

WARHAMMER AGE OF SIGMAR



— DESTRUCTION BATTLETOME —

GLOOMSPITE GITZ



Myriad are the grots and monsters that make up the Gloomspite Gitz. Dank and foul are the caverns and caves, the swamps and ravines and web-strewn wilds in which they make their lairs. Their armies comprise disparate tribes of Moonclan and Spiderfang Grots, which scuttle to war alongside lumbering troggoths, foul-tempered gargants and bounding masses of slather-jawed squigs. Well might their enemies wonder what could unite such anarchic beings into an army capable of conquest and slaughter on a grand scale. For the answer, one need only look to the darkest corner of the heavens.

The Shyish necroquake has unleashed sorcerous energies that swell to a flood tide and threaten to drown all life. An age of fell omens has gripped the Mortal Realms, and amongst the most malevolent of these has been the rise of the Bad Moon. This monstrous celestial object ploughs erratically through the skies, following a madcap course that trails darkness and insanity in its wake, and heralding a strange eclipse in which loonstone rains from the skies and foul fungi spread like a plague.

Wherever the Bad Moon draws nigh, the Gloomspite hordes surge from their lairs in their hundreds of thousands. They worship the leering lunar body as a many-phased aspect of Gorkamorka, the god of destruction, and seek to catch his attention with deeds of spiteful violence so spectacular that the Bad Moon will halt its wanderings. The Gloomspite Gitz believe that this will usher in an age of endless twilight. Amidst the everlasting shadows, they will be free at last to sweep across the lands and tear down every last bastion of Chaos, Order and Death alike until the Bad Moon reigns over all.

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Up from below come the Gloomspite Gitz, a surging, roiling, gibbering tide of froth-slick fangs and grasping claws overseen by the leering fiend known as the Loonking.



RISE OF THE GLOOMSPITE GITZ

In the dark corners of the Mortal Realms, a new power is stirring. Dripping tunnels and caverns echo to the clash of gongs, the thump of drums and the shrill war cries of massing grots. Armies of goblinoid warriors and lumbering monsters set out on the warpath, seeking to plunge the surface world into darkness for evermore.

Greenskins have infested the Mortal Realms since the earliest days of the Age of Myth. When Sigmar travelled the realms in search of human tribes to raise up to civilisation, everywhere he looked he found orruks and grots already proliferating. Though the spread of cities and empires drove the greenskins into the wilds, their numbers and their capacity for primal destruction never lessened. Even as the Age of Chaos saw kingdom after kingdom scoured from history, still the orruks and grots endured through tenacity, belligerence and cunning.

Some greenskin tribes became nomads, staying alive by ploughing a constant path of destruction across the realms. Others simply continued their feral existence amidst wilds of such primeval ferociousness that even the hordes of Chaos could not overcome them. Countless more, most especially the Moonclan and Spiderfang Grots, took shelter in the darkest, dankest corners of the Mortal Realms.

A LURKING THREAT

Grots are neither particularly brave nor especially mighty beings. They are, however, such a bunch of cunning, conniving, spiteful and self-serving little hooligans that their natural capacity for violent mischief more than makes up for their lack of physical or spiritual fortitude.

If there is one thing grots know, it is how to look out for themselves. Thus, while the wars of the Age of Chaos raged, the vast majority of grot tribes vanished into boltholes where they could weather the storm. Moonclan Grots shun daylight even at the best of times; it burns their skin and hurts their beady eyes. They worship the celestial abomination known as the Bad Moon, and it is from this

that they get their name. Conversely, the bogeyman of Moonclan lore is known as Glareface Frazzlegit, and is depicted as a cruel star or searing ball of sentient light. The Moonclan Grots were thus only too happy to vanish into their lurklairs, breeding squigs, cultivating weird mushrooms and raiding the surface only for the juiciest of quarry.



From chewing new tunnels and carrying baggage to transporting mobs of grots through the gloom, segmapedes are used for many tasks.

Spiderfang Grots are no keener on the bright and beautiful places of the realms than are their subterranean cousins. Their entire culture is based around the veneration, rearing and riding of myriad species of arachnid beasts. As the vast majority of these eight-legged horrors thrive in darksome and dingy conditions, the Spiderfang Grots began to make their lairs in such places. Deep ravines choked with tangled woodland, foetid jungles and swamplands where little light penetrates the canopy, cave networks and temple ruins so huge that they support their own microclimates; all of these played host to infestations of Spiderfang Grots and their monstrous broods.

Troggoths, too, thrived in the dampest and foulest reaches. In those places where primordial gunge accumulated, far away from the light of the heavens, that was where troggoths spawned. They chewed their way through the roots of mountains, lurked amidst the stagnant waters of the deepest swamps and slumbered in fungus-thick caverns, biding their time until their hunger for flesh called them forth again.

Throughout the Age of Chaos, these disparate gloom-dwelling factions spread far and wide. While the champions of the Chaos Gods battled for the surface lands, Moonclan Grots slunk through caverns far below, digging crude fortifications into cave mouths, raising fungus-lit shanty-cities amidst the shadows, and breeding ever stranger and more dangerous strains of squiggly beasts and peculiar insects.

Here and there, such expansions would break through into the lower workings of a Fyreslayer magmahold or skaven burrow. At such times the clangour of war echoed through the tunnels, and more than one Moonclan lair was annihilated by the vengeful retaliation of accidentally disturbed foes. Yet just as often the sudden onslaught of madly stabbing grot loons was enough to overrun the surprised defenders, and in this way entire new Moonclan lurklairs were established amidst the conquered ruins of others' civilisations.

As the Moonclan Grots spread like fungi through the bedrock of the realms, they also came across Spiderfang broodnests and reeking trogg holes. On occasion, this too led to bloodshed. However, grots are not as naturally warlike as orruks, and less inclined towards violence

for its own sake. More often than not, the grots and troggoths found common cause.

The Moonclan were experts in raising fungi and brewing potions that the Spiderfang prized greatly. These they traded for various hallucinogenic or poisonous substances milked from arachnid beasts and used by the Moonclan shamans for all manner of unsavoury purposes. Soon enough, tentative truces and barter economies turned into somewhat shaky alliances when the Moonclan and Spiderfang Grots discovered that, by fighting together, they could drive off the predatory monsters and armed foes that sought to oust them from their territories. So did the first Gloomspite hordes form. They coagulated in the realms' dark corners out of mutual self-interest, and the spiteful desire to murder all those who wandered into their lairs.

BAD MOON RISING

Like all greenskins, the Gloomspite Gitz worship Gorkamorka. Sometimes one god, sometimes two separate beings known as Gork and Mork, Gorkamorka is brutally cunning – his Gork half – and cunningly brutal – his Mork half. He is the thunder of drums, the crunch of knuckles into flesh, the roar of the avalanche and the crack of fangs through bone. Gorkamorka is an avatar of primal destruction that will one day lead the Great Waaagh! to sweep away all traces of civilisation. So believe the orruks and grots, at any rate.

Every sub-race of greenskins worships their own aspect of Gorkamorka, and each maintains their own myths of their deity's deeds. Tales variously depict Gorkamorka as a hungry mountain, a mighty beast or a lumbering two-headed giant. To the Gloomspite Gitz, he is personified as a huge and malevolent celestial body known as the Bad Moon, whose vast bulk blocks out the light of the heavens, replacing it with a sickly luminescence that causes weird fungi to flourish and drives mortals to madness.

To the dire misfortune of every other sentient race in the realms, the Bad Moon is every bit as powerful as the Gloomspite Gitz claim and more.

Now, in this grim era of fell portents and dark omens, the Bad Moon is rising to its zenith. The dead rise in unprecedented numbers and assault the living with ever greater ferocity. Wars are fought for the possession of souls and the rulership of eternal underworlds. Dread signs and baleful visions bedevil the minds of seers and prophets all across the Mortal Realms. The celestial void convulses with strange astrological phenomena and ominous conjunctions, and barrelling from amidst these comes the threatening immensity of the Bad Moon.



Looncaps are strange and magically charged fungi that burst from every available surface where the light of the Bad Moon falls.

This leering astronomical object has always bedevilled the skies of the Mortal Realms, trailing mayhem, destruction and insanity in its wake. Yet now it careens like a runaway boulder through the void. Some believe that it is the release of endless spells upon the realms that has conjured the Bad Moon forth, that it feels the pull and kinship of the feral magics and wishes to maraud alongside them. Others claim that Gorkamorka – while having no real stake in the Soul Wars – simply wishes to hurl himself into the fray again, or even that the Bad Moon feeds upon the soul energies released by such ceaseless conflict.

Whatever the truth of its origins, the effect of the Bad Moon upon the Gloomspite Gitz is electric. The squigs and spiders sense its coming first, becoming ever more aggressive. Then begin the visions, grot shamans chanting and mumbling, their features twisting into grotesque parodies of the leering lunar visage as they wildly 'moon' their surprised fellow grots. Tribal drums thump through deep tunnels and caverns, and the grots become agitated and fractious as the lunatic urge often referred to as the 'Gloomspite' comes upon them.

As the Bad Moon rumbles low over the surface lands, it extends its ensorcelled energies deep into the caves below. Driven to a cackling frenzy, the Gloomspite hordes surge upwards like ocean tides drawn by the pull of a more conventional moon. Millions of shrieking grots and lumbering troggoths, bounding squigs, scuttling arachnids and sore-headed gargants pour up through every crack, crevice and dripping cave entrance with murder on their minds.

As the Bad Moon looms overhead it renders everything clammy and dank. Terrible loonstorms swell out of nowhere to fill the skies with racing shreds of cloud, while warped gravities tear at the lands below. The pale, foul-smelling fungi known as looncaps sprout upon every kind of surface, be it stone, soil, metal, flesh or bone. Into this weird lunar gloaming spill the Gloomspite hordes, falling upon all in their path with an unhinged savagery quite removed from their normal self-serving cowardice.

Cities are torn down and temples toppled as the Gloomspite Gitz seek to stab entire nations or even deities in the back to prove their cunning. Only this, they believe, will impress the Bad Moon so much that it halts its nomadic rampage and lingers forever in the skies above. So will they usher in the sacred age of the Everdank, and in that perpetual twilight of moistened befoulment the Gloomspite Gitz will conquer the surface worlds in Gorkamorka's name.



As the Bad Moon rose over the Echospire, Skragrott the Loonking led a Gloomspite horde to war. Against him stood the Hammers of Sigmar, who sought to stop the grots from breaking through to ransack the half-built city of Sigmar's Reach. Outnumbered and ambushed from all sides, the Stormcast Eternals were soon overrun.



THE BAD MOON

The Bad Moon is a malevolent planetoid formed from the strange substance known as loonstone. Upon its pocked surface it bears a leering visage whose eyes are vast as oceans, whose fangs are mountain ranges, and whose twisted features shift impossibly with every waxing and waning. It is considered a dread omen to all but the grots.

Some grot shamans tell how, long ago in the Age of Myth, Gorkamorka saw a particularly vast moon drifting through the void and decided to take a great big bite out of it. In this tale, it is said that Gorkamorka scaled the highest mountaintop and waited until the moon passed by, at which point he sunk his huge tusks into it. Or rather, he tried to. The moon proved so tough that Gorkamorka's fangs barely pierced its surface before several of them broke off and the great green god recoiled with a roar of pain. The shamans tell how the tusk-scarred rock was infected with Gorkamorka's power and became the Bad Moon, a mighty celestial aspect of the god of destruction. They are also quick to point out that this is the origin of the Moonclan tribal tradition that no grot is permitted to try to eat the moon.

There are other stories of the Bad Moon's origins. One of these recounts how Gorkamorka plunged into a lake to devour the moon's reflection, and how the violent waves smashed his visage together with that of its true counterpart above. Others claim that Gorkamorka first came to the Mortal Realms aboard a huge warship that has since become the Bad Moon, or that the Bad Moon is actually the manifestation of the collective spirits of every grot shaman to have ever lived. The Spiderfang Grots instead worship the Great Spider God – an arachnid godbeast said to have bitten Gorkamorka's foot and been infused with his divine power. To them the Bad Moon is in fact the Spider God's immense silken egg sac, which will one day hatch to spill a never-ending swarm of spiders across the realms.

Whether one or indeed any of these tales is true ultimately matters little. All Moonclan Grots believe in their particular version of the myth with sufficient vehemence as to be moved to all manner of rabid violence in the Bad Moon's name,

and the strange phenomenon known as the Gloomspite, which summons the troglodytic green hordes to the surface, is undeniable.

Unlike a typical lunar body, the Bad Moon changes both its course and its position seemingly at random. Sometimes it becomes occluded until it is little more than a sliver of sickly yellow light. At others it swells gibbous and vast, a bloated monstrosity that swallows up the sky. Its leering face shifts from one aspect to another, though never when watched; it is only when one blinks, looks away for an instant, or else a cloud passes before it that the moon's expression undergoes a sinister change. The greenskins say that these different 'faces of da moon' represent the different sides of Gorkamorka, at one moment leering with cunning or spite, the next scowling with bestial anger.

The Bad Moon possesses its own strange satellite, a hurtling lump of misshapen rock that runs mad rings around it at breakneck pace. Some grots believe this to be the Bad Moon's excitable pet squig. Others say it is Gorkamorka's mace, or perhaps his fist, always swinging wildly to smash other celestial bodies out of the way. Others claim that the Bad Moon itself is Gork's head and the satellite Mork's, or perhaps vice versa. The Nosebiter hordes of the Pointyklaws mountain range maintain that this smaller object is the spirit of an ancient Moonclan chieftain who conquered eight great mountain peaks, and so was blessed to accompany Gorkamorka's rampage through the skies for all of time.

HERALDS OF THE EVERDANK

None can predict the random wanderings of the Bad Moon. It whirls through the cosmos like a punch-drunk Moonclan Fanatic,

barging aside other celestial bodies and throwing prophecies and auguries into disarray.

Wherever the Bad Moon fills the skies it blocks out not just light, but hope and even rational thought. Those non-greenskins bathed in the Bad Moon's cloying radiance may be driven mad, spouting nonsense rhymes or babbling in weird dead languages. Others burst into sudden hideous growth as looncap fungi erupt from their bodies with painful – often fatal – results.

By comparison, the Gloomspite hordes are energised and emboldened by the unnatural eclipse. Freed from the cruel gaze of Glareface Frazzlegit, they engage in orgies of destruction that see entire nations swallowed up by ruin. Like insects swarming from beneath a rotten log, the grots and troggoths scuttle from every crack and crevice to wreak havoc. Yet their assaults are not purely for violence's sake, like those engaged in by the Ironjaw warclans. Instead, every great Gloomspite leader has had the same goal – of being the great and cunning visionary back-stabber who ushers in the Everdank.

It is said that the Bad Moon recognises and rewards those grot leaders with enough vision to foresee its erratic course and offer up sacrifices as it thunders overhead. Many Loonbosses and Webspinner Shamans have claimed to feel the 'Clammy Hand' upon them, meaning they possess the Bad Moon's manifest blessings. Few have been able to say so truthfully, but there is one abroad in this bloody age who is genuinely loon-touched. Known as Skragrott, the self-proclaimed Loonking, this devious git has become the Bad Moon's most powerful champion by capitalising upon the portents of the Time of Tribulations in an ingeniously horrible fashion.

SKRAGROTT'S ASYLUM

Deep beneath Skrappa Spill in the Realm of Metal, past winding tunnels and chambers full of cruel traps and evil-eyed guards, lies a glowing Realmgate. A quartet of armour-clad Dankhold Troggoths lurk in its 'shroom-lit cavern, keeping silent watch over the portal and the captives that dangle in crow's cages around its entrance. This Realmgate has no name. It swirls with curdled moonlight and is framed by jutting stalagmites that are rumoured to snap closed like a fanged maw upon unwelcome intruders. Few beings are permitted to pass through the nameless gate; Skragrott himself comes and goes at will, as do the imperious and loon-addled grots of his personal Gobbapalooza, but the troggoths would quickly crush anyone else who tried to pass without Skragrott's express permission. The reason for this paranoid level of security is simple: beyond the Realmgate lies an oubliette sub-dimension in which Skragrott hides his secret weapon – his fungal asylum.

With the arrival of the Time of Tribulations, hundreds upon hundreds of seers, prophets, chiromancers, chronothaumaturges and other scryers of signs rose to prominence. Some harvested the whispered secrets of the dark moon Lunaghast. Some turned their attentions to the weird cycles of the Bad Moon, while others simply became conduits for predicting the machinations of savage fate. Those who met with particular success – and especially those who lost their

minds while doing so – became Skragrott's singular obsession. Through cunning raids, mercenaries and secret pacts the Loonking began to kidnap these figures. Some he seized in person, while others were dragged before him in chains. Deaf to their threats and pleas, Skragrott bestowed the same curse upon each seer. Muttering a glottal chant, he tapped them thrice upon their heads with his infamous staff, 'Da Moon Onna Stikk'. Screaming in horror, each seer swelled and twisted, their flesh becoming thick and rubbery, their faces stretching out and turning purple and white, their limbs atrophying until where once stood a human, aelf or duardin, now there was a huge mushroom with a peering visage, its distended mouth working in horror.

These fungal seers – or scryshrooms, as Skragrott laughingly calls them – are planted in the damp, cavernous reaches of the asylum. Their maddened screams and plaintive babbling echoes through the gloom, ignored by the grot attendants that tend to them and keep them alive. Yet their cries are not born of pure insanity; in each one's mind burns the image of the Bad Moon, and their powers of prediction are bound to its erratic course. It is thanks to the rambling prophecies of his scryshrooms that Skragrott can predict, with more accuracy than anyone else in the Mortal Realms, where the Bad Moon will next arise, and thus where he should strike to bring on the Everdank.



Skragrott's nameless Realmgate pulses and swirls with luminescent energies, the fungal sorcery that seeps through from the asylum-realm beyond tainting with madness all those who stand before it.

DANKSOME DESTRUCTION

Many who follow the gods of Order, Death or Chaos seek, in one way or another, to conquer the realms and impose their own vision upon them. Not so the worshippers of Gorkamorka. Within them lives the instinctive drive to maintain the natural, primal nature of things by tearing down all the great works their enemies raise.

The forces of Destruction predominately comprise the various greenskin and ogor subspecies. Each of these has their own distinctive cultures and quirks, from the savage Bonesplitters and the frost-wreathed Beastclaw Raiders, to the heavily armoured and spectacularly brutal Ironjawz. Regardless of how much they differ, however, all the tribes of Gorkamorka have one thing in common: on a fundamental level they are driven to seek out and destroy the bastions of civilisation.

Isolated hamlets and roaming cogforts, sprawling fortresses and cloud-piercing temples; the forces of Destruction are compelled to hurl them all down and butcher their occupants until the realmscape is returned to its natural, primitive state. The fact that most types of greenskin and ogor derive a great deal of enjoyment from wreaking such wanton havoc is – for them – simply a fortunate by-product of their belligerent attitude to life.

Of course, each tribe or clan has their own outlook upon what the natural order of things should look like. The nomadic Ironjawz, for example, hail originally from the broad savannahs and shattered stony plains of the Realm of Beasts, where everything is predatory in some fashion and the landscape is wild and rugged. So it is that Ironjawz see any artificial structure or purposeful construction as a thing to be torn down and scattered until no two stones sit one atop the other.

The ogors of the Beastclaw Raiders, meanwhile, trail the biting cold and desolate snows of the Everwinter wherever they go. By their very presence they reduce even the most verdant of civilised kingdoms to icy wastelands where survival relies upon sheer resilience and a savage hunter's instinct. Though they might not seek to topple buildings in the way Ironjawz would, they will

instead reduce them to frostbitten ruins fit only to serve as lairs for hardy predatory monsters.

To the disparate beings that make up the Gloomspite hordes, normality is darkness, moisture and shade. They hail from subterranean depths where water drips from dangling stalactites into still black pools, where luminescent fungi sprout from sweating stone, and insects scuttle amidst forlorn piles of gnawed bones. Where rotting bogs fester beneath dense forest canopies and many-legged things lurk in web-strung thickets, where stagnant slime collects in shadowy ravines and collapsing ruins subside beneath masses of thornbriar and murkroot, there dwell the Gloomspite Gitz.

To the grots and troggoths that make up these cave-dwelling multitudes, it feels as though the natural order of the Mortal Realms is a state of cool shadowiness and fungus-thick damp. They hate and fear the bogeyman of the realms' stars and suns, some Moonclan shamans even conflating Sigmar in the Celestial Realm with Glareface Frazzlegit, and venting their hatred upon any who give the appearance of worshipping him.

To the Gloomspite hordes, the realms will only be returned to their proper state when the Bad Moon waxes fat on high, and all the lands lie draped in pale shadow beneath it like one huge cavern. They seek to keep the caves dark and secluded, filled with cloying drifts of shadow and the skittering of nameless things. They want the forests to sprawl wild and vast, tangling and decaying way down beneath twisted boughs, where root boles and hidden clefts grow thick with clumps of glowing fungus and writhe with scuttling spiders. They want the mountains to rise high and craggy, their passes to remain untamed and monster-haunted.

THE GLOOMSPITE

Those races that worship Gorkamorka typically channel his primal energies in one fashion or another. Not only does this serve to energise the hordes of Destruction, but it also causes weird supernatural manifestations to spring into being around them.

Orruks, for example, feel the energies of what they call the Waaagh! within them when it comes time to march to war. This force gathers wherever the larger greenskins become belligerent and excitable, and serves to render them ever more aggressive until crackling green lightning forks through the air and the landscape itself is driven into a frenzy of violence. Even the trees try to uproot themselves and join their charge, while rocks smash themselves apart against one another, and the orruks' war cries echo for days on end before they finally dissipate.

Grots are too puny to get a proper Waaagh! going. Their reedy little voices simply can't bellow loud enough, and their natural inclinations are more spiteful than boldly aggressive. Thus their equivalent of this weird phenomenon is the Gloomspite, the urge to frenzied violence that grips them when the Bad Moon looms overhead.

Grots seized by the Gloomspite feel their minds spinning with mean-spirited schemes and ambitions of 'teachin' da surface gitz a lesson'. Shadows crawl and churn around them like teeming insects, and strange fungi sprout spontaneously before spewing hallucinogenic spores. Froth leaks from the jaws of the worst-affected grots, and their eyes glaze over as they gibber and shriek. In this state the grot mobs mass into a horde before, at some unspoken signal, they pour upward like a green tide to begin the attack.

FANGZ OF THE BAD MOON

The Bad Moon is said to be made entirely of a strange substance known as loonstone, also known on occasion as madrock, loonyrock and badstone. As it sails through the skies of the realms, the Bad Moon sporadically spits out meteoric shards of loonstone that plummet to the ground with punishing force. Known as the Fangz of the Bad Moon, these loonstone fragments range from little bigger than a stone shiv to rocky masses the size of a mountain, and have been known to completely obliterate fortresses and encampments that find themselves at the end of their streaking trajectories.

Where these larger Fangz embed themselves in the landscape, the Gloomspite Gitz are sure to appear sooner rather than later. Whether the Bad Moon somehow drops its Fangz near to existing Gloomspite enclaves, or whether the grots flock to the fallen loonstone is unclear; either way, the diminutive greenskins pop up like mushrooms after rain, painstakingly carving the loonstone outcroppings into Loonshrines in the Bad Moon's honour.

Loonstone is oddly lightweight, as though it were somehow porous, yet it is so hard that it requires incredible pressure to crush or carve. It is typically pale in colouration – bone-hued with a lambent, sickly yellow glow that is almost invisible in daylight but which swells into a leprous radiance in the presence of

treacherous or duplicitous thoughts. This phenomenon is known as lie-light, and has led especially cautious Moonclan leaders to have amulets hewn laboriously from loonstone to hang around their necks and warn them when enemies are plotting against them. Of course, such charms nearly always backfire; the bearer is forever thinking devious thoughts of their own, leading to their loonstone pendants glowing constantly and driving them into the depths of frantic paranoia.

Loonstone's most notable magical property, beyond acting as a lie detector, is that it soaks up natural arcane energies like a sponge. The background magics of the Mortal Realms gradually seep into loonstone and imbue it with a thrumming charge that can be tapped by suitably cunning grot shamans. More pronounced still is the way loonstone drinks in the Waaagh! energies generated by warring orruks, later to discharge them in seething explosions of violence or – in extreme cases – just straightforward explosions. This has led especially daring Gloomspite leaders to use loonstone to steal Waaagh! power from nearby orruks and unleash it amongst the grot ranks, whipping their followers into a false Waaagh!. The results of these experiments have ranged from waves of Waaagh!-crazed lunatics overrunning their foes, to spectacular loonstone detonations, or even just the budding thieves being throttled by a grumpy Weirdnob for their temerity.



Skragrott the Loonking raises his talons skywards and shrieks the words of dark incantations as the Fangz of the Bad Moon rain down upon the surface world in a devastating shower of loonstone meteors.

THE SOUL WARS

Gorkamorka is an agent of random destruction whose rampages wreak havoc on the carefully laid plans and grand schemes of the other gods. In this the Gloomspite Gitz follow their deity, and as the sweeping campaigns of the Soul Wars have developed, the grots' interference has caused all manner of mayhem.

Through the ages, the Mortal Realms have seen terrible conflicts. Wars beyond imagination have shaken reality to its foundations. More beings have been slain in bloody battle than could ever be tallied.

Now, through the incredible artifice of Nagash – self-proclaimed god of death – those war-slain legions rise to assail the living. The Great Necromancer is motivated by a desire for revenge, for he believes himself irrevocably wronged. Long ago, Sigmar promised Nagash rule of Shyish, and ultimate ownership of every departed soul in existence. In life, mortals could strive and fight as they wished, could seek whatever ends and pursue whatever goals they so chose. Yet upon their demise, when their souls found rest in whatever underworld their culture and beliefs had created, they would belong to Nagash in perpetuity.

Instead, Nagash watched as the Gods of Chaos devoured or corrupted souls that he regarded as his. He saw the aelven deities stealing away souls

for their own purposes, refashioning their lost race with energies that were Nagash's by right. Worst of all, he beheld Sigmar's faithless betrayal as the God-King snatched up the mightiest heroes at the moment of their deaths and transformed them into eternal warriors for whom true death was no longer possible.

Nagash gave no sign of his fury at these developments, for he is as cold as the grave, as sombre as unfeeling stone. His anger was instead an icy and monolithic thing, his vengeance as slow and creeping as inevitable doom. Though his plan took centuries to come to fruition, at last it saw him fashion a vast black pyramid of harvested realmstone and plunge it into the heart of Shyish.

Had Nagash succeeded wholly in his ritual, it would have torn the souls from every living thing in the realms and transformed them all into his mindless servants. Yet creeping skaven corrupted the ritual at the last moment. The power unleashed

overwhelmed even Nagash, blasting back into the realms and loosing a tide of rampant undeath and wild magic. Now endless spells rage across the landscape like predatory entities, while entire campaigns are fought for possession of mortal souls and the means to entrap, release, fashion or devour them. These are the Soul Wars, a new and terrible age that may yet see the Mortal Realms reduced to lifeless wastes.

AGENTS OF MISRULE

So vast and terrible was the scope of Nagash's schemes that, as they neared fruition, they stirred the very firmament to madness. Weird omens, grim prophecies and all manner of dread portents were sighted across the Mortal Realms. Seers and prophets ran mad through the streets.

It was during this bleak time that the Bad Moon's erratic journey through the void became a headlong rampage. The Gloomspite hordes were stirred into frantic motion

THE EVERCRAWL

Amongst the myriad underworlds of the Realm of Death, there is a land of whispering websilk and skittering legs where the spirits of slain arachnids scuttle and crawl. It is a place of endless dangling ladders waiting to be drained, of gloom-shrouded forests, rotting ruins and teetering stone pillars honeycombed by uncountable nooks and tunnels. The shades of spiders inhabit every corner and cranny, seethe in swarms many miles across, drift through the air upon gossamer strands and lurk in the gloom, growing ever larger as the ages pass.

The Spiderfang Grots know this place as the Evercrawl, or sometimes the Land of Endless Webs, and to them it is paradise. They believe that the Spider God makes its nest in the deepest depths of this sacred haven, surrounded by the cocooned bodies of demigods it has caught in its metaphysical webs. Moreover, they claim that the Spider God's numberless brood watch over this arachnid underworld, and that their wrath is terrible to behold.

Known as Skitterstrand Arachnaroks, these arcane creatures spin their webs from the silken threads of mortality itself. They pick their way through sprawling weaves of life and death, feeling for the telltale vibrations of powerful soul-magic. Able to fashion temporary Realmgates of funnelled soulweb with their sorcerous spinnerets, Skitterstrand spiders burst through the skin of reality without warning to pounce upon their prey and drag them screaming back into the Evercrawl. There, they feast upon them at their leisure.

The Spider God's brood are not mindless predators. They understand the dire threat that Nagash and his ambitions pose to all the underworlds of Shyish, and though they care nothing for the wider realm they will protect their lair at any cost. So it is that Skitterstrand Arachnaroks strike most often at those who wield sorcery, especially the magics of death. They also snare lost or stolen souls in their webs, trapping the essence of Stormcast, ghastr and aelf-kin alike and slowly draining them, leaving behind barren spirit-husks.

as never before, and ever since the grots went on the warpath, they have shown no signs of relenting.

The worshippers of Gorkamorka were not immune to the strange tidings and rising mania that gripped the other gods' followers. Fungoid Cave-Shamans devoured acrid deffcap mushrooms, and in doing so witnessed visions of a battle to end all battles. Upon their urgings, countless hordes of greenskins and ogors rampaged into the Realm of Death and made for Nagashizzar, the seat of the Great Necromancer's power. So great were the numbers of tribes that swept down upon that bleak city that – had it not been for the madness and misrule that turned Nagash's enemies against one another at that critical juncture – they might well have prevented his scheme altogether.

Gloomspite Gitz were present amongst the masses that descended upon Nagashizzar, but they were comparatively few. Rather than dash madly to where the fighting was thickest, the grots instead turned their attentions to where they believed they could best stab their enemies in the back while all others' attention was upon Shyish. They sought signs of the Bad Moon's onset, and slunk through the shadows to attack wherever their victims were looking the other way.

In some cases the grots' invasions were premeditated, sneak attacks and ambushes launched by devious war leaders keen to draw the Bad Moon's eye. A Gloomspite horde surged up through the mine workings beneath the city of Celestrius even as its defending garrison of Stormcast Eternals from the Celestial Lions Stormhost marched through the black dunes outside Nagashizzar. Led by the squig-riding Loonboss Zigskrat, the teeming horde overran the Freeguild soldiery who had been left to watch over the city. Shrieking grots ransacked Celestrius' merchant quarter and burned the temple of Sigmar, while over one hundred troggoths lumbered unstopably through fusillades of fire to tear

down and eat the city's Stormkeep stone by enchanted stone. When Zigskrat set light to Celestrius' grand armoury and blew its powder stores sky high, the Bad Moon waxed large in the skies, drawing close to watch the riotous ruination below. Driven into a fungus-fuelled frenzy, the Gloomspite hordes butchered or enslaved every living thing in Celestrius, and left nothing but a mushroom-covered mountain of damp ruins in their wake.

Equally notorious were such conflicts as the ambush of the Cogfort *Imperius*, the abduction of High Mage Thendrisil and his entire entourage, and the undersiege of the Molkhir lodge's magmahold. Yet for all the direct and intentional invasions launched by the Gloomspite Gitz during the opening stages of the Soul Wars, the sudden tides of grots caused as much – perhaps more – damage when they chased the Bad Moon straight into the heart of other peoples' wars.



Straggleneck fungi grow in curtains over the entrances to Moonclan tunnels. They snatch, throttle and slowly absorb the unwary.

THE BEST-LAID PLANS

As the Bad Moon slid through the skies above the Mortal Realms, so Gloomspite Gitz hordes burst up through mine workings, cave systems and the lowest levels of countless supposedly impregnable fortifications. They flung preparations into disarray. They overran garrisons readying themselves for siege and armies massing for war. They cast

down great idols and temples to the gods, and so denied their builders divine favour at crucial junctures. They erupted into the midst of desperate battles between the forces of Chaos, Order and Death, snatching victory from commanders who had assumed themselves triumphant and massacring those who believed that they had, against all odds, survived the worst their enemies could hurl at them. Soon the onset of the Bad Moon became a dread omen. Its pallid glow spread madness, and wherever its bloated shadow fell an invasion of grots was sure to follow.

Many great commanders bade their followers to determine the Bad Moon's nature, or to predict its madcap course. The Sacrosanct Chambers of the Stormcast Eternals, the mages of the Eldritch Council, the Gaunt Summoners of Tzeentch and the slann Starmasters all attempted to divine patterns in its behaviour. A particularly ambitious coven of Warlock Bombardiers from the skaven Clans Skryre even hatched a plan to shoot the Bad Moon down with a suitably immense warp-rocket. Such a thing had been done before, the ratmen claimed.

None met with success; only the depths of their failures varied. Those with sufficient willpower were left frustrated and raging, their energies wasted and their efforts confounded by the sheer illogicality of the Bad Moon's movements. Many were driven mad; Warscryer Citadels burned after their occupants lost their minds and sought self-immolation as a way to escape the leering moon that devoured their sanity. Wizards and prophets alike found new quarters in the bleak cells of Azyrite asylums, these victims ranting and howling of a bloated moon that grew ever closer but never fulfilled its final threat to devour their souls. Deep within Blight City, an experimental rocket lab detonated with devastating effect and left half of the Clan Ektrik's holdings in flames.

Still the Bad Moon swept on. Still the Gloomspite hordes surged in its wake, and destruction reigned.



THE CLAMMY CORNERS OF THE REALMS

Many of the races throughout the Mortal Realms seek to claim strategically dominant or resource-rich lands, to fortify and exploit them. By comparison, while the Gloomspite hordes overrun and tear down such places with great glee, they have little interest in settling the surface lands. Their darksome lairs lie elsewhere...

Moonclan Grots, Spiderfang Grots and their vast arachnids, troggoths of many weird sorts, even the more alcohol-sodden and perpetually hung-over gargants; all of these creatures seek cool, damp darkness with as much eagerness as do squirming grubs and pallid fungi. Their settlements and strongholds inevitably accumulate in the dankest, gloomiest parts of the realms.

They prize those regions that most dismiss as foetid, worthless wastelands. Too dark or soggy to grow crops in, too fractured and unstable to raise Dreadholds or Stormkeeps upon, crawling with parasites and choked by miasmal fumes, such lands rarely catch the notice of the realms' other races. Thus, unless their sporadic raiding stirs retaliatory purges from more settled lands, the Gloomspite Gitz are left largely to their own devices. They multiply and gather their strength unseen and ignored. Grots have long valued their enemies' tendency to overlook or underestimate them, for it is a powerful weapon in their arsenal.

More than one supposedly mighty kingdom – accomplished in driving marauding armies from its borders and conquering neighbouring lands – has vanished overnight after the Bad Moon rose in the sky. Such places are overrun as teeming hordes of creatures previously thought to be mere vermin or figures from frivolous children's stories spill from the damp darkness to bury their enemies in a shrieking tide. Many cultures have cautionary folktales of red-eyed gyblers, clammy-clawed lurks and groti-the-blackcaps erupting to commit murder and spread mayhem, but all too many rulers dismiss them as old wives' tales until it is too late.

LAIRS, NESTS AND HOLES

Moonclan Grots are troglodytic. Their settlements, known as

lurklairs, are typically situated in tunnels and caverns, the deeper, darker and danker the better. In such places there is no natural light, the grots using bioluminescent fungi and elongated glo-squigs to provide what pallid illumination they require.



Glowey Morkeyez grow within many Moonclan lurklairs. Their bioluminescence provides a pale, unsettling light by which to see.

Lurklairs typically consist of interlinked cave systems in which water drips and pools, and stalagmites and stalactites are much in evidence. Algal slime and mineral ooze slick the walls, while fungi carpet the walls, floors and ceilings. Smaller caves are used as outlying guard posts known as slinkholes. The larger caves throng with hollowed-out fungal dwellings, ramshackle squig paddocks and huts made from pilfered junk to house important figures such as the local shaman, Loonboss and the like. Adjoining caverns are used as underground mushroom nurseries, loot stores and prisons in which slaves are kept.

The largest lurklairs stretch for miles underground, often cannibalising the ruins of Fyreslayer magmaholds, duardin karaks or skaven burrows, and accommodate millions of grots. They are inevitably strewn with litter

and loot, crawling with every kind of insect imaginable, and forever filled with a jabbering, cackling, screeching din.

By comparison, Spiderfang settlements are typically known as nests. In truth, many of these nests belong less to the grots themselves than they do to the Arachnarok and other varieties of giant arachnid that lurk at their hearts. Typically found in the shadowed depths of the wildest woodlands or amidst the ancient ruins of fallen civilisations, they are nightmarish masses of sticky webbing. So thickly do these pale strands cocoon the rotting trees and crumbling pillars of the nest that they are every bit as impenetrable as fortress walls. Moreover, any foe foolish enough to try to hack a path through the webs soon finds themselves entangled, easy prey for the nest's inhabitants. Spiders and grots alike scurry through web tunnels and brood chambers, tending to clutches of eggs, brewing poisons and offering up worship to the Spider God.

Troggoths live in the most inhospitable conditions of all, typically inhabiting lairs known as trog holes. Reeking pools at the heart of festering swamps, lightless chasms heaped with drifts of bonemeal and rubbish, deep pits thick with sulphurous gases and primordial sludge; all of these spawn broods of troggoths that lurk amidst the foulness until such time as their primitive urges drive them from their dwelling places.

Rockgut Troggoths, for example, tend to make their trog holes amidst the roots or else high atop the peaks of desolate mountains, where the choicest boulders can be found to chew on. By comparison, Fellwater Troggoths love to lounge in the silt and filth of coagulated waterways, and splash around in the sewer-pits deep beneath the largest and most populous cities.

SKRAPPA SPILL

The most powerful Moonclan and Spiderfang warlords give themselves overblown titles like Under-Emperor of the Gloomylands, Grotlord of the 'Umie-Skinners or Great Grand Skuttlechief. They rule over multiple lurklairs, nests and trog holes, their domains sometimes spreading over hundreds of miles and connected by noisome tunnels and Realmgates festooned with soiled loot and mildewed fetishes. Such rulers can call upon vast Gloomspite hordes to enact their will, which is inevitably malicious and destructive. That said, unless they have been fortunate enough to feel the Clammy Hand upon them, the ambitions of these grot overlords usually end up outstripping their abilities, and often lead to infighting and the ultimate collapse of their sprawling territories. Such has not proved the case for Skrappa Spill, however.

The Gloomspite kingdom of Skrappa Spill is perhaps the greatest of its kind, and is ruled over by Skragrott, the self-proclaimed King of the Moonclans. This entire region was, until recently, the domain of warring orruk tribes. From the Moaning Sands to the Yhorn Mountains, dozens of orruk warlords battled one another incessantly. They launched raid after raid against the settlements of the forces of Order, who were attempting to take control of the entire land of Ayadah. Yet while the orruks made war upon the Fyreslayers of the Greyfyrd lodge and the Freeguild forces encroaching from beyond the Harkraken Cloud Banks, they paid no heed to a new threat gathering beneath their feet.

When the Shyish necroquake surged across Ayadah, it woke the dead of countless wars, who staggered from open graves and ashen pyres to assail the living. Though the orruks and their enemies held the revenants off, their forces were weakened. Then came a darkening of the skies. Moisture formed and glistened on every surface, extinguishing fires and spoiling even the best-stored victuals. Many-legged bugs scuttled through the gloom and pale fungi grew at impossible rates into mushroom fields many miles across.

As panic and madness spread through the forces of Order and Destruction alike, the Bad Moon swelled over the horizon and leered down upon all. At the same moment, Skragrott and his Gloomspite hordes burst from the foothills of the Yhorn Mountains, from the canyon-fields around Lump's Loonrock and the burned-out mines of Galhalla. Bounding Squigalanches and Spider Rider Skittermobs led the attack on every front, encircling and picking away at their reeling enemies. Troggoths broke the surface amidst the teetering scrap of the orruk trophy mounds and triggered landslides of junk that buried entire regiments. Then came the surging rush of Moonclan Grots, led by the leering arcane manifestations of summoned Malevolent Moons. So well coordinated was Skragrott's invasion that a dozen enemy warlords were slain by treachery and ambush in a single night, impressing the Bad Moon so greatly that it vomited a cloud of asteroidal debris into the skies that spread a pall of darkness over Ayadah. Skragrott's notoriety was assured, and his kingdom established in the twilight ruins of his enemies' strongholds.



Deep beneath Skrappa Spill, and lurking within its vast scrap-metal hide, are dozens of lurklairs. Some are mere outposts and shanty-camps, but the largest rival Hammerhal itself in scale and scope.

AGES OF LOONACY

The Gloomspite Gitz have lurked below ground for long centuries, rising sporadically in howling masses before vanishing as suddenly as they came to leave only rumour and folk tales in their wake. Now, as the Bad Moon looms vast and terrible over the Mortal Realms, so the Gloomspite hordes unleash their loonacy like never before.

● AGE OF MYTH ●

THE GREEN MENACE

As Sigmar explores the Mortal Realms, and he and his fellow gods sow the seeds of civilisation through these magnificent primal landscapes, they discover greenskins wherever they go. There are many wars with the orruks, grots and ogors until Sigmar successfully convinces Gorkamorka to join his pantheon. After their accord is struck the conflicts become fewer, and are typically restricted to out-of-the-way spots where Gorkamorka's fractious tribes believe they can get away with it without anyone noticing.

LOONTALES

The Moonclan and Spiderfang Grots have many shamanic tales of their races' origins during the Age of Myth. None save the gods could tell which – if any – of these tall stories are true, or how aspects of Gorkamorka such as the Bad Moon or the Spider God came to be. Whatever the truth, it is during this period that accounts of the Bad Moon's rise first appear in the ancient records of the more civilised races. Even these are few and far between, for much was lost during the Age of Chaos, but in deep library-vaults in Azyr can be found accounts upon tattered scraps of preserved parchment that speak with dread of the 'leering moon that drives men to madness'.

THE FORKED TRAIL

It is during the Age of Myth that the original grot tribes diverge. Led by the most daring, spiritual or just plain bonkers amongst them, tribes of grots venture into new environs and bond with them on a primal level. They also take to worshipping different aspects of Gorkamorka during this time, for they see signs of the Great Green God in whatever feature of their environment will most greatly benefit them or justify their spite and

violence towards others. The Gitmob Grots, observing the furious face of Gork in the blazing light of Hysh, gravitate towards the open plains, deserts and steppes. Taking the exact opposite tack, the Moonclan Grots take to worshipping the Bad Moon and settle the most shadowy, twilight and dank locations they can. Both factions believe the other to be utterly deluded in their beliefs, but both agree that the Spiderfang Grots have gone substantially more peculiar. Other sub-tribes of grots vanish into even harsher environments – some to deep marshes, others under the waves, while those that will eventually become the airborne Grotbag Scuttlers vanish up mountainsides and away above the clouds. The different tribes ally about as often as they war viciously with one another, but regardless of any enmities, when Gorkamorka calls a Great Waaagh! all the grot factions still answer his summons.



Stinkcranny fungi give off such a repulsive reek that even squigs avoid them. They are harvested by 'volunteers' for use in many poisons.

BOINGOB'S DEMISE

Tales tell of how Boingob, the godbeast father of all squigs, rampages through the lands of Ushnoria and Heln and wreaks such terrible destruction that several civilisations vanish into his gnashing

maw. The enraged god-squig chases after the light of Hysh, determined to devour it to stop it hurting his beady eyes. He takes a mighty leap, there is a blazing flash that is seen across the realms, and then his huge and smouldering skull crashes down, blackened by fires so hot that even a deity could not endure them. The skull becomes a sacred place to the Moonclan Grots, lying as it does in a vast crater amidst the endless reaches of Ghyran's Orborean Woods. They tunnel into and around the huge skull and raise the most aggressive and deadly squigs, creating such a mighty stronghold that it will even endure the coming Age of Chaos.

ONCE IN A BAD MOON

Throughout the Age of Myth, the Bad Moon is seen only rarely. The grot shamans claim that, 'in the Gloomtime', the Bad Moon is more interested in barrelling through the heavens trying its best to bite or plough into every other celestial body it can find. They tell how it almost manages to bite off Dracothion's head, that it defecates spore-comets that destroy the Sentinel Spheres, and that its head-butting rampage through the Herald's Stars destroys a thousand prophesied fates forever. For all this, it does rise on occasion over a kingdom or citadel in the Mortal Realms. Whenever the Bad Moon appears it spreads madness and panic, ill omens and rabid Moonclan invasions. These destructive excesses greatly anger Sigmar and the other gods of Order, and put yet more strain upon their crumbling pantheon and Gorkamorka's place within it.

● AGE OF CHAOS ●

ZIGSNAK'S FOLLY

The warbands of the Chaos Gods pour through corrupted Realmgates and sweep the civilisations and armies of Order before them.

Inspired by visions of carnage, a Fungoid Cave-Shaman named Zignak rallies an ever-growing Waaagh! and leads his horde of grots, orruks and ogors into one spectacular battle after another. His trail of destruction eventually catches the attention of Korghos Khul, who turns his Goretide against the Waaagh! before the gates of Phantasmia. The conflict lasts eight days and nights, raging back and forth so that both sides come perilously close to defeat more than once. At last, Khul claims Zignak's head, and with it victory. Zignak's Waaagh! is crushed with shocking brutality. The cautionary tale of the Cave-Shaman spreads by word of mouth from one Moonclan skrap to the next, and convinces many to seek the safety of the deep'ndark, abandoning any claim on the surface world.

SUBTERRANEAN WAR

Migrating into the Glinting Deep of Chamon, the Moonclan Grots of Narkleg's Badstabbas establish their new lurklair. Named Stabb Hole, this ramshackle subterranean city grows rapidly. The grots ally themselves with the Dankhold and Rockgut Troggoths they encounter in the deeps, and their segmapedes burrow new tunnels every day to accommodate the swelling grot population. Soon enough they break into the lower workings of Searvault, a magmahold of the Sigyorn lodge. A vicious territorial war breaks out, raging back and forth through tunnels and chambers, over lava-flows and through lightless depths for years without count.

SPIDERSIEGE

Lord Efulgus of Nurgle establishes a vast and revolting Dreadhold amidst the Panmyrrian Jungles of Ghyran. Named the Rotted Hold, this disgusting fortress sinks its roots deep and begins to corrupt everything around it. Enraged at the slow destruction of their tribal territories, the shamans of no fewer than sixteen different stalktribes mass their forces and assault the Rotted Hold from all sides. At first, Lord Efulgus and his Rotbringers are amused by the shrieking savages beyond their walls,

but mirth quickly turns to shock as Skitterstrand spiders burst from woven realm-tunnels to snatch away Nurgle's faithful. One such beast devastates Lord Efulgus' personal guard, while another destroys the plague laboratory that was the heart of his armoury. Worse follows as dozens of Arachnarok Spiders march from the jungle and scale the fortress' suppurating walls, skittermob after skittermob of Spider Riders crawling around and over them amidst conjured Scuttletides before falling on the Rotbringers like a scrabbling tidal wave. Though thousands of grots and dozens of Arachnarok Spiders are killed by flesh-rotting phages and hard-swung Rotbringer axes, in the end the defenders are overrun. The surviving shamans work a mighty ritual over the fortress' rotten heart, killing it with the venom of the Spider God and restoring the corrupted jungles to their primordial state.



Gangle-legged git-grabbers are much feared by Moonclan and Spiderfang grots alike. Dankhold Troggoths, on the other hand, favour them as pets.

BRIKKIT'S TRAP

The Slaaneshi warbands of Prince Magnifix the Glistening reave through the tunnels and vales of the Shamboch Mountains. They drive out dozens of Moonclan skraps, who ally under the leadership of Loonboss Brikket but cannot defeat their persecutors. Then come the signs: snufflesquigs go wild, looncaps blossom and shamans begin to rave. Realising what's coming, Brikket

lures Magnifix's horde into the great 'shroom-vale where, sure enough, an impossible bounty of magical mushrooms is growing. Driven to sate their hedonistic desires, the Slaanesh worshippers fall upon the mushrooms and are plunged into a state of psychedelic bliss. Yet as the Bad Moon rises over the vale, their euphoria turns to nightmares. Screams of madness and horror echo through the gloom as the Chaos worshippers find fungus bursting from their bodies, and their visions leading them to madness and autocannibalism. Only then do Brikket's Moonclan hordes close in all around them, shivs glinting in the gloom...

BOTTLETHIEVES

After several mass thefts of enchanted alembics from the Fortress of Alchemists in Chamon, a dank tunnel is found burrowed into the fortress' dungeons. A brave expedition descends into the dark, determined to return with answers. Only a single warrior re-emerges, mad-eyed, sickening and raving about grotlings. Insisting these are but a myth, but still finding the whole affair deeply disturbing, the Council of Alchemists arranges to have a quiet end put to the soldier's ramblings. The lowest levels of the fortress are flooded with molten metal and the guards trebled, then the alchemists determinedly forget about the 'whole sorry business'.

ALLIANCES OF CONVENIENCE

During this period, dozens of Moonclan lurklairs across the Mortal Realms build alliances with Spiderfang nests. These arrangements of convenience soon see the two factions go to war alongside one another in earnest, and the first Gloomspite hordes are created.

PEAK OF PERIL

An airborne plunder-fleet out of Barak-Khazzar descends through the clouds above the immense bulk of the Evermount in the Realm of Beasts. They converge upon the half-exposed ruins of their ancestral stronghold, Karak Kzaf, anchoring their airships to the eroded upper levels and sending boarding parties

down into the depths. Amidst the spore-thick shadows of the lower deeps, the Kharadron Overlords are set upon by wave after wave of shrieking grots, scuttling spiders and lumbering troggoths. They try to flee, but the Gloomspite horde overtakes them and – before the order to cast off can be enacted – greenskins swarm aboard the fleet's airships.

Several weeks later, lookouts on the Barak-Khazzar docks cry a warning. As the heavens darken, the twisted visage of the Bad Moon looms vast and near. Several dozen stolen airships plunge from its glare and slam headlong into the duardin sky-city, their enslaved and tortured captains still manacled to their steering apparatus. Though long guns and aethermatic conductors down several of the purloined airships, the rest manage to ram headlong into Barak-Khazzar and disgorge a tide of greenskins and monsters. Spore-thick winds howl along the streets, seeding the city with corrupting fungi. Grots vanish into the pipes and conduits of the city to wreak havoc. Though the Kharadron fight back with everything they have, when a second armada of Grotbag Scuttlers appears to join the attack, Barak-Khazzar is overrun. Renamed Da Moon City by its conquerors, it becomes a permanent Gloomspite enclave high above the clouds.

● AGE OF SIGMAR ●

THE REALMGATE WARS

Sigmar's Tempest breaks over the Mortal Realms. Amidst crashing thunder and lightning, his Stormcast Eternals lead a new war of vengeance against the followers of the Chaos Gods. So long the unchallenged conquerors, the Chaos forces are flung back on many fronts and their death grip upon the Mortal Realms is loosened. This is all the excuse Gorkamorka's myriad tribes require to go on the warpath once more, and – in the Realmgate Wars that follow – they storm out of the wilds time and again to wreak havoc on everything in their way. The great Ironjaw Megaboss Gordrakk leads

the forces of Destruction on the first Great Waaagh! in centuries. Several entire Gloomspite hordes are pulled along in his wake, thieving the Waaagh! energy with their loonstone charms whenever they think they can get away with it and generally wreaking malicious havoc alongside their larger greenskin cousins.



Known as squig eggs by Moonclan Grots, these small spherical fungi are sure to be found wherever the toothy creatures make their dens.

TAKING A SQUIG BY THE TAIL

In the land of Yskia, a Vanguard Auxiliary Chamber of the Knights Excelsior tracks the unstoppable Squigalanche known as the Jaws of Mork. Determined to put an end to the rampages of their leader, the Overbinder, Lord-Aquilor Thraejen and her warriors spend days following the trail of devastation left in the squigs' wake. Yet their quarry's erratic movements make them hard to track effectively, and renders their numbers nigh impossible to gauge. The Stormcast Eternal Rangers only discover their true peril when – after catching up to and butchering a horde of squig-riding loons – they realise that all they have done is destroy the greenskins' anarchic excuse for a rearguard.

Hearing the thunder of the approaching horde, the Knights Excelsior retreat to nearby ruins atop a rocky ridge and dig in, but they have caught the notice of a force far too large for them to defeat. The Jaws of Mork close inexorably around them and – in a brutal last stand that stretches across several bloody days and sees desperate deeds on both sides – the Vanguard Rangers are massacred.

THE MOONCHAIN WAR

The Gloomspite horde of Grandboss Gitking Fangsplitta the Magnificent bursts up from below the Land of the Chained Sun in Aqshy. The Grandboss has hatched a deranged plan to lash castle-sized wrecking balls hewn from loonstone to the Bad Moon, and transform it into the biggest Fanatic in history. To achieve this, he decides that he requires the colossal chains that once bound the godbeast Ignax in place. The Grandboss launches into a war with the Slaves to Darkness and Fyreslayer forces that are already fighting for control of the immense metal links. With the help of his short-lived but devastating 'Fanatic Flingers', Fangsplitta manages to seize one of the mighty chains and have his Dankhold Troggoths drag it off underground like a giant metal segmapede. The Mortal Realms have not heard the last of the Grandboss...

BAD MOON ON THE RISE

As Nagash prepares to unleash his master plan, dark portents abound. The Bad Moon turns its full attention upon the Mortal Realms, much to their misfortune.

UNSTOPPABLE IDIOCY

Murkthudd, a Dankhold Troggoboss of prodigious size and stupidity, wakes up beneath the Domtanguan Mountains. Stirring into motion, Murkthudd devours a few fistfuls of glowing magical fungi before setting off for the surface with a gaggle of surprised squiggly beasts in tow. Several other Dankhold Troggoths are drawn from their caves as Murkthudd lumbers past, and follow him with grunts of acknowledgement. By the time the troggoths emerge, blinking, into the daylight among the Domtanguan foothills, Murkthudd is leading more than two dozen assorted troggoths and a veritable swarm of squigs and subterranean vermin.

By the time the advancing Trogghorde ploughs into the settled lands around the Ferrus Sea, the lumbering mass has trebled in number. The troggoths trample a Freeguild regiment sent to stop them, flatten several roadside inns,

shrines and watchtowers, and then plough into the outer defences of the city-fort of Azyrvale. Here their casualties mount as artillery batteries and the fort's small garrison of Stormcast Eternals engage the troggoths; however, clubs swinging and vomit gushing, the idiot beasts press on. After a trio of Rockgut Troggoths tears down a section of Azyrvale's wall, the surviving beasts tromp through the breach with Murkthudd still at their head.

The city militia descends upon the troggoths, bringing down ever more of the beasts as they barge straight through houses, businesses, laundries, chicken coops and taverns without deviating from their course. Desperate soldiers dash to protect the city's precious assets, but then wait in bewilderment as the troggoths ignore them entirely. Finally, reaching the docks – and to the complete bemusement of Azyrvale's bloodied defenders – Murkthudd and his last few troggoths step one by one off the pier and vanish into the waves with mild grunts of surprise. Azyrvale recovers gradually from the rampage of the Trogghorde, and if perhaps a few rumours reach its people of troggoths wading, weed-covered and dripping, from the Ferrus Sea's far shore? Well, such rumours must surely be nonsense...

SKRAGROTT ASCENDANT

The Bad Moon rises over the land of Ayadah. With it arrive Skragrott's Konkererz, sweeping their surprised enemies away in a tide of loonacy, devious tactics and downright violence. So does the fungus-crowned Loonking stake his claim upon Skrappa Spill, and so is his legend born.

STALKTRIBES UNLEASHED

The Frazzleshun stalktribes emerge from the Crackenmaw Chasm in Reverentia. Blocking out the light of the heavens with drifting barrages of shadowsilk from their Arachnarok Spiders' flingers, they fall upon a Sacrosanct Chamber of the Hammers of Sigmar and disrupt the mysterious excavations that the Stormcasts were attempting.

WISH UPON A BAD MOON

Lord Skuldor's Bloodbound Warhorde assault the ancient Sylvaneth haven of Twyneroot. Vastly outnumbered, Alarielle's children pray fervently for deliverance as they vow to sell their lives dearly. Then the Bad Moon fills the sky and the woods begin to crawl with glistening slime and pale insects. A seething horde of grots and troggoths falls upon the Bloodbound Warhorde and – while the Sylvaneth vanish behind their obfuscatory magics – the woods run red. When at last the dust settles and the Bad Moon begins to slide away over the horizon, the amazed Sylvaneth see that both invading armies have all but annihilated one another. Briefly, the forest spirits give praise for their salvation – that is, until the Bad Moon spits out a last gobful of loonstone meteors that slam down on top of Twyneroot and annihilate it completely.



The badloon bossfungus is the mark of the Bad Moon's favour. It grows but rarely, and only about the personage of one who feels the Clammy Hand.

STRANGE LOOT

In their ongoing quest to harvest realmstone and harness its power, the Warlock Engineers of the skaven Clans Skryre uproot an entire Loonshrine and transport it back to Blight City. Their alarm is considerable when their new prize starts glowing furiously and belching spores and squig-eggs. Within hours, three entire laboratory-warrens have been overrun with squiggly beasts and weird mushrooms,

and the infestation continues to spread. Seeing potential in this catastrophe, the Chief Warlocks declare the overrun region a new weapons-testing zone.

ZARBAG'S QUEST

Zarbag the shaman finds his way into the Nightvault beneath the cursed city of Shadespire. Or perhaps he woke up there? Or perhaps he's always been there? Zarbag, for one, has no idea, and his Gitz are none the wiser. Grots not being much given to complex philosophical musings, Zarbag and his lads instead have a grand old time wandering the echoing halls and vaults, nicking whatever they feel like and stabbing anyone who crosses their path.

LOONWAR

In the aftermath of the Shyish necroquake, a great army of the walking dead rises to serve Lunaghast, the shadowy moon of secrets. The revenant lords that lead this dreadful host name it the Moonslain March. Unimpressed at the notion of another moon trying to muscle in on its territory, the Bad Moon attacks Lunaghast in the firmament and bites a chunk out of it even as surging Gloomspite hordes fall upon the Moonslain from every side, Skragrott's 'Ordz chief among them. The Loonwar spills outward until the entirety of the Kraniad Isle echoes to the clangour of furious fighting, while sundered meteors rain down from the battling moons high above.

THE CURSED MIRROR

In Ayadah, Skragrott the Loonking looks to expand his already considerable influence. His beady eye settles upon the Sylvaneth enclave of Neith'y'Ghallich, located deep in the woods far to the west of Skrappa Spill. The curse of the Bad Moon has fallen upon this stronghold, its loon-light spilling through a Realmgate in the enclave's depths to taint everything it touches. Seeking to snatch the corrupted crystal prism that is focussing and projecting the light – and thus gain a powerful weapon that can unleash the Everdank at will – Skragrott despatches a swift Squigalanche to invade Neith'y'Ghallich from below.

DEATH FROM BELOW

Gloomspite hordes are anarchic in the extreme. Warbands of Moonclan Grots, bounding squigs, Spiderfang Grots, lumbering troggoths and bellowing gargants surge forward in a tide that their enemies would be excused for believing wholly disordered. Yet this is not quite the truth.

SKRAPs AND SQUIGS

When a bunch of Moonclan Grots gather to cause trouble and shank some unfortunate victims, they are referred to as a skulkmob. Once a sufficiently sneaky and intimidating Moonclan leader gathers several skulkmobs together into a proper raiding force, the resultant warband is known as a skrap.

Skrap include whatever mixture of bow-armed Shoota skulkmobs and blade-wielding Stabba skulkmobs the Moonclan have on hand, typically reinforced by various packs of squig-herding or squig-riding loons. Sneaky Snufflers scurry ahead of the skrap, seeking out choice fungi and cunning directions from which to ambush the foe.

Marauding packs of Cave Squigs are herded around the flanks to snarl up and devour enemies who 'try anyfing clevver', while Squig Hoppers and Boingrot Bounders are unleashed against weak spots in the enemy lines, there to smash open holes and spread mayhem and panic. Supplemented by whirling bands of Fanatics who plough suddenly and destructively through the enemy's ranks in showers of spores and gore, a Moonclan skrap combines massed numbers, wily tactics and fungus-fuelled madness to devastate even the proudest and most martial foes.

A skrap will typically represent the full strength of a Moonclan lurklair, though the largest settlements may be able to churn out several such hordes. They are led into battle by whichever Moonclan Grot has managed to connive, coerce and murder their way to the top of the local heap, along with his various lieutenants who are still in the process of trying to achieve the same goal.

Skrap are commonly led by Loonbosses who are advised by a gaggle of shamans. This can work the

other way around, of course, with the local shaman lording it over the grots through their superstitious fear of his sorcerous powers. In such situations the skrap's Loonboss, if it has one, is more likely to act as the shaman's champion, war leader and chief bully boy. He attends to the more mundane methods of maintaining grot discipline, and leaves his magical master free to concentrate on higher pursuits like stuffing madcap mushrooms into his gob and interpreting the resultant visions.

SPIDERFANG RAIDERS

Just as a Spiderfang nest is built around the Arachnarok Spiders that lurk at its heart, so are all but the smallest raiding parties of Spiderfang Grots formed around a core of these immense spiders.

The vast arachnids bear warparties of grots into battle in howdahs upon their backs, mount 'flinger' catapults that allow the creatures to serve as living artillery pieces, and – in the case of the youngest and most aggressive Arachnaroks – rampage into the enemy lines and wreak indiscriminate havoc. A nest's reputation and power is judged largely upon how many Arachnarok Spiders it can coax into battle at a time, and its wars are fought primarily to harvest suitable flesh-offerings with which to feed that same gargantuan brood.

Known as a stalktribe, a Spiderfang army is led into battle by one or more ruling shamans, the most important of which may well ride to war upon the back of an Arachnarok themselves.

Shamans hold undisputed power in the Spiderfang nests, for it is through their veins that the divine venom of the Spider God flows, and in their minds that its guiding visions burn. The biggest and meanest

Spiderfang Grots will be elevated to the status of Scuttleboss, tribal war chieftains within the stalktribe who lead raiding parties and drive their comrades into battle.

Around the chitinous pillars that are the Arachnaroks' legs flow Skittermobs of Spider Riders. Whooping and shrieking, these fast-moving arachnid cavalry make up the bulk of each stalktribe and act as scouts, hit-and-run raiders and flanking troops. For all the grots' anarchic tendencies, their spider mounts hunt with instinctive cunning and ferocity, scuttling through the enemy lines, falling upon isolated and weakened units, and generally softening up the foe ready for the Arachnaroks to strike the killing blow.

THE GLOOMSPITE UNLEASHED

When a powerful grot leader arises and the Bad Moon draws nigh, a Gloomspite Gitz horde gathers. At its core are multiple Moonclan skrap and Spiderfang stalktribes. Around these rally other, weirder forces.

The wildest Moonclan Grots form nomadic bands known simply as Loons. These rebellious grots try to leap right over the Bad Moon, or even fasten their fangs into it, in direct contravention of old Moonclan traditions. Cast out for their strange ideas, the Loons form stampeding Squigalanches, chasing after the Bad Moon astride their slaving steeds and throwing in their lot with whichever Gloomspite horde seems most likely to get the Bad Moon's attention.

Troggoths and the occasional gargant also join the horde. Typically these beasts arrive individually or in small packs, but once in a while an entire troggoth warband – sometimes called a Troggherd – will turn up to fight and devour the foe.

SKRAGROTT'S KONKERERZ

Skragrott, the Loonking

Skragrott's 'Eavies - 5 Dankhold Troggbosses

Skragrott's High Gobbapalooza

Warrblag's Lurkers

Spiderfang Stalktribe

- Webspinner Shaman on Arachnarok Spider
- 2 Webspinner Shamans
- 2 Arachnarok Spider Clusters
- 2 Spider Rider Skitterswarms
- 1 Skitterstrand Nest

Da King's Gitz

Moonclan Skrap

- 2 Loonbosses
- 1 Madcap Shaman
- 1 Gobbapalooza
- 3 mobs of Sneaky Snufflers
- 2 Squig Herds
- 3 Skulkmob Hordes
- 2 Squig Rider Stampedes

Izgit's Loons

Moonclan Skrap

- 1 Loonboss
- 1 Madcap Shaman
- 1 Gobbapalooza
- 3 mobs of Sneaky Snufflers
- 2 Skulkmob Hordes

The Lumberstomp Brothers

- 3 Aleguzzler Gargants

Da Stinkerz

- 2 mobs of Fellwater Troggoths

The Badgob Batterers

Squigalanche

- 1 Loonboss on Mangler Squigs
- 2 Loonbosses on Giant Cave Squigs
- 3 Squig Rider Stampedes
- 2 pairs of Mangler Squigs

Dungclub's Troggs

Troggherd

- 1 Dankhold Troggboss
- 3 mobs of Dankhold Troggoths
- 2 mobs of Fellwater Troggoths
- 3 mobs of Rockgut Troggoths

Skragrott is always surrounded by advisors and enforcers. His High Gobbapalooza contains such madcap grots as the Mighty Mezmerizmo and Curdlegore the Arch-Spiker. His 'Eavies are five of the toughest Dankhold Troggbosses ever to emerge from the depths; when not guarding the entrance to his asylum, they make a point of squashing any who threaten their king.

Da King's Gitz and Izgit's Loons have a fierce rivalry to win and retain Skragrott's favour. The two skraps vie constantly to outdo one another, and are rendered all the more dangerous for it. Warrblag's Lurkers, meanwhile, are amongst the stealthiest of Spiderfang stalktribes to bedevil Chamon. By the time their enemies realise the danger these arachnid-riding braves pose, they are already surrounded.

The Gloomspite Gitz horde known as Skragrott's Konkererz was one of several that burst up onto the surface of Ayadah during its fateful invasion. It was this deranged army that Skragrott chose to lead to battle in person. This was not a whimsical decision on his part, for nothing the Loonking does is without cunning purpose. Out of all the skraps and stalktribes lurking in Ayadah's dark corners, Skragrott judged these to be the most cut-throat, ambitious, dangerous and vicious of the lot. Not only did he deem these warriors to be the most likely to lead his forces to victory, but he also realised that their champions had the greatest chance of arising as rivals to his fledgeling rule. Thus Skragrott chose to keep them close, and to foster enough dissension between them that they would be far too busy fighting one another to impress him to even think about stabbing him in the back.

Many weird hangers-on joined the Konkererz, either by command or coincidence. The Lumberstomp Brothers, for example, were a trio of belligerent gargants whom Skragrott hired for the price of six wagons of fungus brew. The Squigalanche known as the Badgob Batterers attached themselves to Skragrott's banner because Loonboss Badgob knew a winning proposition when he saw one. Meanwhile, to this day, no one has any idea why Dungclub's Troggs joined the march to the surface, nor where in Mork's name they lumbered off to after the fighting was done.

THE GLOOMSPITE HORDES

There are Moonclan lurklairs scattered throughout the Mortal Realms. With the tenacity exhibited by all greenskins, they have settled even the most inhospitable regions, adapting to all manner of inimical conditions and striking at the civilised nations from the most unexpected quarters.

Moonclan Grots can found in all of the realms. Their distinctive dark robes and cowls, their leering Bad Moon glyphs and their loonstone shrines are known and despised by myriad peoples. There are even rumours that a few deep-rooted lurklairs survived the Azyrite purges; supposedly, they still fester like splinters amidst the most remote cave systems, hidden so well that even the Stormcast Eternals cannot root them out.

With their low cunning and highly developed survival instincts, Moonclan Grots are quite adaptable. Moreover, the ecosystems of fungi, invertebrates and squiggly beasts that they rear – and with which they symbiotically coexist – are incredibly robust. Give the Moonclans anywhere with a little dampness and dark, and they will infest it in a matter of days. Amidst the extreme landscapes of the Mortal Realms, all this has led to a surprising variety of peculiarly situated lurklairs and strange branches of Moonclan culture.

CLAGGIT'S SMOTHERERS

In Vitrolia, in the Realm of Fire, there exists a strange region known as the Kindling Forests. Here, woodlands sprawl for thousands of miles beneath a red and glowering sky. They are in constant flux, bedevilled by wildfire spirits that sweep through the forest in cackling packs and set light to everything they touch. Roaring fires consume thousands of hectares of tinder-dry forest every day and leave huge swathes of the landscape as naught more than smouldering stumps and drifts of hot ash. Yet as fast as the spirits can set the woods ablaze, fresh growth surges aggressively forth, the belligerent pyrewood trees bursting up through the blackened remains of their predecessors and rearing to vast heights within mere weeks.

The bedrock beneath the Kindling Forests is honeycombed with caverns and tunnels, many torn open by the aggressively spreading roots of the pyrewood trees. It is amidst these depths that the lurklairs of Claggit's Smotherers can be found.



Bitterspurts grow in Moonclan dungheaps and are used in urgeblurt poison, a concoction that 'makes da gitz puke 'emselves inside out.'

Loonboss Claggit – more properly known as the Grand Smotherdouser – hates fire with a vehement passion. He believes the furious infernos that sweep the surface lands to be the breath of Glareface Frazzlegit, and has convinced his followers that the best way to win the regard of the Bad Moon is to extinguish every source of flame they find. Clad in dark greens and greys intended to represent grots amidst clouds of ash and smoke, the Smotherers travel underground in search of the Bad Moon, before seeking to murder the biggest fires they can find in the hopes of impressing it.

This pyrophobic crusade has pitched Claggit's Gloomspite hordes into conflict with numerous Fyreslayer lodges, Enginecovens of the Clans Skryre and Tzeentchian cabals. All of these use or venerate fire in various forms, and all have known the sudden shock of a tide of shrieking Moonclan Grots

descending upon them, intent on quenching their object of worship. Especially distressing is the Smotherers' habit of having Fellwater Troggoths vomit copiously into watchfires and forges, dousing their enemies' flames in reeking torrents of puke. The resultant smoke clouds are choking and acrid, perfect cover for the Moonclan Grots to slink into their foes' midst while their victims choke and stagger blind, and set to stabbing.

THE BADSNATCHERS

A very different kingdom of Moonclan Grots is hidden amidst the shadows of the Hushed Hills in Ulgu. Consisting of seven huge lurklairs, this subterranean empire is ruled over by Ogwotz Da Magnificent, whose followers are collectively known as the Badsnatchers. Ogwotz's followers are unusually arrogant and confident, and well they might be; dwelling as they do in a region swathed in perpetual twilight and mist, they claim to have already ushered in the Everdank. The fact that the Hushed Hills have always languished beneath a faint and moribund moon is neither here nor there – Ogwotz has proclaimed his success enough times, and with sufficient vehemence, that only a fool would now gainsay him.

Convinced that the Clammy Hand is upon them all, the Badsnatchers brave the surface world regularly. They steal everything not nailed down, especially if it happens to be shiny or valuable-looking, for each of them believes that their pre-eminence amongst grot-kind entitles them to as many ostentatious trinkets and trophies as they can physically carry. The Badsnatchers are considered extremely malicious even among other grots, and delight in slinking from the shadows to purloin those things their victims prize most, be it their treasure,



Ayadah was once a verdant region, much contested by those races who could best exploit its cyclical fecundity. Skragrott's rule has darkened its domains, both figuratively and literally, transforming them into fungus-thick lands of squirming horror.

their firstborn or even their still-beating hearts.

Not satisfied simply to rest on his laurels, Ogwotz Da Magnificent gathers his Gloomspite hordes and marches out by underground ways to raid adjoining kingdoms. He has even led his armies into other realms, his skulkmobs led by numerous packs of Sneaky Snufflers; having 'successfully' brought on the Everdank in his own domains, Ogwotz's ambitions now stretch to other, brighter lands.

THE JAWS OF MORK

In the land of Yskia within the Realm of Life, folk listen fearfully for a telltale rumble. The wise are ever alert as they cross the Yskian Veldt for the slightest tremors in the ground. Fleeing animals and birds, the roar as of a distant landslide, a notable darkening of the sky towards twilight; all are signs that the Jaws of Mork are on their way, and at such times only the quick or the cunning can avoid being devoured.

The Jaws of Mork is an especially huge and unstoppable Squigalanche, led upon their never-ending rampage by the infamous Overbouncer. This masked Loonboss rides an especially ferocious pair of Mangler Squigs known as Gobbit and Chompa, and has made a name for himself by never revealing his true identity. He keeps his face and feet covered at all times; this, he says, is because if he stays 'in cognee toes' he will more easily be able to sneak up on the Bad Moon and leap right over it without it seeing him coming.

This grand pronouncement has proved enough to convince many Loons of the Overbouncer's cunning. His talent for striking like Mork's own club and leaving devastation in his wake hasn't hurt, either. But the real secret behind the Overbouncer's success lies in the ultra-fertile soil of Yskia. Wherever the Jaws of Mork go bounding along, the corpses of fallen squigs sow the spores of new crops of fungi and squiggly beasts that grow fast and voracious. Pack after pack of squigs

soon catch up with the vast mass of the Overbouncer's Squigalanche, swelling its ranks until it undulates across the lands in a miles-wide stampede of madly ricocheting, fang-faced orbs.

The Jaws of Mork are not subtle; most enemies are defeated through their sheer weight of numbers. The maniacal onslaught of hundreds of squigs and cackling grots flattens enemy armies, while even the most enormous monsters are dragged down and devoured bit by bit. A favoured tactic of the Jaws of Mork is to chew a hole in the enemy's defences – be it a Dreadhold's gate, a weak spot in a battle line, or a chink in a monster's armour – then pour squigs through the breach before devouring their victims from the inside out.

Several times now, the Overbouncer has almost caught up to the Bad Moon, and he is more determined than ever to catch and leap over it, posing a dire threat to everything in his unpredictable path.

Just as the Moonclan Grots proliferate in the subterranean labyrinths of the realms, so the Spiderfang Grots settle in the shadowy corners. The environments in which they construct their nests have a huge impact not only on the grots, but upon the arachnid broods that they raise. It affects everything from colouration and tribal customs, to the weapons with which their stalktribes fight and the tactics they use to get the better of their foes.

FRAZZLESHUN

Such regional peculiarities are epitomised by the Frazzleshun stalktribes of Revelatia, in Hysh. Their nests are woven through the Crackenmaw Chasm, a yawning rift that winds through the glinting sands of the Revelation Desert for more than a thousand miles. In some places the chasm is no wider than a man can leap, while in others it gapes several miles wide and plunges to immeasurable depths. Dozens of Frazzleshun nests dot the canyon's darkest reaches, enormous webs creaking and quivering where they stretch from one wall to the other. Myriad creatures skitter and scabble amidst the cool darkness and pallid fungus forests of the chasm deeps, only turning their beady eyes up towards the hated thread of daylight high above when their leaders decree they must.

The Frazzleshun tribes are ruled over by a crude council of eight shamans known as the Spider's Eyes. It is their singular desire to put out the hated light of Hysh forever, and to this end they have made a trade pact with the Moonclan Grots of the Scurrowstabberz. These grots dwell in Ulgu, their lairs reachable via the Blackpit Realmgate found at the chasm's deepest point. The Frazzleshun provide their allies with arachnid venoms and spider-mounted shock troops, and in return the Scurrowstabberz supply hard-thieved deposits of Ulgu's precious realmstone. This ephemeral substance manifests as gossamer strands of drifting shadow. Through trial and error, the Frazzleshun have learned how to prepare this substance and feed it to their

Arachnarok Spiders. The resultant webbing that slithers from the spiders' spinnerets is imbued with the very stuff of shadow and gloom. It appears oily and inconstant, devouring light and spreading darkness in a pall around it.



Scrapskuttle's Arachnacauldron is infamous in grot mythology for rendering its master incredibly powerful, but at a horrible price...

This is the weapon of the Frazzleshun grots, who weave cloaks of it for their champions and fashion nets of murky confusion to ensnare their foes. Yet it is when they attack en masse that the shadowsilk truly comes into its own. When the Gloomspite descends upon them, the Frazzleshun tribes load their Arachnaroks' flingers with wadded loads of shadowsilk and fire it high into the Hyshian skies. As they reach their apogee, each mass of silk explodes outwards, creating drifting clouds of shadow that blacken the skies. Amidst this artificial night-time, the pallid arachnids and pale-fleshed grots of the Frazzleshun pour from their chasm in a scuttling tide, overrunning their victims while the silken shroud lasts.

GLINTFANG

The Glintfang stalktribes of Chamon use their spiders' webbing in a strikingly different fashion. When under the influence of the Gloomspite, these greenskins snatch up every gleaming gewgaw and fragment of precious metal they can get their hands on. Some they use as piercings and tribal adornments

to make themselves appear more ferocious – nose-rings, finger talons and even false fangs of silver and gold are common amongst these avaricious grots. The vast majority of their treasures are fed to their spiders, however, used to turn their silk into something closer to metal cabling.

Not only is the resultant steelsilk incredibly useful as a weapon, it also allows the Glintfang grots to fashion web-parachutes that can catch the alchemical updraughts of Chamon. Using these silken canopies, entire stalktribes drift after the Bad Moon for hundreds of miles before plunging down out of the darkened skies to set upon their enemies from an unexpected quarter.

THE SCUTTling MASSES

Countless other stalktribes dot the realms, their appearances and ways of war wildly varied. The Drizzledeff tribe of the Humidian jungles rear especially venomous arachnids whose chitin displays brilliant multicoloured hues. The Drizzledeff grots daub themselves in equally riotous warpaint, camouflaging them amidst the vivid plant life of Humidia and, so they believe, bringing them closer to the Spider God.

In the Realm of Death, the kingdom of Nulahmia is sporadically bedevilled by Gloomspite hordes led by the Grimscuttle tribes. These so-called Deff Grotz worship the Spider God more fervently than most, and each tribe venerates a different Skitterstrand Arachnarok as their patron demigod. Marking themselves and their steeds with crude hourglass-glyphs, the Grimscuttle imitate their patrons by laying primitive traps for their victims, from punji pits lined with envenomed bone-spikes to webtangle nets and swinging gargant-femurs that smash entire ranks of foes from their feet. It is rare indeed to encounter a Grimscuttle stalktribe without at least one Skitterstrand Arachnarok in attendance, for the grots' zealous worship appears to please the bloated creatures immensely.

TROGGHERDS

Though Fellwater and Rockgut Troggoths both habitually gather in small packs, it is incredibly rare that they intentionally form larger gatherings. Always hungry and quite territorial in their own, simple-minded fashion, troggoths tend to seek isolated wilds where they can devour anything that strays into arm's reach without coming into too much conflict with others of their kind.

However, under an especially old and powerful Dankhold Troggoth, it is not unheard of for multiple packs of troggoths to coagulate into something that could generously be termed an army. Typically these gatherings are known as Troggherds, though most people are too busy running and screaming to worry about hanging a label on them.

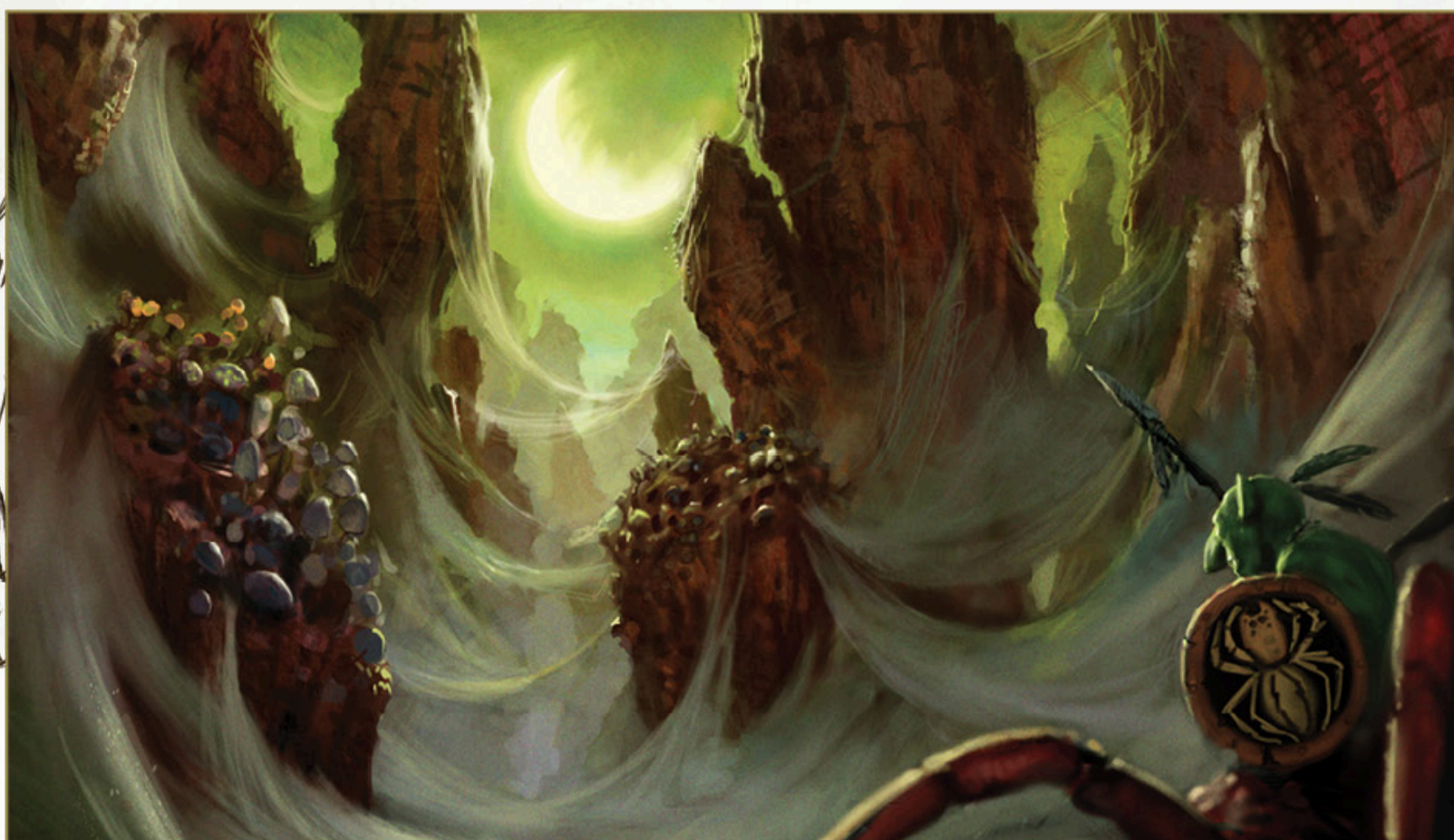
No one is sure whether it is instinct, the Gloomspite or some other force that leads troggoths to follow a Dankhold Troggboss' lead. Certainly little communication passes between the troggoths beyond a bit of grunting, some – possibly

involuntary – spraying of bodily fluids and a healthy dose of clubbing blows. Yet troggoth packs gather from hundreds of miles apart to join these lumbering migrations. The troggoths just seem to know where to go and, once they have gathered, act with a unity that would be impressive were it not so idiotically destructive.

It is the Dankhold Troggboss who sets the direction of a Troggherd's wandering. Once the troggoths are on the move, they rumble across the land like a slow-motion avalanche and nothing in their path is safe for long. That which is not scooped up and devoured by voracious troggoths is typically dissolved in showers of extremely corrosive vomit, smashed to rubble by fists and clubs, defecated upon, tipped over or simply trampled into the dirt. A Troggherd will keep lumbering in a roughly straight line through everything that lies in their path, and they have been known to crash clean through one side of a fortress or city's defences and out the other, leaving battered and bewildered defenders reeling in their wake.

Scholars have speculated that perhaps Troggherds instinctively follow routes the Bad Moon has already taken across the Mortal Realms, or even tromp the paths it has yet to travel. Some Troggherds are quite clearly possessed by the Gloomspite, and form the unwitting hearts of devastating Gloomspite hordes as the Bad Moon swells overhead.

Other Troggherds emerge from the hinterlands with neither warning nor apparent purpose, and bash their way mindlessly through anything that gets in their way. They have been known to derail battles already under way, despoil sacred sites that have lain untouched for countless centuries, and – in a few cases – even destroy themselves by tramping unflappably and inexplicably over the edge of a cliff or into an ocean. Yet for those whose homes or holdings stand in the path of a Troggherd this is of little comfort, as the only choices available to them are to abandon all they hold dear or stand and fight a mass of huge, ravenous and incredibly resilient monsters.



The Bad Moon looms in the poisoned skies above a web-strung vale where once duardin mines delved deep into the bedrock of the realm. Now only their bones and rusting armour remain, buried beneath pulsating egg sacs and silken strands.

BAD MOON BOSSGROTS

It takes a remarkable degree of cunning, malice and aggression to take charge of a Gloomspite horde with any hope of directing its frenzied loonacy. Fortunately there are those amongst the ranks of the Moonclans who possess these dubious qualities in great measure.

SKRAGROTT, THE LOONKING

No living creature knows the story of Skragrott's origins. He has personally made sure of this, causing anyone who might possess such knowledge to 'disappear'. Thus, Skragrott first came to infamy when he emerged from beneath the cracked soil of Ayadah at the head of a massive Gloomspite horde.

On that momentous day the Bad Moon itself spoke to him while he slept. Its rumbling voice filled his mind, telling him of its approach. When he woke, Skragrott claims he

was covered head to toe in squirming insects that scattered to leave him coated in slime. Fumbling at his head – which was aching like a rotten tooth – he was shocked to find a stiff fungal crown sprouting from his scalp, its roots digging deep into the very meat of his brain. A skull-headed wand lay at Skragrott's right hand, and at his left was a regal staff topped with a living – and incredibly rare – Badloon Bossfungus.

The glowing Badloon alone was proof that Skragrott had been blessed by the Bad Moon, chosen to be its prophet and the ruler of all

Moonclan Grots. As the Gloomspite swept through Skragrott's lurklair, the grots naturally looked to him as their leader – the few who didn't were soon taught a violent lesson in respect. The Loonking's Crown greatly enhanced Skragrott's cunning, as well as blessing him with sorcerous powers to match the greatest Moonclan shaman. His leadership saw the Gloomspite Gitz swarm triumphantly over the orruks, humans and duardin who had been warring for Ayadah. With the Bad Moon hanging bloated above him, Skragrott led the frothing Gloomspite horde that transformed Ayadah into a twilight realm and saw him claim the mountain-sized rubbish heap of Skrappa Spill as his personal stronghold.

The invasion of Ayadah was as great a triumph as any Moonclan Grot had ever achieved. Yet Skragrott knew better than to rest on his laurels, lest someone strangle him with them. To predict the Bad Moon's coming once could be called a fluke by any half-competent detractor. No – to cement his power as the herald of the Everdank, Skragrott had to prove he knew where the moon was going to turn up next!

So did Skragrott cultivate his Loonatic Asylum, channelling the accumulated mutterings of his captive seers and prophets through the chattering maw of his skull wand. Though the Loonking's sanity has taken a few knocks since beginning this radical scheme, he has successfully predicted the Bad Moon's coming on four more occasions. Each time, Skragrott has led a mighty Gloomspite horde to bring on the Everdank, and with each such victory his power and renown have grown. Countless Moonclan lurklairs and even Spiderfang tribes now recognise him as their almighty king, with more grot enclaves falling to his influence every night.



LOONBOSSSES

It takes three things for a Moonclan Grot to rise to the position of Loonboss: luck, cunning and the willingness to murder anyone who gets in their way. Such an ascent up the bloody rungs of power isn't all about overt demonstrations of strength, however. Moonclan Grots respect and fear those who show Morkish cunning above all else, and so a single knife between the shoulder blades of an unsuspecting rival is worth a dozen sets of knuckles to the teeth.

For all that, Loonbosses tend to be the biggest, meanest and most violent of all their nasty kind. Their position of authority, coupled with their relative brawniness and talent for cruelty and manipulation, ensures that they have access to all the best wargear, the most valuable of the magical shinies, and – if they are so inclined – the pick of their skrap's squigs to ride into battle. Many Loonbosses wear clanking suits of heavy armour that have been beaten roughly into shape by the enslaved smiths of other races and rubbed with all manner of 'lucky fungi' by the skrap's shamans. Moon-shaped loonhelms are also all the rage; quite apart from making the Loonboss look 'ded fighty and a proppa loon', they are powerful symbols of authority that Moonclan Grots in the grip of the Gloomspite cannot help but obey.

On the attack, Loonbosses tend to wield blades known as moon-cuttas that can deliver a flurry of swift blows, or vicious polearms called moon-slicers that can hack clean through armour if swung with enough malice and force. Though not as strong or tough as many of the other champions that lead the armies of the Mortal Realms, Loonbosses have a phenomenal repertoire of tricks up their sleeves. From feigning injury or distracting their enemies at key moments, to whipping out concealed blades, dropping stalactites on their enemies' heads or flinging handfuls of scaldyscratch spores into their foes' eyes, the Loonbosses always have a way to level the playing field long enough to duck out of harm's way.

Certain Loonbosses have become renowned in grot folklore for their unorthodox tactics or weird peccadilloes. Loonboss Wyngle of the Boomsplatta tribe, for example, favours bombarding the enemy with exploding fungi and pots of buzzing squigglebees before the attack begins. Loonboss Snark Gitbaiter has such a capacity for irritating his enemies with inane songs and insults that he can draw even the most steely-willed foes charging into his cunning ambushes, while Loonboss Bork of Chunderpeak delights in literally drowning his enemies in troggoth vomit.

Then, of course, there are those moon-touched maniacs who hop astride Mangler Squigs. Most often the rulers of Loonatic Squigalanches, these madcap war leaders are a couple of squidgeons short of a flock. However, they are no less cunning for all that and – even as they cling shrieking to their huge, madly bounding steeds – the devious battle plans they have put into place see their underlings swarm over the enemy with blades flashing. This, coupled with the onslaught of the Loonboss and his Mangler Squigs, has proven more than enough to shatter many enemy armies.



MANIACAL MORKISH MAGIC-USERS

Moonclan Grots have quite an aptitude for magic, stemming partly from their consumption of ensorcelled fungi and partly from the energies of the Gloomspite. They channel this power in a variety of bizarre ways, the only constant being that anarchy will be unleashed upon the battlefield whenever they do so.

GOBBAPALOOZAS

Most Moonclan leaders have at least one Gobbapalooza rambling around their lurklair causing mischief. Gatherings of so-called wise-grots, petty shamans and gabbling loon-priests, each Gobbapalooza takes it upon themselves to counsel their skrap's boss whether he wants their advice or not. When the Gloomspite seizes them, the Gobbapalooza enter a state of euphoric mania. Their deranged dancing and shrieking spreads superstitious awe

and no small amount of mayhem amongst the Moonclan ranks, with surprised grots entering bizarre trances, undergoing freakish fungal transformations, burbling in nonsense tongues and sometimes vanishing altogether, seemingly at random.

Yet for all the havoc they cause, the Gobbapalooza are an extremely potent battlefield asset. Not only do their hallucinogenic brews render them remarkably resilient to pain –

and, in most cases, all but the most frantically bellowed instructions – but each grot brings their own unique powers to bolster their comrades or bedevil the foe.

There are countless strange figures that may make up a Gobbapalooza, but certain archetypes show up again and again. Scaremongers dress as Glareface himself, riding upon grot-borne squig's skulls representing Boingob, the godbeast that tried to eat Hysh and burned for his troubles.



Waves of supernatural fear radiate from these capering loons, herding the shrieking skulkmobs into battle at quite some speed.

Brewgits lug alchemical paraphernalia into battle, churning out batches of magical potions that fill the drinker with the might of an angry gargant, and though the effects on the imbiber are short-lived, they are highly addictive. Spikers, meanwhile, raid their seemingly endless stores of venoms, poisons and noxious extracts to coat the grots' weapons with lethal doses, and jab enemies that come too close with envenomed scorpisquig stingers.



Redcaps can be used to brew a strength-enhancing draught, or to enhance magical potency in any who eat them.

Boggleyes are strange demi-shamans who will hypnotise all those around them given half a chance. Friend and foe alike are reduced to drooling, glazed-over puppets, as likely to squawk like a squidgeon then soil themselves as to flee from danger or raise their blades and fight. Oddest of all are the Shroomancers, whose magics cause fungi of all sorts to animate in concert with their psychedelic visions. Borne into battle upon spore-belching bloatstools, Shroomancers are surrounded at all times by flapping, bouncing and often gleefully burbling swarms of ambulant fungi.

MADCAP SHAMANS

A Madcap Shaman channels the power of the Gloomspite to conjure weird magics and terrify his grot underlings into submission. With a wild wave of his loonstaff the shaman flings dazzling blasts of destructive energy and ravenous swarms of magical squirmings at his victims, shrouds his fellow grots behind shields of shadow and malice, and even plunges entire swathes of the battlefield into unnatural darkness.

Should he need a boost to his powers, a Madcap Shaman will not hesitate to scarf down a madcap mushroom. These fungi send wild visions searing through the shaman's brain, green lightning crackling along his limbs and fat sparks shooting from his eyes. So empowered, the shaman unleashes super-charged spells, even conjuring such terrors as Mork's Mighty Mushroom or Scrapskuttle's Arachnacauldron into being. That is, of course, providing he doesn't accidentally devour a madcap toadstool instead; these disgusting fungi are virtually indistinguishable from madcap mushrooms, but have a nasty habit of causing their eater to start retching up clouds of highly corrosive spores that dissolve his innards – and indeed his outards – until, in extreme cases, he collapses into a pile of bubbling sludge.

FUNGOID CAVE-SHAMANS

Fungoid Cave-Shamans are visionaries and prophets. They claim to be connected to Mork, and that he bellows into their minds to tell them where the best wars can be found and fought. They have a great deal of influence, and vast hordes of greenskins assemble to hear them speak. The Cave-Shamans are seen as the mouthpieces of Mork not only by grots but also orruks, ogors, troggoths and gargants; this status nearly always saves them from a brutal wallop, an absent-minded devouring or simply being sat on by mistake.

The Fungoid Cave-Shaman acts in the closest fashion grots have to grand strategising, planning wars

that span continents or even multiple realms. They do so by ingesting great quantities of poisonous fungi and jabbering about the resultant visions to anyone who will listen. Being part fungus themselves, Fungoid Cave-Shamans can stomach toxins that would turn a human's mind inside out within minutes – and their guts shortly after. They enjoy the brain-bending assault of visions Mork sends them whenever they are blasted out of their tiny little minds. Indeed, they can turn these surreal hallucinations into horrible manifestations, their surrounding spore clouds forming into leering Bad Moons and gnashing squigs that devour the foe.



Deffcap mushrooms are incredibly hallucinogenic, and are sought after by Fungoid Cave-Shamans for the prophetic visions they induce.

By eating the rare deffcap, these shamans cause fungi to grow within their own brains, which sometimes even burst out of their craniums in grotesque profusion. This allows them to commune with death itself, giving them power over their own mortality. At least, they claim as much, though of course they may simply be slightly unhinged.

Fungoid Cave-Shamans' bodies crawl with weird squigs and insectoid familiars, drawn by the spores that germinate in the grots' brains and spill from their noses and ears. Juvenile segmapedes wind around the shamans' fungal staves and nip at their enemies, while bloated spore-squigs scurry about their feet. This is always handy for the Cave-Shamans, who need only stamp on one of these wheezing beasts to veil themselves behind a belched-up cloud of spores.

THE SQUIGS OF WAR

Many hardy breeds of squig are used by the Moonclan Grots upon the field of battle, serving as living weapons and fearsome steeds whose fang-filled maws have been the last sight of countless terrified foes – and more than a few grots to boot.

SQUIG HERDS

Cave Squigs are spherical beasts, part animal and part fungus that grow to roughly the height of a human's chest. Their defining features include squat but muscular legs, beady red eyes full of idiot aggression, and an enormous maw so rammed with foot-long fangs that it is a wonder they can even close their jaws. This they do with a snap like a mantrap and pressure enough to crunch through solid rock, plate metal and any number of minor impediments like bone, muscle and sinew.

Cave Squigs spawn in the subterranean mazes beneath the realms. Some are purpose-bred by the

Moonclan Grots in well-reinforced paddocks, but many more are caught by Squig Herders using long, wickedly pointed prodders. Herding squigs is a dangerous job, and ends more often than not in being messily devoured. Yet for those especially hard-bitten grots that can pull it off, prestige with the local boss and a heap of shiny riches await.

As well as making good eating, Cave Squigs are useful in battle. Formed into anarchic packs, they are herded toward the enemy by means of poking-sticks, dangled fungi, crashing cymbals and discordant squigpipes. Not only do these methods serve to keep the squigs moving in the right direction, but they make the beasts so angry that when they hit the enemy lines, they do so in an avalanche of gnashing jaws and butting heads. Occasionally

the odd squig or three break off from the pack and go on the rampage amidst the anarchy of battle, but even then the carnage and panic they sow through the enemy ranks works in the favour of the Gloomspite Gitz.

SQUIG HOPPERS

When fed a prepared brew of puffgut-balls and hopsplatter fungus, Cave Squigs bloat up with gastric gases that afford them a surprising amount of lift. This uncomfortable experience also makes them especially ill-tempered and ferocious, which is why it is even more surprising that the craziest grots chose to ride these bouncing orb-beasts into battle.

No one is sure which maniac first decided to try riding a squig, but countless grots since have been



devoured for their troubles. The luckiest or most deranged manage to hang on, however, and by dint of their suicidal determination Moonclan skraps gain the use of some remarkably effective cavalry.

Squig Hoppers are held in awe by the majority of Moonclan Grots, who gather around to hear their (largely fictitious) tales of derring-do whenever the chance arises. In truth, all the hoppers really do is cling on for dear life and try to steer their erratically bouncing steeds into the foe, where the creatures' snapping jaws and ripping talons make short work of anyone unlucky enough to stand in their way.

BOINGROT BOUNDERZ

Some Squig Hoppers survive more than their usual battle or two before being devoured by their ferocious steeds, run through by a foe or killed in some hideous bounce-

related mishap. Known amongst the Moonclans as Boingrot Bounderz, these swaggering show-offs take to wearing moon-shaped helms, reasoning that no squig worth its salt would dare try to eat the Bad Moon. In some cases, this weird belief even seems to hold true. The rest of the time, wearing a big armoured helmet at least spares the Boingrot Bounderz from the worst damage when taking blows to the bonce.

Bounderz become so good at clinging to their steeds in battle that they can actually spare attention to think about fighting as well. This they do with long pokin' lances, which – when driven by the meteoric impetus of a hurtling squig – punch right through plate armour to skewer the victims inside. This makes Boingrot Bounderz excellent line-breakers and shock cavalry, with the added bonus of seeing the look of horror on an enemy's face when the Bounderz' steeds bounce clean over intervening obstacles to drive their charge home with vicious force.

MANGLER SQUIGS

Only Moonclan Grots would be mad enough to catch two giant Cave Squigs, chain them together, then goad them in the direction of the foe. Alternately pulling, yanking and dragging each other along, the fettered beasts hurtle forwards in a towering rage. There is a token attempt by the grots to steer the Mangler Squigs by tethering a few foolish volunteers directly to their rubbery hides. This crew, if they can be called that, preserve some notion of spurring the rolling monstrosities in a deliberate direction. However, this limited control is lost altogether by the time they slam into the enemy.

When Mangler Squigs crash into the foe they quickly earn their name. Blood and torn limbs fill the air amidst the screams of the dying. Fortress gates and great war engines are smashed and crushed by the squigs' fury, and even should they be killed, the squigs still wreak havoc in their death throes before finally rolling to a stop.



THE MOONCLANS

Moonclan skraps are mostly made up of teeming mobs of grots. Most fight with whatever crude weapons they have scavenged, stolen or cobbled together, and rely upon weight of numbers to carry the day. However, more than a few of the grots have a trick or two with which to bamboozle their foes, the better to stab them and get away with it.

MOONCLAN GROTS

As the Bad Moon appears in the sky, vast skulkmobs of Moonclan Grots pour up to the surface. Whooping and cackling, they fling themselves at the foe in a great mass that overwhelms even the most heroic and determined defence. One by one the enemy fall beneath the weight of the maniacal onslaught, and though in the end they may lie amidst mounds of slain grots, they are no less dead for it and the greenskins no less victorious.

The average Moonclan Grot stands somewhat shorter than an adult human. They have pale green skin, mean red eyes and a wiry strength hidden by the voluminous – and very smelly – hooded robes they wear. Moonclan Grots are cruel, spiteful and malicious; the vast majority think little further than the next nasty trick they can play or shiny gewgaw they can steal. They are not brave creatures, but in large numbers they can prove remarkably dangerous, especially

with the Gloomspite upon them and a suitably cunning boss to force them into battle.

Some Moonclan Grots – known as Stabbas – fight at closer quarters with spears or vicious shivs. Others, the Shootas, darken the skies with volleys of arrows from gnarled recurve bows. They slay their victims through the simple expedient of saturating the target area with hundreds of barbed shafts. Regardless of the weapons they wield, skulkmobs are supplemented by devious grots clutching weighted nets. Flung into the press of combat, they can entangle foes long enough for a mass of shrieking grots to bury them in bodies and club them to death.

Bad Moon banners wave above the skulkmobs to inspire in the grots something approximating courage, while clanging gongs herd them into the fight. Weird Bad Moon icons that bear enchantments are raised to veil the grots in arcane shadow,

or else radiate waves of unnatural gravity that send enemies' projectiles wobbling off course. All of these nefarious tactics, coupled with the cunning of massed grots, turns the skulkmobs into a force to be reckoned with.

SNEAKY SNUFFLERS

The Bad Moon's arrival is preceded by a sudden flourishing of the pallid white-and-purple fungi known as looncaps. Varying from the size of a thumbnail to the height of a mighty ironoak, these glowing mushrooms spread thick and fast through the caverns of the Moonclans and even blight the surface worlds. They burst from every surface, be it soil, stone, wood, metal or even flesh. The Moonclan Grots prize looncaps as omens of their deity's approach, and use them as ingredients for all manner of magic potions, as well as chewy snacks that fill those who consume them with a short burst of violent mania and dangerous self-confidence.



The first creatures to sense the looncaps growing are the peculiar beasties known as snufflesquigs. Used to root out the best magical fungi for the shamans, snufflesquigs are little more than massive noses and snapping mouths propelled along by wiry little legs. They have discerning senses when it comes to mushrooms; snufflesquigs can be more-or-less trained to root out those that are useful while turning their sizeable snouts up at those that will cause a grot to vomit slime, break out in luminous yellow spots, babble uncontrollably, burst into flames or any other alarming side effects.

Especially enterprising Moonclan Grots catch and tame snufflesquigs then make a decent living hunting down the best 'shrooms for the shamans' pots. In the course of their wanderings, these Sneaky Snufflers inevitably poke their noses into the tightest passages and crawl spaces, and so have a habit of locating cunning routes to the surface and backways into enemies' strongholds.

Moreover, when the Bad Moon approaches, the snufflesquigs raise their wrinkled snouts and howl. It is they who precede many Gloomspite hordes to the surface. Once there, Sneaky Snufflers dash about harvesting the bounty of magical mushrooms that grow beneath the Bad Moon's light. They will cheerfully murder anyone who stands between them and a particularly ripe crop, slitting throats and cutting hamstrings with their loonfungus sickles.

Sneaky Snufflers scabble up masses of magical fungi as the battle goes on, and it is not uncommon for nearby skulkmobs to yell for a quick snack mid-fight. These the snufflers dole out, flinging handfuls of assorted – and in some cases highly toxic – fungi to their comrades, then watching the resultant loonacy with great delight.

LOONSMASHA FANATICS

Individual grots just aren't all that big or strong. When faced with rampaging monsters or hulking

enemies such as Stormcast Eternals or brutish ogors, weight of numbers will only get them so far. Being Moonclan Grots, at such times their best option is simply to cheat. So were the first Loonsmasha Fanatics unleashed.

Typically volunteers of varying levels of willingness, Loonsmasha Fanatics are fed potent fungus brews. Not only are these concoctions hallucinogenic, they also vastly boost the strength and stamina of the grot that drinks them. Before the boggle-eyed super-grot can go on the rampage they are wrapped up in chains, dosed with venoms to induce temporary paralysis, and stuffed into sacks or whatever else will keep them restrained for the time being. They are then bundled into the midst of a skulkmob and carted into battle.



Madcap mushrooms are mashed up and mixed with squig blood and foulecappe to make the frenzy-inducing Fanatics' brew.

At a key moment – typically when the Loonboss remembers he's got Fanatics in the ranks, or else the paralysing agents or spells wear off – the Loonsmasha Fanatics have huge metal balls and chains thrust into their grasping hands and are propelled with frantic glee out of the front of the skulkmob in the enemy's general direction.

Jaws thick with froth, eyes glazed and bulging, the Fanatics begin to spin in wild circles. As they do so, their balls and chains turn with them, whooping through the air as they pick up speed. Whirling like miniature cyclones, the Loonsmasha

Fanatics careen madly across the battlefield and plough into whatever lies in their path. Should this be a tree, a rock, a cliff edge or the business end of their own wrecking ball, then the Fanatics' lives are cut brutally – if hilariously – short. If, on the other hand, they manage to tear their way through the enemy ranks, they can quickly reduce even the largest and most powerful foes to crumpled sacks of broken bones and leaking viscera.

SPORESPLATTA FANATICS

History has forgotten the name of that first brave pioneer to suggest swapping a Fanatic's iron ball for a thwackwheezzer puffshroom. This is probably because the halfwit in question wound up bludgeoned to death amidst a choking cloud of spores within minutes. However, the idea stuck.

Thwackwheezzer puffshrooms sprout with what could be regarded as spitefulness in the most awkward corners of Moonclan lurklairs. Able to reach the size of a full-grown Cave Squig, they develop swiftly in doorways, under sleeping pallets and amidst heaps of food supplies. Then, at the slightest touch, they spew thick clouds of lung-clogging spores with a deafening wet rasp. These fungi are considered both a horrendous nuisance and a great source of pranks by most Moonclan Grots, and when wielded in anger they are surprisingly effective.

Swung in wild arcs by gangs of frothing Fanatics, the puffshrooms let out a constant wet *thrrrrp* sound as they spit billowing spore clouds. Soon enough the Sporesplatta Fanatics vanish altogether amidst the concealing clouds, as do those grots hiding behind them. Moreover, those same grots take deep lungfuls of the spore-thick air and rapidly succumb to a bug-eyed battle frenzy that is frightening to see. The enemy are not so lucky – those wreathed in the spore clouds are soon hacking up bloody froth as their lungs dissolve, and should a thwackwheezzer catch them a solid blow, it is more than weighty enough to shatter bones and crush skulls.

ARACHNAROK SPIDERS

Few of the monsters that haunt the Mortal Realms compare to the Arachnarok Spider in terms of sheer horror. These gargantuan invertebrates are so enormous that they can scale a Dreadfort wall in a few swift strides, trample enemy battle lines into bloody pulp and bear entire warparties of grots into the fray on their backs.

Of the many abominations to infest the wilds of the realms, the colossal Arachnarok Spider is amongst the most fearsome. It is a nigh-unstoppable super predator that can grow to the size of a Kharadron Ironclad. In the depths of gnarled forests and overgrown ruins, these eight-legged monstrosities stalk and entrap entire gor-kin warbands and clans of Sylvaneth, as well as larger prey like gargants and Cygors. After incapacitating bigger creatures with flesh-dissolving venom delivered via their oversized fangs, an Arachnarok Spider will drink up the liquefied innards of its quarry.

Human-sized victims are wrapped into web casings by the hundred. So potent is the poison contained within the Arachnarok's silk that a few hours entwined in its sticky embrace will reduce a Freeguild soldier to a jelly-like morsel of putrefied flesh, a protein-rich glob ready to be consumed. Arachnarok Spiders have been known to ensnare the entire populations of border-villages or cogfort garrisons foolish enough to settle too close to the dark shadows of their nests. Despite their bulk, the great beasts can work noiselessly to encircle their prey's dwellings within strands of webbing thicker than an orruk's arm. None can escape such a ghastly trap, allowing the spider to feast at its leisure.

Since the first grot tribes entered the vast forests and jungles of the Mortal Realms, they have been prey for the monsters that stalk those arboreal hunting grounds. The ancestors of the Spiderfang tribes found that they could defeat and even tame packs of Giant Spiders, harvesting broodlings at a young enough age to transform them into faithful – if still dangerous and irascible – mounts. No tribe could stem the assault of an Arachnarok Spider, however, and the early Spiderfang Grots learned to live in fear of them.

It is unclear whether the grots' worship of the Spider God began before they encountered Arachnarok Spiders or afterwards. Whatever the case, it quickly became apparent that those stalktribes who gave worship to the arachnid deity with spider totems and bloody sacrificial offerings were spared the Arachnaroks' hungry attentions.



Blue Gorkshrooms and green Morkshrooms war constantly in the deep caverns. Mashed together, they make a vision-inducing paste.

By the beginning of the Age of Chaos, the Spiderfang stalktribes had not only appeased their chitinous oppressors, but had even gone so far as to establish a symbiotic relationship with them. The grots built their settlements around the bone-strewn lairs of the Arachnarok Spiders and provided them with a steady stream of trussed and screaming victims to devour. In return, the Arachnaroks not only kept their grot consumption to a minimum, but also joined the Spiderfang Grots upon the field of battle and even deigned to allow the diminutive greenskins to lash crude howdahs and shrines to their backs. To the Spiderfang Grots, the Arachnaroks had become both demigods and crucial allies. To those who came up against them in battle, the many-limbed beasts had become an unholy terror.

The most commonly seen Arachnarok Spiders are those that are still young and aggressively territorial. Their ichor flows hot and their appetites are insatiable. Such creatures are easy for the Spiderfang Grots to lure from their nesting pits by way of babbled shamanic rituals, bloodily slashed offerings and the thunder of tribal drums. First to emerge from the dark holes are the spiders' long front legs, which they use to pull the rest of their nightmarish bodies into the half-light. Mouthparts working, clustered eyes glinting, the Arachnaroks suffer themselves to be bedecked in shanty-platforms onto which the bravest grots quickly swarm. Then they march out to war, scuttling with horrifying speed upon segmented legs as thick as tree trunks.

These living war-platforms typically lead the stalktribes' charge. They have little interest in the war plans of the grot leaders, obeying only their own predatory instincts and voracious hunger. Legs pistoning, the Arachnarok Spiders scuttle across the battlefield and pounce upon whatever prey takes their fancy. Bladed limbs rise and fall, impaling or swatting aside screaming warriors. Multiple fangs snick heads from shoulders and hold struggling victims in place while digestive acids are injected. The Arachnaroks even use their great bulk as a weapon, rearing up over massed foes then crashing down to crush and maim.

For their part, the Spiderfang Grots riding upon the Arachnaroks' howdahs cling on for dear life. They cackle madly at the destruction being unleashed, loose poisoned arrows from their bows and jab at victims with flint-tipped spears whenever their swaying platform veers close enough to afford them a chance at spiteful stabbing. The grot crews have little say in where their steed carries them. Most of them couldn't care less; not only would

such efforts be blasphemy against the Spider God, but the crew-grots frankly don't care all that much, so long as they get to join in with the slaughter.

FLINGERS AND SPIDERSHRINES

As Arachnarok Spiders grow older, they become more patient and malevolent. In many cases their hides thicken and dull somewhat in hue, and the spiders become more inclined to lurk in their lairs and allow prey to be brought to them rather than venture out on the hunt. When these elder arachnids are lured into battle, their cooler temperaments and greater wisdom allow them to be used for more strategically varied purposes. Many are fitted with flinger platforms, a variant on the typical shanty-howdah that incorporates a sizeable catapult. These weapons are loaded with wads of venom-drenched spider silk threaded through with sharpened bone shards.

The flinger's projectiles not only slam down into the midst of the foe with killing force, but they also explode into an entangling cloud of sticky filaments. Victims are blinded and trapped as the webbing spatters across their faces and limbs. Riders are dragged from their saddles, war engine workings are fouled and warriors' blade arms pinned by the tacky filth, which can take long minutes to peel and hack loose. This leaves the shocked survivors of a flinger bombardment as ripe prey for the whooping masses of Spiderfang Grots.

The elder Arachnarok Spiders are also better able to commune with Webspinner Shamans in the greenskins' venom-fuelled hallucinations. The most ancient of their number may thus deign to bear such a capering war-leader into battle, even carrying his personal catchweb spidershrine into the fray where its vile blessings enhance the shaman's sorcerous powers. The Spiderfang Grots look upon such

shrine-bearing Arachnaroks as vessels of the Spider God's will, and fight tooth and nail for the honour of riding into war upon their backs.

SKITTERSTRAND ARACHNAROKS

Even more holy than the venerable Arachnaroks – and substantially creepier – are the Skitterstrand Arachnaroks. Following the quivering strands of mortality, these creatures slink from Shyish to spring suddenly upon unwitting victims. They are drawn to battlefields, for mass violence coupled with the frenzied rituals of the Spiderfang Grots sets the mortal web to dancing like nothing else. Few soldiers forget the horror of a vast, eight-legged demigod of death unfolding itself from a hole in reality to snatch away their comrades. Countless fortifications have been breached after spiders the size of drakes burst from the ether to trap the screaming defenders behind their own ramparts.



WORSHIPPERS OF THE SPIDER GOD

Spiderfang Grots provide the Gloomspite hordes with fast-moving and highly manoeuvrable cavalry. Their monstrous mounts are as lethal as they are horrifying, and their poisoned arrows, vicious spears and potent magics are the bane of their surprised foes.

WEBSPINNER SHAMANS

Spiderfang stalktribes are ruled over by their Webspinner Shamans. They are the heart and soul of the Spider God's cult and the mortal conduits of its will; whatever the shamans say is law. This can prove inconvenient at times, for they are given to all manner of deranged rantings. Still, it is not for the Spiderfang Grots to question why their god wishes them all to paint their heads bright blue, throw half of their accumulated loot down a drops-pit or ride out to war only after the shaman has seen his pet nibbler spider walk thrice anticlockwise.

Webspinner Shamans encourage small venomous spiders such as purple skullbacks to nest upon their bodies, often living in convenient crannies behind the ears, between the toes or even in the shaman's mouth. As a result of the inevitable spider-bites, their blood seethes with hallucinogenic toxins that allow them to experience visions from the Spider God, and to enter the Arachnarok nests without fear for their lives. It also imbues their magic with creeping arachnid energies, enabling them to inject many-legged haste into their skittermobs, conjure wind-blown shields of magical webbing to protect their warriors from harm, and summon flesh-crawling spider swarms that leave enemies as purple, swollen corpses with their ensorcelled bites.

Webspinner Shamans are driven by the fervent desire to please the Spider God. They believe that their deity wishes the Everdank to cover the lands, so that all of its arachnid children can spill forth and hunt forever amidst the twilight shadows. This belief, coupled with the constant need to appease the hungry Arachnaroks that dwell in their nests, makes Webspinner Shamans warlike leaders. They order frequent raids to secure captive offerings, and lead many of these in person.

SCUTTLEBOSSSES

The greatest warriors of the Spiderfang tribes are elevated by their ruling shamans to the rank of Scuttleboss. Scuttlebosses are typically larger, meaner and more arrogant than any of their comrades. They are vicious killers whose abilities with their wicked blades have caught out many foes who underestimated the sheer cunning and spite of their grot opponent.



Only the foolish brush against grey spattlehwappers. This fungus explodes at the slightest provocation and sprays madness-inducing spores.

Unlike the great majority of grot rulers, Scuttlebosses lead by example. They are relied upon by the Webspinner Shamans to keep the stalktribes moving in the right direction, and are capable of planning ambushes and flank attacks with a surprising amount of mean-spirited ingenuity.

While they are not necessarily braver than the average grot war leader, Scuttlebosses benefit from a degree of manic courage brought on by the arachnid venom coursing through their veins. They are given to sporadic bouts of brilliance and fearlessness – not least because they are rarely fully in touch with reality – and their wild, ululating war cries inspire their followers to skitter headlong into the enemy and stab at them in a wild frenzy.

Over time, Scuttlebosses deliberately ingest increasingly hazardous spider venoms, and are forever being bitten by arachnids both large and small in bizarre rituals. Not only does this toughen them up enormously, it also has a more profound effect on their physiology, mutating them to the point that some Scuttlebosses are rumoured to be more spider than greenskin. Clusters of eyes, mandibular inner mouthparts, poisonous blood and whip-swift reactions are all common features amongst Scuttlebosses. These unsettling attributes are seen by the rest of the tribe as the blessings of the Spider God, and may also go some way towards explaining why the larger arachnids allow the Scuttlebosses to ride to war upon their backs.

Scuttlebosses are carried into battle by the aptly named gigantic spiders, which breed in the wildest and darkest corners of the Mortal Realms. These creatures are solitary apex predators that can grow to the size of an Azyrite Dracoth – larger if measured limb to limb. Their bodies are protected by an exoskeleton of thick chitin, with that on their forelimbs being wickedly barbed, and their bite is deadly in the extreme. Only the most foolhardy would seek out these alpha-arachnids, but fortunately for the Spiderfang Grots, their shamans fit right into that lack-of-common-sense category.

A gifted shaman may manage to steal away a clutch of newly hatched gigantic spiders, each already the size of a horse's head, which can then be taken back to the nest to be reared and trained. When fully grown, the huge creatures are prized as mounts for the Scuttlebosses, many of whom win their status by successfully staring down and mounting such a beast without being perfunctorily sucked dry like a refreshing draught in the process.



SPIDER RIDERS

Spider Riders make up the bulk of most Spiderfang raiding parties. They charge into battle upon the backs of giant arachnids. Emitting high-pitched, whooping cries, they burst from cracks and crevices in ruins, forests and caves to encircle or outflank their prey.

Spider Riders decorate themselves with bright feathers, the quills of which are often stuck directly into their skin. Different stalktribes use various combinations of coloured feathers, and bear distinguishing tribal glyphs on their shields and bodies, sometimes etched into their flesh with acids or painted on using pigments extracted from a myriad disgusting sources. They gather glowing crystals and bioluminescent insects and wear them as jewellery, seeking to look every bit as weird and fearsome as their mounts.

There are many different – and equally nightmarish – breeds of Giant Spider that serve as mounts

for the Spiderfang Grots. From the blistermere skulkback and blue cliffleaper, to the greyfang, Chamonite ironweb and the reviled shrieking manglespitter, all share certain key features that make them ideal steeds. The spiders are invariably venomous and have steely, pincer-like mouthparts that can punch through plate armour.

While not as swift across flat ground as some war-beasts, Giant Spiders can move at speed through the densest terrain. Spiderfang Grots have become masters at guiding their many-limbed mounts through tangled canopies and craggy rock formations, over the tumbledown ramparts of shattered fortresses and through seemingly untraversable gaps. All of this allows them to stalk their prey unseen. Combined with their steeds' ability to move in near silence, Spider Riders are expert at launching deadly ambushes, overwhelming their foes in a sudden onrush of scuttling horrors and maniacal greenskin braves.

In battle, Spider Riders act as light cavalry, although the shrewd grots always seek to manoeuvre into dense terrain. They know that, as they scuttle through ruins and woodland, they can benefit from cover against their enemies' attacks while being able to launch their own lightning-fast strikes at the slightest sign of weakness. Skittermobs are also equipped with bows, and some will slink sneakily over obstacles and around the enemy's flanks, seeking to pick off vulnerable targets. The most aggressive Spider Riders, meanwhile, scurry straight at the foe, relying on their spears and the venomous bites of their mounts to put an end to their prey.

Spider Riders are particularly hated and feared by their enemies for their tendency to take live captives to feed to their arachnid demigods. Countless victims have been injected with paralysing venoms, swept up in web lassos and spirited swiftly away into the gloom, there to meet a truly horrible fate.

DENIZENS OF THE DANKHOLDS

Far from the light of the surface worlds lie dripping grottos and hidden caverns where natural light does not reach. Thick with stalactites and stalagmites, crawling with weird insects and bug-eyed beasts, these subterranean sanctums are home to some of the largest and strangest troggoths to dwell in the Mortal Realms.

DANKHOLD TROGGBOSSES

The deepest and strangest caverns are known by the grots as dankholds. More than mere caves, these are places of elemental gloom where the darkness is thick enough to smother living beings and a cold dampness settles into the bones of any unlucky enough to wander lost in the depths. In places the shadows coagulate into sucking meres that can swallow a man whole. In others, the caverns themselves develop a crude sentience, gnashing stony fangs and snarling threats at one another in low voices of grinding stone.

The Dankhold Troggbosses rule over these stygian depths. They are the petty kings of strange and verminous courts. Troggbosses are huge brutes, and often the eldest of their monstrous subspecies. They boast bodies thick with ensorcelled fungi, accrued stalagmitic deposits and layers of dripping slime. The stink of ancient damp that wafts from the folds of their leathery hides is enough to make an ogor gag. Troggbosses' huge fists can squeeze with such slow, savage strength that they can crumple an armoured warrior into so much wreckage and bloody pulp. Most important

of all, the Troggbosses exude a subconscious sense of power and authority that other subterranean beasts bow to instinctively.

It is this weight of presence that leads other troggoths, not to mention all manner of other underground creatures, to follow a Troggboss' lead. No one is truly sure why Troggbosses wake from their slumbers in their deep dankholds and begin to lumber towards the surface world, but once they set off they are all but unstoppable. Huge segmapedes, gangle-legged git-grabbers, flutterwinged Bat Squigs and countless other troglodytic critters follow in a Troggboss' wake, some being adopted as favoured pets by the squint-eyed monster. Troggoths and grots flock behind them too, the former with an instinctive acceptance, the latter hiding in the Troggboss' reassuring shadow as he trudges into battle.

Once amongst the foe, a Dankhold Troggboss is a fearsome opponent. He hefts an enormous club that he swings in thunderous arcs, pulping entire ranks of the enemy with every swing. His tough hide regrows by the moment, gaping wounds healing before the horrified enemy's eyes. Worst of all, many Troggbosses pluck glowing treasures from their fallen victims. They snag the twinkly whatsits because their simple minds appreciate their shine, but the result is that many of these beasts lumber to war inadvertently bearing talismans of sorcerous protection, potent luck charms and other strange arcana that make them more dangerous than ever.

DANKHOLD TROGGOTHS

Dankhold Troggoths are loners, even by the standards of their antisocial species. They tend to shun the company of most other living beings, lumbering ever downwards into the deepest tunnels until they find



themselves a nice, quiet dankhold in which they can nap undisturbed. Once a Dankhold Troggoth settles down for a snooze, decades – even centuries – can pass before he snorts into wakefulness again. Over time, these strange beasts shrink or grow to fit the space of the dankhold they have chosen. Thus, some troggoths will cram themselves into preposterously cramped caverns and drift off, only to wake up half their original height and weight. On the other hand, a Dankhold Troggoth that falls asleep in an echoing cavern can wake up from his nap twenty years later several times larger than he was when he began dozing.

The reason for these weird transformations – at least according to the Moonclan shamans – is the Dankhold Troggoths' diet. When awake, the rangy and stupid beasts will pluck up almost anything that strays into arm's reach and stuff it into their maw if the mood takes them. However, their real favourite – and the staple of their nourishment – are varieties of magical fungi that grow around deposits of realmstone.

Even a Dankhold Troggoth's guts couldn't cope with digesting realmstone in its raw form – though that isn't to say that some of them haven't tried – but they will gobble down magic-saturated mushrooms such as spark-o'-the-pyres, blackenshades and irontongue morels like there's no tomorrow. The accumulated primordial magic ought to kill them stone dead after a

few mouthfuls. Instead, it saturates the Dankhold Troggoths; as well as fuelling their metabolic and physical transmogrifications, this sorcerous saturation makes Dankhold Troggoths remarkably resistant to hostile magics, which they often consume with a satisfied belch.



Spiteshrooms and Stalagsquigs are but two of the myriad weird beasties that scuttle, squirm and lurk amidst the dark of the dankholds.

As they sleep, mushrooms and puffballs take root in the troggoths' flesh, and all up and down the crude clubs of stone and fossilised wood they drag around like beloved companions. This, coupled with the deep-cavern stench that clings to them and the forests of small stalagmites that build up on their shoulders and heads, makes Dankhold Troggoths a reassuring presence for other subterranean denizens. When the beasts emerge from the depths to fight amidst the Gloomspite hordes, it is as though

the spirit of the deep'n'dank has joined the grots upon the field of battle. Moonclan grots in particular huddle close to their 'big mates', drawing confidence from their presence while letting the troggoths soak up the majority of enemy fire.

If Dankhold Troggoths are a comfort upon the battlefield for their allies, they are figures of dread to their enemies. The largest amongst them stand nigh as tall as gargants, and possess a slow and inexorable strength that sees them batter down fortress gates and crush the mightiest warriors to bloody paste. Veering between dim-witted curiosity and sudden, terrifying ferocity, the Dankhold Troggoths lumber steadily on through the enemy lines, wreaking gory havoc as they go. Blades plunged into their thick hides are likely to be trapped as the troggoths' wounds suck closed with wet slurps, while arrows and bolts feather their flesh to little effect. Even a severed limb does little more than slow the beasts down.

Truly, an enemy's only hope of bringing down a Dankhold Troggoth is to concentrate so much punishment upon it that its regenerative capabilities cannot keep up. Yet even should they bring the huge beast low, the enemy's triumph is short-lived. After all, every bolt and sorcerous blast directed at a Dankhold Troggoth leaves another grot unscathed as it scurries into battle, wicked shiv glinting and fangs bared for murder.

MOLLOG THE MIGHTY

Mollog is not the biggest of Dankhold Troggoths, but he is amongst the eldest and most belligerent. For centuries, Mollog slumbered deep beneath the Desert of Bones in Shyish. Then came the skaven with their chisel fangs glinting in the gloom. Roused from his slumbers, Mollog went on the rampage. Dozens of skaven were crushed and bludgeoned, their flesh dissolved by the virulent spores that billowed from Mollog's puffshroom-encrusted club. More had limbs snapped off by his pet Stalagsquig, were bedevilled then mauled by his Spiteshroom familiar and the Bat Squig that roosted in his favourite armpit, or met their end by taking a hard-flung jabbertoad to the face. Eventually, the skaven realised that it was safest simply to extend their territory elsewhere, and Mollog

was left to his own devices. By now, however, he was wide awake, had worked up a raging appetite, and couldn't help but notice that the parts of his Dankhold not choked with ratman corpses were literally on fire. Even Mollog's tiny intellect was sufficient to determine that this was no longer the best place to have a nap. Thus, he set off on an aimless wander in search of a new Dankhold to call his own. Trained by his menagerie of minions, Mollog eventually found his way into the catacombs beneath Shadespire, and thence through the cracks of reality to the Nightvault. Since then, Mollog has been hunting determinedly for a quiet corner in which to snooze – as yet, his treasure-seeking neighbours haven't seen fit to oblige him, but they soon learn to their detriment how violent a sleep-deprived Dankhold Troggoth can be.

TROGGOTHS OF THE REALMS

Troggoths are highly adaptable to their environment. They take on all manner of odd traits, their regenerating flesh growing back a little different each time until new subspecies perfectly suited to their surroundings arise. The creatures vary wildly in appearance and behaviour, but all are hungry and obnoxious in equal measure.

Troggoths are anathema to reason, order and civilisation. Renowned for their prodigious strength and devastating lack of intellect, their many offshoots share certain natural advantages that more than make up for their lack of brains and charm. First and foremost, troggoth flesh heals with incredible rapidity. Cuts and gashes slither closed in a matter of seconds, while even smashed bones, severed limbs and lost heads can be repaired or regrown after a minute or so's repulsive-looking regeneration. This is a boon both on and off the battlefield; it may account for the troggoths' continuing survival and success as a race, despite having reactions so slow that it often takes them upwards of a minute to realise that someone is beating them repeatedly around the head with a mace.

The other major advantage enjoyed by troggoths is their ability to swiftly develop natural defences based upon their environment and diet. So it is that some species of troggoth can forcefully disgorge streams of lethally corrosive bile or swallow and digest hostile magics, while others grow rusty iron hides, belch thick dark shadows or navigate by flatulent echolocation.

FELLWATER TROGGOTHS

Lurking amidst the silt and muck of turgid rivers and sweltering swamps, Fellwater Troggoths are singularly revolting beasts. Their scaly hides constantly ooze and drip a noxious slime, and their bodily stench is so outstandingly offensive that even hardened greenskin warriors will try to stay upwind of them at all costs.

Alongside the jutting tusks that pack their lantern jaws and the wicked talons that tip their webbed hands and feet, Fellwater Troggoths have another – especially disgusting – weapon at their disposal. With much urging and retching, the horrible



creatures can spew a jetting spray of caustic vomit that dissolves flesh, bone and even metal in seconds. Needless to say, enemies that somehow miraculously survive this appalling close-range bombardment are left reeling in agony, suffocating, half-blind and thrown into utter disarray. By the time they realise the Fellwater Troggoths are amongst them with clubs and claws swinging, it is far too late.

ROCKGUT TROGGOTHS

Rockgut Troggoths have, on occasion, been mistaken for heaps of boulders, or else statues produced by a sculptor who must surely have been suffering from a severe knock to the head or a terminal lack of

talent. The illusion is swiftly ruined as the craggy beasts lumber into stiff motion and start bludgeoning and devouring everything in reach.

Rockgut Troggoths crawl from the very bowels of the earth, gouging out tunnels and caverns by devouring the solid heartsrock of the realms. Not only does this cause them to grow thick hides of stony scale that are resistant to both magical and conventional assault, but it also allows them to manipulate stone as though it were water. Amongst more cerebral creatures, this might lead to all manner of wonderful artifice. The troggoths simply use this innate talent to scoop up massive clubs or flingable boulders at will, the better to mash their enemies to a pulp.

ALEGUZZLER GARGANTS

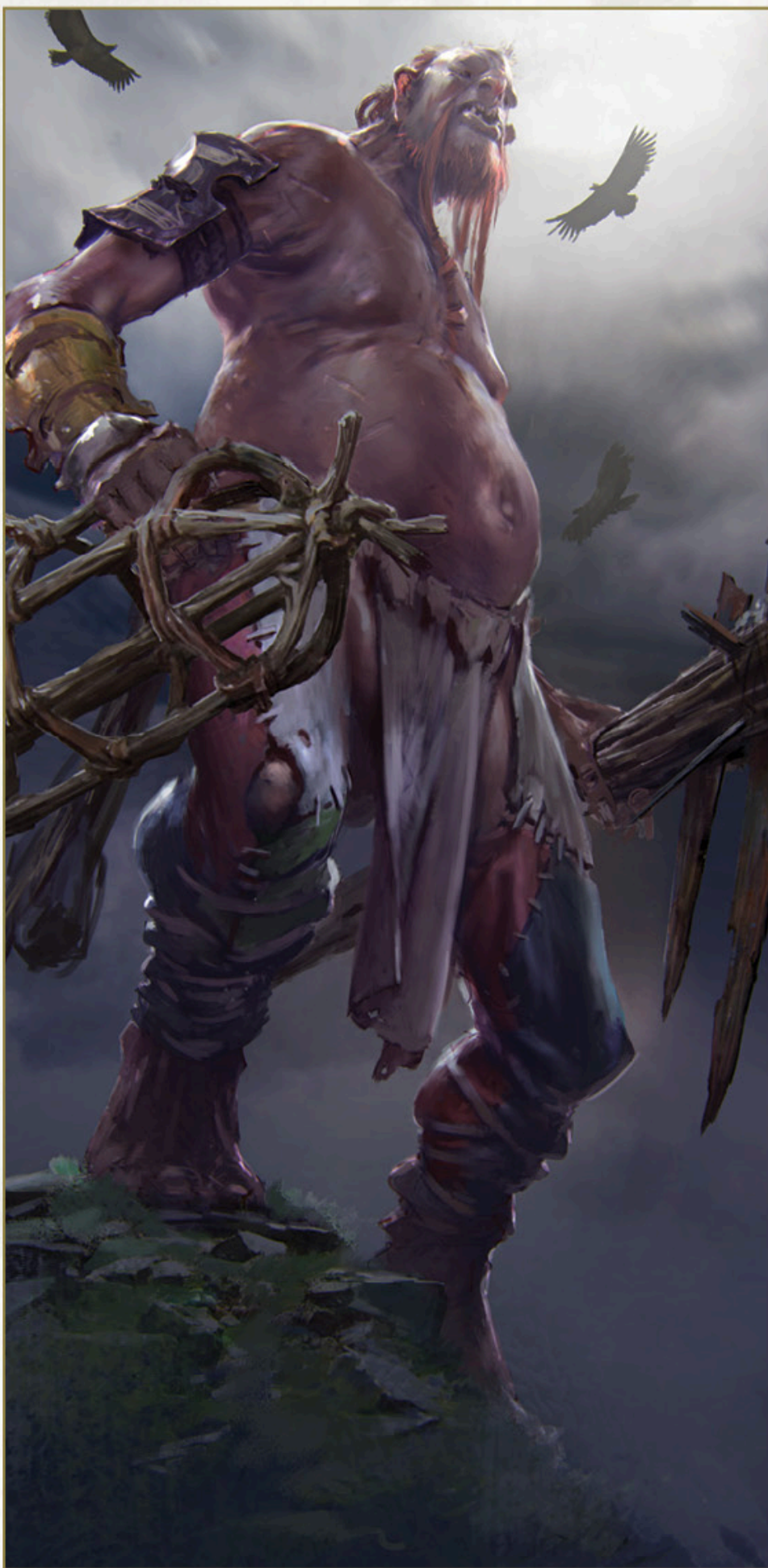
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Towering over the grots that scamper about their feet, Aleguzzler Gargants stomp into battle with foul-tempered bellows of fury. Motivated by a constant supply of potent fungus brew and a desire to take out their drunken rage on any who get in their way, the gargants make deadly – if rather unpredictable – allies for the Gloomspite Gitz.

The original gargants are said to have been a proud people, if somewhat feral. Children of the godbeast Behemat, they strode the realms during the Age of Myth in tribal groups, raising great edifices of soil and stone and sometimes aiding the forces of Order in their efforts to defend the lands.

The Age of Chaos proved the ruin of the gargant tribes. Corrupted by the taint of Chaos, abandoned by Sigmar's shattered pantheon, they degenerated into idiot savages. Those that did not transform into mutated abominations were reduced to simple-minded beasts, possessed of savage tendencies and swift tempers that worsened in the presence of anything they didn't comprehend. As this was nearly everything that the gargants encountered, they typically left trails of devastation in their wake, towers toppled and settlements depopulated by their crude and violent attentions.

It was natural that gargants would gravitate towards the hordes of Destruction, offering their dimly understood allegiance to Gorkamorka. Nowadays, gargants have become drunken brawlers who lumber into battle at the slightest provocation amidst whatever greenskin or ogor horde has convinced them to fight at their side. The gargants that fight with the Gloomspite hordes are most commonly those that have found a nice deep, dark cavern in which to sleep off their latest bender, and when the din of battle wakes them they are eager to combat their titanic hangovers by getting totally inebriated once more. Bribed by the grots with vast quantities of fungus brew, the brutes advance into battle with ground-shaking strides, swatting the enemy with huge clubs, trampling them into the ground, or drunkenly toppling onto them with fatal effect before returning to their ale-sodden slumbers.





The caverns echo to the clangour of gongs, the wail of squigpipes and the jabbering of grots beyond count as the Gloomspite Gitz surge forward to overwhelm the thin gold Stormcast battle line.



GALLERY OF GITZ

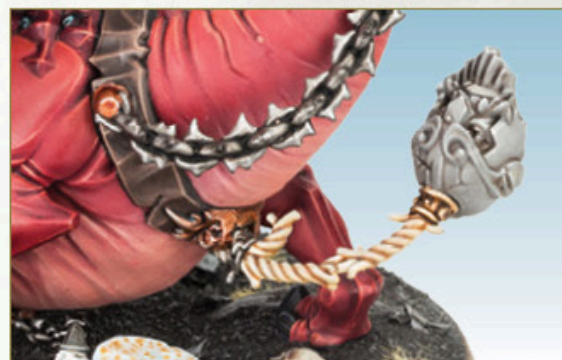
Few ranges of Citadel Miniatures are as varied, nor by turns as humorous and horrific, as the Gloomspite Gitz. Here we present a showcase of grot, squig, troggoth and gargant models expertly painted by Games Workshop's very own 'Eavy Metal Team and Design Studio army painters.



Following the movements of the Bad Moon, Skragrott the Loonking leads a seething Gloomspite horde through the echoing caverns below the Mortal Realms, ready to launch another invasion of the surface worlds.

*Loonboss**Skragrott, the Loonking**Fungoid Cave-Shaman**Shroomancer**Spiker**Boggleye**Scaremonger**Brewgit*

A Loonboss urges on his skrap with vicious threats as they charge into battle. Only when the enemy are preoccupied with the grot rabble will he make his way through the press, looking to deal a low blow where it counts.



Loonboss on Mangler Squigs



Led by Sneaky Snufflers and the prophetic visions of a Fungoid Cave-Shaman, the Moonclan Grots find a way around the Kharadron Overlords' flank to stab them in the back.



Squig Herders



Cave Squigs



Heralded by an awful racket that can be heard through the surrounding tunnels for miles in all directions, a Squigalanche thunders through the gloom, certain that the Bad Moon cannot be far ahead...



Boulder Boss



Squig Hopper



Squig Hopper Boss



Boingrot Boulder



Stabba from the Badsnatchers



Stabba from Claggitt's Smotherers



Stabba from Narkleg's Badstabbas



Stabba from the Moon City Murderboyz



Boingrot Boulder from the Moonchomperz



Squig Hopper from Nazgrab's Hopgobs



Squig Hopper Boss from the Waggun Chaserz



Squig Hopper from Naffgit's Nobblerz



Boingrot Boulder from the Jaws of Mork



Loonsmasha Fanatic



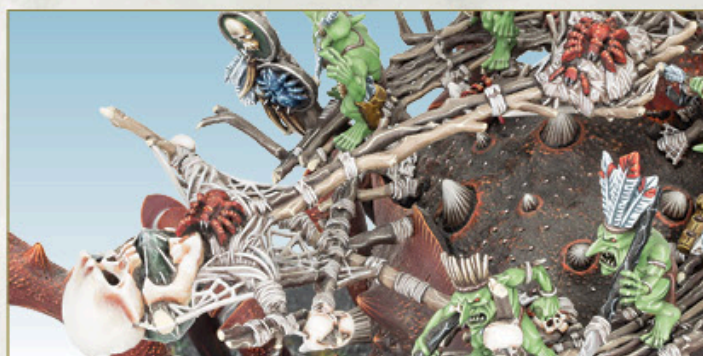
Loonsmasha Fanatic



Sporesplatta Fanatic



Sporesplatta Fanatics crash into the Daughters of Khaine amidst a billowing fungal miasma, while Mork's Mighty Mushroom erupts from the ground to shower the bloodthirsty aelves in mutagenic spores.



Arachnarok Spider with Flinger



Calling upon his arachnid god, a Webspinner Shaman summons a venomous Scuttletide to overrun the foe.



Led by a shrieking Scuttleboss, a mighty Spiderfang Stalktribe surges into battle against the Sylvaneth.



Fellwater Troggoth



Rockgut Troggoth



Rockgut Troggoth



Rockgut Troggoth



Rockgut Troggoth



A Dankhold Trogg boss wades through a Nighthaunt host, banishing shrieking ghosts with every lumbering club-swing.



Dankhold Troggoth

DA KING'S GITZ

Skragrott the Loonking is accompanied at all times by a seething mass of Moonclan Grots that proudly call themselves Da King's Gitz. Though the numbers and composition of this skrap varies from one battle to the next, they can always be relied upon to boil forward in a murderous tide when the Gloomspite is upon them.

This Moonclan Skrap is led into battle by none other than Skragrott himself. Grots being unruly sorts, however, even the Loonking needs some lackeys to take the blame if things go sideways. Thus he is accompanied by Loonboss Ugglesnag, a Gobbapalooza known imaginatively as Da Weirdoz, and the rarely lucid Madcap Shaman Wazzakaggle. Meanwhile, Skragrott can always rely on his orders being obeyed swiftly thanks to the presence of the Dankhold Troggoth Umm, who gladly flattens anything Skragrott tells him to.

The expendable mass of the King's Gitz is predominantly made up of several boggle-eyed mobs of Moonclan Grots. The Shootas of Nark's Twangers rain volleys of black-fletched arrows upon the enemy's heads, while the Stabbas of Biggit's Pointy Prodderz and Mad Arik's Murderboyz dash towards the enemy waving bladed objects and screaming shrill war cries. Of course, this rag-robed rabble are made substantially more dangerous spectacle by the Loonsmasha Fanatics they drag along in their midst.

For scouting out the best fungi, the King's Gitz are accompanied by a pack of Sneaky Snufflers – Snurk Da Snout's Snooterz. Meanwhile, their advance towards the enemy is screened by the billowing clouds generated by a mob of Sporesplatta Fanatics known affectionately to the rest of the skrap as Da Expendabul Whirlin' Nutterboyz.

No Moonclan Skrap worth its gubbinz is complete without a substantial mass of squigs to rampage through, bounce all over and messily devour the enemy.



Herded into battle with much honking and clanking come the Cave Squigs of Bagger's Herd. These fang-mawed monsters will take on enemies many times their size, and can easily take off a Stormcast Eternal's arm with a single chomp given half the chance.

The ground reverberates beneath the pounding claws of the Squig Hoppers known as Da Moonbouncers and the Boingrot Bounderz who call themselves Da Loonking's Lancers. Hurling in the vague direction of the enemy at breakneck pace, these bizarre cavalry can smash a battle line in two. If the impact of the squig riders proves insufficient to throw the foe's ranks into disarray, there is always the army's pair of Mangler Squigs. Skragrott named these monsters Squigmar

and Skragash, showing surprising temerity in mocking the destructive and ultimately doomed alliance of the gods of Order and Death. The humour, of course, is lost on his underlings, but they appreciate the bloodshed these rolling balls of bloodlust can unleash.

Finally, lumbering in the wake of the main battle line come a mob of Rockgut Troggoths that some wit amongst the skrap decided to call Da Boulderbrainz. The creatures' lack of a flashy title, or two brain cells to rub together, should not lull their enemies into a false sense of security, however; the crashing barrages of boulders these troggoths can hurl, coupled with their unstoppable strength at close quarters, have proven the ruin of many an unwary foe.

1. Skragrott, the Loonking
2. Loonboss
3. Gobbapalooza
4. Madcap Shaman
5. Dankhold Troggoth
6. Shootas
7. Stabbas
8. Stabbas
9. Sneaky Snufflers
10. Loonsmasha Fanatics
11. Sporesplatta Fanatics
12. Squig Herd
13. Squig Hoppers
14. Boingrot Bounderz
15. Mangler Squigs
16. Rockgut Troggoths



PAINTING YOUR GLOOMSPITE GITZ

The Gloomspite Gitz are a remarkably varied and visually interesting army with many different colours and textures to engage with. Whether you are a brand-new painter approaching your first ever collection, or a veteran brush-wielder extraordinaire, the following tips and tricks will help you to get the best from your models.

One of the most enjoyable aspects of the Games Workshop hobby is taking paint and brush and bringing your collection of Citadel Miniatures to life. Even a single model looks fantastic when carefully painted and based. However, nothing beats gathering your miniatures together into a fully painted tabletop army upon the field of battle and seeing the impressive spectacle they present.

Painting your Citadel Miniatures is as much a personalised experience as collecting and gaming. Within the pages of this battletome and beyond, you will see many colour schemes that, should you choose to, you can copy in order to have

your Gloomspite Gitz belong to a particular horde. On the other hand, perhaps you would prefer to use your own palette and paint your models in colours that appeal to you. Some painters enjoy lavishing hours of attention upon every model, bringing them up to the most spectacular individual standard they can manage. Others prefer to paint their models in batches, aiming to turn out entire regiments ready for battle whose coherent colour scheme and massed numbers make them look fantastic upon the tabletop. As with all aspects of this hobby, there's really no right or wrong way to do things so long as you're happy with the end result. So whether you're looking to dabble with painting a

few grots or amass a horde of loons fit to terrify your foe, these pages contain invaluable information on how to go about doing just that.

WARHAMMER TV

Warhammer TV's painting tutorials have insights for everyone, as they show you how to paint Citadel Miniatures from start to finish. The guides are available for free on games-workshop.com, and can also be watched via the Warhammer TV YouTube channel. Why not take a moment to check them out?

BLACK ROBES



1 Begin painting your Moonclan robes with a basecoat of Abaddon Black.



2 Next, pick out the edges and raised areas of the cloth with a highlight of Dark Reaper.



3 Use Dawnstone to apply a final highlight on the very edges of the cloth to provide sharp definition.



For a quick alternative, follow the previous stages but drybrush rather than highlight.

GROT SKIN



1 Start by applying a basecoat of Death Guard Green to all the flesh areas of your grot.



2 Next, mix equal parts Coelia Greenshade and Lahmian Medium and apply as a wash.



3 Once your wash is dry, apply a highlight of Nurgling Green to the raised areas.



4 Finally, apply a second highlight of Krieg Khaki, being careful to only pick out the raised detail.

GROT DETAILS



For the grot's eyes, basecoat with Abaddon Black and highlight with Evil Sunz Scarlet.



Basecoat the net Karak Stone, shade with Agrax Earthshade, then highlight with Ushabti Bone.



Basecoat Averland Sunset, shade details with Agrax Earthshade, then highlight with Ushabti Bone.



Basecoat hafts Steel Legion Drab, wash with Agrax Earthshade, then highlight with Baneblade Brown.

ARMOUR AND METALS



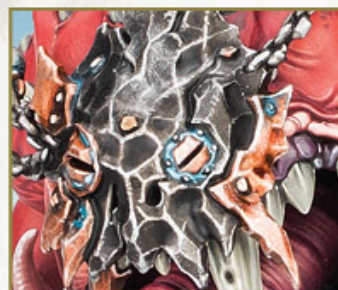
This yellow metal has been given a chipped effect using small marks of Rhinox Hide.



Basecoat Balthasar Gold, shade Agrax Earthshade, highlight Hashut Copper and then Ironbreaker.



Achieve a rusty effect by drybrushing Ryza Rust in controlled amounts onto blades and armour.



To give a verdigris finish to brass and copper, apply watered-down Sotek Green in small patches.

BIG YELLOW BAD MOON



Basecoat the bad moon design with Averland Sunset, being careful not to go outside the lines.



Apply a carefully controlled shade to the Bad Moon design using Casandora Yellow.



Once the wash is dry, apply a highlight of Yriel Yellow, leaving the wash in the recesses.



To finish, apply a highlight of Ushabti Bone to the raised areas of detail on your Bad Moon.

POISON BOTTLES



Sotek Green base, Nuln Oil shade, Temple Guard Blue then Baharroth Blue highlights.



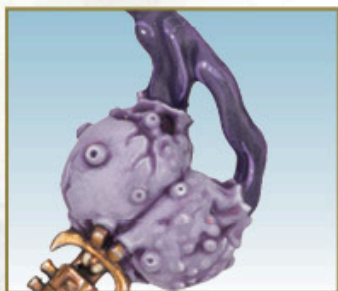
Kantor Blue base, Macragge Blue layer, Caledor Sky layer, Lothorn Blue glaze.

POISON CLOUDS



Naggarth Night base, Nuln Oil shade, Daemonette Hide layer, Dechala Lilac highlight.

PUFFSHROOM



Daemonette Hide base, Druchii Violet shade, Warpfiend Grey layer, Slaanesh Grey highlight.

FUNGI AND STALAGSQUIGS



Abaddon Black base, Kantor Blue layer, Sotek Green layer, Temple Guard Blue highlight.



Apply Pallid Wych Flesh as the basecoat, then apply a graded shade of Druchii Violet from the top down.



Khorne Red, Wazdakka Red then Squig Orange. Paint dots Rhinox Hide, then Screaming Skull.



Stormvermin Fur, Agrax Earthshade, Dawnstone drybrush, Administratum Grey highlight.

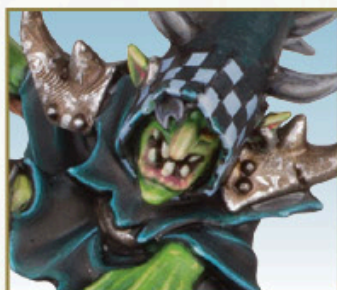
PATTERNS



Paint the design **Abaddon Black**. Highlight the edge of the cowl **Mechanicus Standard Grey**.



Paint the dags on with **Karak Stone**. Apply a **Seraphim Sepia** shade, then highlight with **Ushabti Bone**.



Paint a grid onto the hood in faint lines, then fill in alternating squares in a check pattern.

Top Tip: When applying freehand designs and patterns to your models, it is always best to paint a thin, careful guide-line on first. Only when you are happy with this outline should you fill out the rest of the design with your chosen colours, thus achieving a neat finish.

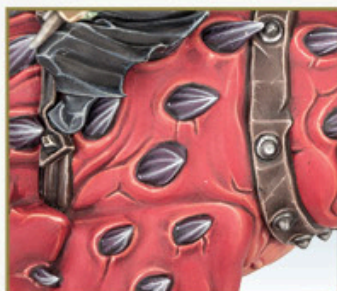
SQUIGS



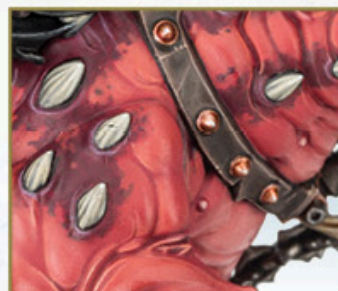
Drool: Celestra Grey base, Ulthuan Grey highlight, then a **White Scar** highlight to finish.



Flesh: **Khorne Red** base, Wazdakka Red layer, then finish with a **Squig Orange** highlight.



Dark Spines: Basecoat with **Rhinox Hide**, then highlight **Gorthor Brown** followed by **Karak Stone**.



Spines: **Ushabti Bone**, **Seraphim Sepia** shade, **Ushabti Bone** layer, **Pallid Wych Flesh** highlight.

ROCKGUT TROGGOTHS



Skin: Basecoat **Rakarth Flesh**, then shade with **Drakenhof Nightshade**. Apply a layer of **Rakarth Flesh** and **Pallid Wych Flesh** highlights.



Scales: **Stegadon Scale Green** base, then **Nuln Oil** shade. **Thunderhawk Blue** and **Fenrisian Grey** layers, then **Blue Horror** edge highlight.



Crystal: **Incubi Darkness** basecoat, **Nuln Oil** shade, a thin layer of **Kabalite Green**, then edge highlights of **Sybarite Green** and **White Scar**.

FELLWATER TROGGOTHS



Skin: Castellan Green base, Biel-Tan Green shade, Elysian Green layer then finally an Ogryn Camo highlight.



Scales: Basecoat with Incubi Darkness, then highlight with Kabalite Green followed by a finer highlight of Ogryn Camo.

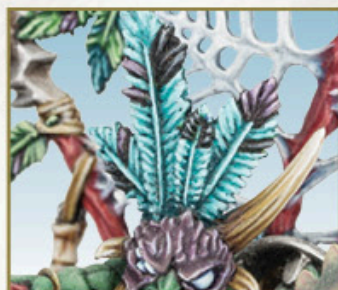


Vomit: Basecoat Balor Brown and shade with Seraphim Sepia. Apply a layer of Ushabti Bone, then highlight with Pallid Wych Flesh.

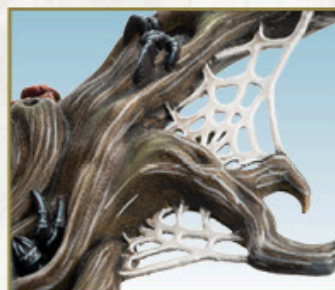
SPIDERFANG DETAILS



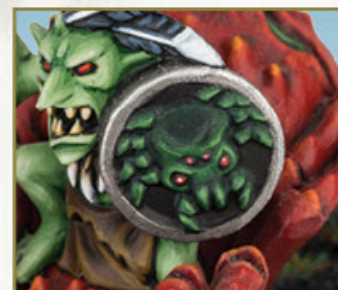
White Feathers: Celestra Grey base, Nuln Oil shade, Ulthuan Grey then White Scar layers.



Green Feathers: Sotek Green base, Celestra Grey layer, then Ulthuan Grey highlight.



Web: Rakarth Flesh basecoat, Pallid Wych Flesh layer, then White Scar highlight.



Shield Design: Caliban Green base, Warpstone Glow layer, then Moot Green highlight.

SPIDER CARAPACES



Averland Sunset has been used to paint the yellow design over a black carapace, then highlighted with Yriel Yellow.



Basecoat Mephiston Red, shade with Druchii Violet, highlight with Evil Sunz Scarlet, then apply a final highlight of Fire Dragon Bright.



Basecoat Abaddon Black, highlight around the spines with Khorne Red, then apply a second, finer highlight of Mephiston Red.

ARACHNAROK SPIDER DETAILS



Eyes: Abaddon Black base, Kantor Blue layer, Macragge Blue layer, Caledor Sky layer, White Scar for fine reflection lines.



In order to give the eyes a glinting, glossy look, simply apply a layer of 'Ardcoat over them once they are painted and dry.



Fangs: Rhinox Hide basecoat, Gorthor Brown highlight, then finish with a Karak Stone edge highlight to make them look sharp.

ARMIES OF THE BAD MOON

This battletome contains all of the rules you need to field your Gloomspite Gitz miniatures on the battlefields of the Mortal Realms, from a host of exciting allegiance abilities to a range of warscrolls and warscroll battalions. The rules are split into the following sections.

ALLEGIANCE ABILITIES

This section describes the allegiance abilities available to a Gloomspite Gitz army. The rules for using allegiance abilities can be found in the *Warhammer Age of Sigmar Core Book*.

BATTLE TRAITS

Abilities available to every unit in a Gloomspite Gitz army (pg 61).

COMMAND TRAITS

Abilities available to the general of a Gloomspite Gitz army if it is a **Hero** (pg 62-63).

ARTEFACTS OF POWER

Artefacts available to **Heroes** in a Gloomspite Gitz army (pg 64-65).

SPELL LORES

Spells available to **Wizards** in a Gloomspite Gitz army (pg 66-67).

BAD MOON LOONSHRINE

Here you will find the rules and scenery warscroll for the Bad Moon Loonshrine (pg 68-69).

BATTLEPLANS

This section includes a new narrative battleplan that can be played with a Gloomspite Gitz army (pg 70).

PATH TO GLORY

This section contains rules for using your Gloomspite Gitz collection in Path to Glory campaigns (pg 72-77).

WARSCROLLS

This section includes all of the warscrolls you will need to play games of Warhammer Age of Sigmar with your Gloomspite Gitz miniatures. There are three types of warscroll included in this section:

WARSCROLL BATTALIONS

These are formations made up of several Gloomspite Gitz units that combine their strengths to gain powerful new abilities (pg 78-83).

WARSCROLLS

A warscroll for each unit is included here. The rules for using

a Gloomspite Gitz unit, along with its characteristics and abilities, are detailed on its warscroll (pg 84-108).

ENDLESS SPELL WARSCROLLS

Endless spell warscrolls for the unique endless spells that can be summoned by Gloomspite Gitz **WIZARDS** are included here (pg 109-110).

The rules for playing games with endless spells can be found in the *Warhammer Age of Sigmar Core Book*, and in *Warhammer Age of Sigmar: Malign Sorcery*.

PITCHED BATTLE PROFILES

This section contains Pitched Battle profiles for the units, warscroll battalions and endless spells in this book (pg 111-112).

ALLIES

This section has a list of the allies a Gloomspite Gitz army can include (pg 112).



ALLEGIANCE ABILITIES

BATTLE TRAITS

61

THE BAD MOON RISES

THE BAD MOON

The Bad Moon hurtles around the realms in madcap orbits, showering them with shards of loonstone.

If any of the armies in a battle are Gloomspite Gitz armies, at the start of the first battle round, before determining who has the first turn, the player commanding the Gloomspite Gitz army must pick one corner of the battlefield as the starting location of the Bad Moon. If both players have Gloomspite Gitz armies, then they must roll off and the winner picks the starting location. The Bad Moon is located at the edge of the battlefield in that corner, and its direction of travel is shown by the arrow on the map below.

Starting from the second battle round, before determining who has the first turn, the player commanding the Gloomspite Gitz army must roll a dice. On a 1 the Bad Moon does not move. On a 2-5 it makes 1 move. On a 6 it makes 2 moves. Each move takes the Bad Moon from its current location along its direction of travel to the next location shown on the map (i.e. the next ☾ or ☿ or the opposite corner of the battlefield). When a move takes the Bad Moon to the opposite edge of the battlefield, it is removed and has no further effect on the battle.

The location of the Bad Moon determines which models are affected by its light. If the Bad Moon's location is at the edge of the battlefield, its light does not affect any units. If the Bad Moon's location is a ☾, its light affects models wholly within the same quarter of the battlefield as its location. If the Bad Moon's location is a ☿, its light affects all models on the battlefield.

LIGHT OF THE BAD MOON

The light of the Bad Moon empowers its worshippers and troubles all others with insane visions.

The light of the Bad Moon affects units in the following ways.

Fangz of the Bad Moon: If your army is a Gloomspite Gitz army, at the start of your hero phase you can pick 1 enemy unit and roll a dice. If the roll is equal to or less than the number of models in that unit affected by the light of the Bad Moon, that unit suffers D3 mortal wounds.

Bad Moon Magic: Add 1 to casting rolls for WIZARDS affected by the light of the Bad Moon if they have the GLOOMSPITE GITZ keyword, and subtract 1 from casting rolls for WIZARDS affected by the light of the Bad Moon that do not have the GLOOMSPITE GITZ keyword.

Loonatic Inspiration: If your general has the GLOOMSPITE GITZ keyword and is affected by the light of the Bad Moon at the start of your hero phase, you receive 1 extra command point.

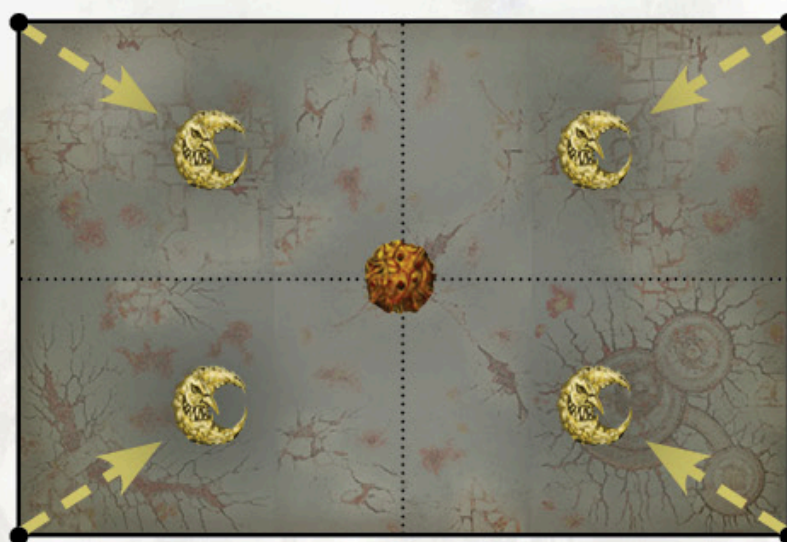
Lunar Squigs: If all of the models in a friendly SQUIG unit are affected by the light of the Bad Moon at the start of your charge phase, that unit can attempt to charge even if it ran in the same turn.

Moonclan Fungus Brew: You can re-roll hit rolls of 1 for attacks made by MOONCLAN GROT models while they are affected by the light of the Bad Moon.

Spiderfang Venom: While a SPIDERFANG model is affected by the light of the Bad Moon, its Spider Venom ability causes mortal wounds on an unmodified hit roll of 5+ instead of 6.

Troggoth Renewal: If all of the models in a friendly TROGGOTH unit are affected by the light of the Bad Moon when it uses its Regeneration ability, you can re-roll the dice that determines if the ability heals any wounds, or you can double the number of wounds that are healed by the ability if the first roll is successful.

BAD MOON ORBIT



COMMAND TRAITS

BLESSINGS OF THE BAD MOON

LOONBOSS only.

D6 Command Trait

- 1 **Cunning Plans:** *This Loonboss is infamous for his sneaky tricks and underhand tactics.*

At the start of the first battle round, you receive 1 additional command point.

- 2 **Fight Another Day:** *This warlord has mastered the ignoble art of striking then running away before the enemy can hit back.*

Each time this general attacks with its melee weapons, it can make a 2D6" move after all of its attacks have been resolved. If it does so, it must finish the move more than 3" from enemy units.

- 3 **Sneaky Stabba:** *This Loonboss aims for his enemies' weak spots with unerring accuracy.*

You can re-roll wound rolls for attacks made with melee weapons by this general.

- 4 **Tough 'n' Leathery:** *Although scrawny, this Loonboss is incredibly difficult to kill.*

Add 2 to this general's Wounds characteristic.

- 5 **Dead Shouty:** *When this Loonboss bellows commands at his minions, they leap to obey him.*

Once per battle round, this general can use a command ability on their warscroll without a command point being spent.

- 6 **The Clammy Hand:** *This Loonboss is obviously destined for great things, and can call upon vast grot hordes.*

If this general is within 12" of a Bad Moon Loonshrine at the start of your hero phase, you can use the Bad Moon Loonshrine's 'Moonclan Lair' scenery rule 2 times in that hero phase.

GIFTS OF THE GLOOMSPITE

MOONCLAN WIZARD only.

D6 Command Trait

- 1 **Low Cunning:** *This shaman is a devious little so-and-so who always has a sneaky plan or two.*

At the start of the first battle round, you receive 1 additional command point.

- 2 **Spiteful Git:** *This shaman is so vindictive that nobody should cross him lightly.*

Roll a dice each time a wound or mortal wound is allocated to this model. On a 4+ the unit that inflicted the wound or mortal wound suffers 1 mortal wound. On a 6, it suffers D3 mortal wounds instead.

- 3 **Great Shaman:** *This shaman is a gibbering conduit for raw Gloomspite energy.*

This general knows 1 extra spell from the Lore of the Moonclans (pg 66).

- 4 **Dodgy Character:** *This slippery shaman is surprisingly difficult to hit.*

Re-roll successful hit rolls for attacks that target this general.

- 5 **Boss Shaman:** *This shaman issues commands with all the bullying authority of a Loonboss.*

This general has the I'm Da Boss, Now Stab 'Em Good! command ability from the Loonboss warscroll (pg 89).

- 6 **Loon-touched:** *This shaman's magical prowess is boosted by a much greater extent than is normal by the light of the Bad Moon.*

Add 2 to casting rolls for this general when they are affected by the light of the Bad Moon instead of 1.

MARKS OF THE SPIDER GOD'S FAVOUR

SCUTTLEBOSS only.

D6 Command Trait

- 1 **Monstrous Mount:** *The venom of this Scuttleboss' Gigantic Spider is especially deadly, even for its abominable kind.*

Double the number of mortal wounds that are inflicted by this general's Spider Venom ability.

- 2 **Masterful Spider Rider:** *No rival can match this Scuttleboss' command of his arachnid steed.*

Add 4" to this general's Move characteristic.

- 3 **Ululating Battle Cry:** *This Scuttleboss screams a horrible high-pitched battle cry as he fights.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 9" of this general.

- 4 **Tough 'n' Leathery:** *Although scrawny, this Scuttleboss is incredibly difficult to kill.*

Add 2 to this general's Wounds characteristic.

- 5 **Dead Shouty:** *When this Scuttleboss bellows commands at his minions, they leap to obey him.*

Once per battle round, this general can use a command ability on their warscroll without a command point being spent.

- 6 **Creeping Assault:** *This Scuttleboss and his minions are skilled at using their mounts' ability to climb to bypass enemy defences.*

Enemy units do not receive the benefit of cover against attacks made by friendly SPIDERFANG units while the friendly unit is wholly within 12" of this general.

FORTUITOUS TROGGBOSS TRAITS

DANKHOLD TROGGOTH HERO only.

D6 Command Trait

- 1 **Tough as Rocks:** *This Troggboss is incredibly tough, even for a troggoth.*

Add 2 to this general's Wounds characteristic.

- 2 **Alpha Trogg:** *This Troggboss gives off waves of instinctive – if dull-witted – authority.*

Troggoth units affected by this general's Reassuring Presence ability add 2 to their Bravery characteristic instead of 1.

- 3 **Loonskin:** *This Troggboss' regenerative powers are boosted by even the smallest amount of light from the Bad Moon.*

This general counts as being affected by the light of the Bad Moon wherever it is located, until it is removed when it reaches the opposite edge of the battlefield.

- 4 **Pulverising Grip:** *This Troggboss has a grip so powerful that it can crush boulders into dust.*

When you use this general's Crushing Grip ability, you can re-roll the dice that determines if the target is slain.

- 5 **Mighty Blow:** *A solid blow from this Troggboss' club can bring down fortress walls.*

You can re-roll the dice that determines the Damage characteristic of this general's Boulder Club.

- 6 **Realmstone-studded Hide:** *This Troggboss has hammered chunks of realmstone into his own skin, which makes him highly resistant to magic.*

When you use this general's Magical Resistance ability, you can re-roll the dice that determines if the spell's effects are ignored.

ARTEFACTS OF POWER

TROGLODYTIC TREASURES

LOONBOSS only.

D6 Artefact of Power

- 1 **Spiteful Prodder:** *This wicked blade channels the cruelty of nearby grots into arcing blasts of destructive – if barely controllable – energy.*

At the start of your shooting phase, pick 1 enemy unit within 18" of the bearer and visible to them. Then roll 1 dice for each friendly **GROT** unit wholly within 12" of the bearer that has at least 5 models. For each 5+ that enemy unit suffers D3 mortal wounds.

- 2 **Backstabber's Blade:** *A slitta made from pure shadow and malice, this blade always finds its victim's weak spots.*

Pick one of the bearer's melee weapons. If the unmodified hit roll for an attack made with that weapon is 6, the save roll for that attack automatically fails (do not roll the dice).

- 3 **Loonstone Talisman:** *This talisman glows with warning light when danger threatens, and can soak up sorcerous energies like a sponge.*

Roll a dice each time you allocate a mortal wound to the bearer. On a 5+ that mortal wound is negated.

- 4 **The Pipes of Doom:** *These weird old pipes resonate on an otherworldly level, and drive enemies mad with atavistic terror.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of the bearer.

- 5 **The Clammy Cowl:** *This enchanted hood wreathes its wearer in damp gloom, causing enemies to swing wildly at their blurred outline and weapons to slip in suddenly moistened palms.*

Subtract 1 from hit rolls for attacks that target the bearer.

- 6 **Leering Gitshield:** *The mocking face on this shield harangues the enemy, then rebounds their blows with spiteful laughter when they strike.*

If the unmodified save roll for an attack made with a melee weapon that targets the bearer is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

FOETID FETISHES

MADCAP SHAMAN only.

D3 Artefact of Power

- 1 **Spiteshroom Familiar:** *The spores that billow from this tottering ambulatory fungus incapacitate nearby enemies.*

Subtract 1 from hit rolls for attacks made by enemy models while they are within 3" of the bearer.

- 2 **Moonface Mommet:** *This creepy little doll can be used to call down misfortune on the foe.*

At the start of the combat phase, pick 1 enemy unit within 12" of the bearer. Subtract 1 from save rolls for attacks that target that unit until the end of the phase.

- 3 **Staff of Sneaky Stealin':** *This loonstone staff siphons away the enemy's magic and channels it into its wielder's spells instead.*

Add 1 to casting and unbinding rolls for the bearer for each enemy **WIZARD** within 12" of the bearer. In addition, add 1 to casting and unbinding rolls for the bearer for each enemy **HERO** with an artefact of power within 12" of the bearer.

VENOMOUS VALUABLES

SPIDERFANG HERO only.

D6 Artefact of Power

- 1 **Totem of the Spider God:** *This crude totem draws the blessings of the Spider God.*

While a friendly **SPIDERFANG** unit is wholly within 12" of the bearer, its Spider Venom ability causes mortal wounds on an unmodified hit roll of 5+ instead of 6.

- 2 **Headdress of Many Eyes:** *The wearer sees his enemy's attacks before they are even made.*

Subtract 1 from hit rolls for attacks that target the bearer.

- 3 **The Black Fang:** *This blade is carved from the fang of a dreaded Skitterstrand Arachnarok.*

Pick one of the bearer's melee weapons. If the unmodified hit roll for an attack made with that weapon is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll). If the weapon already inflicts mortal wounds on a roll of 6, add D3 to the number of mortal wounds it inflicts instead.

- 4 **Nibbla's 'Itty Ring:** *This crude ring contains the enraged spirit of a trapped orruk Weirdnob.*

Once per battle, at the start of a combat phase, you can pick 1 enemy unit within 3" of the bearer and roll a dice. On a 1 there is no effect. On a 2-5 that enemy unit suffers D3 mortal wounds. On a 6, that enemy unit suffer D6 mortal wounds.

- 5 **Earskuttla:** *This arachnid familiar crawls into the ears of enemy wizards to chew on their brains.*

Once per battle, at the start of a combat phase, you can pick 1 enemy **WIZARD** within 3", and roll a dice. On a 2+, that enemy **WIZARD** suffers D3 mortal wounds. In addition, for the rest of the battle, subtract 1 from casting and unbinding rolls for that **WIZARD** for each mortal wound that was inflicted.

- 6 **Web-strung Cloak:** *This wispy cloak entraps the enemy in its sticky strands.*

Enemy units cannot retreat if they are within 3" of the bearer.

GLINTY GUBBINZ THAT TROGGOTHS FOUND

DANKHOLD TROGGOTH HERO only.

D3 Artefact of Power

- 1 **Shiny Wotnot:** *This lovely shiny object reflects magical attacks.*

Roll a dice each time a mortal wound caused by a spell is allocated to this model. On a 6+ the mortal wound is allocated to the caster of the spell instead of the bearer. If the mortal wound was inflicted by an endless spell, on a 6+ the mortal wound is negated and the endless spell is dispelled instead.

- 2 **Glowy Howzit:** *A protective shield of energy radiates from this strange object. It also tastes surprisingly tangy...*

Roll a dice each time you allocate a wound or mortal wound to the bearer. On a 4+ that wound is negated. On a 1, the bearer eats the Glowy Howzit and it cannot be used again for the rest of the battle.

- 3 **Pet Gribbly:** *This vicious little critter has become the troggoth's beloved pet, and guards him while he slumbers.*

If an enemy unit attacks the bearer in the combat phase before the bearer has been selected to fight in that combat phase, then the enemy unit suffers D3 mortal wounds after all of its attacks have been resolved.



SPELL LORES

You can choose or roll for one spell from one of the following tables for each **GLOOMSPITE GITZ WIZARD HERO** in a Gloomspite Gitz army.



LORE OF THE MOONCLANS

MOONCLAN WIZARD only.

D6 Spell

- 1 **Vindictive Glare:** *Green bolts of purest spite burst forth from the shaman's eyes and streak towards the foe.*

Vindictive Glare has a casting value of 5. If successfully cast, pick 1 enemy unit within 12" of the caster and visible to them. That unit suffers D3 mortal wounds.

- 2 **Itchy Nuisance:** *The shaman scratches his armpits and inflicts unhygienic discomfort and painful chafing upon the foe.*

Itchy Nuisance has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them. That unit fights at the end of the next combat phase, after the players have picked any other units to fight in that combat phase.

- 3 **The Great Green Spite:** *The caster draws on the spiteful energy of nearby grots to fashion a huge green backstabbing phantasmagrot.*

The Great Green Spite has a casting value of 7. If successfully cast, pick 1 friendly **GLOOMSPITE GITZ** unit wholly within 18" of the caster, and an enemy unit within 24" of the caster and visible to them. The enemy unit suffers 1 mortal wound if the friendly unit has fewer than 10 models, D3 mortal wounds if the friendly unit has 10 to 20 models, and D6 mortal wounds if it has more than 20 models.

- 4 **The Hand of Gork:** *A ghostly hand picks up a mob of grots and plonks them back down where they are most needed.*

The Hand of Gork has a casting value of 7. If successfully cast, pick 1 friendly **GLOOMSPITE GITZ** unit wholly within 24" of the caster, visible to them and more than 3" from any enemy units. Remove that unit from the battlefield and set it up again anywhere on the battlefield more than 9" from any enemy units. It may not move in the subsequent movement phase.

- 5 **Squig Lure:** *The shaman conjures a glowing ball of magical energy resembling the Bad Moon that squigs cannot help but chase.*

Squig Lure has a casting value of 5. If successfully cast, pick up to D3 friendly **SQUIG** units wholly within 18" of the caster and visible to them. Those units can run and still charge later in the same turn.

- 6 **Call da Moon:** *Straining and grimacing, the shaman wills the Bad Moon to rain shards of loonstone down onto the battlefield!*

Call da Moon has a casting value of 8. If successfully cast, pick 1 enemy unit visible to the caster. That unit suffers D3 mortal wounds. If that unit is wholly affected by the light of the Bad Moon, you can re-roll the D3 that determines the number of mortal wounds.



LORE OF THE SPIDERFANGS

SPIDERFANG WIZARD only.

D6 Spell

- 1 Deadly Webbing:** *The shaman gestures towards a nearby area of terrain, which is suddenly engulfed in glowing cobwebs.*

Deadly Webbing has a casting value of 5. If successfully cast, pick 1 terrain feature within 24" of the caster that is visible to them. Until your next hero phase, that terrain feature has the Deadly and Sinister scenery rules in addition to any other scenery rules it already has. **SPIDERFANG** units ignore the effects of this spell.

- 2 Venomous Spiderlings:** *With a snap of his fingers the shaman blankets the foe in a swarm of tiny venomous spiders.*

Venomous Spiderlings has a casting value of 6. If successfully cast, pick 1 enemy unit within 12" of the caster and visible to them and roll a number of dice equal to the number of models in that unit. For each 6+ that unit suffers 1 mortal wound.

- 3 Scuttling Terrors:** *The shaman uses his magical powers to endow nearby spiders with preternatural speed.*

Scuttling Terrors has a casting value of 7. If successfully cast, pick 1 friendly **SPIDERFANG** unit wholly within 24" of the caster. That unit can run and still shoot and/or charge later in the same turn.

- 4 Sneaky Distraction:** *The shaman's unnaturally shrill cries and magical light show hypnotically draw the attention of his foes.*

Sneaky Distraction has a casting value of 7. If successfully cast, until your next hero phase subtract 1 from hit rolls for attacks made by enemy units while they are wholly within 12" of the caster.

- 5 Curse of da Spider God:** *The shaman points a bony finger at a nearby enemy and curses them in the name of the Spider God.*

Curse of da Spider God has a casting value of 7. If successfully cast, pick 1 enemy unit within 24" of the caster and visible to them. Until your next hero phase, hit rolls made for attacks by that unit always fail on an unmodified roll of 1 or 2 instead of only on a 1, and save rolls made for attacks that target that unit always fail on an unmodified roll of 1 or 2 instead of only on a 1.

- 6 Gift of da Spider God:** *The shaman uses the power of the Spider God to fill a nearby creature with scuttling vitality.*

Gift of the Spider God has a casting value of 8. If successfully cast, pick 1 friendly **SPIDERFANG MONSTER** within 12" of the caster that is visible to them. You can heal D6 wounds allocated to that unit.

BAD MOON LOONSHRINE

A Gloomspite Gitz army can include 1 BAD MOON LOONSHRINE terrain feature (see opposite).

After territories have been chosen but before armies are set up, you can set up the BAD MOON LOONSHRINE wholly within your territory, more than 12" from enemy territory and more than 1" from any other terrain features.

If both players can set up a terrain feature before armies are set up, they must roll off, and the winner can choose the order in which the terrain features are set up.



It begins with strange storms that tear at the sky and fill it with cloud-tatters like a grotling's ragged cloak. Up becomes down as weird forces go to work, and the honest magics of the realms are set askew. Rivers run backwards, beasts turn endless widdershin circles till exhaustion takes them, and swarms of slime-slick insects come crawling from every cranny and hole.

Then comes the Bad Moon, looming through the broken clouds. As its leering face fills the sky, the heavens vanish from sight till all is lit instead with twilight's sickly glow. The fungus bursts forth, then, and the ground shakes and shudders like a sickening beast, or a carcass with maggots crawling thick beneath its rippling hide.

Out come the grotlings, sure as Elder Bones waits beyond the doors of death, and as they spill forth, down come the Bad Moon's fangs. It spits 'em out by the mouthful and they plummet like rocky rain upon them doomed lands below.

Smashing and crashing they fall, to the ruin of all beneath them, and so high do the spores billow up from the craters they blast that the folk take to callin' them mushroom clouds. Yet it doesn't end there.

The grotlings come scurrying. The grotlings set to carving. Before long, what fell as a mound of shapeless, glowing rock becomes a ghastly face. Loonshrines, they call them, but I'd say their name is death itself. Tunnels there are beneath these horrible graven effigies, and from out of them the grotlings spew like vomit from a fluxrot victim's mouth. Foul fungi pepper the shrines from bottom to top, and they quiver and shudder in the rancid winds, spilling clouds of spores that catch in the eyes and throat, that dig into the flesh and cause terrible changes to take hold.

The worst, though, is the eyes. Hewn from stone as they are, I tell you sure as I stand here, those eyes can see. The longer you stare, the more they stare back, and as the loonlight shines within 'em and the shuddering circles roll and twist in their depths, oh then you feel your mind begin to leak away into the dark and dank where it'll wander lost for evermore. Hear me in this if nothing else – don't go near the Loonshrines!

- From the ravings of Vincente Falandri,
inmate of the Grand Asylum of Hammerhal Ghyra



◆ SCENERY WARSCROLL ◆

BAD MOON LOONSHRINE

Where the Fangz of the Bad Moon fall, they smash down upon the landscape causing untold devastation. Then come the Gloomspite hordes, creeping from below to hew these loonstone outcroppings into grotesque shrine-lairs that soon become encrusted with fungi and imbued with the sinister energies of their progenitor rock.

DESCRIPTION

A Bad Moon Loonshrine is a single terrain feature. It is an obstacle.

SCENERY RULES

Loonatic Courage: *Larger loonstone meteorites are hacked painstakingly into crude but surprisingly lifelike effigies of the Bad Moon. Their boggle-eyed glare inspires fanatical courage in the Bad Moon's myriad servants.*

GLOOMSPITE GITZ units wholly within 12" of this terrain feature do not take battleshock tests.

Moonclan Lairs: *Moonclan Grots dig tunnels to nearby Loonshrines. In battle, reinforcements emerge from these echoing subterranean passages.*

At the end of each of your turns, you can pick 1 friendly **STABBAS** or **SHOOTAS** unit that has been destroyed. If you do so, roll a dice. On a 4+ a new replacement unit with half of the models from the unit that was destroyed (rounding fractions up) is added to your army. You must set up the replacement unit wholly within 12" of a friendly **BAD MOON LOONSHRINE**, and more than 3" from any enemy units. Each destroyed unit can only be replaced once – replacement units cannot themselves be replaced.

KEYWORDS

SCENERY, GLOOMSPITE GITZ, BAD MOON LOONSHRINE

BATTLEPLAN

AN UNFORTUNATE LOCATION

When the Bad Moon appears in the skies, it beckons forth the Gloomspite Gitz from the dank, hidden places that are usually their lairs. Emerging, blinking, into the Bad Moon's light, they follow it wherever it leads them. The inhabitants of any settlement that lies beneath the path of the Bad Moon must defend its walls and do their best to turn aside the Gloomspite hordes. Should they fail, the worshippers of the Bad Moon will overrun the settlement, leaving nothing but burning and fungus-riddled ruins in their wake.

This battleplan recreates the desperate plight of the defenders of a settlement that finds itself under the light of the Bad Moon, with a Gloomspite horde gathering outside the gates...

SIEGE WARFARE

Use the Siege Warfare rules from pages 294-295 of the *Warhammer Age of Sigmar Core Book*.

THE ARMIES

Each player picks an army as described in the core rules and the Siege Warfare rules. The Attacker must use a Gloomspite Gitz army. The Attacker cannot include a Bad Moon Loonshrine in their army. The Attacker's opponent is the Defender.

Each army has a unique command ability, as follows.

ATTACKER'S
COMMAND ABILITY

Burn It Down!: *Gloomspite hordes rarely leave any buildings standing.*

You can use this command ability in your hero phase. If you do so, you can pick 1 friendly **GLOOMSPITE GITZ HERO**, and then you can pick up to D6 terrain features that are within 12" of that **HERO** and within 3" of a friendly **GLOOMSPITE GITZ** unit with 5 or more models. For the rest of the battle, those terrain features have the Deadly scenery rule in addition to any scenery rules they already have.

DEFENDER'S
COMMAND ABILITY

Make Haste, Make Haste!: *The commanders of the defending army exhort newly arriving reinforcements to move as swiftly as possible.*

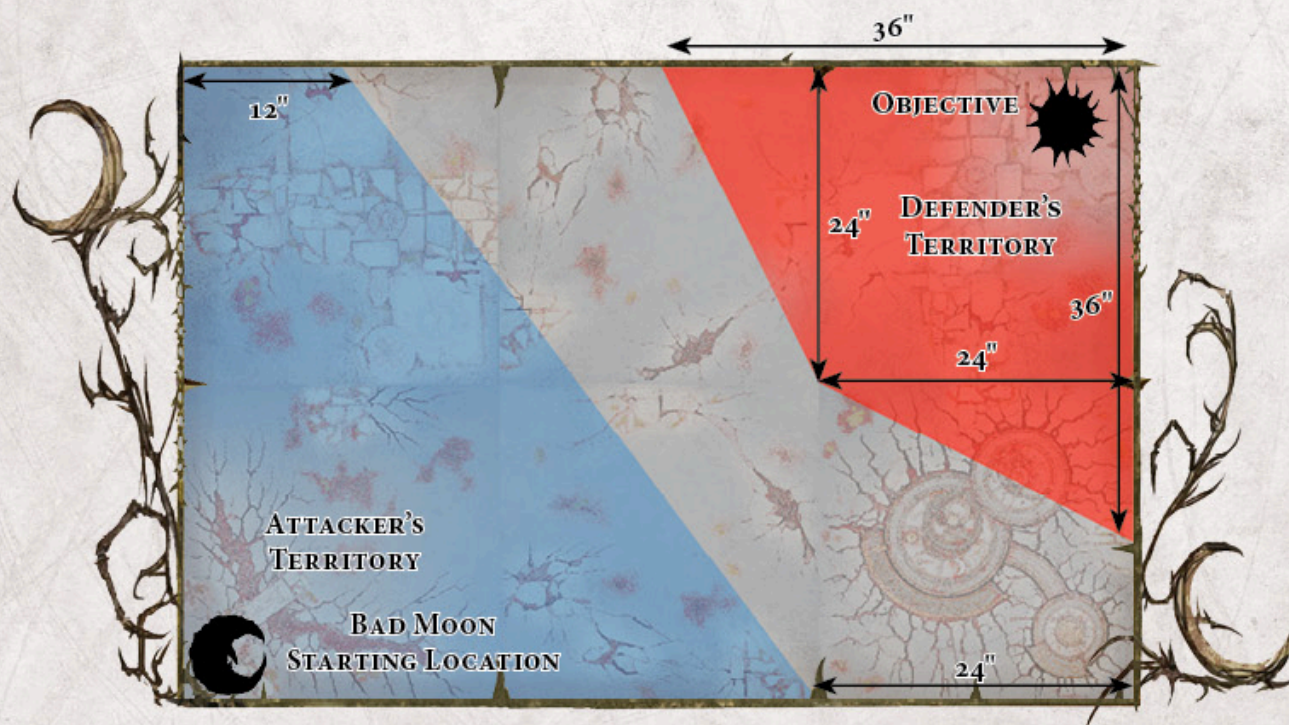
You can use this command ability after setting up a hastily gathered reinforcement unit (see Set-up and To The Walls, below) that is wholly within 12" of a friendly **HERO**. If you do so, that unit can make a normal move.



SET-UP

The territories for both armies are shown on the map below. The players then set up scenery as described in The Stronghold section of the Siege Warfare rules.

The armies can now be set up. The Defender must set up their army first. The Defender's army is split into two contingents: the





beleaguered garrison and the hastily gathered reinforcements. There must be at least one hastily gathered reinforcement unit for each unit that is included in the beleaguered garrison (the army's general must be included in the hastily gathered reinforcements).

At the start of the battle, the Defender can only set up units from their beleaguered garrison – hastily gathered reinforcements will arrive during the battle (see *To The Walls!*, below). The Defender's units must be set up anywhere wholly within their territory.

The Attacker sets up their army second. The Attacker's units must be set up wholly within their territory. The Bad Moon's starting location must be the bottom-left corner of the battlefield, as shown on the map.

TO THE WALLS!

The Gloomspite hordes have arrived with terrifying suddenness, and at first there are only a small number of defenders available to resist them. However, as the battle rages on, more and more reinforcements arrive to help hold back the invaders.

Starting from the second battle round, the Defender must roll a dice at the end of their movement phase for each of their hastily gathered reinforcement units. On a roll of 5 or 6, the unit arrives on the battlefield.

All of the models in a reinforcement unit that arrives must be set up within 6" of the table edge, wholly within the Defender's territory and more than 9" from any enemy units. Set up the unit before rolling to see if the next reinforcement unit arrives.

GLORIOUS VICTORY

This battle is fought for control of an objective located in the corner of the Defender's territory, as shown on the map.

The battle ends at the end of the fifth battle round. The player that controls the objective at the end of the battle wins a **major victory**. If neither player controls the objective at the end of the battle, the Defender wins a **minor victory**.



PATH TO GLORY

Path to Glory campaigns centre around collecting and fighting battles with a warband in the Age of Sigmar. Champions fight each other and gather followers to join them in their quest for glory, taking advantage of this age of unending battle to win glory and renown.

In order to take part in a Path to Glory campaign, you will need two or more players. All players will need to have at least one **HERO**, who is their champion, and must then create a warband to follow and fight beside their champion during the campaign.

The players fight battles against each other using the warbands they have created. The results of these battles will gain their warband favour. The warband will swell in numbers as more warriors flock to their banner, while existing troops become more powerful.

After gaining enough favour or growing your warband enough to dominate all others through sheer weight of numbers, you will be granted a final test. Succeed, and your glory will be affirmed for all time, and you will be crowned as the victor of the campaign.

CREATING A WARBAND

When creating a Path to Glory warband, do not select your army in the normal manner. Instead, your army consists of a mighty champion battling to earn the favour of the gods, and their entire band of loyal followers. As you wage war against other warbands, your own warband will grow, and existing units will become grizzled veterans.

WARBAND ROSTER

The details and progress of each warband need to be recorded on a warband roster, which you can download for free from games-workshop.com.

To create a warband, simply follow these steps and record the results on your warband roster:

1. First, pick an allegiance for your warband. Each allegiance has its own set of warband tables that are used to generate the units in the

warband and the rewards they can receive for fighting battles. The warband tables included in this battletome let you collect a warband with the Gloomspite Gitz allegiance, but other Warhammer Age of Sigmar publications include warband tables to let you collect other warbands from the Grand Alliances of Order, Chaos, Death and Destruction.

2. Next, choose your warband's champion by selecting one of the options from your allegiance's champion table. The champion you choose will determine the number of followers in your warband. Give your champion a suitably grand name, and write this down on your warband roster.



3. Having picked your champion, the next step is to generate your starting followers. These can be chosen from the followers tables for your allegiance. If your allegiance has more than one followers table you can freely choose which ones you use, selecting all of your followers from a single table or from several. Instead of choosing, you can place your destiny in the hands of fate and roll on the followers tables instead. To make a followers roll, pick a column from one of the followers tables and then roll a dice.

4. Your followers need to be organised into units. The follower table tells you how many models the unit has. Follower units cannot include additional models, but they can otherwise take any options listed on their warscroll. Record all of the information about your followers on your warband roster.

5. Instead of generating 1 unit of followers, your champion can start the campaign with a Champion's Reward, or 1 of your units can start with a Follower's Reward. No champion or unit can start the Path to Glory campaign with more than one reward each.

6. Finally, give your warband a name, one that will inspire respect and dread in your rivals. Your warband is now complete, and you can fight your first battle. Good luck!

TO WAR!

Having created a warband, you can now fight battles with it against other warbands taking part in the campaign. You can fight battles as and when you wish, and can use any of the battleplans available for Warhammer Age of Sigmar.

The units you use for a game must be those on your roster. Units can either be fielded at their full roster strength, or broken down into smaller units, as long as no unit is smaller than the minimum size shown on its warscroll.

Any casualties suffered by a warband are assumed to have been replaced in time for its next battle. If your champion is slain in a battle, it is assumed that they were merely injured, and they are back to full strength for your next game, thirsty for vengeance!

GAINING GLORY

All of the players in the campaign are vying for glory. The amount of glory they have received is represented by the Glory Points that the warband has accumulated. Glory can be increased by fighting and winning battles, as described next. As a warband's glory increases, it will also attract additional followers, and a warband's champion may be granted rewards.

Warbands receive Glory Points after a battle is complete. If the warband drew or lost the battle, it receives 1 Glory Point. If it won the battle, it receives D3 Glory Points (re-roll a result of 1 if it won a major victory).

Add the Glory Points you scored to the total recorded on your roster. Once you have won 10 Glory Points, you will have a chance to win the campaign, as described below.

REWARDS OF BATTLE

Each allegiance has its own set of rewards tables. After each battle you can take one of the three following options. Alternatively, roll a D3 to determine which option to take:

D3 Option

- 1 Additional Followers:** More followers flock to your banner. Either select a new unit or roll for a random one from a follower table, then add it to your warband roster. You can choose from any of your

own follower tables, or from any of the follower tables from an allied warband table i.e. a warband table whose allegiance is from the same Grand Alliance as your own. In either case, if you wish to add a unit from a follower table that requires more than '1 roll', you must also reduce your Glory Points total by 1 (if you do not have enough Glory Points, you cannot choose a unit from such a table). Once 5 new units have joined your warband, you will have a chance to win the campaign, as described below.



- 2 Champion's Reward:** Your champion's prowess grows. Roll on your allegiance's champion rewards table. Note the result on your warband roster. If you roll a result the champion has already received, roll again until you get a different result.

- 3 Follower's Reward:** Your warriors become renowned for mighty deeds. Pick a unit of followers (not one from an allied warband table), then roll on your allegiance's followers rewards table. Note the result on your warband roster. If you roll a result the unit has already received, roll again until you get a different result.

ETERNAL GLORY

There are two ways to win a Path to Glory campaign; either by Blood or by Might. To win by Blood your warband must first have 10 Glory Points. To win by Might your warband must have at least 5 additional units of followers. In either case, you must then fight and win one more battle to win the campaign. If the next battle you fight is tied or lost, you do not receive any Glory Points – just keep on fighting battles until you either win the campaign... or another player wins first!

You can shorten or lengthen a campaign by lowering or raising the number of Glory Points needed to win by Blood, or the number of extra units that must join a warband to win by Might. For example, for a shorter campaign, you could say that a warband only needs 5 Glory Points before the final fight, or for a longer one, say that 15 are needed.

GLOOMSPITE GITZ WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units which fight at their side, and the rewards they can receive after battle.

CHAMPION TABLE	
Champion	Followers
Webspinner Shaman on Arachnarok Spider	2 units
Dankhold Troggboss	2 units
Fungoid Cave-Shaman	4 units
Madcap Shaman	4 units
Loonboss	4 units
Loonboss on Giant Cave Squig	4 units
Loonboss on Mangler Squigs	2 units
Loonboss with Giant Cave Squig	4 units
Webspinner Shaman	4 units
Scuttleboss on Gigantic Spider	4 units
Zarbag*	3 units
* You receive Zarbag's Gitz in addition to Zarbag. Zarbag is the warband's champion, and Zarbag's Gitz is a followers unit.	

TROGGOTH FOLLOWERS TABLE (uses 2 rolls, or 1 roll and 1 Glory Point)	
D6	Followers
1-2	1 Dankhold Troggoth
3-4	3 Fellwater Troggoths
5-6	3 Rockgut Troggoths

RETINUE FOLLOWERS TABLE			
D6	Moonclan Followers	Squig Followers	Spiderfang Followers
1	10 Sneaky Snufflers	5 Boingrot Bounderz	5 Spider Riders
2-3	15 Shootas	5 Squig Hoppers	5 Spider Riders
4-6	15 Stabbas	10 Cave Squigs & 2 Squig Herders	5 Spider Riders

HERO FOLLOWERS TABLE		
D6	Moonclan Heroes	Spiderfang Heroes
1-2	Loonboss	Scuttleboss on Gigantic Spider
3	Madcap Shaman	Scuttleboss on Gigantic Spider
4	Loonboss with Giant Cave Squig	Scuttleboss on Gigantic Spider
5	Loonboss on Giant Cave Squig	Webspinner Shaman
6	Fungoid Cave-Shaman	Webspinner Shaman

FANATICS FOLLOWERS TABLE	
D6	Followers
1-3	Loonsmasha Fanatics*
4-6	Sporesplatta Fanatics*
* Cannot be given followers rewards.	

BIG STUFF FOLLOWERS TABLE (uses 2 rolls, or 1 roll and 1 Glory Point)	
D6	Followers
1-3	Mangler Squigs
4-6	Aleguzzler Giant

ARACHNAROK FOLLOWERS TABLE (uses 3 rolls, or 1 roll and 2 Glory Points)	
D6	Followers
1-2	Arachnarok Spider with Flinger
3-4	Arachnarok Spider with Spiderfang Warparty
5-6	Skitterstrand Arachnarok

GOBBAPALOOZA FOLLOWERS TABLE	
D6	Followers
1-6	Pick three different models from the following list: Scaremonger, Brewgit, Spiker, Boggleye, Shroomancer.

RETINUE, GOBBAPALOOZA AND HERO FOLLOWERS REWARDS TABLE

D6 Reward

- 1 **Protection of the Bad Moon:** *These grots call on the Bad Moon to shield them from harm, and their manic prayers are answered!*

Once per battle, at the start of your hero phase, you can say that this unit is calling upon the Bad Moon for protection. If you do so, you can re-roll save rolls for attacks that target this unit until your next hero phase.

- 2 **Special Fungus Brew:** *These followers have secured a supply of special fungus brew that drives them into a fighting frenzy!*

Once per battle, at the start of your hero phase, you can say that this unit will drink its special fungus brew. If you do so, add 1 to the Attacks characteristic of melee weapons used by this unit until your next hero phase.

- 3 **Sneaky Gitz:** *These diminutive but cunning warriors are experts at sneaking up on an unwary foe.*

Instead of setting up this unit on the battlefield, you can place it to one side and say that it is set up sneaking up on the enemy as a reserve unit. If you do so, at the end of your first movement phase you must set up this unit on the battlefield more than 9" from any enemy units.

- 4 **Get 'Em Lads!:** *These warriors are full of the froth-jawed madness of the Gloomspite, and will do everything they can to drag down their foes.*

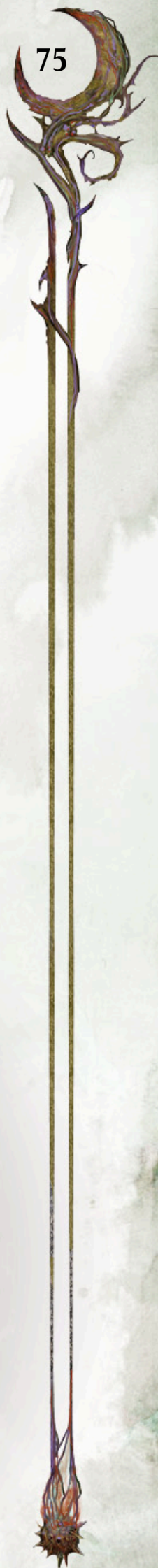
Add 1" to the Range characteristic of melee weapons used by this unit.

- 5 **Vengeful Schemers:** *These hate-filled backstabbers come up with evil schemes to help them prevail against their foes.*

At the start of the first battle round, pick a warscroll. Add 1 to hit rolls for attacks made by this unit that target an enemy unit that uses that warscroll.

- 6 **Bully Boyz:** *These grots have fought in and survived more than their fair share of fights, and have learned how to put their malice to best use shanking their enemies while staying clear of return blows.*

Once per turn, you can re-roll 1 hit roll or 1 wound roll for an attack made by this unit, or 1 save roll for an attack that targets this unit.



CHAMPION REWARDS TABLE

2D6 Reward

- 2 Badly Beaten:** *Your champion ended up in a fight that he couldn't win through cunning and trickery, and has been grievously wounded.*

You lose 1 Glory Point. In addition, subtract 1 from your champion's Wounds characteristic for the remainder of the campaign.

- 3 Razor-edged Blade:** *Your champion hones the edge of his favourite weapon so that it is wickedly sharp.*

Pick 1 of your champion's melee weapons and note it down on your warband roster as having a razor-edge. Improve the Rend characteristic of that weapon by 1.

- 4 Can't Catch Me!:** *Your champion is incredibly swift-footed and almost impossible to catch.*

Add 2" to your champion's Move characteristic. Add a further 4" to the distance they can move when they retreat.

- 5 Sinewy Toughness:** *Although scrawny, your champion is incredibly hard to kill.*

Add 1 to the Wounds characteristic of your champion.

- 6 Cowardly Git:** *Your champion is deathly afraid of being hurt, and is not above using his followers to shield himself from harm.*

Roll a dice each time you allocate a wound or mortal wound to your champion while they are within 3" of a friendly unit. On a 4+, that wound or mortal wound is negated, but you must pick 1 friendly unit within 3" of your champion and that unit suffers 1 mortal wound.

- 7 Dirty Fighter:** *Your champion will use any trick they can think of to get the upper hand in a fight.*

Add 1 to hit rolls for attacks made by your champion.

- 8 Nimble:** *Your champion is so swift that foes find them hard to hit.*

Subtract 1 from hit rolls for attacks that target your champion.

- 9 Bad Moon Weapon:** *Your champion has a melee weapon crafted from a shard of loonstone, which glows with sickly yellow light.*

Pick one of your champion's melee weapons and note it down on your warband roster as being made from a Bad Moon fragment. Add 1 to that weapon's Damage characteristic.

- 10 Morkish Cunning:** *Your champion is very canny, and almost always comes up with a battleplan that will help defeat the foe.*

If your champion is on the battlefield at the start of your hero phase, roll a dice. On a 4+, you receive 1 extra command point.

- 11 Loonstruck:** *Your champion has spent too long under the light of the Bad Moon and is now constantly under its influence.*

Your champion is always treated as being affected by the light of the Bad Moon (pg 61).

- 12 Savage Underhand Blow:** *Your champion has become practised at waiting for the perfect moment to deliver a brutal killing strike.*

Once per battle, at the start of the combat phase, you can say your champion is attempting a savage underhand blow instead of fighting in that combat phase. If you do so, pick 1 enemy model within 1" of your champion and roll a dice. On a 4 or 5, the target model's unit suffers D3 mortal wounds. On a 6, the target model is slain.



TROGGOTH, ARACHNAROK AND BIG STUFF FOLLOWERS REWARDS TABLE

D6 Reward

- 1 **Living Avalanche:** *These brutes wield their great mass to terrifying effect, crashing into the foe with the unstoppable force of tumbling boulders.*

You can re-roll wound rolls for attacks made by this unit if it made a charge move in the same turn.

- 2 **Greedy Gobblers:** *Driven by an insatiable need to guzzle warm meat, these creatures attack with a hungry-eyed focus that is horrible to witness.*

Add 1 to hit rolls for attacks made with melee weapons by this unit.

- 3 **Hardy Breed:** *These thick-skinned monsters are amongst the most resilient of their foul kind.*

Add 1 to the Wounds characteristic of this unit.

- 4 **Terrifying:** *The blind ferocity of these massive warriors make them terrifying opponents.*

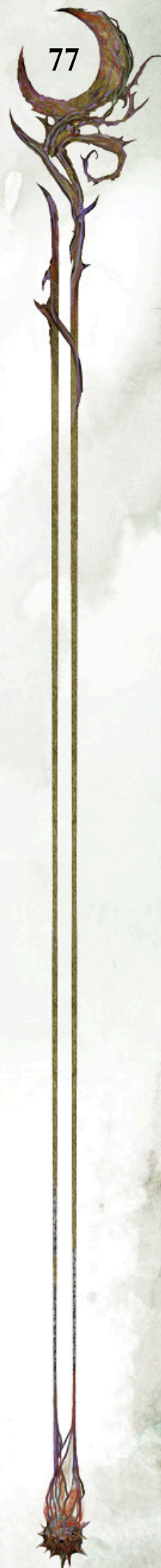
Subtract 1 from the Bravery characteristic of enemy units within 3" of this unit.

- 5 **Destruction Unleashed:** *These volatile beasts do not stop smashing their foes until they are reduced to unrecognisable pulp.*

If the unmodified hit roll for an attack made with a melee weapon by a model from this unit is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.

- 6 **Loongrimm:** *The hides of these monsters glow with the absorbed light of the Bad Moon, its weird blessings always upon them.*

Once per turn, you can re-roll 1 hit roll or 1 wound roll for an attack made by this unit, or 1 save roll for an attack that targets this unit.



WARSCROLLS

This section includes the Gloomspite Gitz warscrolls, warscroll battalions and endless spell warscrolls. Updated January 2019; the warscrolls printed here take precedence over any warscrolls with an earlier publication date or no publication date.

WARSCROLL BATTALION MOONCLAN SKRAP



A Moonclan Skrap consists of every single Moonclan Grot that could be roused, bullied or lured out of their lurklair and shoved hastily into some semblance of battle order. Any reluctance for the upcoming fight that this greenskin horde might possess is swiftly eclipsed as the Bad Moon rises and the Gloomspite seizes hold of them.

ORGANISATION

A Moonclan Skrap consists of the following units and warscroll battalions:

- 1-3 LOONBOSSSES
- 0-1 MOONCLAN WIZARD HERO
- 0-1 Gobbapalooza
- 1-3 units of Sneaky Snufflers
- 0-2 Squig Herd units
- 1+ Skulkmob Hordes
- 0-3 Squig Rider Stampedes

ABILITIES

Spreading Loonacy: *When Moonclan Grots gather into a Skrap, the energies of the Gloomspite surge through them like a tide and send them frothing mad.*

Do not take battleshock tests for units from this battalion while they are affected by the light of the Bad Moon.

WARSCROLL BATTALION GOBBAPALOOZA

ORGANISATION

A Gobbapalooza consists of the following units:

- 1 Scaremonger
- 1 Brewgit
- 1 Spiker
- 1 Boggleye
- 1 Shroomancer

ABILITIES

Brew-fuelled Madness: *When a Gobbapalooza gathers together, the grots strive to outdo one another to prove they have the most 'know-wotz' out of all the assembled wise-grots. With the psychotropic fungus brew flowing, the resultant displays of inebriated one-upmanship can prove disastrous for the foe.*

Add 1 to casting and Gobbapalooza Know-wotz rolls for a model from this battalion while that model is within 8" of any other models from the same battalion.

WARSCROLL BATTALION SKULKMOB HORDE

ORGANISATION

A Skulkmob Horde consists of the following units:

- 3+ units of Stabbas or Shootas in any combination
- 3 units of Loonsmasha Fanatics or Sporesplatta Fanatics in any combination

ABILITIES

Endless Hordes: *Moonclan Grots are emboldened in large numbers, and tides of reinforcements are more likely to flow into battle if the fight is already going in their favour.*

Once per battle, when you use a Bad Moon Loonshrine's Moonclan Lair ability to successfully replace a destroyed unit from this battalion, the replacement unit has all of the models from the destroyed unit instead of half the models.

WARSCROLL BATTALION SQUIG RIDER STAMPEDE

ORGANISATION

A Squig Rider Stampede consists of the following units:

- 2-3 units of Squig Hoppers or Boingrot Bounderz in any combination
- 0-1 Mangler Squigs

ABILITIES

Madcap Momentum: *When squigs and their riders gather into an onrushing stampede they generate greater momentum, rebounding off of one another and snapping at each other's heels in a frantic, slobbering mass.*

You can re-roll the roll that determines the Move characteristic of units from this battalion.

WARSCROLL BATTALION

SPIDERFANG STALKTRIBE



A Spiderfang Stalktribe is led into battle by the capering Webspinner Shamans that interpret the Spider God's will and rain its arachnid blessings down upon its scuttling worshippers. It is inevitably built around a towering brood of Arachnarok Spiders, which lead the gangle-legged charge out of the shadows.

ORGANISATION

A Spiderfang Stalktribe consists of the following units and warscroll battalions:

- 1 Webspinner Shaman on Arachnarok Spider or 1 Webspinner Shaman
- 0-2 Webspinner Shamans
- 1-2 Arachnarok Spider Clusters
- 1+ Spider Rider Skitterswarms
- 0-1 Skitterstrand Nest

ABILITIES

Power of the Spider God: *The shaman that leads a Spiderfang stalktribe can draw upon his god's power to protect any of its followers that are nearby.*

You can re-roll save rolls of 1 for attacks that target a unit from this battalion while the target unit is wholly within 24" of a **SPIDERFANG WIZARD** from the same battalion.



WARSCROLL BATTALION

ARACHNAROK SPIDER CLUSTER

ORGANISATION

An Arachnarok Spider Cluster consists of the following units:

- 2-4 Arachnarok Spiders with Flingers or Spiderfang Warparties in any combination
- 0-1 Skitterstrand Arachnaroks

ABILITIES

Hunting Brood *When they stalk their victims as a closely coordinated pack, Arachnarok Spiders herd their prey into one another's clutches and thus become even deadlier foes to face.*

You can re-roll hit rolls of 1 for attacks made by a model from this battalion while it is within 6" of another model from the same battalion.

WARSCROLL BATTALION

SPIDER RIDER SKITTERSWARM

ORGANISATION

A Spider Rider Skitterswarm consists of the following units:

- 0-1 Scuttleboss on Gigantic Spider
- 3+ units of Spider Riders

ABILITIES

Outriders of the Spider God: *The mounts used by the skittermobs in a skitterswarm have been carefully selected and bred to be the fastest of their kind.*

Add 2" to the Move characteristic of units from this battalion.

WARSCROLL BATTALION

SKITTERSTRAND NEST

ORGANISATION

A Skitterstrand Nest consists of the following units:

- 2-3 Skitterstrand Arachnaroks

ABILITIES

Burst from the Beyond: *When a Skitterstrand Nest hunts as one, they cram themselves through their web-spun Realmgates in a grotesque mass and burst forth on their prey with frenzied speed and hunger.*

Add 1 to charge rolls for models from this battalion for each model from this battalion that was set up in the same turn.

WARSCROLL BATTALION

TROGGERD



A Troggerd could be likened to a slow-moving avalanche, which starts with a lone Dankhold Trogg Boss setting off to points unknown and ends with a lumbering mass of violently stupid and single-minded monsters smashing their way through everything in their path.

ORGANISATION

A Troggerd consists of the following units:

- 1 Dankhold Trogg Boss
- 3-9 units of Dankhold Troggoths, Fellwater Troggoths or Rockgut Troggoths in any combination
- 0-2 Aleguzzler Gargants

ABILITIES

Eat on the Move: *Too dim to think about stopping for a snack, but always hungry, troggoths snatch up screaming victims and stuff them into their maws even as they lumber across the battlefield.*

If the unmodified wound roll for an attack made with a melee weapon used by a model from this battalion is 6, add 1 to the Damage characteristic for that attack.



WARSCROLL BATTALION

SQUIGALANCHE

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The grots of a Squigalanche range nomadically across the Mortal Realms in search of the Bad Moon. Some seek to catch up to it and sink their mounts' fangs into its rocky hide, others to bound clean over it or stop it in its tracks just to prove they can. Whatever their goal, anything that gets between them and the Bad Moon is sure to suffer.

ORGANISATION

A Squigalanche consists of the following units:

- 1 Loonboss on Mangler Squigs or 1 Loonboss on Giant Cave Squig
- 0-3 Loonbosses on Giant Cave Squigs
- 1+ Squig Rider Stampedes
- 1-3 Mangler Squigs
- 0-2 Squig Herd units

ABILITIES

Over Da Moon: *Squigalanches chase the Bad Moon, each rider intent on being the first to take a chunk out of it or to jump over it.*

If the light of the Bad Moon affects a unit from this battalion at the start of a combat phase, that unit is eligible to fight in the combat phase if it is within 6" of an enemy unit instead of 3", and can move an extra 3" when it piles in.





SKRAGROTT, THE LOONKING

Skragrott is the self-styled Loonking, the master of all subterranean grots and herald of the Everdank. His sinister presence upon the field of battle ensures the Gloomspite Gitz fight with greater spite and cunning than ever.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Da Moon Onna Stikk	28"	6	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Da Moon Onna Stikk	2"	4	3+	3+	-1	1

DESCRIPTION

Skragrott, the Loonking is a named character that is a single model. He is armed with Da Moon Onna Stikk.

ABILITIES

Babbling Wand: *This jabbering wand, topped with the skull of the great prophet Kaloth, channels the voices of Skragrott's imprisoned scryers through clacking teeth.*

If this model is your general and is on the battlefield at the start of your hero phase, roll a dice. On a 4+ you receive D3 extra command points.

Da Moon Onna Stikk: *This magical weapon inflicts a horrible curse that slowly turns the victim's flesh into fungus.*

If any wounds inflicted by Da Moon Onna Stikk are allocated to an enemy model and not negated, that enemy model suffers 1 mortal wound at the end of each battle round (even if the wounds inflicted by Da Moon Onna Stikk are subsequently healed).

Loonking's Crown: *Fungal roots burrow down from this crown into the wearer's skull, imbuing them with heightened magical powers and unnatural resilience.*

Add 1 to casting and unbinding rolls for this model. In addition, roll a dice each time a wound or mortal wound is allocated to this model. On a 4+ that wound or mortal wound is negated.

MAGIC

This model is a **WIZARD**. It can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Nikkit! Nikkit! spells.

Nikkit! Nikkit!: *The shaman conjures a pair of great green hands, one of which binds an enemy in a vice-like grip, whilst the other rifles through their possessions in search of anything worth stealing.*

Nikkit! Nikkit! has a casting value of 8. If successfully cast, pick 1 enemy model within 18" of the caster that is visible to them. The unit that model belongs to suffers D3 mortal wounds. In addition, if that model has an artefact of power and the casting roll was 10+, that model's artefact of power can no longer be used (if it was used to enhance a weapon, that weapon reverts to its normal form).

COMMAND ABILITIES

The Loonking's Entreaty: *The captive seers and prophets of Skragrott's asylum can sometimes predict when the Bad Moon will accelerate or slow in its erratic orbits of the Mortal Realms. Skragrott uses this information to convince his followers that the Bad Moon listens when he entreats it to halt or move to a specific location.*

You can use this command ability once per battle if this model is your general and on the battlefield, before you roll the dice to determine how far the Bad Moon moves that battle round. If you do so, you can choose for the Bad Moon to either not move that battle round, or to make 1 move or 2 moves that battle round (do not roll the dice to determine how far it moves).

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, HERO, WIZARD, LOONBOSS, SKRAGROTT



• WARSCROLL •

SCAREMONGER



The Scaremonger capers and hoots from behind his terrifying Glareface mask. Riding upon the grot-borne skull of a Cave Squig representing the immolated godbeast Boingob, he puts the fear of the Moonclan bogeyman into the Gloomspite hordes.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boingob's Tusks and Fangs	1"	4	4+	3+	-1	D3

DESCRIPTION

A Scaremonger is a single model armed with Boingob's Tusks and Fangs.

ABILITIES

Hallucinogenic Fungus Brews: *Gobbapalooza shamans drink long draughts of hallucinogenic fungus brew before the battle begins, making them almost impervious to pain. However, as the battle progresses the effects start to wear off.*

In the first battle round, add 2 to save rolls for attacks that target this model. In the second battle round, add 1 to save rolls for attacks that target this model.

Bogeyman: *The Scaremonger generates palpable waves of fear that scare nearby grots into fighting with renewed vigour.*

In your hero phase, you can make a Gobbapalooza Know-wotz roll for this model. If you do so, roll a dice. On a 3+ pick 1 friendly **MOONCLAN GROT** unit wholly within 18" of this model that is visible to them. You can re-roll charge rolls and run rolls for that unit until your next hero phase.

Slippery Git: *Gobbapalooza shamans seek to put as many of their fellow grots between themselves and incoming enemy fire as possible.*

Subtract 1 from hit rolls for attacks made with missile weapons that target this model while it is within 3" of a friendly **MOONCLAN** unit with 3 or more models.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, GOBBAPALOOZA, SCAREMONGER



• WARSCROLL •

BREWGIT



Spigots dripping, the Brewgit capers into battle with weird fungus potions bubbling in his loonshine still. He drives quick and bonkers bargains mid-battle, peddling his most potent might-enhancing brews to those grot heroes that can afford them.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Concealed Stikka	1"	2	4+	4+	-1	1

DESCRIPTION

A Brewgit is a single model armed with a concealed stikka.

ABILITIES

Hallucinogenic Fungus Brews: *Gobbapalooza shamans drink long draughts of hallucinogenic fungus brew before the battle begins, making them almost impervious to pain. However, as the battle progresses the effects start to wear off.*

In the first battle round, add 2 to save rolls for attacks that target this model. In the second battle round, add 1 to save rolls for attacks that target this model.

Loonshine Potion: *The Brewgit cranks one of the spigots on his loonshine still and siphons off a bottle full of magical potion to sell to the highest bidder.*

In your hero phase, you can make a Gobbapalooza Know-wotz roll for this model. If you do so, roll a dice. On a 3+ pick 1 friendly **MOONCLAN GROT HERO** within 18" of this model that is visible to them. You can re-roll hit rolls for that **HERO** until your next hero phase.

Slippery Git: *Gobbapalooza shamans seek to put as many of their fellow grots between themselves and incoming enemy fire as possible.*

Subtract 1 from hit rolls for attacks made with missile weapons that target this model while it is within 3" of a friendly **MOONCLAN** unit with 3 or more models.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, GOBBAPALOOZA, BREWGIT



• WARSCROLL •

SPIKER



Spikers scuttle into battle with a basket of clinking poison-bottles lashed to their backs. They hand out liberal doses of horrible venoms to any who wish to tip their blades, saving the nastiest for the barbs of their scorpisquig stikkas.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Scorpisquig Stikka	2"	1	4+	4+	-	D3

DESCRIPTION

A Spiker is a single model armed with a Scorpisquig Stikka.

ABILITIES

Hallucinogenic Fungus Brews: *Gobbapalooza shamans drink long draughts of hallucinogenic fungus brew before the battle begins, making them almost impervious to pain. However, as the battle progresses the effects start to wear off.*

In the first battle round, add 2 to save rolls for attacks that target this model. In the second battle round, add 1 to save rolls for attacks that target this model.

Poison Brewer: *The Spiker grabs bottled poisons from his back-basket and makes a show of anointing nearby grots' weapons with them, chanting mumbo-jumbo spells to render them 'extra-nasty'.*

In your hero phase, you can make a Gobbapalooza Know-wotz roll for this model. If you do so, roll a dice. On a 3+ pick 1 friendly **MOONCLAN GROT** unit wholly within 18" of this model that is visible to them. You can re-roll wound rolls of 1 for that unit until your next hero phase.

Slippery Git: *Gobbapalooza shamans seek to put as many of their fellow grots between themselves and incoming enemy fire as possible.*

Subtract 1 from hit rolls for attacks made with missile weapons that target this model while it is within 3" of a friendly **MOONCLAN** unit with 3 or more models.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, GOBBAPALOOZA, SPIKER



• WARSCROLL •

BOGGLEYE



Boggleyes stare deep into the souls of all those around them, chanting hypnotic mantras and revolving their pupils in an unlikely and hypnotic fashion. Their victims are swiftly reduced to slack-jawed puppets who obey the Boggleye's every command.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mesmerising Staff	1"	1	4+	3+	-1	D3

DESCRIPTION

A Boggleye is a single model armed with a Mesmerising Staff.

ABILITIES

Hallucinogenic Fungus Brews: *Gobbapalooza shamans drink long draughts of hallucinogenic fungus brew before the battle begins, making them almost impervious to pain. However, as the battle progresses the effects start to wear off.*

In the first battle round, add 2 to save rolls for attacks that target this model. In the second battle round, add 1 to save rolls for attacks that target this model.

Slippery Git: *Gobbapalooza shamans seek to put as many of their fellow grots between themselves and incoming enemy fire as possible.*

Subtract 1 from hit rolls for attacks made with missile weapons that target this model while it is within 3" of a friendly **MOONCLAN** unit with 3 or more models.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase and attempt to unbind one spell in the enemy hero phase. It knows the Mesmerise spell.

Mesmerise: *The Boggleye looks deep into the eyes of his victims. Friendly warriors are convinced to stand firm against whatever foe they face, while enemies are turned into slow-witted imbeciles.*

Mesmerise has a casting value of 6. If successfully cast, pick 1 unit wholly within 12" of the caster that is visible to them. If that unit is a friendly unit, it does not take battleshock tests until your next hero phase. If that unit is an enemy unit, until your next hero phase that unit fights at the end of each combat phase, after the players have picked any other units to fight.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, GOBBAPALOOZA, WIZARD, BOGGLEYE



• WARSCROLL •

SHROOMANCER



Shroomancers experience such vivid fungus-brew hallucinations that their magics spill out to animate the fungi around them and bring their visions to life. This can have deeply unpleasant effects for anyone stood too close!

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon Staff and Jaggedy Knife	2"	2	4+	3+	-1	D3

DESCRIPTION

A Shroomancer is a single model armed with a Moon Staff and Jaggedy Knife.

ABILITIES

Hallucinogenic Fungus Brews: *Gobbapalooza shamans drink long draughts of hallucinogenic fungus brew before the battle begins, making them almost impervious to pain. However, as the battle progresses the effects start to wear off.*

In the first battle round, add 2 to save rolls for attacks that target this model. In the second battle round, add 1 to save rolls for attacks that target this model.

Slippery Git: *Gobbapalooza shamans seek to put as many of their fellow grots between themselves and incoming enemy fire as possible.*

Subtract 1 from hit rolls for attacks made with missile weapons that target this model while it is within 3" of a friendly MOONCLAN unit with 3 or more models.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase and attempt to unbind one spell in the enemy hero phase. It knows the Fungoid Cloud spell.

Fungoid Cloud: *The Shroomancer stamps upon the bloatstool he rides, releasing a cloud of magical spores that engulfs the enemy.*

Fungoid Cloud has a casting value of 6. If successfully cast, pick 1 enemy unit within 8" of the caster that is visible to them. Until your next hero phase, subtract 1 from hit rolls for attacks made by that unit, and subtract 1 from save rolls for attacks that target that unit.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, GOBBAPALOOZA, WIZARD, SHROOMANCER



• WARSCROLL •

FUNGOID CAVE-SHAMAN



Gibbering priests of Gorkamorka and speakers of the will of the Bad Moon, Fungoid Cave-Shamans are as much mushroom as magic-wielder. Their cunning and spellcraft are infamous, and their spore squigs wreath them in a fug of choking fungal foulness.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-sickle	1"	3	4+	4+	-1	1
Spore Squig's Vicious Teeth	1"	2	4+	4+	-	1

DESCRIPTION

A Fungoid Cave-Shaman is a single model armed with a Moon-sickle.

COMPANION: A Fungoid Cave-Shaman is accompanied by a Spore Squig that attacks with its Vicious Teeth. For rules purposes, it is treated in the same manner as a mount.

ABILITIES

Mouthpiece of Mork: *The visionary Fungoid Cave-Shamans have a knack for coming up with cunnin' plans.*

If this model is on the battlefield at the start of your hero phase, roll a dice. On a 4+ you receive 1 extra command point.

Deffcap Mushroom: *These mushrooms enhance the eater's magical capabilities.*

Once per battle, this model can attempt to cast 1 extra spell in your hero phase.

Spore Squig: *Spore squigs exude thick green spores that hide their masters from sight.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+ the wound or mortal wound is negated.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Spore Maws spells.

Spore Maws: *The Cave-Shaman causes the thick spores around him to coalesce into gnashing green mouths.*

Spore Maws has a casting value of 7. If successfully cast, each enemy unit within D6" of the caster suffers D3 mortal wounds.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, HERO, WIZARD, FUNGOID CAVE-SHAMAN



• WARSCROLL •

LOONBOSS

ON MANGLER SQUIGS



It takes a particularly deranged loon to lead the charge clinging onto a pair of Mangler Squigs, but this Loonboss – along with some of his most bonkers cronies – is only too eager to go bounding into battle, crushing all in his path.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-cutta	1"	5	3+	4+	-	1
Huge Fang-filled Gobs	2"	4	☀	3+	-1	D6
Balls and Chains	2"	☀	3+	3+	-2	D3
Grots' Bashin' Stikks	1"	4	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Huge Fang-filled Gobs	Balls and Chains
0-2	3D6"	3+	7
3-4	2D6"	4+	6
5-7	D6"	5+	5
8-9	2D6"	4+	6
10+	3D6"	3+	7

DESCRIPTION

A Loonboss on Mangler Squigs is a single model armed with a Moon-cutta.

MOUNT: This model's Mangler Squigs attack with their Huge Fang-filled Gobs and Balls and Chains.

CREW: This model's Mangler Squigs have a grot crew that attack with their Bashin' Stikks. For rules purposes, the crew are treated in the same manner as a mount.

FLY: This model can fly.

ABILITIES

Ker-splat!: *Mangler Squigs produce an impact that is nothing short of spectacular, sending severed body parts and splashes of gore skywards.*

Add 1 to hit rolls for attacks made with this model's Balls and Chains if this model made a charge move in the same turn.

Redcap Mushrooms: *A grot that eats a redcap mushroom turns into a crazed killer.*

Once per battle, in your hero phase, you can say that this model is eating a redcap mushroom. If you do so, until your next hero phase, you can re-roll hit and wound rolls for this model (but not for the model's mount or crew).

Watch Out!: *Mangler Squigs are capable of great destruction even in their wildly bouncing death throes.*

If this model is slain, before the model is removed from play roll a dice for each unit within 6" of this model. On a 4+ that unit suffers D3 mortal wounds.

COMMAND ABILITIES

Bite Da Moon!: *A Mangler Squig Loonboss can inspire other squig riders and their mounts to fight all the harder, crashing through the enemy so they can continue their pursuit of the Bad Moon.*

You can use this command ability at the start of a combat phase. If you do so, pick 1 friendly model with this command ability. In that combat phase you can add 1 to wound rolls for friendly SQUIG units while they are wholly within 18" of that model.

KEYWORDS

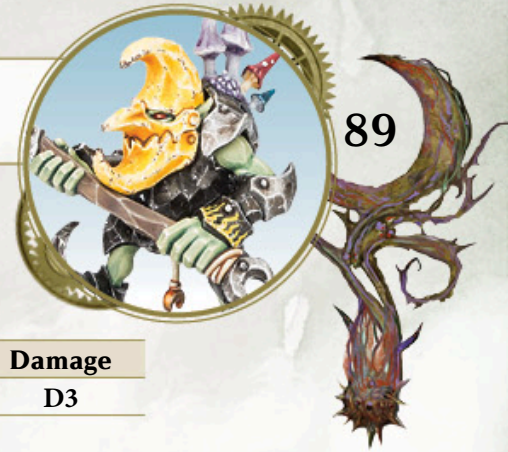
DESTRUCTION, SQUIG, GLOOMSPITE GITZ, MOONCLAN, MONSTER, HERO, LOONBOSS, MANGLER SQUIG



• WARSCROLL •

LOONBOSS

A Loonboss never fights fair, ducking and weaving around his enemies and hurling mobs of cackling grots at them to wear them down, before finishing them off with a blade to the throat or between the shoulder blades.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-slicer	1"	3	3+	3+	-1	D3

DESCRIPTION

A Loonboss is a single model armed with a Moon-slicer.

ABILITIES

Dead Trickisy: *Loonbosses are masters at using cunning and tricks in order to survive.*

Subtract 1 from hit rolls for attacks that target this model.

COMMAND ABILITIES

I'm Da Boss, Now Stab 'Em Good!:

Loonbosses prefer to make their minions do all the fighting.

You can use this command ability at the start of a combat phase. If you do so, pick 1 friendly **MOONCLAN GROT** unit wholly within 12" of a model with this command ability, or wholly within 24" of a model with this command ability that is your general. If the unmodified wound roll for an attack made by that unit in that phase is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage. The same unit cannot be picked to be affected by this command ability more than once per phase.

KEYWORDS DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, HERO, LOONBOSS



• WARSCROLL •

LOONBOSS WITH GIANT CAVE SQUIG

Some particularly forceful and bullying Loonbosses are able to tame – in the loosest sense of the word – Giant Cave Squigs and bring them into battle as terrifying pets that are more than capable of biting a man in two.



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
Massive Fang-filled Gob	1"	4	4+	3+	-1	D3

DESCRIPTION

A Loonboss with Giant Cave Squig is a single model armed with a Moon-prodder.

COMPANION: A Loonboss with Giant Cave Squig is accompanied by a Giant Cave Squig that attacks with its Massive Fang-filled Gob. For rules purposes, it is treated in the same manner as a mount.

ABILITIES

Dead Trickisy: *Loonbosses are masters at using cunning and tricks in order to survive.*

Subtract 1 from hit rolls for attacks that target this model.

COMMAND ABILITIES

I'm Da Boss, Now Stab 'Em Good!:

Loonbosses prefer to make their minions do all the fighting.

You can use this command ability at the start of a combat phase. If you do so, pick 1 friendly **MOONCLAN GROT** unit wholly within 12" of a model with this command ability, or wholly within 24" of a model with this command ability that is your general. If the unmodified wound roll for an attack made by that unit in that phase is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage. The same unit cannot be picked to be affected by this command ability more than once per phase.

KEYWORDS DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, HERO, LOONBOSS



• WARSCROLL •

ZARBAG



Zarbag the shaman has wandered the twisted halls of the Nightvault for as long as he can remember. His sniffer spite helps him root out the best magic fungi, and he can transform his facial features into a warped vision of horror almost at will.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Sickle	2"	3	3+	3+	-1	1

DESCRIPTION

Zarbag is a named character that is a single model. He is armed with a Cursed Sickle.

ABILITIES

Sniffer Spite: Zarbag has captured and imprisoned a sniffer spite, which he has 'persuaded' to track down potent magic fungi.

Once per battle, before you attempt to cast a spell with this model, you can roll a dice. On a 2+ add 2 to the casting roll.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Face Of Da Bad Moon spells.

Face of Da Bad Moon: To Zarbag, 'mooning the enemy' has a very different – and terrifying – meaning...

Face of Da Bad Moon has a casting value of 5. If successfully cast, pick 1 enemy unit within 3" of the caster that is visible to them. That unit must make a normal move, and must retreat. If it is impossible for the unit to make the move for any reason, it suffers D6 mortal wounds instead.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, HERO, WIZARD, MADCAP SHAMAN, ZARBAG



• WARSCROLL •

ZARBAG'S GITZ



This dubious bunch of greenskin hooligans have followed Zarbag into countless dangerous and often ludicrous situations, and have demonstrated a talent for emerging more-or-less in one piece with heaps of glinting shinies to show for it.

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
Massive Gob Full of Teeth	1"	2	4+	3+	-1	1
Squig Prodder	2"	1	5+	4+	-	1
Slitta	1"	1	5+	5+	-	1

DESCRIPTION

Zarbag's Gitz is a unit that has 7 models. The Squig Herder is armed with a Squig Prodder, the 2 Cave Squigs are each armed with a Massive Gob Full of Teeth, the Netter is armed with a Slitta and carries a Barbed Net, and the 3 Moonclan Shootas are each armed with a Moonclan Bow and Slitta.

LOONSMASHA FANATIC: A Loonsmasha Fanatic unit consisting of 1 model lurks with Zarbag's Gitz.

ABILITIES

Squigs Go Wild: When a Cave Squig decides to flee it snaps at anything that is foolish enough to get in its way.

Roll a dice each time a Cave Squig model from this unit flees, before the model is removed from play. On a 4+ the nearest other unit within 6" of the fleeing model suffers 1 mortal wound. If two or more such units are equally close, you can pick which suffers the mortal wound.

Netters: Moonclan Grots use throwing nets to capture Cave Squigs and entangle their foes.

Subtract 1 from hit rolls for attacks made by enemy models while they are within 2" of any friendly models with a Barbed Net.

Tough as Old Boots: Cave Squigs and their herders are notoriously difficult to kill.

Squig Herder and Cave Squig models in this unit have a Wounds characteristic of 2.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, ZARBAG'S GITZ



• WARSCROLL •

MADCAP SHAMAN



Black-clad Madcap Shamans caper into battle, chanting and jabbering madly. They stuff madcap mushrooms into their gobs, eyes crackling with power as they channel the Gloomspite into deadly magical attacks.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon Staff	2"	1	4+	4+	-1	D3

DESCRIPTION

A Madcap Shaman is a single model armed with a Moon Staff.

ABILITIES

Madcap Mushroom: *This mushroom enhances the eater's magical capabilities – as long as it is not a deadly poisonous madcap toadstool...*

Once per battle, in your hero phase, you can attempt to cast one additional spell with this model. If you do so, and the casting roll is a double, this model suffers D3 mortal wounds after the effects of the spell (if any) have been resolved.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Night Shroud spells.

Night Shroud: *The shaman throws a black-capped nightshade mushroom into the air, which bursts to form a cloud of pitch blackness.*

Night Shroud has a casting value of 5. If successfully cast, pick 1 friendly unit wholly within 12" of the caster that is visible to them. Until your next hero phase, subtract 1 from hit rolls for attacks made with missile weapons that target that unit.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, HERO, WIZARD, MADCAP SHAMAN



• WARSCROLL •

SQUIG HERD



Herd of Cave Squigs scamper into battle gnashing their huge fangs and sinking them into anything that comes near. Their tough little grot herders keep the squigs moving in the right direction, using pointy sticks and noisemakers to really rile them up.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fang-filled Gob	1"	2	4+	3+	-1	1
Squig Prodder	1"	2	5+	5+	-	1

DESCRIPTION

A Squig Herd unit has any number of models, each armed with a Fang-filled Gob.

SQUIG HERDERS: 1 in every 6 models in this unit must be a Squig Herder model instead of a Cave Squig model. A Squig Herder is armed with a Squig Prodder instead of a Fang-filled Gob.

ABILITIES

Go Dat Way! *A Squig Herder keeps any nearby squigs heading in the right direction.*

You can re-roll run and charge rolls for this unit while it includes any Squig Herders.

Squigs Go Wild: *When a Cave Squig decides to flee it snaps at anything that is foolish enough to get in its way.*

Roll a dice each time a Cave Squig model from this unit flees, before the model is removed from play. On a 4+ the nearest other unit within 6" of the fleeing model suffers 1 mortal wound. If two or more such units are equally close, you can pick which suffers the mortal wound.

KEYWORDS

DESTRUCTION, SQUIG, GLOOMSPITE GITZ, MOONCLAN, SQUIG HERD



• WARSCROLL •

LOONBOSS

ON GIANT CAVE SQUIG



Giant Cave Squigs are especially huge and ferocious beasts that make excellent steeds for the more daring grot Loonbosses. They hurtle into battle like rubbery meteors, all fangs, prodding spikes and shrieked war cries.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-cutta	1"	5	3+	4+	-	1
Moonclan Stabba	2"	5	4+	3+	-	1
Massive Fang-filled Gob	1"	4	4+	3+	-1	D3

DESCRIPTION

A Loonboss on Giant Cave Squig is a single model armed with a Moon-cutta or a Moonclan Stabba.

MOUNT: This model's Giant Cave Squig attacks with its Massive Fang-filled Gob.

FLY: This model can fly.

ABILITIES

Redcap Mushrooms: *A grot that eats a redcap mushroom turns into a crazed killer.*

Once per battle, in your hero phase, you can say that this model is eating a redcap mushroom. If you do so, you can re-roll hit and wound rolls for this model's Moon-cutta or Moonclan Stabba until your next hero phase.

COMMAND ABILITIES

Let's Get Bouncing!: *The Loonboss holds onto his squig as tightly as possible and prepares to leads his followers on a wild ride!*

You can use this command ability at the start of your movement phase. If you do so, pick 1 friendly model with this command ability. All friendly **SQUIG** units wholly within 12" of that model at the start of that phase can move an extra 3" if they make a move in that phase. A unit cannot benefit from this command ability more than once per movement phase.

KEYWORDS

DESTRUCTION, SQUIG, GLOOMSPITE GITZ, MOONCLAN, HERO, LOONBOSS



• WARSCROLL •

SNEAKY SNUFFLERS



Dragged along by their eager snufflesquigs, Sneaky Snufflers harvest looncaps and other valuable magic fungi from the battlefield. They slash up anyone that gets in their way, and dole out mind-altering fungal treats to nearby grots for the fun of it.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Loonfungus Sickle	1"	1	4+	4+	-	1
Gnashers	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Sneaky Snufflers has any number of models, each armed with a Loonfungus Sickle.

SNUFFLESQUIGS: Each Sneaky Snuffler is accompanied by a Snufflesquig that attacks with its Gnashers. For rules purposes, they are treated in the same manner as a mount.

ABILITIES

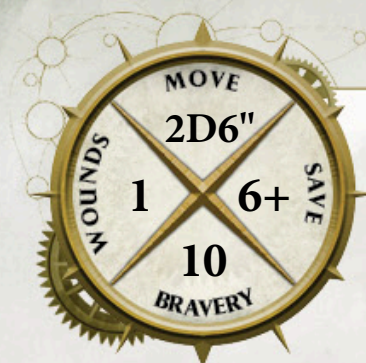
Looncap Mushrooms: *Looncap mushrooms appear when the Bad Moon arrives. They are harvested by Sneaky Snufflers, and have an intoxicating effect on any mobs of Moonclan Grots that are nearby.*

At the start of your movement phase, you can say that this unit is harvesting looncap mushrooms. If you do so, it cannot move in that movement phase, but you can roll a dice. If the roll is less than or equal to the number of models in this unit, pick 1 friendly **MOONCLAN** unit wholly within 12" of this unit. Add 1 to the Attacks

characteristic of melee weapons used by that unit until your next movement phase. If you pick the same unit to be affected by this ability more than once in the same turn, it suffers 2D6 mortal wounds each time you pick it an additional time.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, SNEAKY SNUFFLERS



LOONSMASHA FANATICS

Armed with a massive ball and chain, Loonsmasha Fanatics are driven loopy with potent fungus brews then unleashed upon the enemy in a whirling storm. Though they inevitably come to grief in the end, Loonsmasha Fanatics cause bloody carnage first.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ball and Chain	1"	D6	4+	3+	-2	D3

DESCRIPTION

A unit of Loonsmasha Fanatics can have any number of models, each armed with a Ball and Chain.

ABILITIES

Release the Fanatics!: *Loonsmasha Fanatics lurk within mobs of their fellow grots until the enemy approaches close enough for them to be released.*

When you select this unit to be part of your army, you must pick 1 friendly unit of **MOONCLAN GROTS** that has at least 5 models and is already part of your army as the unit that this unit is with. Record this information on a

piece of paper. Do not set up this unit until it is released as described below. A unit cannot be with more than 1 unit of Fanatics.

At the start of a charge phase, you can release this unit. If you do so, set up this unit wholly within 3" of the unit it was with, and more than 3" from any enemy units. If this unit was released in your charge phase, it can attempt to make a charge move in that phase unless the unit it was with has any restrictions that would stop it from attempting to charge (if it ran, for example); if it was released in the enemy charge phase, it cannot attempt to make a charge move. This unit is destroyed if the unit it is with is destroyed before this unit is released.

Splat!: *The life of a Fanatic is fraught with mishap, as the loonies are as apt to kill themselves as the enemy.*

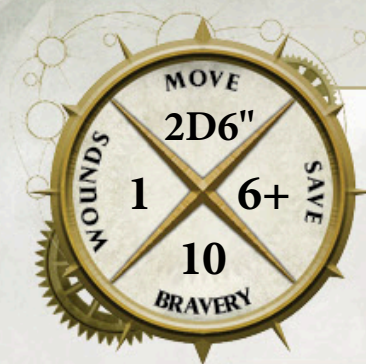
If the charge roll for this unit is a double, after the charge move (or after the charge fails), this unit suffers 1 mortal wound and each other unit within 1" of this unit suffers D3 mortal wounds.

Whirling Death: *To attack a grot Fanatic you must first dodge past their ball and chain.*

This unit fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. This unit cannot fight again in the combat phase unless an ability or spell allows it to fight more than once.

KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN, FANATIC, LOONSMASHA



SPORESPLATTA FANATICS

Spinning madly, Sporesplatta Fanatics swing thwackwheezzer puffshrooms attached to heavy metal chains. The spore clouds they generate veil the grot hordes from sight, and invigorate allies even as they choke and blind the foe.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spore-ball and Chain	1"	D3	2+	4+	-1	D3

DESCRIPTION

A unit of Sporesplatta Fanatics can have any number of models, each armed with a Spore-ball and Chain.

ABILITIES

Puffshroom Frenzy: *A puffshroom spore cloud sends nearby Moonclan Grots into a frenzy.*

At the start of your hero phase, friendly **MOONCLAN GROTS** units wholly within 12" of any friendly units with this ability become frenzied until your next hero phase. Add 1 to the Attacks characteristic of melee weapons used by frenzied units.

Spore Cloud: *The spore-balls these Fanatics swing round their heads create dense clouds that shield nearby Moonclan Grots from sight.*

Models are not visible to each other if an imaginary straight line 1mm wide drawn between the closest points of the two models crosses over this unit, or passes within 1" of this unit. This ability does not apply if either of the models the line is drawn between is a model from this unit, a model that can fly, or a **MONSTER**.

Splat!: *The life of a Fanatic is fraught with mishap, as they are as apt to kill themselves as the enemy.*

If the charge roll for this unit is a double, after the charge move (or after the charge fails), this unit suffers 1 mortal wound and each other unit within 1" of this unit suffers D3 mortal wounds.

Whirling Death: *To attack a grot Fanatic you must first dodge past their ball and chain.*

This unit fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. This unit cannot fight again in the combat phase unless an ability or spell allows it to fight more than once.

KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN, FANATIC, SPORESPLATTA



• WARSCROLL •

STABBAS



Moonclan Stabbas form ragged ranks that advance upon the foe with gongs clanging and banners waving. Eyes bulging with the madness of the Gloomspite, they pour over the enemy lines and stab wildly at everything in their path.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stabba	1"	1	4+	4+	-	1
Pokin' Spear	2"	1	5+	4+	-	1
Barbed Net	2"	3	4+	5+	-	1

DESCRIPTION

A unit of Stabbas has any number of models. The unit is armed with one of the following weapon options: Pokin' Spear and Moon Shield; or Stabba and Moon Shield. Up to 3 in every 20 models can replace the unit's weapon option with a Barbed Net.

MOONCLAN BOSS: The leader of this unit is a Moonclan Boss. You can add 1 to hit rolls for attacks made with melee weapons by a Moonclan Boss.

GONG BASHER: 1 in every 20 models in this unit can be a Gong Basher. Add 2 to run rolls for a unit that includes any Gong Bashers.

STANDARD BEARERS: 1 in every 20 models in this unit can either be a Moonclan Flag Bearer or a Bad Moon Icon Bearer. Add 1 to the Bravery characteristic of a unit that includes any Moonclan Flag Bearers. Add 1 to save rolls for attacks made with missile weapons that target a unit that includes any Bad Moon Icon Bearers.

ABILITIES

Backstabbing Mob: *It's loads easier to stab your enemy in the back when they are surrounded by all yer mates.*

Add 1 to wound rolls for attacks made with melee weapons by this unit while it has at least 15 models. Add 2 to the wound rolls made with melee weapons by this unit instead while it has at least 30 models.

Moon Shields: *Large units of grots can use their shields to create a defensive wall to hide behind.*

Add 1 to save rolls for attacks that target this unit while it has at least 10 models with Moon Shields.

Netters: *Moonclan Grots use throwing nets to capture Cave Squigs and entangle their foes.*

Subtract 1 from hit rolls for attacks made by enemy models while they are within 2" of any friendly models with a Barbed Net.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, STABBAS



SHOOTAS



Moonclan Shootas gather in sizeable skulkmobs that rain black-fletched arrows upon the enemy. They pincushion their victims with sheer weight of fire, before surrounding any survivors and stabbing them viciously to death.

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
Slitta	1"	1	5+	5+	-	1
Barbed Net	2"	3	4+	5+	-	1

DESCRIPTION

A unit of Shootas has any number of models, each armed with a Moonclan Bow and Slitta. Up to 3 in every 20 models can replace their Moonclan Bow and Slitta with a Barbed Net.

MOONCLAN BOSS: The leader of this unit is a Moonclan Boss. You can add 1 to hit rolls for attacks made with melee weapons by a Moonclan Boss.

GONG BASHER: 1 in every 20 models in this unit can be a Gong Basher. Add 2 to run rolls for a unit that includes any Gong Bashers.

STANDARD BEARERS: 1 in every 20 models in this unit can either be a Moonclan Flag Bearer or a Bad Moon Icon Bearer. Add 1 to the Bravery characteristic of a unit that includes any Moonclan Flag Bearers. Add 1 to save rolls for attacks made with missile weapons that target a unit that includes any Bad Moon Icon Bearers.

ABILITIES

Backstabbing Mob: *It's loads easier to stab your enemy in the back when they are surrounded by all yer mates.*

Add 1 to wound rolls for attacks made with melee weapons by this unit while it has at least 15 models. Add 2 to the wound rolls made with melee weapons by this unit instead while it has at least 30 models.

Moonclan Bows: *Large mobs of Shootas can unleash dark clouds of arrows at the foe.*

Add 1 to hit rolls for attacks made with missile weapons by this unit while it has at least 15 models.

Netters: *Moonclan Grots use throwing nets to capture Cave Squigs and entangle their foes.*

Subtract 1 from hit rolls for attacks made by enemy models while they are within 2" of any friendly models with a Barbed Net.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, SHOOTAS



• WARSCROLL •

SQUIG HOPPERS



Squig Hoppers bound madly into battle, wreaking havoc on anything they collide with. Each hurtling squig has a cackling grot clinging to its back, flailing wildly at nearby enemies as he tries vainly to steer his weird steed.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slitta	1"	1	5+	5+	-	1
Fang-filled Gob	1"	2	4+	3+	-1	1

DESCRIPTION

A unit of Squig Hoppers has any number of models, each armed with a Slitta.

MOUNT: This unit's Cave Squigs attack with their Fang-filled Gobs.

FLY: This unit can fly.

SQUIG HOPPER BOSS: The leader of this unit is a Squig Hopper Boss. You can add 1 to hit rolls for attacks made with a Squig Hopper Boss' Slitta.

ABILITIES

Boing! Boing! Boing!: *Squig Hoppers can cause considerable damage simply by bouncing on top of their foes as they hurtle across the battlefield.*

After this unit has made a normal move, pick 1 enemy unit and roll a dice for each model in this unit that passed across a model from that unit. For each 4+ that unit suffers 1 mortal wound.

KEYWORDS

DESTRUCTION, SQUIG, GLOOMSPITE GITZ, MOONCLAN, SQUIG HOPPERS



• WARSCROLL •

BOINGROT BOUNDERZ



Squig riders who have managed to survive more than a single, violently short-lived battle, Boingrot Bounderz wear loon helms and skewer their enemies with wickedly pointed pokin' lances.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pokin' Lance	2"	2	4+	4+	-1	1
Fang-filled Gob	1"	2	4+	3+	-1	1

DESCRIPTION

A unit of Boingrot Bounderz has any number of models, each armed with a Pokin' Lance.

MOUNT: This unit's Cave Squigs attack with their Fang-filled Gobs.

FLY: This unit can fly.

BOUNDER BOSS: The leader of this unit is a Bounder Boss. You can add 1 to hit rolls for attacks made with a Bounder Boss' Pokin' Lance.

ABILITIES

Boing! Smash!: *Mobs of Boingrot Bounderz smash into their enemies like toothy meteors.*

After this unit has made a charge move, pick 1 enemy unit within 1" of this unit and roll a dice for each model in this unit. For each 4+ that enemy unit suffers 1 mortal wound.

Lances of the Bounderz: *The pokin' lances carried by Boingrot Bounderz are especially dangerous on the charge.*

Add 1 to wound rolls for attacks made with this unit's Pokin' Lances if this unit made a charge move in the same turn.

KEYWORDS

DESTRUCTION, SQUIG, GLOOMSPITE GITZ, MOONCLAN, BOINGROT BOUNDERZ



MANGLER SQUIGS



Possibly the most insane living weapons to be unleashed upon the Mortal Realms, Mangler Squigs crash, bound and roll across the battlefield leaving trails of torn and broken bodies in their wake.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Huge Fang-filled Gobs	2"	4	☀	3+	-1	D6
Balls and Chains	2"	☀	3+	3+	-2	D3
Grots' Bashin' Stikks	1"	4	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Huge Fang-filled Gobs	Balls and Chains
0-2	3D6"	3+	7
3-4	2D6"	4+	6
5-7	D6"	5+	5
8-9	2D6"	4+	6
10+	3D6"	3+	7

DESCRIPTION

Mangler Squigs are a single model armed with Huge Fang-filled Gobs and Balls and Chains.

CREW: This model has a grot crew that attack with their Bashin' Stikks. For rules purposes, the crew are treated in the same manner as a mount.

FLY: This model can fly.

ABILITIES

Ker-splat!: Mangler Squigs produce an impact that is nothing short of spectacular, sending severed body parts and splashes of gore skywards.

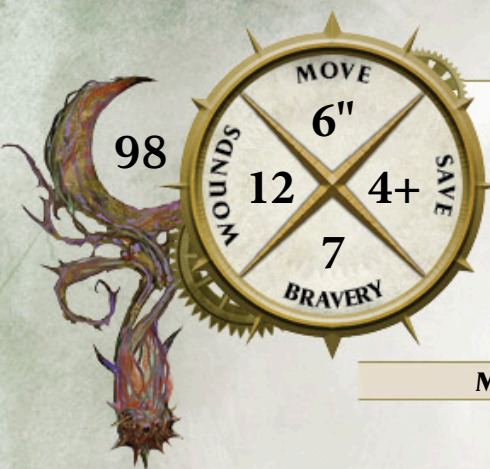
Add 1 to hit rolls for attacks made with this model's Balls and Chains if this model made a charge move in the same turn.

Watch Out!: Mangler Squigs are capable of great destruction even in their wildly bouncing death throes.

If this model is slain, before the model is removed from play roll a dice for each unit within 6" of this model. On a 4+ that unit suffers D3 mortal wounds.

KEYWORDS

DESTRUCTION, SQUIG, GLOOMSPITE GITZ, MOONCLAN, MONSTER, MANGLER SQUIGS



DANKHOLD TROGGBOSS



Dankhold Troggbosses are ancient creatures that sometimes wake from their subterranean slumbers and go on the rampage. Potent forces of destruction in their own right, Troggbosses also inspire any Gloomspite Gitz fighting in their shadow.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boulder Club	2"	4	3+	3+	-2	D6
Crushing Grip	1"	1			See below	

DESCRIPTION

A Dankhold Troggboss is a single model armed with a Boulder Club and Crushing Grip.

ABILITIES

Crushing Grip: *The vice-like grasp of a Dankhold Troggoth can squeeze the life out of all but the largest opponent.*

Do not use the attack sequence for an attack made with a Crushing Grip. Instead, pick 1 enemy model that is in range of the attack and roll a dice. If the roll is equal to or greater than the Wounds characteristic of that model, it is slain.

Magical Resistance: *The mushrooms and realmstone that Dankhold Troggoths consume make them naturally resistance to the effects of magic.*

Each time this unit is affected by a spell or endless spell, you can roll a dice. If you do so, on a 4+, ignore the effects of that spell or endless spell on this model.

Reassuring Presence: *The mushrooms that sprout from the scaly hides of Dankhold Troggoths are things of wonder and reassurance to the grots that make up the Gloomspite hordes.*

Add 1 to the Bravery characteristic of friendly **GLOOMSPITE GITZ** units that are wholly within 18" of any friendly models with this ability.

Regeneration: *Troggoths are able to regrow injured flesh almost as quickly as it is harmed.*

In your hero phase, you can roll a dice for this unit. If you do so, on a 4+ heal up to D3 wounds allocated to this unit.

Squiggly-beast Followers: *Dankhold Troggoths are accompanied by a horde of small skittering cave-creatures that look to them for protection.*

At the start of the combat phase, roll 1 dice for each enemy unit within 3" of any friendly models with this ability. If the roll is equal to or greater than the number of models in that enemy unit, that enemy unit suffers 1 mortal wound.

COMMAND ABILITIES

Instinctive Leader: *A Dankhold Troggboss is one of the few creatures that can bellow loudly enough to get other troggoths to ignore any distractions and concentrate on bashing their enemies. The mindless beasts obey him instinctively, and follow his lead without question.*

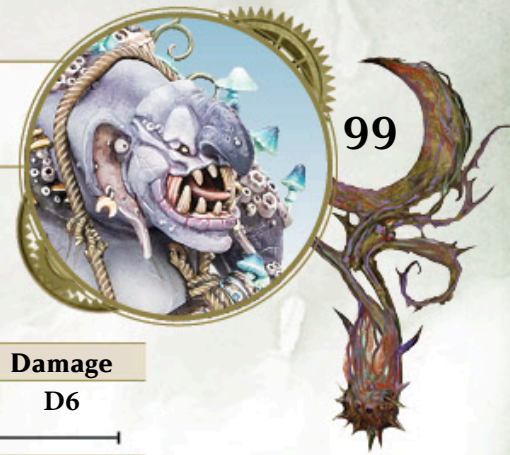
Use this command ability at the start of the combat phase. If you do so, pick 1 friendly **DANKHOLD TROGGOTH HERO** with this command ability. Until the end of that phase, you can re-roll hit rolls of 1 for attacks made by friendly **TROGGOTH** units wholly within 18" of that model when they attack.

KEYWORDS

DESTRUCTION, TROGGOTH, GLOOMSPITE GITZ, DANKHOLD, HERO, TROGGBOSS



DANKHOLD TROGGOTHS



Dankhold Troggoths sleep deep underground until the Gloomspite moves them to lumber up to the surface and wreak havoc. They swat and crush everything within reach, soak up spellcraft like sponges, and are nigh unkillable in battle.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boulder Club	2"	3	3+	3+	-2	D6
Crushing Grip	1"	1	See below			

DESCRIPTION

A unit of Dankhold Troggoths can have any number of models, each armed with a Boulder Club and Crushing Grip.

ABILITIES

Crushing Grip: *The vice-like grasp of a Dankhold Troggoth can squeeze the life out of all but the largest opponent.*

Do not use the attack sequence for an attack made with a Crushing Grip. Instead, pick 1 enemy model that is in range of the attack and roll a dice. If the roll is equal to or greater than the Wounds characteristic of that model, it is slain.

Magical Resistance: *The mushrooms and realmstone that Dankhold Troggoths consume make them naturally resistance to the effects of magic.*

Each time this unit is affected by a spell or endless spell, you can roll a dice. If you do so, on a 4+, ignore the effects of that spell or endless spell on this unit.

Reassuring Presence: *The mushrooms that sprout from the scaly hides of Dankhold Troggoths are a things of wonder and reassurance to the grots that make up the Gloomspite hordes.*

Add 1 to the Bravery characteristic of friendly GLOOMSPITE GITZ units that are wholly within 12" of any friendly models with this ability.

Regeneration: *Troggoths are able to regrow injured flesh almost as quickly as it is harmed.*

In your hero phase, you can roll a dice for this unit. If you do so, on a 4+ heal up to D3 wounds allocated to this unit.

Squiggly-beast Followers: *Dankhold Troggoths are accompanied by a horde of small skittering cave-creatures that look to them for protection.*

At the start of the combat phase, roll 1 dice for each enemy unit within 3" of any friendly models with this ability. If the roll is equal to or greater than the number of models in that enemy unit, that enemy unit suffers 1 mortal wound.

KEYWORDS

DESTRUCTION, TROGGOTH, GLOOMSPITE GITZ, DANKHOLD



• WARSCROLL •

MOLLOG



Mollog the ancient Dankhold Troggoth really just wants to find somewhere dark and damp to go back to sleep, but people keep disturbing him and getting in his way. Suffice it to say, this never ends well for them...

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Jabbertoad	12"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Puff-fungus Club	1"	2	—	See below	—	—

DESCRIPTION

Mollog is a named character that is a single model with three minions: a Bat Squig, a Stalagsquig and a Spiteshroom. Mollog is armed with a Puff-fungus Club and Jabbertoad.

Mollog and his minions are treated as a single model using the characteristics given above. The minions must remain within 1" of Mollog's model.

ABILITIES

Jabbertoad: *Jabbertoads stick to their victim's face, and are incredibly hard to remove.*

If any wounds inflicted by a Jabbertoad are allocated to an enemy model and not negated, subtract 1 from hit rolls for attacks made by that model for the rest of that battle round (even if the wounds inflicted by the Jabbertoad are subsequently healed).

Puff-fungus Club: *When a puff-fungus club hits a foe, it releases a cloud of toxic spores.*

Do not use the attack sequence for an attack made with a Puff-fungus Club. Instead roll a dice. On a 1, nothing happens. On a 2-3, the target unit suffers 1 mortal wound. On a 4+ the target unit suffers D3 mortal wounds.

Magical Resistance: *The mushrooms and realmstone that Dankhold Troggoths consume make them naturally resistance to the effects of magic.*

Each time this unit is affected by a spell or endless spell, you can roll a dice. If you do so, on a 4+ ignore the effects of that spell or endless spell on this unit.

Reassuring Presence: *The mushrooms that sprout from the scaly hides of Dankhold Troggoths are things of wonder and reassurance to the grots that make up the Gloomspite hordes.*

Add 1 to the Bravery characteristic of friendly **GLOOMSPITE GITZ** units that are wholly within 12" of any friendly models with this ability.

Regeneration: *Troggoths are able to regrow injured flesh almost as quickly as it is harmed.*

In your hero phase, you can roll a dice for this unit. If you do so, on a 4+ heal up to D3 wounds allocated to this unit.

MINION ABILITIES

Bat Squig: *Bat Squigs descend upon their victims in a flurry of gnashing jaws and spattering guano.*

At the start of your shooting phase, you can pick 1 enemy unit within 18" of this model and roll a dice. On a 5+ that enemy unit suffers 1 mortal wound. This ability cannot be used if the Bat Squig minion has been removed (see Loyal to the End, below).

Spiteshroom: *The incessant high-pitched shrieking and shrill idiot ditties of this weird creature can distract even the most veteran warrior.*

At the start of the combat phase, you can pick 1 enemy unit within 3" of this model and roll a dice. On a 5+ subtract 1 from hit rolls for attacks made by that unit in that combat phase. This ability cannot be used if the Spiteshroom minion has been removed before the start of that combat phase (see Loyal to the End, below).

Stalagsquig: *Being coated in a solid rocky hide, the Stalagsquig is as likely to break an enemy's blade as to be harmed itself.*

If you choose to remove this minion when you use the Loyal to the End ability (see below), roll a dice. On a 5+ this minion is not removed, but the wound or mortal wound is still negated.

Loyal to the End: *Mollog the Mighty's minions will sacrifice themselves to save their master.*

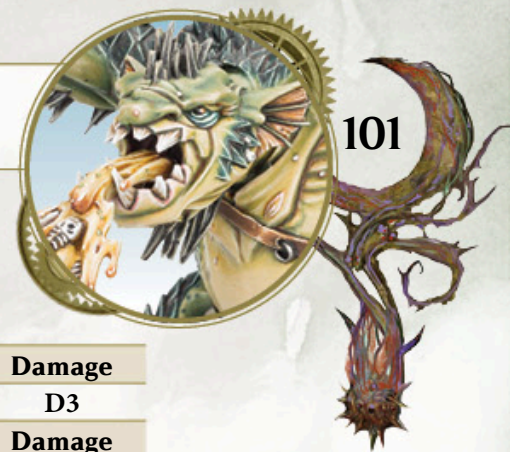
Each time a wound or mortal wound is allocated to this model and not negated, you can choose to remove 1 minion. If you do so, the wound or mortal wound is negated.

KEYWORDS

DESTRUCTION, TROGGOTH, GLOOMSPITE GITZ, DANKHOLD, HERO, MOLLOG



FELLWATER TROGGOTHS



These slime-slick beasts stink worse than a plague pit full of incontinent Nurglings. They throw up jetting streams of viciously corrosive vomit, softening their prey up – quite literally – before tearing into them with wicked talons and tusks.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Vomit	6"	1	2+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spiked Club	2"	4	3+	3+	-1	2

DESCRIPTION

A unit of Fellwater Troggoths has any number of models, each armed with a Spiked Club and Noxious Vomit.

ABILITIES

Regeneration: *Troggoths are able to regrow injured flesh almost as quickly as it is harmed.*

In your hero phase, you can roll a dice for this unit. If you do so, on a 4+ heal up to D3 wounds allocated to this unit.

Terrible Stench: *Fellwater Troggoths are slimy creatures that reek so foully of rotten fish that it makes their enemies gag.*

Subtract 1 from hit rolls for attacks made with melee weapons that target this unit.

KEYWORDS

DESTRUCTION, TROGGOTH, GLOOMSPITE GITZ, FELLWATER



ROCKGUT TROGGOTHS



Rockgut Troggoths have stony hides that are proof against blade, bolt and magical blast alike. Their lumpen claws pass through stone as though it were water, allowing them to scoop up huge clubs and throwing boulders at will. Subtle they are not.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Stone Maul	2"	2	3+	3+	-2	3

DESCRIPTION

A unit of Rockgut Troggoths has any number of models, each armed with a Massive Stone Maul.

ABILITIES

Regeneration: *Troggoths are able to regrow injured flesh almost as quickly as it is harmed.*

In your hero phase, you can roll a dice for this unit. If you do so, on a 4+ heal up to D3 wounds allocated to this unit.

Stony Skin: *Rockgut Troggoths have iron-hard skin and are naturally resistant to magic.*

Roll a dice each time you allocate a wound or mortal wound to this unit. On a 5+ that wound or mortal wound is negated.

Throwin' Boulders: *Rockgut Troggoths often dig up boulders during battle and hurl them towards the enemy with varying degrees of accuracy.*

In your shooting phase, pick 1 enemy unit within 12" of this unit and visible to it, and roll a dice. If the roll is equal to or less than the number of models in this unit, that enemy unit suffers D3 mortal wounds.

KEYWORDS

DESTRUCTION, TROGGOTH, GLOOMSPITE GITZ, ROCKGUT



• WARSCROLL •

WEBSPINNER SHAMAN

ON ARACHNAROK SPIDER



This especially old and malevolent Arachnarok Spider bears a Webspinner Shaman and his mob of hangers-on into battle. The shaman draws power from his howdah's catchweb spidershrine to boost his own spellcraft and unmake his foes'.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spider-bows	16"	8	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spider God Staff	1"	1	4+	3+	-1	D3
Chitinous Legs	3"	☀	4+	3+	-1	1
Monstrous Fangs	1"	☀	3+	3+	-1	D3
Crooked Spears	1"	8	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Chitinous Legs	Monstrous Fangs
0-3	8"	8	2+
4-6	7"	7	3+
7-9	6"	6	3+
10-12	5"	5	4+
13+	4"	4	4+

DESCRIPTION

A Webspinner Shaman on Arachnarok Spider is a single model armed with a Spider God Staff.

MOUNT: This model's Arachnarok Spider attacks with its Chitinous Legs and Monstrous Fangs.

CREW: This model has a Spiderfang Grot crew that attack with their Crooked Spears and Spider-bows. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Catchweb Spidershrine: *This ramshackle altar to the Spider God shimmers with malevolent arcane energy.*

Add 1 to casting and unbinding rolls for friendly **SPIDERFANG WIZARDS** while they are within 12" of any friendly models with this ability.

Spider Venom: *An Arachnarok Spider's monstrous fangs glisten with deadly toxic venom.*

If the unmodified hit roll for an attack made with this model's Monstrous Fangs is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Prophet of the Spider God: *Spiderfang tribes are often ruled over by the shaman that attends the Spidershrine on an Arachnarok Spider.*

If this model is the general of your army, you can add 2 to the Bravery characteristic of friendly **SPIDERFANG** units wholly within 24" of this model.

Wall Crawler: *Arachnarok Spiders can skitter up and down vertical surfaces as if they were flat ground.*

When this model makes a move, it can pass across terrain features in the same manner as a model that can fly.

MAGIC

This model is a **WIZARD**. It can attempt to cast two spells in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Venom of the Spider God spells.

Venom of the Spider God: *With a hiss, the shaman calls upon the Spider God for its wicked aid.*

Venom of the Spider God has a casting value of 6. If successfully cast, pick 1 friendly **SPIDERFANG** unit wholly within 16" of the caster and visible to them. Until your next hero phase, double the number of mortal wounds inflicted by that unit's Spider Venom ability. If the casting roll is 10 or more, pick up to D3 different friendly **SPIDERFANG** units instead of 1.

KEYWORDS

DESTRUCTION, ARACHNAROK SPIDER, GLOOMSPITE GITZ, SPIDERFANG, MONSTER, HERO, WIZARD, WEBSPINNER SHAMAN



• WARSCROLL •

SCUTTLEBOSS

ON GIGANTIC SPIDER



Swaggering bullies whose twisted anatomies are part arachnid, Scuttlebosses charge into battle upon the backs of Gigantic Spiders, exhorting nearby skittermobs to follow their violent example and ride the foe into the ground.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Envenomed Spear	2"	4	4+	4+	-1	1
Gigantic Fangs	1"	4	4+	3+	-1	1

DESCRIPTION

A Scuttleboss on Gigantic Spider is a single model armed with an Envenomed Spear.

MOUNT: This model's Gigantic Spider attacks with its Gigantic Fangs.

ABILITIES

Spider Venom: *Both the Scuttleboss' spear and his mount's fangs glisten with lethal venom.*

If the unmodified hit roll for an attack made by this model is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Wall Crawler: *Gigantic Spiders can skitter up and down vertical surfaces as if they were flat ground.*

When this model makes a move, it can pass across terrain features in the same manner as a model that can fly.

COMMAND ABILITIES

Ride 'Em All Down! *The boss levels his spear at the enemy, and calls on his minions to attack that foe with all the fury they possess.*

You can use this command ability at the start of your charge phase. If you do so, pick 1 friendly **SPIDERFANG GROT** unit wholly within 18" of a model with this command ability. You can re-roll charge rolls for that unit in that charge phase. In addition, you can re-roll hit rolls for attacks made with that unit's Crooked Spears in the following combat phase.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, SPIDERFANG, HERO, SCUTTLEBOSS



• WARSCROLL •

WEBSPINNER SHAMAN



Veins thick with venom, Webspinner Shamans live in vivid waking visions through which they interpret the Spider God's will. They are blessed by their arachnid deity, protected by its sinister touch and sorcerously empowered by its malevolent might.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spider God Staff	1"	1	4+	3+	-1	D3

DESCRIPTION

A Webspinner Shaman is a single model armed with a Spider God Staff.

ABILITIES

Touched by the Spider God: *The tiny skullback spiders that constantly bite the shaman fill him with the mystical protective energy of the Spider God.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ that wound or mortal wound is negated.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Speed of the Spider God spells.

Speed of the Spider God: *With a shriek, the shaman calls upon the Spider God to imbue its worshippers with preternatural speed.*

Speed of the Spider God has a casting value of 4. If successfully cast, pick 1 friendly **SPIDERFANG** unit wholly within 24" of the caster and visible to them. Until your next hero phase, that unit can run and still shoot later in the same turn. If the casting roll is 8 or more, pick up to D3 friendly **SPIDERFANG** units instead of 1.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, SPIDERFANG, HERO, WIZARD, WEBSPINNER SHAMAN



• WARSCROLL •

ARACHNAROK SPIDER

WITH FLINGER



Some Arachnarok Spiders bear howdahs upon their backs that have flinger catapults built into them. Operated by a cackling grot crew, these weapons lob tumbling masses of envenomed webbing that slam down to entangle and poison the enemy.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Flinger	36"	1	See below			
Spider-bows	16"	8	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chitinous Legs	3"	☀	4+	3+	-1	1
Monstrous Fangs	1"	4	☀	3+	-1	D3
Crooked Spears	1"	8	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Chitinous Legs	Monstrous Fangs
0-3	8"	8	2+
4-6	7"	7	3+
7-9	6"	6	3+
10-12	5"	5	4+
13+	4"	4	4+

DESCRIPTION

An Arachnarok Spider with Flinger is a single model armed with a Flinger, Chitinous Legs and Monstrous Fangs.

CREW: This model has a Spiderfang Grot crew that attack with their Crooked Spears and Spider-bows. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Flinger: This crude catapult hurls a heavy ball of corded spider-webs at the enemy. Any victims not crushed by the missile when it lands are engulfed by the mass of sticky silk as it explosively unfurls.

Do not use the attack sequence for an attack made with a Flinger. Instead roll a dice. Add 1 to the dice roll if the target unit has at least 5 models. Add 2 to the dice roll instead if the target unit has at least 10 models.

On a 6+ the target unit suffers D3 mortal wounds and is engulfed in sticky webs. A unit that is engulfed in sticky webs fights at the end of the next combat phase, after the players have picked any other units to fight.

Spider Venom: An Arachnarok Spider's monstrous fangs glisten with deadly toxic venom.

If the unmodified hit roll for an attack made with this model's Monstrous Fangs is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Wall Crawler: Arachnarok Spiders can skitter up and down vertical surfaces as if they were flat ground.

When this model makes a move, it can pass across terrain features in the same manner as a model that can fly.

KEYWORDS

DESTRUCTION, ARACHNAROK SPIDER, GLOOMSPITE GITZ, SPIDERFANG, MONSTER



• WARSCROLL •

ARACHNAROK SPIDER

WITH SPIDERFANG WARPARTY



Vast arachnid predators possessed of a malevolent sentience, Arachnarok Spiders stalk into battle with rickety shanty-howdahs full of grots swaying upon their bulbous abdomens.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spider-bows	16"	10	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chitinous Legs	3"	☀	4+	3+	-1	1
Monstrous Fangs	1"	☀	4	3+	-1	D3
Crooked Spears	1"	10	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Chitinous Legs	Monstrous Fangs
0-3	8"	8	2+
4-6	7"	7	3+
7-9	6"	6	3+
10-12	5"	5	4+
13+	4"	4	4+

DESCRIPTION

An Arachnarok Spider with Spiderfang Warparty is a single model armed with Chitinous Legs and Monstrous Fangs.

CREW: This model has a Spiderfang Grot crew that attack with their Crooked Spears and Spider-bows. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Spider Venom: *An Arachnarok Spider's monstrous fangs glisten with deadly toxic venom.*

If the unmodified hit roll for an attack made with this model's Monstrous Fangs is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Voracious Predator: *Young Arachnarok Spiders are swift hunters despite their immense size, with an unquenchable hunger for living prey.*

You can re-roll run and charge rolls for this model. In addition, roll a dice for each enemy unit that is within 1" of this model after this model makes a charge move. On a 2+ that enemy unit suffers D3 mortal wounds.

Wall Crawler: *Arachnarok Spiders can skitter up and down vertical surfaces as if they were flat ground.*

When this model makes a move, it can pass across terrain features in the same manner as a model that can fly.

KEYWORDS

DESTRUCTION, ARACHNAROK SPIDER, GLOOMSPITE GITZ, SPIDERFANG, MONSTER



SKITTERSTRAND ARACHNAROK



Creeping out from their web-wreathed Shyishan lairs, Skitterstrand Arachnarok Spiders burst through temporary Realmgates to snatch up their prey, biting off heads, injecting paralyzing venom, and dragging choice victims away into the darkness.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chitinous Legs	3"	☀	4+	3+	-1	1
Monstrous Fangs	1"	4	☀	3+	-1	D3

DAMAGE TABLE			
Wounds Suffered	Move	Chitinous Legs	Monstrous Fangs
0-3	8"	8	2+
4-6	7"	7	3+
7-9	6"	6	3+
10-12	5"	5	4+
13+	4"	4	4+

DESCRIPTION

A Skitterstrand Arachnarok is a single model armed with Chitinous Legs and Monstrous Fangs.

ABILITIES

Ambush From Beyond: *Skitterstrand Arachnaroks burst from temporary Realmgates to capture and drag off their screaming victims.*

Instead of setting up this model on the battlefield, you can place it to one side and say that it is set up in ambush as a reserve unit.

At the end of your movement phase, you can set up one or more of the reserve units that are in ambush on the battlefield more than 9" from any enemy units. Any reserve units that are in ambush that are not set up on the battlefield before the start of the fourth battle round are slain.

Spider Venom: *An Arachnarok Spider's monstrous fangs glisten with deadly toxic venom.*

If the unmodified hit roll for an attack made with this model's Monstrous Fangs is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Wall Crawler: *Arachnarok Spiders can skitter up and down vertical surfaces as if they were flat ground.*

When this model makes a move, it can pass across terrain features in the same manner as a model that can fly.

KEYWORDS

DESTRUCTION, ARACHNAROK SPIDER, GLOOMSPITE GITZ, SPIDERFANG, SKITTERSTRAND, MONSTER



SPIDER RIDERS



Skittermobs of Spider Riders stream across the battlefield, pouring through, over and around even the densest terrain or most formidable fortifications. They encircle their foes, pelting them with poisoned arrows and jabbing with crooked spears.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spider-bow	16"	2	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crooked Spear	2"	1	5+	4+	-	1
Fangs	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Spider Riders has any number of models, each armed with a Crooked Spear and Spider-bow.

MOUNT: This unit's Giant Spiders attack with their Fangs.

SPIDER RIDER BOSS: The leader of this unit is a Spider Rider Boss. You can add 1 to hit rolls for attacks made with melee weapons by a Spider Rider Boss.

BONE DRUMMER: 1 in every 10 models in this unit can be a Bone Drummer. Add 2 to run rolls for a unit that includes any Bone Drummers.

SPIDER TOTEM BEARERS: 1 in every 10 models in this unit can be a Spider Totem Bearer. Add 2 to the Bravery characteristic of a unit that includes any Spider Totem Bearers.

ABILITIES

Spider Venom: *A Giant Spider's fangs glisten with lethal venom.*

If the unmodified hit roll for an attack made by this model's Giant Spider's Fangs is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Wall Crawler: *Giant Spiders can skitter up and down vertical surfaces as if they were flat ground.*

When this model makes a move, it can pass across terrain features in the same manner as a model that can fly.

KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, SPIDERFANG, GROT, SPIDER RIDERS



• WARSCROLL •

ALEGUZZLER GARGANT



Aleguzzler Gargants that accompany Gloomspite hordes into battle are often combating raging hangovers from drinking too much crude fungus brew. They fight for more barrels of the same foul stuff, so that they can get inebriated all over again.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
'Eadbutt	1"	1	4+	3+	-3	★
Massive Club	3"	★	3+	3+	-1	1
Mighty Kick	2"	1	3+	3+	-2	D3

DAMAGE TABLE			
Wounds Suffered	Move	Massive Club	'Eadbutt
0-2	8"	3D6	D6
3-4	6"	2D6	D6
5-7	5"	2D6	D3
8-9	4"	D6	D3
10+	3"	D6	1

DESCRIPTION

An Aleguzzler Gargant is a single model armed with an 'Eadbutt, Massive Club and Mighty Kick.

ABILITIES

Drunken Stagger: Often still inebriated, gargants can be just as much a hazard to their allies as their enemies.

If a charge roll for this model is a double, this model cannot make a charge move that phase. In addition, the players must roll off. The player who wins the roll-off picks a point on the battlefield 3" from this model. Each unit within 2" of that point suffers D3 mortal wounds.

Stuff 'Em In Me Bag: Gargants are known to grab hapless warriors and stuff them screaming into their bags 'for later'...

After this model piles in, you can pick 1 enemy model within 3" of this model and roll a dice. If the roll is equal to or greater than double that model's Wounds characteristic, it is slain.

Timber!: A dying gargant is indiscriminating in their choice of where – and on whom – their body falls.

If this model is slain, before removing the model from the battlefield the players must roll off. The player who wins the roll-off picks a point on the battlefield 3" from this model. Each unit within 2" of that point suffers D3 mortal wounds. This model is then removed from the battlefield.

KEYWORDS

DESTRUCTION, GARGANT, GLOOMSPITE GITZ, ALEGUZZLER, MONSTER

MALEVOLENT MOON

The Malevolent Moon is conjured when a shaman raises high a carved loonstone simulacrum of the Bad Moon and jabbbers the right words. The statue swells into a cackling, glowing abomination that sweeps across the battlefield wreaking havoc.

DESCRIPTION

A Malevolent Moon is a single model.

PREDATORY: A Malevolent Moon is a predatory endless spell. A Malevolent Moon can move up to 12" and can fly.

MAGIC

Summon Malevolent Moon: *The shaman transforms his loonstone statue into a huge glowing terror and lets it loose.*

Summon Malevolent Moon has a casting value of 6. Only **GLOOMSPITE GITZ WIZARDS** can attempt to cast this spell. If successfully cast, set up a Malevolent Moon model wholly within 12" of the caster.

ABILITIES

Swirling Doom: *When a Malevolent Moon is summoned forth, it immediately hurtles across the battlefield leaving devastation in its wake.*

When this model is set up, the player who set it up can immediately make a move with it.

Malevolent Intentions: *A Malevolent Moon crashes through its foes, biting or crushing them as it goes.*

After this model moves, roll a dice for each unit that has any models that this model passed across. On a 2+ that unit suffers D3 mortal wounds.

Moon of Ill Omen: *A Malevolent Moon distorts magic, drawing lesser spells towards itself where they are swallowed up by its glowing mass.*

Subtract 1 from casting rolls made for casters within 9" of this model. Subtract 2 from casting rolls instead for casters within 3" of this model. If the caster is a **GLOOMSPITE GITZ WIZARD**, then it is not affected by this ability.



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KEYWORDS

ENDLESS SPELL, MALEVOLENT MOON

MORK'S MIGHTY MUSHROOM

Mork's Mighty Mushroom begins as a single spore plucked from between the caster's filthy toes. By the time it is flung at the foe, it has swollen into a fully grown mushroom, and within moments it blooms into something huge and unutterably foul.

DESCRIPTION

A Mork's Mighty Mushroom is a single model.

MAGIC

Summon Mork's Mighty Mushroom: *The shaman takes a small mushroom and hurls it with all his might. When it lands, it sprouts impossibly quickly into a gigantic skullshroom, a fungus said to grow between Mork's own toes.*

Summon Mork's Mighty Mushroom has a casting value of 6. Only **GLOOMSPITE GITZ WIZARDS** can attempt to cast this spell. If successfully cast, set up a Mork's Mighty Mushroom model wholly within 6D6" of the caster.

ABILITIES

Mutating Spores: *Grots know to steer clear of even the smallest skullshrooms, as their spores have a terrifying and immediate effect upon those who come into contact with them. When Mork's Mighty Mushroom erupts onto the battlefield, it belches inescapable clouds of these horrible motes that cause smaller skullshrooms to violently burst forth from everything they touch – a process that has particularly messy results upon living things.*

After this model is set up, and at the start of each battle round after it is set up, each unit within 8" of this model is enveloped by mutating spores. For each unit enveloped by mutating spores, roll a number of dice equal to the number of models from that unit that are within 8" of this model. For each 5+ that unit suffers 1 mortal wound.

KEYWORDS

ENDLESS SPELL, MORK'S MIGHTY MUSHROOM



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• ENDLESS SPELL WARSCROLL •

SCRAPSKUTTLE'S ARACHNACAULDRON

Scrapskuttle's Arachnacauldron fumes with sorcerous energies, and a shaman who drinks of its foul fluids feels magical knowledge burn through their brain. Yet the cauldron squeals always with idiot hunger, and there is a price to be paid for the arcane power it bestows.

DESCRIPTION

Scrapskuttle's Arachnacauldron is a single model.

MAGIC

Summon Scrapskuttle's Arachnacauldron:

The shaman whistles loudly, calling Scrapskuttle's Arachnacauldron to his side.

Summon Scrapskuttle's Arachnacauldron has a casting value of 5. Only **GLOOMSPITE GITZ WIZARDS** can attempt to cast this spell. If successfully cast, set up a Scrapskuttle's Arachnacauldron model within 1" of the caster.

As long as the Scrapskuttle's Arachnacauldron is not dispelled, the caster and the Scrapskuttle's Arachnacauldron are treated as being a single model from the caster's army that uses the

caster's warscroll as well as the Endless Spells rules. The Scrapskuttle's Arachnacauldron must remain within 1" of the caster. If the caster is slain, then the Scrapskuttle's Arachnacauldron is immediately dispelled and removed from play along with the caster.

ABILITIES

Blessings of the Cauldron: *Scrapskuttle's Arachnacauldron grants great arcane power to the one brave or mad enough to call upon its aid.*

As long as Scrapskuttle's Arachnacauldron is not dispelled, add 1 to casting and unbinding rolls for the caster, and the caster knows all of the spells from the Lore of the Moonclans.

Bloodslither Pact:

Scrapskuttle's Arachnacauldron only imparts its gifts when live victims are plunged screaming into the bubbling broth that sloshes around in its iron belly. If no enemies are nearby, then allies or even the caster will have to be sacrificed!

When the Scrapskuttle's Arachnacauldron is set up, and at the start of each of the caster's hero phases after it is set up, you must pick 1 unit within 3" of the caster. That unit suffers D3 mortal wounds. Note that this means that if there are no other units within 3" of the caster, then the caster will suffer the mortal wounds.

KEYWORDS

ENDLESS SPELL, SCRAPSKUTTLE'S ARACHNACAULDRON

• ENDLESS SPELL WARSCROLL •

SCUTTLETIDE

First comes a weird whispering, a rising scrape and skitter like a wind through dry leaves. Then the Scuttletide spills out onto the battlefield, sorcerous spiders by the thousand squeezing from cracks in the ground and surging from shadows and undergrowth to overrun and frenziedly bite everything in their path.

DESCRIPTION

A Scuttletide is a single model.

PREDATORY: A Scuttletide is a predatory endless spell. A Scuttletide can move up to 6".

MAGIC

Summon Scuttletide: *The shaman grasps a small jade amulet in which a skullback spider is imprisoned, and uses it to call forth a seething mass of the trapped creature's kin.*

Summon Scuttletide has a casting value of 7. Only **GLOOMSPITE GITZ WIZARDS** can attempt to cast this spell. Add 1 to casting rolls for this spell if the caster is a **SPIDERFANG WIZARD**. If successfully cast, set up a Scuttletide model wholly within 6" of a terrain feature.

ABILITIES

Scuttling Horde: *A Scuttletide seethes across the battlefield, biting and poisoning anything that gets in its way or that approaches too closely.*

After setting up or moving this model, you can pick 1 unit within 1" of this model and roll 6 dice. For each roll of 5+ that unit suffers 1 mortal wound.

In addition, roll 6 dice for each unit that finishes a normal move or a charge move within 6" of this model. For each roll of 5+ that unit suffers 1 mortal wound.

Spider-kin: *A Scuttletide will not harm other spiders, and will allow them to pass by unhindered.*

SPIDERFANG units are not affected by the Scuttling Horde ability. In addition, **SPIDERFANG** models can move across this model in the same manner as a model that can fly.

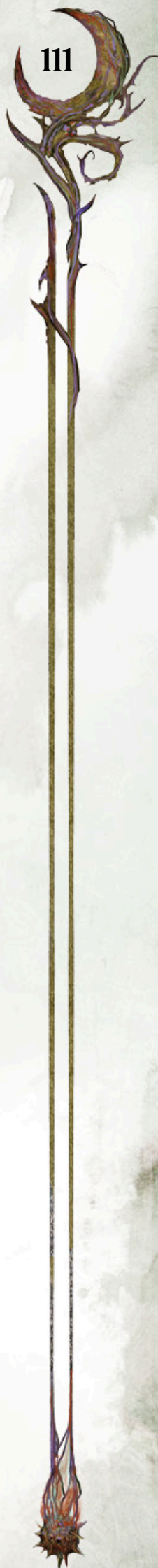
KEYWORDS

ENDLESS SPELL, SCUTTLETIDE

PITCHED BATTLE PROFILES

The table below provides points, minimum unit sizes and battlefield roles for the warscrolls and warscroll battalions in this book, for use in Pitched Battles. Spending the points listed on this table allows you to take a minimum-sized unit with any of its upgrades. Understrength units cost the full amount of points. Larger units are taken in multiples of their minimum unit size; multiply their cost by the same amount as you multiplied their size. If a unit has two points values separated by a slash (e.g. ‘60/200’), the second value is for a maximum-sized unit. Units that are listed as ‘Unique’ are named characters and can only be taken once in an army. A unit that has any of the keywords listed on the Allies table can be taken as an allied unit by a Gloomspite Gitz army. Updated January 2019; the profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

GLOOMSPITE GITZ UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Shootas	20	60	130	Battleline	
Stabbas	20	60	130/360	Battleline	
Dankhold Troggboss	1	1	300	Leader	
Fungoid Cave-Shaman	1	1	90	Leader	
Loonboss	1	1	70	Leader	
Loonboss on Giant Cave Squig	1	1	110	Leader	
Loonboss with Giant Cave Squig	1	1	100	Leader	
Madcap Shaman	1	1	80	Leader	
Mollog	1	1	170	Leader	Unique
Scuttleboss on Gigantic Spider	1	1	100	Leader	
Skragrott, the Loonking	1	1	220	Leader	Unique
Webspinner Shaman	1	1	80	Leader	
Zarbag	1	1	160	Leader	Unique. These units must be taken as a set for a total of 160 points. Although taken as a set, each is a separate unit.
Zarbag's Gitz	7	7			
Loonboss on Mangler Squigs	1	1	300	Leader, Behemoth	
Webspinner Shaman on Arachnarok Spider	1	1	300	Leader, Behemoth	
Aleguzzler Gargant	1	1	160	Behemoth	
Arachnarok Spider with Flinger	1	1	270	Behemoth	
Arachnarok Spider with Spiderfang Warparty	1	1	250	Behemoth	
Mangler Squigs	1	1	240	Behemoth	
Skitterstrand Arachnarok	1	1	260	Behemoth	
Brewgit	1	1			These models must be taken as a set for a total of 240 points. Although taken as a set, each is a separate unit.
Spiker	1	1			
Boggleye	1	1	240		
Shroomancer	1	1			
Scaremonger	1	1			
Boingrot Bounderz	5	15	100		
Dankhold Troggoths	1	3	220		
Fellwater Troggoths	3	12	160		Battleline in Gloomspite Gitz army if general is a Dankhold Troggboss.
Loonsmasha Fanatics	5	15	140		
Rockgut Troggoths	3	12	160		Battleline in Gloomspite Gitz army if general is a Dankhold Troggboss.
Sneaky Snufflers	5	15	70		
Spider Riders	5	30	100/540		Battleline in Gloomspite Gitz army if general is SPIDERFANG.





GLOOMSPITE GITZ UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Sporesplatta Fanatics	5	15	120		
Squig Herd	6	24	70		Battleline in Gloomspite Gitz army if general is MOONCLAN.
Squig Hoppers	5	20	90		Battleline in Gloomspite Gitz army if general has a Giant Cave Squig or Mangler Squigs mount.
Arachnarok Spider Cluster	-	-	100	Warscroll Battalion	
Gobbapalooza	-	-	110	Warscroll Battalion	
Moonclan Skrap	-	-	120	Warscroll Battalion	
Skitterstrand Nest	-	-	110	Warscroll Battalion	
Skulkmob Horde	-	-	160	Warscroll Battalion	
Spiderfang Stalktribe	-	-	110	Warscroll Battalion	
Spider Rider Skitterswarm	-	-	120	Warscroll Battalion	
Squigalanche	-	-	90	Warscroll Battalion	
Squig Rider Stampede	-	-	140	Warscroll Battalion	
Troggherd	-	-	180	Warscroll Battalion	
Malevolent Moon	1	1	50	Endless Spell	
Mork's Mighty Mushroom	1	1	80	Endless Spell	
Scrapskuttle's Arachnacauldron	1	1	50	Endless Spell	
Scuttletide	1	1	30	Endless Spell	
Bad Moon Loonshrine	1	1	0	Scenery	

DESTRUCTION	ALLIES
Gloomspite Gitz	Bonesplitterz, Gitmob Grots, Greenskinz

WHAT'S NEXT?

The Beasts of Chaos are monstrous hybrids of men and animals. Since the dawn of the realms they have stalked the Chaos-infused wilds, slaughtering those foolish enough to venture beyond the boundaries of the known.

