



SQUIG HERD



Herds of Cave Squigs scamper into battle gnashing their huge fangs and sinking them into anything that comes near. Their tough little grot herders keep the squigs moving in the right direction, using pointy sticks and noisemakers to really rile them up.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fang-filled Gob	1"	2	4+	3+	-1	1
Squig Prodder	1"	2	5+	5+	-	1

DESCRIPTION

A Squig Herd unit has any number of models, each armed with a Fang-filled Gob.

SQUIG HERDERS: 1 in every 6 models in this unit must be a Squig Herder model instead of a Cave Squig model. A Squig Herder is armed with a Squig Prodder instead of a Fang-filled Gob.

ABILITIES

Go Dat Way!: A Squig Herder keeps any nearby squigs heading in the right direction.

You can re-roll run and charge rolls for this unit while it includes any Squig Herders.

Squigs Go Wild: When a Cave Squig decides to flee it snaps at anything that is foolish enough to get in its way.

Roll a dice each time a Cave Squig model from this unit flees, before the model is removed from play. On a 4+ the nearest other unit within 6" of the fleeing model suffers 1 mortal wound. If two or more such units are equally close, you can pick which suffers the mortal wound.

KEYWORDS

DESTRUCTION, SQUIG, GLOOMSPITE GITZ, MOONCLAN, SQUIG HERD