GOLD RUSH!

A scenario for 2 - 4 mobs with a lust for shiny things.

A rich seam of scrap has been discovered, right at the surface, unearthed temporarily by the shifting sands of the desert. The vultures soon start to circle...

By DAVID CAMMACK (david@cammack1.plus.com)

Between whipping winds and shifting sands, the desert has made way for the treasures below. A ravine of scrap unearths itself and protrudes from the otherwise desolate wasteland. Glimmering for miles with its potential profit it's enough to make any Mek drool with anticipation (as opposed to drooling without anticipation, which is pretty much the rest of the time).

With every teef-grabbin', freebootin', prospektin' Ork in Mektown (and beyond) trying to stake their claim, a race to the beckoning rubble begins resulting in a riotous frontier of greed and mayhem.

Special Rules

The scenario uses the Bottlin' Out special rule and the Scrap Counters special rule. Lots more than the usual number of scrap counters will be available in this scenario (i.e. D6 + 6). After the terrain has been set up, but before the mobs are deployed, the players take turns to place the scrap counters anywhere on the board, but not within 12" of the board edges.

Da Desert

The board should consist of a fairly open section of the desert.

Mobs

Roll to see which mob has already found the seam and is already working it, the highest roller is the defending mob.

The defending mob may set up anywhere towards the middle of the board, but not within 12" of the board edges. Any defending warrior on foot may count as carrying a scrap counter if placed next to one during setup. Likewise a defending vehicle placed next to a scrap counter during setup may have that counter loaded onto the vehicle. The other mob or mobs each start on a different random table edge.

Startin'

The attacking mob(s) starts - if more than one mob roll to determine turn order.

Endin'

The game ends when one mob has all its warriors Down or Out of Action or when it has bottled out (compulsory or voluntary). If there are more than two mobs taking part then the game ends when only one remains. Bottle tests are taken at 25% as normal.

Post-Battle Sequence

If there is only one mob left at the end of the game that has not bottled out, then instead of mining their own mine, that winning mob may opt to mine this rich scrap seam immediately after the battle. If they do so, they can extract twice the value of scrap that their normal mining efforts would have brought them. As usual the teef from mining count towards the mob's income, not profit.

The mob only benefits for this game. All that extra wealth is hard to keep under yer hat! Word quickly spreads eliminating any long term advantage for the finders.

Experience

+D6 Survives
All warriors that survive the battle gain D6 experience points.

+5 Wounding/Penetrating Hits
Wounding hits and penetrating vehicle armour gains a warrior 5 experience points.

+1 Carrying Scrap
A warrior earns 1 experience point for carrying a scrap counter at the end of the game (scrap loaded onto vehicles does not earn anyone experience).

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

Document Licensing Details

This document was written by David Cammack and with permission was edited by Benjamin Fox and Ross Graham.

It is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported license.

To view a copy of this license scan the QR code or visit:
http://creativecommons.org/licenses/by-nc-sa/3.0/

Unsure what any of that means?
Visit ***http://gorkamorka.co.uk/creative-commons*** *for an explanation.*

The layout was made by Benjamin Fox using images created by Jenny Mathiasson and is also licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported license.