



GROT WARBOSS ON GREAT CAVE SQUIG



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-cutta	1"	5	3+	4+	-	1
Moonclan Stabba	2"	5	4+	4+	-	1
Fang-filled Gob	1"	4	4+	3+	-1	1

DESCRIPTION

A Grot Warboss on Great Cave Squig is a single model. The Grot Warboss is armed with either a Moon-cutta or a Moonclan Stabba, and a Git Shield. They ride a Great Cave Squig, which attacks its prey with its huge, Fang-filled Gob.

ABILITIES

Git Shield: You can re-roll failed save rolls for a Grot Warboss on Great Cave Squig.

Supreme Bounder: If a Grot Warboss on Great Cave Squig rolls a double for its charge move, its Fang-filled Gob inflicts double damage in the ensuing combat phase.

COMMAND ABILITY

Even More Boingy: If a Grot Warboss uses this ability, then until your next hero phase, all **MOONCLAN** units from your army that are within 10" at the beginning of the movement phase can move and run an extra 1". Grot Squig Hopper units that are within 10" at the beginning of the movement phase become even more boingy instead; you can re-roll the dice for these units when determining how far they can move or run in that phase.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, HERO, GROT WARBOSS