


# 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!'*

– Loonboss Puddlerot

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## 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.

One of your units of **Squig Hoppers** is not set up during the deployment phase. Instead, from the third battle round onwards, they can use the following ability:

### ➤ Your Movement Phase

**SQUIGALANCHE:** *A curious, arrhythmic pounding and cackles of wicked glee in the distance signal the approach of a mob of manic Squig Hoppers!*

**Effect:** Set up this unit wholly within your territory, wholly within 3" of a battlefield edge and more than 6" from all enemy units.



**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 (Army), 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



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

HEALTH	MOVE	SAVE
	5"	
1	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