



GROT SHAMAN



MELEE WEAPONS

Moon Staff

Range

2"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-1

Damage

D3

DESCRIPTION

A Grot Shaman is a single model. He is armed with a Moon Staff and carries a stash of Madcap Mushrooms.

ABILITIES

Madcap Mushrooms: Before a Grot Shaman attempts to cast a spell he can eat a Madcap Mushroom. If he does so roll a dice; on a 2 or more add 2 to the subsequent casting roll. On a 1 the mushroom was bad and he can do nothing else until your next hero phase as he starts hallucinating.

MAGIC

A Grot Shaman is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. A Grot Shaman knows the Arcane Bolt, Mystic Shield and Curse of da Bad Moon spells.

CURSE OF DA BAD MOON

With a chilling howl the Shaman summons a great pale moon with a leering grot-like face and curled tusks to attack the enemy. Curse of da Bad Moon has a casting value of 8. If successfully cast, select a visible model within 18". That model's unit suffers D3 mortal wounds. Then roll a dice for each other unit within 6" of the target model (roll before removing any slain models); on a 4 or more that unit also suffers D3 mortal wounds.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, HERO, WIZARD, GROT SHAMAN