

GARGANTUAN SQUIGGOTH

M	T	SV	W	LD	OC
10"	13	3+	30	7+	12

AUFSTELLUNG

1x Gargantuan Squiggoth (Hull)

Equipped with: Supa-kannon, ► Kannon - frag, ► Kannon - shell, ► Huge tusks - strike, ► Huge tusks - sweep

Wargear Options:

- This model can be equipped with one of: Supa-kannon, Kannon.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Supa-kannon BLAST	60"	2D6	5+	12	-2	3
► Kannon - frag BLAST	36"	D6	5+	5	0	1
► Kannon - shell	36"	1	5+	9	-2	D6

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Huge tusks - strike LANCE	Melee	6	3+	14	-3	12
► Huge tusks - sweep	Melee	18	3+	9	-2	3

ABILITIES

RULES - Deadly Demise 2D6, Firing Deck 20

Damaged: 1-10 Wounds Remaining

While this model has 1-10 wounds remaining, subtract 6 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Gargantuan

Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding TITANIC models) and terrain features that are 4" or less in height as if they were not there.

Walking Bastion

This model does not suffer the penalty to its Hit rolls for making ranged attacks while enemy units are within Engagement Range of it.



Gargantuan Squiggoth (Transport)

Capacity: This model has a transport capacity of 20 ORKS INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models. GHAZGHKULL THRAKA takes up the space of 18 models. If this model is equipped with a supa-kannon, it has a transport capacity of 15 ORKS INFANTRY models.

WEAPON RULES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Lance

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.