

Night Goblin Squig Gobba.

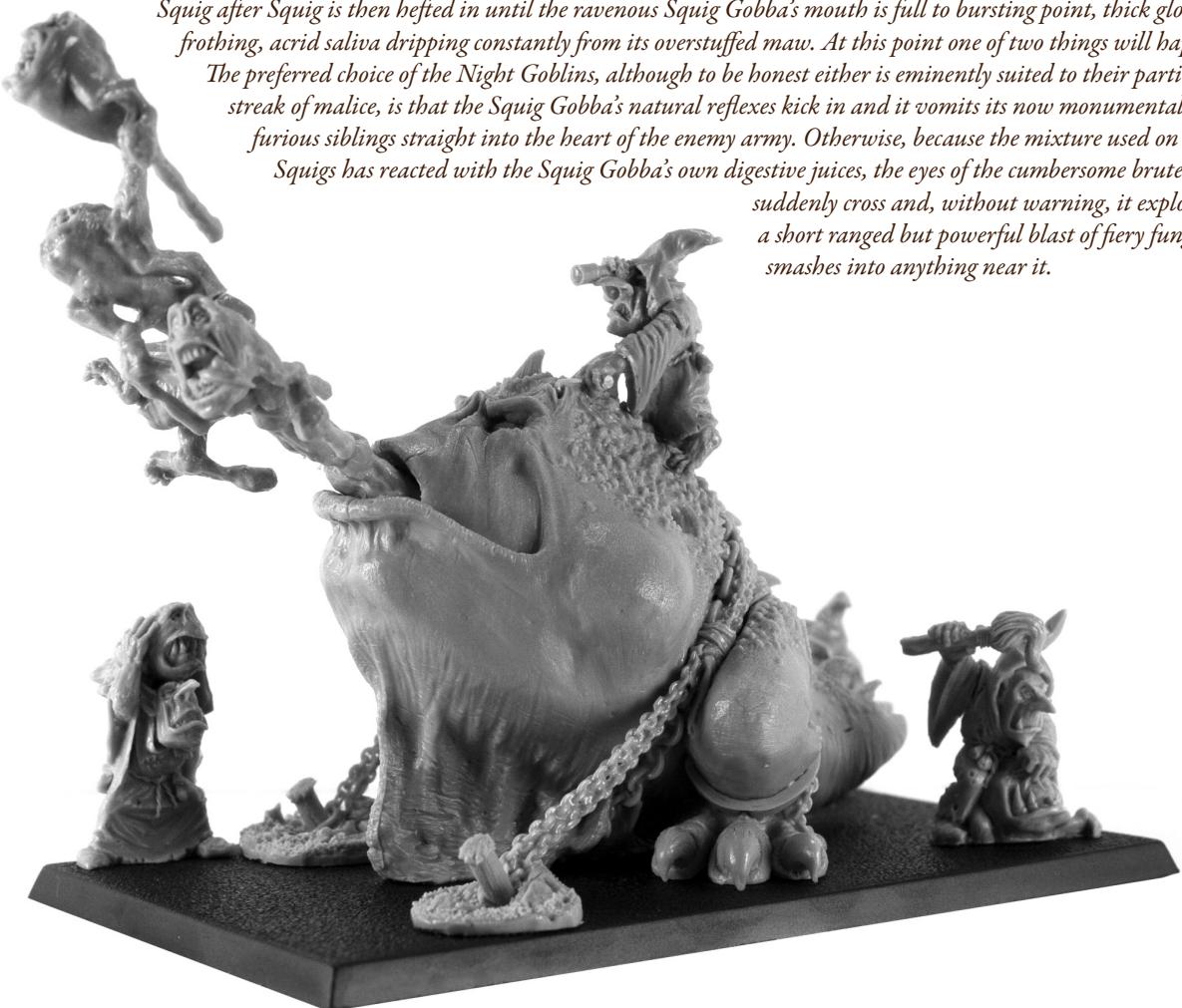
Amongst the strange and abhorrent monsters that are literally prodded, dragged and coerced to the battlefield by their Night Goblin handlers, few are more bizarre than the beast referred to by the more common soldiers of the Empire's armies as a 'Squig Gobba'. How the Night Goblins ever came up with such a novel use for the gigantic beast is too terrifying to imagine by any but a truly insane mind, but that they have developed such a novel and devastating machine of war might almost be considered sheer genius.

The preparations for the beast are begun just before a battle commences. First, heavy metal spikes already chained to the legs of the large Squig, or sometimes even a Colossal Squig if a Night Goblin Shaman is powerful enough to summon one, are driven into the ground to prevent it from inevitably charging off after the first tasty morsel its beady eyes spy. Then, cages filled with snarling lesser Squigs are brought forth and the Night Goblins begin the dangerous task of coating these balls of wriggling claws and constantly snapping jaws with a thick, foul tasting liquid. This noxious substance not only stuns the squirming beast senseless for a short while, but prevents their larger kin automatically swallowing them the second they are stuffed into its cavernous mouth.

Squig after Squig is then hefted in until the ravenous Squig Gobba's mouth is full to bursting point, thick globs of frothing, acrid saliva dripping constantly from its overstuffed maw. At this point one of two things will happen.

The preferred choice of the Night Goblins, although to be honest either is eminently suited to their particular streak of malice, is that the Squig Gobba's natural reflexes kick in and it vomits its now monumentally furious siblings straight into the heart of the enemy army. Otherwise, because the mixture used on the Squigs has reacted with the Squig Gobba's own digestive juices, the eyes of the cumbersome brute

suddenly cross and, without warning, it explodes into a short ranged but powerful blast of fiery fungus that smashes into anything near it.



	M	WS	BS	S	T	W	I	A	LD	Troop Type	Unit Size	Points
Great Squig	*	4	-	6	5	4	3	3D6	3	Monster	1	120
Night Goblin Tenders	4	2	3	3	3	1	3	1	5	-	4	-

OPTIONS

- Additional Handlers 3 points per additional Night Goblin Tender
A Squig Gobba may include up to four additional Night Goblin Tenders.

EQUIPMENT (HANDLERS)

- Spears

SPECIAL RULES

Obnoxious (see the Warhammer: Orcs & Goblins Army book), Hatred (Dwarfs), Tied Down, Squig Gobba, Large Target, Unbreakable, Monster and Handlers.

Monster and Handlers: All Night Goblin Tenders are counted as handlers, as per the rules on page 73 of the Warhammer rulebook.

Squig Gobba: The Night Goblins accompanying the Squig Gobba follow a simple, but endlessly entertaining routine during a battle. Throughout the course of the conflict they stuff smaller Squigs smeared with various foul concoctions into the maw of the Great Squig, all the while betting on when it will vomit forth its mouthful of enraged, spit-covered squigs onto the enemy.

In each of the controlling player's Shooting phases in which at least one of the Squig Gobba's Tenders is still alive, before any other attacks are made, the controlling player must choose to add between 1-3 Squig dice to the Squig Gobba's current total of Squig dice (note that it begins the game with 0 Squig dice). After choosing how many Squig dice to add to its current total, roll all of the Squig dice currently attached to the Squig Gobba on the Squig Gobbing Table below.

Note that if all of the Squig Gobba's Tenders are removed from play for any reason, the model is left on the table, but no more Squig dice may be added.

Tied Down: Before the Night Goblins who have been foolish enough to 'volunteer' to tend to the Squig Gobba, make sure to fasten it to a series of iron spikes driven into the ground. This ensures that it doesn't simply devour them as they attempt to shove foul-tasting cave Squigs into its mouth.

The Squig Gobba cannot move after it has been deployed, although it may be turned to face in any direction during the controlling player's Movement phase. If charged by an enemy unit, it may only choose to stand and fight, and may not pursue an enemy it defeats in combat.

At the beginning of the controlling player's Movement phases, if there are any enemy units within both the Squig Gobba's line of sight and 8" of the Squig Gobba, roll a D6. On the result of a 1, the Squig Gobba breaks free of its bonds and charges the unit in a rage. Place the Squig Gobba model in base contact with the closest enemy unit's front facing, as though the Squig Gobba had successfully charged the unit, and remove the Night Goblin Tenders from play. In the Combat phase, the Squig Gobba is considered to have charged its target, and the combat is fought using the normal rules. If the Squig Gobba forces its enemy to flee, it cannot pursue and is removed from play as it makes a break for freedom.

SQUIG GOBBING TABLE

Total	Result
1-4	Acid Guts: The Great Squig swallows the lesser Squigs jammed into its maw, causing it to belch out a truly horrendous cloud of stinking gas as a result.
5-9	Stomach Rumblings: The Great Squig emits a troubling rumbling sound, either the precursor to an impressive volley of angry Squigs, or the beginnings of a truly spectacular intestinal explosion.
10-16	Squig Torrent: With a relieved groan, the Great Squig vomits forth, sending the irate volley of slime-covered cave Squigs over the battlefield.
17+	Intestinal Explosion: The Great Squig swallows its mouthful of goo-smeared cave Squigs. Unfortunately, the Night Goblins' potent concoctions they are slicked with react badly with its stomach acids and the Great Squig burps forth a horrific stream of burning bile.

Every model within 6" of the Squig Gobba (including the Night Goblin Tenders, but not the Great Squig itself) takes a Strength 2 Hit with no Armour saves allowed. Once all wounds are resolved discard all Squig dice currently attached to the Squig Gobba.

5-9 Stomach Rumblings: The Great Squig emits a troubling rumbling sound, either the precursor to an impressive volley of angry Squigs, or the beginnings of a truly spectacular intestinal explosion.

Place all the Squig dice rolled this turn next to the Squig Gobba. Next turn, these dice are rolled again, along with the additional Squig dice added at the start of the next Shooting phase.

10-16 Squig Torrent: With a relieved groan, the Great Squig vomits forth, sending the irate volley of slime-covered cave Squigs over the battlefield.

The controlling player selects an enemy unit within both line of sight and 24" of the Squig Gobba. If there are no enemy units in range or line of sight then the attack will target the closest friendly unit in line of sight and within 24". Roll all of the Squig dice currently attached to the Squig Gobba again and inflict that many Strength 4 hits with the Armour Piercing special rule on the target unit. If the target unit takes any casualties as a result of this attack, then it must take an immediate Panic test. If there are no eligible targets, then the attack is wasted. After rolling this result, and resolving any attacks, remove all Squig dice from the Squig Gobba.

17+ Intestinal Explosion: The Great Squig swallows its mouthful of goo-smeared cave Squigs. Unfortunately, the Night Goblins' potent concoctions they are slicked with react badly with its stomach acids and the Great Squig burps forth a horrific stream of burning bile.

The Cave Squig itself takes D3 Strength 6 hits and its Tenders take a single Strength 6 hit each. In addition, place the Flame template so the narrow end is touching the mouth of the Great Squig. All models under the template take a Strength 6 hit. Once all hits inflicted by this result have been resolved, remove all Squig dice attached to the Squig Gobba.