

# WARHAMMER

AGE OF SIGMAR



FACTION PACK

# GLOOMSPITE GITZ

# BATTLE TRAITS

Gloomspite Gitz armies can use the following abilities:

## ☉ Passive

### UNDER THE LIGHT OF THE BAD

**MOON:** *Grots are always vicious little monsters, but when their god's light falls upon them, they become an order of magnitude more dangerous.*

**Effect:** During the battle, an area of the battlefield will be the Bad Moon's location (see 'The Bad Moon's Orbit'). The Bad Moon's location will be either a quarter of the battlefield or the centre of the battlefield.

While the Bad Moon's location is a quarter of the battlefield, all **GLOOMSPITE GITZ** units (friendly and enemy) wholly within that quarter are **under the light of the Bad Moon**.

While the Bad Moon's location is the centre of the battlefield, all **GLOOMSPITE GITZ** units (friendly and enemy) on the battlefield are **under the light of the Bad Moon**.

While a friendly **GLOOMSPITE GITZ** unit is **under the light of the Bad Moon**, the appropriate effect below applies to it:

**Frothing Zealots:** If the unit is a non-**SQUIG MOONCLAN** unit, add 3 to its control score.

**Lunar Squigs:** If the unit is a **SQUIG** unit, you can re-roll the random characteristic roll for its Move characteristic.

**Moonlit Hide:** If the unit is a **TROGGOTH** unit, add 1 to save rolls for it.

**Spiderfang Venom:** If the unit is a **SPIDERFANG** unit, its combat attacks score critical hits on unmodified hit rolls of 5+. This ability also affects **Companion** weapons.

## ☉ Once Per Battle Round (Army), Start of Battle Round

**THE BAD MOON'S ORBIT:** *The Bad Moon hurtles around the realms in madcap orbits, empowering its worshippers and troubling all others with insane visions.*

**Declare:** You must use this ability at the start of the battle round.

If multiple players are commanding a Gloomspite Gitz army, then instead, at the start of the battle round, those players roll off and only the winner declares and uses this ability this battle round.

**Effect:** If it is the first battle round, pick a quarter of the battlefield to be the Bad Moon's starting location.

If it is the second or subsequent battle round, roll a dice. On a 1-3, the Bad Moon stays at its current location. On a 4+, the Bad Moon moves.

The first time the Bad Moon moves, it moves to the centre of the battlefield. The second time it moves, it moves to the quarter diagonally opposite the quarter in which it started. The third time it moves, it moves off the battlefield and has no further effect on the battle.

# BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Gloomspite Gitz army. Each battle formation grants a different ability you can use in the battle.

## SQUIGALANCHE

### ✂ Passive

**BOUNCING FURY:** *A veritable tide of vicious, impossibly hungry, fang-toothed monsters boing into enemy lines, biting, chewing and swallowing their victims whole.*

**Effect:** Each time a friendly **SQUIG** unit charges, add 1 to the Attacks characteristic of its **Fang-filled Gobs**, **Massive Fang-filled Gobs** or **Huge Fang-filled Gobs** for the rest of the turn.

## TROGGHERD

### 🛡 Passive

**HERD HEALING:** *When troggoths gather in larger numbers, the sheer troggness of the herd serves as a catalyst for their regenerative abilities.*

**Effect:** Each time a friendly **TROGGOTH** unit uses a **FIGHT** ability, after that ability has been resolved, **Heal (D3)** that unit.

## MOONCLAN SKRAP

### ⚔ Once Per Turn (Army), End of Your Turn

**SPREADING LOONACY:** *When Moonclan grots gather, the energies of the Gloomspite surge through them like a tide, sending them frothing mad.*

**Declare:** Pick up to 3 friendly non-**SQUIG** **MOONCLAN** units in combat to be the targets.

**Effect:** For each target:

- Make a pile-in move with the target.
- Then, pick an enemy unit in combat with the target and roll a D3. On a 2+, inflict an amount of mortal damage on that enemy unit equal to the roll.

## SPIDERFANG STALKTRIBE

### 🕸 Passive

**REALMWEB AMBUSH:** *Scuttling into battle on magical, realm-spanning webs, there is no way to predict where a Spiderfang Stalktribe will launch their next ambush.*

**Effect:** Each time a friendly **Skitterstrand Arachnarok** uses the 'Realmweb Lurker' ability, you can pick another friendly **SPIDERFANG** unit to also use that ability.

In addition, each time a friendly **Skitterstrand Arachnarok** uses the 'Ambush from Beyond' ability, you can pick another friendly **SPIDERFANG** unit that is **skittering through tunnels in reality** to also use that ability. That unit must be set up wholly within 12" of the **Skitterstrand Arachnarok** using the ability.

# HEROIC TRAITS

BLESSINGS OF THE BAD MOON (HERO only)

## 🚩 Passive

**THE CLAMMY HAND:** *This boss is obviously destined for great things and can call upon vast troglodytic hordes.*

**Effect:** Each time a friendly **GLOOMSPITE GITZ** unit wholly within 12" of this unit uses the 'Rally' command, you can make 3 additional rally rolls of D6.

## ⚙️ Passive

**LOONTOUCHED:** *This warlord's magical prowess is boosted by the Bad Moon's light.*

**Effect:** If this unit is not a **WIZARD**, it has **WIZARD (1)**. Otherwise, add 1 to casting rolls for this unit.

## 🗡️ Any Combat Phase

**FIGHT ANOTHER DAY:** *This warlord has mastered the ignoble art of striking then running away before the enemy can hit back.*

**Effect:** If this unit is in combat, roll a dice. On a 3+, this unit can immediately use the 'Retreat' ability as if it were your movement phase without any mortal damage being inflicted on it.

# ARTEFACTS OF POWER

TROGLODYTIC TREASURES (HERO only)

## 🛡️ Passive

**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.*

**Effect:** Subtract 1 from hit rolls for attacks that target this unit.

## ⚔️ Once Per Battle, End of Any Turn

**BACKSTABBER'S BLADE:** *A slitta made from pure shadow and malice, this blade always finds its victim's weak spots.*

**Declare:** Pick an enemy **HERO** in combat with this unit to be the target.

**Effect:** Roll a dice. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

## 🗡️ Passive

**LEERING GITSHIELD:** *The spiteful enchantments woven into this hideous shield ensure terrible misfortune falls on any who dare attack its bearer.*

**Effect:** Each time an unmodified hit roll for an attack that targets this unit is 1, inflict 1 mortal damage on the attacking unit after the **ATTACK** ability has been resolved.

# SPELL LORE

## LORE OF THE CLAMMY DANK

### U Your Hero Phase

**SNEAKY DISTRACTION:** *The shaman's unnaturally shrill cries and magical light-show hypnotically draw the attention of their foes.*

**Declare:** Pick a friendly **GLOOMSPITE GITZ WIZARD** to cast this spell, then make a casting roll of 2D6.

**Effect:** Until the start of your next turn, subtract 1 from hit rolls for attacks made by enemy units while they are wholly within 12" of the caster.

KEYWORDS

SPELL, UNLIMITED

7

### ↗ Your Hero Phase

**THE HAND OF GORK:** *A ghostly hand picks up a mob of gitz and plonks them back down where they are most needed.*

**Declare:** Pick a friendly **GLOOMSPITE GITZ WIZARD** to cast this spell, pick a visible friendly unit wholly within 12" of them and not in combat to be the target, then make a casting roll of 2D6.

**Effect:** Remove the target from the battlefield and set it up again on the battlefield wholly within 24" of the caster and more than 9" from all enemy units.

KEYWORDS

SPELL

7

### ✂ Your Hero Phase

**SPORE MAWS:** *The caster causes the thick spores around them to coalesce into gnashing green mouths.*

**Declare:** Pick a friendly **GLOOMSPITE GITZ WIZARD** to cast this spell, pick up to 3 visible enemy units within 12" of them to be the targets, then make a casting roll of 2D6.

**Effect:** Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

KEYWORDS

SPELL

7

# MANIFESTATION LORE

## DANK MANIFESTATIONS

### ⚙️ Your Hero Phase

6

#### **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.*

**Declare:** If there is not a friendly **Mork's Mighty Mushroom** on the battlefield, pick a friendly **GLOOMSPITE GITZ WIZARD** to cast this spell, then make a casting roll of 2D6.

**Effect:** Set up a **Mork's Mighty Mushroom** wholly within 12" of the caster and visible to them.

KEYWORDS

SPELL, SUMMON

### ⚙️ Your Hero Phase

6

**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.*

**Declare:** If there is not a friendly **Scuttletide** on the battlefield, pick a friendly **GLOOMSPITE GITZ WIZARD** to cast this spell, then make a casting roll of 2D6.

**Effect:** Set up a **Scuttletide** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS

SPELL, SUMMON

### ⚙️ Your Hero Phase

7

#### **SUMMON MALEVOLENT MOON:**

*The shaman transforms a loonstone statue into a huge glowing terror and lets it loose on the battlefield.*

**Declare:** If there is not a friendly **Malevolent Moon** on the battlefield, pick a friendly **GLOOMSPITE GITZ WIZARD** to cast this spell, then make a casting roll of 2D6.

**Effect:** Set up a **Malevolent Moon** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS

SPELL, SUMMON

### ⚙️ Your Hero Phase

7

#### **SUMMON SCRAPSKUTTLE'S**

**ARACHNACAULDRON:** *The shaman whistles loudly, calling the squealing, bubbling Scrapskuttle's Arachnacauldron to their side.*

**Declare:** If there is not a friendly **Scrapskuttle's Arachnacauldron** on the battlefield, pick a friendly **GLOOMSPITE GITZ WIZARD** to cast this spell, then make a casting roll of 2D6.

**Effect:** Set up a **Scrapskuttle's Arachnacauldron** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS

SPELL, SUMMON



• GLOOMSPITE GITZ WARSCROLL •

# KRAGNOS

THE END OF EMPIRES

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
The Dread Mace	6	3+	2+	3	4	-
Tuskbreaker	3	4+	2+	2	D3	Crit (2 Hits)
Hooves of Wrack and Ruin	6	3+	2+	1	2	-

## Passive

### BATTLE DAMAGED

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of **The Dread Mace** is 4 and this unit has a Control characteristic of 10.

## Reaction: Opponent declared a SPELL ability

**THE SHIELD INVIOULATE:** *Tuskbreaker has the power to guard Kragnos against even the most potent magical force.*

**Effect:** If this unit was picked to be the target of that spell, roll a dice. On a 3+, ignore the effect of that spell on this unit. This unit can use this ability more than once per phase but only once per SPELL ability.

## Passive

**AVATAR OF DESTRUCTION:** *Kragnos is the embodiment of Ghur's relentless ferocity. No single strike can lay him low.*

**Effect:** If this unit would be automatically destroyed, it is not automatically destroyed. Instead, allocate 6 damage points to it (ward rolls cannot be made for those damage points).

## Once Per Turn (Army), Any Charge Phase

**RAMPAGING DESTRUCTION:** *Kragnos rampages through the press of his foes, his hooves flattening all in his path.*

**Effect:** If this unit charged this phase, pick 1 of the following effects:

- Roll a dice for each enemy unit within 1" of this unit. On a 2+, inflict an amount of mortal damage on that unit equal to the roll.
- Pick an enemy **MONSTER** in combat with this unit and roll 2D6. On a 7, this ability has no effect. Otherwise, inflict an amount of mortal damage on that unit equal to the results on the dice used for the 2D6 roll multiplied together. For example, a 2D6 roll of 2 and 6 would inflict 12 mortal damage (2 × 6).

**KEYWORDS** RAMPAGE

## Passive

**THE END OF EMPIRES:** *Where Kragnos goes, the hordes of Destruction follow.*

**Effect:** Add 1 to the number of dice rolled when making charge rolls for friendly **DESTRUCTION** units while they are wholly within 12" of this unit, to a maximum of 3.

WARMASTER, UNIQUE, HERO, MONSTER, WARD (5+)

KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ



• GLOOMSPITE GITZ WARSCROLL •

# SKRAGROTT

THE LOONKING

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Da Moon Onna Stikk	4	3+	4+	1	D3	-

☛ **Once Per Battle, Reaction:** You declared the ‘The Bad Moon’s Orbit’ ability

**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.*

**Effect:** You can choose whether the Bad Moon moves to the next location or stays in its current location instead of rolling the dice.

✂ **Your Hero Phase**

7

**FANGZ OF DA BAD MOON:** *As Skragrott tells it, a single shrieked invocation from him – arms raised high into the air – can compel the Bad Moon to belch a rain of fiendishly accurate loonstone fangz over the enemy.*

**Declare:** Pick a visible enemy unit within 18" of this unit to be the target, then make a casting roll of 2D6.

**Effect:** Roll a number of dice equal to the unmodified casting roll. For each 3+, inflict 1 mortal damage on the target.

KEYWORDS

SPELL

↗ **Reaction:** You declared the ‘Redeploy’ command for a friendly MOONCLAN unit wholly within 12" of this unit

**BABBLING WAND:** *This jabbering wand, said to be topped with the skull of the great prophet Kaloth, channels the voices of Skragrott’s imprisoned scryers through clacking teeth.*

**Effect:** If you roll a 1-3 when determining the distance that unit can move, you can use a value of 4 instead.

KEYWORDS

WARMASTER, UNIQUE, HERO, WIZARD (2), INFANTRY, WARD (4+)

DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN





• GLOOMSPITE GITZ WARSCROLL •

# LOONBOSS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Moon-slicer	5	4+	4+	1	D3	-

⚔ **Reaction:** You declared a **FIGHT** ability for this unit

**LET'S GET STABBIN'!:** *Loonbosses rarely get stuck in without a big group of ladz around them to act as a distraction.*

**Effect:** Pick a friendly non-**HERO MOONCLAN INFANTRY** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved.

⚙ **Your Hero Phase**

**I'M DA BOSS:** *Loonbosses are terrible bullies and braggarts with a wicked talent for coercing other grots.*

**Declare:** Pick a visible friendly **Moonclan Stabbas** unit wholly within 12" of this unit to be the target.

**Effect:** Roll a dice. On a 2+, pick one of the following effects:

**Get Back 'Ere!:** If the target is not in combat, you can return D6 slain models to it.

**Stab 'Em Good!:** Add 1 to wound rolls for the target's attacks until the start of your next turn.



KEYWORDS

HERO, INFANTRY, WARD (6+)

DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN



• GLOOMSPITE GITZ WARSCROLL •  
**GOBBAPALOOZA**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Staff, Stikka or Jaggedy Blade	1	4+	4+	1	D3	-

**U** Passive

**HALLUCINOGENIC FUNGUS**

**BREWS:** *Gobbapalooza shamans drink hallucinogenic fungus brew before the battle begins, making them almost impervious to pain. However, as the battle progresses, the effects start to wear off.*

**Effect:** In the first battle round, this unit has **WARD (4+)**. In the second battle round, this unit has **WARD (5+)**. In the third and subsequent battle rounds, this unit has **WARD (6+)**.



**G** Your Hero Phase

**GOBBAPALOOZA KNOW-WOTZ:**

*From casting petty spells to scaring the other grots with bizarre performances, the Gobbapalooza is always up to something.*

**Effect:** Roll a dice. On a 3+, pick 1 of the following effects:

**Glareface Dance:** Pick a friendly **GLOOMSPITE GITZ** unit within this unit's combat range. Add 1 to run rolls and charge rolls for that unit until the start of your next turn.

**Nasty Poisons:** Pick a friendly **GLOOMSPITE GITZ** unit within this unit's combat range. Add 1 to the Rend characteristic of that unit's weapons until the start of your next turn.

**Mesmerise:** Pick a visible enemy unit within 12" of this unit. Until the start of your next turn, that unit cannot use commands.

**KEYWORDS**

WIZARD (1), INFANTRY

DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN



• GLOOMSPITE GITZ WARSCROLL •  
**RABBLE-ROWZA**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bat Squigs	12"	3	4+	4+	-	D3	Crit (Auto-wound)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Moon-sickle and Basha		5	4+	4+	1	D3	-

### Deployment Phase

**SECRET TUNNELS:** *Rabble-Rowzas* have a knack for locating hidden passages through the depths.

**Declare:** Pick this unit if it has not been deployed.

**Effect:** Set up this unit in reserve in a secret tunnel. It has now been deployed.

KEYWORDS

DEPLOY

### Your Movement Phase

**EMERGE FROM THE DEPTHS:** *The Rabble-Rowza* emerges from a little-known tunnel network beneath the battlefield, ready to stir up trouble.

**Declare:** Pick this unit if it is in a secret tunnel.

**Effect:** Set up this unit anywhere on the battlefield more than 9" from all enemy units.

### Once Per Turn (Army), Your Movement Phase

**'NEH NEH NA-NEH NEH! CAN'T CATCH ME!':** *With an infuriating taunt, the Rabble-Rowza riles up a lumbering beast, sending it into a blood-mad frenzy. A cunning trick, as long as the Rabble-Rowza isn't close enough to get caught!*

**Declare:** Pick a visible friendly **MONSTER** or **BEAST** unit to be the target.

**Effect:** For the rest of the turn, the target can use **CHARGE** abilities even if it used a **RUN** ability in the same turn, but each time it uses a **MOVE** ability, it must end the move closer to this unit.

In addition, for the rest of the turn, the first time the target ends a move within this unit's combat range, inflict D6 mortal damage on this unit.

KEYWORDS

HERO, INFANTRY

DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN



• GLOOMSPITE GITZ WARSCROLL •

# FUNGOID CAVE-SHAMAN

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Moon-sickle	3	4+	4+	1	2	-
Spore Squig's Vicious Teeth	2	4+	3+	1	1	Companion

## ☼ Once Per Battle, Your Hero Phase

**DEFFCAP MUSHROOM:** *The Fungoid Cave-Shamans claim that eating Deffcaps allows them to commune with those who have passed on to the 'Great Green'. Though such is debatable, the mushroom's effect on the shaman's spellcasting abilities is beyond doubt.*

**Effect:** Add 1 to this unit's power level for the rest of the turn.



KEYWORDS

HERO, WIZARD (1), INFANTRY

DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN



• GLOOMSPITE GITZ WARSCROLL •

# SQUIGBOSS

WITH GNASHA-SQUIG

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Squig-krook	5	4+	4+	-	2	-
Fang-filled Gob	2	4+	3+	1	1	Companion

## ☼ Once Per Turn (Army), Your Hero Phase

**FEEDIN' TIME:** *Squigbosses possess a deep knowledge of all types of fungi and bring the most potent kinds into battle to feed to their squigs.*

**Declare:** Pick a friendly **SQUIG** unit within this unit's combat range to be the target.

**Effect:** Roll a dice. On a 2+, pick 1 of the following effects to apply for the rest of the turn:

**Crimson Deffcap:** Add 3" to the target's Move characteristic.

**Yellow Lurka:** The target's **Fang-filled Gobs**, **Huge Fang-filled Gobs** or **Massive Fang-filled Gobs** have **Crit (Mortal)**.



KEYWORDS

HERO, INFANTRY

DESTRUCTION, GLOOMSPITE GITZ, SQUIG, MOONCLAN



• GLOOMSPITE GITZ WARSCROLL •

# LOONBOSS

ON MANGLER SQUIGS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Moon-cutta	5	4+	4+	1	2	-
☠ Huge Fang-filled Gobs	4	4+	2+	1	D6	Companion
Balls and Chains	4	4+	4+	-	D3	Companion

## ☠ Passive

**SQUIG RAGE:** *As Mangler Squigs are wounded in battle, they become even more irate and violent.*

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Huge Fang-filled Gobs** is 6.

## ⚔ Once Per Battle (Army), Any Combat Phase

**BITE DA MOON!:** *With a manic shriek, the Loonboss drives nearby squigs into an even greater frenzy, goading them to crash through the enemy's lines with all haste so that they can continue their pursuit of the Bad Moon.*

**Declare:** Pick this unit and all friendly **SQUIG** units wholly within 12" of this unit to be the targets.

**Effect:** Add 1 to wound rolls for the targets' **Fang-filled Gobs**, **Massive Fang-filled Gobs** and **Huge Fang-filled Gobs** for the rest of the turn.

## ⚔ Passive

**WATCH OUT!:** *Mangler Squigs are capable of great destruction even in their wildly bouncing death throes.*

**Effect:** If this unit is destroyed, before removing it from play, roll a dice for each enemy unit within this unit's combat range. On a 4+, inflict D3 mortal damage on that unit.

## ⚔ Once Per Turn (Army), Any Charge Phase

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

**Declare:** If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

**Effect:** Roll a dice for each model in the target unit, to a maximum of 10. For each 4+, inflict 1 mortal damage on the target.

KEYWORDS

RAMPAGE

KEYWORDS

HERO, MONSTER, FLY

DESTRUCTION, GLOOMSPITE GITZ, SQUIG, MOONCLAN



• GLOOMSPITE GITZ WARSCROLL •  
**MANGLER SQUIGS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bashin' Stikks	4	4+	5+	-	1	-
☠ Huge Fang-filled Gobs	4	4+	2+	1	D6	Companion
Balls and Chains	4	4+	4+	-	D3	Companion

☠ **Passive**

**SQUIG RAGE:** *As Mangler Squigs are wounded in battle, they become even more irate and violent.*

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Huge Fang-filled Gobs** is 6.

☠ **Passive**

**WATCH OUT!:** *Mangler Squigs are capable of great destruction even in their wildy bouncing death throes.*

**Effect:** If this unit is destroyed, before removing it from play, roll a dice for each enemy unit within this unit's combat range. On a 4+, inflict D3 mortal damage on that unit.

➤ **Once Per Turn (Army), Any Charge Phase**

**GIANT BOING!:** *The Mangler Squigs use their momentum to spring up into the air, crashing into the enemy lines beyond.*

**Effect:** If this unit charged this turn, roll a dice. On a 3+, this unit can move 3D6" but must end that move in combat.

KEYWORDS

RAMPAGE

KEYWORDS

MONSTER, FLY

DESTRUCTION, GLOOMSPITE GITZ, SQUIG, MOONCLAN



• GLOOMSPITE GITZ WARSCROLL •  
**SNEAKY SNUFFLERS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Loonfungus Sickle	3	4+	4+	-	1	-
Snufflesquig's Gnashers	2	4+	4+	-	1	Companion

☼ **Once Per Turn (Army), Your Hero Phase**

**LOONCAP MUSHROOMS:** *Looncaps that sprout beneath the Bad Moon's glare are harvested by Sneaky Snufflers and have an intoxicating effect on any grots that ingest them. Sometimes a particularly potent fungus is found – and that's when the real carnage starts...*

**Declare:** If this unit is not in combat, pick a visible friendly **MOONCLAN** unit wholly within 12" of it to be the target.

**Effect:** Roll a dice. Add 1 to the roll if this unit is **under the light of the Bad Moon**. On a 3+, the target has **WARD (5+)** until the start of your next turn. On a 6+, also add 1 to the Attacks characteristic of the target's melee weapons until the start of your next turn.



**KEYWORDS**

INFANTRY, WARD (5+)

DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN





• GLOOMSPITE GITZ WARSCROLL •  
**SNARLFANG RIDERS**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Grot Bow	15"	2	4+	5+	-	1	-
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Stabbin' Stikka	2	4+	5+	-	1	-	
Snarlfang's Slavering Jaws	2	4+	3+	-	2	Companion	

➤ Once Per Turn (Army),  
 Enemy Movement Phase

**CAN'T CATCH US!:** *Snarlfang Riders encircle the enemy, keeping their distance and filling their targets with arrows before they finally close in for the kill.*

**Effect:** If this unit is not in combat, this unit can move D6". It cannot end that move in combat.



KEYWORDS

CAVALRY, CHAMPION, MUSICIAN (1/5), STANDARD BEARER (1/5)

DESTRUCTION, GLOOMSPITE GITZ, GITMOB



• GLOOMSPITE GITZ WARSCROLL •  
**LOONSMASHA  
 FANATICS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ball and Chain	D6	4+	3+	2	D3	-

### Deployment Phase

**HIDDEN LOONS:** *Gibbering and bound, Loonsmasha Fanatics are dragged or carried along by the general mass of grots until the time arrives to unrestrain them and pray to the Bad Moon that they head in the right direction.*

**Declare:** Pick this unit if it has not been deployed.

**Effect:** Set up this unit in reserve **hidden among the mobs**. It has now been deployed.

KEYWORDS

DEPLOY

### Passive

**WHIRLING DEATH:** *One might as well try to catch a cannonball as to get the jump on a spinning Fanatic.*

**Effect:** This unit has **STRIKE-FIRST**.

### Any Movement Phase

**RELEASE THE FANATICS!:** *As the enemy approaches, the Loonsmashas are unleashed.*

**Declare:** Pick this unit if it is **hidden among the mobs**. Then, pick a friendly **Moonclan Shootas** or **Moonclan Stabbas** unit that has 10 or more models to be the target.

**Effect:** Set up this unit anywhere on the battlefield wholly within 6" of the target and more than 9" from all enemy units.



KEYWORDS

INFANTRY

DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN



• GLOOMSPITE GITZ WARSCROLL •  
**SPORESPLATTA  
 FANATICS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Spore-ball and Chain	D3	3+	4+	1	D3	-

### Deployment Phase

#### A PROD IN THE RIGHT DIRECTION:

*As battle begins, grots like to give the Sporesplattas a helpful prod towards the enemy.*

**Effect:** This unit can use the 'Normal Move' ability as if it were your movement phase.

### Passive

**PUFFSHROOM FRENZY:** *Puffshroom spore-clouds send the followers of the Bad Moon into a violent frenzy while choking and blinding enemies caught within them.*

**Effect:** Add 1 to the Attacks characteristic of melee weapons used by other friendly **MOONCLAN** units while they are wholly within 12" of this unit. Subtract 1 from the Attacks characteristic of weapons used by enemy units while they are in combat with this unit.



KEYWORDS

INFANTRY

DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN



• GLOOMSPITE GITZ WARSCROLL •

# MOONCLAN SHOOTAS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Moonclan Bow	18"	2	4+	5+	-	1	-
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Moonclan Bow	1	4+	5+	-	1	-	

## U Any Combat Phase

**NETTERS:** Moonclan grots use throwing nets to capture Cave Squigs and entangle their foes.

**Declare:** Pick an enemy **INFANTRY** unit in combat with this unit to be the target.

**Effect:** Roll a dice. On a 3+, subtract 1 from hit rolls for the target's attacks for the rest of the turn.



## KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/20), STANDARD BEARER (1/20)

DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN



• GLOOMSPITE GITZ WARSCROLL •

# MOONCLAN STABBAS

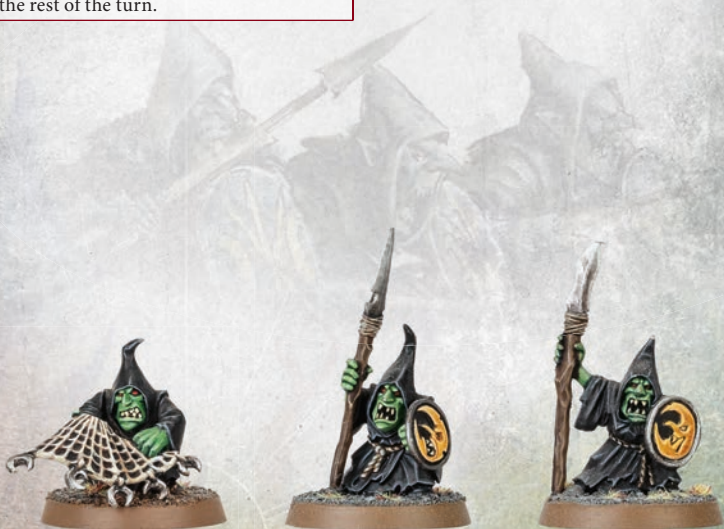
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Stabba	2	4+	5+	-	1	-

## Any Combat Phase

**NETTERS:** Moonclan grots use throwing nets to capture Cave Squigs and entangle their foes.

**Declare:** Pick an enemy **INFANTRY** unit in combat with this unit to be the target.

**Effect:** Roll a dice. On a 3+, subtract 1 from hit rolls for the target's attacks for the rest of the turn.



## KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/20), STANDARD BEARER (1/20)

DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN



## • GLOOMSPITE GITZ WARSCROLL • SQUIG HERD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Fang-filled Gob	3	4+	3+	1	1	Companion
Squig Prodder	2	5+	5+	-	1	-

Each model in this unit is armed with a Fang-filled Gob.

- 1/6 models is a Squig Herder and is armed with a Squig Prodder instead of a Fang-filled Gob.

### ✂ Passive

**SQUIGS GONE WILD:** *Squigs don't always know when they're dead...*

**Effect:** Each time a model in this unit is slain by a combat attack and that model was in combat with the attacking unit, roll a dice. On a 5+, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

### ● Passive

#### BEAST

**Effect:** This unit has a maximum control score of 1.

### 🚩 Your Hero Phase

**HERDING SQUIGS:** *While they have a thankless and frankly dangerous job, Squig Herders do their best to keep their frenzied squigs together as a rough pack.*

**Effect:** Roll a dice for each **Squig Herder** in this unit. For each 2+, you can return D3 slain **Cave Squigs** to this unit. For each 1, 1 **Squig Herder** in this unit is slain.



### KEYWORDS

BEAST

DESTRUCTION, GLOOMSPITE GITZ, SQUIG, MOONCLAN



• GLOOMSPITE GITZ WARSCROLL •

# LOONBOSS

ON GIANT CAVE SQUIG

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Moon-cutta or Loonboss Stabba	5	4+	4+	1	2	Charge (+1 Damage)
Massive Fang-filled Gob	4	4+	3+	2	D3	Companion

⚔ **Reaction:** You declared a **FIGHT** ability for this unit

**LET'S GET BOUNCIN'!:** As their Giant Cave Squig leaps and bounds towards the enemy lines, the Loonboss signals the command for other squig-riders to join the fight and get stabbin'!

**Effect:** Pick a friendly non-HERO SQUIG CAVALRY unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, add 1 to hit rolls for the target's attacks for the rest of the turn.



KEYWORDS

HERO, CAVALRY, FLY

DESTRUCTION, GLOOMSPITE GITZ, SQUIG, MOONCLAN



• GLOOMSPITE GITZ WARSCROLL •  
**SQUIG HOPPERS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Slitta	2	4+	5+	-	1	-
Fang-filled Gob	3	4+	3+	1	1	Companion

**Any Movement Phase**

**BOING! BOING! BOING!:** *Squig Hoppers can cause considerable damage simply by bouncing on top of their foes as they make their way across the battlefield.*

**Declare:** Pick an enemy unit that this unit passed across this phase to be the target.

**Effect:** Roll a dice for each model in this unit that passed across the target. For each 4+, inflict 1 mortal damage on the target.



KEYWORDS

CAVALRY, CHAMPION, FLY

DESTRUCTION, GLOOMSPITE GITZ, SQUIG, MOONCLAN





• GLOOMSPITE GITZ WARSCROLL •

# BOINGROT BOUNDERZ

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Pokin' Lance	3	4+	4+	1	1	Charge (+1 Damage)
Fang-filled Gob	3	4+	3+	1	1	Companion

## Any Charge Phase

**BOING! SMASH!:** Mobs of Boingrot Bouncerz smash into their enemies like toothy meteors.

**Declare:** If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

CAVALRY, CHAMPION, FLY

DESTRUCTION, GLOOMSPITE GITZ, SQUIG, MOONCLAN



• GLOOMSPITE GITZ WARSCROLL •

# TRUGG

## THE TROGGOTH KING

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ironshell Club	4	3+	2+	2	4	-
Mighty Antlers	2	4+	2+	2	D3+3	-

### ☠ Passive

#### BATTLE DAMAGED

**Effect:** While this unit has 10 or more damage points, when it uses the 'Malfunctioning Leystone' ability, roll 1 dice instead of 3.

### ⚔ Once Per Turn (Army), Any Combat Phase

**CRUSHING GRIP:** *The vice-like grasp of Trugg can squeeze the life out of all but the largest opponent.*

**Declare:** Pick an enemy unit within 1" of this unit to be the target.

**Effect:** Roll a dice. If the roll equals or exceeds the target's Health characteristic, 1 model in the target unit is slain.

KEYWORDS

RAMPAGE

### 🛡 Start of Any Turn

**GREATER REGENERATION:** *After centuries spent bathing in the focused healing energies of Ghyran, Trugg is almost impossible to kill, even by troggoth standards.*

**Effect:** Heal (D6) this unit.

### ☼ Your Hero Phase

#### MALFUNCTIONING LEYSTONE:

*Trugg can unwittingly channel powerful magic through the contraption on his back.*

**Effect:** Roll 3 dice. You must pick 1 of those dice and apply the effect that corresponds to its value. Effects 2-6 persist until the start of your next turn.

- 1 Glyph of Shyish:** Inflict D3 mortal damage on this unit.
- 2 Glyph of Ghur:** Add 1 to the Attacks characteristic of melee weapons used by friendly **TROGGOTH** units while they are wholly within 12" of this unit.
- 3 Glyph of Aqshy:** Add 1 to the Rend characteristic of melee weapons used by friendly **TROGGOTH** units while they are wholly within 12" of this unit.
- 4 Glyph of Hysh:** This unit can use **UNBIND** abilities as if it had **WIZARD (1)**.
- 5 Glyph of Ulgu:** Subtract 1 from hit rolls for shooting attacks that target friendly **TROGGOTH** units while they are wholly within 12" of this unit.
- 6 Glyph of Chamon:** This unit has **WARD (5+)**.

KEYWORDS

UNIQUE, HERO, MONSTER

DESTRUCTION, GLOOMSPITE GITZ, TROGGOTH



• GLOOMSPITE GITZ WARSCROLL •

# DANKHOLD TROGGBOSS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Boulder Club	5	4+	2+	2	D6	-

**✂ Once Per Turn (Army), Any Combat Phase**

### SHEPHERD OF DESTRUCTION:

*The Dankhold Troggboss bellows so loudly that the beasts of its herd come dangerously close to actually focusing their brutish efforts.*

**Effect:** If this unit is in combat, roll a dice. On a 3+, for the rest of the turn, add 1 to the Attacks characteristic of melee weapons used by friendly **TROGGOTH** units while they are within this unit's combat range.

**KEYWORDS**

**RAMPAGE**

**🛡 Start of Any Turn**

**GREATER REGENERATION:** *As it gets to eat all the best mushrooms, a Troggboss's regenerative capacity is more pronounced than that of the average troggoth.*

**Effect:** Heal (D6) this unit.

**🛡 Reaction: Opponent declared a SPELL ability**

**MAGICAL RESISTANCE:** *The realmstone-infused mushrooms that Dankhold Troggoths consume make them naturally resistant to the effects of magic.*

**Effect:** If this unit was picked to be the target of that spell, roll a dice. On a 4+, ignore the effect of that spell on this unit.

**KEYWORDS**

**HERO, MONSTER**

**DESTRUCTION, GLOOMSPITE GITZ, TROGGOTH**



• GLOOMSPITE GITZ WARSCROLL •

# DANKHOLD TROGGOTH

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Colossal Boulder Club	4	4+	2+	2	D3+3	-

## Start of Any Turn

**REGENERATION:** *Troggoths are able to regrow injured flesh almost as quickly as it is harmed.*

**Effect:** Heal (D3) this unit.

## Reaction: Opponent declared a SPELL ability

**MAGICAL RESISTANCE:** *The realmstone-infused mushrooms that Dankhold Troggoths consume make them naturally resistant to the effects of magic.*

**Effect:** If this unit was picked to be the target of that spell, roll a dice. On a 4+, ignore the effect of that spell on this unit.

## Once Per Turn (Army), Any Combat Phase

**WADE AND SMASH:** *The Dankhold Troggoth rampages through the enemy lines, swinging its enormous club back and forth and sending enemies flying in all directions.*

**Effect:** If this unit is in combat, it can move 6" but must end that move in combat. Then, roll a D3 for each enemy unit within 1" of this unit. On a 2+, inflict an amount of mortal damage on that unit equal to the roll.

**KEYWORDS** RAMPAGE



KEYWORDS

MONSTER

DESTRUCTION, GLOOMSPITE GITZ, TROGGOTH



• GLOOMSPITE GITZ WARSCROLL •

# FELLWATER TROGGOTHS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Noxious Vomit	6"	D3	2+	3+	2	1	Shoot in Combat
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Spiked Club	4	4+	3+	1	2	-	

## Start of Any Turn

**REGENERATION:** *Troggoths are able to regrow injured flesh almost as quickly as it is harmed.*

**Effect:** Heal (D3) this unit.

## Passive

**NOXIOUS VOMIT:** *The bilious digestive fluids chucked up by a Fellwater Troggoth can swiftly corrode even sigmarite plate.*

**Effect:** If any damage points are allocated to an enemy unit by attacks made with this unit's **Noxious Vomit**, that unit is **drenched in vomit** until the start of your next turn.

While a unit is **drenched in vomit**:

- Subtract 1 from save rolls for that unit.
- Ignore positive modifiers to save rolls for that unit.



KEYWORDS

INFANTRY

DESTRUCTION, GLOOMSPITE GITZ, TROGGOTH



• GLOOMSPITE GITZ WARSCROLL •

# ROCKGUT TROGGOTHS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Throwin' Boulders	10"	1	5+	2+	2	D3	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Stone Maul or Craggy Hands		2	4+	2+	2	3	-

## Start of Any Turn

**REGENERATION:** *Troggoths are able to regrow injured flesh almost as quickly as it is harmed.*

**Effect:** Heal (D3) this unit.



KEYWORDS

INFANTRY, WARD (5+)

DESTRUCTION, GLOOMSPITE GITZ, TROGGOTH



• GLOOMSPITE GITZ WARSCROLL •  
**SPIDER RIDERS**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Spider-bow	18"	2	4+	5+	-	1	-
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Crooked Spear	2	4+	5+	-	1	-	
Spider Fangs	2	4+	4+	-	1	Crit (Mortal), Companion	

**Passive**

**WALL CRAWLER:** *The Spidersfang's arachnid allies can skitter up and down vertical surfaces as if they were flat ground.*

**Effect:** This unit can pass across terrain features as if it had **FLY**.



**KEYWORDS**

CAVALRY, CHAMPION, MUSICIAN (1/5), STANDARD BEARER (1/5)

DESTRUCTION, GLOOMSPITE GITZ, SPIDERFANG



• GLOOMSPITE GITZ WARSCROLL •

# WEBSPINNER SHAMAN

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Spider God Staff	3	4+	5+	-	D3	Crit (Mortal)

## ↗ Your Hero Phase

**WEB SLINGSHOT:** *The Webspinner Shaman conjures a sheet of webbing that they then use to launch themselves across the battlefield.*

**Declare:** Pick a friendly **SPIDERFANG** unit or terrain feature within 18" of this unit to be the target.

**Effect:** Roll a dice. On a 2+, remove this unit from the battlefield and set it up again wholly within 3" of the target and more than 9" from all enemy units.

## ↗ Your Hero Phase

6

### SPEED OF THE SPIDER GOD:

*With a shriek, the shaman calls upon the Spider God to imbue its worshippers with preternatural speed.*

**Declare:** Pick a visible friendly **SPIDERFANG** unit wholly within 12" of this unit to be the target, then make a casting roll of 2D6.

**Effect:** The target can use a **RUN** ability this turn and still use **SHOOT** and/or **CHARGE** abilities later in the turn.

KEYWORDS

SPELL



KEYWORDS

HERO, WIZARD (1), INFANTRY, WARD (6+)

DESTRUCTION, GLOOMSPITE GITZ, SPIDERFANG





• GLOOMSPITE GITZ WARSCROLL •  
**ARACHNAROK SPIDER**  
 WITH SPIDERFANG WARPARTY

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Spider-bows	18"	10	4+	5+	-	1	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Crooked Spears		10	4+	5+	-	1	-
Monstrous Spider Fangs		4	3+	2+	1	3	Crit (Mortal), Companion
☠ Chitinous Legs		8	4+	2+	1	1	Companion

☠ **Passive**

**BATTLE DAMAGED**

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Chitinous Legs** is 6.

➤ **Passive**

**WALL CRAWLER:** *The Spiderfang's arachnid allies can skitter up and down vertical surfaces as if they were flat ground.*

**Effect:** This unit can pass across terrain features as if it had **FLY**.

✂ **Once Per Turn (Army), Any Charge Phase**

**VORACIOUS PREDATOR:** *Young Arachnarok Spiders are swift hunters despite their immense size, with an unquenchable hunger for living prey.*

**Declare:** Pick up to 3 enemy units within 1" of this unit to be the targets.

**Effect:** Roll a D3 for each target. On a 2+, inflict an amount of mortal damage equal to the roll on that target.

**KEYWORDS**

**RAMPAGE**

**KEYWORDS**

**MONSTER**

**DESTRUCTION, GLOOMSPITE GITZ, ARACHNAROK, SPIDERFANG**



• GLOOMSPITE GITZ WARSCROLL •

# WEBSPINNER SHAMAN

ON ARACHNAROK SPIDER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Spider-bows	18"	10	4+	5+	-	1	-
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Spider God Staff	3	4+	5+	-	D3	Crit (Mortal)	
Crooked Spears	8	4+	5+	-	1	-	
Monstrous Spider Fangs	4	3+	2+	1	3	Crit (Mortal), Companion	
☠ Chitinous Legs	8	4+	2+	1	1	Companion	

### ☠ Passive

#### BATTLE DAMAGED

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Chitinous Legs** is 6.

### ➤ Passive

**WALL CRAWLER:** *The Spiderfang's arachnid allies can skitter up and down vertical surfaces as if they were flat ground.*

**Effect:** This unit can pass across terrain features as if it had **FLY**.

### ☼ Passive

**CATCHWEB SPIDERSHRINE:** *This ramshackle altar to the Spider God shimmers with malevolent arcane energy.*

**Effect:** Add 1 to casting rolls for friendly **SPIDERFANG WIZARDS** while they are wholly within 12" of this unit.

### 🛡 Once Per Turn (Army), Any Combat Phase

**ENSNARING WEBBING:** *The Arachnarok singles out a target, temporarily immobilising it with looping strands of sticky webbing.*

**Declare:** Pick an enemy **INFANTRY HERO** within 1" of this unit to be the target.

**Effect:** Roll a dice. On a 3+, the target has **STRIKE-LAST** for the rest of the turn.

KEYWORDS

RAMPAGE

KEYWORDS

HERO, MONSTER, WIZARD (1)

DESTRUCTION, GLOOMSPITE GITZ, ARACHNAROK, SPIDERFANG



• GLOOMSPITE GITZ WARSCROLL •

# SKITTERSTRAND ARACHNAROK

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Monstrous Spider Fangs	4	3+	2+	1	3	Crit (Mortal), Companion
☠ Chitinous Legs	8	4+	2+	1	1	Companion

## ☠ Passive

### BATTLE DAMAGED

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Chitinous Legs** is 6.

## ⚙ Deployment Phase

**REALMWEB LURKER:** *Skitterstrand Arachnaroks stalk their prey through the arcane paths that connect the realms.*

**Declare:** Pick this unit if it has not been deployed.

**Effect:** Set up this unit in reserve **skittering through tunnels in reality**. It has now been deployed.

KEYWORDS    DEPLOY

## ➤ Any Movement Phase

**AMBUSH FROM BEYOND:** *Legs first, then bulbous body, the Skitterstrand drags itself out of a tear in reality.*

**Declare:** Pick this unit if it is **skittering through tunnels in reality**.

**Effect:** Set up this unit anywhere on the battlefield more than 9" from all enemy units.

## ➤ Passive

**WALL CRAWLER:** *The Spiderfang's arachnid allies can skitter up and down vertical surfaces as if they were flat ground.*

**Effect:** This unit can pass across terrain features as if it had **FLY**.

## ⚙ Once Per Turn (Army), Any Combat Phase

**SCUTTling TERROR:** *The Arachnarok uses its terrifying speed to its advantage, scuttling over and sinking its fangs into the enemy before they have a chance to react.*

**Effect:** If this unit charged this turn, roll a dice. On a 3+, this unit can move 2D6". It can pass through the combat ranges of enemy units and can pass through models in enemy **INFANTRY** units, but it must end that move in combat.

Then, pick an enemy **INFANTRY** unit that this unit passed across during that move. Inflict D3 mortal damage on that enemy unit.

KEYWORDS    RAMPAGE

KEYWORDS

MONSTER

DESTRUCTION, GLOOMSPITE GITZ, ARACHNAROK, SPIDERFANG



• GLOOMSPITE GITZ WARSCROLL •

# ARACHNAROK SPIDER

WITH FLINGER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Flinger	24"	D3	4+	3+	-	1	Crit (2 Hits)
Spider-bows	18"	10	4+	5+	-	1	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Crooked Spears		10	4+	5+	-	1	-
Monstrous Spider Fangs		4	3+	2+	1	3	Crit (Mortal), Companion
☠ Chitinous Legs		8	4+	2+	1	1	Companion

## ☠ Passive

### BATTLE DAMAGED

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Chitinous Legs** is 6.

## ➤ Passive

**FLINGER:** *This crude catapult hurls a heavy ball of corded spider-silk at the enemy. Any victims not crushed by the missile when it lands are engulfed by the mass of sticky webbing as it explosively unfurls.*

**Effect:** If any attacks made with this unit's **Flinger** score a hit, after the **SHOOT** ability has been resolved, roll a dice. On a 2+, the target unit is **entangled** until the start of your next turn. Halve the Move characteristic of a unit while it is **entangled**.

## ➤ Passive

**WALL CRAWLER:** *The Spiderfang's arachnid allies can skitter up and down vertical surfaces as if they were flat ground.*

**Effect:** This unit can pass across terrain features as if it had **FLY**.

## 🏰 Once Per Turn (Army), Any Combat Phase

**BEAST-BINDING WEBBING:** *As enemy beasts attempt to close the distance with an Arachnarok, they become tangled in its webbing.*

**Declare:** Pick an enemy unit that charged this turn and is in combat with this unit to be the target.

**Effect:** Roll a dice. On a 3+, subtract 1 from the Attacks characteristic of the target's **Companion** weapons for the rest of the turn.

KEYWORDS

RAMPAGE

KEYWORDS

MONSTER

DESTRUCTION, GLOOMSPITE GITZ, ARACHNAROK, SPIDERFANG



• GLOOMSPITE GITZ WARSCROLL •  
**SCUTTLETIDE**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Spider Bites	8	4+	4+	-	1	Crit (Mortal)

Passive

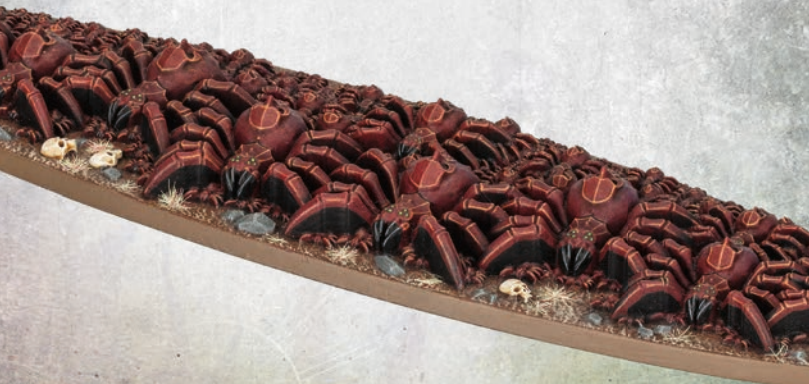
**WALL CRAWLER:** *The Spiderfang's arachnid allies can skitter up and down vertical surfaces as if they were flat ground.*

**Effect:** This MANIFESTATION can pass across terrain features as if it had FLY.

Passive

**ENDLESS TERRORS:** *Bolstered by the presence of an Arachnarok, the arcanelly blessed spiders of the Scuttle tide will spill forth without cease, making them near impossible to get rid of.*

**Effect:** This unit has WARD (4+) while it is wholly within 12" of any friendly ARACHNAROK units.



KEYWORDS

MANIFESTATION, ENDLESS SPELL, WARD (6+)

DESTRUCTION, GLOOMSPITE GITZ



• GLOOMSPITE GITZ WARSCROLL •

# MORK'S MIGHTY MUSHROOM

## Any Shooting Phase

**MUTATING SPORES:** *The spores ejected by Mork's Mighty Mushroom cause those they touch to burst in a profusion of gruesome fungal growths.*

**Declare:** Pick up to 3 enemy units within 6" of this **MANIFESTATION** to be the targets.

**Effect:** For each target, roll a number of dice equal to the number of models in that unit that are within 6" of this **MANIFESTATION**. For each 5+, inflict 1 mortal damage on the target.



KEYWORDS

MANIFESTATION, ENDLESS SPELL, WARD (6+)

DESTRUCTION, GLOOMSPITE GITZ



• GLOOMSPITE GITZ WARSCROLL •  
**MALEVOLENT  
 MOON**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Lunarock Slam	1	4+	3+	-	D3	-

☛ Passive

**LURID LIGHT:** *To the maniacal grots of the Gloomspite Gitz, one cackling lunar entity streaking through the sky is much like another.*

**Effect:** Friendly **GLOOMSPITE GITZ** units are **under the light of the Bad Moon** while they are wholly within 12" of this **MANIFESTATION**.



KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

DESTRUCTION, GLOOMSPITE GITZ



• GLOOMSPITE GITZ WARSCROLL •  
**SCRAPSKUTTLE'S  
 ARACHNACAULDRON**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Spider Legs	2	4+	3+	-	2	-

⚙️ **Your Hero Phase**

**BLESSINGS OF THE CAULDRON:**

*Scrapskuttle's Arachnacauldron grants great arcane power to the one brave or mad enough to call upon its aid.*

**Declare:** Pick a friendly **GLOOMSPITE GITZ WIZARD** within 1" of this **MANIFESTATION** to be the target.

**Effect:** Add 1 to the target's power level until the start of your next turn.



**KEYWORDS**

MANIFESTATION, ENDLESS SPELL, WARD (6+)

DESTRUCTION, GLOOMSPITE GITZ





• GLOOMSPITE GITZ WARSCROLL •

# BAD MOON LOONSHRINE

The following universal terrain abilities apply to this terrain feature (Terrain, 1.2):

Cover, Impassable

## Passive

**EFFIGY OF DA BAD MOON:** Larger loonstone meteorites are hacked painstakingly into crude but surprisingly lifelike effigies of the Bad Moon, and they hold a sliver of its lunar power.

**Effect:** Friendly **GLOOMSPITE GITZ** units are **under the light of the Bad Moon** while they are wholly within 12" of this terrain feature.

Once Per Turn (Army),  
End of Your Turn

1

**MOONCLAN LAIRS:** *The Gloomspite Gitz use Moonclan-dug tunnels to reach nearby Loonshrines. In battle, reinforcements emerge from these echoing subterranean passages.*

**Declare:** Pick a friendly non-HERO non-MONSTER non-WAR MACHINE **GLOOMSPITE GITZ** unit that has been destroyed to be the target.

**Effect:** Set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 12" of this terrain feature and more than 3" from all enemy units.



KEYWORDS

FACTION TERRAIN

DESTRUCTION, GLOOMSPITE GITZ

# SPEARHEAD

## GLOOMSPITE GITZ

### BAD MOON MADMOB

This Spearhead army consists of the following units:

#### GENERAL

- ◆ Loonboss

#### UNITS

- ◆ 10 Moonclan Stabbas
- ◆ 10 Moonclan Stabbas
- ◆ 5 Squig Hoppers
- ◆ 5 Squig Hoppers
- ◆ 3 Rockgut Troggoths



When the Bad Moon careens through the sky and the realms are bathed in its loonlight, once-craven grots pour from tunnels and caves to overrun the Mortal Realms. Empowered by their lunar deity, these Madmobs overwhelm the enemy with sheer numbers. Waves of greenskins tear down foes with shivs, spears and squigs. At their rear swaggers their Loonboss, screaming orders and threats with wild abandon. Whilst their underlings do the dying, these moon-helmeted bullies circle about, waiting for a chance to pierce an enemy's lung or slash open a throat with their crooked glaive.

At the fore come the Squig Hoppers, sailing over the battlefield with great bounces – and crushing anyone unfortunate enough to be under them when they land. While their rabid squig mounts wreak havoc behind enemy lines with their fang-filled gobs, the reeling foe faces the assault of Rockgut Troggoths wielding menhir-capped mauls. These stone-skinned creatures are so tough that it is near impossible to inflict any meaningful injuries upon them. Emboldened by these lumbering linebreakers, grot Stabbas bring up the rearguard, overwhelming any survivors with their seemingly endless numbers. Hurlled nets ensnare targets and bring them to the ground, allowing the cackling grots to plunge rusty shivs into their victims' flesh.

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*'Stab 'em faster, you slimy lot, or da troggs will be havin' ya for dinner!'*

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– Loonboss Puddlerot

## BATTLE TRAITS

### Once Per Battle, Start of the First Battle Round

**UNDER THE LIGHT OF THE BAD MOON** *Grots are always vicious little monsters, but when their god's light falls upon them, they become an order of magnitude more dangerous.*

**Declare:** Pick a territory (either friendly territory or enemy territory) to be **under the Light of the Bad Moon**. If both players can use this ability, the players roll off and the winner picks a territory to be under the Light of the Bad Moon.

The territory picked remains under the Light of the Bad Moon in the first and second battle rounds. In the third and fourth battle rounds, the other territory is under the Light of the Bad Moon.

**Effect:** While a friendly unit is wholly within the territory that is under the Light of the Bad Moon, the appropriate effect below applies to it:

**Frothing Zealots:** If the unit is a **Moonclan Stabbas** unit, add 3 to its control score.

**Lunar Squigs:** If the unit is a **Squig Hoppers** unit, no mortal damage is inflicted on it when it uses **RETREAT** abilities.

**Moonlit Hide:** If the unit is a **Rockgut Troggoths** unit, add 1 to save rolls for it.

## REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

### Your Hero Phase

**THE LUNATIC HORDES:** *From out of caves and darkened lairs, a stream of ravening grots pours forth into the lurid light of the Bad Moon.*

**Declare:** Pick a friendly **Moonclan Stabbas** unit to use this ability.

**Effect:** You can return up to D3 slain models to that unit.

### Once Per Battle, Your Movement Phase

**THE HAND OF GORK:** *A bizarre ritual worked before the battle calls down a ghostly green hand that can carry a mob to where they are most needed.*

**Declare:** Pick a friendly unit that is not in combat to use this ability.

**Effect:** Remove that unit from the battlefield and set it up again more than 9" from all enemy units.

KEYWORDS    CORE

**ENHANCEMENTS:** Give your general 1 of the following enhancements.

**↗ End of Any Turn**

**FIGHT ANOTHER DAY:** *Your general has mastered the ignoble art of striking then running away before the enemy can hit back.*

**Declare:** Pick your general to use this ability if they used a **FIGHT** ability this turn.

**Effect:** Your general can make a 2D6" move but cannot end that move in combat.

**U Passive**

**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.*

**Effect:** Subtract 1 from hit rolls for attacks that target your general.

**U Passive**

**HALLUCINOGENIC FUNGUS BREW:** *Stolen from the shamans of the Gobbapalooza, this potent brew makes the imbiber almost impervious to pain. However, as the battle progresses, the effects start to wear off.*

**Effect:** Your general has **WARD (4+)** in the first battle round, **WARD (5+)** in the second battle round, and **WARD (6+)** in the third and fourth battle rounds.

**U Once Per Battle, Enemy Movement Phase**

**NIGHTSHADE MUSHROOM:** *This black-capped fungus bursts into a cloud of pitch darkness when tossed into the air.*

**Declare:** Pick a friendly unit within your general's combat range.

**Effect:** That unit cannot be targeted by shooting attacks in the next shooting phase.

• SPEARHEAD WARSCROLL •

# LOONBOSS



A Loonboss never fights fair, ducking and weaving around his enemies and hurling endless mobs of grots at them to wear them down, before finishing them off with a blade to the throat or between the shoulder blades. Some will don moon-shaped helms in homage to their deity, the Bad Moon, in the hopes that it will shine upon their battles and allow them to spread more madness and mayhem. Though they will lay about themselves with impressive commitment if pressed, Loonbosses prefer to lord it over their diminutive minions, urging them into the fray with ear-splitting shrieks of outrage should the grot assault falter.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Moon-slicer	5	4+	4+	1	D3	-

### ⚙ Your Hero Phase

**I'M DA BOSS:** *Loonbosses prefer to make their minions do all the fighting.*

**Declare:** Pick a friendly Moonclan Stabbas unit wholly within 12" of this unit to be the target.

**Effect:** Pick 1:

**Beckon the Loonatic Hordes:** If the target unit is not in combat, you can return D6 slain models to it.

**Stab 'Em Good!:** Add 1 to hit rolls for attacks made by the target unit until the start of your next turn.



### KEYWORDS

HERO, INFANTRY, WARD (6+)

• SPEARHEAD WARSCROLL •  
**SQUIG HOPPERS**

MOVE  
 D6+8"

HEALTH 2

SAVE 6+

CONTROL 1

Squig Hoppers bounce madly into battle, wreaking havoc on anything they collide with. Each ill-tempered squig has a cackling grot clinging to its back, who flails wildly at nearby enemies as he tries vainly to steer his weird steed. Only the most madcap of grots will attempt to enter the Squig Hoppers' bounding ranks, for each fang-filled mount is nigh uncontrollable – its rider must simply cling to its bumpy body and hope not to be bucked off amidst the mayhem.

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Slitta	2	4+	5+	-	1	-
	Squig's Fang-filled Gob	3	4+	3+	1	1	Companion

⚔ Any Movement Phase

**BOING! BOING! BOING!** *Squig Hoppers can cause considerable damage simply by bouncing on top of their foes as they make their way across the battlefield.*

**Declare:** Pick an enemy unit that any models in this unit passed across this phase to be the target, then roll a dice for each model in this unit that did so.

**Effect:** For each 4+, inflict 1 mortal damage on the target.



KEYWORDS

CAVALRY, FLY

• SPEARHEAD WARSCROLL •


# ROCKGUT TROGGOTHS

	MOVE	
HEALTH	6"	SAVE
5	4+	
	2	
	CONTROL	

Rockgut Troggoths have stony hides that are proof against blade, bolt and magical blast alike. Their lumpen claws and rangy limbs have a steely strength, allowing them to wield huge but primitive clubs and hurl nearby boulders.

Their leathery flesh can also regenerate with ease, rendering each beast almost impossible to kill.

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Throwin' Boulders	10"	1	5+	2+	2	D3	-
 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Massive Stone Maul	2	4+	2+	2	3	-	

 **Start of Any Turn**

**REGENERATION:** *Troggoths are able to regrow injured flesh almost as quickly as it is harmed.*

**Effect:** Heal (D3) this unit.



KEYWORDS

INFANTRY, WARD (5+)

• SPEARHEAD WARSCROLL •

# MOONCLAN STABBAS



MOVE  
5"  
HEALTH 1 SAVE 5+  
CONTROL 1

Moonclan Stabbas form ragged ranks that advance upon the foe with gongs clanging and banners waving. Eyes filled with the madness of the Gloomspite, they pour over the enemy lines and stab wildly at everything in their path. Alone, a single grot can do little to an armoured foe, but when the Bad Moon shines and they surge forth in a never-ending horde, they can drag down warriors many times their size.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Stabba	2	4+	5+	-	1	-

## Any Combat Phase

**NETTERS:** Moonclan grots use throwing nets to capture Cave Squigs and entangle their foes.

**Declare:** Pick an enemy **INFANTRY** unit in combat with this unit to be the target.

**Effect:** Roll a dice. On a 2+, subtract 1 from hit rolls for attacks made by the target unit this phase.



KEYWORDS

INFANTRY, REINFORCEMENTS