



## • WARSCROLL •

### WARSTOMPER

# MEGA-GARGANT

The veteran warmongers of the gargant race seek out the thrill and clangour of battle wherever they can find it. They love smashing battlelines into disarray, and once they are in the thick of the fight, their rampage is all but impossible to stop.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Death Grip	3"	1	3+	2+	-3	D6
Jump Up and Down	3"	4	3+	3+	-2	D3
Titanic Boulderclub	3"	☀	3+	3+	-2	2

DAMAGE TABLE			
Wounds Suffered	Move	Titanic Boulderclub	Hurled Body
0-12	10"	+4	+2
13-18	9"	+3	+1
19-24	8"	+2	0
25-30	7"	+1	-1
31+	6"	0	-2

## DESCRIPTION

A Warstomper Mega-Gargant is a single model armed with a Death Grip, Jump Up and Down and Titanic Boulderclub.

## ABILITIES

**Almighty Jump:** A Mega-Gargant's massive, stomping feet are devastating against smaller opponents.

You can re-roll hit rolls of 1 for Jump Up and Down attacks unless the target is a **MONSTER**.

**Crushing Charge:** When a Mega-Gargant charges, its incredible bulk flattens any foe that fails to get out of the way.

After this model makes a charge move, roll a dice for each enemy unit within 1" of this model. On a 2+, that unit suffers D3 mortal wounds if it is a **MONSTER**, or D6 mortal wounds if it is not a **MONSTER**.

**Death Grip:** Mega-Gargants are perfectly capable of squeezing the life out of even the largest opponent.

You can re-roll hit rolls of 1 for Death Grip attacks that target a **MONSTER**.

**Hurled Body:** Warstomper Mega-Gargants wade into the thick of battle, and will pick up smaller opponents to hurl at other enemies.

Once per combat phase, you can pick 1 enemy model within 3" of this model and roll a dice. Add the Hurled Body modifier shown on this model's damage table to the roll. If the roll is at least double that enemy model's Wounds characteristic, it is slain and you can roll another dice. On a 4+, you can pick an enemy unit within 12" of this model and visible to it. That unit suffers a number of mortal wounds equal to the Wounds characteristic of the slain model.

**Longshanks:** A Mega-Gargant towers high above the battlefield, and with its long powerful legs it can step over most obstacles.

When this model makes a normal move, it can ignore models that have a Wounds characteristic of 10 or less and terrain features that are less than 4" tall at their highest point. It cannot finish the move on top of another model or within 3" of an enemy model.

**Son of Behemat:** The Sons of Behemat are nearly as difficult to kill as their mighty progenitor.

If a spell or ability would slay this model without any wounds or mortal wounds being inflicted by the spell or ability, this model suffers D6 mortal wounds instead.

**Terror:** This terrifying monstrosity strikes fear into the hearts of its foes.

Subtract 1 from the Bravery characteristic of enemy units if they are within 3" of any friendly units with this ability.

**Timberrrrrr!:** A dying Mega-Gargant is a weapon of ruin in its own right, though it is anyone's guess 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 winner must pick a point on the battlefield 5" from this model. Each unit within 3" of that point suffers D3 mortal wounds unless it is a **MEGA-GARGANT**. This model is then removed from the battlefield.

**Titanic Boulderclub:** A Warstomper Mega-Gargant will drive straight into the midst of the foe, swinging their titanic boulderclub in great sweeping arcs that smash foes in all directions.

The Attacks characteristic of a Titanic Boulderclub is equal to the number of enemy models within 3" of the attacking model. Add the Titanic Boulderclub value on the attacking model's damage table to the total, and add 4 to the total for each enemy **MONSTER** within 3" of the attacking model. If the modified Attacks characteristic of the Titanic Boulderclub is less than 1, count it as being 1, and if the modified Attacks characteristic of the Titanic Boulderclub is more than 10, count it as being 10.

## KEYWORDS

DESTRUCTION, SONS OF BEHEMAT, GARGANT, MEGA-GARGANT, MONSTER, HERO, WARSTOMPER