

LOONBOSS

A Loonboss never fights fair, ducking and weaving around his enemies and hurling mobs of cackling grots at them to wear them down, before finishing them off with a blade to the throat or between the shoulder blades.



MELEE WEAPONS

Moon-slicer

Range

1"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

A Loonboss is a single model armed with a Moon-slicer.

ABILITIES

Dead Tricky: *Loonbosses are masters at using cunning and tricks in order to survive.*

Subtract 1 from hit rolls for attacks that target this model.

COMMAND ABILITIES

I'm Da Boss, Now Stab 'Em Good!:

Loonbosses prefer to make their minions do all the fighting.

You can use this command ability at the start of a combat phase. If you do so, pick 1 friendly **MOONCLAN GROT** unit wholly within 12" of a model with this command ability, or wholly within 24" of a model with this command ability that is your general. If the unmodified wound roll for an attack made by that unit in that phase is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage. The same unit cannot be picked to be affected by this command ability more than once per phase.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, HERO, LOONBOSS