GROT BIG BOSS ON GIGANTIC SPIDER

DESCRIPTION
A Grot Big Boss on Gigantic Spider is a single model. The Grot Big Boss is armed with a Swamp Spear and a Boss Shield. The Gigantic Spider fights with its massive, venomous Fangs.

ABILITIES
**Boss Shield:** You can re-roll failed save rolls for a Grot Big Boss on Gigantic Spider.

**Spider Venom:** If you roll a 6 or more to hit for a Gigantic Spider’s Fangs attack, do not make a separate wound roll for that attack – it inflicts 1 mortal wound on the target instead.

**Wall-crawler:** A Grot Big Boss on a Gigantic Spider can choose to move across scenery as if it was not there.

COMMAND ABILITY
**Blessing of the Spider-god:** If a Grot Big Boss on Gigantic Spider uses this ability, then until your next hero phase all Spiderfang units from your army that are within 8” of this model when they attack in the combat phase receive the blessing of the Spider-god. When attacking with these units, their Spider Venom ability will inflict a mortal wound on a hit roll of a 5 or more, instead of a 6 or more.

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<tr>
<th>MELEE WEAPONS</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
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<tr>
<td>Swamp Spear</td>
<td>2”</td>
<td>4</td>
<td>4+</td>
<td>4+</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Gigantic Spider’s Fangs</td>
<td>1”</td>
<td>4</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
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KEYWORDS
DESTRUCTION, GROT, SPIDERSFANG, HERO, GROT BIG BOSS