

SQUIGGOTH [LEGENDS]

150 PTS

M	T	Sv	W	LD	OC
10"	10	3+	18	7+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Kannon - frag BLAST	36"	D6	5+	5	0	1
► Kannon - shell	36"	1	5+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Gorin' horns - strike	Melee	4	3+	12	-2	D6
► Gorin' horns - sweep	Melee	8	3+	9	-1	2

ABILITIES

- Damaged: 1-6 Wounds Remaining**
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Trample**
Each time this model is selected to fight, you can select one enemy unit within Engagement Range of it and roll one D6, adding 2 to the result if this model made a Charge move this turn: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

CORE RULES

- Deadly Demise D6**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.
- Firing Deck 10**
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:
 - Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
 - For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
 - Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
 - Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.



AUFSTELLUNG

- 1x Squiggoth [Legends]
- Equipped with:** ► Kannon - frag, ► Kannon - shell, ► Gorin' horns - strike, ► Gorin' horns - sweep
- Wargear Options:**
■ This model can be equipped with 1x Kannon.



KEYWORDS: Monster, Transport,
Squiggoth
FACTION KEYWORDS: Orks

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10"	10	3+	18	7+	5

TRANSPORT

Squiggoth
This model has a transport capacity of 10 ORKS INFANTRY models. If this model is equipped with a kannon, it has a transport capacity of 6 ORKS INFANTRY models. It cannot transport MEGA ARMOUR, JUMP PACK or GHAZGHKULL THRAKA models.