

The Defenders are the Mob who have taken a Warrior or Vehicle captive.

The Attackers are the Mob the Warrior or Vehicle belongs to.

The Defending mob starts with D3 Warriors inside the fort.

The Defender's Vehicles are loaded up with the remainder of the Warriors – each Vehicle is a separate group for the purposes of the *Reserves* rules below (If the Defender has any Warriors who cannot fit onto their remaining Vehicles, then those Warriors will not participate in this battle.).

The Warriors on foot from the Attacking Mob are deployed at least 12" from the fort (That's as close as they can creep without alerting the Defenders in the fort).

The Attacker's Vehicles are deployed later – see the “*Attacker's Vehicles*” rule below (Vehicles are too noisy to sneak up).

The Defender places the captive in the fort – effectively tied to a post or in a jail to stop them running off if they're a Warrior, or just parked up if it is a Vehicle.

SPECIAL RULES

Use the Forts, and Bottlin' Out rules – see the GCE Core Rules for both.

This scenario uses slightly modified Bottlin' Out rules for the Defenders (the Attackers take tests at 25% casualties, as normal).

Defenders only start to take Bottle Tests after both (a) at least 1 group of reserves has been deployed and (b) 50% of the Mob are casualties.

It also has the following special rules:

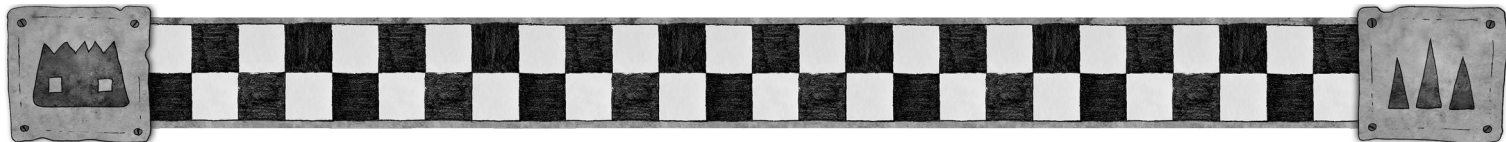
DA CAPTIVE WARRIOR

If a Warrior has been captured, this is how they are freed. The Defenders may not Attack their prisoner in any way until they are freed and should attempt to repel the Attacking Mob.

Until freed, the captive Warrior may not move. They have no weapons but are given a knife when freed. An Attacker's Warrior who finishes their move in base contact with the captive can free them by spending the rest of the turn freeing them (e.g. cutting any bonds or breaking the jail's door down – so long as the time is spent, the Attacker is deemed to be successful in this). The Attacker's Warrior cannot carry out any other action for the rest of that turn (e.g. shooting or taking part in close combat). Once freed the captive should try and leave the table as quickly as possible.

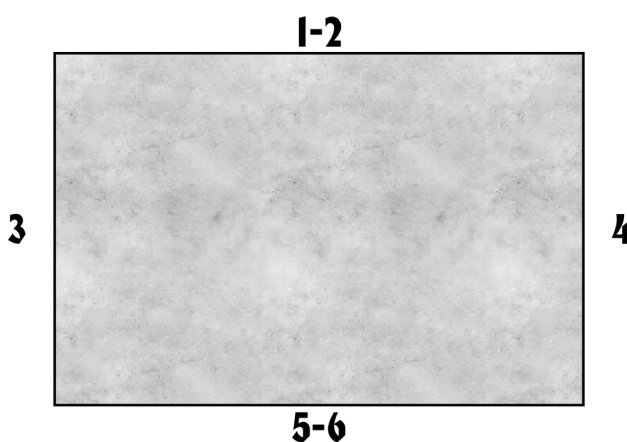
ONE OF OUR TRUKKS IS MISSIN'

If it is a Vehicle that has been captured, freeing it is slightly different. This scenario must be played as the next battle after the game in which the Defender's captured the Vehicle. If not, then the Mob that



captured the Vehicle will dismantle it for spare parts, leaving nothing to be rescued.

The Vehicle to be rescued is placed in the fort by the Defending player. It may not be driven by the Defenders. When an Attacking Warrior reaches the captured Vehicle they can step on board and then drive it off in their next turn. Defenders may not shoot at the captured Vehicle until an Attacking Warrior is on board. The Driver does not need to be the originally assigned Driver.



DEFENDER RESERVES

Keep track of turn numbers.

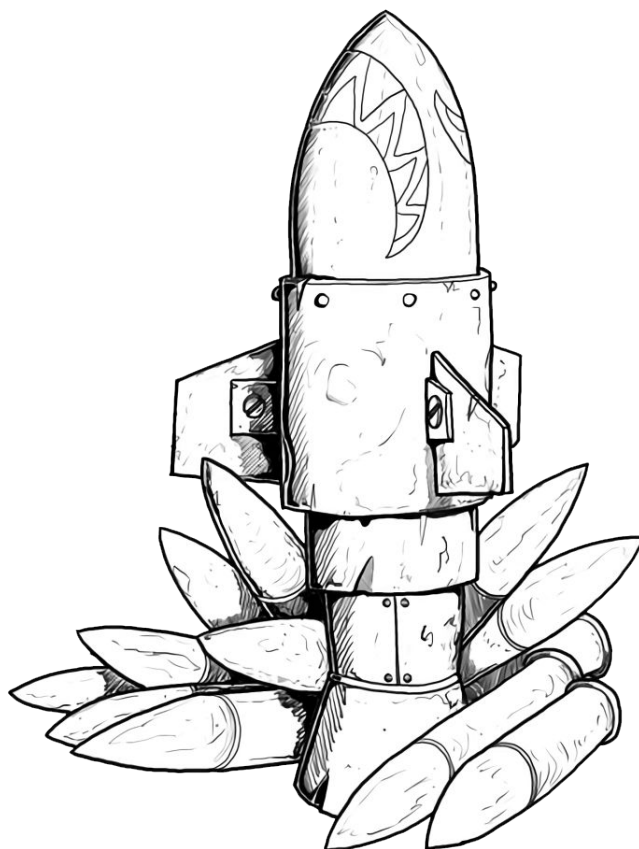
From the start of the Defender's second turn, they roll a D6 for each reserve group at the start of each turn, adding the number of the turn and the number of Attacker's Vehicles that are on the board (not counting the captured Vehicle, unless it has been reclaimed).

If the resulting score is 8 or more, then that group is deployed by the Defender on a random table edge, as per the diagram below. The group can move, etc. as normal that turn.

E.g. Da GutGowjaz have just started their third turn defending the fort. Their opponent only has a single truck on the board. Each of their reserve groups will need a 4+ to arrive this turn.

ATTACKER'S VEHICLES

At the start of the Attacker's turns, including turn one, they may deploy any remaining Vehicles from a random table edge, as per the diagram. As noted above the more Vehicles the Attacker has roaring around the fort the more likely the nearby defending reinforcements are to be alerted!





STARTIN'

The Attacking Mob goes first.

ENDIN'

If the Attackers move the captive Warrior or Vehicle off a board edge the game ends immediately – they are the winners.

If either Mob Bottles Out, then the game ends and the other Mob has won.

Alternatively, the game will be over if one Mob has only casualties or Wrecked/Immobilised Vehicles on the table. If the battle ends due to this, then the other Mob is the winner.

INCOME

The usual rules on income apply.

If the Defending Mob Bottled Out, the Attackers can ransack the fort and loot an additional 2D6 teef worth of income from it.

EXPERIENCE

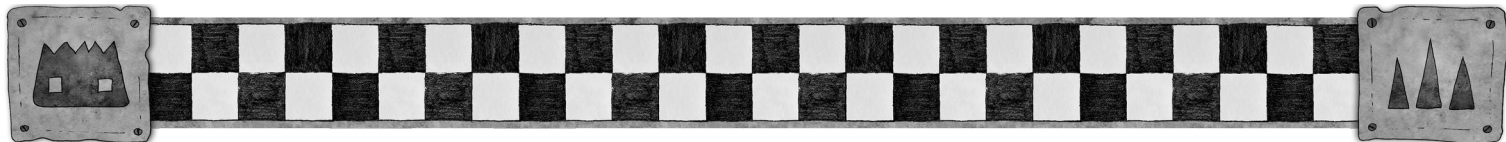
Each Warrior who participated in the scenario receives experience points as below:

- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario.
- **+5** for a Wounding hit on an enemy.
- **+5** for a Penetrating hit on an enemy Vehicle.
- **+10** for the winning Mob's Leader.
- **+5 You rescued me!** The Warrior who freed the captive or drove the captured Vehicle away gains this extra experience.
- **-D3 Losin' Credibility.** If the Attackers win, then the Defending Mob leader deducts up to D3 from the Experience points *earned in this battle*. This will not take their Experience Points below the level at which it started the battle. Their street cred in Mektown has taken a beating.
- *In addition, the rules for earning extra experience points for fighting more experienced Mobs still apply.*

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8: Da Trap!

Mobs will occasionally develop special enmity for particular enemies, either due to recent 'disagreements', long standing grudges, or the upheaval of their entire ecosystems and extermination of everyone they know or cared for. Small things like that. This will sometimes lead them to spread rumours meant for their enemies' ears about rich pickings of scrap in particularly out of the way locations, just sitting there waiting to be picked up. They will then carefully pick their hiding spots, wire everything else with booby traps, and wait to spring Da Trap!

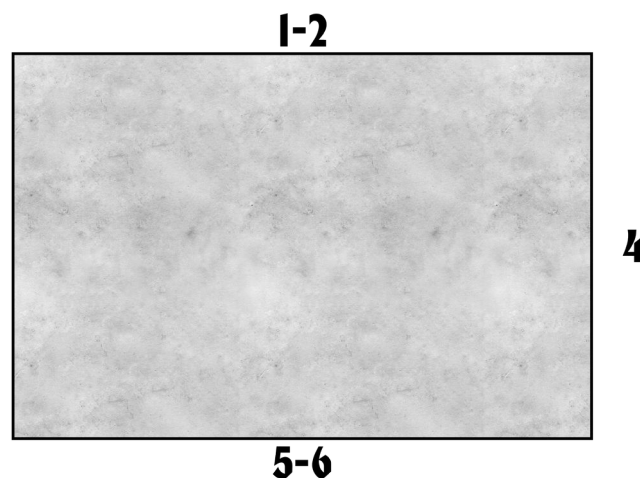
TERRAIN

The attackers will plan their trap carefully, so the terrain will be moderately dense with a good number of hidin' spots!

MOBS

DEFENDERS

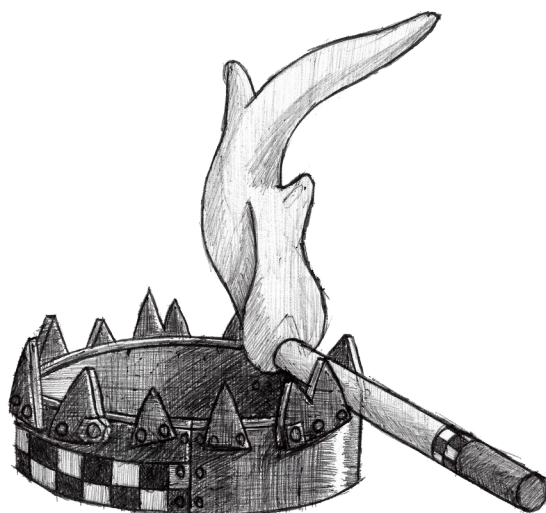
The defenders (the suckas being ambushed) use their whole mob, which must be split into groups. Each group consists of one Vehicle, its Driver and Gunner if any, and as many Warriors as you want or can fit onto the Vehicle. One randomly determined defending group moves onto the board from an edge chosen by the defender in their first turn. At the start of each defender turn, including the first, roll a D6 for each remaining off board group. On a 4+ they enter the board from a randomly determined table edge (see diagram below).



ATTACKERS

The attackers (da ambushers!) use their whole mob, and **secretly** split it into two parts. One part consists purely of Warriors who will be revealed on the board using the 'Hidden Deployment' and 'Springin da Trap' special rules below. The other is held off the board as reinforcements and is further divided into groups. Each group consists of one Vehicle, its Driver and Gunner if any, and as many Warriors as you want or can fit onto the Vehicle. Factions that don't use Vehicles follow the same rules with the caveat that their reinforcements should arrive as a single group (up to 4" between models).

At the start of each attacker turn roll a D6 for each remaining off board group. On a 4+ they enter the board from a randomly determined table edge (see diagram below).



SPECIAL RULES

This scenario uses the rules for Bottlin' Out and Scrap Counters. Note that scrap counters are placed as part of the Hidden Set Up rule below rather than as normal.

HIDDEN SET UP

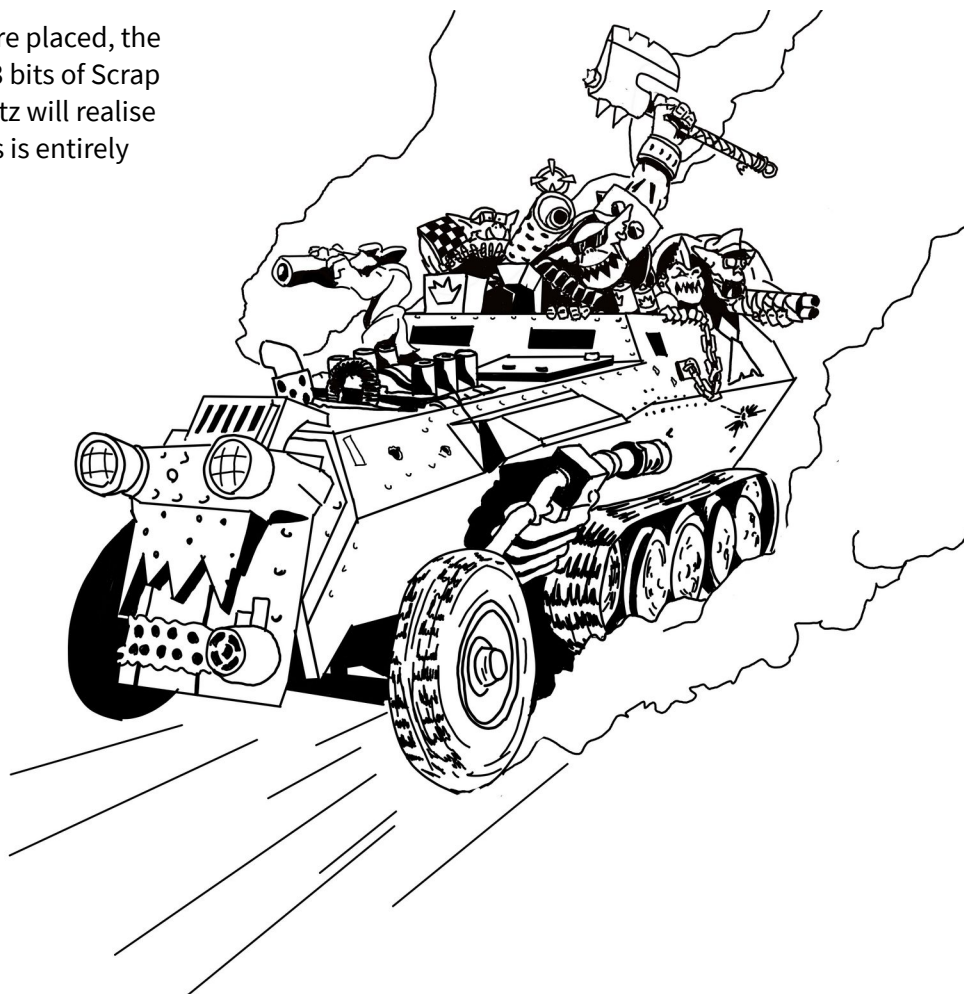
For each Warrior in your mob, including those held in reserve, allocate an appropriate and uniquely identifiable marker (e.g. numbered counters, named bits of scrap paper or similar). The attacking player may then place these anywhere on the board, representing the location of the cunningly hidden ambushers. The counters for models held in reserve are also placed, but instead represent traps! As the defender shouldn't know which models are being held in reserve until they appear on the board this will add a degree of uncertainty and confusion, as is only proper when being ambushed.

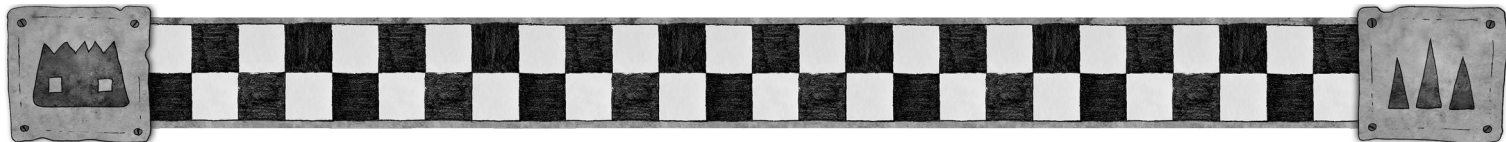
After the hidden set up counters are placed, the ambushing player may place D3+3 bits of Scrap anywhere on the board. Sneaky gitz will realise putting them next to trap counters is entirely permissible (and encouraged).

SPRINGIN' DA TRAP

Hidden Warriors (who were not held in reserve!) may be revealed at any point in the ambushing player's turn, and may act normally for that and subsequent phases of the turn. E.g. if revealed in the shooting phase a Warrior may shoot as normal.

Hidden Warrior counters may not be charged or shot at by the defending player. Instead, they may force them to be revealed by moving a defending Warrior (mounted or on foot) within their initiative range. If the Hidden Warrior was not one held in reserve, the counter is removed and the Warrior placed where it was. If the Hidden Warrior **was** one held in reserve, the counter is actually a booby trap! It explodes with the same effect as a frag stikkbomb, centred on the counter. The counter is removed after this. Ambushing Warriors or Vehicles will not set off booby traps, but they can still be caught in their blasts.





STARTIN'

The defenders go first as they blunder into the carefully prepared trap!

ENDIN'

In this game, models that move off the table voluntarily do not count as casualties. The game ends when one mob fails its Bottle Test, or chooses to Bottle Out. In this case the mob which does not Bottle out is the winner. The game also ends immediately if one mob only has models which are casualties or crashed or immobilised vehicles left on the table. In this case the mob with the most scrap is the winner. If both sides have the same amount of scrap, the game is a draw.

SCRAP

The usual rules on dropping scrap when a mob Bottles Out apply. The winning mob automatically gets any scrap dropped or otherwise left behind in this way. If the game ends due to one side leaving the battlefield, they get to keep any scrap they were carrying when they left, the other mob gets anything left on the battlefield.

INCOME

The usual rules on income apply.

EXPERIENCE

Each warrior who participated in the scenario receives Experience points as below:

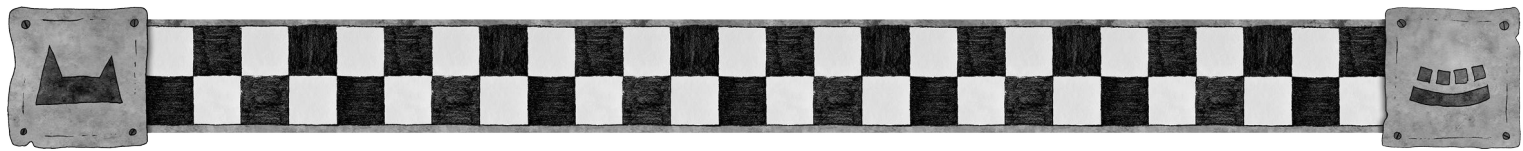
- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario.
- **+1** for any Warrior carrying a valuable cumbersome object at the end of the game, e.g. scrap counters. (Objects loaded onto a vehicle don't count.)
- **+5** for a Wounding hit on an enemy.
- **+5** for a Penetrating hit on an enemy vehicle.
- **+10** for the winning Mob's Leader.
- **+5** for the Warrior freeing the captive (only if playing the Rescue Variant detailed in the Special Rules).
- *In addition, the rules for earning extra Experience points for fighting more experienced mobs still apply.*

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9: Da Convoy

Mobs tend to have their forts, mines, hideouts etc. in isolated areas, in regions where the scrap has not yet been dug out and often well away from Mektown. While this means that they are generally able to find good quantities of scrap, it also means they have huge tracts of hostile land to haul their goods across before they can sell it. Less industrious mobs may decide it is easier to jump the convoy than dig for their own scrap, or raiders may also lay in wait with less financial motives at heart. This scenario starts with one such mob springing an ambush on a column of vehicles, charging in to grab what they can before the defenders can organise a defence or put the pedal to the metal!

TERRAIN

The Convoy is using a central route through a normal patch of desert to reach their destination. The terrain should provide a natural funnel along the route to create a choke point for the attacking Mob. Ensure the terrain doesn't block the way and prevent the Convoy reaching the Leading Edge.

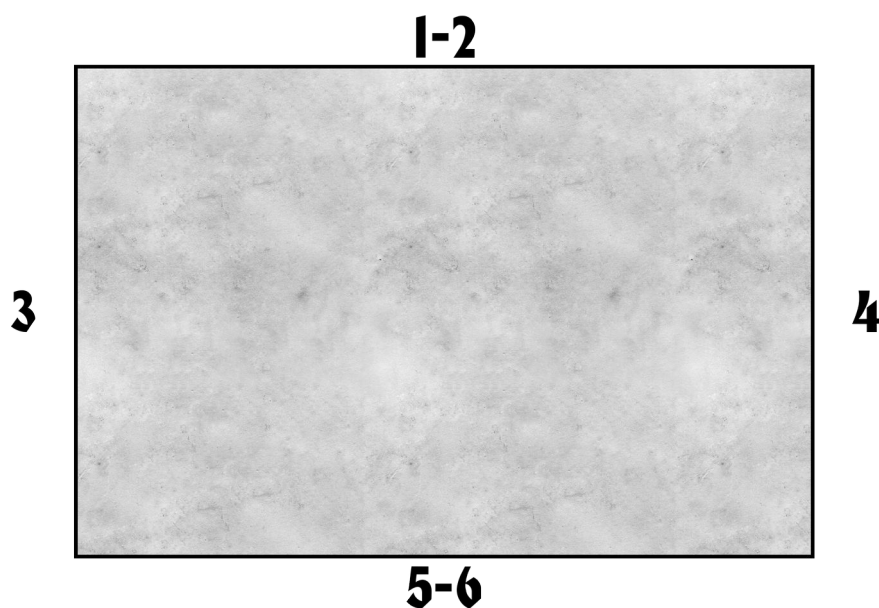
MOBS

DEFENDERS

The defending Mob uses all of their Vehicles, including Drivers and Gunners, if available. Plus D3 Warriors per vehicle, all mounted. Nominate a Short Edge as the Leading Edge with all vehicles facing in that direction, arranged in a straight line (like an actual Convoy). The Convoy starts within 6" of the long centre line with the lead Vehicle no further than the table's midpoint. Each of the Defender's Large Vehicle starts the game with D3 pieces of scrap on board. For each Small Vehicle (bike) roll a D6. On a 4+ it has a single piece of scrap on board.

AMBUSHERS

The attacking mob (the Ambushers) use all their Warriors and all their Vehicles. Warriors on foot may be deployed anywhere on the board after the defenders have set up, but no closer than 18" to any defender. Vehicles, and any Warriors you wish them to carry, may enter after the first turn. At the start of each attackers turn after the first, roll a D6 for each attacking Vehicle not yet on the board. On a 4+ that Vehicle enters the board from a randomly determined table edge (see diagram below).



SPECIAL RULES

This scenario uses the rules for Scrap Counters and Bottlin' Out – see the GCE Core Rules for both.

If the Defender tries to scarper off either of the Long Table Edges the Mob automatically counts as Bottlin' Out, with all attendant risks of loss of scrap being carried or on board a vehicle (see GCE Core rules).

RESCUE VARIANT

This game may be played as a rescue scenario. If the defenders have captured one of the attacker's Warriors they are placed in one of the defending Vehicles along with the Scrap Counters. The defenders may not attack their prisoner in any way until they are freed, and should attempt to repel the attacking mob or escape the table from either short edge.

Until freed, the captive Warrior may not move. They have no weapons but are given a knife when freed. An attacker's Warrior who finishes their move in base contact with the captive can free them by spending the rest of the turn freeing them (e.g. cutting any bonds or chucking them off the vehicle – so long as the time is spent, the attacker is deemed to be successful in this). So the attacker's Warrior cannot carry out any other action for the rest of that turn, such as shooting or taking part in close combat. On being freed, the captive should try and leave the table post haste.





STARTIN'

Each player rolls a D6, the highest roller going first.
Re-roll ties!

ENDIN'

The game ends if either player's Mob leaves the battlefield, or all their Models are Down, Out of Action, Immobilised or Wrecked, or one Mob fails its Bottle Test, or chooses to Bottle Out.

The Mob which did not Bottle Out is the winner. If both sides did not Bottle and have equal numbers of Scrap Counters, then neither side wins.

SCRAP

If the Defender leaves the battlefield from their Leading Edge, they get to keep any scrap they were carrying when they left. Otherwise, Bottlin' rules for Scrap apply. Any scrap dropped or left behind on the Battlefield by a Mob that Bottles is automatically claimed by their opponent.

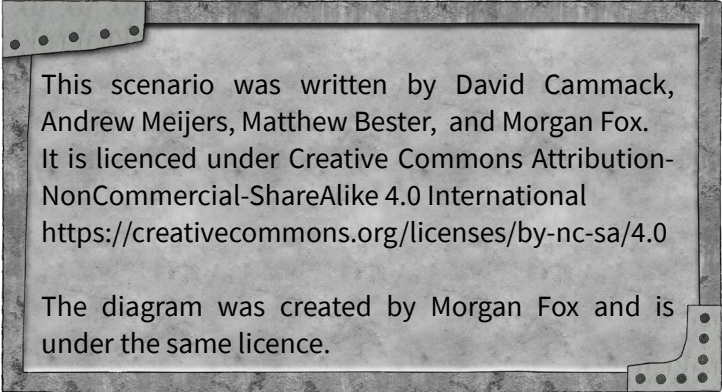
INCOME

The usual rules on income apply.

EXPERIENCE

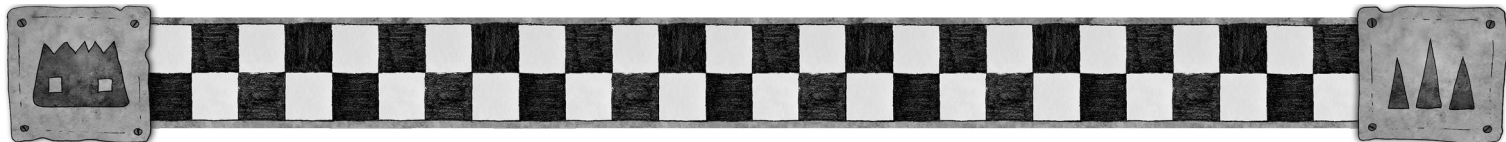
Each warrior who participated in the scenario receives Experience points as below:

- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario.
- **+1** for any Warrior carrying a valuable cumbersome object at the end of the game, e.g. scrap counters. (Objects loaded onto a vehicle don't count.)
- **+5** for a Wounding hit on an enemy.
- **+5** for a Penetrating hit on an enemy vehicle.
- **+10** for the winning Mob's Leader.
- **+5** for the Warrior freeing the captive (only if playing the Rescue Variant detailed in the Special Rules).
- *In addition, the rules for earning extra Experience points for fighting more experienced mobs still apply.*



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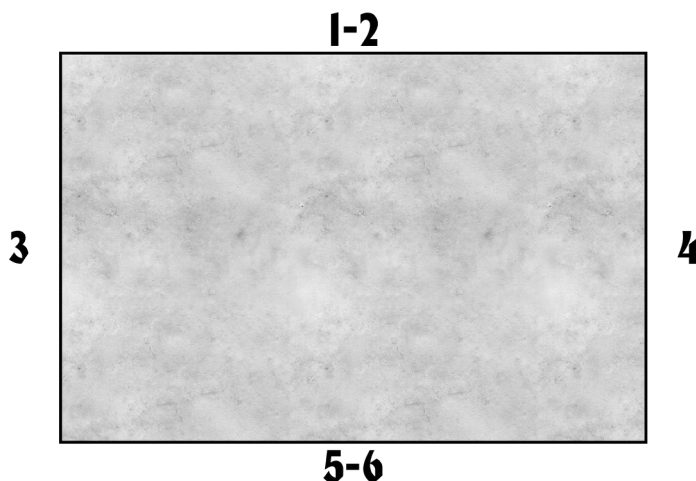
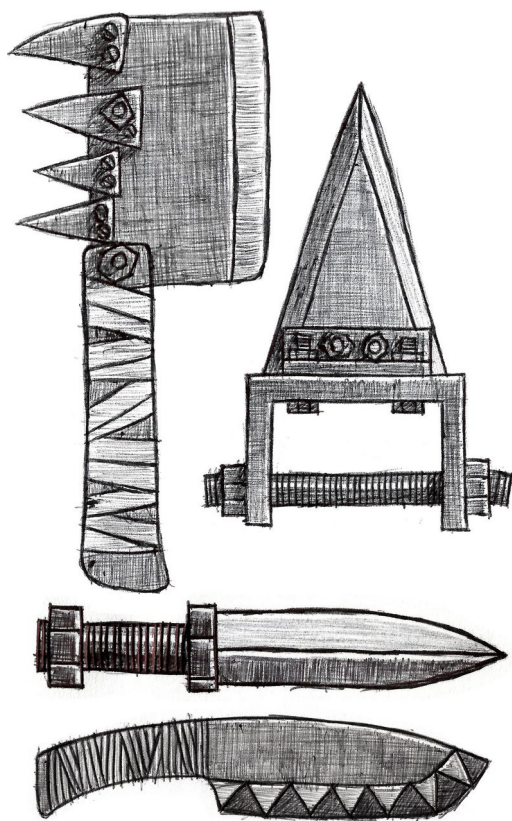


10: Gotcha!

As mobs roam the desert in their never ending search for scrap, sworn enemies or everlasting glory, they occasionally stumble across the temporary encampments of their enemies. When this happens they gather their mob together and come bursting forth over the dunes, pitching into their startled opponents who are usually scattered around their camp and far from ready!

TERRAIN

A regular layout, fairly sparse, with the exception of the defenders temporary encampment in the centre of the table. Depending on the mob this should look like a motley collection of tents, temporary burrows, ramshackle buildings, etc..



MOBS

DEFENDERS

The defenders use their entire mob, including all vehicles. Drivers and Gunners are treated as part of their Vehicles for deployment purposes. Before setup for each defending Warrior or Vehicle roll a D6. On a 1 they are not present at the start of the raid and are set aside to arrive as reinforcements later in the game. On a 2-3 the attacker will deploy the defending model, on a 4-6 the defender will deploy them. Models deployed on the table may be placed anywhere 18" or more from a table edge.

At the start of every defender turn after the first, roll a D6. On a 4+ all defenders not initially deployed move on from a randomly determined table edge (see diagram).

ATTACKERS

The attacking mob (the ambushers) use all their Warriors and all their Vehicles. The attackers are not deployed at the start of the game and instead the whole mob moves on from a randomly determined table edge (see diagram) at the start of their first turn.





SPECIAL RULES

This scenario uses the rules for Bottlin' Out.

RESCUE VARIANT

This game may be played as a Rescue scenario. If the defenders have captured one of the attacker's Warriors they are placed in the defenders camp. The defenders may not attack their prisoner in any way until they are freed, and should attempt to repel the attacking mob or escape the table.

Until freed, the captive warrior may not move. They have no weapons but are given a knife when freed. An attacker's warrior who finishes their move in base contact with the captive can free them by spending the rest of the turn freeing them (e.g. cutting any bonds, kicking down doors, uttering pithy catchphrases etc – so long as the time is spent, the attacker is deemed to be successful in this). So the attacker's warrior cannot carry out any other action for the rest of that turn, such as shooting or taking part in close combat. On being freed, the captive should try and leave the table post haste.

STARTIN'

The attackers go first as they charge onto the battlefield.

ENDIN'

The game ends when one mob fails its Bottle Test, or chooses to Bottle Out. In this case the mob which does not Bottle out is the winner. The game also ends immediately if one mob only has models which are casualties or crashed or immobilised vehicles left on the table. In this case the remaining mob is the winner.

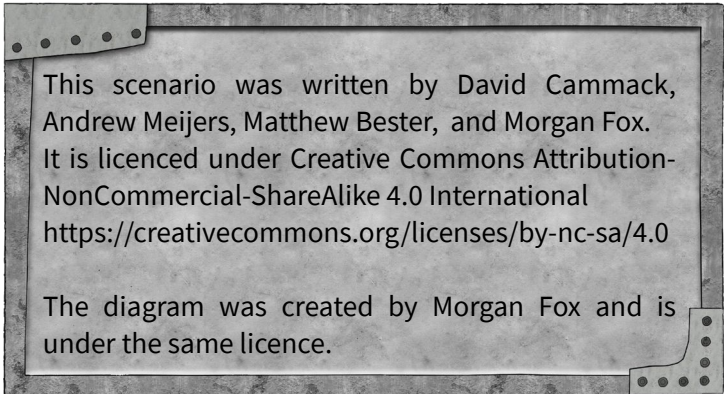
INCOME

The usual rules on income apply.

EXPERIENCE

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