



BREWHOUSE BASH!

OR "OI! WHO D'YA FINK YUR LOOKIN' AT!"



Ork bar brawl mayhem by Alan Merrett, Robin Dews, Paul Sawyer, Gordon Davidson and Jim Butler.

There are two things that all Orks love, a pint of fungus beer and a good punch up! Now both are combined in the Brewhouse Bash game. Will you be the last Ork standing or will you get pounded into the floor by your mates?

IT'S EVERY ORK FOR HIMSELF!

The Brewhouse Bash is a game for any number of players, in fact we've found that the more players you have, the rowdier and more fun it gets! The object of the game is simple – you are quietly sitting in a bar enjoying your fungus beer when a fight breaks out. Being an Ork, you simply can't resist joinin' in and so a massive scrap develops. The game ends when all but one of the Orks have slumped unconscious to the floor, leaving the last Ork standing as the winner!

SETTING UP

First of all you'll have to glue the game board, the bottle and chair counters on to some good quality card. Cut the counters out and then they are ready for use. In order to play the game, you'll also need a few D6s, pens and some paper to note down your Ork's Wounds and other stuff.

Place the two halves of the board together (tape them if you like) on a flat surface. Place the twelve wooden stools anywhere you like on the game board. Near to the tables is a good idea, but it doesn't matter too much. Place the twelve bottles anywhere you like on the bar or the tables.

Next you need to allocate Wounds and Skills to every Ork in the game. Each Ork starts with a random number of Wounds. This represents the amount of bashin' they can take before they slump unconscious to the floor. Roll $D3 + 3$ Wounds for each Ork and note this down on a piece of paper. (Yes we know that there's no such thing as a D3! Simply roll a normal D6 and a result of a 1 or 2 = 1, a 3 or 4 = 2 and a 5 or 6 = 3!)

The lads get into the spirit of the game as another Ork hits the deck. In this game, the more players there are, the better!



To play the game you'll need some suitable Ork models. Games Workshop has a vast array of suitable Ork/Orc Citadel Miniatures.

From dusting down your GorkaMorka models, to taking a few suitable figures in your Orc or Ork armies.

Orc Blood Bowl Players are also perfect to use in this game.

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Each player then rolls on the Bashin' Skills table. This gives each Ork a special ability that he can use to beat up other Orks and ensure his own survival in the brawl. Roll a D6 for each Ork in the game and make a note of their skill next to their Wounds. The effects of these Skills are described below.

PICK UP CHAIR

If you are in a square with a chair in it, you can pick it up. Place the chair on top of the model to show that it is being carried. You can't make Bash or Pile On actions if you are carrying a chair!

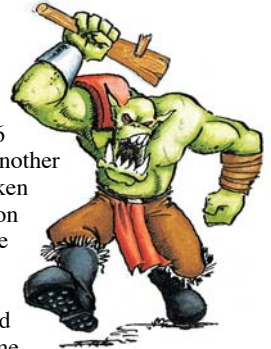


BASHIN' SKILLS TABLE

D6	Skill	Summary of Effect
1	Weep like a weedy Grot!	Can't be bashed during the next turn
2	I'm dead 'ard	Avoids being knocked down on a 4+
3	Oi! Come 'ere!	Can move another Ork up to 3 squares
4	Did you spill my pint?	+1 if used with a 'Bash' attack
5	Pick up an' throw	Pick up and throw an Ork on a 4+
6	Poke in da eye	Only gets one action next turn

THROW CHAIR

If you are carrying a chair, you can throw it up to D6 squares. If this reaches another Ork then the chair has broken over his head – make a roll on the Bash table and remove the counter. If the chair lands in an empty square, then it breaks to bits and is removed from the game.



PICK UP BOTTLE



If you start or end an action in a square with a bottle in it, you can pick it up. If you are carrying a bottle when you make a Bash or Pile On attack, you get a +1 to your dice roll. Each bottle can only be used once before it breaks and the counter is discarded.

Each player then rolls a D6 to see who moves first. The player with the highest roll gets to place their Ork first, anywhere on the floor area, followed by the next player clockwise round the table and so on. Once all of the Orks have been placed, the player who rolled highest gets to move first and the bashin' begins!

ACTIONS

During their turn, each player can either perform two Actions, or make one Action and use their Skill. You can perform these in any order and can repeat the same Action twice if you like, but you cannot use your Skill more than once during a single turn. The following Actions are possible:



MOVE

A player may move their model up to 3 squares. You can move in any direction including diagonally, but cannot pass through the thick black walls.

If you want to jump up onto the bar, a table, or any other object, roll a D6. On anything but a 1 you succeed. If you fail this roll, the Move Action ends in the square next to the obstacle.

STAND UP

If you've been bashed to the floor by another player, it takes a Stand Up action to shake your head clear and stagger back to your feet.

CRAWL ALONG THE FLOOR

An action for cowardly Grots. You crawl along the floor on your hands and knees for one square. This is the only Action you can perform while on the floor.

BASH

If you are standing next to another Ork you can take a swing at him. Roll on the Bash Table and apply the result immediately. If you are standing on a table, a crate, the bar or another object and attacking someone on the floor, you can add +1 to your dice roll. If your opponent is at a higher elevation and you are on the floor, you get a -1 to your roll (obviously, you can't reach to bash someone who is on the balcony)!

BASH TABLE - ROLL A D6

1-2 **Ooof!** No effect, you swing wildly at thin air!

3-4 **Bash!** You knock your opponent to the ground. Lie the model down in the square where you hit him.

5-6 **Put the boot in!** You knock your opponent to the floor and kick him when he's down! Lie the model down as above, and knock off a Wound.

DIVIN' LEAP

This action enables you to leap up to D3 + 1 squares if you are standing on a table, the bar, or any other object. If you are suicidal enough to want to leap from the balcony, you can jump up to D6+1 squares. If you land on another Ork, you cause an immediate 'Pile On' attack. Resolve the attack and then move yourself to any adjacent, vacant square. Leaping from the balcony also causes double wounds to yourself or the poor unfortunate beneath you, as the case may be!

PILE ON

If you are standing next to an Ork who is already lying on the floor, then you can Pile On. This is a far more vicious attack than a Bash as you are kicking someone who is already down! You can also make a Pile On attack if you make a Divin' Leap. As we've already noted, if you are insane enough to want to make a Divin' Leap from the balcony, then any Wound result on the Pile On table causes double damage to you or your opponent.

PILE ON TABLE - ROLL A D6

- 1 Ouch!** You get a knee in the danglies. You are knocked down and take a wound!
- 2-5 Put the boot in!** You steam in on the hapless Ork with boots flying. They lose a Wound. If you've just performed a Divin' Leap or been Thrown then they are also knocked down.
- 6 Give 'em a kicking!** Same as above but causes two Wounds.

slump unconscious to the floor. On each subsequent turn, roll a D6. On a roll of a 6, you stagger to to your feet and start shouting "Come on then, I'll 'ave ya! I'll take you all on!"

You can carry on fighting and moving normally, but only have one Wound. As soon as you take another hit, you will once again slide into unconsciousness until you roll another 6!



Unconscious models block the square in which they are in, like any other obstacle. You need to roll anything but a 1 to move over them.

ENDING THE GAME

The game ends when there is only one Ork still standing! Da winner!

Everyone then staggers to the bar, orders more fungus beer and it all starts again!

If you want to play the campaign version of the game, then the winning player gets two rolls on the skill table next time, cos they are 'arder! Easy innit!

HAVING NO MORE WOUNDS

Eventually, after being kicked and pummelled by your best mates, your Ork will have no Wounds left and at this point, you

SKILL DESCRIPTIONS



1) WEEP LIKE A WEEDY GROT!

Although distasteful, the 'Weep like a weedy Grot' ability enables you to fall to your knees, press your hands to your ears, crying "Don't hit me! Don't hit me!" So pitiable and outright sickening is this display that no Ork is allowed to attack you until your next turn. Place your model face down.

2) I'M DEAD 'ARD, ME!

You have the uncanny ability to stay on your feet despite being punched, kicked or having chairs thrown at you! Roll a D6 every time you receive a knock down result on the Bash or Pile On tables. On a 4+ you manage to stay on your feet, although Wounds are applied normally!

3) OI! COME 'ERE!

'Oi come 'ere!' allows you to move any other model up to three squares using the normal rules. If you want them to climb on an obstacle they must first pass a normal test by rolling anything but a 1 on a D6!

4) DID YOU SPILL MY PINT?

Enraged by the fact that someone has spilled your fungus beer, you roam the bar room looking for the git who knocked your arm. You must combine this skill with a Bash or Pile On Action in a single attack, and so cannot do anything else for that turn. 'Did you spill my pint' allows you to add +1 to your Bash or Pile On dice roll!

5) PICK UP AND THROW!

If you are standing adjacent to another Ork you can attempt to pick up and throw them across the room! Roll a D6. On a roll of a 4, 5, or 6 you manage to pick them up. You can now to throw them D3 squares. If they land in a square without another model in it, roll on the Bash table to see the effect as they crash to the floor. If they land on another model, roll on the Pile On table and apply the result as normal.

6) POKE IN THE EYE!

Quick before he turns his head! Jab him in the eye with your fingers! Yeah go on, it feels nice and squishy in there, scrabble around a bit! Your opponent howls in fury and cries like a baby Grot. With tears streaming from their eyes, they can only make one Action in their next turn.



