



GROT WARBOSS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-prodder	14"	D6	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-prodder	2"	4	4+	3+	-1	1
Moon-cutta	1"	5	3+	4+	-	1
Moon-slicer	1"	3	3+	4+	-1	D3
Giant Squig's Gaping Maw	1"	4	4+	3+	-1	D3

DESCRIPTION

A Grot Warboss is a single model armed with a curved Moon-cutta and a Git Shield, a pair of Moon-cuttas or a single two-handed Moon-slicer. A very powerful Grot Warboss may instead carry a magical Moon-prodder to blast their foes from afar, whilst being accompanied by a huge and ferocious Giant Cave Squig, who devours its prey with its Gaping Maw.

ABILITIES

Git Shield: Re-roll failed save rolls for a Grot Warboss with a Git Shield.

Moon-cuttas: Wielding two weapons gives a Grot Warboss a better chance of landing a blow. You can re-roll hit rolls of 1 for a model attacking with two Moon-cuttas.

Dead Trickster (or just Lucky): Enemy models that target a Grot Warboss with an attack treat all hit rolls of 6 as 1 instead.

Down in One!: If you roll a 6 or more when rolling to wound with a Giant Cave Squig's Gaping Maw, that attack inflicts D6 damage instead of D3.

COMMAND ABILITY

I'm da Boss, Now Stab 'em Good!: If a Grot Warboss uses this ability, you can select a **MOONCLAN** unit within 20". Until your next hero phase, any wound roll of 6 or more for that unit inflicts double damage.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, HERO, GROT WARBOSS