

LOONBOSS

ON MANGLER SQUIGS

It takes a particularly deranged loon to lead the charge clinging onto a pair of Mangler Squigs, but this Loonboss – along with some of his most bonkers cronies – is only too eager to go bounding into battle, crushing all in his path.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-cutta	1"	5	3+	4+	-	1
Huge Fang-filled Gobs	2"	4	☀	3+	-1	D6
Balls and Chains	2"	☀	3+	3+	-2	D3
Grots' Bashin' Stikks	1"	4	4+	4+	-	1

DAMAGE TABLE

Wounds Suffered	Move	Huge Fang-filled Gobs	Balls and Chains
0-2	3D6"	3+	7
3-4	2D6"	4+	6
5-7	D6"	5+	5
8-9	2D6"	4+	6
10+	3D6"	3+	7

DESCRIPTION

A Loonboss on Mangler Squigs is a single model armed with a Moon-cutta.

MOUNT: This model's Mangler Squigs attack with their Huge Fang-filled Gobs and Balls and Chains.

CREW: This model's Mangler Squigs have a grot crew that attack with their Bashin' Stikks. For rules purposes, the crew are treated in the same manner as a mount.

FLY: This model can fly.

ABILITIES

Ker-splat!: *Mangler Squigs produce an impact that is nothing short of spectacular, sending severed body parts and splashes of gore skywards.*

Add 1 to hit rolls for attacks made with this model's Balls and Chains if this model made a charge move in the same turn.

Redcap Mushrooms: *A grot that eats a redcap mushroom turns into a crazed killer.*

Once per battle, in your hero phase, you can say that this model is eating a redcap mushroom. If you do so, until your next hero phase, you can re-roll hit and wound rolls for this model (but not for the model's mount or crew).

Watch Out!: *Mangler Squigs are capable of great destruction even in their wildly bouncing death throes.*

If this model is slain, before the model is removed from play roll a dice for each unit within 6" of this model. On a 4+ that unit suffers D3 mortal wounds.

COMMAND ABILITIES

Bite Da Moon!: *A Mangler Squig Loonboss can inspire other squig riders and their mounts to fight all the harder, crashing through the enemy so they can continue their pursuit of the Bad Moon.*

You can use this command ability at the start of a combat phase. If you do so, pick 1 friendly model with this command ability. In that combat phase you can add 1 to wound rolls for friendly **SQUIG** units while they are wholly within 18" of that model.