



• WARSCROLL •

KRAKEN-EATER

MEGA-GARGANT



Kraken-eaters are grabbing, greedy coastal raiders that are fiercely territorial. Unfortunately, they consider everything they can see to be their territory. They will fight with outraged indignation to take the spoils of war for their hoards.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hurled Debris	☀	3	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Almighty Stomp	2"	2	3+	3+	-2	D3
Death Grip	3"	1	3+	2+	-3	D6
Shipwrecka Warclub	3"	☀	3+	3+	-2	2

DAMAGE TABLE			
Wounds Suffered	Move	Shipwrecka Warclub	Hurled Debris
0-12	11"	8	24"
13-18	10"	7	21"
19-24	9"	7	18"
25-30	8"	6	15"
31+	7"	5	12"

DESCRIPTION

A Kraken-eater Mega-Gargant is a single model armed with an Almighty Stomp, Death Grip, Shipwrecka Warclub and Hurled Debris.

ABILITIES

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

You can re-roll hit rolls of 1 for Almighty Stomp 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**.

Get Orf Me Land!: Kraken-eater Mega-Gargants hate intruders and trespassers, and do not take kindly to people that decide to fight battles on their land.

In your hero phase, if you have any models with this ability within 1" of an objective that you control, you can pick one of those models and say that it will kick the objective away. If you do so, you can move that objective up to 2D6" to a new position on the battlefield, more than 1" away from any models, terrain features or other objectives. An objective cannot be kicked away more than once in the same phase.

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.

Stuff 'Em In Me Net: Kraken-eaters are constantly putting things into the nets they carry 'for later', including unlucky opponents and other tasty-looking morsels.

After this model piles in, you can pick up to D3 enemy models within 3" of this model and roll a dice for each of them. If the roll is at least double that model's Wounds characteristic, it is slain.

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.

Timberrrrr!: 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.

KEY WORDS

DESTRUCTION, SONS OF BEHEMAT, GARGANT, MEGA-GARGANT, MONSTER, HERO, KRAKEN-EATER