



LOONSMASHA FANATICS



Armed with a massive ball and chain, Loonmasha Fanatics are driven loopy with potent fungus brews then unleashed upon the enemy in a whirling storm. Though they inevitably come to grief in the end, Loonmasha Fanatics cause bloody carnage first.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ball and Chain	1"	D6	4+	3+	-2	D3
<div> <div>DESCRIPTION</div> <p>A unit of Loonmasha Fanatics can have any number of models, each armed with a Ball and Chain.</p> </div> <div> <div>ABILITIES</div> <p>Release the Fanatics!: <i>Loonmasha Fanatics lurk within mobs of their fellow grots until the enemy approaches close enough for them to be released.</i></p> <p>When you select this unit to be part of your army, you must pick 1 friendly unit of MOONCLAN GROTS that has at least 5 models and is already part of your army as the unit that this unit is with. Record this information on a piece of paper. Do not set</p> </div> <div> <p>up this unit until it is released as described below. A unit cannot be with more than 1 unit of Fanatics.</p> <p>At the start of a charge phase, you can release this unit. If you do so, set up this unit wholly within 3" of the unit it was with, and more than 3" from any enemy units. If this unit was released in your charge phase, it can attempt to make a charge move in that phase unless the unit it was with has any restrictions that would stop it from attempting to charge (if it ran, for example); if it was released in the enemy charge phase, it cannot attempt to make a charge move. This unit is destroyed if the unit it is with is destroyed before this unit is released.</p> <p>Splat!: <i>The life of a Fanatic is fraught with</i></p> </div> <div> <p><i>mishap, as the loonies are as apt to kill themselves as the enemy.</i></p> <p>If the charge roll for this unit is a double, after the charge move (or after the charge fails), this unit suffers 1 mortal wound and each other unit within 1" of this unit suffers D3 mortal wounds.</p> <p>Whirling Death: <i>To attack a grot Fanatic you must first dodge past their ball and chain.</i></p> <p>This unit fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. This unit cannot fight again in the combat phase unless an ability or spell allows it to fight more than once.</p> </div>						
KEYWORDS	DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN, FANATIC, LOONSMASHA					