

SQUIGAPALOOZA!

Over the next three pages, we present the rules that Sam cooked up for Ben's quartet of converted squig-shamans. Feel free to try them out - or even make up some warscrolls for your own heroes!

WARSCROLL BATTALION SQUIGAPALOOZA



This warscroll battalion cannot be used in a Pitched Battle without obtaining your opponent's permission. These models must be taken as a set for a total of 240 points. Although taken as a set, each is a separate unit.

ORGANISATION

A Squigapalooza consists of the following units:

- 1 Squigmonger
- 1 Squigmancer
- 1 Squigcap Shaman
- 1 Squig Herder with Mini-Mangler

240 Points

WARSCROLL



SQUIGMANCER

Squigmancers experience such vivid fungus-brew hallucinations that their magics spill out to animate the fungi around them and bring their visions to life. This can have deeply unpleasant effects for anyone stood too close!

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon Staff and Jaggedy Knife	2"	2	4+	3+	-1	D3

DESCRIPTION

A Squigmancer is a single model armed with a Moon Staff and Jaggedy Knife.

FLY: This unit can fly.

ABILITIES

Hallucinogenic Fungus Brews: *Squigapalooza shamans drink long draughts of hallucinogenic fungus brew before the battle begins, making them almost impervious to pain. However, as the battle progresses the effects start to wear off.*

In the first battle round, add 2 to save rolls for attacks that target this model. In the second battle

round, add 1 to save rolls for attacks that target this model.

Slippery Git: *Squigapalooza shamans seek to put as many of their fellow squigs between themselves and incoming enemy fire as possible.*

Subtract 1 from hit rolls for attacks made with missile weapons that target this model while it is within 3" of a friendly **MOONCLAN** unit with 3 or more models.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase and attempt to unbind one spell in the enemy hero phase. It knows the Fungoid Cloud spell.

Fungoid Cloud: *The Squigmancer stamps upon the squig he rides, releasing a cloud of magical spores that engulfs the enemy.*

Fungoid Cloud has a casting value of 6. If successfully cast, pick 1 enemy unit within 8" of the caster that is visible to them. Until your next hero phase, subtract 1 from hit rolls for attacks made by that unit, and subtract 1 from save rolls for attacks that target that unit.

KEYWORDS DESTRUCTION, SQUIG, GLOOMSPITE GITZ, MOONCLAN, SQUIGAPALOOZA, WIZARD, SQUIGMANCER

WARSCROLL



SQUIGMONGER

The Squigmonger capers and hoots from behind his terrifying Glareface mask. Riding upon the grot-borne skull of a Cave Squig representing the immolated godbeast Boingob, he puts the fear of the Moonclan bogeyman into the Gloomspite hordes.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boingob's Tusks and Fangs	1"	4	4+	3+	-1	D3

DESCRIPTION

A Squigmonger is a single model armed with Boingob's Tusks and Fangs.

FLY: This unit can fly.

ABILITIES

Hallucinogenic Fungus Brews: *Squigapalooza shamans drink long draughts of hallucinogenic fungus brew before the battle begins, making them almost impervious to pain. However, as the battle progresses the effects start to wear off.*

In the first battle round, add 2 to save rolls for attacks that target this model. In the second battle

round, add 1 to save rolls for attacks that target this model.

Bogeysquig: *The Squigmonger generates palpable waves of fear that scare nearby squigs into fighting with renewed vigour.*

In your hero phase, you can make a Squigapalooza Know-wotz roll for this model. If you do so, roll a dice. On a 3+ pick 1 friendly **MOONCLAN SQUIG** unit wholly within 18" of this model that is visible to them. You can re-roll charge rolls and run rolls for that unit until your next hero phase.

Slippery Git: *Squigapalooza shamans seek to put as many of their fellow squigs between themselves and incoming enemy fire as possible.*

Subtract 1 from hit rolls for attacks made with missile weapons that target this model while it is within 3" of a friendly **MOONCLAN** unit with 3 or more models.

KEYWORDS DESTRUCTION, SQUIG, GLOOMSPITE GITZ, MOONCLAN, SQUIGAPALOOZA, SQUIGMONGER



• WARSCROLL •

SQUIG HERDER

WITH MINI-MANGLER



The most ambitious Squig Herders will disappear into the depths of the realms to hunt down baby Mangler Squigs. Many of these herders are eaten in the process, but a brave and kunnin' few will train their Mini-Manglers into huge and voracious warbeasts.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Squig Prodder	1"	3	4+	4+	-	1
Not-So-Huge Fang-filled Gobs	1"	4	3+	3+	-1	2
Tiny Balls and Chains	1"	3	3+	3+	-1	1

DESCRIPTION

A Squig Herder with Mini-Mangler is a single model armed with a Squig Prodder.

COMPANION: A Squig Herder with Mini-Mangler is accompanied by a Mini-Mangler that attacks with its Not-So-Huge Fang-filled Gobs and Tiny Balls and Chains. For rules purposes, it is treated in the same manner as a mount.

ABILITIES

Mini-ker-splat!: Mini-Manglers produce an impact that is definitely short of spectacular. At

best, a foe might lose their balance and be sent tumbling to their death.

Add 1 to hit rolls for attacks made with this model's Tiny Balls and Chains if this model made a charge move in the same turn.

Probably Best To Watch Out!: Mini-Manglers are not capable of much destruction even in their wildly bouncing death throes. Still, it is probably wise to keep your distance.

If this model is slain, before the model is removed from play, roll a dice for each unit within

1" of this model. On a 4+ that unit suffers 1 mortal wound.

COMMAND ABILITIES

Lead Da Herd!: This Squig Herder keeps any nearby squigs heading in the right direction.

You can use this command ability at the start of your movement phase. If you do so, pick 1 friendly model with this command ability. Until the end of your turn, you can re-roll run and charge rolls for friendly **SQUIG HERD** units while they are wholly within 12" of this unit.

KEYWORDS

DESTRUCTION, SQUIG, GLOOMSPITE GITZ, MOONCLAN, SQUIGAPALOOZA, SQUIG HERDER WITH MINI-MANGLER



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SQUIGCAP SHAMAN



Black-clad Squigcap Shamans caper into battle, chanting and jabbering madly. They stuff madcap mushrooms into their gobs, eyes crackling with power as they channel the Gloomspite into deadly magical attacks.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon Staff	2"	1	4+	4+	-1	D3

DESCRIPTION

A Squigcap Shaman is a single model armed with a Moon Staff.

FLY: This unit can fly.

ABILITIES

Squig-cap Mushroom: This mushroom enhances the eater's magical capabilities – as long as it is not a deadly poisonous madcap toadstool...

Once per battle, in your hero phase, you can

attempt to cast one additional spell with this model. If you do so, and the casting roll is a double, this model suffers D3 mortal wounds after the effects of the spell (if any) have been resolved.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Night Shroud spells.

Night Shroud: The shaman throws a black-capped nightshade mushroom into the air, which bursts to form a cloud of pitch blackness.

Night Shroud has a casting value of 5. If successfully cast, pick 1 friendly unit wholly within 12" of the caster that is visible to them. Until your next hero phase, subtract 1 from hit rolls for attacks made with missile weapons that target that unit.

KEYWORDS

DESTRUCTION, SQUIG, GLOOMSPITE GITZ, MOONCLAN, SQUIGAPALOOZA, WIZARD, SQUIGCAP SHAMAN

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