



# SCAREMONGER



The Scaremonger capers and hoots from behind his terrifying Glareface mask. Riding upon the grot-borne skull of a Cave Squig representing the immolated godbeast Boingob, he puts the fear of the Moonclan bogeyman into the Gloomspite hordes.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boingob's Tusks and Fangs	1"	4	4+	3+	-1	D3

## DESCRIPTION

A Scaremonger is a single model armed with Boingob's Tusks and Fangs.

## ABILITIES

### Hallucinogenic Fungus Brews:

*Gobbapalooza shamans drink long draughts of hallucinogenic fungus brew before the battle begins, making them almost impervious to pain. However, as the battle progresses the effects start to wear off.*

In the first battle round, add 2 to save rolls for attacks that target this model. In the second battle round, add 1 to save rolls for attacks that target this model.

**Bogeyman:** *The Scaremonger generates palpable waves of fear that scare nearby grots into fighting with renewed vigour.*

In your hero phase, you can make a Gobbapalooza Know-wotz roll for this model. If you do so, roll a dice. On a 3+ pick 1 friendly **MOONCLAN GROT** unit wholly within 18" of this model that is visible to them. You can re-roll charge rolls and run rolls for that unit until your next hero phase.

**Slippery Git:** *Gobbapalooza shamans seek to put as many of their fellow grots between themselves and incoming enemy fire as possible.*

Subtract 1 from hit rolls for attacks made with missile weapons that target this model while it is within 3" of a friendly **MOONCLAN** unit with 3 or more models.

## KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, GOBBAPALOOZA, SCAREMONGER