

GROT ROCK LOBBER

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Big Rock	6-40"	1	*	3+	-2	3

	WAR MACHINE CREW TABLE			
Crew within 1"	Move	Big Rock		
4 models	4"	3+		
3 models	3"	4+		
2 models	2"	4+		
1 model	1"	5+		
No models	0	0		

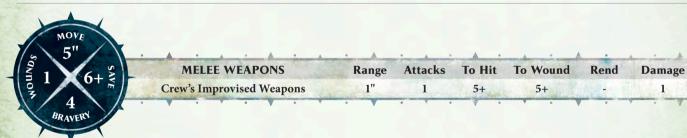
WAR MACHINE

KEYWORDS

DESTRUCTION, WAR MACHINE, GROT ROCK LOBBER



CREW



DESCRIPTION

A Grot Rock Lobber consists of a catapult war machine and a unit of 4 Grot Crew, who can fight foes in melee using Improvised Weapons (although they'd rather shoot the foe before they get that close). The catapult can hurl Big Rocks across the battlefield to crush the enemy into bloody smears.

ABILITIES

Grot War Artillery: A Rock Lobber catapult can only move if its crew are within 1" at the start of the movement phase. If its crew are within 1" of the Rock Lobber 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.

Flatten the Lot of 'Em: This war machine can shoot at enemy units that are not visible to it. In addition, you can add 1 to the hit roll when targeting a unit that has 10 or more models.

Load it Again!: When Rock Lobbers are fielded in batteries, frantic competition breaks out between the rival crews – typically because whichever performs best avoids the traditional post-battle beatings. If you roll a 6 or more to hit with a Big Rock and there is another Grot Rock Lobber crew from your army within 3" of the war machine, you can immediately make another Big Rock attack.

CREW

KEYWORDS

DESTRUCTION, GROT, GITMOB, CREW