



GROT SPEAR CHUKKA

WAR MACHINE

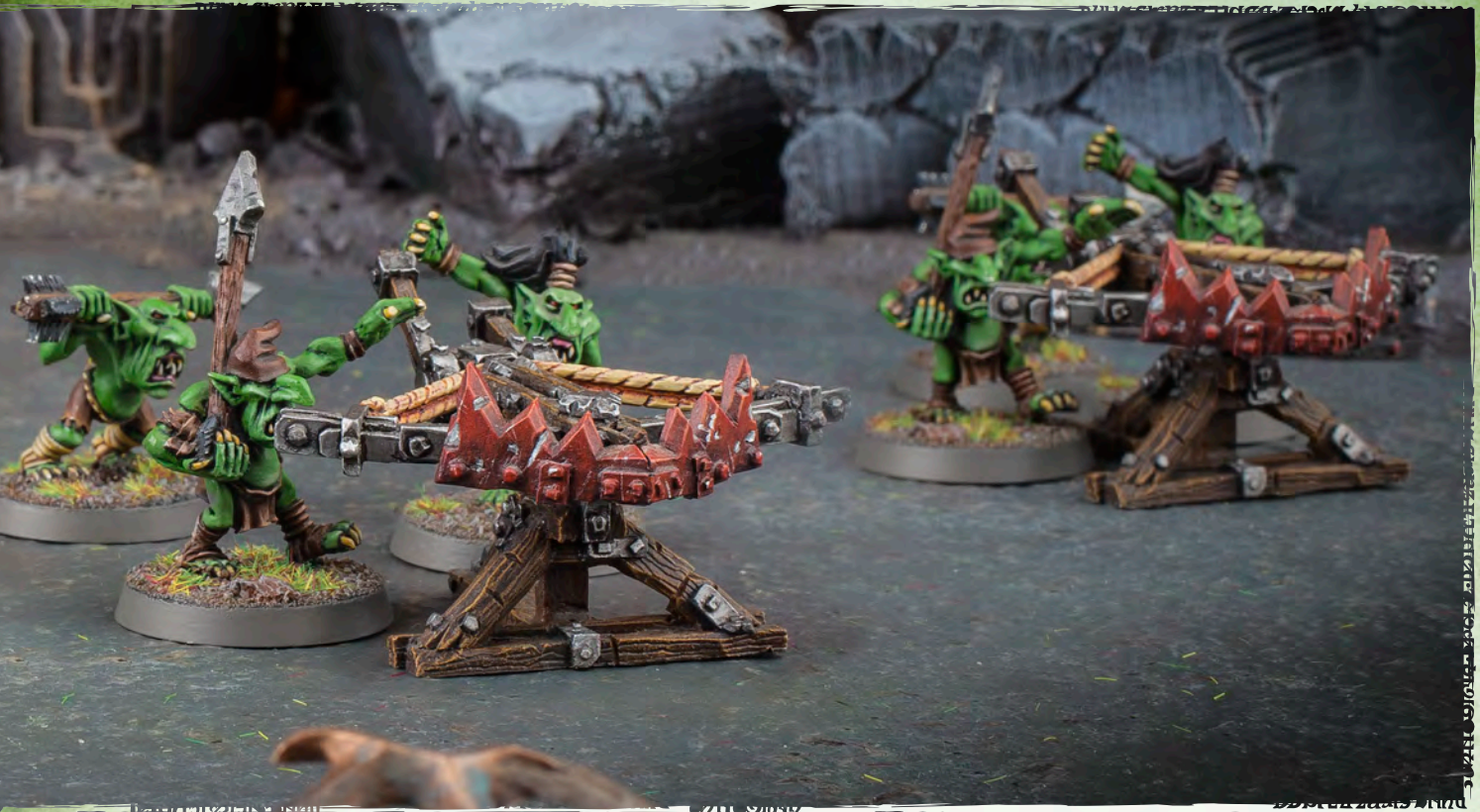


MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chukkin' Spear	36"	✱	4+	3+	-2	D3

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Chukkin' Spear
3 models	4"	2
2 models	3"	2
1 model	2"	1
No models	0	0

WAR MACHINE

KEYWORDS	DESTRUCTION, WAR MACHINE, GROT SPEAR CHUKKA
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CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Improvised Weapons	1"	1	5+	5+	-	1

DESCRIPTION

A Grot Spear Chukka consists of a war machine and a unit of 3 Grot Crew, who can fight foes in melee using Improvised Weapons (although they'd rather shoot the foe before they get that close). The war machine fires Chukkin' Spears into the enemy's ranks.

ABILITIES

Grot War Artillery: A Spear Chukka can only move if its crew are within 1" at the start of the movement phase. If its crew are within 1" of the Spear Chukka in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The crew are in cover while they are within 1" of their war machine.

Get the One with the Big Hat: You can add 1 to the hit roll when firing a Spear Chukka if the target is a **HERO**.

You Better Hit 'Em!: When several Spear Chukkas are fielded together, the most obnoxious grot in each crew will bully his mates to prove he's the best by being the first to hit the foe. You can re-roll failed hit rolls when firing a Chukkin' Spear if there is another Spear Chukka crew from your army within 3" of the war machine.

CREW

KEYWORDS

DESTRUCTION, GROT, GITMOB, CREW