

A Day at the Races

Wacky Squig Racing weirdness
from Ian Roberts and 'The Boyz
Without Brainz'



A Bizarre Brainwave...

Several years ago me and a pal, Andrew, came up with the concept for a quick, simple and deadly funny racing game involving Squigs (what else?). Mr Carnell knocked up some easy terrain and we ran a participation game at Sabre '98 (the Harrogate Wargames Club's annual event). Well, two years later and a hell of a lot wiser, I've gone back to the rules, condensed them, simplified them and created a fast flowing and funny game with a fatality rate you could only get with a bunch of Goblins. The game is based around the madcap antics of a bunch of Night Goblins on their racing Squigs. So, for those of you who didn't make it to Sabre this year, here's the game that Chris said we should market and sell.

Where Gobbos Dare

Below the surface of the old world lie many old and ruined dungeons filled with ancient treasures of a forgotten age. Parties of adventurers often make forays into these dungeons to recover these treasures and clear out some of the foul monsters that dwell below the surface. But despite their best efforts, most of these underground realms remain lost to the forces of darkness. Two such

creatures are Night Goblins and Cave Squigs.

Both Goblins and Squigs depend upon the large subterranean mushrooms for food, and often come into conflict. Over the centuries Goblins learned how to catch Cave Squigs with minimal risk to themselves. These Squig Hunters have a carefree attitude to the dangers posed by a hungry Squig and are quite boastful of their Squig Hunting abilities. Sometimes a particularly drunken group of Squig Hunters will attempt to prove which one of them is the best by holding the most dangerous of all Goblin games, a Squig Race.

Cave Squigs are large, smelly, fungoid creatures with little stubby legs and huge fanged maws that live on fungus and careless Goblins. They are ill-tempered beasts and only the most insane would ever go near them, let alone try to ride them. The Goblins hold on to the Squig's horns or ears for dear life as the creatures bounce about enraged, snapping at anything that comes within reach. Experienced Squig riders can steer their Squig in the right direction by beating the thing with a club, but the Squig is still just as likely to go mad and try to eat its rider.

The Squig races take place underground in the old dungeons that were once part of the Dwarf Empire. Such dungeons are often littered with pit traps and other devices left over by the Dwarfs. Goblins leave such devices in the dungeons, and love nothing more than watching their rivals come to a sticky end.

Set up

For this game you will need a set of Warhammer Quest dungeon rooms and floorplans or you could always make your own from stiff card. I have included the map that we used but you can make up any variation on this theme that you desire.

How it all works

1. Each player takes a Squig hopper and sets him up at the point on the map marked, unsurprisingly, 'start'.
2. At the start of each turn, all players roll 1D6, re-rolling any ties. The player with the highest roll moves his Squig first, then the second highest, and so on, until every player has moved their Squig.
3. Squigs move 2D6 Squares each turn. If a double is rolled then the Goblin rider has lost control of his Squig and you must roll on the 'Wild Squig table'.

4. Players may wish to club their Squig to make it go faster.

You must declare you are doing this before rolling for movement. If you club your Squig you may roll 3D6 instead of 2D6 for movement, however this will increase the chance of your Squig going wild.

5. If another player's Squig is blocking yours and there is no way to move round, then your move is over and you must roll on the Squig Collision Table.

6. You may elect to voluntarily collide with another player's Squig as you move by. You must stop in the first square next to the rival Squig and roll on the Squig Collision Table. You may continue to move afterwards, but deduct two from your move as you make the collision.

7. Pit Traps count as three squares of movement. If a Squig hasn't got enough movement left to clear a pit, then he falls down it. If you are in 8 pit at the start of your turn then you must deduct six from your move for that turn. If this leaves you with no movement then you are stuck in the pit for another turn.

Wild Squigs

Squigs are evil tempered beasts and their Goblin riders only keep them under control with the aid of a good club. Sometimes however, even that is not enough, and the Squig will go mad, head off in the wrong direction or even eat their rider. When a double or triple is rolled for movement, roll 1D6 on the Wild Squigs Table to see what happens.

Collisions

Sometimes (well, quite a lot of the time actually) a collision between the Squigs will occur. This is usually because one Squig will be blocking the only way along a passage, but also because Goblins like to hit each other when they know they can make a speedy escape on their Squigs.

When a collision occurs, the player who is making the collision should roll 1D6 on the collisions table to see what effect it has. Most of the effects apply to the target Squig, but sometimes it is the troublemaker that comes off worse.

Special Rules

After several games with these rules it became clear that people actually wanted to play tactically (with Goblins?) and moved their Squigs from side to side to

avoid falling down the pits. After much consideration I came up with the following restrictions on movement.

Players may not move back towards the starting line, unless it's the result of a special event, or because you have gone the wrong way on the turn table.

Players may not enter the same square twice during their movement, unless it's the result of a special event.

The Dungeon

This is the dungeon we used at Sabre 99. It should only be used as an example. There are lots other events that will fit in to dungeons, many can be taken from Warhammer Quest. We used the Quest floor plans, set out like the map.

Goblin Squig races take place around an old Dungeon represented on the

WILD SQUIG TABLE

1D6	Result
1	The Squig eats its rider before running off into the Dungeon to find itself a new home. You are killed and out of the race, remove the Squig from the board.
2	One blow too many on the head leaves your Squig dazed and confused. Your model moves 1D6 Squares back towards the starting line.
3	The Squig stops to eat some Fungus or have a bit of a nap. Your Squig does not move at all this turn and will deduct six from your move next turn. If this leaves you with no movement the Squig stays here and you must deduct six from your move next turn as well.
4	The Squig is sluggish and refuses to move this turn. You may not move this turn, but move normally next turn.
5	After some serious clubbing your Goblin rider finally gets your Squig Going, but you only move 1D6 this turn, even if you clubbed your Squig.
6	Aggravated by the Goblin's vicious blows the Squig swings from side to side, slowing its movement down. Deduct two from your movement next turn.

COLLISION TABLE

1D6	Result
1	The target Squig is bashed into the wall and becomes enraged. Roll automatically on the wild Squig table next turn. The Squig remains in its square and may not be passed.
2	A good whack pushes the target Squig over. It must spend all of its next turn standing up and so may not move. In addition, the target Squig does not block the Square he is in until the end of next turn, so you may continue your move.
3	With a thump from his club, the Goblin pushes the enemy Squig to one side and squeezes past. You may continue your move, but must deduct two Squares from it. If this was a deliberate collision then you have already given up these two squares in order to make the attack.
4	Urging his Squig on the Goblin leaps over his rival and continues moving. You may place your Squig in any other square adjacent to the target Squig as long as it is not occupied. If all Squares next to the Squig occupied, then pick one and roll for collision again. Unless another collision occurs, you are free to continue your move with no penalty.
5	The Goblin on the target Squig lashes out with his club leaving your Squig Dazed. Your move for this turn ends and you must deduct two from your movement next turn.
6	With a decidedly cunning low blow the Goblin on the target Squig trips your Squig up with his club. Your move for this turn ends and you may not move next turn while you stand your Squig up. Your Squig does not block the Square he is in until end of next turn.

board by the Warhammer Quest Floorplans. Many of the Rooms in the Dungeon have their own special rules which are described below.

1. The Bottleneck: Once an old mine shaft, most of this corridor is now covered in rubble and is only 1 Square wide, making collisions common amongst the racers.

2. The Bats Lair: A huge swarm of vampire bats dwells in this cave and will attack the racers as they disturb their sleep.

If you start your turn here, roll 1D6 before movement.

1D6 Result

- | | |
|---|---|
| 1 | Your Squig is surrounded by bats and bounces into a wall. You may not move this turn while you stand up. |
| 2 | The bats spin around your Squig, making it dizzy and slow. Deduct 4 from your movement this turn. If this leaves you with no movement then you must remain in the Bats lair for another turn. |
| 3 | The swarm of bats is |

so thick your Goblin can't see the door and gets lost. The Squig moves 1D6 Squares in a random direction, colliding with another Squig if he hits one.

4 The Goblin wisely decides to slow his Squig down to get through the bats. You may only move 1D6 Squares this turn.

5-6 Swallowing bats left and right the Squig belches loudly and makes it through safely. You may move as normal this turn.

3. Conveyor Belt: Once used to move heavy rocks in the Dwarf mine, the conveyer belt moves slowly backwards, away from the finish line. Goblins love watching Squigs being moved backwards no matter how fast they move. When you roll for movement in this room, treat the even numbers as how far forward you move, and the odd numbers as how far back you move.

4. Revolving Room: A large turn-table sits in the middle of this room, revolving slowly. Once used to move mine carts to the right track it is now used to throw Squig racers off course. As soon as you enter the turntable roll 1D6 and re-roll any 5's or 6's. This will give you the direction you leave from. Place your model in one of the two squares next to that door, and your movement ends for that turn. Next turn you may re-enter the turntable if you wish (if you're back where you started for example) but your move will still end when you are placed in your

new location. If both squares by a doorway are occupied then pick one and roll for a collision.

5. The Stairway: A set of steep steps climbs up this sloping corridor, which poses an major obstacle since Squigs only have little legs. Each square you move in here costs two squares of movement. If you don't have enough movement to climb to a new step you must remain where you are.

6. Shaman's Den: An old Orc Shaman has retired to this part of the dungeon to work on some strange Orcy magazine. He does not appreciate a group of Squig riders bouncing in without his permission. If you start your turn in the Shaman's den then he will hurl a lightning bolt at you.

Deduct four from your movement this turn. If this leaves you with no movement then you are killed by the lightning bolt, take your Squig off the board.

7. The Tomb: The centre of this room is dominated by a tomb that was ancient before the Dwarfs dug here. Squigs may not step on the Tomb square. If they do a mummified hand reaches

out and grabs them, dragging them inside and removing them from the race.

8. Fungus patch: A large patch of mushrooms dominates the centre of this room. If you start the turn in the Fungus Patch then roll 1D6 on the following table.

1D6 Result

- | | |
|---|---|
| 1 | You are attacked by a Wild Cave Squig. Roll 1D6+1, and get another player to roll 1D6. If you roll higher you beat off the Wild Squig, but can't move this is turn. If you roll lower then your Goblin is killed by the wild Squig and you are out of the race. |
| 2 | The Squig sets off a cloud of spores which cause frightening hallucinations. Your Squig runs 1D6 squares back towards the starting line. |
| 3 | Being in its natural environment causes your Squig to revert to its natural behaviour. Roll on the Wild Squig table this turn. |

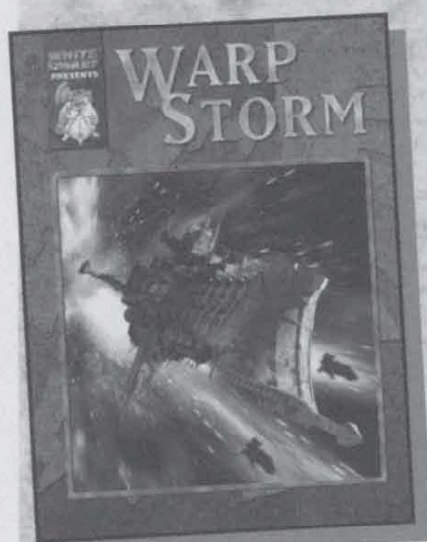
- 4 Your Squig stops to eat some yummy mushrooms and doesn't move this turn.

- 5 After some firm clubbing the Squig gets underway, but may only move 1D6 squares this turn.

- 6 The fungus squirts a cloud of spores at your Squig. The spores have a strange effect on the Squigs metabolism, making it run faster. Add two to the Squig's move this turn.

9. The Bridge: A Narrow stone bridge crosses a deep chasm in the room. Sneaky Goblins have removed the railings so it's very easy to slip and fall over the edge As you move across the bridge you should roll 1D6. On a roll of a 1 you fall off the bridge and plummet to your death. Squigs will also fall if they suffer from results 1-3 on the collision table.

10. Finish: The winner is the first person to reach any one of the shaded squares in this room.



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SQUIG RACING MAP

