



# SPORESPLATTA FANATICS



Spinning madly, Sporesplatta Fanatics swing thwackwheezzer puffshrooms attached to heavy metal chains. The spore clouds they generate veil the grot hordes from sight, and invigorate allies even as they choke and blind the foe.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spore-ball and Chain	1"	D3	2+	4+	-1	D3

## DESCRIPTION

A unit of Sporesplatta Fanatics can have any number of models, each armed with a Spore-ball and Chain.

## ABILITIES

**Puffshroom Frenzy:** A puffshroom spore cloud sends nearby Moonclan Grots into a frenzy.

At the start of your hero phase, friendly **MOONCLAN GROTS** units wholly within 12" of any friendly units with this ability become frenzied until your next hero phase. Add 1 to the Attacks characteristic of melee weapons used by frenzied units.

**Spore Cloud:** *The spore-balls these Fanatics swing round their heads create dense clouds that shield nearby Moonclan Grots from sight.*

Models are not visible to each other if an imaginary straight line 1mm wide drawn between the closest points of the two models crosses over this unit, or passes within 1" of this unit. This ability does not apply if either of the models the line is drawn between is a model from this unit, a model that can fly, or a **MONSTER**.

**Splat!** *The life of a Fanatic is fraught with mishap, as they are as apt to kill themselves as the enemy.*

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.

**Whirling Death:** *To attack a grot Fanatic you must first dodge past their ball and chain.*

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.

## KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN, FANATIC, SPORESPLATTA