

GROTS



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
Barbed Net		2"	3	4+	5+	-	1
Stabba		1"	1	4+	4+	-	1
Pokin' Spear		2"	1	5+	4+	-	1
Slitta		1"	1	5+	5+	-	1

DESCRIPTION

A unit of Grots has 10 or more models. Units are armed either with Pokin' Spears or Stabbas, and carry Moon Shields. Some units are instead armed with Moonclan Bows and Slittas. A few Grots instead carry a vicious Barbed Net to ensnare their foes.

GROT BOSS

The leader of this unit is a Grot Boss. You can add 1 to any hit roll for a Grot Boss.

STANDARD BEARER

Models in this unit may be Standard Bearers. Standard Bearers can carry either a Grot Flag or a Bad Moon Icon.

GONG BASHER

Models in this unit may be Gong Bashers. Add 2 to the run rolls of a unit that includes any Gong Bashers.

ABILITIES

Moon Shield: If a unit with Moon Shields has 10 or more models, it has a Save of 5+.

Backstabbing Mob: It's loads easier to stab your enemy in the back when he's surrounded by all yer mates. You can add 1 to all wound rolls made in the combat phase for Grots if their unit has 20 or more models. If the unit has 30 or more models, you can add 2 to all these wound rolls instead.

Bad Moon Icon: You can add 1 to any save rolls for a unit of Grots in the shooting phase if it includes any Bad Moon Icons as the leering, yellow face sucks away light and shrouds the grots in a veil of darkness.

Grot Flag: You can add 2 to the Bravery of all models in a unit that includes any Grot Flags as long as there are no enemy models within 3" of the unit.

Netters: Your opponent must subtract 1 from any hit rolls made in the combat phase for any of their models that are within 2" of a Grot with a Barbed Net.