SUPPLY LINES
A Dust Rat scenario

As the Dust Rats units undergoes one of their mandatory escort duties, bringing a large scrap hauling SSV across the desert, it suffers a mechanical failure.
While the engineers on board are used to this and have the equipment to fix it, it's going to take some time and luck to get it humming again.
Meanwhile, a big shiny target is parked in the middle of the desert for any other mob to come and take a potshot at...

Special Rules

This scenario uses the Bottlin' Out, Scrap Counters, and Notmobz special roolz.

Da Desert

The scenario takes place in a fairly scrap rich part of the desert with lots of large wreckage. The SSV is to be parked in the centre of the board.

Mobs

The ambushing mob deploy from a random table edge, determined by dice roll on the normal table edge table (see page 93 of *Da Uvver Book*). They cannot deploy any more than 4" from the edge of the table. The mob must be split into two roughly equal groups. One half deploys at the start of the game.

The remainder deploy as reinforcements from the second turn onwards, on a sucessful roll of 4+ from a random table edge.

The Defenders, the Dust Rat mob, must deploy around the SSV with their entire mob. Warriors may begin on vehicles or on foot. They must deploy within 6" of the SSV.

Support and Salvage Vehicle

Crewed by a driver and two engineers, their job is to get the SSV running and heading back to base with as much scrap as possible.
It has the standard armour of a basic SSV and no fixed weapon. The vehicle begins with D6+2 scrap counters attached to it.

The vehicle also has D3+1 *problems* when it begins. Once all the *problems* are repaired, the SSV may begin to move via the least obstructed route to a table edge at 4" per turn. It may not thrust but can perform Slow Speed Maneuvers to change its direction of travel.

Shootin' At the SSV
Since the scrap counters are more obvious than any other target on the SSV, any sucessful hits on the SSV are automatically considered to hit Gubbinz on the vehicle until no more scrap counters are attached to it.
Upon a sucessful penetration, the scrap flies off in a random direction measured from the centre of the vehicle and determined by scatter dice.
Once there are no more scrap counters, hits locations are calculated as normal.
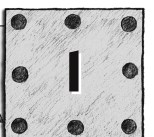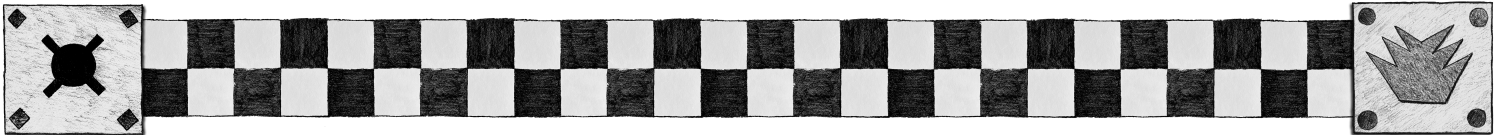
Notmobz

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.

Fixin' Problems

The problems on the SSV require time to fix and at the start of each turn, the Dust Rat player rolls a dice to see if any are fixed, which occurs on a 5+. Only one problem can be fixed per turn.

Dust Rats with the Fixer skill who stand within 6" of the SSV can shout helpful instructions to the engineers in order to allow problems to be Fixed on a 4+. Only one Fixer bonus can apply at once, they are not cumulative.

The number of problems the SSV has at the start of the game is D3+1, however this number is modified by the table below. Regardless of the result on the table the SSV always has a minimum of 1 problem.

Number of Problems

+3	+2	+1	0	-1	-2	-3
-300	-200	-100	-99 to +99	+100	+200	+300

Difference in Mob Rating

Startin'

Both players roll a D6 and the highest score goes first.

Endin'

The game ends when one mob fails its bottle test or chooses to bottle out. The attacking mob begins to take bottle tests at 25% casualties. The defenders have much more to lose and as such do not begin to bottle out until they reach 50% losses.

The mob with the most scrap counters at the end of the battle is considered the victor. If one mob has only casualties remaining, the game ends immediately with victory going to the other mob.

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 gains 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.

Income

If the Dust Rats sucessfully get the SSV off the table, they gain a D6 teef bonus to their income, representing the smaller items of tech inside the SSV.
If the attacking mob puts all of the defenders OoA or they fail their bottle test, add D6 teef to their income to represent the bits ripped off the helpless SSV.

Scrap counters are worth D6 teef as usual.