

SANDGULPERS!

Zagblitz smashed his choppa into the Gorker's neck, sending the greenskin tumbling to the ground in a spray of blood. Licking the sticky fluid from his lips with a grin, the Nob set about the rusted buggy's gear box with a hammer. Levering open the engine compartment, Zagblitz grinned toothily at the precious bundle of carefully machined cogs and counterweights.

Sheathing his choppa, the Nob began hammering away at the turn shaft, trying to prize the valuable scrap loose. As he paused for breath he thought he could hear a strange noise over the sound of his boyz chasing off the rest of the Gorkers.

It was distant but loud, a drawn out hissing like a body being dragged over the desert magnified a hundred-fold. With a shrug the Nob continued his work, whistling tunelessly along to the clanging sound his lootin' hammer made on the steel worky bitz of the buggy.

The hissing turned to a roar and the desert suddenly exploded, sending a plume of sand into the sky. Zagblitz saw row upon row of serrated teeth in a hideously large mouth, engulfing him and the wrecked buggy. He saw the twin suns spin dizzily overhead before darkness enveloped him and he felt a hundred fangs pierce his body.

Out in the desert, many miles from the Skid, there is a grim deserted region known as Gulkartslag: the vehicle graveyard. The area is littered with ancient wrecks and the bones of the dead for miles around. It is a place of immense danger, but also holds immense wealth. An Ork mob brave (or stupid) enough to risk the terrors of Gulkartslag can bring home a veritable mountain of scrap to sell to the Mek. Of course, that's if they survive!

DA DESERT

This area of desert is pretty much like any other, except for the large number of wrecked buggies, traks and trukks strewn about. There should also be a few rocky areas scattered about.

SPECIAL RULES

This scenario uses the special rules for Scrap Counters and Bottlin' Out. See Da Roolz and Da Uvver Book for details.

MOBS

Any number of Mobs may take part in this scenario.

Each player places D3+3 Scrap counters, at least 18" from the table edges.

Each player must then place D3 Sandgulper markers. Sandgulper markers must be placed at least 6" apart and 18" from the table edge. Use different coloured dice or some other such marker to represent a Sandgulper.

Each player then rolls a D6. Starting with the highest scoring player (re-roll any ties), each player deploys their mob within 8" of a table edge and at least 12" from other mobs.

STARTIN'

Each player rolls a D6, the highest scoring player goes first, then proceed clockwise around the table.

DA SANDGULPERS

The desert around Gulkartslag is inhabited by deadly Sandgulpers. These huge worms live beneath the surface, waiting until they feel the faintest vibration that indicates prey moving on the desert above. Then they strike, rising from the depths with their immense maws wide open, swallowing warriors whole and smashing buggies to smithereens. Nobody knows when the next attack may come.

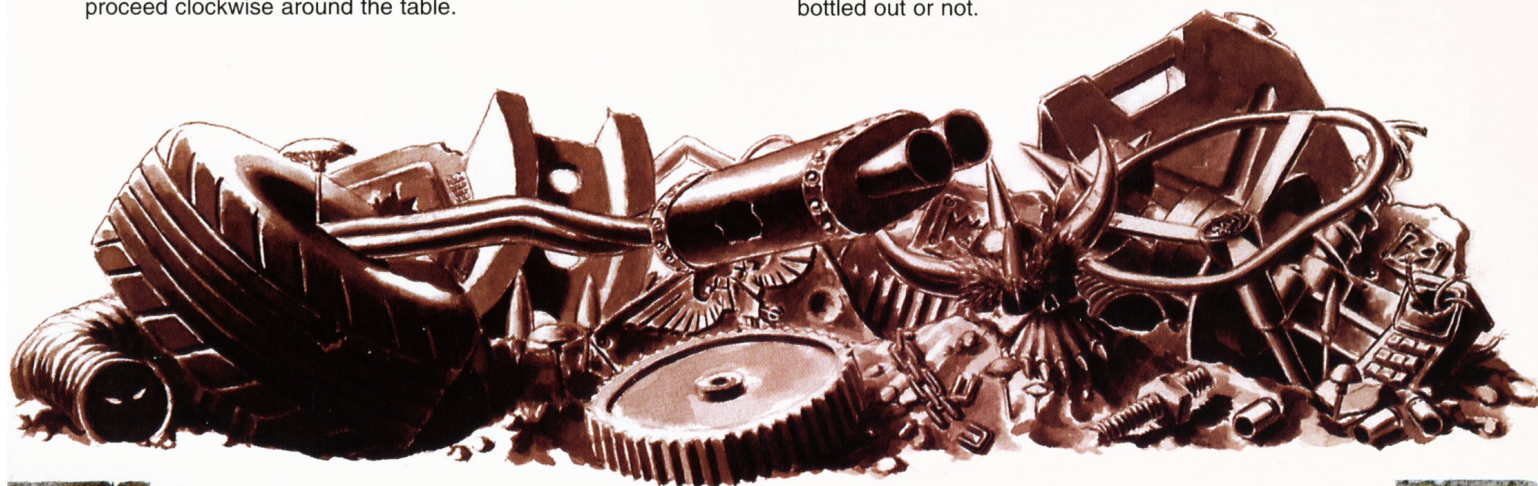
At the start of each player's turn you must test to see if one or more sandgulpers attack. Roll a D6 for each Sandgulper marker. On a roll of a 6 then a Sandgulper has been attracted to the area. If there is a vehicle within 6" of the marker, add +1 to the roll. More than one Sandgulper may attack in any turn.

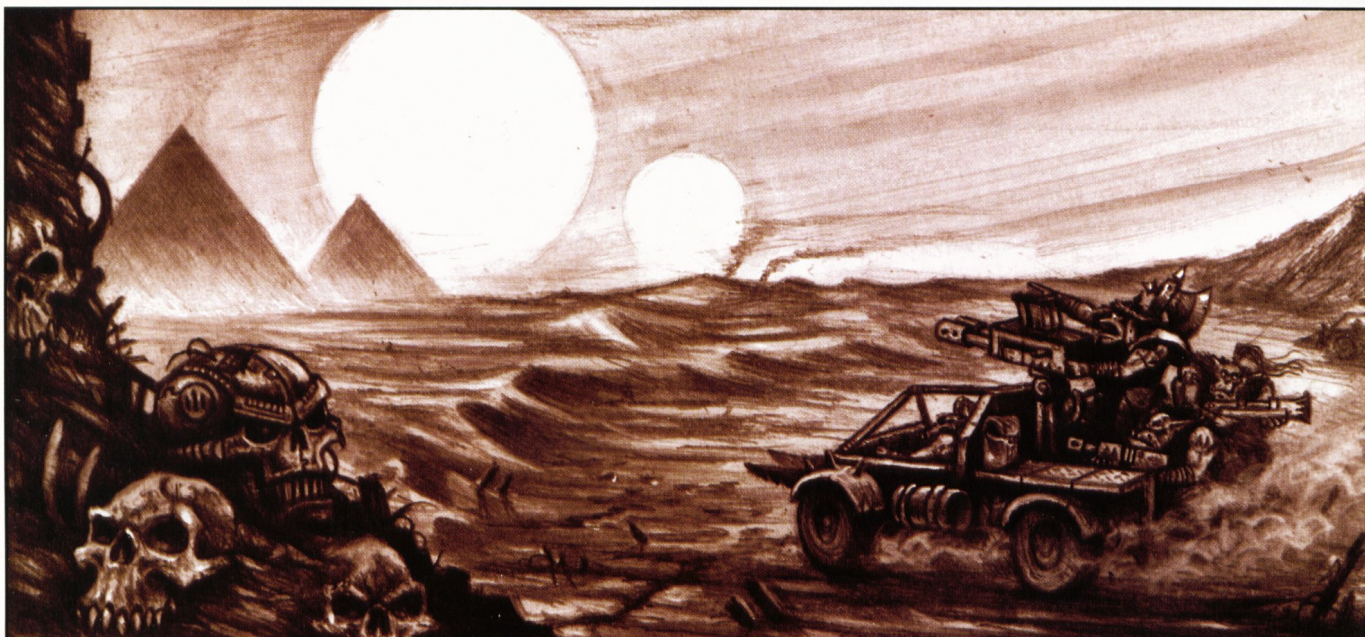
For each attacking Sandgulper, roll the Scatter dice and move the marker 2D6" in the direction indicated. If a hit is rolled, the marker moves 2D6" towards the nearest model. This is the position where the Sandgulper breaks through to the surface, place the Frag Stikkbomb template centred on the marker's final position.

Warriors on foot who are touched by the template may jump out of the way by rolling equal to or under their Initiative on a D6. If they succeed, move them to the nearest outside edge of the template. If they fail they are affected as detailed below. Vehicles which are partially covered by the template suffer 1 hit, vehicles taking a full on hit suffer D3 hits (see the stikkbomb section of Da Roolz for more details of partial and full on hits).

Sandgulpers have a Strength of 6, roll to wound/penetrate armour and resolve injuries or damage as normal.

Any warrior taken out of action by a Sandgulper attack has been swallowed and is automatically dead! Warriors who later go out of action have their injuries generated as normal. Vehicles immobilised during this scenario suffer permanent damage on a D6 roll of 1, 2 or 3, regardless of whether the owning mob bottled out or not.





HAND-TO-HAND COMBAT

As there can be more than two mobs fighting in Sandgutters!, the following rule is used to determine who fights in which hand-to-hand combat phase. Rather than all models in close combat fighting in every hand-to-hand phase, only warriors from the mob whose turn it is, or who are fighting against a warrior from that mob, may fight in that phase. Separate hand-to-hand combats may not be resolved until the hand-to-hand phase of one of the player's concerned.

ENDIN'

In this scenario models which move off the table do not count as casualties. If only casualties (downed warriors or crippled/immobilised vehicles) are left on the table, the game ends immediately. The winner is the mob with the most Scrap counters at the end of the battle. If two or more mobs have the same number of Scrap counters the battle is drawn and no Nob gains the extra experience for winning.

EXPERIENCE

Warriors that took part earn Experience points as below:

+D6 Survives

If the warrior survives the battle then D6 Experience points are earned.

+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 you only score 5 points for wounding an enemy, regardless of the number of wounds inflicted.

+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 carrying scrap at the end of the battle gains +1 Experience point.

+10 Winning

The Nob of the winning mob earns 10 points.

INCOME

The mobs may collect income as normal. Each Scrap counter is worth D6 teef as usual.

