



SQUIG HOPPERS



Squig Hoppers bound madly into battle, wreaking havoc on anything they collide with. Each hurtling squig has a cackling grot clinging to its back, flailing wildly at nearby enemies as he tries vainly to steer his weird steed.

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

DESCRIPTION

A unit of Squig Hoppers has any number of models, each armed with a Slitta.

MOUNT: This unit's Cave Squigs attack with their Fang-filled Gobs.

FLY: This unit can fly.

SQUIG HOPPER BOSS: The leader of this unit is a Squig Hopper Boss. You can add 1 to hit rolls for attacks made with a Squig Hopper Boss' Slitta.

ABILITIES

Boing! Boing! Boing!: *Squig Hoppers can cause considerable damage simply by bouncing on top of their foes as they hurtle across the battlefield.*

After this unit has made a normal move, pick 1 enemy unit and roll a dice for each model in this unit that passed across a model from that unit. For each 4+ that unit suffers 1 mortal wound.