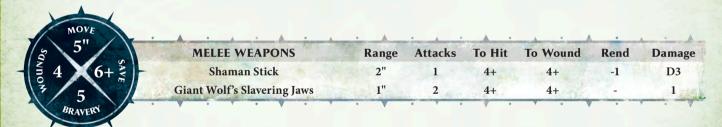


GROT SHAMAN



DESCRIPTION

A Grot Shaman is a single model. The shaman is armed with a Shaman Stick.

GIANT WOLVES

Some Grot Shamans ride to battle on Giant Wolves; they have Move 12" instead of 5" and gain the Giant Wolf's Slavering Jaws attack.

ABILITIES

Kunnin' (or just Lucky): Roll a dice whenever a Grot Shaman suffers a wound or a mortal wound and a friendly unit is within 3". On a 5+ you may negate the wound, but if you do the nearest friendly unit suffers a mortal wound.

MAGIC

A Grot Shaman is a wizard. The shaman can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. A Grot Shaman knows the Arcane Bolt, Mystic Shield and Sneaky Stabbin' spells.

SNEAKY STABBIN'

Sneaky Stabbin' has a casting value of 7. If successfully cast, you can choose one **GITMOB** unit within 16". Until your next hero phase, whenever that unit attacks, their weapons seek their enemies' weak points: add 1 to their wound rolls and increase the Rend characteristics of their weapons by 1 (i.e. '-' becomes -1, -1 becomes -2 and so on).