

SCOURGE OF GHYRAN

FACTION RULES: GLOOMSPITE GITZ

BATTLE FORMATIONS

Add the following battle formations to those in the Gloomspite Gitz faction rules.

SUNBITER PACK

✂ Once Per Turn (Army), Any Combat Phase

EXTRA SNAPPY: *The enterprising Gitmob grots of this tribe have equipped their Snarlfangs with sunmetal tooth-caps that absorb Hyshian magic as they pelt towards the foe, giving them a nasty bite indeed.*

Declare: Pick up to 3 friendly **GITMOB** units that charged this turn to be the targets.

Effect: Add 1 to the Rend characteristic of **Companion** weapons used by the targets for the rest of turn.

GITTISH TIDE

● Once Per Turn (Army), End of Any Turn

GROTS UPON GROTS: *The lurking presence of the Moonclans and their constant, nerve-fraying cackling makes it difficult for the enemy to focus on their battle plans.*

Declare: Pick a friendly non-**SQUIG MOONCLAN** unit that is contesting an objective to be the target.

Effect: For the rest of the turn, add 1 to the control score of the target for each model in that unit that is not contesting any objectives.

SPELL LORE

LORE OF FRAZZLEGIT

➤ Your Hero Phase

6

BRIGHT FRIGHT: *Sensing that the Gitz might be getting stuck in a bit beyond their depth, or maybe because they think a bit more battlefield anarchy might be in order, the caster summons a great scowling image of Glareface Frazzlegit to spook the horde into moving away from the foe.*

Declare: Pick a friendly **GLOOMSPITE GITZ WIZARD** to cast this spell, pick up to 3 friendly visible **GLOOMSPITE GITZ** units wholly within 12" of them to be the targets, then make a casting roll of 2D6.

Effect: Each target can immediately use a **RETREAT** ability as if it was your movement phase. No mortal damage is inflicted on the targets by those **RETREAT** abilities.

KEYWORDS SPELL, UNLIMITED

➤ Your Hero Phase

6

➤ Your Hero Phase

6

GITSPEED: *Rubbing a bit of scavenged sunmetal between his clammy palms and spitting a curse that causes his tongue to sizzle, the caster imbues nearby Gitz with a dose of sneaky swiftness.*

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

Effect: Until the start of your next turn, add 2" to the Move characteristic of friendly non-**TROGGOTH GLOOMSPITE GITZ** units while they are wholly within 12" of this unit.

KEYWORDS SPELL

GAZE OF GLAREFACE: *The caster re-directs Frazzlegit's fearsome glare at the enemy, forcing them to shield their eyes and stumble about blindly.*

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

Effect: Until the start of your next turn:

- The target cannot use **RUN** abilities.
- Halve the Range characteristic of the target's ranged weapons.

KEYWORDS SPELL

SCOURGE OF GHYRAN

• SCOURGE OF GHYRAN WARSCROLL •

LOONSMASHA FANATICS



Out of their minds on poisonous fungal concoctions, Loonsmasha Fanatics swing huge metal balls that can smash through ironoak trees and shatter the bones of enemies with equal ease. Often they hide themselves amidst packs of fellow grots, emerging in a screaming frenzy before crashing through their surprised and horrified foes like a whirlwind of destruction.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Ball and Chain	3	4+	3+	2	D3

Deployment Phase

LOST IN THE HORDE: *Gibbering and bound, Loonsmasha Fanatics are dragged or carried along by the general mass of grots until the time arrives to unrestrain them and pray to the Bad Moon that they head in the right direction.*

Declare: Pick this unit if it has not been deployed

Effect: Set up this unit in reserve **lost in the horde**. This unit has now been deployed.

KEYWORDS DEPLOY

Once Per Turn (Army), Any Charge Phase

WHIRLING DESTRUCTION: *Fanatics are hurled out of Moonclan units, swiftly spinning up into living tornadoes that cause absolute carnage as they careen through the enemy ranks.*

Declare: Pick this unit if it is **lost in the horde**.

Effect: Set up this unit anywhere on the battlefield wholly within 3" of a friendly **Moonclan Stabbas** or **Moonclan Shootas** unit. Then, this unit can move 2D6". It can pass through enemy models and their combat ranges and can end that move in combat. Then, roll a dice for each enemy unit in combat with this unit or that this unit passed across as part of that move. Inflict an amount of mortal damage on that unit equal to the roll. If this unit ended that move in combat, it has charged.

KEYWORDS CORE, MOVE, CHARGE



KEYWORDS

INFANTRY
DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN

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SPORESPLATTA FANATICS



Filled to the brim with lethal mushrooms of all kinds, the jungles of the Everspring Swathe are a haven for the insane grots known as Sporesplatta Fanatics. These 'shroom-addled maniacs swing their fungal weapons in wild circles, splattering their foes with noxious spores that leave them dazed, sickened and choked with toxins.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Spore-ball and Chain	2	3+	4+	1	D3

Passive

CHOKING SPORE-CLOUDS: *Those not of Gittish kind who inhale too many Puffshroom spores are wracked by violent coughing fits as their bodies rebel against the sudden fungal invasion.*

Effect: Subtract 1 from the Attacks characteristic of weapons used by enemy units while they are in combat with this unit.

Once Per Turn (Army), End of Any Turn

SPINNING LOONS: *Though they swing bizarre fungi rather than iron wrecking balls, Sporeplattas are still given a wide berth by those around them as they wildly spin amidst the melee.*

Effect: This unit can move 2D6". It can move through the combat ranges of enemy units and can finish that move in combat.



KEYWORDS

INFANTRY
DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN