

WAAAGHBOSS GARGRIM

POINTS: 250

In the politics of an Ork Waaagh!, authority is derived less from executive cunning, and more from sheer bulk. There are few greenskins in the depths of space that compare to the massive juggernaut that is Waaaghboss Gargrim "Uge" Mungus. With a crafty Grot strategist at his side and a legion of battle-hardened Orks at his command, Gargrim has reduced dozens of worlds to smoldering rubble. On the battlefield, Gargrim is a force of nature; innumerable opponents have been sundered by his massive bionic fists, and his stubborn refusal to die.



WS	BS	S	T	W	I	A	LD	SV
5(6)	2	6	6	5	3	5	10	6+/4+i

UNIT:

Waaaghboss Gargrim "Uge" Mungus

TYPE:

Infantry

WEAPONS AND EQUIPMENT:

Waaagh! Banner

Da Fiszt 'Uv Gork 'An Mork: These bionic smashing limbs count as a pair of power klawz in combat. In addition, the guns mounted on them grant Da Fiszt the ranged profile below.

WEAPON	RANGE	STR	AP	SPECIAL
Da Fiszt 'Uv Gork 'An Mork	24"	5	4	Assault 3, Twin-Linked

SPECIAL RULES

Independent Character

Furious Charge

Fearless

Waaagh!

Feel No Pain

Hamma-Handz: Gargrim's fists are roughly the size of a Space Marine, and hit like a runaway truk. Gargrim can re-roll all failed attempts to wound in close combat.

Proppa Tuff: From his earliest days, Gargrim has been absurdly thick-skinned. Due to his immense size and toughness, Gargrim possesses a 4+ invulnerable save and Feel No Pain.

NOW it'z a FIGHT!: Gargrim is often bored silly, even in the most desperate melee. He is often distracted and off-step until he faces a legitimate challenge. As such, he receives an additional +1 attack when reduced below three wounds for all following turns.

Biggest an' Best: With Gargrim's legendary bulk comes an ego to match - one that views most ork boyz as inferior and expendable. Gargrim will only join units of Nobz or Mega-Armored Nobz. Additionally, he may be targeted separately from any unit he has joined, though he remains an Infantry model.

Make Room, ya Gitz!: Gargrim may only be transported in vehicles with a passenger capacity of 20 or more - otherwise da truk tips over. Gargrim's massive frame and penchant for comfort cause him to take up a full five spots in any transport vehicle.