

Squigs

Masters of the Forge On Your Tabletop Supplement for 9th Edition

V.9.1.0

Squigherd - Power 4

Name	M	WS	BS	S	T	W	A	Ld	Sv
Attack Squig	8"	3+	7+	4	3	1	2	4	6+
Bile Squig	8"	5+	4+	3	3	1	2	4	6+
Bitey Squig	8"	3+	7+	4	3	1	4	4	6+
Boom Squig	8"	4+	7+	3	3	1	1	4	6+
Bowel-Torrent Squig	8"	4+	7+	3	3	1	1	4	6+
Herd Squig	10"	4+	7+	3	3	1	1	6	6+
Giant Squig	8"	3+	7+	5	3	3	2	4	6+

This unit contains 10 Squigs. It can include up to 10 additional Squigs (Power Rating +4), up to 20 additional Squigs (Power Rating +8), or up to 30 additional Squigs (Power Rating +12). For every 10 Squigs in the unit, up to three may be a type of Squig other than a Attack Squig. Attack Squigs, Bitey Squigs, Herd Squigs, and Giant Squigs are equipped with a Toofy Bite.

Bowel-Torrent Squigs are armed with Loose Bowels. Bile Squigs are armed with Bilous Spittle. Boom Squigs are Unstable.

Weapon	Range	Type	S	AP	D	Abilities
Toofy Bite	Melee	Melee	User	-1	1	-
Loose Bowels	6"	Pistol 2 1	-2	1		Automatically hits its target
Bilous Spittle	12"	Pistol 1 -	-1	1		Automatically wounds on a 4+

Unstable: Whenever a Boom Squig is destroyed, it explodes. Pick one enemy unit within engagement range and deal d3 mortal wounds to that unit. Also deal d3 mortal wounds to the Squig's own unit. At the start of the Combat Phase, if a Boom Squig is within engagement range of enemy models, roll a dice. On a 4+, it is destroyed.

Unruly: A mob of Squigs is tough to control, but it's not impossible. Whenever a Squigherd fails a morale check, you may select a unit of Gretchin within 6". After the Squigherd takes its Combat Attrition test, instead of removing models from the Squigherd, remove them from the mob of Gretchin instead. If this would cause the Gretchin to lose more models than they have in the unit, this does not cause additional models to flee from the Squigherd.

Bounders: A Squigherd may charge as normal even if it advanced that turn. When a Squigherd makes a charge move, it is treated as if it had the **Fly** keyword.

Faction Keywords: Ork, <Clan>

Keywords: Infantry, Squig, Gretchin

Grot Warboss on Giant Squig - Power 4

Name	M	WS	BS	S	T	W	A	Ld	Sv
Grot Warboss on Giant Squig	8"	3+	4+	3	3	5	2	6	5+

This unit contains 1 Grot Warboss on Giant Squig. It is armed with a Stabba, a Grotblasta, and a Toofy Bite.

Weapon	Range	Type	S	AP	D	Abilities
Toofy Bite	Melee	Melee	5	-1	1	-
Stabba	Melee	Melee	User	-	1	Make 1 attack in addition to others
Grotblasta	12"	Pistol 1 3	-	1	-	

Grotboss: Units of <Clan> **Gretchin** and <Clan> **Squigs** within 3" of the Grot Warboss on Giant Squig do not take Combat Attrition tests.

Hangry: At the start of the Morale Phase, for each unit of **Gretchin** or **Squigs** within 3" of this model, roll a dice. On a 4+, that unit suffers d3 Mortal Wounds.

Bounder: A Grot Warboss on Giant Squig may charge as normal even if it advanced that turn. When a Grot Warboss on Giant Squig makes a charge move, it is treated as if it had the **Fly** keyword.

Squigtamer: If a Grot Warboss on Giant Squig is killed and it is within 3" of a Squigherd that has any Giant Squigs counted among its number, roll a dice. On a 3+, the Grot Warboss on Giant Squig is not killed. Instead, replace one Giant Squig model from that unit with this Grot Warboss on Giant Squig with either 3 wounds remaining or however many wounds the Giant Squig had left before it was replaced, whichever is lower.

Faction Keywords: Ork, <Clan>

Keywords: Infantry, Squig, Gretchin