GROTMAS GITZ [LEGENDS]

M	T	SV	W	LD	OC
10"	3	4+	5	7+	2

AUFSTELLUNG

1x Grotmas Gitz [Legends]

Equipped with: Bludgeoning bag of gifts, Massive gift-filled gob

MELEE WEAPONS

WEAPON	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

RULES - Feel No Pain 5+, Lone Operative, Scouts D6+4", 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+.

WEAPON RULES

Extra Attacks

Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.