DEMOLISHUN DERBY

Gorkamorka has some great rules for causing chaos through ramming but lots of the time they go under-used. What better way to encourage some carnage than a good ol' fashioned demolition derby?

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Demolishun derbies are a favourite pastime amongst some of the richer mobs. Their older vehicles are so full of 'oles they're pretty much only good for smashing up - any excuse to get some new wheels! Not to be outdone up-and-coming mobs like to get in on the action to rub those posh gitz' noses in the dirt. Orks from all around usually show up to watch and often fights break out in the stands as the spectators get really into the violence of the event.
YEAH! RAM 'IM AGAIN!

Special Rules

This scenario is unusual in that it ***does not*** use the Bottlin' Out special rules. On the other hand it does use the It'z Da Takin' Part Dat Kountz special rule (see below).

Da Desert

The mobs will need plenty of room to race about and crash. It is suggested that you place a ring of hills and rocks around the arena to be used as makeshift spectator stands. Or if you're feeling really ambitious why not have a go at making propa' grandstand scenery pieces?

Mobs

Any number of mobs may participate in the derby.

Mobs are split into vehicles with their drivers and the rest of the mob. Only vehicles are allowed in the arena whilst the rest of the mob (vehicle crews included) take up positions in a chosen area of the seating stands.

Startin'

The Revvin' an' Shoutin' rules from page 91 of *Da Uvver Book* should be used to determine turn order.

Rules of Da Derby

No spectator may move, shoot, or initiate hand-to-hand combat until one of their mob's vehicles has been involved in a ram. The air is taut with anticipation until a hefty crunch of their vehicles breaks the spell!

After making the ram the mobs whose vehicles were involved may attack other spectators, run into the arena, attempt

boarding actions, and basically take their turns as normal.

Grots are far too sneaky to be concerned with the traditions of the derby and may act as normal without one their mob's vehicles getting in on the action.

Endin'

Once all of a mob's vehicles are crippled or immobilised that mob automatically bottles out. Their vehicles should be left on the table as additional obstacles.

Whichever mob still has a mobile vehicle on the table at the end of the game is crowned victor.

It'z Da Takin' Part Dat Kountz

These sorts of events aren't just about smashing things up - the sumboyz make a killing on all the betting that goes on. Of course without mobs willing to risk their machines no one's making any money and that's exactly the sort of thing that keeps a sumboy awake at night!

With so much cash coming in it's just good business to pay for some meks to be on hand to patch up the damage after the fight. Vehicles which receive permanent damage as a result of the scenario will have it automatically repaired after the fight at no cost. If a vehicle already had permanent damage prior to the fight that won't be fixed, only damage incurred during the derby - the meks keep an eye out for sneaky gitz trying to pull a fast one!

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 Damage Inflicted By Ramming
Drivers who directly inflict damage on other warriors by ramming gain 1 experience point for each point of damage inflicted. Causing damage indirectly (such as forcing another driver to swerve and thereby crash) does not count towards this experience bonus. The crowd will love it though!

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

Variations

Fancy making things "intrezting"? With something like this it's easy to setup a system for wagering.

There's a number of ways to do this. The most basic is a simple buy-in. Players decide on a reasonable amount per mob (e.g. 3 teef) and take that from their teef hoard. The winner keeps the whole pot.

As the teef are coming from the teef hoard and have already gone through the expenses table (page 65 of *Da Uvver Book*) there's no need to put them through it again. Whatever the winner gets goes straight into their teef hoard!

Alternatively a buy-in for each vehicle might be fun. Whether it's better depends on the mobs in your campaign - some mobs are better for this scenario than others. Bikes and similar small vehicles are at a disadvantage compared to a chunky trukk. It's still worth getting them in there (free repairs after all!) but it's not exactly an equal match.

Here's a suggested buy-in list:
1 toof - Small vehicles (e.g. bikes)
3 teef - Big vehicles (e.g. trukks)
4 teef - Big vehicles with reinforced rams

This might be better further into a campaign when mobs are getting bigger. A mob with three trukks is at a distinct advantage compared to one made up of bikes and traks!

Sometimes a derby game starts to resemble a battle more than a competition. Time to mix things up a bit!

A possible solution to this is to use the Revvin' An' Shoutin' rules after each turn. Of course this can lead to a mob getting two turns in a row but by the same token a mob could come in first one turn and then last the next. It's a little difficult to plan careful tactical moves if a bit more randomness is introduced like this.

Another idea that might work is to up the amount of extra experience drivers get for ramming. You could even add a prize for the mob that inflicts the most damage by ramming to really up the ante.

Another (particularly sadistic) variant of the scenario is to play without the *It'z Da Takin' Part Dat Kountz* special rule. It's probably best to make sure everyone has read through the scenario fully though to avoid any nasty surprises if you do go down that path. It's probably a good idea even if you're playing the scenario normally - you might end up with some rather hesitant vehicle action otherwise!

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