

**EXCLUSIVE
MINI-GAME**

THE MEGA-BRAWL

The ground trembles as the Mega-Gargants battle for dominance. Anything caught in their path of wanton destruction is smashed to rubble or crushed into bloody pulp beneath their colossal weight. It is time to decide which Mega-Gargant is the strongest!

In this game, each player will take control of a mighty Mega-Gargant and attempt to defeat their rivals in battle. The game caters for 2, 3 or 4 players. Only when 1 Mega-Gargant is left standing does the game end, and the sole survivor is declared triumphant.

GETTING READY

To play the game, you will need the following:

- 1 Mega-Gargant model for each player (2-4).

- A battlefield to play on (any flat surface roughly 60" x 44" in size will do).
- Any scenery pieces you have in your collection (the more the better!).
- 6 tokens or coins for each player.
- A selection of six-sided dice.
- A tape measure.

SET-UP

Before the mega-brawl is ready to

commence, you first need to set up the battlefield. To do so, the players roll off, and the winner sets up the scenery on the battlefield. This player can set up as many scenery pieces as they wish (adding more gives your Mega-Gargants more things to smash through and more things to hurl their opponents into!), but as a general guide, we recommend 6-8 medium-sized scenery pieces.

The other players then each pick a different corner of the battlefield to set up their Mega-Gargant. If there are 3 or 4 players in total, the other players roll off to determine the order in which the players get to pick their corner of the battlefield. Once all other players have picked their corner, the player that set up the battlefield picks their corner.

Once each player's corner of the battlefield is determined, they set up their Mega-Gargant within 1" of their corner. If there are any scenery pieces in the way, these are removed from the battlefield.

The game is now ready to begin.

MEASURING DISTANCES

Distances in this game are measured in inches ("), between the closest points of the bases of the Mega-Gargants you're measuring to and from.

DICE

All dice used in this game are standard six-sided dice (sometimes abbreviated to D6). Some rules refer to 2D6, 3D6, and so on – in such cases, roll that many dice and add the results together.

ROLL-OFFS

Sometimes a rule may require the players to roll off. To roll off, each player rolls a dice, and whoever rolls highest wins. If any players are tied for the highest score, those players roll off again.

PLAYING THE GAME

The game is played in a series of rounds. In each round, the players take it in turns to make actions with their Mega-Gargant (such as charging and attacking).

ROUNDS

At the start of each round, the players roll off. The winner of that roll-off gets to pick 1 Mega-Gargant to take its turn. This does not have to be the player's own Mega-Gargant and could instead be one of the other Mega-Gargants (indeed, the cunning player might force an opponent to take their turn early and bait them into a trap!). Once that Mega-Gargant has finished its turn, the players controlling Mega-Gargants who have not yet had their turn this round roll off, and the winner again gets to pick 1 of the Mega-Gargants that has not yet taken its turn to do so. Repeat this process until every Mega-Gargant has taken 1 turn, then a new round begins.

STAMINA POINTS

Each Mega-Gargant starts the battle with 6 stamina points (these can be represented by tokens or coins placed next to the model). Stamina points can be spent on performing extra actions in your turn (see right), as well as on certain special rules such as counter-attacking or powering up a charge or hurl attack.

At the start of each round after the first, each Mega-Gargant gains D6 stamina points. A Mega-Gargant can never have more than 6 stamina points at one time (any extra stamina points are lost).



LOSING STAMINA POINTS

During play, Mega-Gargants may 'lose' stamina points (such as when another Mega-Gargant bellows nearby). Any stamina points that are lost can be later regained.

TURNS

When it is a player's turn, they pick 1 action from the list below for their Mega-Gargant to make:

- Charge
- Attack
- Bellow
- Rest

Once they have resolved the action, the player chooses to either end their turn or spend 1 stamina point to make an additional action with their Mega-Gargant. The player can spend as many stamina points as they wish in their turn to perform extra actions (but a wise player will keep a few handy for later turns).

ENDING THE GAME

The game ends when all but 1 of the Mega-Gargants have been defeated. The player controlling the remaining Mega-Gargant is declared the winner of the game.

SEQUENCE OF PLAY

- The players roll off. The winner picks 1 Mega-Gargant to take its turn.
- That Mega-Gargant takes its turn by making 1 action.
- The remaining players roll off. The winner picks 1 of the remaining Mega-Gargants to take its turn.
- The sequence repeats until all Mega-Gargants have taken 1 turn.
- A new round begins.



ACTIONS

The 4 actions a Mega-Gargant can make in its turn are as follows:

CHARGE ACTIONS

Only Mega-Gargants that are more than 1" away from all other Mega-Gargants can make a charge action. The player can choose to power up the charge action by spending 1 stamina point. The player then makes a **charge roll** by rolling 2D6. If they powered up the charge action, they roll 3D6 instead.

The player then moves their Mega-Gargant a number of inches equal to or less than the charge roll in a straight line across the battlefield. As the Mega-Gargant moves, it cannot move through any other Mega-Gargants. In addition, the smash and ram rules below may come into effect.

Smash: As the Mega-Gargant moves, each time it comes into contact with a scenery piece, **1 damage dice** is dealt to that Mega-Gargant, and then the scenery piece is removed from the battlefield. The Mega-Gargant has smashed it to rubble.

Ram: When the Mega-Gargant finishes its move, if there are any other Mega-Gargants within 1" of the Mega-Gargant that moved, the player can pick 1 of those other Mega-Gargants to be rammed. **1 damage dice** is dealt to that other Mega-Gargant.

ATTACK ACTIONS

While a player is making an attack action with their Mega-Gargant, they are referred to as the **attacking player**. Attack actions are resolved as follows:

1. The attacking player picks 1 other Mega-Gargant within 1" of their Mega-Gargant to be the **target** of the attack action. The player controlling the target Mega-Gargant is referred to as the **defending player**.
2. The attacking player must choose 1 of the 4 following attack types. To do so, they secretly place a dice behind their hand with a face-up number that corresponds to the attack type they have chosen:

Attack Type			
1	2	3	4
Club Attack	Headbutt	Stomp	Hurl

(For example, if the attacking player wishes to hurl the other Mega-Gargant, they would place a dice behind their hand with the number '4' face up.)

3. Unless the target Mega-Gargant is stunned (see page opposite), the defending player also secretly places a dice behind their hand. The face-up number is what they think the attacking player will choose.

(For example, if the defending player thinks the attacking player will attempt a club attack, they would place a dice behind their hand with the number '1' face up.)

4. Both players reveal their dice. If the face-up numbers of both dice are the same, the attack action fails. In addition, the defending player can choose to spend 1 stamina point to **counter-attack** and deal **1 damage dice** to the attacking player's Mega-Gargant.

5. If the face-up numbers of both dice differ, the attack action succeeds and is resolved as follows:

Club Attack: Deal **3 damage dice** to the target.

Headbutt: Deal **2 damage dice** to the target. In addition, roll a dice. On a 4+, the target becomes stunned (see page opposite).

Stomp: Deal **2 damage dice** to the target. In addition, roll a dice. On a 2+, the target loses 1 stamina point (to a minimum of 0).

Hurl: The attacking player can choose to power up the hurl by spending 1 stamina point. The attacking player then makes a **hurl roll** by rolling 2D6. If they powered up the hurl, they roll 3D6 instead. The attacking player then nominates a direction, and the defending player moves their Mega-Gargant in a straight line in that direction. The attacking player can choose for the Mega-Gargant to move a number of inches across the battlefield equal to or less than the hurl roll. As the Mega-Gargant moves, each time it comes into contact with any scenery pieces, **1 damage dice** is dealt to that Mega-Gargant and then the scenery piece is removed from the battlefield. If it comes into contact with another Mega-Gargant, the move immediately ends and both Mega-Gargants are dealt **1 damage dice**.

STUNNED

While a Mega-Gargant is stunned, for the next attack action that targets it that round, the defending player does not get to place a dice behind their hand (giving the attacker free rein to pick their attack type).

Once that attack action has been resolved, the target Mega-Gargant is no longer stunned unless it has been stunned once more by a Headbutt or from rolling the stunned result on the critical hit chart. At the end of the round, any Mega-Gargants that are stunned are no longer stunned.

BELLOW ACTIONS

Roll a dice for each other Mega-Gargant within 12" of the Mega-Gargant. On a 4+, the Mega-Gargant being rolled for loses 1 stamina point (to a minimum of 0).

REST ACTIONS

Remove D6 damage points suffered by the Mega-Gargant.



ATTACK ACTION CARDS

During an attack action, players can use these cards (instead of hiding a dice behind their hand) to indicate which attack they are making with their Mega-Gargant. Simply photocopy this page, print and cut out the cards, and enjoy!



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DAMAGE DICE

During the game, many rules will deal 1 or more **damage dice** to a Mega-Gargant. When damage dice are dealt to a Mega-Gargant, roll a number of dice equal to the amount dealt and total up the score. This is how many **damage points** the Mega-Gargant suffers. During the game, the players will need to keep a running tally of how many damage points their Mega-Gargants have suffered (we recommend using dice placed next to the model's base to do this).

In addition, if the roll for a damage dice is a '6', it scores a critical hit. For each **critical hit** suffered, the player controlling that Mega-Gargant must roll on the critical hit chart below.

CRITICAL HIT CHART

Each time a player rolls on the critical hit chart, they must cross-reference the dice roll with the number of damage points their Mega-Gargant has suffered to determine the result.

Critical Hit Chart					
Total Damage Points					
D6	0-11	12-23	24-35	36-47	48+
1	No Injury	No Injury	No Injury	Winded	Winded
2	No Injury	No Injury	Winded	Winded	Stunned
3	No Injury	Winded	Winded	Stunned	Stunned
4	Winded	Winded	Stunned	Stunned	Defeated
5	Winded	Stunned	Stunned	Defeated	Defeated
6	Stunned	Stunned	Defeated	Defeated	Defeated

There are 4 results on the critical hit chart: **No Injury**, **Winded**, **Stunned** and **Defeated**. Each is resolved as follows:

No Injury: This result has no effect. The Mega-Gargant simply brushes off the damage and lunges back into the fray.

Winded: The Mega-Gargant loses 1 stamina point (to a minimum of 0).

Stunned: The Mega-Gargant becomes stunned. While a Mega-Gargant is stunned, its capacity to protect itself from other attacks is reduced (see 'Attack Actions', previous).

Defeated: The Mega-Gargant succumbs to their injuries and falls to the ground. Remove the Mega-Gargant from the battlefield.



SPECIAL RULES

Each type of Mega-Gargant has a special rule as follows:



Kraken-eater Mega-Gargant:
When a Kraken-eater makes a rest action, roll 2 dice instead of 1 and pick the highest result.



Warstomper Mega-Gargant: When a Warstomper makes a stomp attack action, the target loses 2 stamina points on a 2+ instead of 1 (to a minimum of 0).



Gatebreaker Mega-Gargant:
When a Gatebreaker makes a charge action, no damage dice are dealt to it from the smash rule.

