



NASTY SKULKERS



MELEE WEAPONS

Back Stabbas

Range

1"

Attacks

2

To Hit

5+

To Wound

5+

Rend

-1

Damage

1

DESCRIPTION

A unit of Nasty Skulkers can have any number of models. They are armed with vicious Back Stabbas.

ABILITIES

Surprise!: Instead of setting up this unit normally, you can place it to one side and say that it is set up in hiding. If you do so, secretly note down one of your **GITMOB GROTS** units with at least five models for this unit to hide in. At the start of any combat phase you can reveal the Nasty Skulkers: set up the Nasty Skulkers within 1" of the unit that is hiding them. The Nasty Skulkers can then pile in and attack, even if it is your opponent's turn to select a unit to attack with first. If the unit hiding the Nasty Skulkers is destroyed before revealing the Nasty Skulkers, those Nasty Skulkers are destroyed as well.

Right in da 'Urty Bitz!: If you roll a 6 or more when rolling to hit with a Nasty Skulker's Back Stabba, you have hit the foe right in da 'urty bitz. Do not make a wound roll for that hit – the target suffers a mortal wound instead.

KEYWORDS

DESTRUCTION, GROT, GITMOB, NASTY SKULKERS