

# BOGGLEYE



Boggleyes stare deep into the souls of all those around them, chanting hypnotic mantras and revolving their pupils in an unlikely and hypnotic fashion. Their victims are swiftly reduced to slack-jawed puppets who obey the Boggleye's every command.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mesmerising Staff	1"	1	4+	3+	-1	D3

## DESCRIPTION

A Boggleye is a single model armed with a Mesmerising Staff.

## ABILITIES

### Hallucinogenic Fungus Brews:

*Gobbapalooza shamans drink long draughts of hallucinogenic fungus brew before the battle begins, making them almost impervious to pain. However, as the battle progresses the effects start to wear off.*

In the first battle round, add 2 to save rolls for attacks that target this model. In the second battle round, add 1 to save rolls for attacks that target this model.

**Slippery Git:** *Gobbapalooza shamans seek to put as many of their fellow grots between themselves and incoming enemy fire as possible.*

Subtract 1 from hit rolls for attacks made with missile weapons that target this model while it is within 3" of a friendly **MOONCLAN** unit with 3 or more models.

## MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase and attempt to unbind one spell in the enemy hero phase. It knows the Mesmerise spell.

**Mesmerise:** *The Boggleye looks deep into the eyes of his victims. Friendly warriors are*

*convinced to stand firm against whatever foe they face, while enemies are turned into slow-witted imbeciles.*

Mesmerise has a casting value of 6. If successfully cast, pick 1 unit wholly within 12" of the caster that is visible to them. If that unit is a friendly unit, it does not take battleshock tests until your next hero phase. If that unit is an enemy unit, until your next hero phase that unit fights at the end of each combat phase, after the players have picked any other units to fight.

## KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, GOBBAPALOOZA, WIZARD, BOGGLEYE