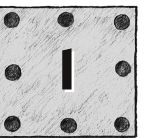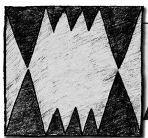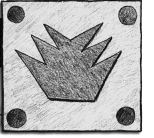# Night of
Da Livin' Scrap

NIGHT OF DA LIVIN' SCRAP

When things go BRZZTT CLANK in the night...

Juza was a Mekboy and he knew good scrap when he saw it, even if the other Meks said the writing on the scrap wasn't normal dead writing. If they wanted to pass up premium scrap, that was their loss - and his gain. Still, while he was sifting the piles he wondered if he didn't catch something moving out of the corner of his eye.

Thievin' grotz! But when he turned, not a soul was to be seen. Juza wasn't to be deterred. He even built himself a little hut, in the shade of one of the piles. He would spend his days sorting through the scrap and making piles of good bitz and bad bitz. In the morning, he would think that the piles had grown smaller in the night. And he felt tired, so very, very tired...

Juza shut himself away, mobs looking for gubbinz were turned away and he stopped appearing at Gorkamorka to build. Two younger Mekboys were sent to give him a good reminder of his duty. They haven't been seen since.

With rumours of Juza's big scrap pile doing the rounds mobs have been keeping an eye on the yard. From the looks of it, Juza has been very busy indeed. He's got to sleep some time, right?

Da Plan

It's dusk and both mobs have a cunnin' plan - they're going to sneak in whilst the Mek sleeps and make off with some of his loot. Of course, they aren't expecting company, or anything else for that matter...

Da Desert

Juza's junkyard is on the very outskirts of Mektown, surrounded by a tall fence towering nearly as high as the junkpiles kept within. Gargantuan heaps of scrap metal make up the bulk of the board, but there are also plenty of smaller pieces to be carted off, barricades to take cover behind, etc.. The fence doesn't need to be represented as it is assumed to be somewhere off the edge of the board, but you may include one if you wish. The gatehouse should be situated in the middle of one of the edges, with a gap on either side for each mob to enter through. These gaps are the only entry/exit points from the board.

Scrap Counters

Being that this is a junkyard (or "feeld of dreemz" if you're a Mek) there should be a large number of scrap counters on the board. We suggest about 16 counters, although you can raise it if you like.

Each mob is trying to get four scrap counters off the board. Unfortunately those glittering piles of potential wealth are not all what they seem to be. Every time a warrior picks up a scrap counter (i.e. at the start of their next turn, after they've picked it up) roll a D6.

On a 4+ it's just what it seems to be, but on 1 - 3 it's something sinister. Remove the scrap counter and replace it with a Scrapron! If the warrior can pass an initiative test he manages to jump clear before the
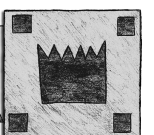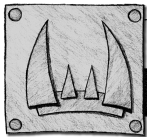
Notmobz

In some scenarios there are characters that bear no true allegiance to the mobs currently involved; players may be familiar with the concept, perhaps under the name of NPCs, creeps, monsters or similar. Sometimes they actively oppose both sides, other times they are loosely affiliated with the defending mob and must be protected. In certain special scenarios, both sides may have a Notmobz ally, where the goal is to beat the other Notmob to the goal of the scenario.

The rules for Notmobz vary depending on the scenario, but will always be described in the scenarios where they are relevant.

abomination can take a swipe at him (place the warrior 2" away from it) if not he must fight it in hand to hand combat.

There must be a minimum of four scrap counters on the board once all have been revealed - this means that if two have been revealed and there are only two counters left on the board unrevealed, they will automatically become scrap (no test required). Similarly if eight scrap counters have been revealed then ALL the rest are Scraprons (awakening next turn as per usual).

Notmobz - Scraprons

These mechanical monstrosities exist somewhere between the realms of Necron and Ork (and Digga) technology. They seemingly think (if that's even possible) and act of their own accord attacking anything that isn't one of their own...whatever that might be.

Scraprons have the following statline:

	M	WS	BS	S	T	W	I	A	Ld
Scrapron	3	2	0	4	4	2	2	1	9

They are armed with a Club and a Powerklaw (see page 80 of *Da Uvver Book*) and function as if they are wearing 'Eavy Armour (the Initiative penalty is already factored into their statline).

Scraprons are considered to be Notmobz and do not require a player to control them. They will always charge the closest enemy model, unless they are out of range, in which case they will run towards them (or shamble...). They are no affected by psychology (*Fear*, *Terror*, etc..).

Endin'

The victor is the first to carry 4 scrap counters off the board (cumulatively). If one mob bottles out then the other is automatically the victor and receives 4 + D6 scrap counters, hastily grabbed on their way out.

Experience

+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 gain a warrior 5 experience points.

+1   Carrying Scrap
A warrior carrying a scrap counter at the end of the game receives 1 experience point.

+10   Winning
The leader of the winning mob gains 10 experience points.