

SCOURGE OF AQSHY

FACTION RULES: GLOOMSPITE GITZ

SPECIAL KNICK-KNACKS

Special Knick-knacks are unique enhancements that can be given to non-HERO GLOOMSPITE GITZ units.
A unit can only have 1 Special Knick-knack.

⚔ Once Per Battle, Any Hero Phase

FIZZCAP: Upon eating this fungus, the ingester's brain fizzes and pops, and an arcane conjuration bursts out of their mouth, usually with fatal effect.

Effect: This unit can use a **SUMMON SPELL** ability from the manifestation lore you picked during army composition as if it had **WIZARD (1)**. Instead of making a casting roll for that spell, the casting roll is 12 and cannot be modified. That spell cannot be unbound. Then, if this unit is not **MOONCLAN**, roll a dice. On a 1-4, 1 model in this unit is automatically slain.

🏹 End of Any Turn

SPOOFSHROOMS: These warriors carry a large number of these light, powdery fungi, which can be hurled on the ground for a quick, bouncy getaway.

Effect: Roll a dice. If this unit is **GITMOB**, roll D3+3 instead. This unit can move a distance in inches up to the roll. It can move through the combat ranges of enemy units but cannot end that move in combat.

KEYWORDS MOVE

🎲 Start of Any Turn

GLITZY BITZ ROLLA: The owner of this highly polished dice often rolls it to see if today is a 'lucky' day. Troggoths, being as dumb as a bag of hammers, are especially susceptible to the effects.

Effect: Spend 1 **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.

If this unit is a non-**TROGGOTH** unit, add 1 to wound rolls for its attacks for the rest of the turn.

If this unit is a **TROGGOTH**, pick 1 of the following effects to apply for the rest of the turn:

- Set the Damage characteristic of this unit's **Colossal Boulder Club** to 6.
- Set the Damage characteristic of this unit's **Throwin' Boulders** to 3.
- Set the Attacks characteristic of this unit's **Noxious Vomit** to 3.

SPELL LORE

LORE OF THE LITTLE WAAAGH!

🏹 Your Hero Phase

ITCHY NUISANCE: The shaman covers the land in a bristly slime, the hairs of which cause unbearable itching.

Declare: Pick a friendly **GLOOMSPITE GITZ WIZARD** to cast this spell, pick an objective within 18" of this unit to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn, subtract 1 from wound rolls for attacks made by enemy units while they are contesting the target objective.

KEYWORDS SPELL, UNLIMITED

🏹 Your Hero Phase

LOONSHRINE GLOW: The wizard shines with the eerie light of the Bad Moon, drawing in troglodytic hordes.

Declare: Pick a friendly **GLOOMSPITE GITZ WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: For the rest of the turn, if a friendly **Bad Moon Loonshrine** uses the 'Moonclan Lairs' ability, you can set up the replacement unit wholly within 6" of this unit and more than 3" from all enemy units instead of wholly within 12" of that **Bad Moon Loonshrine**.

KEYWORDS SPELL

🏹 Your Hero Phase

PUFFBALLOONS: Bubble-like fungal growths appear all over nearby gitz that, when popped, shoot them into the air with a wet 'thwip'.

Declare: Pick a friendly **GLOOMSPITE GITZ WIZARD** to cast this spell, pick a visible friendly **GLOOMSPITE GITZ** unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn, each time an ability inflicts damage points on the target, after the ability has been resolved, the target can move up to 3". It can move through the combat ranges of enemy units but can only end that move in combat with units it was in combat with at the start of that move. It does not have to end the move in combat.

KEYWORDS SPELL

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• SCOURGE OF AQSHY WARSCROLL •

FELLWATER TROGGOTHS



Not even the sulphur lakes of the Great Parch can mask the nostril-burning odour of a group of Fellwater Troggoths. Oozing slime and heaving up caustic vomit, they are truly loathsome creatures.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Noxious Vomit Shoot in Combat	6"	D3	2+	3+	2	1
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Spiked Club	4	4+	3+	1	2	

Start of Any Turn

REGENERATION: Troggoths are able to regrow injured flesh almost as quickly as it is harmed.

Effect: Heal (D3) this unit.

Once Per Turn (Army), Any Combat Phase

GUT-WRENCHING STENCH: Little smells worse than a Fellwater Troggoth, except maybe a riled-up, overheating Fellwater Troggoth slick with rancid sweat. To experience this unique odour up close is to see your stomach violently try to leave your body in protest.

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

Effect: Roll a dice. You can spend up to 3 **rage dice**. If you do:

- Add X to the roll, where X is the number of **rage dice** spent.
- If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.

Then, on a 5+, the target has **STRIKE-LAST** for the rest of the turn.



KEYWORDS

INFANTRY

DESTRUCTION, GLOOMSPITE GITZ, TROGGOTH

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SUNSTEALA WHEELAS



Combining lightweight wicker frames with razor-sharp blades, the Sunsteala Wheelas can run down the foe and slice their tendons before being quickly flung out of combat. Their main challenge in the Realm of Fire is stopping the chariot catching alight.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Grot Bow	15"	2	4+	5+	-	1
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Wheela Slicers and Stabbin' Stikka	4	4+	4+	-	1	
Snarlfang's Frothing Jaws Companion	6	4+	3+	-	2	

Once Per Turn (Army), Any Combat Phase

SLICE AND SOAR: As the Sunsteala Wheelas come hurtling into the melee, their scythe-like blades can slice through limbs and puncture armour. Such is their speed that it only takes a small patch of uneven terrain to see the chariots rocketed skywards – something the daredevil drivers often intentionally seek out.

Declare: This unit can only use this ability if it charged this turn. Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice for each model in the target unit. If there are 2 models in this unit, add 1 to each roll. If there are 3 or more models in this unit, add 2 to each roll. For each 6+, inflict 1 mortal damage on the target.

Then, you can spend 1 **rage dice**. If you do:

- Roll 2D6. This unit can move a distance in inches up to the value of the roll. It can move through the combat ranges of enemy units but cannot end that move in combat.
- If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.

KEYWORDS CORE, ATTACK, FIGHT

KEYWORDS

WAR MACHINE, CHAMPION

DESTRUCTION, GLOOMSPITE GITZ, GITMOB