



CAVE SQUIGS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Gob Full of Teeth	1"	1	5+	3+	-1	D3

DESCRIPTION

A unit of Cave Squigs has 3 or more models. They fight with a Massive Gob Full of Teeth (and a foul temperament).

ABILITIES

Squigs Go Wild: Roll a dice each time a Cave Squig flees, before it is removed from the battlefield. On a roll of 4 or more the nearest unit within 6" (friend or foe), suffers 1 mortal wound as the squig goes wild. When determining the closest unit, ignore the Cave Squig's own unit, and **MOONCLAN** units, who've had lots of practice getting out of the way. Remove the Cave Squig from the battlefield if you rolled a 3 or less, or after it has gone wild.

Yer Makin' 'em Angry: You can add 1 to all hit rolls made by a Cave Squig whilst its unit is within 5" of any Grot Squig Herders from your army.

Go Dat Way!: You can re-roll the dice when determining how far Cave Squigs run or charge if they are within 5" of any Grot Squig Herders from your army when the roll is made.

KEYWORDS

DESTRUCTION, MOONCLAN, CAVE SQUIGS