



# SNEAKY SNUFFLERS

Dragged along by their eager snufflesquigs, Sneaky Snufflers harvest looncaps and other valuable magic fungi from the battlefield. They slash up anyone that gets in their way, and dole out mind-altering fungal treats to nearby grots for the fun of it.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Loonfungus Sickle	1"	1	4+	4+	-	1
Gnashers	1"	1	4+	4+	-	1

## DESCRIPTION

A unit of Sneaky Snufflers has any number of models, each armed with a Loonfungus Sickle.

**SNUFFLESQUIGS:** Each Sneaky Snuffler is accompanied by a Snufflesquig that attacks with its Gnashers. For rules purposes, they are treated in the same manner as a mount.

## ABILITIES

**Looncap Mushrooms:** *Looncap mushrooms appear when the Bad Moon arrives. They are harvested by Sneaky Snufflers, and have an intoxicating effect on any mobs of Moonclan Grots that are nearby.*

At the start of your movement phase, you can say that this unit is harvesting looncap mushrooms. If you do so, it cannot move in that movement phase, but you can roll a dice. If the roll is less than or equal to the number of models in this unit, pick 1 friendly **MOONCLAN** unit wholly within 12" of this unit. Add 1 to the Attacks characteristic of melee weapons used by that

unit until your next movement phase. If you pick the same unit to be affected by this ability more than once in the same turn, it suffers 2D6 mortal wounds each time you pick it an additional time.

## KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, SNEAKY SNUFFLERS