



## • WARSCROLL •

### GATEBREAKER

# MEGA-GARGANT



Cowled and sinister, the Gatebreaker is a wrecking ball of a gargant that takes cruel joy in smashing down the fortresses and cities of the civilised races before throwing the rubble at any survivors. To him, every structure is a target for his spiteful wrath.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hurled Boulder	☀	1	3+	2+	-3	4
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
Fortcrusha Flail	3"	☀	4+	3+	-3	3

DAMAGE TABLE				
Wounds Suffered	Move	Fortcrusha Flail	Hurled Boulder	Smash Down
0-12	12"	10	18"	2+
13-18	11"	9	15"	3+
19-24	10"	7	12"	4+
25-30	9"	6	9"	5+
31+	8"	5	6"	6+

## DESCRIPTION

A Gatebreaker Mega-Gargant is a single model armed with an Almighty Stomp, Death Grip, Fortcrusha Flail and Hurled Boulder.

## 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**.

**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.

**Smash Down:** Gatebreaker Mega-Gargants have a deep loathing of cities and settlements, which are seen as symbols of those who killed their ancestor figure, the godbeast Behemat.

Add 1 to the damage inflicted by each successful attack made by this model that targets a unit that is part of a garrison or is wholly on or within a terrain feature.

In addition, at the end of the combat phase, you can pick 1 terrain feature within 3" of this model and roll a dice. If the roll is equal to or greater than the Smash Down value on this model's damage table, that terrain feature is reduced to rubble: all of its scenery rules are replaced with the Deadly scenery rule, and its keywords are changed to **SCENERY, RUBBLE**.

**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.

## KEYWORDS

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