



# INTO DA BIG NUFFINK

## 4. WE'Z OUTA JUICE

One of the Mobs have run out of Squig Juice and will have no fuel for their vehicles until they can get back to their fort with the new supply they have just bought in town (Orks are so stupid that they will often run out of fuel before they realise that they are low!). The other Mob has just heard this news from a sneaky Grot informer and is seizing the opportunity to attack, attempting to bash their enemies and nick all their fuel.

### SPECIAL RULES

To determine which Mob has run dry, both Mobs roll a D6 and the player with the highest Mob Rating subtracts 1 from his roll. The lowest scoring Mob has run out of fuel. It may use no vehicles for this battle. This scenario uses the Bottlin' Out rules.

### FUEL CANS/COUNTERS

The fuel counters work in a similar way to *Scrap Counters* but with the following differences:

- A warrior can carry one fuel counter with no movement penalties but has a -1 Initiative if attempting to board a vehicle.
- A warrior can carry two fuel counters at a loss of half movement and has a -2 Initiative if attempting to board a vehicle.
- A warrior may throw his fuel counters into a vehicle that he is next to, this takes up one inch of his movement.
- A warrior or vehicle leaving the board with fuel counters does not need to roll to see if they are dropped if their Mob bottles out.

- Orks carrying fuel will automatically drop them if in close combat or as a result of a failed Bottle Test.

The fuel counters are worth bonus Teef and Experience at the end of the game.

### DA DESERT

The Mob which is without vehicles may place all of the terrain. No buildings should be used, but ruins may. After the player has placed all of the terrain to his satisfaction then the other player can move, remove or add one of the pieces of terrain.

Remember, this is the sparse dessert so you shouldn't have much more than one piece of terrain per two square feet of board.

### MOBS

The player who is without vehicles should set up all of his warriors first. Each warrior is given a fuel counter for them to carry. The warriors should be placed in the middle of the board, at least 18" from each of board edges.

The other player divides up his warriors between his vehicles and places them on a random board edge. All of his warriors must start inside a vehicle (They don't have to stay together once the game starts).

### STARTIN'

Roll a D6 to see who has the first turn, the Mob with the highest score has the first turn.

### ENDIN'

The game ends when one side *Bottles Out* or has only casualties left on the field.

If one Mob *Bottles Out* then the other Mob automatically gets all of the fuel counters remaining on the board.

Each fuel counter can be traded with the Meks for 1D3 Teef. This is additional Income and not profit.

The winner is the Mob that has the most fuel counters.

### **EXPERIENCE**

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

#### **+1 Carrying fuel counters**

Any warrior is still carrying one or two fuel counters at the end of the game (or that has left the board with fuel counters), gains an extra 1 point of Experience. No extra experience is gained for fuel cans loaded into vehicles.

#### **+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 against other Mobs 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.

#### **+10 Winning**

The Nob of the winning Mob earns an extra 10 Experience points.

