

GARGANTUAN SQUIGGOth

440 PTS



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

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

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.

ABILITIES

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.



CORE RULES

◆ **Deadly Demise 2D6**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ **Firing Deck 20**

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

