

# SQUIGGOTH [LEGENDS]

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | SV | W  | LD | OC |
| 10" | 10 | 3+ | 18 | 7+ | 5  |

## 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.

## ⦿ RANGED WEAPONS

| WEAPON                   | RANGE | A  | BS | S | AP | D  |
|--------------------------|-------|----|----|---|----|----|
| ➤ Kannon - frag<br>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

**RULES** - Deadly Demise D6, Firing Deck 10

### 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.

### Squiggoth (Transport)

Capacity: 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.



## WEAPON RULES

### 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).*