

GLOOMSPITE GITZ

SNARLPACK HUNTAZ



This Spearhead army consists of the following units:

GENERAL

- ◆ Snarlboss

UNITS

- ◆ 2 Wolfgit Retinue
- ◆ 3 Snarlpack Cavalry
- ◆ 3 Snarlpack Cavalry
- ◆ 1 Sunsteala Wheela
- ◆ 1 Sunsteala Wheela



Gitmobs are always on the hunt, whether it is for prey, territory or Frazzlegit himself. When claiming new lands for their pack, a Snarlboss will ride out ahead alongside a hand-picked scouting party known as Snarlpack Huntaz. These are often grots who have survived more than two or three battles with only a few chunks bitten off, or else riders who have yet not tried to shove a blade into their Snarlboss's back. They strike out at high speed in a chaotic flurry of fangs, claws and spears, ready to savage all who dare oppose them.

Accompanying their Snarlboss are the grot's loyal Wolfgit Retinue, most ferocious of their pack's riders and adept at protecting their leader with sun-charged spear and bow. Following behind come the giant wolves of the Snarlpack Cavalry, each bearing two bickering grots with great lances pointed forward on the thrust. These riders hit hard and fast, able to square up to larger foes that lone grot riders would struggle to manage. A savvy Snarlboss will also protect his rear and flanks with a few Sunsteala Wheelas, perfect for hitting fast and precisely – and for retreating just as quickly, should things go awry.

'Light da torches, boyz. Dese humies won't know what hit 'em.'

– Snarlboss Sleg Snapmaw



The Snarlpack Huntaz are a swift raiding force that use their often superior mobility to strike where the enemy is weakest, before deftly retreating from combat so that they can wheel back around and do it all again!

BATTLE TRAITS

➤ Passive

FAST AS FRAZZLEGIT:

The Gitmob packs are always on the move, a speeding melange of howling Snarlfangs and cackling grots.

Effect: Friendly units can use **CHARGE** abilities even if they used a **RETREAT** ability in the same turn. In addition, no mortal damage is inflicted on friendly units by **RETREAT** abilities.



Sunsteala Wheela

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

➤ Once Per Battle, Start of First Battle Round

FLANKIN' FORCE: *The Snarlboss has sent some of his warriors to sneakily outflank the enemy.*

Effect: Pick up to 2 friendly units. Remove them from the battlefield and set them up again anywhere on the battlefield more than 6" from all enemy units.

✂ Passive

FRAZZLEBOOM: *When a Sunsteala Wheela is destroyed, the metal shards hammered into it become unstable, burning nearby enemies as the Hyshian energies trapped within them are released.*

Effect: Each time a friendly **WAR MACHINE** is destroyed, before removing it from play, pick an enemy unit within 3" of that **WAR MACHINE** and roll a D3. On a 2+, inflict an amount of mortal damage on that unit equal to the roll.

ENHANCEMENTS: Give your general 1 of the following enhancements.

✂ Once Per Battle, Any Combat Phase

KUNNIN' AS A SNARLFANG: *This general knows the perfect time for the ladz to stab their enemies in the middle of a fight.*

Effect: For the rest of the turn, add 1 to the Rend characteristic of melee weapons used by friendly units while they are wholly within 12" of the bearer.

U Once Per Battle, Any Combat Phase

GLARE OF FRAZZLEGIT: *With a yell, the Snarlboss releases the Hyshian light captured within his jagged blade.*

Declare: Pick an enemy unit in combat with your general to be the target.

Effect: Subtract 1 from hit rolls for attacks made by the target for the rest of the turn.

U Once Per Battle, Enemy Shooting Phase

SUNSTEALA SHARD: *This grot holds aloft a sliver of metal that absorbs ambient light, surrounding them in a patch of darkness that is perfect for the Gitmob to hide in.*

Effect: For the rest of the turn, friendly units cannot be targeted by shooting attacks while they are wholly within 6" of this unit, unless the attacking unit is in combat with the target unit.

✂ End of Any Turn

DEVIIOUS BACKSTABBA: *This grot has a scary number of shivs secreted about their body, and they are always ready to stab anyone who they think is too bossy.*

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

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

MOVE 12"
HEALTH 5 SAVE 5+
CONTROL 2

Snarlbosses are the leaders of the Gitmobs. They prove their right to lead by somehow convincing a Snarlfang Alpha to carry them into battle – usually by demonstrating that they are much sneakier and meanier than their prospective mount. Doing so also means that the other Snarlfangs of their pack will follow their lead as they run rings around the enemy, filling them full of arrows before dashing in to finish the job when the smell of weakness is in the air.

• SPEARHEAD WARSCROLL •

SNARLBOSS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Boss Loppa	5	4+	4+	1	2	-
Snarlfang's Slaving Jaws	2	4+	3+	-	2	Companion

⌘ Once Per Turn (Army), Your Hero Phase

GREAT SNARLIN' HOWL: *The howls of this boss's Snarlfang Alpha drive its pack into a frenzy.*

Declare: Pick this unit and another friendly unit within this unit's combat range to be the targets.

Effect: Roll a dice. On a 3+, add 1 to the Rend characteristic and the Attacks characteristic of the targets' **Companion** melee weapons for the rest of the turn.



KEYWORDS HERO, CAVALRY

MOVE 12"
HEALTH 2 SAVE 5+
CONTROL 1

Those lucky grots of a Snarlboss's retinue are often hand-picked from the least cowardly of the pack. They ride close to their leader and fend off attackers with stikkas and bows. These canny and adaptable fighters are a cut above the rest of their wolf-riding kin, and they possess an excellent sense for danger. Unfortunately for Wolfgit Retinues, they are often seen by their Snarlboss as potential rivals. Should they get too big for their boots, the boss is close enough to dispose of them at the drop of his fancy hat.

• SPEARHEAD WARSCROLL •

WOLFGIT RETINUE

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Grot Bow	15"	2	4+	5+	-	1	-

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Stabbin' Stikka	2	4+	5+	-	1	-
Snarlfang's Slaving Jaws	2	4+	3+	-	2	Companion

1 model is armed with a Grot Bow and Snarlfang's Slaving Jaws, and 1 model is armed with a Stabbin' Stikka and Snarlfang's Slaving Jaws.

🛡 Passive

I GOT DIS, BOSS: *Wolfgitz look out for their Snarlboss in battle, if only because it makes knifin' him later easier once he's let his guard down.*

Effect: While a friendly Snarlboss is within this unit's combat range, both this unit and that Snarlboss have **WARD** (5+).



KEYWORDS CAVALRY

MOVE
12"
HEALTH 3 SAVE 4+
CONTROL 1

Giant Snarlfangs are, as the name suggests, particularly large and impressive specimens of their kind. So big are they that a pair of grots can ride a single such beast into battle, each rider guarding one of their mount's flanks with jabs from their 'skewas', freeing up the Snarlfang to tear into enemies directly in front at its leisure.

• SPEARHEAD WARSCROLL •

SNARLPACK CAVALRY

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Pointy Skewas	4	4+	5+	-	1	Charge (+1 Damage)
Giant Snarlfang's Jaws	3	4+	3+	-	2	Companion

✗ Passive

FRAZZLEBURNED SCRAP: After the boss, Snarlpack Cavalry often get first dibs on loot, and they have an eye for the scrap and wotsits with the best light-absorbing properties. In battle, they have learned how to unleash these energies from their weapons at just the right moment, dazzling the enemy as their charge hits home.

Effect: This unit has **STRIKE FIRST** if it charged in the same turn.



KEYWORDS

CAVALRY

MOVE
12"
HEALTH 6 SAVE 4+
CONTROL 2

The Sunsteala Wheelas favoured by the Gitmobs are built with lightweight wicker frames, allowing them to close down on the foe quickly and hit hard before deftly weaving out of combat. Their drivers favour stikkas and bows, weapons perfect for sneaky strikes from a reasonably safe distance.

• SPEARHEAD WARSCROLL •

SUNSTEALA WHEELAS

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Grot Bow	15"	2	4+	5+	-	1	-

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Wheela Slicers and Stabbin' Stikka	4	4+	4+	-	1	-
Snarlfangs' Slaving Jaws	4	4+	3+	-	2	Companion

➤ Your Movement Phase

CAREENING DESTRUCTION: Lurching uncontrollably across the battlefield at death-defying speed, Sunsteala Wheelas careen straight through their enemies leaving behind trails of devastation.

Effect: This unit can move a distance up to its Move characteristic. It can pass through other models and the combat ranges of enemy units, but it cannot end that move in combat. Then, pick up to 1 enemy **INFANTRY** unit that this unit passed across during that move to be the target. Inflict D3 mortal damage on the target.

Designer's Note: This unit can use this ability even if it is in combat.

KEYWORDS CORE, MOVE

KEYWORDS

WAR MACHINE