



The Grotmas Gitz bound across the realms, spreading their dubious brand of holiday ‘cheer’ far and wide. With whoops of ‘On, Bounda!’ they spur their squiggly mount to hurtle into the fray, gifts streaking from the beast’s straining gob.

# WARSCROLL

## GROTMAS GITZ

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bludgeoning Bag of Gifts	2"	3	4+	3+	-1	1
Massive Gift-filled Gob	1"	4	4+	3+	-1	D3

*The Grotmas Gitz are armed with a Bludgeoning Bag of Gifts.*

**MOUNT:** This unit’s Giant Cave Squig is armed with a Massive Gift-filled Gob.

**FLY:** This unit can fly.

**Bludgeoning Cheer:** *Nothing fills the Grotmas Gitz with festive cheer like squashing their foes beneath several hundred pounds of merrily jingling squig-flesh.*

After this unit makes a charge move, you can pick 1 enemy unit within 1" of this unit and roll a number of dice equal to the unmodified charge roll for that charge move. For each 4+, that enemy unit suffers 1 mortal wound.

**Giftz for All!** *With each bounce, an array of distracting and often extremely hazardous ‘gifts’ tumble out of the Grotmas Gitz’ clutches and onto unsuspecting enemies.*

After this unit has made a normal move, run or retreated, pick 1 enemy unit that this unit passed across and roll a dice. On a 4+, subtract 1 from the Damage characteristic of that unit’s melee weapons (to a minimum of 1) until the start of your next hero phase.

**‘Oh! Grotmas bellz, Skragrott smellz...’:** *Despite – or, likely, because of – the grottish cheer that radiates from these delinquents, other gitz find their presence remarkably irritating.*

Subtract 1 from hit rolls for attacks made by friendly **GLOOMSPITE GITZ** units while they are wholly within 6" of this unit.

Add 1 to the Damage characteristic of melee weapons used by friendly **GLOOMSPITE GITZ** units while they are wholly within 6" of this unit.

KEYWORDS	DESTRUCTION, GLOOMSPITE GITZ, GROT, SQUIG, MOONCLAN, HERO, GROTMAS GITZ
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