



## GROT FANATICS



### MELEE WEAPONS

Ball and Chain

### Range

1"

### Attacks

D6

### To Hit

4+

### To Wound

3+

### Rend

-2

### Damage

D3

### DESCRIPTION

A unit of Grot Fanatics can have any number of models. They are armed with whirling Balls and Chains, and a distinct lack of self-preservation.

### ABILITIES

**Release the Fanatics!:** Instead of setting up this unit normally, you can place it to one side and say that it is set up in hiding. If you do so, secretly note down one of your units of **MOONCLAN GROTS** with at least five models for this unit to hide in. At the start of any charge phase you can release the fanatics: set up the Grot Fanatics within 1" of the unit that is hiding them. The Fanatics can then charge, even if it isn't your charge phase.

If the unit hiding the Grot Fanatics is destroyed before releasing the Fanatics, those Grot Fanatics are destroyed as well.

**Out of Control, Splat!:** If you roll a double when determining the Grot Fanatics' move distance, the unit suffers a mortal wound as one of the Fanatics collides with a tree, rock, or another Fanatic and comes to a very sudden and terminal stop.

### KEYWORDS

DESTRUCTION, GROT, MOONCLAN, GROT FANATICS