

SNOTLING HERDS!

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Snotling Herd - 2 teef

A snotling herd consists of a small group of Snotlings on a single monster base. The mob must contain a Slaver in order to field Snotling Herds. You may include any combination of Snotling Herds and Grots in your mob as long as the combined total of Snotling bases and Grots does not surpass the number of Orks in your mob.

	M	WS	BS	S	T	W	I	A	Ld
Snotling Herd	4	2	2	1	1	2	3	3	4

Weapons

A Snotling Herd can be equipped with any weapons from the Snotling Weapon List found below.

Special Rules

Snotlings suffer from pinning as detailed in the Da Roolz. A snotling herd must remain within 6" of a Slaver at all times. If the herd moves out of range (or the Slaver goes Down) the Herd will suffer the effects of Stupidity, as detailed in the Da Roolz, until such time as the herd is back within range of a Slaver. In the case that there aren't any other Slavers in play the Snotlings will suffer the effects of Stupidity until the end of the game.

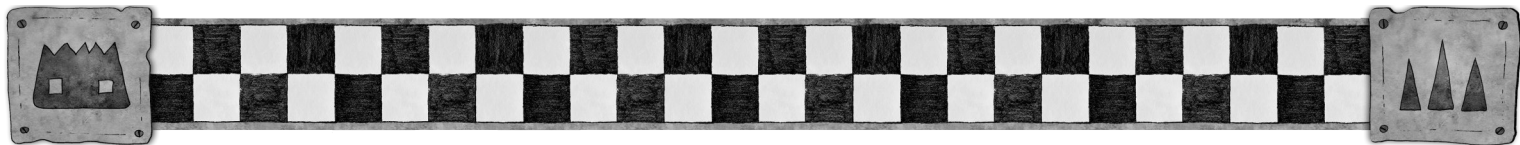
It takes the skill of a Slaver to round up the mischievous Snotlings so if there isn't a friendly Slaver available at the start of the game (for whatever reason) then the Snotling Herd cannot be fielded.

Snotling Weapon List		
Snotling weapons are bought for the entire herd and count as a single weapon.		
	Cost	Strength
Spore Weapons	2 teef	+D3
Spears	1 toof	See page 54 of <i>Da Roolz</i>
Chains	1 toof	See page 53 of <i>Da Roolz</i>
Net	2 teef	See page 58 of <i>Da Roolz</i>

Experience

Snotlings begin with 1D6 experience and are otherwise treated as Grots for advancement. They may only take Cunnin' skills regardless of





results of 2 or 12 on the Advance Table (page 58 of Da Uvver Book). If they acquire all five available skills then additional results of Know-wots are ignored.

Snotlings Herds cannot crew Fixed Weapons, act as drivers, or man Gubbinz like Big Grabbers. They will never challenge for anything.

Income

Each Snotling Herd will bring in D3 teef, assuming it doesn't go Out of Action.

A Snotling Herd counts as a single model when calculating mob size for income purposes. If the mob loses its Slaver they will still count towards mob size but will stop producing income.

Spore Weapons - 2 teef

Rough and ready tools for harvesting fungus and dealing with anything bitey that had first dibs.

Special Rules

They're... sort of effective? Roll a D3 each time the Spore Weapons are used in hand-to-hand combat to determine the Strength bonus.

Strength: As user +D3

Notes: Roll Strength each round.

Da End

Interestingly this set of rules originally had a "version 2.0" tag as Grimtooth's old site also hosted some rules by David "Tallyrand" Pittman which work very differently. They can be found here:

<http://web.archive.org/web/20000615030456/>

<http://www.geocities.com:80/TimesSquare/Realm/4370/snot1.html>

Of course by the time you read this they may well have been published through the Gorkamorka Heritage Project as well!

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<http://www.geocities.com/TimesSquare/Realm/4370/snot2.html>

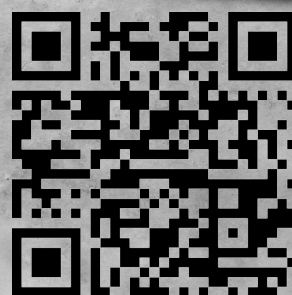
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