

SPIKER



Spikers scuttle into battle with a basket of clinking poison-bottles lashed to their backs. They hand out liberal doses of horrible venoms to any who wish to tip their blades, saving the nastiest for the barbs of their scorpisquig stikkas.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Scorpisquig Stikka	2"	1	4+	4+	-	D3

DESCRIPTION

A Spiker is a single model armed with a Scorpisquig Stikka.

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.

Poison Brewer: *The Spiker grabs bottled poisons from his back-basket and makes a show of anointing nearby grots' weapons with them, chanting mumbo-jumbo spells to render them 'extra-nasty'.*

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 wound rolls of 1 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, SPIKER