

“WORMS, BA WORMS.”

Now that Riverbluff Wargames has released their Sand Worms I thought I publish this except from **I, Zombie**. Made for Two Hour Wargames but can be tweaked to fit with any set of rules.

http://achesoncreations.com/index.php?option=com_virtuemart&page=shop.browse&category_id=82&Itemid=1

<http://www.twohourwargames.com/izombie.html>

WORMS, BA WORMS

"Area 51?" I asked. "That's over 400 miles from here."

"Actually more like 350" the dancer replied as she swayed to the music. "As the crow flies or worm tunnels in this case."

I had to smile. Here I was sitting in a private room at a, uh, Gentlemen's Club listening to a very attractive lady tell me about worms or as she called them Big Ass Worms.

"How big are they?" I asked with a half-grin of doubt.

"At least as big as the ones in that movie. Know which one I'm talking about?" she replied concentrating on her gyrations as she spoke.

"Yep, I know which one. And you say you've seen them?"

Rita, that was her name, just smiled. "If I had seen one I wouldn't be here. All I'm saying is just be careful out there, sweetie." She blew me a kiss and continued. "Not all my customers are as nice as you."

BA worms? Really?

Yep, really. Blame it on Area 51 or the Lazarus Agent or whatever you want. Who knows the how or the why it's a fact of life out here in the ATZ world.

Here's the lowdown.

DEFINING BA WORMS

There are only two things that define BA Worms.

What is its *Reputation*?

What type of *weapon* does it have?

REPUTATION

All BA Worms have a Reputation of 6. Yes, Rep 6. *This is not a misprint.*

WEAPONS

BA Worms do not use weapons unless you consider their 12" teeth to be weapons. They can inflict damage in two ways:

- Against human sized target they will melee them counting a +3d6 for size with an Impact of 5.
- Against vehicles or buildings they will Bash attack (ATZ, page, 27) with a Bash Value of 8.

HOW BA WORMS APPEAR

BA Worms will *only* appear in the following areas *during* a Random Road or Discover Encounter:

- Destination Circles 1, 2, and 3 (page, ##).
- The black lines between Destination Circles:
 - 1 and 2.
 - 2 and 3.
 - 2 and 5 but NOT including Destination Circle 5.
 - 2 and 6 but NOT including Destination Circle 6.

During the game BA Worms are encountered in only one way. BA Worms will appear the first time the activation dice total *seven*. There can only be one BA Worm in the Encounter.

Example – I roll for activation and score a 5 and 2. One BA Worm enters the Encounter. Later I roll a 6 and 1 for activation but as one BA Worm has already been put into play there cannot be any more.

PLACING THE BA WORM

When the BA Worm is generated it is always placed in the center of the table edge closest to the *most movement* that occurred during the previous turn. The *most movement* is defined as the following. Go down the list and the first circumstance that occurs is defined as the *most movement*.

1. Any vehicle that moved. When more than one vehicle was moving then the vehicle with the highest Bash Value (ATZ, page, 25) counts as the *most movement*.
2. The largest group of characters that moved outside of a building whether player or non-player characters.
3. The largest group of characters that moved inside of a building whether player or non-player characters.
4. At the center of a table edge rolled at random.

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The BA Worm does not activate on the same turn that it is placed and *always* starts underground and not in sight.

Example - During Turn Three a sedan of Gangers enter the table and stop in front of a deserted house. At the same time six Zombies move towards them. Inside the house three other Gangers move to the windows and start to fire.

Dice are rolled of Turn Four and come up 5 and 2. This is the first seven that has been rolled so the BA Worm is placed on the table in the center of the table edge closest to the stopped vehicle (most movement).

BA WORM ACTIVATION

BA Worms will always roll their own activation dice. Their die score is *not* used to see if they will double up with one or more of the other Activation Dice. If they do double up they will usually move first as Activation is based on Rep.

Note that the BA Worm will always activate.

Example - Turn Five Activation dice are rolled.

- *Players 4.*
- *BA Worm 3.*
- *Zombies 3.*

The Players will go first. The Zombies and BA Worm doubled up but the BA Worm will go first because it has the highest Rep (6).

ACTIONS

When a BA Worm is active it will perform the following actions in this order of priority. Go down the list and do the first Action that applies.

1 - If underground they will move 16" directly towards the *most movement* that happened during the same or previous turn. It's important to track all movement on the table when the BA Worm is about. A good way to do this is to place a marker on the current *most movement* and pass the marker as the *most movement* changes.

2 - If reach within 6" of the *most movement* it will come up from underground (called *breaching*) causing all the characters in sight of the BA Worm to take the Encounter Awareness Test (page, ##).

3 - When outside of 6" from the *most movement* the BA Worm will return to under the ground.

4 - If there has not been any movement during the previous or current turn the BA Worm will not move.

MOVEMENT

BA Worms have a normal move of up to 16" whether under or above ground. They do not Fast Move.

However they are subject to the following movement restrictions-

Rock - BA Worms cannot move through rocky areas. That's a good place to hide. Rocky areas must be clearly defined (page, ##).

Under Buildings - When moving underground the BA Worm will ignore buildings unless they are built on rocky areas in which case they may not pass under.

Through Buildings - BA Worms can move through buildings at 1/2 speed if they are of wood construction. If concrete they will burst into the building which will stop their move. They can continue next activation at 1/2 speed.

Impassable Rock Formations - Movement not allowed and treated as a dead end.

Wooded Area Or Rough Terrain - Movement reduced to 1/2 speed if moving through but normal if moving underneath.

Definite Road - If come up from underground on a road the road will have a hole where the BA Worm exited or re-entered.

Hills - Move on hills normally.

Rivers and Other Bodies Of Water - BA Worms will move across rivers at 1/2 speed if needed but will normally go under it.

REACTIONS

BA Worms do not take Reaction Tests but they can affect those taken by humans in the following ways.

IN SIGHT – Once a BA Worm comes above ground all characters with LOS can take the In Sight Test. If the character is part of the *most movement* it must take the Encounter Awareness Test (page, ##) instead.

Example – The BA Worm Activates and moves towards the group that qualifies as the "most movement". It reaches 6" from that group and comes above ground into sight. The most movement takes the Encounter Awareness Test (page, ##) while the other characters with LOS take the In Sight Test.

ENCOUNTER AWARENESS TEST - BA Worms that win the test will move into melee, if against human sized target, or Bash Attack (ATZ, page, 27).

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SHOOTING

BA Worms cannot use ranged weapons of any type. However, ranged weapons can affect them in the following ways.

LINE OF SIGHT

You still need to see the BA Worm to hit it. But the good news is that BA Worms don't care about getting shot so they do not use cover or even count concealment.

Example - Billy Pink sees a BA Worm breaching inside a patch of woods and takes an In Sight Test. He passes 2d6 and can fire. Although the BA Worm is moving through the woods it does not count cover or concealment. Billy fires with his BA pistol and scores a net result of 7 (miss) and 9 (hit) as the BA Worm cannot count cover.

DETERMINING DAMAGE

Once you've scored a hit on the BA Worm you have to see what kind of damage you inflicted. Whenever a hit is scored on a BA Worm, roll 2d6. If double sixes (boxcars) are not scored the Worm ignores the damage and carries on.

- If you did score double sixes then you have hit the Worm and can now roll 1d6 versus the Impact of the weapon for damage.
 - If you score a result of OD you have hit a vital spot and the beast is OD.
 - If you score a result of OOF the BA Worm has been hit in a vital spot and it hurts. The BA Worm will immediately go back underground and head off the table. It will not return this Encounter.
 - If you score a result of Knocked Down it ignores the damage and carries on.

MELEE

When BA Worms come into contact with a human sized target they enter into melee or hand-to-hand combat.

HOW TO MELEE

BA Worms are handled as follows.

- They roll a total of 9d6 when in melee.
- BA Worms *do* divide their melee d6 when attacking more than one target. if they score multiple results of move past the target they will always move the farthest distance.
- BA Worms have an Impact of 5.

- They do not count any other modifiers.
- In melees involving BA Worms only roll the d6 once. Do not re-roll successes!
- Compare the number of successes rolled on the BA Worm Melee Results Table (page, ##).

REP BA WORM MELEE RESULTS TABLE

(Looking for successes)

BA Worm will always roll 9d6

A score of 1, 2, or 3 is a success

A score of 4, 5, or 6 is a failure.

Do not re-roll successes!

# OF SUCCESSSES SCORED	BA WORM	CHARACTER
2+ or more	Gulp! Target is swallowed up and OD and worm continues on 6" forward.	Target dodges to left (1-3) or right (4-6) and worm continues on 12" past target.
1	Smack! Target is struck by the worm. Roll for damage versus an Impact 5 weapon.	Target dodges to left (1-3) or right (4-6) and worm continues on 6" past target.
Same number	BA Worm knocks down target. Immediately take Recover From Knock Down Test.	BA Worm knocks down target. Immediately take Recover From Knock Down Test.

Example – Billy Pink (Rep 5), Sooze (Rep 3), and Cherrie (Rep 3) moved last turn so are the most movement target for a BA Worm.

The worm activates and enters melee with the three characters. The worm must divide its d6 so will roll 3d6 versus all three characters.

- *Billy rolls 5d6 and scores 3 successes.*
- *The worm rolls 3d6 and scores 2 successes so Billy scores 1 success more. Billy dodges out of the path of the worm who continues on another 6".*
- *Sooze rolls 3d6 and scores 3 successes.*
- *The worm rolls 3d6 and scores 1 success so Sooze scores 2 successes more. Sooze dodges out of the path of the worm who continues on another 12".*

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- *Cherrie rolls 3d6 and scores 0 successes.*
- *The worm rolls 3d6 and scores 2 successes so the worm scores 2 successes more. The worm gulps Cherri down and continues on 6".*
- *As the farthest result for the worm continue was 12" it has gulped Cherri down and continued 12" past Sooze.*

BA Worms *always* return to any stunned, OOF, or OD characters and will gulp them down if given the chance.

BA, BA, GO AWAY!

Okay so we know that if you can:

- Score a hit on the BA Worm.
- Then roll "boxcars".
- Then roll Impact or less on 1d6 but not a "1" the BA Worm will leave the table.

So what else can we do for it to go away? Not a thing.

OUTRUNNING THE BA WORM

What about outrunning the BA Worm? Sure, here's how it's done. You cannot outrun the worm by simply leaving the table. Instead you must first exit the table then each character rolls 2d6, adds the scores together, modify this total as per circumstances, and consult the Bye, Bye Worm Table (page, ##).

The Driver of the vehicle will roll only once while the passengers that remain inside do not.

2 **BYE, BYE WORM TABLE** *(2d6 added together)*

CIRCUMSTANCE	MOD
If left table in a vehicle that can exceed 16" of movement	+3
If left table over a rocky area	+2
If left table on a horse	+1

#	STARS
6 or less	BA Worm overtakes closest character and will melee or Bash as needed. Other characters will escape.
7 or more	Character escapes.

AFTER THE BATTLE

As BA Worms can only be killed or forced to leave the table they never have to roll for recovery.

USING BA WORMS

Using BA Worms is optional just like using Ragers. BA Worms are very, very tough enemies and should be feared.

