

LOONBOSS

WITH GIANT CAVE SQUIG

Some particularly forceful and bullying Loonbosses are able to tame – in the loosest sense of the word – Giant Cave Squigs and bring them into battle as terrifying pets that are more than capable of biting a man in two.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-prodder	14"	D6	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-prodder	2"	4	4+	3+	-1	1
Massive Fang-filled Gob	1"	4	4+	3+	-1	D3

DESCRIPTION

A Loonboss with Giant Cave Squig is a single model armed with a Moon-prodder.

COMPANION: A Loonboss with Giant Cave Squig is accompanied by a Giant Cave Squig that attacks with its Massive Fang-filled Gob. For rules purposes, it is treated in the same manner as a mount.

ABILITIES

Dead Trickys: *Loonbosses are masters at using cunning and tricks in order to survive.*

Subtract 1 from hit rolls for attacks that target this model.

COMMAND ABILITIES

I'm Da Boss, Now Stab 'Em Good!

Loonbosses prefer to make their minions do all the fighting.

You can use this command ability at the start of a combat phase. If you do so, pick 1 friendly **MOONCLAN GROT** unit wholly within 12" of a model with this command ability, or wholly within 24" of a model with this command ability that is your general. If the unmodified wound roll for an attack made by that unit in that phase is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage. The same unit cannot be picked to be affected by this command ability more than once per phase.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, HERO, LOONBOSS