

SUMFINK IN DA SAND

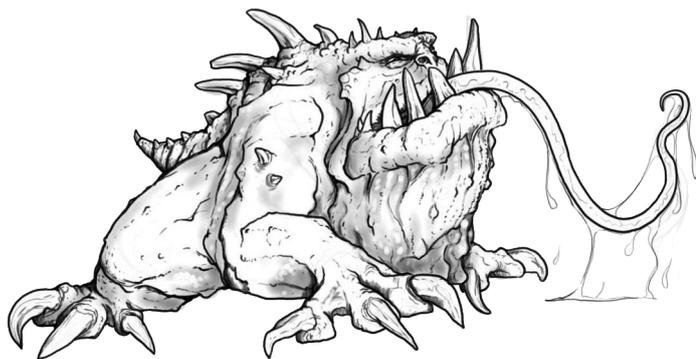
By Ross Graham

Ross, like so many others of you, is a fan of Gorkamorka. While some Nobs have criticized his Freebooterz for not being Orky enough Ross is still a very Orky player, shredding anything and everything that he comes across, including Gorkers, Morkers, Muties, Rebel Grots, Dust Rats...and even a Mutie tent! But that's still not enough for him, so he's come up with some rules (with the help of our resident artist, Clayton) for a few of the creatures that occupy Angelis...just so he can add them to the trophy rack too!

Just another tall tale...with teeth

Walking into any brewhouse it's not uncommon to hear the ramblings on a half-crazed greenskin talking about these creatures that took out half his mob before they even saw it. Most of Mektown would put it down to the fact that they've guzzled twelve barrels of squig joose...which may be true, but the point is, he's not mad...well, he might be, but the real point is, there are creatures out there.

Most of the creatures out in the desert had links to the squig at some point, but mutation, evolution, two blazing suns, radiation, pollution and simple survival traits would have led these beasties to grow into something else. The creatures listed below are just a few of the creatures that the residents of Angelis encounter.



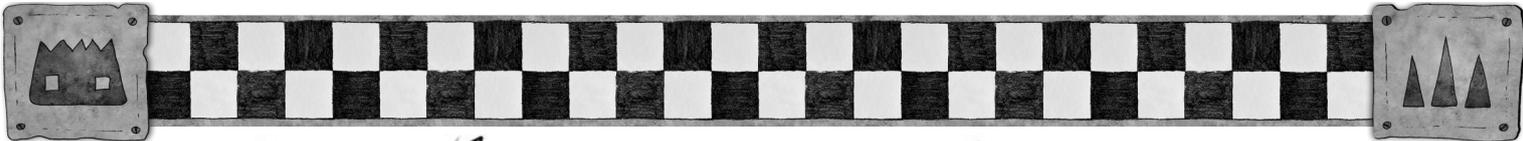
But how do I use them?

There are various ways you could utilize these beasties in your games. While they are intended to be used as third party nuisances to get in the way of regular battles between two mobs, you may want a single mob (or even warrior) to face off against them.

Ross has some ideas in mind for how he might use them in his games. It might be fun to fend off a Steel Gulpa and an opposing mob while trying to grab some scrap, or opting to send captured warriors in a pitfight against a Whip Scorpion to earn his freedom, or even using Scratchers to surround a fort during a siege. Of course, it's all up to you!

Unless otherwise stated these creatures' teeth and claws (amongst other things) count as knives, i.e. user strength. They should be treated as third-party Notmobz and all the rules are in their profiles for how they should behave. Mob Ratings have been included in the profiles for underdog bonuses and just in case you have some ideas of your own. Of course this is not the only way they can be used and creating your own scenarios using them is encouraged!





Whip Scorpions

Mob Rating: 85

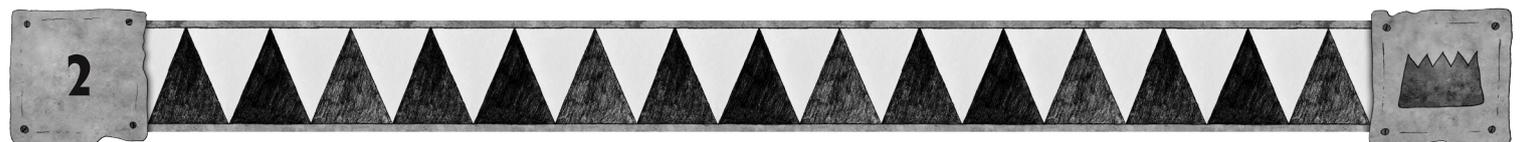
Whip Scorpions are truly the hunters in the sand. Mobs often come back raving about something that snatched one of their Yoofs in front of their very eyes. And some mobs don't come back at all. Technically speaking Whip Scorpions are part of the Squig family, but you would never have thought it. Its sharp spiny legs, clacking claws, and whippy tails bear little resemblance to the Squigs that the Orks know. "Theyz likes to hide in da sand" isn't really much of a warning, but it's the closest thing you'll get.

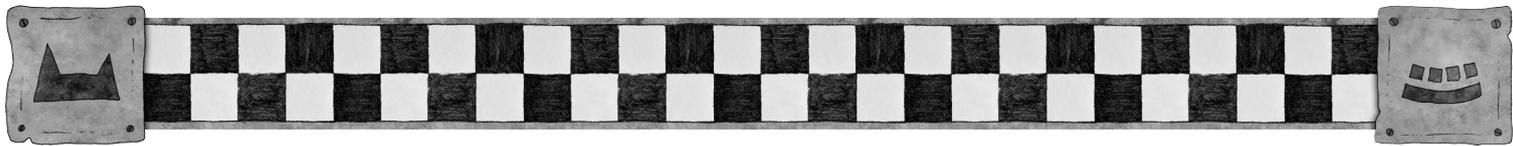
	M	WS	BS	S	T	W	I	A	Ld
Whip Scorpion	6	4	0	6	5	3	4	4	10

SPECIAL RULES

Fear: Whip Scorpions cause *Fear*.

Weapons and armour: The Whip Scorpion has 4 attacks in its profile, attributable as follows: two for the claws (treat as Choppas), one for the tail or stinger (treat as a Choppa) and one for the monster's spikes and legs (user strength, i.e. 6). Additionally, the Whip Scorpion gains an additional stinger attack in the first round of combat if it charges. The Whip Scorpion's bony plates make excellent armour, to





represent this in game terms, the Whip Scorpion counts as wearing Flak Armour.

Ouch! A good defence is a good offense and even a Whip Scorpion knows this. At any time, during any phase of any turn, the Whip Scorpion may lash a nearby warrior with its tail or stinger. If a warrior passes within 2" of a Whip Scorpion, it will attack in this way. The warrior must take an Initiative test. If passed, the warrior moves away from the monster. If failed (and assuming the warrior can) they may charge into combat with the Whip Scorpion, or take the hit. If for some reason the warrior is unable to charge it, he is hit. See above for details on the Whip Scorpion's tail attack.

Movement: As Whip Scorpions have no shooting capabilities, they are always able to run, so their maximum movement is 12" per turn (plus any follow up move after close combat). Additionally Whip Scorpions are expert scuttlers and jumpers, they move through difficult and impassable terrain as if it were open ground. The Whip Scorpion will move during both players' turns just after the player has moved. This represents the fact that it is hard to hit as it scuttles off after warriors have moved into a more strategic position. A Whip Scorpion will always move directly towards the nearest enemy (i.e. not another Whip Scorpion) at its full movement rate.

Theyz likes to hide in da sand: While this isn't exactly the best advice to know where to find them, it does explain why they're so hard to hit. This is represented in game terms in that anyone attempting to shoot at the Whip Scorpion will be at -1 to hit.

Jabberz

Mob Rating: 8 + D3

Jabberz come in all shapes and sizes but are easy to recognise if you come across one due to their mischievous nature. Covered in spiny spikes, they like

to hide in the sand until the most "opportune" moment, then thrust upwards. It's not known whether it's intentional or simply a defence system but it sure is annoying... especially when you're stranded miles from Mektown!

	M	WS	BS	S	T	W	I	A	Ld
Jabberz	4	3	0	3/4	3	1	4	2	10

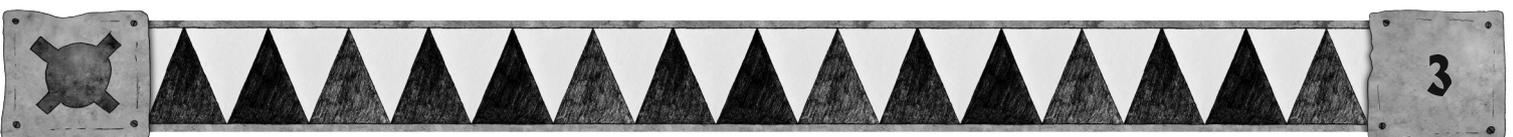
SPECIAL RULES

Hatred: All warriors are treated as hating Jabberz

Weapons: Jabberz have 2 attacks on their profile (they are relatively simple creatures). One is at Strength 4 representing its spikes, and the other at Strength 3, representing its teeth and claws. In addition to this, the spikes that cover the Jabberz provide excellent defence, so they are treated as wearing Studded Armour.

Movement: Jabberz can't see particularly well and seem to wander aimlessly. Once revealed Jabberz move 4" in a randomly determined direction. If a Jabber comes within 2" of an enemy model (i.e. not another Jabber), it will engage it in close combat immediately. Jabberz effectively have their own turn before the players' turns and so always move first.

Jabbed! For each 6" moved by a player (warrior or vehicle), roll a D6. On the result of a 1, some Jabberz have thrust upwards into the warrior or vehicle. A warrior caught like this may make attempt to jump back by passing an initiative test; if successful he will engage in close combat with the Jabber. Should the warrior fail he will suffer a single S4 hit. Vehicles may not dodge and will instead suffer a S4 hit. Once this has been resolved the Jabber becomes part of normal gameplay.



Skratchers

Mob Rating: 4 + D3

Skratchers like many of the Squig family come in a variety of breeds. Like so many squigs, they're not always squig-like; some are like your regular run of the mill Cave Squigs, others are blind with huge rending claws, and some more like hissing Growler Squigs! Some have even been known to swallow entire bikes before! But most of the ones on Angelis tend to be more like something between mutant rats and vicious lizards.

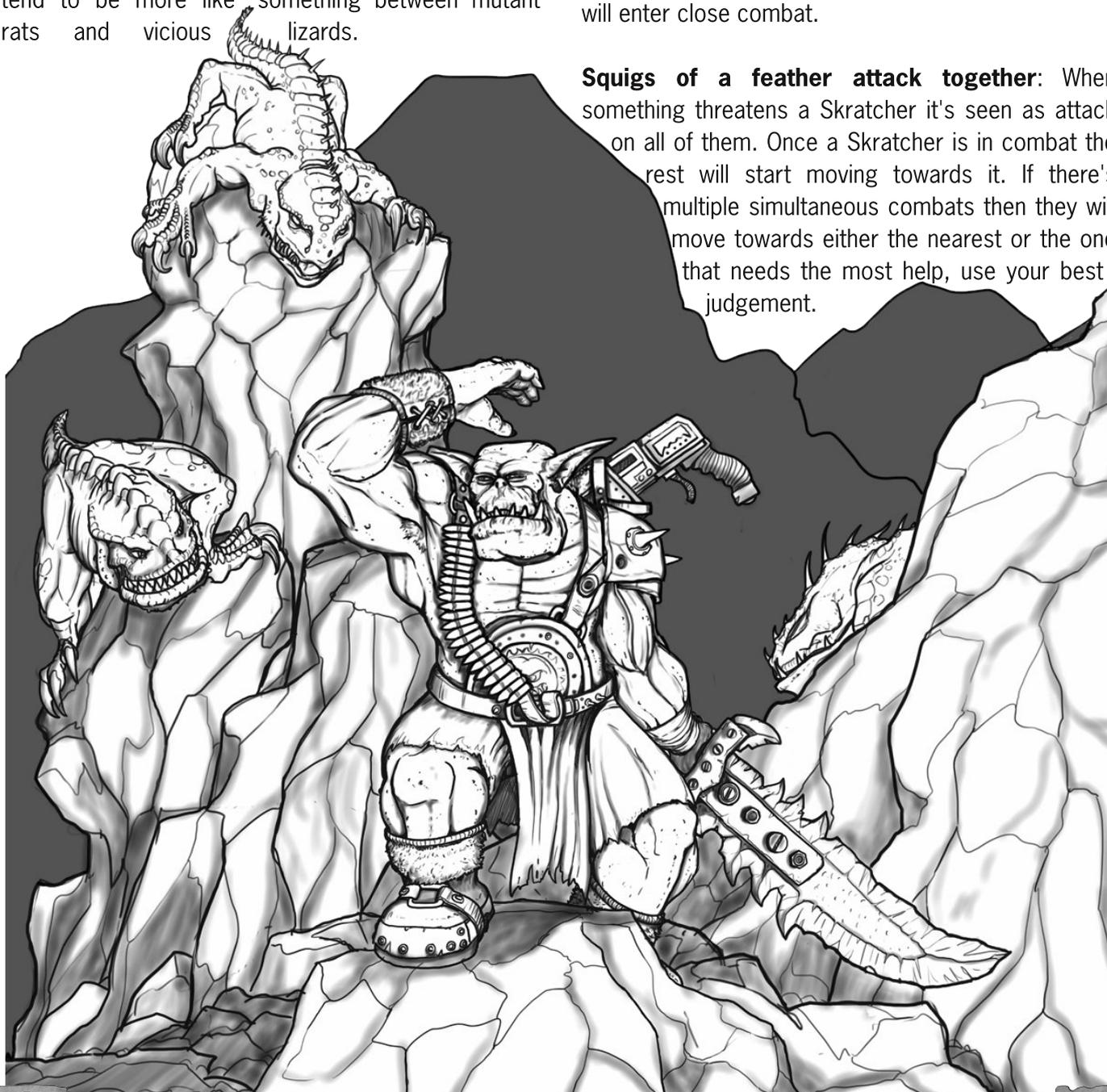
	M	WS	BS	S	T	W	I	A	Ld
Skratchers	D6	3	0	3	3	1	4	1	7

SPECIAL RULES

Weapons: Skratchers fight with teeth, claws and tails (they hit at user strength).

Movement: Skratchers move in randomly determined directions at D6" per turn. This move is done before each player's turn. If a Skratcher comes within 2" of an enemy (i.e. not another Skratcher) it will enter close combat.

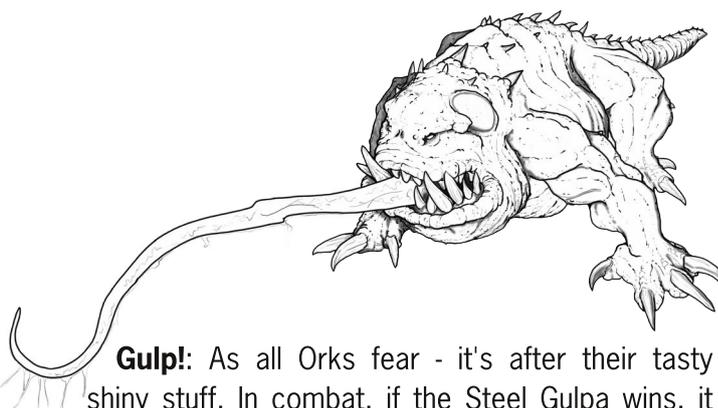
Squigs of a feather attack together: When something threatens a Skratcher it's seen as attack on all of them. Once a Skratcher is in combat the rest will start moving towards it. If there's multiple simultaneous combats then they will move towards either the nearest or the one that needs the most help, use your best judgement.



Steel Gulpa

Mob Rating: 75

The Steel Gulpa is as troublesome as it is ferocious. While many wild things are mutations and evolutions of the squig as we know it the Steel Gulpa is much simpler. It's a squig that eats metal and likes the taste. As squigs are quite adaptable, it's no surprise that the Steel Gulpa is the animal it is now; a monstrous beast towering between two and three times the size of an Ork; its gaping maw with teeth as sharp, as long, and as deadly as Choppas; and dripping with corrosive drool as its tongue whips out to lick scrap metal into oblivion.



Gulp! As all Orks fear - it's after their tasty shiny stuff. In combat, if the Steel Gulpa wins, it will attempt to eat weapons, equipment, and scrap. The warrior must pass an initiative test to hold on to what he's got. If failed, randomly determine what the Steel Gulpa has swallowed. This equipment cannot be retrieved unless the Steel Gulpa is put Out of Action.

	M	WS	BS	S	T	W	I	A	Ld
Steel Gulpa	7	5	0	5	5	2	4	3	9

SPECIAL RULES

Weapons: The Steel Gulpa is armed with a whip-like tongue, corrosive juices, metal chomping teeth, and a few claws to match (all hitting at user strength). Its thick hide confers a 5+ save.

Movement: The Steel Gulpa will move towards the nearest warrior with equipment, vehicle, or piece of scrap (you can choose more things that it's attracted to if you wish!). Steel Gulpas amble along looking for something to munch and so do not run between their courses. If there is nothing with equipment left on the board, then it will start on the warriors, which will count as charging (but their movement isn't doubled like a normal charge). This move is done before both players' movement phases.

You'z gonna need a bigger truckk...: The Steel Gulpa is so big and metal crazed that it can also ram vehicles! It counts as a normal vehicle (not a bike) for ramming purposes. If rammed it may attempt to dodge as normal; if struck, it takes a S3 hit like any other foot model would.

If the Steel Gulpa encounters/rams a vehicle, then it will also try to take a chomp out of the vehicle. This is treated as attacking a vehicle (A user strength hit against a location). Randomly determine any scrap, Gubbinz or fixed weapon that it will gulp (roll to penetrate armour as normal). If there are none of those (or if it's gulped them already) then randomise amongst the remaining hit locations. Whatever is penetrated will have its armour reduced by 1 point for the duration of the game (this is not cumulative, and will be repaired after the game at no extra cost).

Scrap is treated in a similar way. If a warrior is holding scrap, it is treated as part of his equipment. If a vehicle is carrying scrap then it will attempt to munch on that, as explained above. If scrap is left unattended then the Steel Gulpa will have to spend a turn to gobble it up...unless something gets in its way.

Hatred: Any model to have his equipment gulped will *Hate* the Steel Gulpa from then on.

Fear: The Steel Gulpa is much larger and more ferocious than other Squigs. It causes *Fear*.

Buzzin' Bugs

Mob Rating: 6



Closely related to Buzzer Squigs, Buzzin' Bugs are the bigger members of their family. They live in large hives and dislike the sentient folk who have a tendency to smooch them. They fly all over Angelis looking for things to bring back to the hive...including Orks. Occasionally they will get caught in crossfire between mobs and descend upon their foes.

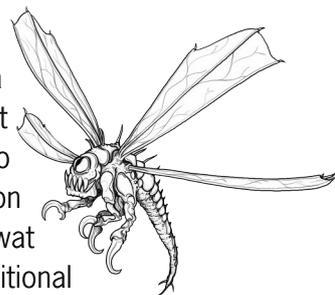
	M	WS	BS	S	T	W	I	A	Ld
Buzzin' Bugs	4	2	0	2	2	1	2	1	10

SPECIAL RULES

Frenzy: Buzzin' Bugs are always treated as being frenzied. If there are no targets for them to charge they just buzz idly in the same area.

Buzz: As Buzzin' Bugs always seem to be buzzing around over heads and rooftops (hence the name), it is almost impossible to swat them effectively. This is

represented in terms of gameplay in that for every Buzzin' Bug in a single close combat the opponent receives -1 to its WS, but to represent warriors ganging up on the bugs, warriors trying to swat them receive +1 WS for every additional warrior in the combat. In addition to this, Buzzin' Bugs are always at -1 to hit when being shot at as they move so quickly, ignore all terrain features and do not need to take any tests for movement purposes (such as Initiative tests to board a truck, or to move out of the way).



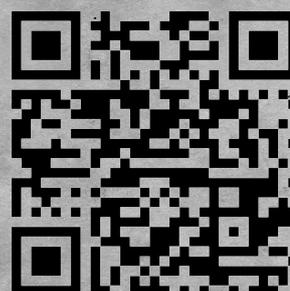
Call of the Hive: Buzzin' Bugs all contribute to what's best for the hive, so will always help each other out. This means that whenever you find one, there will soon be more to follow. At the start of every turn after the first Buzzin' Bug enters close combat (regardless of the result), roll a D6, on the roll of 1-2 more Buzzin' Bugs have arrived, place D3 Buzzin' Bugs within 6" of a randomly determined Buzzin' Bug. This is cumulative, so the game could have Buzzin' Bugs arrive every turn!

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