



GROTS



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Grot Bow	16"	1	5+	5+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Slasha	1"	1	5+	5+	-	1
Jabbin' Spear	2"	1	5+	4+	-	1

DESCRIPTION

A unit of Grots has 10 or more models. Some units of Grots are armed with Jabbin' Spears and Grot Shields, while others go to war armed with Grot Bows and Slashas.

GROT BOSS

The leader of this unit is a Grot Boss. A Grot Boss makes 2 attacks rather than 1.

FLAG WAVER

Models in this unit may be Flag Wavers. You can add 2 to the Bravery of all models in a unit that includes any Flag Wavers as long as there are no enemy models within 3" of the unit.

HORNBLOWER

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

ABILITIES

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

Unruly Rabble: You can add 1 to all hit rolls for Grots if their unit has 20 or more models. If the unit has 30 or more models, you can add 2 to all these hit rolls instead.

KEYWORDS

DESTRUCTION, GROT, GITMOB