

BAD MOON LOONSHRINE

Where the Fangz of the Bad Moon fall, they smash down upon the landscape causing untold devastation. Then come the Gloomspite hordes, creeping from below to hew these loonstone outcroppings into grotesque shrine-lairs that soon become encrusted with fungi and imbued with the sinister energies of their progenitor rock.

DESCRIPTION

A Bad Moon Loonshrine is a single terrain feature. It is an obstacle.

SCENERY RULES

Loonatic Courage: *Larger loonstone meteorites are hacked painstakingly into crude but surprisingly lifelike effigies of the Bad Moon. Their boggle-eyed glare inspires fanatical courage in the Bad Moon's myriad servants.*

GLOOMSPITE GITZ units wholly within 12" of this terrain feature do not take battleshock tests.

Moonclan Lairs: *Moonclan Grots dig tunnels to nearby Loonshrines. In battle, reinforcements emerge from these echoing subterranean passages.*

At the end of each of your turns, you can pick 1 friendly **STABBAS** or **SHOOTAS** unit that has been destroyed. If you do so, roll a dice. On a 4+ a new replacement unit with half of the models from the unit that was destroyed (rounding fractions up) is added to your army. You must set up the replacement unit wholly within 12" of a friendly **BAD MOON LOONSHRINE**, and more than 3" from any enemy units. Each destroyed unit can only be replaced once – replacement units cannot themselves be replaced.