

•SNOTLINGS• (The Team)

Lurking deep within the dungeons of the Old World, reaping riches in the vast jungles of Lustria, or maybe even carrying rocks for a bossy Orc Warboss in the confines of a shabby orc village, along comes the Snotlings. Snotlings are small and green, and are more like pets than an intelligent race.

Very rarely, a Snotling will make a decision in his life which will change the way he is perceived by other greenskins. He will drop his bucket and spade, poke his Orc Master in the eyes, pick up his travelling sack, and set out on the road to adventure. Usually, this huge decision in a Snotling's life is only made when one has another to back him up. Thus, an adventuring Snotling team is formed.

While unlikely travelling companions, Snotlings often make for humorous, comedy relief. The idea of Snotling adventurers is a joke in itself.

•STATISTICS•

Wounds:	1D6+5
Move:	5
Weapon Skill:	2
Ballistic Skill:	5+
Strength:	2
Toughness:	2
Initiative:	3
Attacks:	1
Pinning:	3+
Willpower:	1
Luck:	0
Tricks:	2
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10
TO HIT FOE	3 4 4 4 5 5 6 6 6 6

•BEING SNOTLINGS•

A Snotling Team is not like other Warriors, in the fact that the team consists of two Snotlings. You (the player) take control of two Snotlings as your Warrior, so to speak. These Snotlings are placed on the same square, and

are never separated. Although there are two Snotlings, treat them as one for all occurrences. Their statistics are combined to represent the two of them together. So for example if on Battle-Level 4 the Snotlings have 2 Attacks, this for both of them, not for each Snotling. Notice a single Wound track as well. It is assumed that any harm to one Snotling will also harm the other (He got in the way of a sword blow, both were torched by a Chaos Sorcerer, etc) The Snotlings are, for all intent and purposes, one Warrior, and have only one Warrior Counter to represent them.

•VARIOUS TYPES•

It is usually only the weird, odd types of Snotling that brave the perils of the dungeon depths. Therefore, when creating a Snotling team, roll 1D6 on the following table:

- 1 *Squig Herders*
These Snotlings have been taught by the very best Night Goblin Squig Herders on the best methods on controlling wild cave squigs. Whenever the Warriors get the Squig Call Trick, they can add +1 to see how the Squig reacts.
- 2 *Rock Throwers*
Being particularly scrawny Snotlings, these greenskins have mastered the cowardly way of throwing rocks at the enemy. The Warriors can add +1 to their Ballistic roll when throwing rocks.
- 3 *Crazy Blighters*
Easily goaded into attack, this variety of Snotling is quite liable to run around the room frothing at the mouth. As soon as monsters are placed on the board, roll 1D6 and consult the following table:
 - 1 The Snotlings perceive the enemies as large, fire breathing demons. They immediately hide behind the legs of the nearest Warrior and cower in fear for the entire combat. Any monsters attacking them must first incapacitate the Warrior who's legs they are hiding behind.

- 2 One of the Snotlings suddenly turns and slaps the other Snotling across the face. They continue to brawl for the entire turn, in which they can do nothing else. When they finally finish fighting, they have lost 1 Wound with no modifiers.
- 3 A Snotling is overcome with visions of beauty and peace, and immediately offers the nearest humanoid enemy a bandage or provision. The Snotlings do not attack this turn. If wounded, the enemy, surprisingly, uses the gift instantly.
- 4 One of the Snotlings suddenly begins to make chicken sounds, prancing around the room acting like a chicken. It takes a whole turn for the other Snotling to snap him out of it.
- 5 The Snotlings pick up sharp twigs from the ground and start reenacting a scene from the famous play *Xorro*, the heroic Imperial Noble. They get +1 attacks this turn.
- 6 Together, the Snotlings yell all manner of obscenities at the Monsters. Excited, the Snotlings run into battle, gaining +1 Attacks and +2 Strength.
- 4 *Dirty Tricksters*
Rude and obnoxious, these Snotlings have mastered the ways of weighting dice, picking pockets and tricking Goblins out of gold pieces for years. They begin the game with three Tricks. Whenever they are rolling to learn a new Trick, they may roll an extra dice and take their pick. They can not keep both.
- 5 *Phase Snotlings*
Years ago, these Snotlings were experimented on by a mad Orc Shaman. When he had finished with them, he threw them into the garbage pile, where they began their life of adventure and intrigue. Phase Snotlings can break

from pinning automatically. In addition, instead of making a normal attack, the Snotlings can give up all their attacks and try to phase into an enemy. Roll 1D6. A roll of 1 to 4 and the Snotlings have failed to penetrate the creatures tough exterior, and have wasted their attacks. A roll of 5 or 6 indicates that the Snotlings have appeared inside the enemy. The Snotlings suffers 2D6 Wounds with no modifiers, but the enemy is instantly killed. This attack can be used once per adventure.

- 6 *Inferno Snotlings*
The Snotlings are masters of the little known art of Fire Breathing, which they have used to entertain the Goblinoid armies for years. The Snotlings can give up all their attacks, and belch forth a huge stream of flame at the enemy. Roll 1D6. On a roll of 1 or 2, the Snotlings can't get enough breath to breathe the flame. Any other roll indicates a successful belch. The target suffers 1D6+Battle-Level Wounds not modified for armour. This attack can be used once per turn, but requires Fire Breathing equipment (to ignite the various concoctions sitting on the Snotlings tongues).

•ROCK THROWING•

When the going gets tough, the Snotlings like to get going (most likely miles away). Usually this means fighting from afar with rocks and gravel and such. Once per turn, as an attack, the Warriors can search desperately for rocks and bits of debris on the ground to lob at the offending victim.

Roll 1D6 on the following table:

- 1-2 The Snotlings can find no suitable ammo, and spend the rest of the turn arguing as to who's fault it is. The Snotlings can do nothing else this turn.
- 3-5 The Snotlings find enough gravel and rocks to throw at the enemy. Make a normal Ballistic roll to hit. The rocks do 1D6+Str. The range of the attack is 6 squares.

6 The Snotlings find a very large bauble. Picking it up takes both the Snotlings together. Make a Ballistic roll with a modifier of -1. The rock does 2D6 damage. If rolling for treasure after the battle is ended produces a Treasure Card, roll 1D6. On a roll of 1 or 2, the Snotlings realise they have accidentally thrown that item at the enemy. The item is broken and worth nothing.

•EQUIPMENT•

The Snotlings, much to the other Warrior's dismay, can not use much equipment at all, but it doesn't actually stop them from trying. For starters, Snotlings will only use equipment that the Barbarian can use. This equipment can not be body armour or any two handed, heavy type of weapon. Helmets, shields and the like are fine, but there are still certain limitations....

For the Snotlings to make use of a weapon, it take both of the greenskins to wield it. When rolling to hit with any weapon other than daggers or spears, they get -1 To Hit.

On the other hand, when using a shield, both Snotlings can cower behind it, leaving no part of them exposed to enemy attack. In addition to normal armour bonuses, the shield gives an extra +2 Toughness.

If the Snotlings are carrying the lantern, it takes a whole Snotling to carry it. Therefore they cannot wield any large weapons when carrying it.

Snotlings can use rings, bracelets, and other items of magic treasure. In the case of rings and helmets, and the like, only one Snotling can wear them. It is assumed that the Snotling with the helmet will leap forward first and take the force of the blow, and similar occurrences. Remember, treat the Snotlings as one! If one has a Magic Ring, the effects cover both of the Snotlings.

•SETTLEMENTS•

Alas, Snotlings can not enter Settlements. But, they do have the option of going to join their fellow renegade adventurer type Snotling

brothers at small camp sites. These camp sites are usually brimming with Snotlings, and are situated not too far from the main Settlement. When the party has arrived at the Settlement, the Snotlings can roll 1D6 for the number of days it takes to get to the closest camp site.

Each day at the camp requires the Snotlings pay 1 gold piece for living expenses. They must then roll once on the Settlement Event Table. Unfortunately, these colonies of Snotlings do not look kindly on the humanoid population of the Old World, and thus no other Warriors can accompany the Snotlings. There is no need to roll for locating the various shops here. Treat the Snotling Camp as a Town when rolling to see if an item is in stock.

The exception to this rule of not entering settlements is the Docks location in a Sea Port. Since the Docks are home to all kinds of rough and tough battle-hardened types, the Snotlings are quite at home in them. It is assumed that the Snotlings sneak over the wall and into the Docks, without having to enter the actual Sea Port Settlement. This rule allows for Snotling Warriors to set sail for the Lost Kingdoms without too much hassle.

•DA SHOP•

The following items can be brought from this Snotling store.

Item	Stock	Cost
1D6 Bandages	5	40 each
1D6 Slop Patties	5	10 each
Snotling Rope	7	25
Snotling Boots	8	100
Snotling Eye Patch	10	50
1D6 Warp Bombs	9	250 each

Bandages

Snotling bandages are not as good as normal bandages, and are covered with thin layers of grit. Each one heals 2 Wounds.

Slop Patties

These delicious meat patties are filled with wholesome goodies such as squig meat, human flesh, manure, and bugs. Each patty heals 1 Wound. If a non-Snotling eats a patty, he takes 1D6 Wounds damage, unless the Warrior was on zero Wounds. In which case the vile taste instantly revives the Warrior and places him on 1 Wound.

Rope

This rope is made out of ... well ... no one exactly knows for sure, but it's not rare for the climber of a Snotling rope to come face to face with a dead fish's eye. Treat the rope as any other rope, but it breaks on a 1-4 after each use.

Boots

Snotling boots do nothing amazing, but they do stop the wearer from walking around with bare clawed feet. Non-Snotling characters can not wear these boots.

Eye Patch

Wearing this eye patch makes your Snotling look like a rugged sea worthy adventurer. The Warriors may re-roll 1D6 if ever they find themselves in the Brig at a Seaport.

Warp Bombs

These bombs have been designed by the smartest Snotling Alchemists at the camp site. Each bomb warps the fabric of reality, pulling bits of the target into a void, and then regurgitating them in roughly the same position as they came from. Each bomb does 2D6 damage, with no modifiers for Toughness or Armour. A single bomb affects an area 2 by 2 squares large. Due to the fragile nature of these bombs, no other Warrior will have anything to do with them.

•TRICKS 'N' THINGS•

For those Snotlings who have particular Tricks at their disposal, this shop provides all the knicknacks that they may need in order to use their skills.

Item	Stock	Cost
2D6 Poison Darts	6	25 each
Pot of Glue(4 uses)	7	350
Empty Bag	4	25
Bag of Marbles	5	50
Magnetised Rock	8	2000
Fire Breathing Apparatus	6	300
Squig Whistle	5	150
Crystal Mirror	10	455
Blessed Hammer	10	5000
Shard Gun	9	500
Shard Gun Ammo	5	300
Electric Eel	5	1050
Watering Can	4	25
Hang-Glider Set	10	1500
Flying Fox Set	11	1500

Each of these weird items is used by Snotlings with particular tricks. See the relevant section for more information.

Each purchase of Shard Gun Ammo will last an entire adventure.

Snotlings may only buy items if they have the appropriate skill that uses that item.

•CROP FIELDS•

Snotlings enjoy a relatively peaceful life of poultry farming and crop growing. That is, of course, when they aren't chasing Squigs and going adventuring with unfortunate comrades. Whenever the Snotlings are in a Snotling Camp, they may visit the Crop Fields, which is where various seeds and pods are harvested by the Snotling farmers. Also here are pens where toads are bred, and aviaries where rare birds are raised.

Some of these products are expensive to oversee, and others simply require the Snotlings to spend a day in the fields picking the pods they require.

Item	Stock	Cost
1D6 Hallucinogen Seeds	5	100 each
1D6 Armour Acid Pods	6	50 each

Other than those above, many varieties of pods and wildlife can be picked or hunted for free, the only cost being having to spend a day at the Crop Fields.

Item	Number Gained Per Visit
Invisi-Dust Pods	2 per Battle-Level
Screech Bird	1 (maximum 1)
Witch Toad	1 (maximum 1)
Critter	1 (maximum 5)*
Spider Eggs	1D6+2
Spander Pods	1D6-1
Lbolo Spores	1D6-1
Bamboo Shoot	1 (maximum 1)
Graboid Seeds	1**

*Critters are tiny balls of fluff which seem to have a mad tendency to rip the flesh off living creatures. Therefore, to take all the necessary precautions when hunting them, it takes 1D3 days in the crop fields to capture one.

**At the end of each adventure, roll 1D6 for each Graboid seed possessed. A roll of 1, 2 or 3 and the seed has gone bad and is useless.

Snotlings may only pick pods and take wildlife if they have the appropriate skill that uses the items.

•BEAT 'EM UP PLACE•

Every Snotling likes to have a good punch up now and then, especially if his opponent is tied up, has a blind fold on and is lying face down in the dirt. The Beat 'Em Up Place is the place to let loose one's aggression and maybe even learn a trick or two.

To enter the Beat 'Em Up Place, the Snotling's have to pay 1D6*100. Once paid, roll 2D6 on the following table:

- 2 Even before the Snotlings have a chance to step onto the battle mound, they are jeered at and pelted with rotten fruit. Hanging their heads in shame, the Snotlings run from the Beat 'Em Up Place.
- 3 Your Warriors' opponent on the battle mound is none other than Skaggy Fart-Weazle, Snotling Imperial Noble Extraordinaire. After belting your Snotling's black and blue with his wooden rapier, your Warriors finally give in and fall to the ground. At least they have managed to master the Play Dead technique, which can be used once per adventure. See the Alehouse Event 11 for further details.
- 4 Before even stepping onto the battle mound, the Warriors are approached by a Snotling official who proclaims that it is illegal for Warrior's to wear what they are wearing into battle. They must pay a fine of 1D6*50 gold and roll on this table again, adding +1 to the result.
- 5 The Snotlings battle a small group of unarmed Halfling prisoners. The battle is most enjoyable, and the Snotlings manage to increase their battle prowess a small bit. For the next adventure, the Snotlings are at +1 Weapon Skill.

- 6 While waiting in the barracks for their chance at a glorious victory on the battle mound, a hardened Snotling General approaches the Warriors and proceeds to instruct them in the ways of avoiding weapon strokes. The Snotlings have mastered the Leap skill. Whenever the Snotlings are hit by an opponent with a hand held weapon (not beasts, bats, etc) they can roll 1D6 to try and leap out of the way before the blow does serious damage. A roll of 6 indicates success. This skill can be used once per turn.
- 7 After a vigorous battle with a ravaging Cockatrice, the awed crowd have started calling the Snotlings names like 'Lucky Phil' and 'the Luck Meister'. The Warriors have gained +1 Luck for the next adventure. If they do not use it, it is wasted.
- 8 The training the Snotlings receive on the battle mound improves their speed and reaction times. For the next adventure, they receive +1 Attacks.
- 9 While in the barracks waiting a turn to fight, the Snotlings over hear tales of intrigue about a particular nasty and cunning trick played on some humans. The Snotlings can roll for an additional Trick on the appropriate Battle-Level.
- 10 One of the Snotlings is invited to participate in a Muskrat Kicking Competition. Roll 1D6 and add Initiative and Strength. A roll of 9 or more and the Snotling has won the competition, kicking the squealing creature yards into the distance. The prize is a full refund of any gold paid to enter here plus a Treasure Card.
- 11 The battle on the mound goes very well indeed. The Snotlings are proclaimed heroes and are given a victory celebration in their honour. In addition, the Snotling blacksmiths sharpen the Warrior's dagger blades (if they still have them), which will now ignore 1 point of armour, and the alchemists enchant the daggers, making them magical. If this result is rolled again, the effects are cumulative.

- 12 The Snotlings gain no benefits from this training session, but a compensated with a full refund of what they paid to get in here.
- 13 "Co-ordination is the key" says a visiting Elf Nomad, as he sits among the intently interested Snotlings telling stories of his travels and adventures. He instructs the Snotlings on how to co-ordinate their attacks. The Warriors gain +1 Attacks permanently, and can now swing a weapon together without the -1 To Hit penalty. Snotlings can only get this event once. If they ever roll this event again, roll once more on this table.

•TRAINING•

Snotlings must enter the Fighting School in order to train. Training takes an entire week for the Snotlings to complete.

•SNOTLING MOOD ROLL•

While Snotlings encountered in dungeons are often dull minded goblinoid machines who simply attack the enemy, adventurous Snotlings have learned new ways to combat their enemy, who is often much more powerful and larger than they are. These special kinds of tactics are called **Tricks** (see below). Each Trick has a Mood Level, which is a rating from 1 to 6. In order to use a particular trick, the Mood Roll must be equal to or greater than this number. When the Wizard rolls for power, roll another D6. This is the Snotling's Mood Roll. It states what mood the Snotlings are in that turn. Usually, a 1 indicates that the Snotlings are not in a good, imaginative mood, and can not be bothered using any tricky tactics this turn. A roll of 6 means that the Snotlings are calculating and thinking up cunning ways to deceive the enemy.

•TRICKS•

As the Snotlings get more experienced and go up Battle-Levels, they will have the opportunity to learn more tricks, each one cunning and masterfully deceitful. At the start of the game, the Snotlings will know 2 Battle-

Level 1 Tricks (Except Dirty Trickster Snotlings, who will know 3). Each time the Snotlings increase in Battle-Level, they acquire new tricks. They may make one roll on any of the Trick tables equal to their new Battle-Level or below. This provides a way for the Snotlings to have a varying number of Tricks.

A Weak Git can use 1 Trick per turn. A Grunt can use 2 per turn, a Bully can use 3, and a Strong Git can use 4. The Snotlings can use a Trick at any time, just like the way the Wizard can cast spells at any time. But if Monsters have the Ambush or the Magic Ambush Ability, the Snotlings can not play a Trick until after the monsters have attacked.

When rolling for Tricks, roll 1D4 on the appropriate Battle-Level table.

•TRICK DESCRIPTIONS•

Each Trick reference in this following list shows four things. The first number on the left of the title shows what number must be rolled to learn this Trick when going up Battle-Levels. The number after the name in brackets shows the mood roll necessary to use this Trick, and the name of the item or items, if any, that are needed in order to use this Trick. If the Snotlings do not have these items in their possession, they can not use the Trick. Finally, there is a detailed description of how to use the Trick.

BATTLE-LEVEL 1 TRICKS

- 1 Bag Trick (3) Empty Bag**
Advancing menacingly towards the Warriors, the Orc raises his weapon to strike. Suddenly, a cry of "UP WE GOOOOOOO!" breaks the tension. A Snotling stands behind the Orc, and another, taking a running leap, jumps onto the shoulders of the other Snotling and rams a large hessian bag firmly down over the head of the unsuspecting, terrified Orc.
This Trick only works on monster or creatures with the Demonic or Fly Abilities. An enemy with a bag over his head suffers a penalty of -1 To Hit. Warriors are at +1 To Hit the bagged enemy. It takes 1D4 turns for the enemy to remove the bag and toss it aside. The Snotlings must be adjacent to the enemy for this to work.

This Trick can be done as many times per combat as the number of Empty Bags in possession. Once the battle is over, roll 1D6 for each bag used. On a roll of 1 or 2 the Monster has ripped the bag to shreds and it is of no further use. Otherwise, the Snotlings can recover all tossed aside bags.

Starting Snotling Teams begin the game with 1 Empty Bag if they have this Trick.

2 Armour Acid (4) Armour Acid Pod

The Chaos Warrior strides purposefully towards the Snotlings, huge Axe of Khorne at the ready. Thinking quickly, one of the Snotlings produces a small green/grey pod and lobs it at the Chaos Warrior. Stopping mid-stride, the Chaos Warrior notices his armour beginning to rust and corrode.

These Armour Acid Pods can be thrown at enemies with armour. Each pod will dissolve 1 point of armour. The Snotlings can throw as many pods as they like per use of this Trick.

Starting Snotling Teams begin the game with 1D6 Armour Acid Pods.

3 Groin Kick (3) <None>

The Snotling charges between the Barbarians legs, looks directly up at the Chaos Sorcerer without fear, hands on hips, and kicks him in the cobbles.

Use this Trick instead of a single Attack on enemies without Armour. The attack does 1D4 unmodified damage, plus gives the crippled enemy -1 To Hit next Monsters Phase.

4 Jeer and Leer (2) <None>

Seeing the Minotaur about to finish off the Snotlings. Roll 1D6. On a roll of 1 to 4, the enemy ignores the taunts. On a roll of 5 or 6, the enemy decides to attack the Snotlings instead. During its turn, it will automatically break from pinning and try to get next to the Snotlings. If there is another Warrior in the way, it will attack the closest Warrior that is in the direction the enemy wishes to travel.

This Trick can be used to redirect an enemies attentions from one Warrior to the Snotlings. Roll 1D6. On a roll of 1 to 4, the enemy ignores the taunts. On a roll of 5 or 6, the enemy decides to attack the Snotlings instead. During its turn, it will automatically break from pinning and try to get next to the Snotlings. If there is another Warrior in the way, it will attack the closest Warrior that is in the direction the enemy wishes to travel.

BATTLE-LEVEL 2 TRICKS

1 Screeching Bird (3) Screech Bird

One of the Snotlings pulls out a large bird from within his clothes, nodding sagely towards the second Snotling. Snotling Two then takes the bird, smiles devilishly, and grips the bird tightly around the neck. The birds eyes bulge out and it releases a shrill piercing scream....

This Trick requires all the Warriors on the board section to block up their ears. While this is done automatically by most, the Snotlings are often caught up in the excitement and forget to put in their ear plugs. Roll 1D6. A roll of 1 or 2 and they have forgotten. This Trick has no effect against Undead. Now roll on the following table:

1 The Snotling squeezes the bird for all he's worth, but all he ends up with is a red faced captive and a few gurgling sounds. They should have remembered to take the cork out of its mouth first.

2-3 The bird lets out a loud squawk. The enemy is momentarily stunned. Warriors get +1 to hit every enemy this turn. If the Snotlings failed their ear plug role, they too are stunned. The bird escapes their hands and clucks off down the corridor, never to be seen again.

4-5 The bird lets out a shrill cry which hinders thought and movement. Enemies are at -2 To Hit this turn and the next. If the Snotlings failed their ear plug role, they too are stunned. The bird escapes their grasp and flies off down the corridor, to be eaten by some hungry creature.

6 The bird lets of a corker of a screech! Every enemy in the room falls to their knees in agony, clutching their bleeding ears. Every enemy suffers 1D2 unmodified damage. The Snotlings must also take this damage if they failed to put in their ear plugs. The bird escapes the Snotling's grasp as they roll around in agony, and flutters off down the passageway.

2 "He did It!" (6) <None>

Angered at the sudden attack from behind, the Dark Elf spins about to face his new opponent. Glaring at the Snotlings savagely, he advances. "The Elf did it!" cries the Snotling, pointing towards the shocked and terrified Elf. The Dark Elf changes target....

This Trick is exactly the opposite to the Battle-Level 1 Trick Jeer and Leer. It redirects a single enemy towards a Warrior of the Snotling's choice. The enemy originally has to be attacking the Snotlings to be a target of this Trick.

3 Direct Light (3) Crystal Mirror

The army of Mummies advances towards the Warriors, who take up battle positions, grim looks on their faces. All except the two, sniggering Snotlings. Reaching into a pouch, one Snotling brings forth a tiny mirror. He holds it at an angle which reflects the light of the Lantern directly off the mirror into the ranks of the Undead. A beam of light appears. Then a smidgen of fire begins. Within no time at all, the Undead are piles of ash and charred bone on the ground.

This Trick is only effective against Monsters who can be burnt (use common sense). By refracting an intensified beam of light onto the Monsters, it sets fire to them. This Trick can affect any number of Monsters on the same board section as the Snotlings. Roll 1D6, add the Snotling's Battle-Level and subtract the number of Undead you wish to direct a beam of light at. If the result is less than or equal to 1, the light is not intensified enough and nothing happens. If the result is 2 or higher, the Monsters are set fire to. Each one affected suffers 2D6 damage, with usual modifiers. If the Monster is a Mummy, each turn it suffers a further 1D6 Wounds with no modifiers. Any Monsters killed in this way do not produce any gold. Undead with the Ethereal Ability are not affected by this Trick. (Note: The Crystals sold at the Snotling Village possess a small amount of magical ability, which is what intensifies the light so very very much!)

4 Pick Pocket (4) <None>

As the Elf drew forth the treasure from the dead body, the Snotling quietly pocketed the far greater treasure that the Elf carried on his person. After all, the treasure the Elf was taking belonged to the Snotlings, didn't it?

Whenever a Warrior gets a Treasure card the Snotlings like, they may try to steal it from him.

The target must pass an Initiative Test (7+) or lose the item of treasure to the Snotlings greedy little hands. This Trick can not be used on treasure which the other Warriors already have.

BATTLE-LEVEL 3 TRICKS

1 Glue (4) Pot of Glue

The Ogre begins to stride across the room, but finds that it can not move. Looking down at his feet, he is standing in a pile of magically enhanced glue!

The Snotlings must be adjacent to the enemy to use the glue on it. The Snotlings must attack the enemy first in order to distract it. If they hit, one Snotling begins to pour the glue on the flagstones and onto the enemies feet, while the other starts pulling faces and flashing his buttocks to keep the enemy distracted. While glued, the enemy can continue to attack as normal, but can not follow after the fleeing Snotlings if they should move away. Warriors break from pinning automatically. The glue lasts for the entire adventure, much to the enemies dismay. While the enemy still lives, though, no treasure can be reaped for a successful victory. Glue does not work against enemies with the Ethereal or Fly Special Abilities. Two pots of glue are needed to glue a Large Monster.

2 Squig Call (3) Squig Whistle

Pulling out a small whistle, the Snotling blows long and hard. Within moments, a large, rabid Squig comes lopping down the corridor, heading directly towards the enemies throat.

This Trick summons a Wild Cave Squig which will fight for the Snotlings until the battle is over.

Roll 1D6. A roll of 3 to 6 and the Squig may be placed next to any monster the Snotlings wish. A roll of 1 or 2, and the Squig arrives, but runs off down the corridor.

After the Snotlings have finished their turn, the Squig gets to attack. Roll 1D6. On a roll of 1 or 2, the Squig falls asleep this turn, and does nothing. On a roll of 3 or 4, the Squig attacks the chosen monster this turn. On a score of 5 or 6, the Squig attacks the nearest Warrior this turn. Now roll another dice. On a roll of 1 to 3, the Squig gets tired and flees the battle. Remove it from the board. It can not be summoned again this battle.

If the Snotlings are Squig Herders, they may add +1 to the Squig Attack roll each turn.

3 Glider (5) Hang-Gliding Set

The Warriors have emerged victorious from the dungeon, and breath the lovely fresh air in. Only then do they notice the Snotlings putting leather helmets and goggles on, and strapping themselves into a large set of leather wings and mechanical arms. They unfold the wings, take a run up, and leap off the cliff into the sky, quickly fading into the distance.

The Snotlings have mastered the airways with this Trick. At the end of each adventure, before beginning the journey across the Wilderness to the closest Settlement, roll 1D6. On a score of 5 or 6 (The Mood Level of this Trick), the Snotlings fasten themselves in, and go for a fly. It takes the Snotlings only a few hours to reach a Snotling Village in this contraption, so they have no need to roll on the Wilderness Events Table. The other Warriors must travel to a Settlement as usual. No other Warrior can use a Hang-Glider set.

4 Torture (Auto) <None>

As the Troll takes its last breath, the Snotlings manage to wrench free a final tidbit of information about hidden gold supplies.

After the battle ends, the Snotlings may have learned something of interest from a monster they tortured before he died. Roll 1D6. On a roll of 4 to 6, the monster divulged information as to a hidden supply of treasure in the next room. The Snotlings may gain 1D6*50 gold in the next dungeon room they encounter, before they do anything else.

BATTLE-LEVEL 4 TRICKS

1 Poison Darts (2) Poison Darts Bamboo Shoot

The swarm of Giant Bats swoops menacingly towards the Warriors, talons glinting sharply. Smiling inanely, one of the Snotlings produce a short bamboo stick from a pocket, brings it up to his lips, and exhales deeply. Three sharp darts shoot out the end into the swarm of bats.

Roll 1D3 for the number darts fired each time this skill is used. If the Snotlings do not have that many, all of them are fired. The darts can be divided up as the Snotlings see fit between as many monsters as possible. (Three darts into one monster, two darts into one monster and one dart into another, or one dart into each of three monsters, etc). Each dart does 1D6+2 damage. If this damage is greater

than or equal to the monster's Armour rating, the dart's poison has seeped into the monsters blood. It takes an additional 1D4 unmodified damage. Roll for each dart separately. This means that a dart may do no damage to a monster physically, but may poison it.

2 Invisi-Dust (2) Invisi-Dust Pod

The Orc looks around in bewilderment. "Huh? Where'd 'e go?"

By breaking open this dust filled seed pod, the Snotlings can turn themselves invisible. While invisible they can not be attacked. Any monsters attacking them immediately choose another target until they become visible again. A single pod will grant the Snotlings invisibility for 1D3 turns.

3 Laughing Gas (3) Spander Pod

Ever so slowly, a small grin makes its appearance on the Chaos Sorcerer's face. He begins to chuckle, much to the surprise of his Chaos Warrior body guards. Soon, the Sorcerer is rolling around the ground, finding the entire situation most amusing.

Each pod covers an area 2 by 2 squares with laughing gas. All monsters in this space are forced to roll 1D6 each

1-2 The enemy is stern of face, and finds the whole procedure most non-amusing.

3 The enemy finds the situation rather funny, and begins to chuckle. He is at -1 To Hit for the next Monsters Phase.

4-5 The enemy inhales many gas spores, and begins to laugh loudly. The enemy loses his next turn as he regains his composure.

6 Mighty roars of laughter issue forth, and the enemy falls to the ground laughing, unable to control himself. For 1D4 turns, he can do nothing at all, and Warriors gain +2 To Hits.

4 Crop Farmer (Auto) <None>

Wiping the sweat from his brow, the Snotling begins in earnest to reap the best from his crops.

This Trick is automatically used, and allows the Snotlings to gain extra benefits from the Crop Fields, as described below:

Item	Additional Gains
Invisi-Dust Pods	1
Spider Eggs	1D3
Spander Pods	1D3
Lbolo Spores	2
Graboid Seeds	1

BATTLE-LEVEL 5 TRICKS

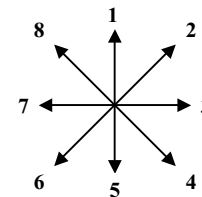
1 Marbles (3) Bag of Marbles

The small band of Goblins runs madly towards the Warriors, their spears pointed forward. The Barbarian and Elf stand to one side, while the Snotlings empty a bag full of small glass beads. Instantly, the Goblins fall head over heels as they try to regain their balance.

This trick empties a large bag of marbles onto the ground, hopefully causing the enemy to trip up and stumble around the room.

The marbles roll outwards in a 2 by 5 square area, or until they hit a wall, from the Snotlings. Each model (Warriors also) must roll 1D6 to keep their balance. A roll of less than or equal to their Initiative, and they have stayed upright. They have found enough footing to remain so forever, and do not need to roll again, unless another model bumps into him. If the roll is higher, they have lost their balance, and stumble around the room trying to get their footing.

Roll 1D8 on the following diagram for the direction the model stumbles.



Now roll 1D3 for the number of squares stumbled. (Each model stumbles in the same direction each square, they can not change direction half way through.) At the end of this amount, the model regains his footing. If the model bumps into a wall, roll 1D6. A roll of 1 to 4, and they fall over. A fallen model stays on the ground for 1 turn. While prone, he may be hit automatically. A roll of 5 or 6 indicates that the model stayed upright, and has regained his footing by holding onto the wall.

If two models collide, both must roll to keep their balance. If this means a model who has already rolled to keep his balance, he must now roll again. These balance rolls made are collision rolls, not stumbling rolls.

NOTE: All models are moving at the same time. To represent this, each model who has lost his balance moves one square, and must wait for all others to move one square before moving again. A collision does not occur if a model moves into an occupied square with a model who has yet to move this turn.

After the battle, the Snotlings can spend 1D3 turns picking up the marbles, in which case they can do nothing else, or simply leave them where they are and buy another bag back at the Snotling Camp.

2 Rope Manoeuvre (5) Rope

The Snotlings each grab an end of a piece of rope and run opposite sides of the Orc. They then proceed to wrap the rope around the Orc's feet, running in opposite circles from each other. Within a few startling moments, the Orc is tied up and falls flat on his face.

The Snotlings must give up all their Attacks do use this Trick. Roll 1D6.

1 The Snotlings foul up their cunning plot, and end up being stepped on (or bitten, or whatever) by the enemy for 2D6+Str Wounds. What's more, the rope is entangled beneath the monster's feet, and is soon lost from sight.

2 Having such powerful brain power often comes in handy for the Snotlings. But not today. They spend the entire turn arguing over which end of the rope they should each hold.

3 The monster is entangled briefly, but soon rips the rope from around his feet. He loses 1 Attack this turn.

4 The rope is pulled taught around the monster's legs, causing him to topple over. He spends the entire turn getting untied.

5 The monster is totally entangled with the rope as he tries desperately to remove it from around his legs. While he frantically tries to remove the rope, he can be hit with a +2 modifier. He can do nothing for 1D3 turns.

- 6 The Snotlings do a slap up job of their infamous rope trick. Not only do they tie up his feet, but the Snotlings leap up madly, weaving the rope thoroughly on the monster. The monster is tied up for 4 turns, before finally getting the rope free. While tied up, the monster may be hit automatically, doing an additional +2 damage. In addition, the monster suffers 1D6 Wounds, with no modifiers, of choking damage.

After the battle, the rope may be re-collected, unless a 1 was rolled, in which case the rope is torn and shredded too much for further use. The Snotlings must be adjacent to the target they wish to rope when using this trick.

3 Shard Gun (4) **Shard Gun** **Shard Gun Ammo**

The Snotlings produce a small hand held cannon, originally of Dwarven design, and stolen by the Snotlings to create this portable version of a war machine. Placing it on the ground, one Snotling begins to turn a tiny crank on the back of the silver Shard Gun. Pellets of hot lead erupt and pelt the enemy forces.

This powerful but slow weapon fires 3D6 hot lead pellets at a single target per turn. Once fired, the Snotlings must spend an entire turn reloading the gun before it can be re-fired. They cannot reload their gun if they are pinned or if there are Monsters in the room. While reloading, they may do nothing else. This Trick replaces the Snotling's normal Attacks this turn. Roll To Hit with Ballistic Skill for each separate dart. Those that hit do 1D3 Wounds each. Total up the amount and then subtract Toughness and Armour.

4 Scurvy Sea Dog (Auto) **<None>**

The Snotlings have mastered the ways of being a pirate, complete with "Swab the decks, ye scurvy varmints" and "Hoist the sails, bring her about, lads".

This Trick is automatic, and does not need to be rolled for it to take effect. It has the following affects.

The Snotlings may reroll the first 1 encountered while trading in *illegal* goods only, while at the Docks.

They may +1 or -1 from any roll on the Captains Table.

They may reroll any harbour event they do not like, but must keep the second roll. They may only do this once per Settlement.

They may buy parrots, hooks and eye patches for half price at the Warehouse.

They may reroll the first 1 while in the brig. Only one reroll per stay in the brig.

BATTLE-LEVEL 6 TRICKS

1 **Hallucinogen Seed (4) Hallucinogen Seed**

Seeing the slaving Plague Beast rip through fellow Warriors with its tentacles, the Snotlings decide that two can play at this game. Breaking open a small green pod, they slurp the liquid down. Instantly, they are turned into huge grotesque beasts in the eyes of the enemies, who cower in fear.

This Trick gives the Snotlings a Terror Rating, that the enemy must instantly overcome (unless it has a Fear or Terror rating itself. Roll for each monster separately as soon as the seed is used. The Terror Rating is equal to the Battle-Level of the Snotlings.

2 **CPR (2) **<None>****

Seeing their friend is near death, the Snotlings begin to jump up and down furiously on the Warrior's chest, hoping to wake him.

This Trick allows the Snotlings to try and heal Warriors who are on 0 Wounds. Roll 1D6. On a roll of 2 to 3, the Snotlings mad leaping fails to achieve the desired affect, and does not revive the Warrior, although the Snotlings have a good time. 4 to 6, and the Warrior begins to splutter and sits up straight. Place him on 1 Wound. On a roll of 1, the Snotlings mad leaping has crushed the Warriors rib cage, and he is now dead! He may only be healed by spells or objects which actually resurrect Warriors from the dead. The Snotlings still have a good time though...

3 **Replace Weapon (5) **<None>****

Snarling viciously, the Skaven Gutter Runner plunges his blade downwards into the chest of the unconscious Dwarf. With a shock, he realises he is attacking the Dwarf with a feather!

This trick can be used just as monsters are about to be placed on the board. The Snotlings can select any two monsters (One for each Snotling) and roll 1D6 to try and switch their sheathed weapons with a useless item. On a roll of 4, 5 or 6, the Snotling gently pulls the weapon out of the monsters sheathe or belt, and places a

banana, or a piece of wood in its place. A monster with no weapon does only 1D6 damage. Naturally, monsters with no weapons to replace can not be targets of this Trick. If The Snotlings target magic weapons, the once owners do not get the benefits of the weapons they would of had. A monster with another weapon can still use the other weapon, unless the Snotlings target the same monster, but each a different weapon.

4 **Disguise (3) **<None>****

Desperately wanting that Bugman's XXXXXX, the Snotlings decide they must disguise themselves to get into the human settlement.

With this Trick, the Snotlings can enter human Settlements. Instead of going to the Snotling Village, they can roll 1D6. If it is equal to 3 or more (Mood Roll value), they have disguised themselves by standing on top of one Snotling's shoulders and draping a huge cloak over themselves.

The Snotlings can now move around the city as normal, but they can not go to any Special Locations other than the Alehouse (-3 for Alehouse roll).

At the end of every day, after paying living expenses, the Snotlings must roll 1D6. On a roll of 1 or 2, they have been discovered and are thrown out of the city. Once thrown out, they can not return this adventure, but they can go to the Snotling Village. If the Snotlings sneak into a Sea Port, and are discovered, they are thrown in the brig for 1D6 days, instead of being thrown out of the city.

In the Alehouse, on a roll of any double, the Snotlings are discovered and are thrown out before the effects of the Alehouse roll can take place.

BATTLE-LEVEL 7 TRICKS

1 **Toadie (5) **Witch Toad****

Seeing the enemy approaching, the Snotlings decide to take drastic measures. They pull a large, warty frog from a bag, each give it a huge smack on the lips, and place it on the ground before them. An amazing transformation begins to take place!

This toad is a shape shifter raised and bred from child hood by the alchemists of the Snotling Village. Upon being nudged with a stick, the toad may transform into a creature of great power. Roll 1D6 when the toad is placed in an adjacent, free, square next to the Snotlings.

- 1-2 The Snotling's incessant poking does nothing to annoy the toad, who spies a bug on the floor, eats it, and looks bored. The toad may be recovered this turn.

- 3 The toad blobs in and out of various shapes and sizes, until it settles on one it likes. Roll once on the Monster Table the same level as the Snotlings to see what the frog turns into. Then roll another D6 to see how long it remains in this form, before it reverts back to a toad and hops into the distance, never to be seen again.

- 4 The toad froths and bubbles, and turns into a creature one level higher than the Snotlings for 1D6 turns. After these turns are up, the toad vanishes into an old boot and can not be recovered.

- 5 The toad bulges and wobbles, and changes into a creature two levels above the Snotling's current level. It remains this way for 1D6+3 turns.

- 6 The toad takes a liking to a particular (random) Warrior, and instantly changes into an exact duplicate of him. From now on, until the battle is over, the toad has exactly the same statistics and weaponry, skills and penalties, as the copied Warrior. After the battle, the toad jumps neatly back into the Snotling's sack, ready to be used again at a later state.

The toad will attack the nearest enemy at all times. If the toad turns into a monster with a fear or terror rating, each enemy must immediately make a fear or terror test. If the toad changes into a creature with magic spells, such as a Necromancer, then the toad can use these spells. The toad gets to have its turn immediately after the Snotlings have their turn.

2 **Fake Plague (6) **Spider Egg****

The Snotlings leap madly about the room, trying to attract the Dark Elves attention. Lifting up his tunic, the Snotling reveals a warty, puss filled sore ridden chest. Disgusted, the Dark Elf refuses to go anywhere near the Snotlings.

This Trick must be used before combat begins, but its effects are noticed during battle. When used, the Snotling breaks open a highly pungent Giant Spider's egg onto his face and arms. A few minutes later, the mush has set and its reaction with the skin makes the substance begin to fester and boil. The Snotlings can use this trick to pretend to be ridden with plague!

During the next combat, as each monster that is fighting the Snotlings is placed, roll 1D6. On a roll of 1, the fake plague suddenly drops off onto the ground, and nothing happens. Do not roll anymore on this table. On a roll of 2 to 3, the plague does not worry the enemy in the slightest and he attacks as normal. On a roll of 4 to 5, the enemy is wary of the plague and moves to fight another random warrior instead. On a roll of 6, the enemy is so worried about the plague, he runs off into the distance, wanting to get as far away from the Snotlings as possible.

The plague lasts for one battle, until it falls off. This trick can not be applied during combat, and must be used prior to the battle for it to have any effect.

3 Tug of War (3) Rope

The Chaos Dwarves raise their Blunderbusses and prepare to fire at the Elf Wardancer. Suddenly, their weapons are pulled sharply to the right, and they shoot a barrage directly into their Chaos Warrior allies.

For each piece of rope the Snotlings wish to tie together and use, they can slip a loop over 3 adjacent enemies missile weapons. So if two pieces of rope were tied together, there would be enough rope to tie a loop around six missile weapons. Roll 1D6 when it comes time for the monsters to fire:

- 1 No matter how much they tug and pull, the Snotlings can not budge the enemies aims. The enemy fires as normal this turn.
- 2 The Snotlings do nothing other than to attract the attention of the enemy. All missile weapons entangled in the rope are fired at the Snotlings this turn. The rope is removed from each weapon by the enemy.
- 3 The Snotlings pull really hard, and one of the enemy is pulled off guard. His shot goes wild and instantly misses.

Snarling savagely, the affected enemy removes the loop from his weapon.

- 4-5 Their tiny arms straining, the Snotlings pull furiously on the rope. In an almost comedic fashion, each monster with a weapon tied with rope falls onto the closest monster nearest the direction of the Snotlings. All shots go wild, and while trying to get up again and remove the rope, Warriors get +2 to hit them.
- 6 The shots go wild, and embed themselves into enemy flesh instead of the Warriors'. Make an attack as usual, but each attack will hit a random monster instead. In addition, the weapons are tugged out of their hands, and they spend the entire next turn retrieving their weapons and removing the rope. Warriors get +3 to hit affected monsters.

Any rope used in this trick is considered too strained and near breaking point, and therefore is useless after the battle.

4 Carol Singing (4) <None>

The Snotlings decide, all of a sudden, to celebrate Christmas day, which was last month, by singing carols at the top of their lungs. The monsters cower in fear as they listen to the raucous sounds.

This Trick is used to scare the monsters into running away before they even get to attack. As they are placed on the board roll 1D6 for each. On a roll of 6, they can't put up with the sound, and they run off, never to be seen again.

BATTLE-LEVEL 8 TRICKS

1 Fungus (5) Lbolo Spores Bamboo Shoot

Drawing out a thin bamboo shoot, the Snotlings place a tiny collection of red spores into the end of it. They then shoot the substance towards the advancing Ogre.

This Trick can be used in addition to any normal attacks made this turn. The spores do 2D6+Str damage. If these spores do at least 1 Wound to the target, roll 1D6.

- 1-2 The wound festers a bit and does an additional 2 Wounds of damage, unmodified.

- 3 The victim's skin bubbles and cracks, inflicting 1D6 Wounds, with no modifiers.

- 4-5 The victim suddenly sprouts thick tentacles from within his body as the Lbolo spore grows to maturity within the enemy. If the monster has less than 3 Toughness, it is killed instantly. Otherwise, it takes 3D6 Wounds, unmodified, before the spore dies and drops to the ground.

- 6 The spores flow through the enemies blood, clogging it with mushroom like fungus. If the victim's Toughness is less than 7, they are killed automatically. Otherwise, they take 5D6 Wounds, unmodified, before the spores die out. In addition, the victim misses his next turn as he recovers.

2 Graboid (6) Graboid Seed Watering Can

The Snotlings carefully plant a tiny seed into the cracks of the flagstones, and proceed to pour water over the seed from a watering can. Within seconds, a giant, monstrous plant creature erupts from the ground, ready to feed!

A Graboid is part vegetable, part slug, and have been used by the Snotlings for many hundreds of years to protect their borders. A good miniature to represent the Graboid is the Beast of Nurgle, the one with many tentacles erupting from every orifice. A Graboid feels for vibrations through the floor, and usually devours its victims with the aid of a four sectioned, carapaced beak, and many, spiked tentacles that writhe around its base.

Place the Graboid in a square adjacent to the Snotlings. Every Power Phase, while the Graboid still lives, roll 1D6 in addition to the power dice.

- 1 The Graboid takes an interest in a random Warrior, and attacks it immediately.
- 2 The Graboid is undecided on a target and does not attack this Power Phase.

- 3-6 The vegetable/slug monster attempts to devour a monster.

The Graboid, attacks during the Power Phase, and spends the Monsters Phase devouring its victim.

Draw a Warrior counter or pick a random monster to see who the monster attacks this turn. Its tentacles can reach throughout the entire board section it is on.

Each target must pass an Initiative Test (7+) in order to avoid the tentacles. If they fail, they are grabbed by a tentacle, and pulled towards the open beak of the Graboid by one square, even if there are no squares free. A grabbed model is lifted high into the air and yanked inwards, and does not interfere with other models. In addition, a grabbed monster loses 1D6 Wounds with no modifiers.

During the Monsters phase (or the Warriors Phase), a trapped model must pass a Strength test (7+) to escape the Graboid and be placed in the closest free square. The takes up his entire turn as he struggles to free himself.

Next Power Phase, if a model is still trapped, he is pulled another square forwards, suffering another 1D6 Wounds. This continues until he manages to free himself during his turn.

Note that while one tentacle is pulling in one model, another may lash out and try to pull in another. There is no limit to the number of models that can be pulled forward the Graboid.

When a model is pulled onto the square with the Graboid, it is now in the process of being digested and chopped into tiny pieces with the powerful beak. That model immediately suffers 6D6 Wounds, with modifiers as usual. If this takes him to zero Wounds, then he is eaten by the Graboid and is never seen again. If it doesn't kill him, the model is regurgitated and placed on any empty square on the same board section, with -1 Str and -1 Tou permanently.

If a model is killed before being dragged into the deadly beak, they are dropped into an empty square and suffer a permanent loss of -1 Str and -1 Tou. Any model held by a Graboid can not be attacked, or be the target of spells or magic items.

After the battle, a Graboid will shrivel and die. No gold can be received for monsters eaten by the Graboid.

3 Eel Trick (6) Electric Eel

The Snotlings have a very devious plan...
The Snotlings can use this Trick to electrocute and shock monsters. This is how it works. The Snotlings have a jar of water with a small, slimy eel in it. Attached to the eel are two

metal wires, each ending in a metal clip. First of all, the Snotlings try to attach both metal clips onto a chosen target. They can do this if they roll a 4 to 6 on 1D6. If they can not, nothing else happens. The Snotlings then proceed to prod the eel, causing it to discharge large amounts of electrical energy, which runs along the wires and shocks the victim. The target takes 1D6 D6 Wounds damage, each Warriors Phase until he can rip off the wires in fury. This happens during the Monsters Phase. The monster must make an Initiative test (7+) to rip the wires off. The turn he rips the wires off, he receives 1D6 Wounds of damage, unmodified.

If the Snotlings are ever incapacitated, the monster will automatically remove the wires, and does not take any damage that turn.

Once this Trick is over, roll 1D6. A roll of 1 means the eel is almost dead from exhaustion and is useless. The Snotlings must purchase another one before using this Trick again.

4 Nasty Critter (5) Critter

The Snotlings throw a small, furry creature towards the advancing Orc General. In a ripping of flesh and a gnashing of teeth, the furry ball of fluff rips into the startled Orc.

Roll 1D6 at the start of each Monster Phase for each monster being attacked by a Critter.

- 1 The Critter dies for no apparent reason, and falls onto the floor.
- 2 The Critter takes a tiny chunk out of the target, before falling to the ground and dying. The monster takes 1D3 Wounds with no modifiers.
- 3 The Critter takes a huge chunk of flesh from the monster, causing 1D6 Wounds, unmodified.
- 4 In a fit of carnage, the Critter rips into the flesh of the terrified monster, causing 3D6 Wounds with no modifiers.
- 5 After feasting heavily on the current monster, it decides to pick another target. Select a random monster and roll on this table for him starting from next turn. The monster it has just left takes 2D6 damage, unmodified.

- 6 The Critter decides to give birth to 1D3 more Critters, each of whom leap to an adjacent monster, who must each now roll on this chart. Then it attacks the current target for 1D6 Wounds, unmodified.

BATTLE-LEVEL 9 TRICKS

1 Magnet Power (4) Magnetised Rock

Pulling a large rock from his backpack, one of the Snotlings slams it into a crack in the wall. Suddenly, all the Chaos Warriors are lifted from their feet and are savagely hurled towards the magically magnetised rock. There is the sickening crunch of bones as they slam into the wall and each other.

This Trick can only be used if the Snotlings are adjacent to a wall. Once used, any creatures with metal armour (Chainmail, Platemail, Helmets, Greaves, etc) are yanked towards the wall at almost super speed. Roll 1D6 for each monster affected. On a roll of 3 to 6, the monster is crushed against the wall for 6D6 unmodified damage. Any other roll, and they manage to stand their ground. In addition, the monsters affected are placed as close to the wall as possible, and miss out on 1D3 turns before awakening from the shock.

This trick does not work on Ethereal or Large Monsters. The rock loses its magnetic quality after it is used once.

2 Chasm (3) Blessed Hammer

The Snotlings leap into the air and smash a hammer onto the ground with such force that the very floor opens up and swallows the giant rat swarm.

The hammer can be used to smash open a huge chasm directly in front of the Snotlings which splits open 1D6 squares in front of the Snotlings. Any monsters in this space without the Fly ability fall to their deaths unless they can roll a 3, 4, 5 or 6. The crack then magically repairs itself. No gold is received for monsters who fall down the crack.

3 Flying Fox (6) Flying Fox Set

With a cry of sheer, childish delight, the Snotling sails around the dungeon, swinging from his gunpowder propelled flying fox, attached to the ceiling of the dungeon.

This really weird Trick can only be used in the first dungeon room or passageway that the Warriors start in. If the Mood Roll was not a 6,

this Trick can not be used. If the Warriors are willing to wait until the Snotlings are in the mood to set up their mad riggings, then they can do so.

If they are in the mood for a bit of manual labour, the Snotlings bring out masses of planks, wood, glue and nails, and begin to rig up a flying fox on the dungeon ceiling. As soon as the Snotlings enter a new board section, they immediately begin the construction of the next section. An unexpected Event occurs on a roll of 1 or 2, during the first turn the Warriors are in the room. If they are monsters in the room, fight as normal; the Flying Fox will be finished after the battle.

Instead of attacking, or instead of their normal movement phase, and if the Snotlings have finished rigging the current room with ceiling ropes and planks, they can use the flying fox. To use the Flying Fox, the Snotlings can move up to 10 squares in any direction. They can ignore pinning when on the Flying Fox, and can move through other Warriors freely. If they wish, they can drop onto a monster from above, causing the monster to lose a complete turn while it throws the Snotlings off. In addition, if the Snotlings get up enough speed (They move at least 5 squares in the same direction) they can plough into a monster and force him back into any empty square behind him. The monster also takes damage as per a single attack. Once dropped onto a monster, the Snotlings turn ends.

Each Flying Fox Set of equipment can only be used once per dungeon. It can not be dismantled at all. Therefore, a new set will have to be brought if the Snotlings wish to set up another rigging in a different dungeon.

4 Judge of Character (2) <None>

The Snotlings spend a few minutes judging and watching the actions of their opponents.

When placing Monsters on the board, the Snotlings can choose one and judge it. They miss their next turn as they spy what it does and how it acts. This monster may not be one that is attacking them. For the rest of the combat, the Snotlings gain an extra attack if they attack the judged character, do an extra damage dice, and get +2 to hit.

BATTLE-LEVEL 10 TRICKS

1 Patch Up (4) <None>

The Snotlings pull all sorts of things from their back pack and attempt to use some of them to heal a fellow Warrior.

Each time this Trick is used, roll 1D6 for each Warrior. On a roll of 4 to 6, they have all their Wounds healed. However, if the roll is a 1, the effects are the opposite, and the Warrior being healed is immediately placed on 1 Wound. The Snotlings are too wise to use such mad techniques on themselves, and will only heal other Warriors, not themselves.

2 Cave In (5) Blessed hammer

On of the Snotlings raises his Blessed hammer and smashes it into the wall, sending large chunks of debris onto the enemy.

Once this Trick is used, roll 1D6 for each monster on the board. A roll of 4 to 6 and they have been hit with flying rocks. Each Monster who was hit suffers 5D6 Wounds.

3 Critical Hit (4) <None>

Sneaking up towards the Dragon, the Snotling produces his sword and begins to twirl it savagely about. The sword plunges deeper and deeper into the Dragon's thick hide.

As Monsters are being placed on the board, the Snotlings can choose one and roll 1D6. On a roll of 6, the Snotlings have snuck up on it and struck a fatal, critical hit. The enemy is dead!

4 Tricks 'N Traps (5) <None>

The Snotlings feel particularly devious today, and decide to spend more time devising hideous and heinous plots against the enemy.

This trick can be used once per turn, and, while it still counts as a Trick, allows the Snotlings to use an additional 1D6 Tricks this turn.

•REPRESENTING YOUR WARRIORS•

There are numerous Snotling miniatures on the market. You should have a huge selection to choose from for your two Snotlings. In actual fact, in Lair of the Orc Warlord Adventure Pack, there is a Snotling miniature carrying a lantern, which would be ideal if your Warriors were the lantern bearers. There are also many Snotlings which are pulling faces, watering mushrooms,

leaping up and down, etc. Or you could go for the serious look and take two normal Snotlings, like those from the Warhammer Quest box itself. If you don't wish to take two miniatures along, there is are plenty of Snotling miniatures which consist of two Snotling on the same base. This may come in handy if you get sick of moving two miniatures at a time.

•ROLEPLAYING TIPS•

The Warhammer World is a stern and serious one, for the most part, and in actual fact, your average Snotling would not go adventuring with his most mortal enemies; man. Still, one never knows about these things for sure. The Snotlings are a great opportunity to let your hair down and just play for fun and laughs, and even to annoy your fellow players by doing hopeless and annoying things like pouring glue all over the Warriors feet by mistake and then giggling about it for the next half hour.

Snotlings are mischievous characters who enjoy nothing more than a good game. They probably prefer to avoid battle entirely, and if they should get involved, use their Tricks to avoid damage. It may be interesting controlling two characters as well. It would be fun to see how they interact with each other, and how they time their actions to get the best results.

Under no circumstances are Snotlings ever serious or stern. Should you turn your Snotlings into serious scholars who research books all day long and say intellectual things, the GM should not take kindly to this, and you may see yourself punished for such atrocious role playing.

•ROLEPLAY MODIFIERS•

ACTION	MODIFIER
Barge Aside	-2
Bluff Enemies	+1
Climb on Shoulders	+4
Climb Wall	+3
Construction	+3
Crawl	+3
Difficult Shot	-2
Disarm Enemy	-3
Disarm Trap	+1
Distract Enemy	+2
Duck	+3
Fight Defensively	-
Hide	+4
Hold Door	-4
Identify	-2
Improvise Weapon	0
Interrogate	-2
Jump	+2
Kick Over	-4
Leap	+2
Lift Trapdoor	-1
Listen at Door	0
Loosen/Tie Bonds	+1
Make Bandages	+1
Make Rope	-2
Move Heavy Objects	-4
Pick Lock	0
Play Dead	+3
Read	-3
Search Object	0
Search Rooms	0
Start Fires	+2
Stun Enemies	0
Swing on Rope	+4
Take Cover	-
Understand Speech	-2
Wait/Interrupt	-
Wedge Door	-2

•SNOTLING TEAM BATTLE LEVEL TABLE•

Battle Level	Gold	Title	Move	WS	BS	Str	Dam. Dice	T	Wounds	I	A	Luck	WP	P	Tricks
1	0	Weak Git	5	2	5+	2	1	2	1D6+5	3	1	0	2	3+	2
2	2,000	Grunt	5	2	5+	2	1	3	1D6+5	3	1	1	2	3+	+1
3	4,000	Grunt	5	2	5+	2	1	3	2D6+5	4	1	2	2	3+	+1
4	8,000	Grunt	5	3	5+	3	1	3	2D6+5	4	1	2	2	2+	+1
5	12,000	Bully	5	3	4+	3	1	4	3D6+5	4	2	3	2	A	+1
6	18,000	Bully	5	3	4+	4	2	4	3D6+5	4	2	3	3	A	+1
7	24,000	Bully	5	3	4+	4	2	4	4D6+5	4	2	3	3	A	+1
8	32,000	Bully	5	3	3+	4	2	4	4D6+5	4	2	3	3	A	+1
9	45,000	Strong Git	6	4	3+	4	2	4	5D6+5	5	2	4	3	A	+1
10	50,000	Strong Git	6	4	3+	4	3	4	5D6+5	5	3	4	3	A	+1

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