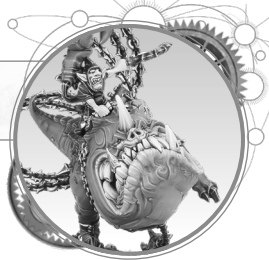




MANGLER SQUIGS

Possibly the most insane living weapons to be unleashed upon the Mortal Realms, Mangler Squigs crash, bound and roll across the battlefield leaving trails of torn and broken bodies in their wake.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
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

Mangler Squigs are a single model armed with Huge Fang-filled Gobs and Balls and Chains.

CREW: This model has 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.

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.