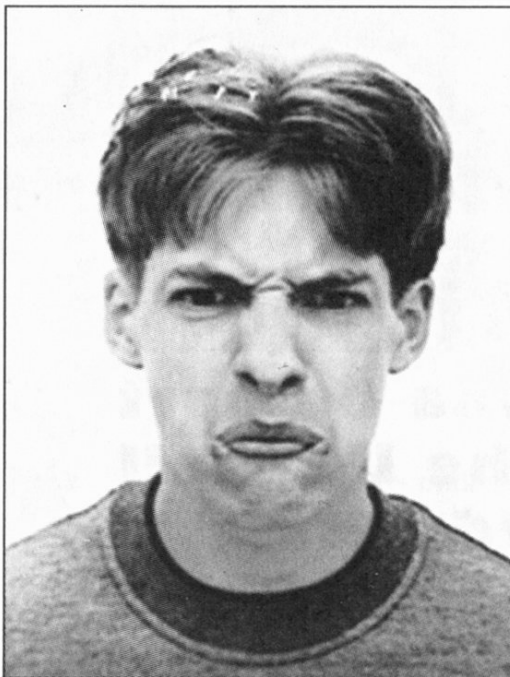


Da Desert Squigs

Fungal follies for Gorkamorka by Jonathon Smith



Jon – never, ever, put a Squig down your trousers...

Stuff about me: I'm fourteen years of age, and have been playing Games Workshop games for about five to six of them. Currently, I play Warhammer 40,000, Gorkamorka, Warhammer Quest, Warhammer, at which I've only been defeated once (those bloody Lizardmen are so hard!), and am desperate for a girlfriend (I know I shouldn't have said that!). I would like to thank (hang on, hang on, what is this Jonathon, the Oscars or something? – Ed) my so-called mates (mentioning no names – Darren and Philip!), who skanked me, which left me so bored I decided to write this! But special thanks has to go to Michael, who said that this article was so rubbish, after five or so times of play testing, he finally forced me send it off.

It is a bit silly, it is a bit mad, but if you like Squigs (as I do) then you'll love it!

Squigs form an intricate and indispensable role in Ork society, providing food, hair (mmm, imagine that, Sideburn Squigs! – Ed), clothes, and somewhat ferocious pets. Many an Ork Yoof sets off to their first battle accompanied by a loyal and trusted Squig that they've found scrounging for food outside their shack, and Warlords are often seen with a train of Grots dragging piles of them behind as a sign of status. It is also a well known fact that Runtherdz make a tidy profit through training then selling certain breeds of Squig, and that they will try to outdo other Runtherdz by making theirs bigger, meaner and more savage than the last. The following rules are for

GORKAMORKA

Gorkamorka, but are easily convertible for 40k.

How much is dat Squig in da window?

Squigs of any type cost D6 Teef.

You must declare that you are buying a Squig before you roll this. If you cannot afford it then the Slaver mutters something about cheapskate zoggin' rip-offs, takes all your Teef, goes out the back (where faint snorts and howls can be heard), and returns with a tiny, sombre-looking specimen, that whines like a weedy Grot when ya squeeze it! This squig is exactly like any

other of its type apart from all its characteristics are halved(!).

Wot breed of Squig?

Once you have bought yourself a Squig you must decide what type it is: Hopper, Nasher or Hound.

Hopper Squigs

Hoppers are basically a head (with a very large, disturbing smile!) mounted on two short and stubby, but amazingly powerful legs. Hoppers are not the most popular fighting Squigs, but their ability to jump just to the height of an Ork's face, coupled with a mouth just big enough to fit an Ork's face in, and an adequate demonstration, usually throws it for most sales.

Special rules

Hopping – A Hopper Squig ignores movement penalties for obstacles. In addition it does not suffer -1 for charging someone behind an obstacle.

Nasher Squigs

Nashers have long, soft, squidgy, segmented bodies. One end is larger than the other, and it is in this end an unlucky Ork will find a huge jaw, brimming with viciously large teef that are menacingly sharp. They also have two small arms, each with three claws (which are indistinguishable from their teef), but no legs. All these facts combined make any damage inflicted truly horrendous. Nashers are also regarded as a delicacy by Orks, and competitions are held to see who can eat the most Nashers before they themselves are eaten!

Special rules

Nasty Nash – A model taken out in combat by a Nasher Squig may be forced to re-roll the injury result by the Nasher's controlling player if they wish it to do so. The second result must be abided by, even if it is better than the first roll.

Hound Squigs

A Hound Squig has the appearance of a small, heavily muscled dog, albeit a green one with outrageously sized sharp bits and a constant grin when it looks at anyone, like the anticipation of a meal. Hound Squigs are the most popular of all fighting Squigs, because of their ferocious look more than anything else. Another trait of Hounds is their amazing sense of smell which is only rivalled

by the Sniffer Squig, which is rather tame in comparison.

Special rules

Sniffa – A Hound Squig can detect hidden models at double Initiative range.

A Squig's for life, not just for Xmas!

Once you have chosen your Squig it is treated exactly like another member of the mob (it must have a name, a separate entry, etc.), except that it must have a handler, who cannot change, and it must always remain within 2" of them. Slavers may have up to three Squigs, Nobz two, Boyz, Yoofs, any Diggas and any Grots one, and anybody

else none. If for any reason the Squig is caught outside of the 2" at the start of any turn then the Handler must make an Ld test. If this test is successful then they may carry on as normal. If, however, he fails then the Squig runs over the hills and far away, most likely to end up on someone's dinner plate, but at any rate it is never seen again (e.g. count it as DEAD!). If the Handler goes down and the Squig is still within 2" then the Squig will guard him. Any shots or charges intended at the Handler will hit the Squig instead. If the Handler goes out, then the Squig goes out as well. Squigs always take Ld tests on their Handler's Ld.

Hopper Squigs

M	WS	BS	S	T	W	I	A	Ld
4	2	0	3	3	1	3	1	–

Maximum characteristics

M	WS	BS	S	T	W	I	A	Ld
6	4	0	4	4	1	3	2	–

Nasher Squigs

M	WS	BS	S	T	W	I	A	Ld
3	2	0	3	2	1	1	1	–

Maximum characteristics

M	WS	BS	S	T	W	I	A	Ld
4	3	0	4	3	1	2	2	–

Hound Squigs

M	WS	BS	S	T	W	I	A	Ld
4	3	0	3	3	1	2	1	–

Maximum characteristics

M	WS	BS	S	T	W	I	A	Ld
5	4	0	4	4	1	3	3	–



Dinner time boyz...

Diggas and Grots

Whilst Orks can generally keep their Squigs in line (mainly through a mixture of constant feeding and brute force!), Diggas and Grots have problems. In fact, probably the only reason Diggas keep Squigs is to make themselves look more Orky!

Every turn a Squig that's owned by Diggas or Grots is not in combat roll a D6. On the score of a '1' the Squig rampages and immediately charges and attacks the closest model be it friend or foe.

Gettin' urt badly...

A Squig suffers injuries in the same way as any other model (Note: a Squig will not take injuries for going out because the Handler did). Treat *Gobsmacked*, *Bitter enmity*, and *Survives against the odds* as a *Full recovery*. If the Squig gets *Captured* then treat the result as dead, unless the opposing Mob has a *Slaver* in which case he is the new Handler. There is no chance of being rescued or swapping it for another captive, it is simply not worth it to the Orks involved. If the Handler dies then the Squig is counted as dead too, unless your Mob has a *Slaver* in which case

they are the new Handler.

Experience

A Squig starts with zero experience, however, instead of gaining experience in the normal manner, they get a point of Strength for every wound that they inflict, in addition to the bonus for having a lower Mob Rating, but only against Squigs and their mutual difference in rating (!)

Much needed example:

A Hound Squig costing 3 Teef and having 6 experience inflicts two wounds on a Nasher Squig costing 6 Teef and having 18 experience. Therefore the Hound gets +11 experience
 $8-4=4$ (that's +1 in *Da Uvver book*), $5+5+1=+11$ ($1+1=2$, just to prove that I can count!).

Squigs use the normal chart to see when they get an advancement, but roll on the table opposite. If a Squig acquires its maximum characteristics, any other advancement will kill it – it just got too fat for its own good and burst!

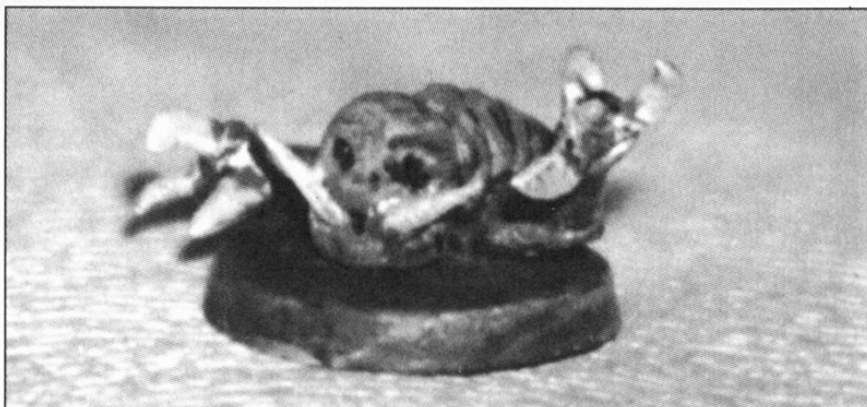


Slavers, Hopper Squig, Hound Squig, Nasher Squig and another couple of Nashers.

Squig Advance Table

Roll 2D6

2. *Burrrp!* The Squig literally gorges itself to death. Remove it from your roster
3. 'Arder +1 S
4. 'Arder +1 T
5. 'Arder +1 WS
6. 'Arder +1 I
7. 'Arder +1 WS
8. 'Arder +1 T
9. 'Arder +1 WS
10. 'Arder +1 to any characteristic of the player's choice.
11. *Rampage* The Squig gains *Frenzy*.
12. *Truly putrid* The Squig gains *Fear*.



Jon's scratch-built Nasher Squig looking hungry

Kustmizin' and Cubbinz

Modelling a Squig is very simple. The easiest option is to use a Warhammer or Warhammer Quest model, but check out some of the older catalogues for other more appropriate representations. Failing this, modelling putty works incredibly well – roll it into small balls, press them together, use some spiky bits

from the bits box as teef and claws and you have one bad-tempered, nasty ball of teef and fungus. You can find a picture of a Nasher Squig in the old Codex Imperialis (if you have one), and a Hound Squig on the front of the old Codex Orks. A Hopper Squig can be found in the 1999 annual, in the Orcs and Gobbos Warhammer section under Squigs and Squig Herders.