



# BOINGROT BOUNDERZ

Squig riders who have managed to survive more than a single, violently short-lived battle, Boingrot Bounderz wear loon helms and skewer their enemies with wickedly pointed pokin' lances.



| MELEE WEAPONS   | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-----------------|-------|---------|--------|----------|------|--------|
| Pokin' Lance    | 2"    | 2       | 4+     | 4+       | -1   | 1      |
| Fang-filled Gob | 1"    | 2       | 4+     | 3+       | -1   | 1      |

## DESCRIPTION

A unit of Boingrot Bounderz has any number of models, each armed with a Pokin' Lance.

**MOUNT:** This unit's Cave Squigs attack with their Fang-filled Gobs.

**FLY:** This unit can fly.

**BOUNDER BOSS:** The leader of this unit is a Bounder Boss. You can add 1 to hit rolls for attacks made with a Bounder Boss' Pokin' Lance.

## ABILITIES

**Boing! Smash!:** Mobs of Boingrot Bounderz smash into their enemies like toothy meteors.

After this unit has made a charge move, pick 1 enemy unit within 1" of this unit and roll a dice for each model in this unit. For each 4+ that enemy unit suffers 1 mortal wound.

**Lances of the Bounderz:** The pokin' lances carried by Boingrot Bounderz are especially dangerous on the charge.

Add 1 to wound rolls for attacks made with this unit's Pokin' Lances if this unit made a charge move in the same turn.

## KEYWORDS

DESTRUCTION, SQUIG, GLOOMSPITE GITZ, MOONCLAN, BOINGROT BOUNDERZ