



## GROT WOLF RIDERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wolf Bow	16"	2	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slitta	1"	1	5+	5+	-	1
Pokin' Spear	2"	1	5+	4+	-	1
Giant Wolf's Slaying Jaws	1"	2	4+	4+	-	1

### DESCRIPTION

A unit of Grot Wolf Riders has 5 or more models. Some units are armed with Slittas and Wolf Bows, while others carry Pokin' Spears. They ride upon Giant Wolves that attack their quarry with slaying jaws. Some units of Grot Wolf Riders also carry Raidin' Shields into battle.

### HORNBLOWER

Models in this unit may be Hornblowers. Add 2 to the run rolls of a unit that includes any Hornblowers.

### STANDARD BEARER

Models in this unit may be Standard Bearers. You can add 2 to the Bravery of all models in a unit that includes any Standard Bearers as long as there are no enemy models within 3" of the unit.

### GROT WOLF RIDER BOSS

The leader of this unit is a Grot Wolf Rider Boss. A Grot Wolf Rider Boss makes 2 attacks with their Pokin' Spear or Slitta, rather than 1.

### ABILITIES

**Pokin' Spear:** You can add 1 to wound rolls for Grot Wolf Riders attacking with Pokin' Spears if they charged in the same turn.

**Pounce:** Grot Wolf Riders can make pile in moves of up to 6", instead of up to 3".

**Raidin' Shield:** If a unit with Raidin' Shields has 5 or more models, it has a Save of 4+.

### KEYWORDS

DESTRUCTION, GROT, GITMOB, GROT WOLF RIDERS