

WILD SQUIGHOG ON DA LOOSE!

A scenario for 1 or more mobs with a lust for adventure and barbecue.

Looks like squig's back on the menu, boyz!

By ORION HOOD

A mad-eyed Boy staggers into Da Red Squig pub, streaked with blood and sand and babbling about a wild Squighog running rampant out beyond the walls of Mektown. After a steady pint or seven of fungus beer, he calms down enough to give the location of the beast.

With glory, teef, and choice cuts of meat in the offing, a race to the rampaging Squighog begins, resulting in a riotous and ramshackle melee of mayhem and madness.

TERRAIN

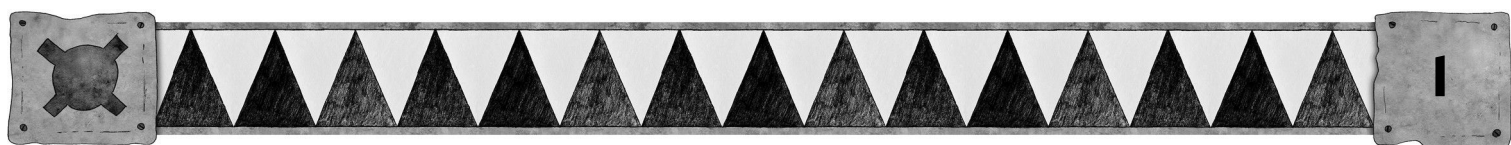
The board should consist of a fairly open section of the desert, with some dunes/hills/rocks around the edges.

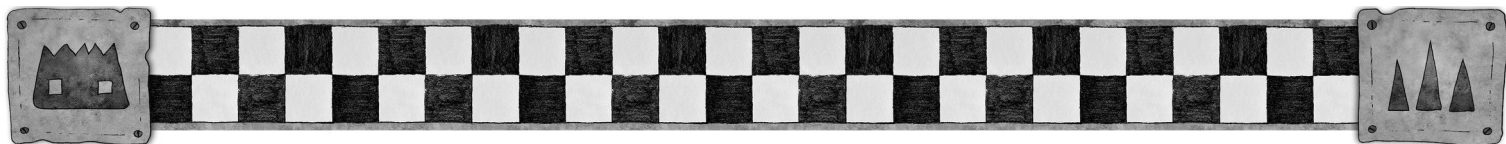
MOBS

Any number of mobs may take part in this battle.

Each mob may take one Vehicle (including Driver, Gunner and Spanner) and their Nob. Depending on the number of mobs taking part, each player rolls a D6 for each subsequent Vehicle and Warrior in their mob (rolls for Vehicles include their crew). Refer to the chart below to see what roll is needed to include the model in your mob for the battle.

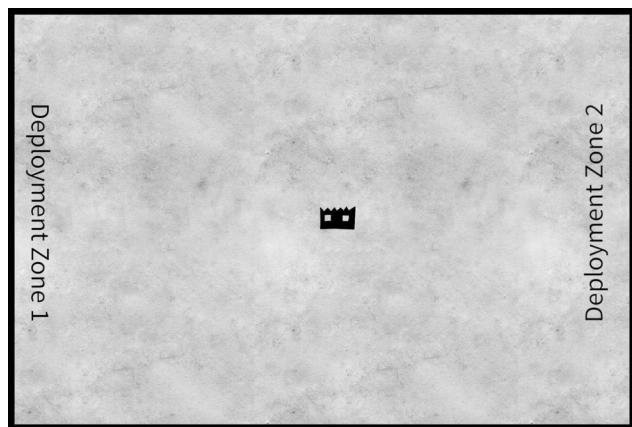
NUMBER OF MOBS	ORKS SHOW UP ON A
1	2+
2	3+
3	4+
4	5+
5+	6





STARTIN'

Each player rolls a D6. Starting with the highest-scoring player, each player chooses a deployment zone on the map below and deploys their available models. The Squighog should be placed within 6" of the centre of the board, as shown on the map.



The highest-scoring player goes first. Once all players have had their turns, the Squighog takes its turn.

SPECIAL RULES

This scenario uses the Bottlin' Out special rules.

DA SQUIGHOG

M	WS	BS	S	T	W	I	A	LD
6	5	0	6	Special	2	3	10	

Equipment: The squighog is armed with Big Jawz

Big Jawz

Range		Hit modifier		Strength	Save Modifier	Damage	Ammo Roll	Notes
Short	Long	Short	Long					
-	-	-	-	6	-2	D3 + 1	-	N/A

Special: The squighog causes *Fear*.

The Squighog is a large target (for shooting purposes, etc.).

Instead of Toughness and Wounds the Squighog has Vehicle-style Armour (see table). When the Squighog is hit, resolve the attack as you would against a Vehicle. If a Vehicle fires a Harpoon at the Squighog, add +1 to the Armour Penetration roll.

If the Squighog is Immobilised, all hits automatically hit the Head.

D6	ARMOUR	LOCATION
1	7	Tail
2 - 5	7	Flanks
6	8	Head

1 TAIL – Armour Value: 7

1: The Squighog is OK – the tail swats the shot out of the air.

2: The Squighog's tail whips back and forth – any Warriors within 3" of the Squighog are hurled D6" away in random directions and take 1 S3 hit each.

3-5: The Squighog cries out in pain and immediately charges forward in a straight line until it collides with something.

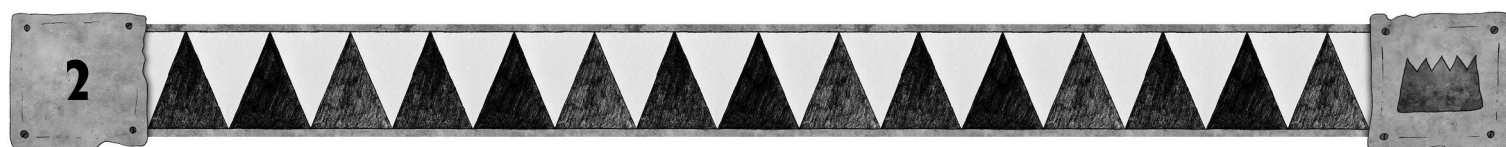
6: The Squighog's tail is severed from its body and the beast topples to the ground – the Squighog is Immobilised.

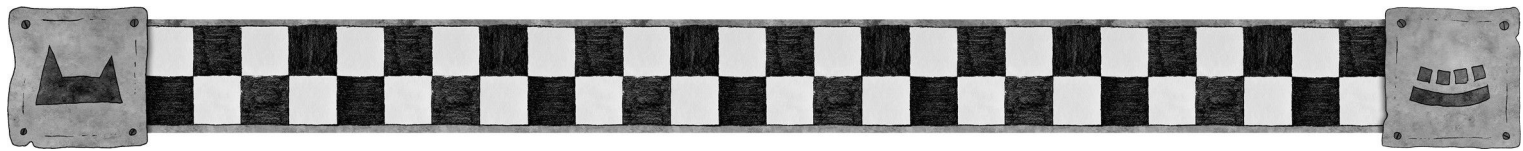
2-5 FLANKS – Armour Value: 7

1: Staggered – the Squighog cannot move in its next turn.

2-3: Limping – The Squighog's Movement is reduced by 1" for the rest of the battle.

4: Leg damaged – Roll a D6 at the start of the Squighog's subsequent turns. On a roll of 6 it collapses and is Immobilised.





5: Legs blown to bits – The Squighog is Immobilised.

6: A mortal blow! The Squighog is brought down and the game ends.

6 HEAD – Armour Value: 8

1: You’ve maddened it! The Squighog’s Movement is increased by 1”.

2: Jawache! The Squighound has -1 Attacks for the rest of the game.

3: The Squighog is slowed down. Its Movement is reduced by 1”.

4: The Squighog is weakened. All Armour Values are reduced by 1.

5-6: A mortal blow! The Squighog is brought down and the game ends.

Notmobz – Da Squighog

At the start of each of the Squighog’s turns, follow the sequence below to see what it does:

1. If there is a model within the Squighog’s Charge range (12”), the Squighog will Charge into combat. If more than one enemy is within range, it will Charge the closest. See below for the rules for Squighog combat.
2. If there are no enemies within Charge range, the Squighog will move 6” towards the nearest enemy model within 18” that moved in the last turn (Warriors or Vehicles). If more than one enemy is an equal distance away, the Squighog will move towards the largest target. If there are no enemies within 18”, roll a Scatter Dice and move the Squighog D6” in the direction indicated.

Notmobz

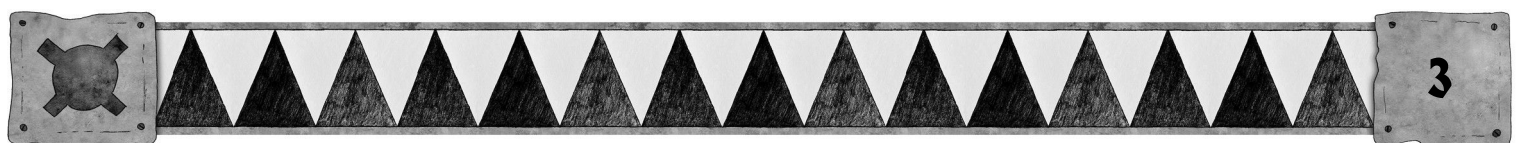
In some scenarios there are characters that bear no true allegiance to the mobs currently involved; players may be familiar with the concept, perhaps under the name of NPCs, creeps, monsters or similar. Sometimes they actively oppose both sides, other times they are loosely affiliated with the defending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

Da Squighog And Vehicles

If the Squighog Charges a Vehicle, treat it as a Ram (there is no Swerve test as the Squighog moves with the Vehicle). The Squighog counts as a large Vehicle (except for Head-On Rams, as detailed below).

For a Head-On Ram, the Squighog inflicts D3 damage to the target. The Squighog only takes D3 damage because of its reinforced skull.

Shunt and T-Bone Rams are treated as normal.





ENDIN'

Bottle tests are taken as normal. The Mob who manages to bring down the Squighog are the winners.

If the Squighog is not destroyed by the end of the battle it lives to fight another day. The next time this scenario is played, add +1 Strength and +1 Initiative to the Squighog's stats.

INCOME

The Mobs may collect income as normal. The Mob that killed the Squighog adds D6 Teef to their income. Any other Mob which did not Bottle Out adds D3 Teef to their income.

EXPERIENCE

Each Warrior who participated in the scenario receives Experience points as below:

- **+10 Bringin' Down Da Squighog.** The Warrior who inflicts the killing blow on the Squighog earns this bonus.
- **-5 Bottlin' Out.** If a Mob bottles out, the Leader of that Mob is teased mercilessly by his Boyz and loses 5 Experience points. This will not reduce their Experience Points below the value the Leader started the battle with.
- **+D6** Any Warrior who was on the Battlefield at any point during the Scenario.
- **+5** for Wounding hit on a Warrior.
- **+5** for Penetrating hit on a Vehicle.
- **+10** for the winning Mob's Leader.
- *In addition, the rules for earning extra Experience points for fighting more experienced Mobs still apply.*



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