



• WARSCROLL •

LOONBOSS

ON GIANT CAVE SQUIG

Giant Cave Squigs are especially huge and ferocious beasts that make excellent steeds for the more daring grot Loonbosses. They hurtle into battle like rubbery meteors, all fangs, prodding spikes and shrieked war cries.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-cutta	1"	5	3+	4+	-	1
Moonclan Stabba	2"	5	4+	3+	-	1
Massive Fang-filled Gob	1"	4	4+	3+	-1	D3

DESCRIPTION

A Loonboss on Giant Cave Squig is a single model armed with a Moon-cutta or a Moonclan Stabba.

MOUNT: This model's Giant Cave Squig attacks with its Massive Fang-filled Gob.

FLY: This model can fly.

ABILITIES

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, you can re-roll hit and wound rolls for this model's Moon-cutta or Moonclan Stabba until your next hero phase.

COMMAND ABILITIES

Let's Get Bouncing!: *The Loonboss holds onto his squig as tightly as possible and prepares to lead his followers on a wild ride!*

You can use this command ability at the start of your movement phase. If you do so, pick 1 friendly model with this command ability. All friendly **SQUIG** units wholly within 12" of that model at the start of that phase can move an extra 3" if they make a move in that phase. A unit cannot benefit from this command ability more than once per movement phase.

KEYWORDS

DESTRUCTION, SQUIG, GLOOMSPITE GITZ, MOONCLAN, HERO, LOONBOSS