

# GROTTIDE

EDITION 01  
(2024)

BATTLE INDEX

# ROTHELM

GROTTIDE  
(279-489)

FOOT UNIT - SUPPORT

SPD

III

HP

3

TP

2

## BATTLE NATURE:

**Corpsegraft** Spend 1 AP to attach this unit's head onto one dead mechanized unit within 2 range, taking control of that unit. While attached, this unit adopts the host's SPD and half of its full HP (rounded down). This unit cannot use the host's Battle Nature or Battle Tech abilities.

**Gravelink** Regain 1 HP for each unit reviving within 4 range of this unit.

## BATTLE TECH:

**Resurgence (1TP)** Heal or revive one Grottide unit within 2 range, restoring 2 HP.



# DRUDGELING

GROTTIDE  
(270-400)

FOOT UNIT - MELEE

SPD

III

HP

2

## BATTLE NATURE:

**Unfallen** Unless toppled, when this unit dies, leave it standing. It revives at the start of your next turn with 1 HP.



# BONEFLING

GROTTIDE  
(279-400)

FOOT UNIT - RANGED

SPD

III

HP

3

## BATTLE NATURE:

**Anything goes** When reloading, this unit can take a bullet lying on the ground within the radius of 2 range from it. (Reloading will still cost 1 AP)

**Unfallen** Unless toppled, when this unit dies, leave it standing. It revives at the start of your next turn with 1 HP.



# REAPLAW

GROTTIDE  
(279-494)

FOOT UNIT - MELEE

SPD

III

HP

5

## BATTLE NATURE:

**One last charge** When this unit only has 1 HP left, its SPD is increased to 6.



# OSSELADE

GROTTIDE  
(279-400)

FOOT UNIT - MELEE

SPD

II

HP

5

## BATTLE NATURE:

**One last charge** When this unit only has 1 HP left, its SPD is increased to 6.

