

# SCUTTLEBOSS

## ON GIGANTIC SPIDER

Swaggering bullies whose twisted anatomies are part arachnid, Scuttlebosses charge into battle upon the backs of Gigantic Spiders, exhorting nearby skittermobs to follow their violent example and ride the foe into the ground.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Envenomed Spear	2"	4	4+	4+	-1	1
Gigantic Fangs	1"	4	4+	3+	-1	1

### DESCRIPTION

A Scuttleboss on Gigantic Spider is a single model armed with an Envenomed Spear.

**MOUNT:** This model's Gigantic Spider attacks with its Gigantic Fangs.

### ABILITIES

**Spider Venom:** *Both the Scuttleboss' spear and his mount's fangs glisten with lethal venom.*

If the unmodified hit roll for an attack made by this model is 6, that attack inflicts 1 mortal wound on the target and the attack

sequence ends (do not make a wound or save roll).

**Wall Crawler:** *Gigantic Spiders can skitter up and down vertical surfaces as if they were flat ground.*

When this model makes a move, it can pass across terrain features in the same manner as a model that can fly.

### COMMAND ABILITIES

**Ride 'Em All Down!:** *The boss levels his spear at the enemy, and calls on his minions to attack that foe with all the fury they possess.*

You can use this command ability at the start of your charge phase. If you do so, pick 1 friendly **SPIDERFANG GROT** unit wholly within 18" of a model with this command ability. You can re-roll charge rolls for that unit in that charge phase. In addition, you can re-roll hit rolls for attacks made with that unit's Crooked Spears in the following combat phase.

### KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, SPIDERFANG, HERO, SCUTTLEBOSS