

CHAOS GARGANT

Foul-tempered colossi that have become twisted by the warping energies of the wilds, Chaos Gargants lumber to war in a state of unthinking fury, bludgeoning and battering all before them.



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

DAMAGE TABLE

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

KEYWORDS

CHAOS, BEASTS OF CHAOS, MONSTERS OF CHAOS, GARGANT, MONSTER, CHAOS GARGANT

DESCRIPTION

A Chaos Gargant is a single model armed with a Massive Club, Vicious 'Eadbutt and Mighty Kick.

ABILITIES

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.

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 an enemy model within 3" of this model and roll a dice. If the roll is equal to or greater than double that enemy model's Wounds characteristic, it is slain.

Drunken Stagger: *Often inebriated in battle, 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.

Whipped into a Frenzy: *The leaders of a beastring often intentionally wound gargants so as to send them into a berserk rage.*

At the start of the combat phase, if this model is within 3" of any friendly **BEASTS OF CHAOS HEROES**, you can whip it into a frenzy. If you do so, this model suffers 1 mortal wound, but you can add 1 to the Attacks characteristic of this model's melee weapons until the end of that phase.