

INTO DA BIG NUFFINK

I. GET DA BIG BOOTS

Sometimes a Mob will just get on everybody's nerves, they'll get too big for their own 'Obnailz and annoy so many of the other mobs with their greedy selfish Orkiness that the other mobs sometimes band together to 'Bash 'em down a peg or two'. This is especially true for an old, successful well-established mob (with a high Mob-Rating) who get a bit too hard for any one mob to take on, on their own.

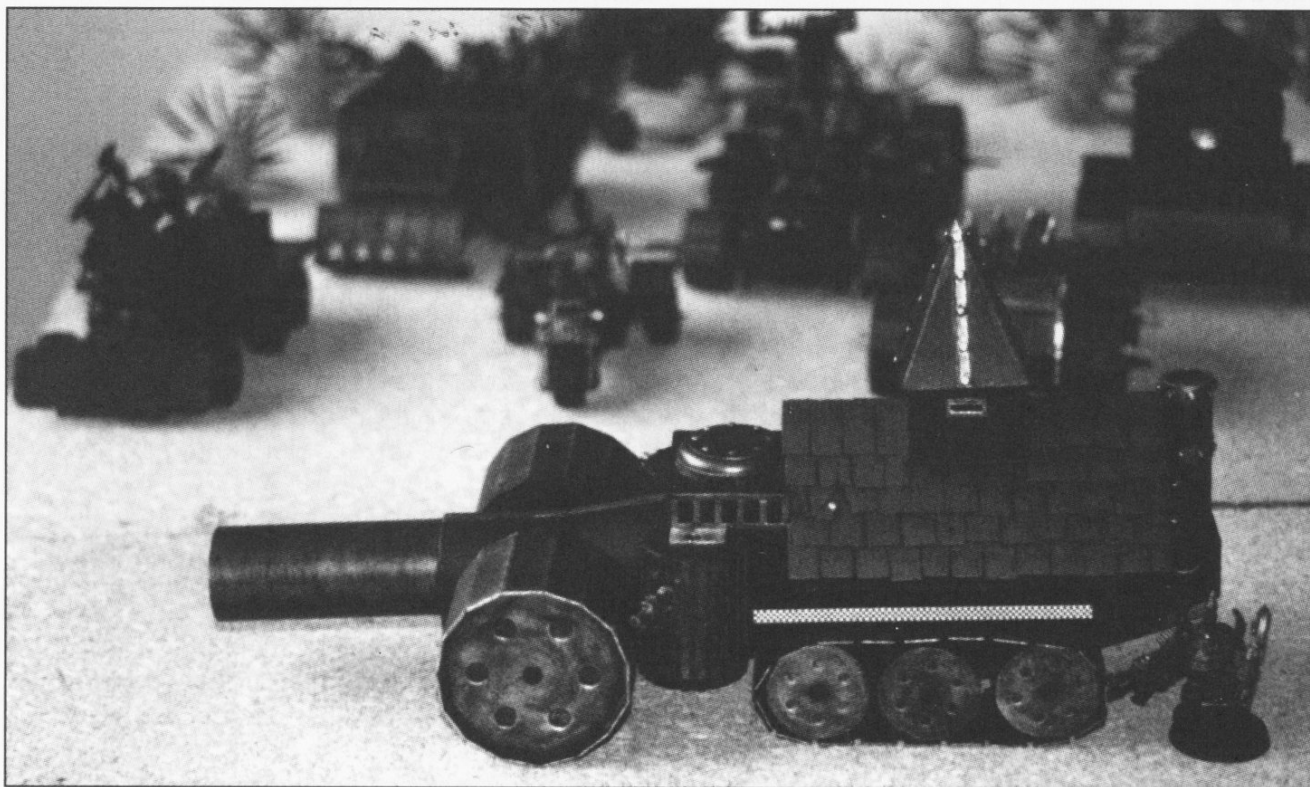
SPECIAL RULES

This scenario uses the *Bottlin' Out* and *Scrap Counters* rules. You may use *Da Fort* special rules also, if desired. The Mob with the

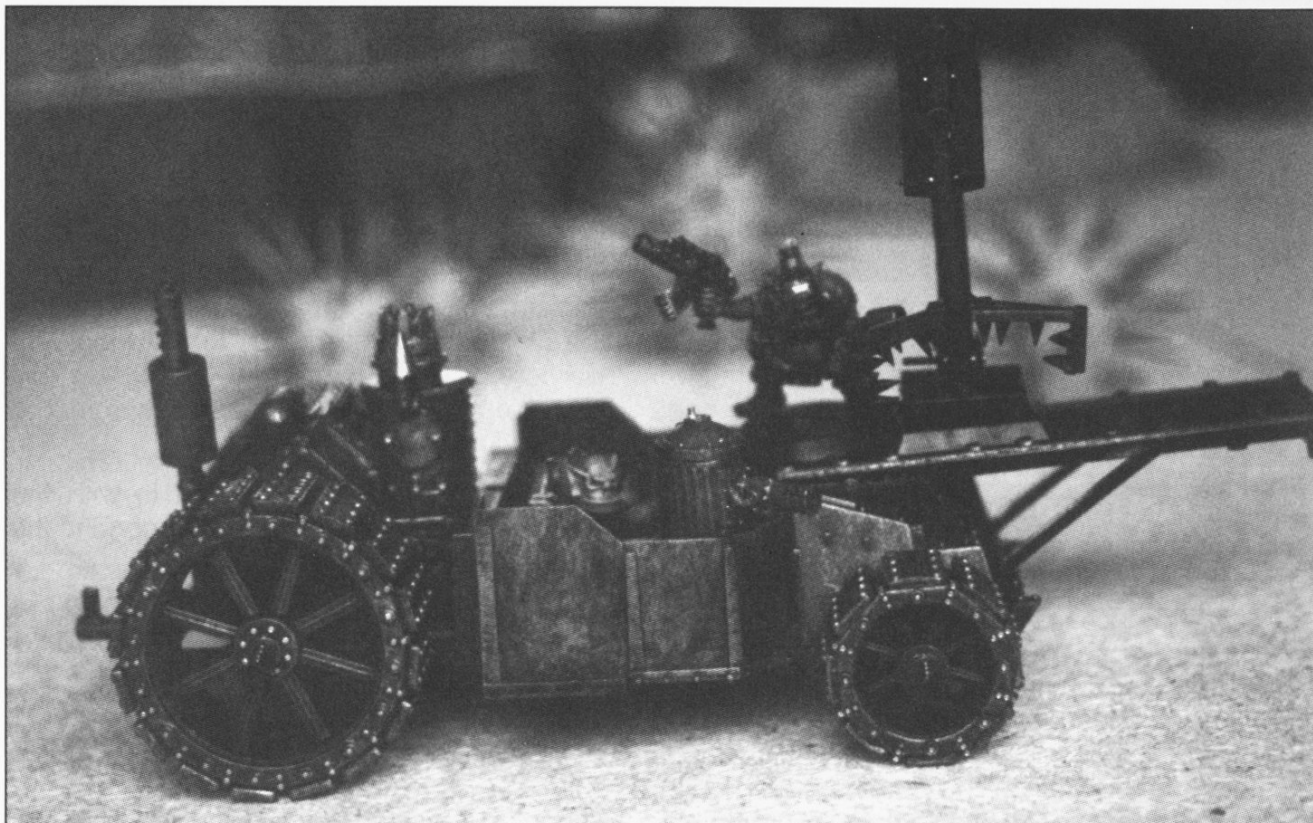
highest Rating is the Defender in this scenario and all the other Mobs are the Attackers.

TERRAIN

The Defender's Mob can choose to use *Da Fort* or to fight in the open desert, either way he is allowed to place all of the terrain, and if *Da Fort* is used it should be placed in the centre of the board. After he has done so, one of the Attacking Mobs is allowed to move, add or discard any one piece of terrain (not counting *Da Fort*, obviously!). After the terrain has been set up, D3+3 *Scrap Counters* are placed inside *Da Fort* by the Defender, or on his vehicles if not using *Da Fort*.



'Ere, this looks a bit like an old Braincrusha to me!'



Gorkamorka Trukk with boarding plank

MOBS

The Defender's Mob sets up first. If using Da Fort, then all the Defender's warriors and vehicles must be placed inside, with only the drivers and gunners in the vehicles. All other warriors should be placed on foot, with at least half of them manning the walls.

OPTIONAL RULE: The Defender is allowed to try and enlist help from one of the Attacking Mobs in secret before the start of the game. Before determining which members are to turn up, he can pick one of the other Mobs that are taking part and offer them a bribe not to attack him. This bribe will be in the form of a percentage of the Defender's Income arising from this battle (*Scrap*, *Loot* skill, *Mining*...). The Attacking Mob that's been offered the bribe does not have to say if they accept or not, they can wait and see what events transpire during the game. The bribed Mob can only collect this bribe if none of their warriors or vehicles *Immobilised*, *Crippled* or took *Out of Action* any of the Defender's warriors or vehicles.

He is otherwise free to help or hinder the Defender as he sees fit (that includes trying to steal the Scrap, naturally).

Once the Defender has set up then you must determine who from the Attacking Mobs are turning up (just because they agreed to band together to 'Get Da Big Boots' they don't trust one another sufficiently to leave their own Forts unguarded). The more Mobs that are taking part, the less they will trust each other and fewer members turn up to join in. Using the table below roll a D6 for each warrior and vehicle to see if they are taking part. A vehicle includes its driver, riders and gunners automatically.

	Number of Attacking Mobs						
	2	3	4	5	6	7	8+
Nob	2+	2+	3+	4+	5+	5+	6
Vehicle	3+	4+	4+	5+	5+	6	6
Other Warrior	3+	3+	4+	4+	5+	5+	6

The Attacking mobs are placed on any board

edge, at least 10" away from each other. All the members of each mob should be deployed within 6" of each another (but don't have to keep together once the game starts). Warriors must be set up inside their vehicles when vehicles are available for them.

STARTIN'

To determine the order in which the Mobs have their turns, all Mobs must roll a D6, the mob with the highest score has the first turn. If the Defender rolled highest then he goes first, otherwise he has to move last, regardless of the other dice scores. Out of the Attacking Mobs the player with the highest score goes first, followed by the other Attacking Mobs taking their turns going around the table in a clockwise fashion.

ENDIN'

The game ends when the Defender's Mob fails its *Bottle Test* or ALL Attacking Mobs have failed their's. The battle will also end if one side has only casualties left on the field.

If one side bottles out then either the Defender or ALL of the Attacking Mobs have won. The *Scrap Counters* are only a reward.

SCRAP COUNTERS

If one side *Bottles Out* then it must test to see whether it drops Scrap as normal. The other side gets all the Scrap left on the battle field. If the Attackers win and there remains unclaimed Scrap (or that which is dropped by the Defender) then it goes to the Mob with warriors or vehicles that are the closest and still operational (i.e not casualties) to the *Scrap Counter*.

Scrap Counters can be traded in with the Meks for D6 Teef each, which is added to the Mob's Income as usual.

Don't forget to pay any bribe if appropriate.

EXPERIENCE

Warriors that took part in the fight earn Experience points as follows.

+D6 Survives

Any warrior that survives the battle earns D6 Experience points.

+5 Wounding Hit

A warrior earns an extra 5 Experience points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count towards this. Note that you only score 5 points for wounding an enemy, 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.

+1 Carrying Scrap

Any warrior who is still carrying a *Scrap Counter* at the end of the battle (or who leave the board edge carrying scrap) earns an extra Experience point. Scrap loaded onto vehicles doesn't earn anyone any Experience.

-D3 Losin' Da Fort

If the Defending Mob *Bottles Out* the Mob Leader will lose credibility in Mektown. If the Defender loses the battle then the defending Mob Leader deducts D3 from the Experience points earned in this battle. This is only deducted from the Experience accrued from this battle, not from Experience earned in previous battles.

+10 Winning

The Nob of the winning Mob(s) all earn 10 Experience points.