

ALEGUZZLER GARGANT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Club	3"	✱	3+	3+	-1	1
'Eadbutt	1"	1	4+	3+	-3	✱
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. Aleguzzler Gargants are armed with Massive Clubs, and can also smash a foe by delivering a thunderous 'Eadbutt and a Mighty Kick.

ABILITIES

Timber!: If an Aleguzzler Gargant is slain, both players roll a dice, and whoever rolls highest decides in which direction the Aleguzzler Gargant falls (the player commanding the model wins any ties). Place the Aleguzzler Gargant on its side in the direction in which it falls – any unit (friend or foe) it lands on suffers D3 mortal wounds. Remove the Aleguzzler Gargant after resolving any damage caused by its falling body.

Stuff 'Em In Me Bag: Immediately before an Aleguzzler Gargant makes its attacks in the combat phase, pick an enemy model within 1" and then roll a dice. If the result is at least double the enemy model's Wounds characteristic, it is grabbed and stuffed in the Aleguzzler Gargant's bag 'for later'. The enemy model is treated as being slain.

Drunken Stagger: If you roll a double when making a charge roll for an Aleguzzler Gargant, it immediately falls over instead of making the charge move. Determine the direction the Gargant falls and the damage it causes as if it had been slain (see Timber!), but instead of removing the Gargant after resolving the damage caused by its falling body, stand the model back up again as the Gargant drunkenly regains its feet!

KEYWORDS

DESTRUCTION, GARGANT, ALEGUZZLER, MONSTER