

MANGLER SQUIGS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Fangs	2"	6	✱	3+	-1	2
Balls and Chains	2"	✱	4+	3+	-2	3
Grots' Bashin' Sticks	1"	4	5+	5+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Massive Fangs	Balls and Chains
0-2	3D6"	2+	2D6
3-4	3D6"	3+	2D6
5-6	2D6"	4+	D6
7-8	2D6"	5+	D6
9+	D6"	6+	D3

DESCRIPTION

Mangler Squigs are a single model. They chomp using their Massive Fangs and cause untold destruction with the Balls and Chains clamped onto them. A group of Grots swing at the enemy with their Bashin' Sticks as they try desperately to hold on.

ABILITIES

Ker-splat!: If you roll any doubles when rolling to determine the Mangler Squigs' charge range, you can add 1 to the model's hit rolls when it attacks with its Balls and Chains until the end of the turn.

Watch Out!: Mangler Squigs can cause mayhem even in their wildly bouncing death throes. If slain, roll a dice for each unit within 6" of the Mangler Squigs, friend or foe, before the model is removed from the battlefield. On a roll of 4 or more that unit suffers D3 mortal wounds. Remove the Mangler Squigs from the battlefield after resolving any damage.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, MONSTER, MANGLER SQUIGS