

# WARHAMMER

AGE OF SIGMAR



FACTION PACK

# SONS OF BEHEMAT

# BATTLE TRAITS

Sons of Behemat armies can use the following abilities:

## ✂ Passive

**TIMBERRRRR!** *A dying gargant is a weapon of ruin in its own right, though it is anyone's guess where their body will fall.*

**Effect:** Each time a friendly **MEGA-GARGANT** or **GARGANT** model is slain, before removing it from play, the players must roll off. The winner picks a point on the battlefield within 3" of that model. Inflict D3 mortal damage on each unit (friendly and enemy) within 3" of that point that has a lower Health characteristic than that model.

## ✂ Any Charge Phase

**GARGANT CHARGE:** *A charging gargant will flatten anyone in their path.*

**Declare:** Pick a friendly **MEGA-GARGANT** or **GARGANT** unit that charged this turn and has not used a **RAMPAGE** ability this turn to use this ability, then pick a visible enemy unit within 1" of it to be the target.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

KEYWORDS RAMPAGE

## ☼ Once Per Turn (Army), Any Combat Phase

**EARTHSHAKING ROAR:** *A blast of this gargant's hot, stinking breath delivered at volume bowls over those nearby.*

**Declare:** Pick a friendly **MEGA-GARGANT** or **GARGANT** unit that has not used a **RAMPAGE** ability this turn to use this ability, then pick an enemy unit in combat with it to be the target.

**Effect:** Roll a dice. On a 3+, the target cannot use commands for the rest of the turn.

KEYWORDS RAMPAGE

## ✂ Once Per Turn (Army), Any Combat Phase

**COLOSSAL SLAM:** *The Mega-Gargant hoicks the foe over their shoulder and slams them full force into the ground.*

**Declare:** Pick a friendly **MEGA-GARGANT** that has not used a **RAMPAGE** ability this turn to use this ability, then pick an enemy **MONSTER** or **WAR MACHINE** within 1" of it to be the target.

**Effect:** Roll a dice. On a 3+, remove the target from the battlefield and set it up again within 1" of the unit using this ability. Then, inflict D3 mortal damage on the target.

KEYWORDS RAMPAGE

## ✂ Once Per Turn (Army), Any Combat Phase

**JUMP UP AND DOWN:** *A gargant's massive, stomping feet are devastating against smaller opponents.*

**Declare:** Pick a friendly **MEGA-GARGANT** or **GARGANT** unit that has not used a **RAMPAGE** ability this turn to use this ability, then pick an enemy **INFANTRY** unit in combat with it to be the target.

**Effect:** Roll a dice. On a 3+, roll a dice for each model in the target unit. If the unit using this ability is a **GARGANT**, inflict 1 mortal damage on the target for each 6. If it is a **MEGA-GARGANT**, inflict 1 mortal damage on the target for each 5+.

KEYWORDS RAMPAGE

# BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Sons of Behemat army. Each battle formation grants a different ability you can use in the battle.

## TAKER TRIBE

### ☼ Once Per Battle, Deployment Phase

#### **MORE STUFF FOR ME COLLECTION:**

*These gargants are avaricious hoarders who love collecting all kinds of baubles and artefacts – even ones that are too small for them to use.*

**Declare:** Pick a friendly non-**UNIQUE SONS OF BEHEMAT HERO** that does not have an artefact of power.

**Effect:** Give that **HERO** 1 artefact of power from 'Titanic Trophies'.

**Designer's Note:** *This artefact of power is given to the unit during the deployment phase, not during army composition.*

## BOSS TRIBE

### ✂ Once Per Turn (Army), Reaction: You declared a **FIGHT** ability for a friendly **MEGA-GARGANT**

**BIG MOUTH:** *Mancrusher Gargants are used to being bossed around by the colossal Mega-Gargants. The orders they are given usually boil down to 'hit that thing' or 'squish them ones there'.*

**Used By:** The **MEGA-GARGANT** using that **FIGHT** ability.

**Effect:** Pick a friendly **GARGANT** unit that has not used a **FIGHT** ability this turn and is wholly within 12" of this unit to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved.

## BREAKER TRIBE

### U Passive

**BESIEGING BULK:** *When a group of Mega-Gargants take to battle together, they are able to use each other's enormous bulk to shelter themselves from harm.*

**Effect:** Friendly **MEGA-GARGANTS** have **WARD (6+)** while they are within the combat ranges of any other friendly **MEGA-GARGANTS**.

## STOMPER TRIBE

### ✂ Passive

**REVEL IN WAR:** *These boisterous gargants launch themselves into enemy lines, revelling in crushing the puny pipsqueaks below their feet.*

**Effect:** You can pick 2 friendly **MEGA-GARGANTS** or **GARGANT** units that have not used a **RAMPAGE** ability this turn to use the 'Jump Up and Down' ability instead of 1.

# HEROIC TRAITS

BIG PERSONALITIES (HERO only)

## ⚔ Once Per Battle, Any Combat Phase

**FURIOUS TEMPER:** *Nothing can stop this Mega-Gargant when the rage of battle clouds their mind.*

**Effect:** For the rest of the turn:

- Add 2 to the Attacks characteristic of this unit's melee weapons.
- Subtract 1 from save rolls for this unit.

## 🛡 Passive

**MONSTROUSLY TOUGH:** *This Mega-Gargant is incredibly hard to kill.*

**Effect:** This unit has a Health characteristic of 40 instead of 35.

## ➦ Passive

**RABBLE ROUSER:** *This Mega-Gargant bellows at their kin to race forward and pummel the enemy into the dust.*

**Effect:** Add 1 to charge rolls for friendly **SONS OF BEHEMAT** units while they are wholly within 12" of this unit.

# ARTEFACTS OF POWER

TITANIC TROPHIES (HERO only)

## Once Per Battle, Your Charge Phase

**AMBERBONE TOTEM:** *Somewhere along the way, this gargant has picked up a totem of Ghurish realmstone. No matter how long they run for, the urge to hunt burns within them.*

**Effect:** For the rest of the turn, this unit can use **CHARGE** abilities even if it used a **RUN** ability in the same turn.

## Passive

**EXTRA-CALLOUSED FEET:** *This gargant has become so used to stomping on even the toughest enemies that their feet are legendary weapons in their own right.*

**Effect:** Add 1 to the Attacks characteristic, Rend characteristic and Damage characteristic of this unit's **Almighty Stomp** or **Almightier Stomp**.

## Once Per Battle, Deployment Phase

**GLOWY LANTERN:** *Stolen from the aelves of Hysh after a botched alliance, this aetherquartz jar was at first carried around just because it was shiny; however, over time, it has granted this Mega-Gargant an innate power over malign sorceries.*

**Effect:** Pick 1 manifestation lore available to your faction. This unit can use **SUMMON** abilities from that manifestation lore as if it had **WIZARD (1)**.

## Passive

**GLOWY SHIELD OF PROTECTINESS:** *While raiding a lair belonging to the ratty pipsqueaks, this gargant found a shield studded with sickly green rock – and promptly strapped it to their body. Enemies who get close sometimes have their heads explode, which is always good for a laugh.*

**Effect:** Each time you make an unmodified save roll of 6 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

## Once Per Battle, Your Combat Phase

**MANTLE OF TUSK AND HORNS:** *Trophies taken from slain behemoths adorn the shoulders of this gargant, and through them they can channel the power of the Waaagh!*

**Effect:** For the rest of the turn, add 1 to hit rolls for combat attacks made by friendly **SONS OF BEHEMAT** units while they are wholly within 12" of this unit.

## Passive

**KINGSLAUGHTER COWL:** *Those who wear this blood-encrusted leather hood make it their business to crush upstart monarchs and warlords across the realms.*

**Effect:** Add 1 to the Attacks characteristic of this unit's melee weapons while this unit is in combat with an enemy **HERO**.



• SONS OF BEHEMAT WARSCROLL •

# KRAGNOS

THE END OF EMPIRES

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
The Dread Mace	6	3+	2+	3	4	-
Tuskbreaker	3	4+	2+	2	D3	Crit (2 Hits)
Hooves of Wrack and Ruin	6	3+	2+	1	2	-

### Passive

#### BATTLE DAMAGED

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of **The Dread Mace** is 4 and this unit has a Control characteristic of 10.

### Reaction: Opponent declared a SPELL ability

**THE SHIELD INVIOULATE:** *Tuskbreaker has the power to guard Kragnos against even the most potent magical force.*

**Effect:** If this unit was picked to be the target of that spell, roll a dice. On a 3+, ignore the effect of that spell on this unit. This unit can use this ability more than once per phase but only once per SPELL ability.

### Passive

**AVATAR OF DESTRUCTION:** *Kragnos is the embodiment of Ghur's relentless ferocity. No single strike can lay him low.*

**Effect:** If this unit would be automatically destroyed, it is not automatically destroyed. Instead, allocate 6 damage points to it (ward rolls cannot be made for those damage points).

### Once Per Turn (Army), Any Charge Phase

**RAMPAGING DESTRUCTION:** *Kragnos rampages through the press of his foes, his hooves flattening all in his path.*

**Effect:** If this unit charged this phase, pick 1 of the following effects:

- Roll a dice for each enemy unit within 1" of this unit. On a 2+, inflict an amount of mortal damage on that unit equal to the roll.
- Pick an enemy **MONSTER** in combat with this unit and roll 2D6. On a 7, this ability has no effect. Otherwise, inflict an amount of mortal damage on that unit equal to the results on the dice used for the 2D6 roll multiplied together. For example, a 2D6 roll of 2 and 6 would inflict 12 mortal damage (2 × 6).

**KEYWORDS** RAMPAGE

### Passive

**THE END OF EMPIRES:** *Where Kragnos goes, the hordes of Destruction follow.*

**Effect:** Add 1 to the number of dice rolled when making charge rolls for friendly **DESTRUCTION** units while they are wholly within 12" of this unit, to a maximum of 3.

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, WARD (5+)

DESTRUCTION, SONS OF BEHEMAT



• SONS OF BEHEMAT WARSCROLL •  
**KING BRODD**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
☠ Obelisk of Tor Crania	6	4+	2+	2	5	-
Almighty Stomp	2	4+	2+	2	D3	Anti-INFANTRY (+1 Rend)
Death Grip	1	4+	2+	2	D6	Anti-HERO (+1 Rend)

☠ **Passive**

**BATTLE DAMAGED**

**Effect:** While this unit has 15 or more damage points, the Attacks characteristic of its **Obelisk of Tor Crania** is 4 and this unit has a Control characteristic of 10.

➤ **Your Hero Phase**

5

**POWER OF BEHEMAT:**

*The primordial power of Behemat clings still to King Brodd, his favoured son.*

**Declare:** Make a chanting roll of D6.

**Effect:** Pick 1 of the following effects. If the chanting roll was 10+, pick 2 instead:

**Shatter the Mountains:** Add 2" to the Move characteristic of friendly **SONS OF BEHEMAT** units for the rest of the turn.

**Might of the Earth:** Heal (D3) each friendly **SONS OF BEHEMAT** unit.

**Pummel All to Dust:** For the rest of the turn, add 1 to the Rend characteristic of the **Obelisk of Tor Crania**, **Menhir Club**, **Fortcrusha Flail**, **Shipwrecka Warclub**, **Titanic Boulderclub** and **Massive Club** used by friendly **SONS OF BEHEMAT** units.

KEYWORDS

PRAYER

☪ **Passive**

**CREEPERS:** *Riding on top of King Brodd, these creatures will leap upon enemy predators and distract them while Brodd deals a killing blow.*

**Effect:** This unit cannot be picked to be the target of enemy **RAMPAGE** abilities.

☪ **Passive**

**SON OF BEHEMAT:** *The Sons of Behemat are nearly as difficult to kill as their mighty progenitor.*

**Effect:** If this unit would be automatically destroyed, it is not automatically destroyed. Instead, allocate 6 damage points to it (ward rolls cannot be made for those damage points).

➤ **Passive**

**LONGSHANKS:** *Mega-Gargants tower high above the battlefield; with their long legs, they can step over most obstacles.*

**Effect:** This unit can pass through models in non-MONSTER units and parts of terrain features that are less than 4" tall.

WARMASTER, UNIQUE, HERO, MONSTER, PRIEST (1)

DESTRUCTION, SONS OF BEHEMAT, MEGA-GARGANT

KEYWORDS



• SONS OF BEHEMAT WARSCROLL •  
**BEAST-SMASHER**  
 MEGA-GARGANT

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Menhir Club	4	4+	2+	2	5	Anti-MONSTER (+1 Rend)
Almighty Stomp	2	4+	2+	2	D3	Anti-INFANTRY (+1 Rend)
Death Grip	1	4+	2+	2	D6	Anti-HERO (+1 Rend)

**Passive**

**BATTLE DAMAGED**

**Effect:** While this unit has 15 or more damage points, the Attacks characteristic of its **Menhir Club** is 3 and this unit has a Control characteristic of 10.

**Passive**

**BEHEMOTH BRAWLER:**

*Beast-smashers rely on their killer instincts when battling colossal creatures, fighting with the spirit of Gorkamorka and the ferocity of Behemat to overpower their prey.*

**Effect:** Subtract 1 from the Attacks characteristic of enemy **MONSTERS** while they are in combat with this unit.

**Passive**

**LONGSHANKS:** *Mega-Gargants tower high above the battlefield; with their long legs, they can step over most obstacles.*

**Effect:** This unit can pass through models in non-**MONSTER** units and parts of terrain features that are less than 4" tall.

**Any Combat Phase**

**BEAST-BREAKING STRIKE:**

*Beast-smashers can shatter the ribcages and crack the skulls of even the most ferocious adversaries with a single mighty strike.*

**Declare:** Pick an enemy **MONSTER** in combat with this unit to be the target.

**Effect:** This unit can make a pile-in move. Then, roll a dice. On a 4+, inflict 5D6 mortal damage on the target.

**KEYWORDS** CORE, ATTACK, FIGHT

**Passive**

**SON OF BEHEMAT:** *The Sons of Behemat are nearly as difficult to kill as their mighty progenitor.*

**Effect:** If this unit would be automatically destroyed, it is not automatically destroyed. Instead, allocate 6 damage points to it (ward rolls cannot be made for those damage points).

**KEYWORDS**

HERO, MONSTER

DESTRUCTION, SONS OF BEHEMAT, MEGA-GARGANT





• SONS OF BEHEMAT WARSCROLL •  
**GATEBREAKER**  
 MEGA-GARGANT

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Hurled Boulder	18"	1	3+	2+	3	4	-
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
☠ Fortcrusha Flail	6	4+	2+	2	4	Anti-FACTION TERRAIN (+1 Rend)	
Almighty Stomp	2	4+	2+	2	D3	Anti-INFANTRY (+1 Rend)	
Death Grip	1	4+	2+	2	D6	Anti-HERO (+1 Rend)	

☠ Passive

**BATTLE DAMAGED**

**Effect:** While this unit has 15 or more damage points, the Attacks characteristic of its **Fortcrusha Flail** is 4 and this unit has a Control characteristic of 10.

U Passive

**SON OF BEHEMAT:** *The Sons of Behemat are nearly as difficult to kill as their mighty progenitor.*

**Effect:** If this unit would be automatically destroyed, it is not automatically destroyed. Instead, allocate 6 damage points to it (ward rolls cannot be made for those damage points).

↗ Passive

**LONGSHANKS:** *Mega-Gargants tower high above the battlefield; with their long legs, they can step over most obstacles.*

**Effect:** This unit can pass through models in non-MONSTER units and parts of terrain features that are less than 4" tall.

⚔ Any Combat Phase

**PULVERISING STRIKE:** *A Gatebreaker may swing its fortcrusha flail hard and bring it down in a single pulverising strike.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** This unit can make a pile-in move. Then, roll a dice. On a 4+, inflict 4D6 mortal damage on the target.

**KEYWORDS** CORE, ATTACK, FIGHT

⚔ Once Per Turn (Army), Any Combat Phase

**SMASH DOWN:** *Gatebreakers have a deep loathing of settlements, which they see as symbols of those who killed Behemat.*

**Declare:** Pick a terrain feature within 3" of this unit to be the target.

**Effect:** If the target is **FACTION TERRAIN**, inflict D3+3 mortal damage on it. Then, roll a D3 for each non-MONSTER unit (friendly and enemy) within 3" of the target. On a 2+, inflict an amount of mortal damage on that unit equal to the roll.

KEYWORDS

HERO, MONSTER

DESTRUCTION, SONS OF BEHEMAT, MEGA-GARGANT



• SONS OF BEHEMAT WARSCROLL •  
**KRAKEN-EATER**  
 MEGA-GARGANT

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Hurled Debris	24"	3	4+	3+	1	D3	-
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
☠ Shipwrecka Warclub	4	4+	2+	2	4	-	
Almighty Stomp	2	4+	2+	2	D3	Anti-INFANTRY (+1 Rend)	
Death Grip	1	4+	2+	2	D6	Anti-HERO (+1 Rend)	

☠ **Passive**

**BATTLE DAMAGED**

**Effect:** While this unit has 15 or more damage points, the Attacks characteristic of its **Shipwrecka Warclub** is 3 and this unit has a Control characteristic of 10.

U **Passive**

**SON OF BEHEMAT:** *The Sons of Behemat are nearly as difficult to kill as their mighty progenitor.*

**Effect:** If this unit would be automatically destroyed, it is not automatically destroyed. Instead, allocate 6 damage points to it (ward rolls cannot be made for those damage points).

➤ **Passive**

**LONGSHANKS:** *Mega-Gargants tower high above the battlefield; with their long legs, they can step over most obstacles.*

**Effect:** This unit can pass through models in non-MONSTER units and parts of terrain features that are less than 4" tall.

☀ **Once Per Turn (Army), Your Hero Phase**

**GET ORF ME LAND!:** *Kraken-eaters hate intruders and trespassers, and they do not take kindly to people who decide to fight battles on their land.*

**Declare:** Pick an objective within 1" of this unit to be the target.

**Effect:** Roll a dice. On a 2+, move the target 2D6" to a new position on the battlefield more than 1" from all models, terrain features and other objectives.

✂ **Once Per Turn, Any Combat Phase**

**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.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll 3 dice. For each roll that is at least double the target's Health characteristic, 1 model in the target unit is slain.

KEYWORDS

HERO, MONSTER

DESTRUCTION, SONS OF BEHEMAT, MEGA-GARGANT



• SONS OF BEHEMAT WARSCROLL •  
**WARSTOMPER**  
 MEGA-GARGANT

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Titanic Boulderclub	4	4+	2+	2	2	Anti-INFANTRY (+1 Rend)
Almightier Stomp	4	4+	2+	2	D3	Anti-INFANTRY (+1 Rend)
Death Grip	1	4+	2+	2	D6	Anti-HERO (+1 Rend)

**Passive**

**BATTLE DAMAGED**

**Effect:** While this unit has 15 or more damage points, the Attacks characteristic of its **Titanic Boulderclub** is 3 and this unit has a Control characteristic of 10.

**Passive**

**SON OF BEHEMAT:** *The Sons of Behemat are nearly as difficult to kill as their mighty progenitor.*

**Effect:** If this unit would be automatically destroyed, it is not automatically destroyed. Instead, allocate 6 damage points to it (ward rolls cannot be made for those damage points).

**Passive**

**LONGSHANKS:** *Mega-Gargants tower high above the battlefield; with their long legs, they can step over most obstacles.*

**Effect:** This unit can pass through models in non-MONSTER units and parts of terrain features that are less than 4" tall.

**Passive**

**TITANIC BOULDERCLUB:**

*A Warstomper will drive straight into the midst of the enemy, swinging their titanic boulderclub to smash foes in all directions.*

**Effect:** If all of the attacks made with this unit's **Titanic Boulderclub** target the same enemy unit, for every 5 models in the target unit, add 2 to its Attacks characteristic for the rest of the phase.

**Any Combat Phase**

**HURLED BODY:** *Warstompers wade into the thick of battle and pick up smaller opponents to hurl at other enemies.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. If the roll is at least double the target's Health characteristic, 1 model in that unit is slain and you can pick a visible enemy unit within 12" of this unit. Inflict an amount of mortal damage on that unit equal to the target's Health characteristic.



• SONS OF BEHEMAT WARSCROLL •  
**MANCRUSHER  
 GARGANT**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Throwin' Rocks	12"	1	5+	2+	2	D3	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Massive Club		4	4+	2+	1	2	-
'Eadbutt		1	4+	2+	2	4	-
Mighty Kick		1	4+	2+	2	D3	-

**Passive**

**KEEP UP!:** *Mancrusher Gargants run as fast as they can so as not to be left out behind when their bigger brethren charge into battle.*

**Effect:** While this unit is wholly within 12" of a friendly **MEGA-GARGANT**, this unit can use **CHARGE** abilities even if it used a **RUN** ability in the same turn.

**Once Per Turn, Any Combat Phase**

**STUFF 'EM IN ME BAG:** *Gargants are known to grab hapless warriors and stuff them screaming into their bags 'for later'...*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. If the roll is at least double the target's Health characteristic, 1 model in the target unit is slain.



KEYWORDS

MONSTER

DESTRUCTION, SONS OF BEHEMAT, GARGANT



• SONS OF BEHEMAT WARSCROLL •  
**MANCRUSHER MOB**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Throwin' Rocks	12"	1	5+	2+	2	D3	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Massive Club		4	4+	2+	1	2	-
'Eadbutt		1	4+	2+	2	4	-
Mighty Kick		1	4+	2+	2	D3	-

**Passive**

**KEEP UP!:** Mancrusher Gargants run as fast as they can so as not to be left out behind when their bigger brethren charge into battle.

**Effect:** While this unit is wholly within 12" of a friendly **MEGA-GARGANT**, this unit can use **CHARGE** abilities even if it used a **RUN** ability in the same turn.

**Passive**

**'OO'S UNDER THE HEEL NOW?:** The mob of gargants crash into the enemy in unison, wreaking havoc among the enemy ranks.

**Effect:** Each time this unit uses the 'Gargant Charge' ability, add 1 to the amount of mortal damage inflicted, if any, for each model in this unit.

**Once Per Turn, Any Combat Phase**

**STUFF 'EM IN ME BAG:** Gargants are known to grab hapless warriors and stuff them screaming into their bags 'for later'...

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. If the roll is at least double the target's Health characteristic, 1 model in the target unit is slain.



REGIMENT OF RENOWN

# ODO GODSWALLOW

This regiment of renown can be included in the following factions:

- Ironjawz
- Kruleboyz
- Gloomspite Gitz
- Ogor Mawtribes

## ORGANISATION

- 1 Beast-smasher Mega-Gargant

## ABILITIES

Units in this regiment of renown can use the following abilities:

### ✂ Once Per Turn (Army), Any Combat Phase

**MIGHTY WALLOPER:** *The great beasts of the Godswallow Delta are practically endangered species, for the crazed Odo spends almost every waking second relentlessly hunting them before grinding their bones and caving their skulls in brutal displays of violence.*

**Declare:** Pick an enemy **MONSTER** in combat with this unit to be the target.

**Effect:** Roll a dice. On a 3+, inflict an amount of mortal damage on the target equal to the roll.

**KEYWORDS**

**RAMPAGE**

### ✂ Passive

**TIMBERRRRR!:** *A dying gargant is a weapon of ruin in its own right, though it is anyone's guess where their body will fall.*

**Effect:** When the **MEGA-GARGANT** in this regiment of renown is slain, before removing it from play, the players must roll off. The winner picks a point on the battlefield within 3" of that model. Inflict D3 mortal damage on each unit (friendly and enemy) within 3" of that point that has a lower Health characteristic than that model.



## BIG DROGG FORT-KICKA

*This regiment of renown can be included in the following factions:*

- Ironjawz
- Kruleboyz
- Gloomspite Gitz
- Ogor Mawtribes
- Ossiarch Bonereapers
- Soulblight Gravelords
- Nighthaunt
- Flesh-eater Courts

**ORGANISATION**

- 1 Gatebreaker Mega-Gargant

**ABILITIES**

*Units in this regiment of renown can use the following abilities:*

**⚔ Once Per Turn (Army), Any Combat Phase**

**GRIEVOUS HALITOSIS:** *Drogg has dined well on the spoils of war, having smashed and eaten the contents of many a fortified town – yet he has never picked his teeth clean. His breath is so foul that it can stun an ox at ten paces.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice for each model in the target unit. For each 6, inflict 1 mortal damage on the target.

**KEYWORDS****RAMPAGE**
**⚔ Passive**

**TIMBERRRRR!:** *A dying gargant is a weapon of ruin in its own right, though it is anyone's guess where their body will fall.*

**Effect:** When the **MEGA-GARGANT** in this regiment of renown is slain, before removing it from play, the players must roll off. The winner picks a point on the battlefield within 3" of that model. Inflict D3 mortal damage on each unit (friendly and enemy) within 3" of that point that has a lower Health characteristic than that model.



# BUNDO WHALEBITER

This regiment of renown can be included in the following factions:

- Ironjawz
- Kruleboyz
- Gloomspite Gitz
- Ogor Mawtribes
- Stormcast Eternals
- Cities of Sigmar
- Seraphon
- Lumineth Realm-lords
- Daughters of Khaine
- Idoneth Deepkin
- Sylvaneth
- Kharadron Overlords
- Fyreslayers

## ORGANISATION

- 1 Kraken-eater Mega-Gargant

## ABILITIES

Units in this regiment of renown can use the following abilities:

### ✂ Once Per Turn (Army), Any Combat Phase

#### DEAD CUNNING, FOR A GARGANT:

The aelven artefact hanging from Bundo's ear has increased his intellect, giving him brains as well as brawn. He can be uncannily patient, knowing just where and when to strike to cause maximum havoc. Some say his hoard even contains strange papery things called 'books'...

**Effect:** For the rest of the turn, add 1 to the Attacks characteristic of this unit's weapons.

Then, roll a dice. On a 4+, this unit has **STRIKE-LAST** for the rest of the turn.

KEYWORDS

RAMPAGE

### ✂ Passive

**TIMBERRRRR!:** A dying gargant is a weapon of ruin in its own right, though it is anyone's guess where their body will fall.

**Effect:** When the **MEGA-GARGANT** in this regiment of renown is slain, before removing it from play, the players must roll off. The winner picks a point on the battlefield within 3" of that model. Inflict D3 mortal damage on each unit (friendly and enemy) within 3" of that point that has a lower Health characteristic than that model.





REGIMENT OF RENOWN

# ONE-EYED GRUNNOCK

*This regiment of renown can be included in the following factions:*

- Ironjawz
- Kruleboyz
- Gloomspite Gitz
- Ogor Mawtribes
- Skaven
- Slaves to Darkness
- Blades of Khorne
- Disciples of Tzeentch
- Maggotkin of Nurgle
- Hedonites of Slaanesh

## ORGANISATION

- 1 Warstomper Mega-Gargant

## ABILITIES

*Units in this regiment of renown can use the following abilities:*

### ✂ Once Per Turn (Army), Any Combat Phase

**SHAKE THE EARTH:** *Grunnock has learnt that the best way to break an enemy army is to send its soldiers flying. His signature move – leaping high before stomping down to cause a small earthquake – is feared for good reason.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a D3. On a 2+:

- Inflict an amount of mortal damage on the target equal to the roll. If the target is **INFANTRY**, double the amount of mortal damage inflicted.
- Subtract 1 from hit rolls for the target's attacks for the rest of the turn.

**KEYWORDS**

**RAMPAGE**

### ✂ Passive

**TIMBERRRRR!:** *A dying gargant is a weapon of ruin in its own right, though it is anyone's guess where their body will fall.*

**Effect:** When the **MEGA-GARGANT** in this regiment of renown is slain, before removing it from play, the players must roll off. The winner picks a point on the battlefield within 3" of that model. Inflict D3 mortal damage on each unit (friendly and enemy) within 3" of that point that has a lower Health characteristic than that model.



# SPEARHEAD

## SONS OF BEHEMAT WALLSMASHER STOMP

This Spearhead army consists of the following units:

### GENERAL

◆ Mancrusher Gargant

### UNITS

◆ 1 Mancrusher Gargant

◆ 1 Mancrusher Gargant



The towering progeny of the godbeast Behemat do not travel in great numbers. The more gargants, the less food, which is unacceptable to these lazy but highly destructive braggarts. Those who do roam with company form rough hierarchies known as ‘stomps’, bossed around by the biggest and strongest Mega-Gargant within their territory.

On occasion, tired of living under the heel of their boss, some Mancrusher Gargants will break away to claim their own territories. Accompanied by a couple of their best lackeys, they head off into the hills in search of food – or to find some humie settlement to smash into bits. Gargants fight with little finesse or strategy, but their large size means they can simply overpower their foes regardless. One swing of their mammoth clubs or leathery feet can knock down walls or crumple a line of pike-wielding ‘pipsqueaks’. If their tiny foes scurry around out of reach, the gargant needs only to scoop up a great boulder to hurl and splatter them like bugs. Most gargants bear some kind of sack for carrying such delicacies around, as well as souvenirs to brag of their battle prowess. As the Mancrushers are of similar stature, competitions often erupt as to who can crush the most enemies. Some smaller stomps change leadership regularly based on such rowdy contests.

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*‘Love crushin’ pipsqueaks. ‘Specially saving the bits between me toes for later.’*

– Vorsh the Fist

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## BATTLE TRAITS

### BULLSTOMPER

*Mancrusher Mobs are led by fearsome gargants known as Bullstompers.*

Your general has the **HERO** keyword (in addition to the **MONSTER** keyword) but does not have the **REINFORCEMENTS** keyword or icon.

### U Any Combat Phase

**BELLOWING ROAR:** *An ear-splitting bellow let loose by a Mancrusher can send the enemy battleline into disarray.*

**Declare:** Pick a friendly unit to use this ability, pick an enemy unit in combat with it to be the target, then roll a dice.

**Effect:** On a 2+, subtract 1 from hit rolls for attacks made by the target unit this phase.

### 7 Your Hero Phase

**'GRAB THOSE ROCKS AND CHUCK 'EM!':** *Your general commands their fellow gargants to hurl as many rocks at the enemy as they can.*

**Declare:** Pick your general to use this ability, then pick another friendly unit wholly within 12" of them.

**Effect:** Add 1 to the Attacks characteristic of that unit's **Throwin' Rocks** this turn.

**REGIMENT ABILITIES:** Pick 1 of the following regiment abilities.

**U** Passive

**FOE-CHOMPERS:** *The Mancrushers hoist hapless enemies up into the air mid-battle, letting them tumble into their cavernous jaws before giving a mighty belch of satisfaction.*

**Effect:** Each time an enemy model is slain by a friendly unit's 'Stuff 'Em In Me Bag' ability, **Heal (D3)** that unit.

**U** Once Per Phase (Army), Any Charge Phase

**EARTH-SHAKING CHARGE:** *The ground shakes as the colossal gargants charge head-first into the fray.*

**Declare:** Pick a friendly unit that charged this phase to use this ability, then roll a dice for each enemy unit in combat with it.

**Effect:** On a 3+, that enemy unit has **STRIKE-LAST** this turn.

**ENHANCEMENTS:** Give your general 1 of the following enhancements.

**U** Passive

**MONSTROUSLY TOUGH:** *This greedy gargant always takes the juiciest spoils of battle and has an impressive gut as a result.*

**Effect:** Your general has a Health characteristic of 15 instead of 12.

**X** Passive

**EXTRA-BIG BAG:** *Made from the tattered remains of enemy banners, even more screaming warriors can be stuffed into this large and garish bag.*

**Effect:** When your general uses their 'Stuff 'Em In Me Bag' ability, you can pick 2 enemy units instead of 1 (roll for each).

**L** Passive

**LANKY GIT:** *This long-legged gargant strides across the battlefield at a frightening pace.*

**Effect:** When you make a charge roll for your general, roll 3D6 instead of 2D6.

**X** Passive

**FURIOUSLY TERRITORIAL:** *Nothing infuriates this gargant more than pipsqueaks laying claim to the lands around them.*

**Effect:** Add 1 to hit rolls for attacks made by your general that target an enemy unit that is contesting an objective you do not control.

• SPEARHEAD WARSCROLL •



# MANCRUSHER GARGANT

MOVE  
8"  
HEALTH 12  
5+ SAVE  
10  
CONTROL

When the earth shakes to the thunder of gargant footfalls, the Mancrushers muster for war. No longer are they aimless nomads and indulgent drunkards; now they are war-hungry terrors inspired to violence. Driven by the promise of claiming their own territories and with dreams of growing to the size of their towering kin, the Mega-Gargants, they seek out fights of spectacular violence. Though they fight primarily with hurled boulders and tree-trunk sized clubs, they are not averse to grabbing up their enemies in great meaty fists and stuffing them into a bag for later consumption. Even in death they can be lethal – more than one hero of the realms has been crushed by the toppling corpse of the very gargant they slew moments before.

⚔	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Throwin' Rocks	12"	1	5+	2+	2	D3	-
⚔	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Massive Club		4	4+	2+	1	2	-
	'Eadbutt		1	4+	2+	2	4	-
	Mighty Kick		1	4+	2+	2	D3	-

⚔ Any Combat Phase

**STUFF 'EM IN ME BAG:**

*Gargants are known to grab hapless warriors and stuff them screeching into their bags 'for later'...*

**Declare:** Pick an enemy unit in combat with this unit to be the target, then roll a dice.

**Effect:** If the roll is at least double the target unit's Health characteristic, 1 model in that unit is slain.

⚔ Passive

**TIMBER!** *A dying gargant is a weapon of ruin in its own right, though it is anyone's guess where – and on whom – their body will fall.*

**Effect:** If this model is slain, before removing it from the battlefield, the players must roll off. The winner picks a point on the battlefield up to 3" from this model. Inflict D3 mortal damage on each enemy unit within 2" of that point. This model is then removed from the battlefield.



KEYWORDS

MONSTER, REINFORCEMENTS