

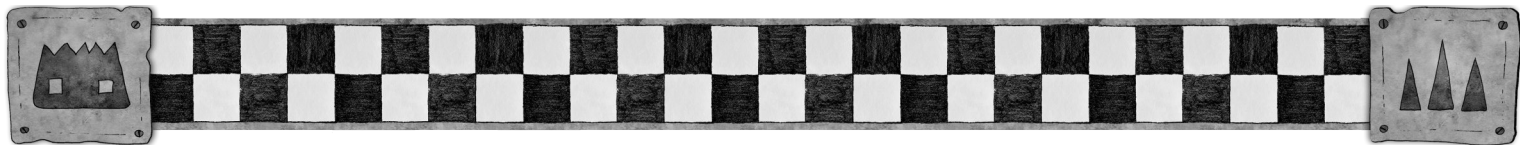


# SANTA KLAUWZ IZ COMIN' TO TOWN

'Ez makin' a list. 'Ez checkin' it twice.  
'Ez gunna find out who's nazty an' who's DED!

A scenario by JAYDEN BARR adapted by BENJAMIN FOX and LIAM DAVENPORT.





It's that special time of year - everyone knows it in their bones. A cool breeze is coming in from the Howling Hills and strange magic is afoot.

No one knows why and ain't the strangest thing an Ork has ever done, but around this season he always comes knocking. Well, less knocking more terrorising. That isn't to say most lads don't deserve it - most of them have done far worse than not wash behind their ears!

## Special Rules

The scenario uses the Bottlin' Out, Fort, and Scrap Counters special rules.

## Da Desert

This takes place in a fairly open stretch of desert with a fort in the middle of the table. Santa Klawz and his trukkk full of merry shoota-wielding Grots will start the game in the middle of the board in the open gate of the fort, facing a random direction (roll a scatter dice, place the fort on the table with the gate in the table centre, facing the scatter direction, place the trukkk in the gate).

## Mobs

Both players use their whole mobs. The two mobs will enter from opposite short sides of the table - setting up their entire mobs on foot or in their vehicles within 12" of their respective table edges.

### Notmobz

*In some scenarios there are characters that bear no true allegiance to the mobs currently involved; players may be familiar with the concept, perhaps under the name of NPCs, creeps, monsters or similar. Sometimes they actively oppose both sides, other times they are loosely affiliated with the defending mob and must be protected. In certain special scenarios, both sides may have a Notmobz ally, where the goal is to beat the other Notmob to the goal of the scenario.*

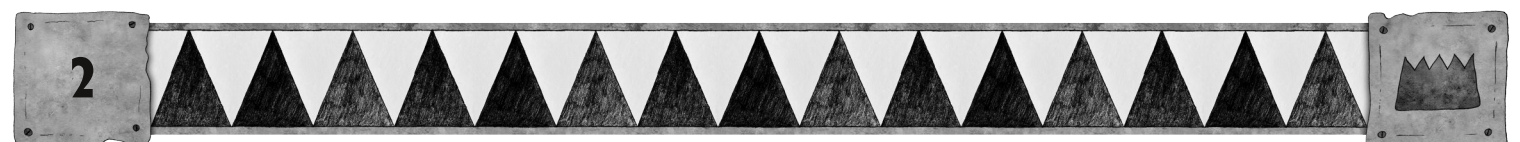
*The rules for Notmobz vary depending on the scenario, but will always be described in the scenarios where they are relevant.*

## Notmobz - Santa Klawz

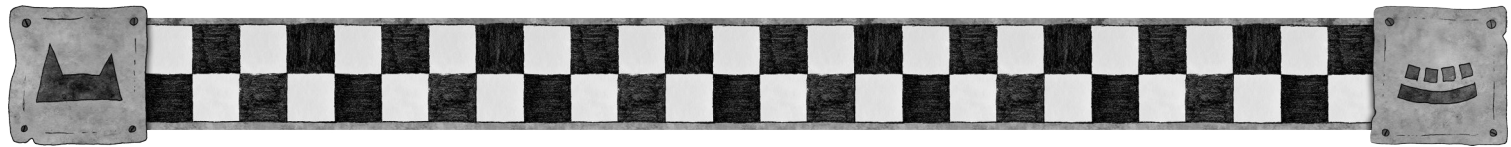
Why he exists may be a lost to history but he does have a name. In fact he has several and they're as varied as the descriptions of sightings of him.

Father Krumpmas to some, Santa Klawz to others, a couple call him Krisp Krumple, and some of the burna boyz even call him Cinder Klash. Are they the same Ork? Where does he go the rest of the year? Perhaps the mystery is part of the magic.

Whenever he appears he's not alone though although whether his sleigh is pulled by snarling cave squigs or borne aloft by boars is







hotly debated. Many a seasonal brew house brawl has started when the subject is brought up!

Regardless of which it is there's total agreement that he never travels without an entourage of little helpers decked out in silly hats and pointy ears.

	M	WS	BS	S	T	W	I	A	Ld
Santa Klawz	4	4	4	3	4	1	3	1	8

In addition to these stats he also has two randomised skills (see box out).

Santa Klawz is armed with a slugga and a second random hand-to-hand weapon pulled from his sack each turn.

At the start of each of Santa Klawz' turns roll on this table to see which secondary weapon he is equipped with:

1. Slugga/Six-Shoota
2. Spear
3. Chain/Flail
4. Club/Choppa
5. Frag Stikkbomb
6. Krak Stikkbomb

Santa Klawz drives a truk. It has no fixed weapon, no Kustomisations, and no Gubbinz. Also on the truk are four grot "Elvz" - Burn 'Ard and three other Gretchin.

Burn 'Ard is armed with a shoota, frag and krak stikkbombs. The three other grot helpers armed with shootas and frag stikkbombs. Each turn they will fire their shootas at the

Before the game roll twice on the following table to determine which skills Santa Klawz has:

1. 'Ard as Nails
2. Get Away Driver
3. Dodgy
4. Bomber
5. Deadeye
6. Gunboy

Reroll duplicate results with the exception of Dodgy (it stacks with itself to improve his saving throw as normal).

	M	WS	BS	S	T	W	I	A	Ld
Burn 'Ard	4	3	3	3	3	1	3	1	5

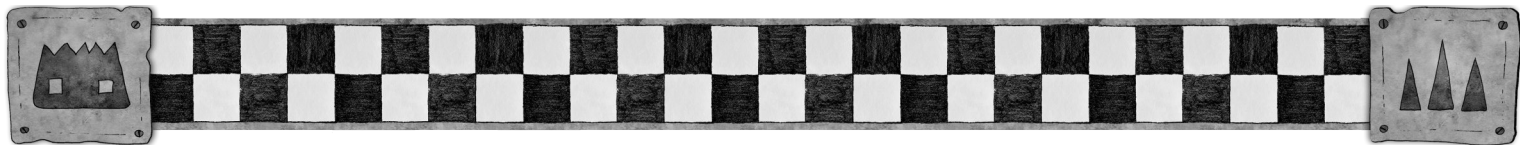
	M	WS	BS	S	T	W	I	A	Ld
Elvz	4	2	3	3	3	1	3	1	5

closest target to the vehicle. Once a target is within 8" they will switch to stikkbombs unless they are out of ammo (Burn 'Ard will start with krak stikkbombs and switch to frag once they are exhausted).

At the start of the game Santa Klawz' truk will move forward 6" (using gas engines) then swerve 45° in a random direction as if without a driver (see page 34 of *Da Roolz*). It will follow this move sequence for the rest of the game and does not thrust. If Santa Klawz' compulsory move would bring him on a collision course with scenery or another vehicle, he will attempt a Leadership test and if passed swerves out of the way.

Santa Klawz is the driver of the vehicle and so boarders will have to either outnumber or defeat his grot Elvz before being able to fight him as per normal Boarding Actions (see page 43 of *Da Roolz*).





## Shove that up yer stocking!

As Santa Klawz meanders around the board he drops packages for all the good boyz and grots out there. Every turn place D3 counters within 2" of his truck.

Who can say whether the "presents" he drops are made to be gifts or built to be explosive death traps? It's doubtful even he knows!

If any model moves within 2" of one of his dropped presents roll a D6. On a 4, 5, or 6 it explodes just as if the model had been hit by a Frag Stikkbomb (see page 58 of *Da Roolz*). If it doesn't explode then treat it as a Scrap counter (see page 89 of *Da Uvver Book*).

Aside from Santa Klawz and the Elvz the only other thing on the truck is a huge sack. Each successful armour penetration on the vehicle (from shooting, crashing, etc..) will dislodge an additional D3 presents.

## Startin'

Players should roll a D6 each to determine turn order. Unlike a normal scenario whoever is first in the turn order is in reality second as Santa Klawz always moves first. All further turns follow this sequence of Santa Klawz then players.

## Endin'

The scenario ends when one mob puts Santa Klawz Out of Action, winning the scenario. Should Santa Klawz make it off the board then neither mob wins. Players can also lose by bottling out, bottle tests starting at 25% casualties. Unlike most scenarios a player cannot win just by being the last on the

board. Play continues until they bottle out or Santa Klawz either leaves the board or is Out of Action.

The winning mob receives two random gubbins although players may wish to agree to change this. For example two items from the rare trade chart, a voucher for two free visits to Da Mek, or something else suitably festive!

Other end of game conditions apply as per the *We Wuz 'Ere Furst* scenario (page 92 of *Da Uvver Book*).

## Experience

Warriors that took part in the fight earn Experience points as follows:

### +D6 Survives

Any warrior who survives the battle earns D6 Experience points.

### +5 Wounding Hit

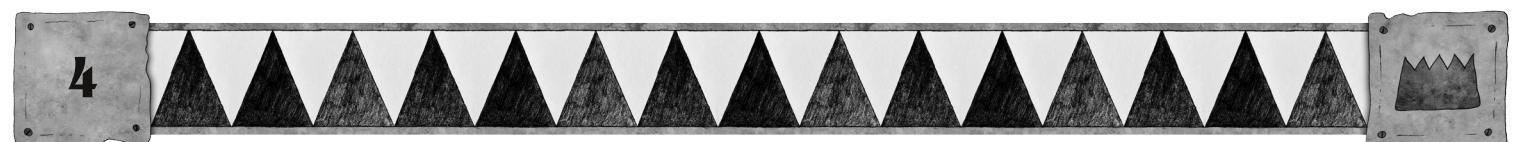
A warrior earns an extra 5 Experience points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

### +5 Penetrating Hit

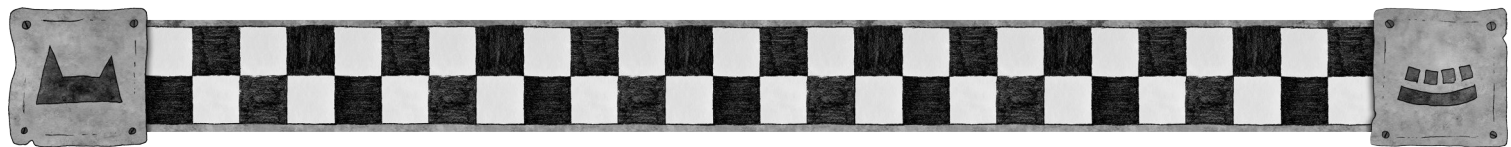
A warrior earns an extra 5 Experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

### +1 Carrying Scrap

A warrior earns an extra 1 Experience point for carrying a Scrap counter at the end of the game. Scrap loaded onto vehicles doesn't







earn anyone experience.

### **+10 Bah! Humbug!**

The warrior who strikes the killing blow, putting Santa Klawz Out of Action gains 10 experience points.

### **+10 Winning**

The leader of the winning mob gains 10 experience points.

## **Variants**

Just because he's left the board doesn't mean it has to be over! Once Santa Klawz is within 6" of a board edge treat the scenario as using Da Rollin Road rules (see page 96 of *Da Uvver Book*) from the start of the next turn.

Santa Klawz will switch to using thrusters in addition to gas engines after a turn of Da Rollin Road (to give players a chance to catch up). He will continue to move as if out of control, taking leadership checks as required.

Should he end up facing more than 45° away from the direction of Da Rolling Road then he will attempt to return to within that arc before continuing to move randomly.

The game ends when Santa Klawz is Out of Action or successfully leaves the far board edge.

## **Da End**

There you have it! A tale of festive mayhem to be enjoyed by all. Well, perhaps mostly by the present-flinging maniac that is Santa Klawz but close enough, right?

If you're interested in taking a look at the original text it can be found here:

<http://the-waaagh.com/forums/?showtopic=22208>

You might even get to see Jayden's excellent Santa Klawz model - complete with bolted on beard!

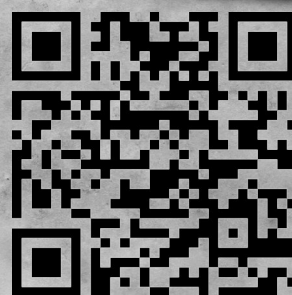
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