

# GREAT GARGANT

## Close Assault Factor

**+15**

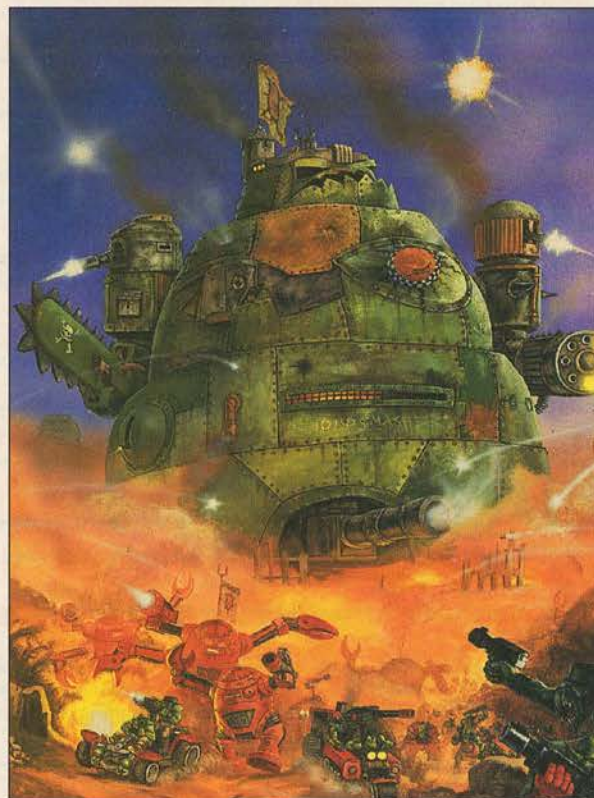
## Movement

A Great Gargant's move is determined by its orders. These are as follows:

Orders	Effect	Fire
<b>Charge</b>	Must move between 11-15cm towards the nearest enemy formation.	The Great Gargant may not fire.
<b>Advance</b>	May move up to 10cm but this does not have to be towards the nearest enemy formation as in Charge.	The Great Gargant may fire in the Advance Fire segment.
<b>First Fire</b>	No move or turn.	The Great Gargant may fire in the First Fire segment.

## Power Fields

The Great Gargant is protected by 6+ (1D6) Power Fields.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
Magnum Mega-cannon	100cm	1	3+	-3	
Armour Piercing	75cm	8 Barrage Points		0	Fires Barrage. May not fire indirect
High Explosive	75cm			0	
Scorcher Turret	35cm	2	3+	0	Ignore to hit modifiers for cover
Observation Turret	Adds +1 to any to hit rolls versus one target				
Gork Head	Any Orks within 25cm ignore morale tests				See Special rules
Da Gaze of Gork	50cm	2	4+	-2	
Gutbuster					
Ball	100cm	Ball	3cm Template	-4	Ball template skids 4D6cm
Chain	75cm	Chain	3+	0	Only affects Titans
Explosive	100cm	8BP's	8BP's	+1	12cm Barrage template

## HIT LOCATION TEMPLATES

### FRONT

WEAPON	HEAD		WEAPON	
2+	2+		2+	
WEAPON MOUNT	AMMO	HULL	AMMO	WEAPON MOUNT
2+	1+	3+	1+	2+
WEAPON	HULL	HULL	HULL	WEAPON
2+	3+	3+	3+	2+
	HULL	BOILER	HULL	
	3+	2+	3+	
FOOT	HULL	BELLY GUN	HULL	FOOT
3+	3+	3+	3+	3+

### SIDE

WEAPON			
2+			
HULL	WEAPON MOUNT	HULL	
3+	2+	3+	
HULL	WEAPON	HULL	
3+	3+	3+	
HULL	BOILER	HULL	
3+	3+	3+	
HULL	FOOT	BELLY GUN	BELLY GUN
3+	3+	2+	2+

### REAR

WEAPON	HEAD		WEAPON	
2+	2+		2+	
WEAPON MOUNT	AMMO	HULL	AMMO	WEAPON MOUNT
2+	1+	3+	1+	2+
WEAPON	HULL	HULL	HULL	WEAPON
2+	3+	3+	3+	2+
	HULL	BOILER	HULL	
	3+	3+	3+	
FOOT	HULL	HULL	HULL	FOOT
3+	3+	3+	3+	3+

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## Movement

A Gargant's move is determined by it's orders. These are as follows:

Orders	Effect	Fire
Charge	Must move between 11-15 cm. towards the nearest enemy formation	The Gargant may not fire
Advance	May move up to 10cm but this does not have to be towards the nearest enemy formation as in a Charge.	The Gargant may fire in the advance fire segment
First Fire	No move or turn	The Gargant may fire in the first fire segment

## Power Fields

The Gargant is protected by 6+ (1D6) Power Fields



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

## HIT LOCATION TEMPLATES

### FRONT

WEAPON	HEAD		WEAPON
2+	2+		2+
WEAPON MOUNT	AMMO	HULL	AMMO
2+	1+	3+	1+
WEAPON	HULL	HULL	WEAPON
2+	3+	3+	2+
	HULL	BOILER	HULL
	3+	2+	3+
FOOT	HULL	BELLY GUN	FOOT
3+	3+	2+	3+

### SIDE

WEAPON	HEAD		WEAPON
2+	2+		2+
HULL	WEAPON MOUNT	HULL	HULL
3+	2+	3+	3+
HULL	WEAPON	WEAPON	HULL
3+	2+	3+	3+
HULL	BOILER	HULL	HULL
3+	3+	3+	3+
HULL	FOOT	BELLY GUN	BELLY GUN
3+	3+	2+	2+

### REAR

WEAPON	HEAD		WEAPON
2+	2+		2+
WEAPON MOUNT	AMMO	HULL	AMMO
2+	1+	3+	1+
WEAPON	HULL	HULL	WEAPON
2+	3+	3+	2+
	HULL	BOILER	HULL
	3+	3+	3+
FOOT	HULL	BELLY GUN	FOOT
3+	3+	2+	3+

# ORK GARGANT DAMAGE TABLES

## BOILER DAMAGE TABLE - Roll D6

- 1-2 A minor fire breaks out.
- 3-4 The boiler is hit and starts to lose pressure. The Gargant's move rates are reduced by 50% from now on.
- 5 The boiler is destroyed. The Gargant can no longer move.
- 6 The boiler explodes and starts a major fire. The Gargant is no longer allowed to move.

## FOOT DAMAGE TABLE - Roll D6

- 1-3 The foot is damaged but carries on working normally. A minor fire breaks out.
- 4-5 The foot is destroyed. If one foot is destroyed the Gargant is only allowed to turn in place. If both feet are destroyed the Gargant may not move at all.
- 6 The foot is blown apart in a massive explosion that starts a major fire. The Gargant may no longer move or turn, even if the other foot is undamaged.

## BELLY GUN DAMAGE TABLE - Roll D6

- 1-2 Some ammunition explodes starting a minor fire.
- 3-4 The gun is destroyed and exploding ammunition starts a minor fire. The gun may not be used for the remainder of the battle.
- 5 The gun is destroyed and exploding ammunition starts a major fire. The gun may not be used for the remainder of the battle.
- 6 The belly gun's magazine explodes starting a major fire. The belly gun is destroyed, and each adjacent location must roll for damage on the following table:
  - 1-3 No Effect
  - 4-6 Roll on the Locations Damage TableApply damage normally to each location that is affected.

## HULL DAMAGE TABLE - Roll D6

- 1-5 Internal explosions start a minor fire.
- 6 A massive explosion rips a huge hole in the hull and starts a major fire.

## MAJOR FIRE TABLE - D6

Roll for each Major Fire on this table at the start of the End Phase.

- 1-2 The fire is brought under control and put out.
- 3 The fire is getting out of control. The Gargant is not allowed to move next turn, but may fire normally.
- 4 The fires are out of control. The Gargant may not move or fire its belly gun next turn, and any other weapons that are used suffer a -1 to hit modifier due to the clouds of smoke.
- 5 Internal explosions wreck the Gargant destroying it and leaving it a smoking blackened heap. Any units within 2D6cm are hit by flying debris and must make an unmodified saving throw to avoid damage.
- 6 A massive explosion rips the Gargant apart. Remove the model from the table (you may replace it with a crater model if you have one). Any units within 4D6cm are hit by flying debris and must make an unmodified save to avoid damage.

## HEAD DAMAGE TABLE - Roll D6

- 1-2 Several of the bridge crew are injured and a minor fire breaks out.
- 3 The Kaptin is killed. The Gargant must follow the same orders next turn while the bridge crew 'elect' a new Kaptin.
- 4-5 The head is destroyed and a minor fire breaks out. The Gargant must follow the same orders as it used last turn, and any weapons mounted in the head may not be used for the remainder of the battle. After the next turn, roll a D6 before changing the Gargant's orders:
  - 1-3 May not change orders
  - 4-6 May change orders normally
- 6 The head is blown clean off the Gargant, starting a major fire. The Gargant must follow the same orders as it used last turn, and any weapons mounted in the head may not be used for the remainder of the battle. After the next turn, roll a D6 before changing the Gargant's orders:
  - 1-3 May not change orders
  - 4-6 May change orders normally

## MAGAZINE DAMAGE TABLE - Roll D6

- 1 Some ammunition explodes starting a minor fire.
- 2-3 A large explosion starts a major fire.
- 4-6 The magazine detonates starting a major fire. Each adjacent location must roll for damage on the following table:
  - 1-3 No Effect
  - 4-6 Roll on the locations damage tableApply damage normally to each location that is affected.

## WEAPON MOUNT DAMAGE TABLE - Roll D6

- 1-2 The weapon mount suffers damage that starts a minor fire.
- 3-5 The weapon mount is badly damaged. Any attached weapons must roll on the weapon damage table to see what happens to them.
- 6 The weapon mount is blown off the Gargant, starting a major fire, and any attached weapons are sent flying 2D6cm. Decide randomly where the weapons lands - any vehicles or infantry underneath are destroyed.

## WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon is damaged but keeps on functioning. A minor fire breaks out.
- 3-4 The weapon is destroyed and may not be used for the rest of the game.
- 5-6 The weapon is blown off the Gargant, starting a minor fire. Decide randomly where the weapon lands - any vehicles or infantry underneath are destroyed.

## MINOR FIRE TABLE - Roll D6

Roll for each Minor Fire on this table at the start of the End Phase.

- 1-2 The fire is brought under control and put out.
- 3-5 The fire is kept under control but not put out.
- 6 The fire is out of control and becomes a major fire. Roll on the Major Fire table.

# ORK GARGANT WEAPON DATA

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
<b>Gork Head</b>	Any Orks within 25cm ignore morale tests.				
<b>Da Gaze of Gork</b>	50cm	2	4+	-2	
<b>Gutbuster:</b>					
Ball	100cm	Ball	3cm Template	-4	Ball template skids 4D6cm.
Chain	75cm	1	3+	-	Only affects Titans
Explosive	100cm	8 BP's	8 BP's	+1	12cm Barrage template.
<b>Gutbuster Battle Cannon</b>	75cm	3	5+	-2	
<b>Observation Turret</b>	Adds +1 to any to hit rolls versus <i>one</i> target.				
<b>Scorcher Turret</b>	35cm	2	3+	0	Ignore to hit modifiers for cover.
<b>Magnum Mega-cannon</b>					
Armour Piercing	100cm	1	3+	-3	
High Explosive	75cm	8 Barrage Points		0	Fires Barrage May not fire indirect