

E**SNOTLING
PUMP WAGON****E**

The Warriors hear a loud crash, and a rolling noise echoing through the dungeon behind them.

Take the Snotling Pump Wagon Monster card. It always begins at the entrance to the dungeon and will always head towards the Warriors. Each time the Pump Wagon needs to make a turn roll 1D6:

1-4 : The Pump Wagon is able to navigate the turn, and continues.

5-6 : The Snotlings lose control and the Pump Wagon smashes into the wall, killing all on board.

Once the Pump Wagon reaches the tile with the Warriors on, it will plough through everything in it's 2 square path (including monsters) causing an automatic 4 Wounds with no modifiers before disappearing into the darkness.

If there is sufficient space a Warrior can dive out of the way on a 1D6 : 4-6

NO TREASURE CARD FOR COMPLETING EVENT

EVENT**EVENT****M****SNOTLING
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Wounds: 4

Move: 2D6

Weapon Skill: -

Strength: -

Toughness: 4

Attacks: 1 (special)

Opponent's WS	-	-	-	-	-	-	-	-	-
To Hit Foe	-	-	-	-	-	-	-	-	-

Special Rules

The Snotling Pump Wagon will move at the start of each Monster Phase; roll 2D6 to determine how far the Snotling Pump Wagon moves.

Any Warrior or Monster hit by the Pump Wagon, takes 4 Wounds with no modifiers

VALUE
250G
EACH

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