

ALEGUZZLER GARGANT

Aleguzzler Gargants that accompany Gloomspite hordes into battle are often combating raging hangovers from drinking too much crude fungus brew. They fight for more barrels of the same foul stuff, so that they can get inebriated all over again.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
'Eadbutt	1"	1	4+	3+	-3	☀
Massive Club	3"	☀	3+	3+	-1	1
Mighty Kick	2"	1	3+	3+	-2	D3

DAMAGE TABLE

Wounds Suffered	Move	Massive Club	'Eadbutt
0-2	8"	3D6	D6
3-4	6"	2D6	D6
5-7	5"	2D6	D3
8-9	4"	D6	D3
10+	3"	D6	1

DESCRIPTION

An Aleguzzler Gargant is a single model armed with an 'Eadbutt, Massive Club and Mighty Kick.

ABILITIES

Drunken Stagger: *Often still inebriated, gargants can be just as much a hazard to their allies as their enemies.*

If a charge roll for this model is a double, this model cannot make a charge move that phase. In addition, the players must roll off. The player who wins the roll-off picks a point on the battlefield 3" from this model. Each unit within 2" of that point suffers D3 mortal wounds.

Stuff 'Em In Me Bag: *Gargants are known to grab hapless warriors and stuff them screaming into their bags 'for later'...*

After this model piles in, you can pick 1 enemy model within 3" of this model and roll a dice. If the roll is equal to or greater than double that model's Wounds characteristic, it is slain.

Timber!: *A dying gargant is indiscriminating in their choice of where – and on whom – their body falls.*

If this model is slain, before removing the model from the battlefield the players must roll off. The player who wins the roll-off picks a point on the battlefield 3" from this model. Each unit within 2" of that point suffers D3 mortal wounds. This model is then removed from the battlefield.