

THE GLASS-MAD GARGANT

Shadeglass shatters and warbands flee in terror as the Glass-mad Gargant rampages through the streets of Shadespire. Unable to escape the cursed city, the crazed monster leaves devastation in its wake. Only the foolhardy (or the especially brave) dare fight it.



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Previously an event manager at Warhammer World, John has recently joined the Studio games development team on secondment. The Glass-mad Gargant is his first game as a games developer.

NEW CARD!

You will find a new, extra-large card for the Chaos Gargant included with this issue. We hope you enjoy using it!

Most games set in the cursed city of Shadespire focus on the exploits of warbands trying to plunder its ruined hallways for precious shadeglass shards. However, these intrepid fighters are by no means the only denizens of that ill-fated city. Many thousands were trapped in that benighted place when Nagash cast the malevolent spell that tore Shadespire from reality and they remain trapped there to this day. Still more have made the nightmare journey to its gloomy streets, only to become hopelessly lost in its labyrinthine depths.

The most tragic of all are those cursed souls that have arrived in Shadespire through misfortune. Most recently a Chaos Gargant has not only stumbled upon the Mirrored City, but has swiftly been driven completely insane – beyond what is considered normal for such an abomination – by the constant illusions and refracted nightmares that plague its every waking moment.

The maddened Gargant has wasted no time in making itself both seen and heard. A monster on a completely different scale to what most fighters are accustomed to, the Chaos Gargant is far too dangerous to attack alone. Unlikely alliances are brokered (and swiftly shattered) by those both eager and desperate to gather the shadeglass shards unearthed by the behemoth's rampage.

This game is for two to four players – you will need a copy of the Warhammer Underworlds core game (you can use either Warhammer Underworlds: Shadespire or Warhammer Underworlds: Nightvault) and a Chaos Gargant model, mounted on a 90mm x 50mm oval base.

While you don't need four players to play the Glass-mad Gargant game, it is definitely recommended – slaying the Chaos Gargant is no mean feat and you will need all the help you can get (even if it's from your enemies)! **JB**

SETTING UP THE GAME

To get the game ready, set up for a standard game of Warhammer Underworlds between at least two players. If you have three or more players, set up the battlefield using the fixed format rules on page 28 of the Warhammer Underworlds: Nightvault rulebook. Use the following changes to the Warhammer Underworlds rules.

- 1 - Players do not build an objective deck - slaying the Chaos Gargant is the only objective.

- 2 - Once all fighters are placed on starting hexes, before rolling to see who takes the first activation, place the Chaos Gargant model on two hexes, as close to the middle of the battlefield as possible and entirely in no-one's territory. If more than two hexes are eligible, the players roll off. The winning player chooses two eligible hexes and places the Chaos Gargant in them. The Chaos Gargant model will usually take up the space of two hexes, with a little overlap. Make sure to be clear which two hexes it is in when placing it and moving it!

PLAYING THE GAME

- Treat the Chaos Gargant as an additional player (albeit one without territory). This means that you will always use the rules for multiplayer games in a game of the Glass-mad Gargant. The Chaos Gargant always takes the first action in each round. Player order is then determined as normal. Remember the order of play in multiplayer games changes direction.
- The game lasts for four rounds (note: this is one more than a standard game of Shadestair - don't forget this!). Play the fourth round in the same way as round 1, but wherever the rules tell you that play moves clockwise, instead go anti-clockwise.
- Keep track of the Chaos Gargant's actions by using a separate set of activation tokens. If you do not have a spare set of activation tokens, then simply use an alternative.
- After the fourth end phase, if the Chaos Gargant is not out of action, then the players lose.
- If the Chaos Gargant is out of action at the beginning of an end phase, then the game ends immediately and the player with the most glory points wins the game. Glory points are scored by dealing damage to the Chaos Gargant, as described on its fighter card.
- Note that though there are no objective decks, players can still score glory points in other ways. Taking enemy fighters out of action and spending glory on certain upgrades, for example. Note that, if any fighter goes out of action due to an action taken by the Chaos Gargant, no player scores a glory point.

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THE CHAOS GARGANT

BRUTAL STRIKE
1 3 3

HURLED BOULDER
3 3 2

KNOCKBACK 2

2 **1** **26/32/40**

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Inspire: When this fighter has 13/16/20 or more wound tokens on its fighter card.

This fighter cannot be driven back.

Impossible Foe: Each time a warband deals damage to the Chaos Gargant, that warband scores glory equal to the damage caused.

Note that the wound numbers in italics represent the changes for the Chaos Gargant when against 2, 3 or 4 players.

THE CHAOS GARGANT INSPIRED

BRUTAL STRIKE
1 4 4

CLEAVE

HURLED BOULDER
3 4 3

KNOCKBACK 2

2 **2** **26/32/40**

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This fighter cannot be driven back.

It's Weakening!: Each time a warband deals any amount of damage to the Chaos Gargant, that warband scores a glory point.

Note that the wound numbers in italics represent the changes for the Chaos Gargant when against 2, 3 or 4 players.

THE CHAOS GARGANT - HOW DOES IT ACT?

The Chaos Gargant is activated like a normal fighter, save that it does not have a controlling player. When the Chaos Gargant is activated, follow the action sequence listed below, always starting with the **Thickening Hide** action.

Note that the Chaos Gargant has no power deck and automatically passes its chance to play a power card in the power step.

Thickening Hide

- If the Chaos Gargant is not on Guard, put the Chaos Gargant on Guard. If the Chaos Gargant is on Guard, the Chaos Gargant will perform the Rampage action sequence below.

Rampage

- If one player has no surviving fighters, they are the controlling player for this round. If more than one player has no surviving fighters, they roll off and the winner is the controlling player for this round. You could also share the actions – one player pushes the Chaos Gargant, another player chooses the attack action and so on. If all players have surviving fighters, they roll off. The winning player becomes the controlling player for this round. Once the controlling player is determined, proceed to the next bullet point.
- The controlling player may choose one fighter adjacent to the Chaos Gargant. That fighter gets kicked by the mad Gargant's huge feet as it stumbles around. The controlling player pushes that fighter one hex (if possible). Place a wound token on that unfortunate warrior's fighter card and proceed to the next bullet point.

- The controlling player then performs any of the actions in the Gargant Move Diagrams twice (in any combination). Each of these counts as a single push. The Chaos Gargant cannot be pushed through other fighters, blocked or incomplete hexes. If the Chaos Gargant cannot be pushed (because of a gambit, or a lack of space, for example) then the Rampage sequence ends and the Chaos Gargant performs the **Bellow of Outrage** action as described below. Otherwise, proceed to the next bullet point.

- The controlling player can then choose a single fighter within range of one of the Chaos Gargant's attack actions from its fighter card and resolve that attack action against the target fighter, after which the Rampage sequence ends. Otherwise, proceed to the next bullet point.

- If there are no fighters in range of any of the Chaos Gargant's attack actions, then the Rampage sequence ends and the Chaos Gargant performs the **Abominable Regeneration** action as described below. If the Chaos Gargant is Inspired, resolve the **Bellow of Outrage** action instead. After resolving either action, the Rampage sequence ends.

Abominable Regeneration

- The controlling player rolls 4 defence dice. For every  or , remove a wound token from the Chaos Gargant's fighter card.

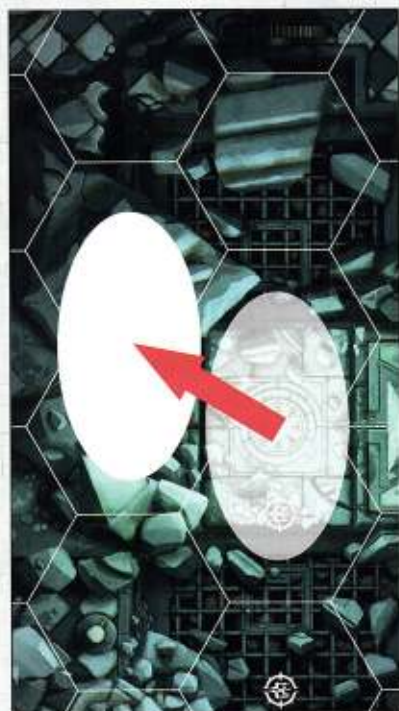
Bellow of Outrage

- Place a wound token on every other fighter card.

As you can see, you'll likely need to build a special deck to have the best chance of defeating the Chaos Gargant!



GARGANT MOVE DIAGRAMS



Sidestep: Push the Chaos Gargant one hex without changing its orientation, as shown in the diagram above.



Advance: Push the Chaos Gargant into a hex adjacent to one of the hexes it is already in. After completing this move, the Chaos Gargant must still be in one of the hexes it was previously in, in addition to the hex it was pushed into.



Rotate: Choose a hex that the Chaos Gargant is currently in. Now push the Gargant one hex without leaving the chosen hex.

