



ZARBAG'S GITZ



This dubious bunch of greenskin hooligans have followed Zarbag into countless dangerous and often ludicrous situations, and have demonstrated a talent for emerging more-or-less in one piece with heaps of glinting shinies to show for it.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moonclan Bow	16"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Gob Full of Teeth	1"	2	4+	3+	-1	1
Squig Prodder	2"	1	5+	4+	-	1
Slitta	1"	1	5+	5+	-	1

DESCRIPTION

Zarbag's Gitz is a unit that has 7 models. The Squig Herder is armed with a Squig Prodder, the 2 Cave Squigs are each armed with a Massive Gob Full of Teeth, the Netter is armed with a Slitta and carries a Barbed Net, and the 3 Moonclan Shootas are each armed with a Moonclan Bow and Slitta.

LOONSMASHA FANATIC: A

Loonsmasha Fanatic unit consisting of 1 model lurks with Zarbag's Gitz.

ABILITIES

Squigs Go Wild: *When a Cave Squig decides to flee it snaps at anything that is foolish enough to get in its way.*

Roll a dice each time a Cave Squig model from this unit flees, before the model is removed from play. On a 4+ the nearest other unit within 6" of the fleeing model suffers 1 mortal wound. If two or more such units are equally close, you can pick which suffers the mortal wound.

Netters: *Moonclan Grots use throwing nets to capture Cave Squigs and entangle their foes.*

Subtract 1 from hit rolls for attacks made by enemy models while they are within 2" of any friendly models with a Barbed Net.

Tough as Old Boots: *Cave Squigs and their herders are notoriously difficult to kill.*

Squig Herder and Cave Squig models in this unit have a Wounds characteristic of 2.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, ZARBAG'S GITZ