

NOB UU DA KOP

Everyone knows there's piles of scrap all over the place out in Da Big Uz. But some of it is so dangerous to get to, only the toughest and bravest mobs will succeed in bringing it back and reaping the rewards in Mektown.
A new scenario by **ANDREW STICKLAND**.

SPECIAL RULES

This scenario uses the Bottlin' Out, Scrap Counters and Tar Pits special rules.

DA DESERT

Place a single large rock in the centre of the table to represent Da Kop and place D3+3 Scrap counters on top of it.

Also place D3 Tar Pits anywhere on the table, at least 8" away from Da Kop.

MOBS

Roll a D6. The player with the higher score may choose a table edge to deploy their mob on and deploys first. The opposing mob deploys on the opposite table edge.

Both players may deploy their mob within 8" of their table edge.

STARTIN'

Both players roll 1D6. The player with the highest score gets the first turn.

DA KOP

Da Kop is 'an 'uge grate bolda' in the middle of a particularly treacherous part of the desert. It can be whatever shape and size the players choose, but should have a relatively flat top surface (for all the fighting that's going to be taking place on it) and also reasonably good access so that warriors on foot can climb up it on all sides.

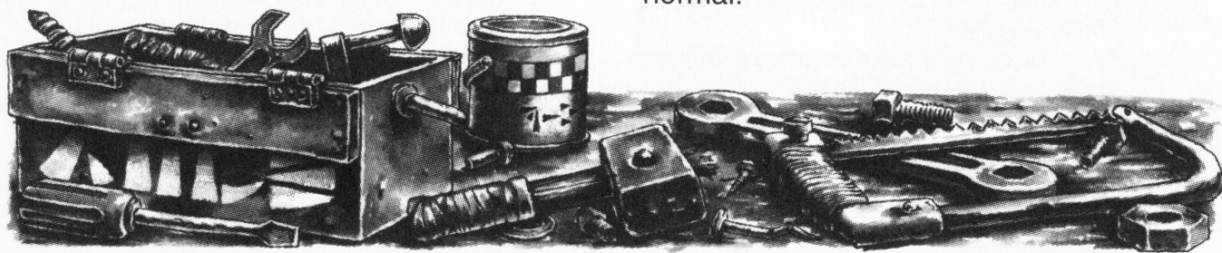
Da Kop is completely inaccessible to all types of vehicle.

Apart from this, players should make up their own rules about such matters as climbing up, falling down, carrying Scrap counters and shooting at the same time as trying to hang on with their teef, etc. These are all things which will differ depending on the size and shape of any particular Kop and players should feel free to be as creative as they want - provided they both agree of course!

ENDIN'

The game ends when one of the mobs fails its Bottle test or chooses to Bottle Out.

Important: These are two of the toughest mobs around and aren't likely to be put off by a few injuries, so both mobs take Bottle tests after 50% casualties, not 25% casualties as normal.



If one mob only has warriors that are casualties left on the table the game immediately ends (this does not count as Bottlin' Out).

If one mob Bottles Out the other has won, otherwise the winner is the mob with the most scrap counters at the end of the battle. If both sides have the same number of Scrap counters the battle is drawn and no Nob gets the extra experience for winning.

SCRAP COUNTERS

If one mob bottles out, they must test for dropping scrap as normal. The other side automatically gets any scrap left on the table or dropped.

This part of the desert provides top quality scrap, and the Meks will pay a premium to get their hands on it. After the game, any Scrap counters held by each mob may be traded in for teef. However, each Scrap counter will be worth D3+3 teef, not D6 as usual. This is added to the mob's income for the game.

EXPERIENCE

Warriors who take part in this scenario earn experience points as follows:

+D6 Survives. Any warrior who 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. 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. 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 any experience.

+10 Nob Uv Da Kop. The Nob of the winning mob earns a bonus 10 experience points.

TREACHEROUS TERRAIN

The following rules are designed to be used with the Nob Uv Da Kop scenario. However, if both players agree beforehand, there's no reason why they can't be used in any other Gorkamorka scenarios.

TAR PITS

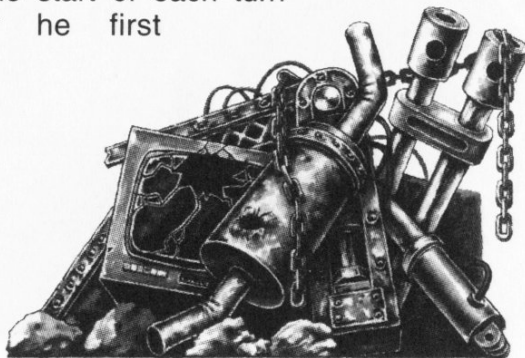
This area of the desert is dotted with ugly black tar pits which smell so bad, most of the local inhabitants would rather not go anywhere near them if they can help it. Some of them are huge, the size of small lakes, and others are no more than a puddle, but no matter what their size, they can easily swallow up any unfortunate victim (warrior or vehicle) foolish or unfortunate enough to get too close.

The players should take it in turns to place D3 Tar Pit templates on the table. These can be any shape the players wish, but should be at least large enough to cover an entire vehicle. They may be placed anywhere on the table unless the rules for the scenario state otherwise.

WARRIORS ON FOOT

Any warrior on foot who enters a tar pit for any reason is likely to suffer a slow and frustrating death unless his friends can help him out.

At the start of each turn after he first



enters the Tar Pit the warrior must roll 1D6. If the result is equal to or less than his Strength, he may move 1". If this takes him off the template, he has succeeded in dragging himself out of the foul pit and may continue as normal.

If the result is greater than his Strength, the tar has begun to suck him down and he must roll again at the start of the following turn. He may not do anything else during the turn as he is too busy trying to save himself.

At the start of any subsequent turns he must roll again as above, but from now on, a roll of 6 on the D6 means he has been dragged under and is lost forever!

Any friendly warriors within 1" of the struggling warrior (but not in the tar themselves) may attempt to pull him out. For every friendly warrior helping to pull him out, a warrior in a Tar Pit may subtract 1 from the

score on the D6. Warriors who help to pull someone out from a Tar Pit may not run or shoot in that turn.

VEHICLES

If any wheel or track on a vehicle comes into contact with a Tar Pit, the vehicle will immediately spin and move D3" in the direction it is then facing. This will be the end of its movement.

If a wheel or track is still inside the tar pit at the end of its move, the vehicle has become bogged down and has begun sinking. At the start of each subsequent turn the vehicle must attempt to escape by using its thrusters.

Make a thrust attempt as normal, but subtract 1 from the dice roll for each wheel or track which is in the tar. Any friendly warriors within 1" of the sinking vehicle (but not in the tar themselves) may attempt to help by pushing or pulling the vehicle. For every two friendly warriors lending a hand, the player may add +1 to the dice roll.

If the thrust is successful, the vehicle may move D3" either forwards or backwards. If this takes the vehicle out from the tar, it may then continue to make thrust moves as normal. If the thrust test is failed, the vehicle will move 1" further into the tar. No other failed thrust effects (ie spin or swerve) will apply.

Once all of a vehicle's wheels and/or tracks are inside the tar there is no saving it. The vehicle sinks at the end of that turn, along with any crew who were foolish enough to remain on board!

