

0-1 MEGA GARGANT Cost 1.250 pt

MEGA GARGANT				
Type	Speed	Armour	Close Combat	Fire Fight
WE	15 cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Gaze of Mork	30 cm	MW4+	Titan Killer (1). All around	
Skullkrusha Megakannon	75 cm	3 BP	Macroweapon, Fixed Forward	
Krusha	(base)	Assault Weapon	Base contact, Titan Killer (D6)	
Big Lobba	60 cm	12 BP	Macroweapon, Fixed Forward	
2x Big Gunz	45 cm	AP5+/ AT5 +	Right Arc	
2x Big Gunz	45 cm	AP5+/ AT5 +	Left Arc	
6x Big Gunz	45 cm	AP5+/ AT5 +		
2x Krooz Missiles	Unlimited	MW3 +	Titan Killer (D3), one shot	
Death Ray	60 cm	MW3 +	Titan Killer (D3)	
Supa Lifta Droppa	45 cm	MW4 +	Titan Killer(D6)	
WeirdboyTower	30 cm	D6x AP5+/ AT5+ / AA 5+		
<p>Notes:</p> <p>Damage Capacity 18, 12 Power Fields.</p> <p>Critical Hit Effect: Fires starts as per Gargant in rulebook.</p> <p>Walker, Reinforced Armor, Fearless.</p> <p>Transport: 30 stand (special rules as for Mega Gargant)</p>				

TRANSPORT Rule on Mega Gargant V1.0

TRANSPORT CAPACITY: 30 stands

All the Mega Gargant can transport up to 30 stands inside their bastions and towers.

(dreadnoughts/bike/schorchas/buggies/big gunz class cost 2 spaces)

A detachment inside the Mega Gargant, when embarked, must choose **AT THE START OF THE TURN** its order inside the titan. The allowed position are:

Order: **ON THE BATTLEMENTS!**

The whole detachment/formation are on the battlements and bastions of the Mega Gargant, ready for battle. A detachment/formation in this situation can:

FIRE: Fire and be fired as it is in a building. The detachment can be activated in **substained fire**. If it fail, it can only take the fire action. (can not move)

REGROUP: With this order it can remove the fires as usual, but can only fire with a -1 penalty.

OVERWATCH: This order can be taken only if the Mega Gargant titan doesn't move. If the titan moves, the order is lost.

ENGAGE: No Engage is allowed, but they can give their support fire.

ADVANCE: With this order the detachment/formation can disembark from the titan, **but can not fire**. With this order, a detachment/formation can also embark into the Mega Gargant titan, **but can not fire**. *//This mean that the action of embark/disembark from the titan occupy the entire action.*

FIRE AT THE detachment/formation on the battlements

The Mega Gargant power fields protects the embarked formation by the enemy fire (and firefight) as usual, but do not apply a blast marker to the titan if it isn't affected: see below.

The unit on the battlements have a cover save of 4+, and a -1 bonus to be hitten for the cover. A enemy unit can fire at them, here all the cases:

NORMAL AND MACRO WEAPON FIRE: Only the detachment is affected, resolve the attack.

TITAN KILLER FIRE: The detachment and the Imperator are hit. Roll 1 dice, and apply the -1 for the result only for the embarked unit. *//The hit can for ex. Miss the unit but hit the titan.*

BARRAGE FIRE:

1 template: up to 10 unit on the battlements hitted.

2 templates: up to 20 unit on the battlements hitted.

3+ templates: all the unit on the battlements hitted.

The Mega Gargant is hitted too by a number of attack equal to the barrage points.

ENGAGE

The unit on the battlements count as outside for all the engagement purpose, but can not be taken in close combat, if only by skimmers and jump packs.

Order: **IN PROTECTION!**

The whole detachment/formation count embarked as usual. It can not fire, or be fired. It can act with the titan, as usual. Disembark if it moves, or engage with it. Apply the common rule of a unit embarked in a war engine.

Notes: mounted class vehicles (es buggies, bikes, etc...) can't fire or give support on firefight