Giant

Giant
280pts [Big 'n Nasty]

M	WS	BS	S	T	W	I	A	Ld
6	3	-	6	5	6	3	*	10

Monster 50x75mm base, single model

Special Rules:
Immune to Psychology, Stubborn, Ward Save (6+), Giant Attacks

Giant Attacks: When a Giant attacks in Close Combat, instead of attacking normally, choose an enemy unit in base contact with the Giant to attack and roll on the chart below. The Giant's attack depends on the Troop Type of the target enemy unit.

Against Infantry, War Beast, Swarm, War
Machine and Cavalry targets:
1: Bellow
2: Jump
3: Grab
4-6: Swing

Against Monstrous Beast, Monstrous Infantry,
Monstrous Cavalry, Chariot, Monster and
Ridden Monster targets:
1: Bellow
2-3: Thump
4-6: Smash

Giant Attacks are treated as normal Close Combat attacks and are therefore affected by all rules normally affecting Close Combat attacks. After rolling on this chart, the Giant may still Stomp as normal.

Bellow: Neither the Giant nor the chosen unit can make any further Close Combat attacks this phase. Attacks already resolved (including attacks resolved simultaneously with this attack) are not affected. The Giant's side automatically wins the combat by 2. If two (or more) opposing models with Giant Attacks "Bellow", the combat is a draw.
Jump: The chosen unit suffers D6 hits using the Giant's Strength. The Giant must take a Dangerous Terrain (1) Test.
Grab: Select a single model in the chosen unit and in base contact with the Giant. This model must take a Strength Test and a Weapon Skill Test. For each failed test, the model suffers a hit with the Giant's Strength and Multiple Wounds (D3).
Swing: The Giant makes 2D6 normal Close Combat attacks against the chosen unit.
Thump: Select a single model in the chosen unit and in base contact with the Giant. This model must take an Initiative test. If the test is failed, the model suffers 2D6 wounds with Armour Piercing (6).
Smash: Select a single model in the chosen unit and in base contact with the Giant. This model suffers 1 wound with Armour Piercing (6). If no part of this model has yet attacked this phase, it cannot attack in this Round of Combat. If the model has already attacked, it cannot make attacks in the following Round of Combat.