



A denizen of the Gnarlwood, Grinkrak holds court around the 'Great Stinkhorn' – a particularly colossal mushroom. His latest scheme is to 'knight' his grot minions using his bossin' stikk, filling the greenskins with a sort of bravery.

## WARSCROLL GRINKRAK THE GREAT

### MELEE WEAPONS

Moon-slicer

Range

2"

Attacks

5

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

*Grinkrak the Great is armed with a Moon-slicer.*

**Dead Tricky:** *Loonbosses are masters at using cunning and tricks in order to survive.*

This unit has a ward of 6+.

**'I Dub Thee...':** *Grinkrak has fooled his followers into believing themselves actual knights, blessed by his bossin' baton. In truth, he just needs some grots to do his bidding, and the accompanying pomp and ceremony ensures they give it their all.*

At the start of the combat phase, you can pick 1 other friendly **MOONCLAN** unit within 3" of this unit to be dubbed. If you do so, until the end of that phase, if any models in that unit are slain, those models can fight before they are removed from play.

### KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, GROT, MOONCLAN, HERO, GRINKRAK



The motley band of greenskins that make up the Looncourt have entirely bought into Grinkrak's claims of knighthood, believing themselves to be holy guardians of the Stinkhorn. The Madcap quests they embark on never end well for anyone in their way.

## WARSCROLL GRINKRAK'S LOONCOURT

### MISSILE WEAPONS

Squigapult

Range

16"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3+2

### MELEE WEAPONS

Range

Attacks

To Hit

To Wound

Rend

Damage

Wonky Lance

2"

3

3+

3+

-

D3

Squig Spear

2"

3

4+

3+

-1

1

Jaggedy Blade

1"

2

4+

4+

-

1

*The models in Grinkrak's Looncourt are Grib, da Wonky Lance; Pokin' Snark; Skolko and Pronk; Snorbo da Spore; Pointy Burk; and Moonface Naggz.*

*Grib is armed with a Wonky Lance. Pokin' Snark is armed with a Squig Spear. Skolko and Pronk are armed with a Squigapult and Jaggedy Blade. Snorbo da Spore, Pointy Burk and Moonface Naggz are each armed with a Jaggedy Blade.*

**The Looncourt's Quest:** *It only takes a word from Grinkrak to send these gitz out on some ill-advised errantry quest.*

After this unit has been set up on the battlefield for the first time, you can pick 1 objective or 1 terrain feature in enemy territory to be the object of this unit's quest. If you gain control of that objective or terrain feature while this unit is contesting it, this unit completes its quest. Once the quest is complete, for the rest of the battle, this unit has a ward of 4+.

**Grinkrak's Toadies:** *According to the Looncourt, it is their noble duty to defend Grinkrak from all comers. That suits the bossgrot fine, if it means they catch the occasional sword or arrow for him.*

Before you allocate a wound or mortal wound to a friendly **GRINKRAK**, or instead of making a ward roll for a wound or mortal wound that would be allocated to a friendly **GRINKRAK**, if this unit is within 3" of that friendly **GRINKRAK**, you can roll a dice. On a 1-2, that wound or mortal wound is allocated to that **GRINKRAK** as normal. On a 3+, that wound or mortal wound is allocated to this unit instead.

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### GLOOMSPITE GITZ

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Grinkrak the Great	1	190	Leader	Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
Grinkrak's Looncourt	6			