

NEWS FROM MEKTOWN

Squigs in Gorkamorka

Michael "Noshrok Grimskull" Schau has been a Gorkamorka player ever since it came out. He started out with the fearsome WAAAGHabondz and has since found his love for Orks and collected a vast army of greenskins for Warhammer 40k. He currently lives in Bremen, Germany.

For those slightly... odd Nobz and Slaverz out there that always wanted to bring fully-grown, dangerous, and hungry Squigs to the battle, here's your chance.

These have been playtested to various degrees and the Squigs saw a lot of use in most of our campaigns. Everybody loves squigs, right?

Squiggly Beasts

You can only hire Squigs when you have at least 1 Slaver in your mob, too. For every Slaver you have you may hire up to 2 Squigs.

	M	WS	BS	S	T	W	I	A	Ld
Squig	6	3	0	4	3	1	3	1	5

Squig **3 Teef**

A Squig may never have any equipment. He doesn't have the hands to use it and is content with his fangs and claws anyway.

Special Rules

- Squigs can never take the position of driver or gunner for any reason.
- Squigs can carry scrap like any other model, they have been trained to "fetch da stikk"...

- In scenarios using the *Revvin' An' Shoutin'* rule, Squigs count towards the number of Orks in the mob, too. A properly trained Squig can unleash a terrifying bark!

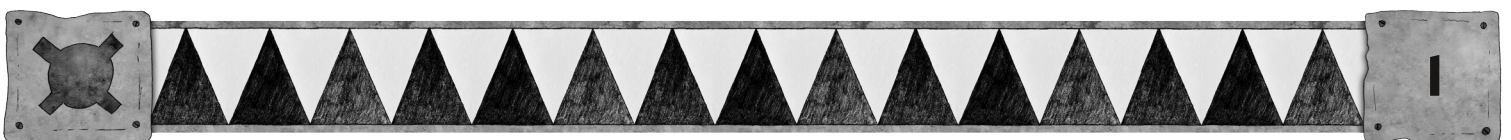
- For Bottle Tests Squigs count towards the number of models in the mob, just like everyone else does.

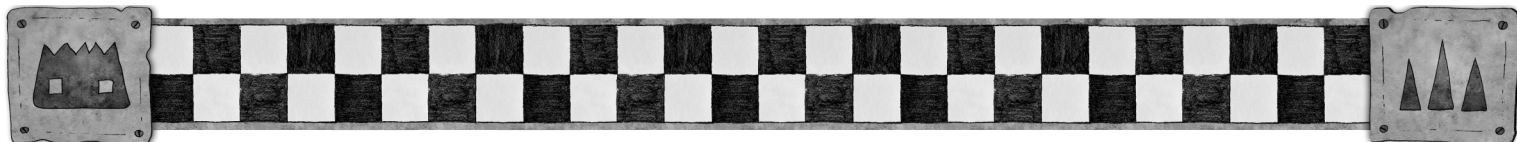
- Squigs also count towards the number of models in the mob when calculating income. Squigs can not work in the scrap mine themselves (and therefore do not contribute towards the income directly), but they can be used to "motivate" Grots and Diggas to work harder. For every Squig in your mob you may reroll one die for income from a Grot or Digga. The second result is binding, even if worse than the original. Each Grot or Digga may only be "motivated" once, regardless of how many Squigs you have.

- Squigs may be sent to Da Dok, using the normal rules, but they can never gain a Kustom Arm Replacement for any reason (not even when the Dok screws up). It also costs an additional toof just to convince the Dok to treat the Squig in the first place, so the total serjery costs 1D6+1 teef.

Squig Advancement

Squigs start with 0 experience. They gain experience like other models, but they are a





bit slower in picking up new tricks.

Experience	Title	Title
0 - 40	Herd Squig	Starting level
41 - 80	Squig	
81 - 120	Squig	
121 - 160	Squig	
161 - 200	Face-Eater Squig	
201 - 260	Face-Eater Squig	
261 - 320	'Uge Squig	
321 - 400	'Uge Squig	
401+	Squiggoth	A Squig that reaches this level may not advance any further, he's just too tough, gnarly, and 'ard to get any better!

D6

1
2

Result

+1 Initiative
Roll a D6:
1 - 3 = +1 Attack
4 - 6 = +1 Strength

+1 Weapon Skill
+1 Toughness
+1 Wound
Skill, roll a D6:
1 = *Flying Tackle*
2 = *'Ard as Nailz*
3 = *'Ead Butt*
4 = *Thick Skull*
5 = *Dodgy*
6 = *Duck 'n Weave*

Whenever a Squig gains an advancement, roll on the table opposite instead of the one in *Da Uvver Book*.

Squigs have the following maximum profile:

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

Da End

So there you have it, ill-tempered Squigs to please even the most battle-hardened Gorker Nob.

Just don't let them suffer a Head Injury...
-Noshrok Grimskull

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