



DA BRIDGE

By EREN KAUPTLAND.

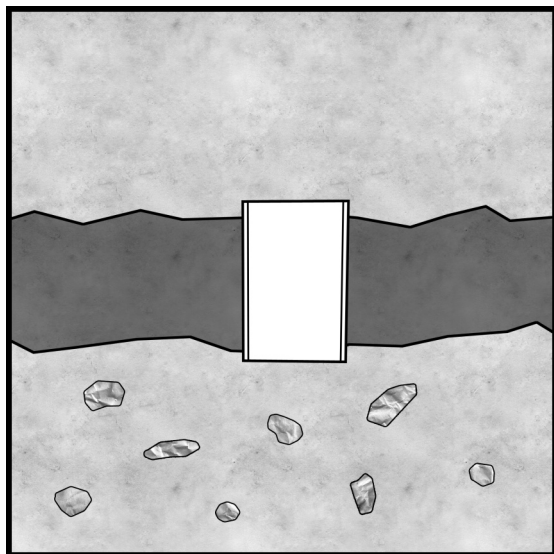
Mobs often stop in the middle of nowhere for a few days to hunt for scrap. A popular side activity to the scrap hunt is to sit down at some landmark for a few hours (usually a bridge), and demand a few teef to let other mobs pass. Naturally, no-one wants to pay up so a punch up begins!

Special Rules

The scenario uses the Bottlin' Out and Scrap Counters special rules.

Da Desert

The main feature should be the bridge, placed in the centre of the table across a length of difficult terrain stretching across the entire board. The attacker's side of the table should have enough terrain to prevent there being an easy straight line towards the bridge. Some areas of difficult terrain are a good idea too.



Scrap Counters

D6 scrap counters are placed on the bridge. If they are present on the battlefield at the end of the game the winner gets them, although they can be picked up and carried.

Mobs

The mob holding the bridge is the defender. The defender has one vehicle (with its driver and gunner) deployed behind the bridge. Their leader and D3+3 warriors should be placed on (or as close as possible) to the bridge.

The attacker uses their whole mob, split into different groups. The main group consists of their leader and D3 warriors on a vehicle. They should be deployed 24" from the bridge, facing towards it.


The rest of the mob is split up into two equal (ish) groups which enter the table in turn one at separate lower corners of the table.

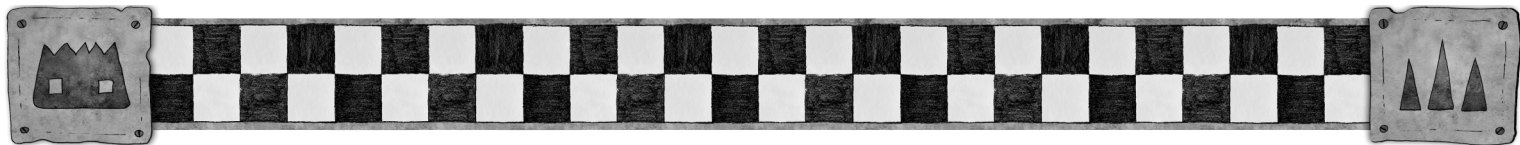
Startin'

The attacking mob goes first.

Endin'

The game ends when the whole attacking mob are off the board. However the attacking mob must cross the bridge before leaving the table, it's a matter of honour!





Crippled or immobilised vehicles and Downed warriors do not count towards crossing and do not have to make it off the board via the bridge or otherwise. They've been duffed fair and square - no shame in that.

If none of the attacking mob has crossed the bridge by turn three they automatically bottle out, ending the game. At some point honour ain't worth the trouble!

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.

-D6 Losin'

If the attackers lose the battle each of their warriors who fought in the game lose D6 experience points. This is deducted from the experience earned this battle, just like the penalty for declining a challenge in We Woz 'Ere Furst (page 92 of *Da Uvver Book*).

+5 First To Cross Da Bridge

The first of the attackers to cross the bridge gets a bonus for showing those arrogant gitz who's boss!

+10 Winning

The leader of the winning mob gains 10 experience points

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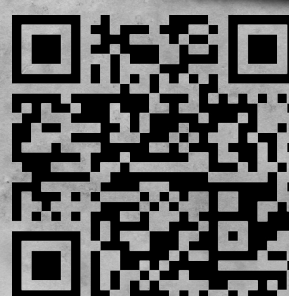
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