

At that most wonderful time of the year, when the season of dakka rains festive fire across the stars, cackling grots prepare to spread ill will to all. Naughty or nice, it doesn't matter to these squig-riding loons because they couldn't read the lists even if they bothered to try. Better to simply batter everyone with a hail of explosive gifts and be back home in time for fungusnog and roasted snotling!

*	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Bludgeoning bag of gifts	Melee	3	3+	3	0	1
	Massive gift-filled gob [EXTRA ATTACKS]	Melee	3	4+	4	-2	2

ABILITIES

CORE: Feel No Pain 5+, Lone Operative, Scouts D6+4"

FACTION: Waaagh!

Bludgeoning Cheer: Each time this model ends a Normal, Advance, Fall Back or Charge move, select one enemy unit within 3" of this model and roll six D6: for each 4+, that enemy unit suffers 1 mortal wound. That enemy unit must then take a Battle-shock test.

Gifts for All! (Aura): While a **GRETCHIN** unit is within 6" of this model, that unit's Thievin' Scavengers ability is successful on D6 rolls of 2+, instead of rolls of 4+.

UNIT COMPOSITION

■ 1 Grotmas Gitz — EPIC HERO

This model is equipped with: bludgeoning bag of gifts; massive gift-filled gob.

Grotmas Gitz

1 model......40 pts

KEYWORDS: Mounted, Character, Epic Hero, Gretchin, Fly, Grotmas Gitz



FACTION KEYWORDS: ORKS

