



## GROT SHAMAN



| MELEE WEAPONS             | Range | Attacks | To Hit | To Wound | Rend | Damage |
|---------------------------|-------|---------|--------|----------|------|--------|
| Shaman Stick              | 2"    | 1       | 4+     | 4+       | -1   | D3     |
| Giant Wolf's Slaving Jaws | 1"    | 2       | 4+     | 4+       | -    | 1      |

### 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 Slaving 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).

### KEYWORDS

DESTRUCTION, GROT, GITMOB, HERO, WIZARD, GROT SHAMAN