

FLASHPOINT BROKEN REALMS

THE TOME CELESTIAL

Ogors are not particularly fussy who they fight for, as long as they get something out of it. Meat and ale are preferable, though shiny trinkets are almost as good (though not quite as tasty). But can the ogor mercenaries that arrive in Excelsis be trusted?



THE SELLSWORDS OF EXCELSIS

In the primal realm of Ghur, the lands are riven with predators, poisonous beasts and even living landscapes hungry to prey on the unwary. Here, a good sword is invaluable and a score of mercenaries even more so. With the prevalence of the hyper-aggressive hordes of Destruction across the lands, these mercantile blades are often as brutish as the greenskins and behemoths they are employed to defeat. So it was with the Sellswords of Excelsis, a veritable army of ogors and gargants with negotiable loyalties – and a deadly secret.

The tale of the Sellswords of Excelsis first began when Gordrakk, the Fist of Gork, was battering his way across the Ghurish Heartlands. Across a swathe of continents, there were many signs that pointed to the ascent of Destruction: a rising green tide, a thunderous earthquake that shattered the land, a swamp that bubbled and spat as it dragged the cities of the weakling races into the muck. In the ranks of the greenskins, murmurs of omens and prophecies of imminent victory abounded, whether divined from the Bad Moon, the visions of hallucinating shamans or even strange shapes in the clouds. Yet amongst them was a warning: should the course of fate not be followed, it would lead to disaster.

THE REASONING OF THE BRUTE

Those with the wit to interpret these portents laid their truths at Gordrakk's door, only to be roundly ignored. He had already won the giant skull of the godbeast Hammergord during his invasion of Gharrentia. Though he had tracked down the fabled Basha Shard – a fragment of Gorkamorka's own club, no less – to a Stormvault in Lendu, he had been stopped from recovering that potent relic by an alliance of Stormcast Eternals, Sylvaneth and Fyreslayers. At the battle's peak, just as the Bad Moon was raining down shards of lunar rock to smash open the doors of the legendary Tuskvault and the melee in front of its doors was in full swing, the Brothers Murgg – a trio of Mega-Gargants caught up in Gordrakk's Waaagh! – had brought down the entire mountainous facade of the Tuskvault and buried the treasure under thousands of tons of rock.

The Stormcast Eternals, satisfied their mission was complete, had withdrawn, but even with so many monstrous troggoths and gargants surviving the battle, Gordrakk simply did not have the patience to dig the Basha Shard out. His loss at the Tuskvault did not sit well with him at all, and frankly, he was about done with prophecies and warnings. So, instead of retrieving the all-destroying artefact that the visionaries spoke of, and instead of then seeking out the protective relic known as the Golden Amulet, as they had implored him to do, he led his horde towards



THE BEASTS OF THONDIA

Ghur is a land of innumerable dangerous beasts, from the tiniest parasitic insects to mighty gigadons that shoulder aside spires of rock as they lumber through the chasms and valleys of their homeland. In marshier areas, the creatures do not reach quite such a colossal size, but it is far harder to spot danger before it strikes. Venomous bog toads and swamp hoppers are common, each of which can cause a man's flesh to swell up like a balloon with a single gobbet of their saliva. The brackish water of the Ghurish Heartlands hides a multitude of terrors, be they insidious dangers like the underskin leech or stealthy ambush predators such as the black-bodied throttler eel, which lurks in the mud until its prey is forced to wade in neck-deep and then wraps itself around their throat with the strength of an iron collar. Cacklebeaks, razor-beaked terrorpins and belcher toads seem far less deadly, but they are fearless, and the noise they make on the attack usually summons larger predators to the scene; after the kill is made, the smaller creatures wait for the killer to gorge itself before they gnaw on the remains. When it comes to apex predators, the swampland is

not found wanting: bog wyverns and sludge drakes are common in the deep swamps, as are rokodiles that can grow to the size of Freeguild land trains. A certain kind of gargant also finds solace in the murk, wading morosely through the quagmire with its twisted club held ready to smack anything that gets too close.

The ogors native to Ghur, of course, are more than happy to eat all of these creatures, even if it takes a little while to catch them or to bring them down. An ogor's stomach acid is strong enough to dissolve metal, giving them a critical defence when they gobble down meat riddled with insect eggs or intestinal parasites. Their skins are thick and blubbery, proof against most of the biting insects that would otherwise siphon out their blood; a hungry morksquito would likely have more luck penetrating the hide of a Thundertusk than that of an Ogor Glutton. In many ways, the warriors of the mawtribes are perfectly evolved to thrive in the Ghurish Heartlands, for what they lack in moral fibre or craftsmanship, the ogors make up for in sheer physical power – a power that was to be demonstrated time and time again over the course of the Siege of Excelsis.

Excelsis as soon as he could. He knew of a shortcut through the Gaping Portal that led to Bantu's Gate; from there, it would be a matter of marching across open terrain until he reached the Coast of Tusks and then Excelsis. He had the skull of Hammergord fitted to a massive battering ram and was itching to see it put to good use in smashing down the cities so beloved of the weakling races. After knocking down the walls of Excelsis, he would figure out the rest as he sacked the city for the crime of existing in the first place. Then it would be time for a reckoning with the humie God-King himself ...

THE MACHINATIONS OF THE CUNNING

Gordrakk had not been the only greenskin warlord in attendance at the battle for the Tuskvault. His ironclad horde of Brutes and Gore-gruntas had been bolstered by none other than Skragrott the Loonking and his innumerable Moonclan followers. For once, Skragrott was absolutely sure he had followed the omens of success correctly, and with the Fist of Gork doing the hard fighting for him and the Bad Moon bolstering his magic, he had been all but certain the Tuskvault would be claimed by their assault and reduced to rubble in their wake. Unfortunately, the vault had been collapsed without the greenskin alliance extracting the Basha Shard first. Now the juggernaut that was Gordrakk's Waaagh! was on the rampage once more, already replenishing its losses as more tribes and clans were drawn to the rumours of carnage spreading across the Heartlands.

Skragrott had a nasty suspicion that simply aiming the Waaagh! straight for the most heavily defended part of Excelsis, aiming to demolish it in one headlong charge, would not be as simple as Gordrakk hoped. No, there was usually another way to find the win, a way that their enemies could not predict, no matter if they had seers and prophets of their own. After all, where Gork simply



sought to bash his foes into the ground face to face, Mork would wallop them when they were not looking, and Skragrott was definitely on the Morkish side of the fence. Grots had to be cunning, purely for the sake of survival, but humies were clever too, in their own way. They had all sorts of guns, bangstikks, cannons and whatnot – he knew that from bitter experience. Not only that, but there would be more than just humies defending the city; likely they would have stunty duardin, aelves that stank funny, perhaps even those scaly lizards that walked as men. An idea blossomed in Skragrott's mind as he looked out at the ogors marching to the rear of Gordrakk's vast horde. Were ogors not also found in the cities of men? And ogors he had, by the score.

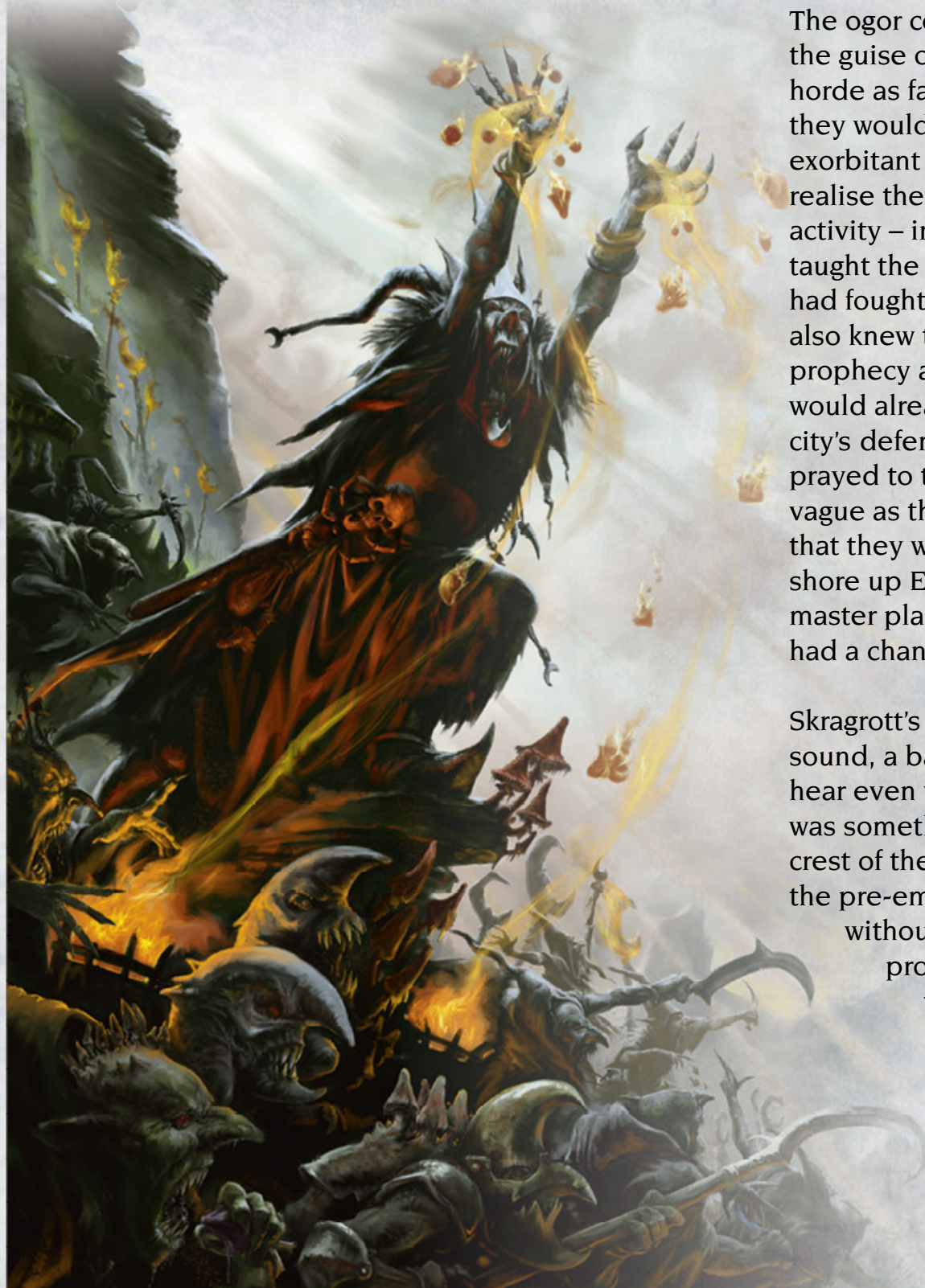
That night, as the column's march slowed to a crawl, Skragrott gathered his mates from the Skrappa Spill Gobbapalooza and a strongarm group of troggoths as backup. He made his way to the part of the march where the ogors were making camp around a giant pit lined with tooth-like stones and menhirs, a huge cauldron bubbling nearby. They watched intently with beady eyes as Skragrott approached. Without exception, they were hideous and predatory; if he hadn't had so much muscle with him, Skragrott would probably have turned away and

given it all up as a bad job. As it was, he got the largest of his Dankhold Troggoths to raise him up high onto a henge, standing atop it in the moonlight before shouting as loudly as he could at the amassed ogor tribes. The mercenaries were still sating themselves on the day's-end feast, and so they were content to listen for a while. Soon, Skragrott had them under his spell of words, and with a little pyrotechnics to punctuate his proposals, he kept their attention. And so did he begin putting one of his famous Grand Plans into action – not the first by any means, and certainly not the last, but one that was to have a colossal impact on the siege to come.

Within an hour of his grandiose but high-voiced speech, Skragrott had enlisted three entire mawtribes to his service. Their payment was to be in meat and ale; the Loonking knew that the way to an ogor's heart was through its gut and that they prized fresh corpses more than they did the shiny gubbins valued by the humies and their ilk. The ogors would feast on a full five-share of the citizens of Excelsis when the city was sacked – or the equivalent number of Moonclan grots should the conquest go awry. It was more than they could hope to eat in a month, and many an ogor's belly rumbled approvingly at the prospect.

The ogor company's duty was to infiltrate Excelsis under the guise of neutral sellswords. Going ahead of the main horde as fast as their tree-trunk legs would carry them, they would offer their services to the city's military at an exorbitant fee. Skragrott knew enough about ogors to realise they were well aware of the benefits of mercenary activity – indeed, it had been the ogor Maneaters who had taught the 'Great Secret' to the gargants, some of whom had fought alongside them for the best part of a year. He also knew that the City of Secrets had a link to foretelling, prophecy and soothsaying; the wizards of that place would already be enlisting every blade they could in the city's defence against the coming Waaagh!. He hoped and prayed to the Bad Moon that their prophecies were as vague as the ones he himself was trying to interpret and that they would recruit the ogors as part of their effort to shore up Excelsis. It was imperative that he disguise his master plan well, or it would be rooted out long before it had a chance to turn the city's defences inside out.

Skragrott's dreams had been haunted by a repetitive sound, a bass thump, thump, thump that he could almost hear even when he awoke; he knew in his heart that there was something epic coming, and he intended to ride the crest of the wave as best he could to secure his place as the pre-eminent Loonboss in the realms. Yet to do so without being overshadowed would take a coup of prodigious scale. To ensure he was a vital part of the sack of Excelsis, whilst not actually putting himself in harm's way, he planned to attack the city from the caverns and sewers beneath it. A natural troglodyte, he had long ago learnt that all major cities tended to have such constructs somewhere beneath them and





that though they were foul-scented and slippery, they were usually badly defended. Better yet, amongst the mercenaries was a splinter tribe of Underguts, ogors well versed in subterranean warfare and whose approach to obstacles was usually to blow them up with blackpowder.

To the Maneaters of the mercenary company, he assigned the task of enlisting in the city's defence. To the Underguts fell the duty of undermining the city's walls and ensuring a swathe of them collapsed at the appointed time. Skragrott would launch his assault at the same time that Gordrakk mounted the frontal assault on the city's gate, ensuring the Fist of Gork acted as a colossal distraction. Then, when Skragrott emerged from the undercity to launch a flanking attack of his own, he would give the ogor company a signal – when they heard his ululating cry, they would turn on their erstwhile allies and attack with redoubled ferocity.

To his credit, the Tyrant in charge of the ogor force – a hulking mass of flesh known as Glottor Bhulk – nodded in understanding as Skragrott explained his plan, shrewd eyes glinting amongst a mass of wobbling jowls. To Skragrott, it was a simple enough mission – it had to be, for with ogors, any complexity was always a risk. Yet Glottor recounted back the main points, counting them off on his fingers; he was obviously the right Tyrant for the job. His second in command nodded along, a mercenary captain known as Bullag the Thief who was festooned with trophies and magical artefacts he had won through fair means and foul. He and his elite Maneaters would form the point of contact for the human paymasters. It being

common knowledge that such ogors worked for pay, he believed he could enlist not only his trusted warband but also a swathe of ogors that otherwise might not have been allowed to enter the city.

To prove his commitment, Skragrott kicked one of his most wretched aides toward Glottor Bhulk. Stumbling, the creature landed in the dust before the mountain of flab that was the company's leader. The poor grot was caught up and crunched like a bundle of sticks, and with that sacrifice, the deal was done.

The very next dawn, Bhulk's sellsword company made their way straight for Excelsis, overtaking the rest of Gordrakk's horde as it was still breaking camp and then pushing through the gnashing watercourse that led to the Gaping Portal. Though a few ogors were torn apart by the sharp rocks that lined that watery realmgate, the rest emerged hundreds of miles closer to their destination from the eastward side of the portal at Bantu's Gate, panting with sudden exhaustion and staring wildly in confusion. After hunting down a herd of rock bison and gorging themselves to make themselves feel better, the ogors set off at a forced march. They bypassed the chasm of Donse even as Gordrakk was emerging from the Gaping Portal and heading on a collision course with the only being in Ghur that could rival his dominance. The ogors were well ahead of the main force by this point, for when they put their mind to it, the blubbery creatures could move impressively fast. The pieces were already in motion, and the time of butchery would not be far behind.

TO BRAVE THE CLAWING SEA

The ogor sellswords were not the only force that Skragrott sent to precede the main greenskin horde. After convincing Gordrakk that the orruks should attack by sea as well as by land – no mean feat, given his stubborn and intractable demeanour – Skragrott had sent a trio of greenskin warbosses on a detour, their boar-mounted mobs and rukks thundering off eastwards to head for the Coast of Tusks. Gordrakk considered the three warbosses to be to blame for the defeat at the Tuskvault, so he was happy enough to see Skragrott send them away. For their part, they were happy to escape his evil glares. More than that, they were up for it just for kicks; as Skragrott knew well, convincing greenskins to try something daring, ill-conceived and possibly lethal is not difficult.

When the orruks reached the waters, the plan was to fashion as many craft as they could, whether by building simple rafts or cannibalising the remains of the galleons and shipwrecks strewn liberally along the coast of the merciless Clawing Sea. There, wooden spars and planks were lashed together and made seaworthy through a combination of primitive ingenuity and brute strength. A ramshackle fleet took shape, setting sail and heading north as fast as they could. They had been promised the best fighting of the entire siege, for the harbour neither boasted a castle nor a curtain wall. Should they reach Excelsis intact, they would be able to dive straight into

the fight, attacking the most vulnerable part of the city whilst their mates were still stuck outside the walls. What Skragrott didn't tell them is that he was very likely sending them to their deaths.

It is well known by all who dwell in the Ghurish Heartlands that the Clawing Sea is haunted by an endless variety of marine monstrosities, some of which can break apart a Freeguild galleon with a snap of their toothy jaws. Excelsis had made a virtue of this. Its extensive armada of Scourge Privateers had learnt ways to control the beasts of the deep, and the waters outside its harbour were prowled by pelagic leviathans that recognised the hulls of the Privateers who had won their allegiance but attacked anything else with vicious intensity. The three warbosses sent to launch the seaborne invasion were well aware of the hazards, but they went anyway. There were many Bonesplitterz amongst their armies, orruks who lived for the slaughter of monsters, and that very danger was the main reason they agreed to go in the first place. So, after a few weeks of difficult cross-country travel and the subsequent muster, a fleet of jury-rigged, low-quality ships set out from the southernmost point of the Clawing Sea. Its vessels, impressive in quantity if not quality, carried thousands of gung-ho greenskins, each hoping to run the gauntlet of sea monsters before converging on the harbour of Excelsis and sacking the city beyond.

MARCH OF THE SELLSWORDS

The long journey from Bantu's Gate to Excelsis was a daily struggle against the realm itself as well as the elements. Were it not for the raw might of the ogor sellswords, the journey itself would likely have taken a deadly toll – as the trade pioneers of that land say, 'cross the Heartlands in strength or not at all'. As it was, even the greater ursidons crossing from Bjarl into Thondia with the changing of the seasons knew better than to bother the ogor horde. Glottor Bhulk knew well that no creature save a true behemoth would dare attack a multitude of ravenous ogors, especially given that they were backed up by several gargants whom they had convinced to accompany them. It was a long and arduous march, but such were the riches Skragrott had described at journey's end, it was made without much complaint, other than the rumbling of the odd belly. Even that was quickly solved, for if Ghur is typified by one resource above all others, it is meat.

When the company first saw the spires of Excelsis on the horizon, the titanic broken stalactite shape of the Spear of Mallus just visible beyond them, Glottor called upon them to make camp. That night, as they feasted on haunches of rock lion and wildergnu, he split his forces into two, for if an ogor horde of such a size were to approach the city as one, its true nature might be discerned – after all, ogor mercenary companies were typically far smaller. His own force would gain entrance through the city's main gate, seek employment in the city's defence and, in doing so, establish a precedent for the recruitment of companies of ogor sellswords. The latter

force, led by Bullag the Thief, would then enter Excelsis via the harbour. Braving the waters south of the city, they would swim out to a moored vessel, commandeer it and then sail it into the harbour – once they had dried out and washed all the bloodstains from the deck, should they have found the anchored ship with personnel on board. It was a trick Bullag and his close companions had pulled before during their careers as enforcers for the pirate lords of Izalend, and though it risked a few of their number being eaten by the monsters of the Clawing Sea in the process, they were not averse to trying it on a much larger scale. Once both forces had won the trust of the defenders, whether near the city gates or at the harbour, they would meet up for the next phase of the plan.

Upon approach to Excelsis, Glottor forced the remainder of his company into something approaching ranks, barking and battering at his warriors until they marched in a semblance of good martial order. He positioned himself at the head alongside his most trusted Ironguts and Maneaters, their tattered banner – a patchwork made from the standards of many of the enemies they had long ago conquered and eaten – held aloft. Those human outriders who watched them from a distance narrowed their eyes, but there was not a greenskin in sight, and as Skragrott had surmised, ogors were not uncommon in Excelsis. With so many Maneaters at the fore, the company looked eclectic enough to be that of a nomadic warband rather than a tribe on the Mawpath. The force was allowed to pass without incident, for the outriders knew – just as Glottor did – that the true test would be at the city's gates.





Glottor Bhulk was nobody's fool. He knew his finger-numbers, how to bounce a blow from the gut to leave a foe off balance, how to backhand with an ironfist in order to stun but not to kill. He even knew how to keep three tribes of ogors in line after a gruelling cross-country march, that much was evident by the trail of heavily armed warriors stretching out behind him into the gloom. But as he approached the colossal curtain wall of the humie city – a vast cliff face of stone boasting seven towers hung with painted longhides – he couldn't help but feel that maybe, just maybe, he had made a terrible mistake.

The ogor Tyrant heard the click of crossbows being loaded from the towers and arrow slits above and saw heavy artillery on the towers either side of him ratcheted down at a sharp angle to focus on his column. This was a killing ground, and by the bones and bloodied earth all around him, it was one that the humies were all too ready to use.

Glottor forced his doubts from his mind. 'Right, lads,' he called over his shoulder. 'Hold up. Gotta talk to these gate-boys if we want inside.' He marched straight up to the monolithic, metal-banded doors that formed Excelsis's main gates, balled a fist and banged on them as if he was long expected.

'What is your business?' came a shout from the high tower that overhung the gate. He could just about make out the silhouette of a human head, peering down out of one of a dozen murder holes. No doubt the others were ready to drop something nasty on him if needed. He fancied he could smell boiling vitriol, for starters, with a hint of bubbling tar.

'You tell me!' shouted back Glottor. 'Got the best part of a hundred big lads here, and from what I heard, you need every sword arm ya can hire! Reasonable rates!'

The silhouette disappeared for a moment before blotting out the stars beyond the hole once more. 'We've no word of a mercenary company. Do you carry the God-King's seal?'

Glottor scowled, thinking hard. He'd chomped down a few such creatures on the ice floes of Bjarl, even the odd walrus, but he'd not thought for one moment to carry one with him, let alone seek out one that was clearly important to the humie god. 'No, mate!' he called back. 'I ain't got yer precious seal. Just swords. And, like, maces and that. They'll be a lot more useful when them orruks get here, I can tell ya!'

Above, he heard raised voices in a heated argument, some of which sounded military. Then the head reappeared once more. 'What guarantee have we that we can trust you?'

'I dunno wot ta tell yer,' he shrugged, picking a clump of meat out of his teeth. 'Seems you're not in a position

to be choosy, with that greenie horde heading straight in your direction.'

Another pause, this time all but silent.

'Not enough,' came the reply. 'You have thirty seconds to retreat in good order, stranger, or pay a heavy price.' In the stillness that followed, he could swear he heard the hiss and crackle of fuses from the cannons on the far towers. He squinted into the gloom; the pitiless, black gaze of their barrels met his gaze, unwavering.

Concentrating hard, he dredged up the name Skragrott had given him, a name from some vision he'd had. Maw-something... Maw-gun or something. The Loonking had said the name was a key, whatever that meant. The hissing fuses were making it hard to think.

'Maulgen!' he shouted as it came to him. 'Maulgen said we could come. If you wanna tell that fella he's got it wrong and open fire on his mercenary contacts, you go ahead. We'll leave you lads to it and come back in a few weeks. Eat yer corpses when the greenies are done with you.'

Silence stretched out, long and excruciating. At least the hissing had stopped, thank the Gulping God.

Then the majestic gates of Excelsis clunked, clacked and cracked open. As the gap between them grew wider, so did Glottor's smile.



THE CALM BEFORE THE STORM

The ogors of Glottor's company soon enough found employment in the defence forces that bustled around the city's perimeter. Indeed, when the paymasters of the mercenary auxiliaries found that the ogors wanted not glimmerings, Aqua Ghyranis or even gold as payment but simple meat and mead, they struggled to contain their excitement. After all, even in times of war, the larders of the city were very well stocked, and almost all of its other resources had been spent on the recruitment of mercenaries and privateers from up and down the Coast of Tusks.

Still, with a siege looming, the quartermasters of the city were forced to be canny. They did not like the thought of ogors eating the citizenry out of house and home over an indefinite period. Trying their luck, these paymasters did not quite abide by the bargain struck by Bullag the Thief; instead, they interpreted it in a rather sly fashion. The Maneater captain had agreed on a barrel of meat and a barrel of ale per ogor per day, but the paymasters instead handed over the meat and the ale in the same barrel. Good enough, said Glottor to his kin, putting out the fires of anger before they could spread – after all, they were not quite going to abide by the terms of the mercenary agreement themselves. Luckily for all concerned, the combination of meat marinated in fine human ale was

tasty enough for even the hungriest Glutton to overlook the breach of contract.

Over the next few weeks, the ogors dug in, both metaphorically and literally. Whilst Glottor and his compatriots familiarised themselves with the city's defences, listened to gossip about the burgeoning cult of anti-magic led by the infamous warrior priest Maulgen and forged uneasy alliances with the Freeguild soldiers who would man the walls in the oncoming siege, the Underguts found their way into the tunnels beneath the city. The sewer networks were capacious, for many had been set into the burrows of giant worm-like creatures that had once honeycombed this region of the coast. In the stinking darkness beneath the city, the Underguts reverted to their usual troglodytic habits. Using blasting powder they had salvaged or stolen from the city's armouries, they began to hollow out tunnels and crawlways with brute force, leadbelcher cannons and a devil-may-care attitude to explosions in relatively confined spaces. Skragrott had been very clear as to what he expected of them, and they were only too happy to oblige. But soon enough, they found that they were not alone in seeking to undermine the city's walls.

There, in the clammy near-darkness of the sewers, an underground skirmish turned to a running battle that

THE EATERS OF KRAKEN

As Glottor and his ogors made themselves at home in the City of Secrets like a tapeworm in a gourmet's guts, another danger descended upon the city, one so apocalyptic that those who consulted the glimmerings could discern little else. That danger was the centauroid god Kragnos, last of the Drogrukh people, free at last from his timeless prison in Twinhorn Peak and already on the rampage. Incensed by the sight of the tall city spires that he spied from his mountainous gaol, he had made a beeline straight for the weaklings' metropolis – if his people's empire could not stand the test of time, then neither would those of mankind. En route, he was challenged by a group of territorial Mega-Gargants who sought to impose their brutish rule.

To say it did not go well for them would be a colossal understatement. Only one survived the encounter, the elder Mega-Gargant known as Derko Walrusbiter. Seeing which way the wind was blowing, Derko knelt to the rearing, bellowing force of nature that was Kragnos, pledging his allegiance and offering his club as a knight would offer his sword to his liege. The Drogrukh god spared his life, recognising that he could make use of strong champions just as Gorkamorka made use of Behemat himself. By dint of being the first to join his cause, Derko became a sort of spokesman for the various gargants that flocked to the thunder of Kragnos' journey across Thondia towards what was left of Donse. By the time the Earthquake God reached that fallen land of chasms and dust, Derko was but one of a large warband of gargants. They found battle there, for

Gordrakk too was converging on Excelsis from the south and was in no mood to cede command, even to a god. The resultant conflict will resound through the legends of greenskins and gargants alike for centuries, though it remains entirely absent from the history books so beloved of less mighty creatures.

Though he fought in the thick of the battle, Derko survived once more to see Kragnos and Gordrakk reach an accord. A few days later, as the mingled throng of Gordrakk's Waaagh! and Kragnos' entourage headed north-east towards the City of Secrets, a diminutive but strangely compelling grot named Skragrott came to Derko with an offer too good to refuse. In exchange for prime territorial rights to the Coast of Tusks, which Skragrott swore would be bestowed by Mork himself, and all the hallucinogenic fungus ale he could drink in perpetuity, Derko would gather the sea-loving gargants of cliff and shore and form a band of elder monstrosities powerful enough to collapse an entire front of the metropolis when the time came. The deal was sealed under the light of the Bad Moon. The very next morning, Derko headed east, earning no more than an idle shrug from Kragnos. Followers came and followers went; to a god of destruction, it was of little consequence.

Derko made good time, as all Mega-Gargants can when the urge to stride is upon them. The ensuing weeks saw him submerge in the waters at much the same time that the greenskin flotilla drifted up the coast; he took careful note of their heading and speed, for Skragrott



had outlined that they were key to the plan. With little more than his great domed head bobbing above the waters, Derko visited the sea coves, rock-needle lairs and hidden beaches that he knew from his many years of wandering Thondia were the homes of several old comrades and rivals. Long Dobb was the first to join the cause, admittedly only after a few good punches to the head to sober him up long enough to understand the benefits of undisputed territorial rights. Grottob the Gullet refused point-blank until Derko beat him at a game of galleon-smashing, then a best of three involving a narwhal-eating competition and a one-handed climbing contest up the rock needle known as the Bilgeport Talon. Drukka the Siren, a female Mega-Gargant known for the belching roars she fondly imagined were beautiful melodies, joined his cause after they were set upon by a megasquid that together they de-tentacled one limb at a time – the very next night, her sisters were swift to fall in line. And so it went, until Derko had almost two dozen gargants of sea and shore sworn to his service.

By the time Derko had finished his coastal muster and brought his Kraken-eater comrades to the harbour outside Excelsis, the orruk armada had reached the bay around the Spear of Mallus. Already the sea was littered with the flotsam and jetsam of scores of ships that had been wrecked by the terrors of the deep, the fierce animus of the Clawing Sea itself and the defenders of the city's harbour. A good third of the flotilla had been destroyed, but if anything, that was all the better for Skragrott's plan. The orruks were engaged not by the aelven corsair ships and privateer galleons that Derko

had expected to face – which were mysteriously absent – but by angels of light in shining white armour that descended in tight groups, hurling their killing strikes at the orruk sailors before winging away. Artillery fire cracked in from the city's sea wall, a good few cannonballs ploughing into the water but many others shattering the orruk rafts into splintering logs wherever they hit home. Before long, the harbour was a mess – exactly what Derko and his mates had hoped for.

With so much carnage in the harbour, the smoke from the burning docks mingling with the gunpowder pall of the maritime artillery and the crackling green magic unleashed by the orruk shamans upon the largest vessels, Derko and his fellow Kraken-eaters approached unseen. They were well used to holding their breath for long periods of time, each a veteran of whale hunts and gyreshark battles that were as often fought in the depths as they were at the surface. Here and there, giant heads rose from the water amongst the wreckage as they made their way towards the coast, but none were spied by the artillerists on the sea wall – or if they were, it was too late. Not long after the battered remnants of the seaborne orruk invasion made landfall, the jubilant orruks charging straight into the Knights Excelsior arrayed in ranks to stop them, the Mega-Gargants rose dripping from the sea, charged headlong up the beach to stride straight over the Stormcast defenders and laid utter waste to the docks beyond. Through Skragrott's canny vision and the sacrifice of countless orruks, they had made a crushing assault on the city's most vulnerable site without the loss of a single gargant life.

raged below the streets. The Underguts had discovered an infestation of skaven under Excelsis, the verminous creatures making use of drill-armed monstrosities to gnaw away the foundations of the curtain wall. Perhaps if they had had Glottor or Bullag with them, a non-aggression pact may have been struck between the Underguts and the sneaking agents of the Clans Eshin, but in the darkness, diplomacy was a distant memory. With cannon-sized blunderbusses matched against poisoned blades, brute force and toughened muscle set against silence and treachery, the two forces gradually whittled one another down until the passageways were littered with corpses great and small. Still, each explosion or collapsed cellar wall contributed in some way to their mutual goal – a factor that would prove decisive in the coming weeks.

Over the course of the final preparations, Glottor got a good look at the city's fortifications. As well as the more mundane approaches, such as piles of sharp rocks to be hurled from the battlements, arrow slits and barricades, there were dozens of unusual defences: fat-smeared cauldrons that allowed the pouring of Aqshian vitriol onto those trying to scale the walls, Helstorm rocket batteries bristling from every major tower, cannonballs etched with runes of detonation and rotor-bladed flying machines prepped on top of stout duardin keepholds.

In the middle of the night, when Glottor went to relieve himself outside the stables and oxenholds that formed the company's barracks, he saw strange glyphs glowing faintly on the gates. They held a fascination for him, so much so that he made it his business to linger around the area as much as possible, drilling his mercenaries alongside the Freeguild soldiery preparing to defend the location should the orruk besiegers make it through. At one point, he noticed a new glyph, quite different in style from the others, glowing as if it were inside the door itself. He watched a heated debate between a strangely attired wizard, his halberdier retinue and a crouched, saurian creature, one of the lizard-things Glottor had long desired to eat. As the urgent voices rose high in indignation, one of the halberdiers ran up to the glyph and brought his weapon down hard in an overhead sweep. There was a flash of light, and the soldier was blasted backwards as if hit by a cannon.

Glottor's eyes had almost popped out at the sight. That night, he sent a trio of his oldest and most trusted Ironguts to leave the city via the harbour – easy enough, given that at that point much of the dockyard district was on fire owing to the sudden skaven incursion. His plan was for his Ironguts to steal a sail-cog or fisherboat and make all possible haste to Skragrott to tell him of the city's runic defences. Perhaps if luck had been with them, the news they carried would have made a vital difference and convinced Gordrakk to land his hammer blow on another gate entirely. Unfortunately for the Ironguts, it was one risk too many; where a company of ogors is a danger to most predators, a small group in a single small ship was as a hearty meal. A dark, vast shadow slid through the waters under the Ironguts' stolen boat, and with a rush of water and a snap of titanic jaws, their mission came to an abrupt end.

TREACHERY AT THE GATES

The drums of war thundered loud outside the gates of Excelsis, for though it had taken a long time to move so many thousands of irascible, battle-hungry tribes from one side of the Ghurish Heartlands to the other, the orruk horde under Gordrakk had finally reached the walls. Their advance, shrouded by the dust kicked up by their sheer numbers, was headed by a troggherd of prodigious size – none other than Glogg's Megamob, drawn to the gathering Waaagh! through some innate sense of opportunity. Though the city's defenders did everything in their power to stop it, the colossal battering ram Hammergord was driven hard into the city's gates, but it was found wanting at the last. Were it not for the subsequent assault by Kragnos and the heavily undermined tunnels beneath the city walls, perhaps Excelsis would have stood inviolate against the brunt of Gordrakk's attack after all.

The breach to the north of the city walls was one of the worst – not as bad as the devastation wrought by Kragnos but close enough to Glottor and his sellswords that they could cover the distance in a few long strides. Here, a titanic Mega-Gargant known as Gronk, drawn in by the greenskin crusade's promise of violence, had reached the walls whilst the artillery was ranged against Kragnos. Having battered his way through the masonry, he had fallen at the last to the blades and arrows of the Stormcast defenders. His massive bulk had collapsed in the breach, effectively blocking the path of the orruks teeming behind; only the Grimscuttle tribes that rode at the vanguard of the charge, mounted on agile arachnids, could navigate it easily enough to get into the city in any real numbers. There, they were met by a devastating counter-assault from Glottor and his Maneaters. Two-handed greatclubs squashed giant spiders to spattering pulp, iron scimitars mangled grot riders beyond all hope of recovery, chopping blades severed weedy green necks and punching fists snapped the fangs of those few spider-creatures that gnawed on ogor flesh. Here and there, one of Glottor's warriors went down under a forest of stabbing spider legs and grot blades, but with the Liberator shieldwall of the Knights Excelsior anchoring their flank, the ogors did not take a backward step.

Then, up from the tunnels exposed by the breaches further along the wall, came Skragrott.

The Bad Moon crept from behind the clouds, leering down at the carnage as the fungus-crowned Loonking led a wave of black-robed killers into the fight. Skragrott himself threw back his head and gave vent to an ululating cry; it was the sound Glottor had been waiting to hear. Smiling savagely, he barked new orders to his warriors – and as one, they smashed their blades and clubs into the Stormcast Eternals they had fought alongside moments before. Three, six, ten of the Sigmarite warriors fell at the sudden betrayal, those quick-witted enough to realise what was happening mounting a dogged defence before the green tendrils of Skragrott's magic pulled them down. With such sudden and shocking treachery collapsing the flank, the entire northern section of the city's defence fell apart, ogors rampaging at will to charge, batter, belly-flop



and crush Stormcast and Freeguild soldier alike. It was a massacre, and worse still, it allowed the orruks and troggoths outside the city to force Gronk's fallen bulk aside and pour into the streets in numbers unstoppable.

The next few hours saw the ogors in their element. They knew the city by now, knew where the barricades were weakest and the traps were strongest, and with Glottor at their head, they led a devastating series of assaults on the city's defences. They linked up with Bullag the Thief who, having seen the Bad Moon rise and heard Skragrott's shriek upon the wind, had laid into the defenders of the docks with a ferocity borne of avarice. By the time Glottor reached him, Bullag was already loaded with stolen loot, his Maneaters smashing their way into the workshops of blacksmiths, artificers and Ironweld suppliers whenever they passed them.

For a time, the Sellswords of Excelsis, be they the ogor warriors of Glottor's company, Bullag's Maneaters or the gargants under Derko, had the time of their lives. Here was a city rich in spoils, and they sacked it with abandon. Yet where gods walk the earth, always there are those of power to oppose them, and it did not take a seer to see their intent – on approach, Kragnos and the greenskin horde that now poured into the city had been anything but subtle. Derko met his match when his Mega-Gargants came under heavy fire from the aelven fleet that came to

rescue the city, despite all the wrongs Excelsis had done to them: though he reduced the harbour to rubble and single-handedly took on a Black Ark, he was slain at the last by the goddess Morathi-Khaine. Kragnos was likewise dispatched, albeit by far more subtle means: he was translocated through the magic of sorceress and slann in an alliance of Order that saw his raw destructive power redirected against the agents of Chaos in the south. As for Glottor and his sellswords, a full half survived the battle, even after the warrior-athletes of Morathi-Khaine's fleet hunted every grot, orruk and ogor through the city streets for two days and two nights. They left Excelsis loaded with so much plunder that they left a trail of it scattered behind them, simply unable to carry everything they had raided from the citizenry, before departing south along with the greenskins that had been dispersed, whittled down and ultimately forced to retreat. They swagger across the Thondian landscape to this day, loudly proclaiming that they were the true victors in the Siege of Excelsis. The City of Secrets is all but levelled, much of it razed to the ground and the rest in crisis, but it still flies its banners from what is left of its walls. Though they boast of their victories as only Maneaters can, in their hearts, Glottor and his kin still believe a full fifth of the city is owed to them, and that one day they will consume every single citizen that Skragrott promised as payment. Next time, there will be no gods to stop them.



THE SIEGE OF EXCELSIS

Following his defeat at the Tuskvault, the mighty Gordrakk has turned his attention on the city of Excelsis. While his vast horde assaults the city's front gates, other sneakier allies work to undermine the City of Secrets from the inside.



You've read the Tome Celestial all about the Sellswords of Excelsis. Now you can fight the siege of Excelsis using your own models! Here you'll find new Realms of Battle rules for fighting in Excelsis, such as flaming buildings, unexpected sinkholes and caches of prophetic glimmerings. Over the page, you'll find four battleplans, each one representing a pivotal moment in the siege of Excelsis. Finally, the warscrolls for Glottor Bhulk and Derko Walrusbiter are generated in the Anvil of Destruction, which you can find on page 81.

WHAT ARE FLASHPOINTS?

Flashpoints are collections of articles that explore a particular region or conflict at a specific point in time. Flashpoints contain new rules for you to try out on the battlefield, plus new stories and background about the setting, giving you plenty of opportunities to theme your games. You could recreate some of the battles mentioned in the background, convert characters based on the heroes in the stories or build a new battlefield to represent one of the regions of war.

Flashpoints span multiple issues, and articles

are always marked with the Flashpoint's symbol, making them easy to find in your copy of *White Dwarf*.





THE SIEGE OF EXCELSIS

This section of Flashpoint: Broken Realms contains exciting new rules for open and narrative play games. You can use the rules in this section to recreate the devastation that was wrought upon Excelsis by the harbingers of Destruction.

Campaign Rules

This section includes a set of rules that allow you to link together the battleplans that follow so that the result of each battle has an impact on the subsequent battles.

Realms of Battle

This section includes realmsphere magic, realm commands and realmscape features for battles that take place within the besieged city of Excelsis.

Battleplans

This section includes new battleplans that allow you to recreate the pivotal events described in this article.

CAMPAIGN RULES

On the following pages are four battleplans, each based on critical events that would shape the outcome of the siege of Excelsis. The rules on this page allow you to play a series of linked games that

capture the moments leading up to the culmination of Skragrott's Grand Plan.

The Armies

This campaign is fought between two players. One player is the Excelsis player and the other player is the demolisher. The Excelsis player must be able to field the **ORDER** units needed in each of the battleplans. The demolisher must be able to field the **DESTRUCTION** units needed in each of the battleplans.

Designer's Note: *In the first battleplan, Holding the Breach, the Excelsis player will need to use Ogor Mawtribes units. When using any models owned by your opponent, you should take extra special care to make sure that they are not mishandled or damaged in any way.*

The Battles

The players must fight each battle in the order in which they appear on the following pages.

Appetites of Destruction

One or both players will be instructed to record the number of models slain or wounds and mortal wounds inflicted during each battle. Each player's running total is their

destruction score, which will be used to determine the overall winner of the campaign.

Consequences of Battle

Any named characters that are slain in a battle are assumed to have been hurt but not killed, and they will be fully recovered in time for the next battle.

Campaign Victory

If one player is victorious in all four battles, they win a **total campaign victory**. If one player is victorious in Fire at the Docks and The Secrets of Excelsis, they win a **strategic campaign victory**. In any other circumstances, the victor in Fire at the Docks wins a **tactical campaign victory**.

ALTERNATIVE ARMIES

If you don't have all of the units or armies needed to fight a campaign, just substitute suitable units that you do have for the ones that you don't. For example, if the demolisher doesn't have any Ogor Mawtribes units, they could substitute them with units from any army they do have.

REALMS OF BATTLE

Below you will find a new set of Realms of Battle rules that allow you to fight battles set in Excelsis during the siege of the hordes of Destruction. These rules are suitable for narrative and open play games but are not intended for matched play.

REALM OF BATTLE: EXCELSIS UNDER SIEGE

REALMSPHERE MAGIC

Wildform: *The wizard transforms their allies into swift-moving bestial forms.*

Wildform has a casting value of 5. If successfully cast, pick 1 friendly unit within 12" of the caster that is visible to them. Add 2 to run and charge rolls for that unit until your next hero phase.

REALM COMMAND

Every Move Counts: *Position and timing are essential to both the attacking and defending forces of the siege.*

You can use this command ability once per battle at the end of your movement phase. If you do so, pick 1 friendly unit wholly within 18" of a friendly **HERO** with this command ability. Remove that unit from the battlefield and set it up again wholly within 6" of that friendly **HERO** and more than 9" from all enemy units.

REALMSCAPE FEATURES

Glimmering Flinders: *Amongst the ruins of the siege lies the hoarded currency of Excelsis, all but abandoned by its fleeing denizens.*

Once per phase, you can re-roll 1 hit roll or 1 wound roll for an attack made by a friendly unit or 1

save roll for an attack that targets a friendly unit.

Sinkholes: *The blight of skaven tunnels has torn all stability from the city's grounds.*

Units cannot run and charge in the same turn, even if the effect of an ability, spell or prayer would allow them to do so.

Excelsis Ablaze: *The devastation wrought upon this once shining city has seen almost all of its structures set alight.*

Units cannot start or end normal moves on terrain features.

BATTLEPLAN 1

HOLDING THE BREACH

THE ARMIES

One player is the demolisher. Their opponent is the Excelsis player.

Demolisher Army

The demolisher must use a Gloomspite Gitz army that has Skragrott as its general. It must consist of the following units:

- Skragrott, the Loonking
- 9 other GLOOMSPITE GITZ units

Excelsis Army

The Excelsis player must use an Excelsis army that has a STORMCAST ETERNALS or CITIES OF SIGMAR HERO as its general. It must consist of the following units:

- 1 STORMCAST ETERNALS or CITIES OF SIGMAR HERO
- 3 other DISPOSSESSED, FREEGUILD or IRONWELD ARSENAL units in any combination
- 3 other STORMCAST ETERNALS units
- 1 TYRANT (Glottor Bhulk, Ogor Mawtribes allied unit, pg. 81)
- 2 other OGOR GUTBUSTERS allied units (see 'The Sellswords of Excelsis')

UNIT SELECTION

The 'other' units in each army must each conform to one of the types in the following list. You can double the size of a unit if you wish, but it then counts as 2 choices instead of 1.

Regular Unit: A unit of up to 10 models, each with a Wounds characteristic of 1.

Elite Unit: A unit of up to 5 models, each with a Wounds characteristic of 2 or 3.

Guard Unit: A unit of up to 3 models, each with a Wounds characteristic of 4 or 5.

Champion: A HERO with a Wounds characteristic of 8 or less.

THE BATTLEFIELD

Set up 3 suitable terrain features as shown on the map to represent the breaches of the siege (see 'Diminished Defences'). This battle is fought at the walls of Excelsis, and appropriate terrain features should be used to represent this. Units cannot make any part of a move into or through the areas marked black on the map.

SET-UP

The players alternate setting up units one at a time, starting with the demolisher. Players must set up units wholly within their territory and more than 9" from enemy territory. Continue to set up units until both players have set up their armies. If one player finishes first, their opponent must set up the rest of the units in their army, one after another.

FIRST TURN

The Excelsis player takes the first turn in the first battle round.

APPETITES OF DESTRUCTION

The Excelsis player must record the number of models that are slain by attacks made by the OGOR allied units in this battle.

THE SELLSWORDS OF EXCELSIS

Glottor Bhulk and the other OGOR GUTBUSTERS allied units represent the mercenaries employed by Excelsis for this battle. During the battle, OGOR units cannot move within 3" of any ORDER units, and ORDER units cannot move within 3" of any OGOR units.

DIMINISHED DEFENCES

The demolisher can treat each breached terrain feature as an enemy unit when picking the target of an attack or when picking a unit to suffer mortal wounds.

The breached terrain feature must be in range of the attack or the ability or spell inflicting mortal wounds. The breached terrain features are not treated as units for any other purposes.

Each breached terrain feature has a Wounds characteristic of 12 and a Save characteristic of 3+. Once 12 wounds have been allocated to a breached terrain feature, it is destroyed and removed from play.

BATTLE LENGTH

The battle lasts either for 5 battle rounds or until the third breached terrain feature is destroyed and removed from play.

GLORIOUS VICTORY

Count the number of breached terrain features that were destroyed during the battle and consult the table below to determine the outcome of the battle.

Breaches Destroyed	Outcome
None	Excelsis major victory
One	Excelsis minor victory
Two	Demolisher minor victory
Three	Demolisher major victory





BATTLEPLAN 2 BETRAYAL AT THE WALLS

THE ARMIES

One player is the demolisher. Their opponent is the Excelsis player.

Demolisher Army

The demolisher must use a Gloomspite Gitz army that has Skragrott as its general. It must consist of the following units:

- Skragrott, the Loonking
- 4 other GLOOMSPITE GITZ units
- 1 TYRANT (Glottor Bhulk, Ogor Mawtribes allied unit, pg. 81)
- 2 other OGOR GUTBUSTERS allied units (see 'The Renegades of Excelsis')

Excelsis Army

The Excelsis player must use an Excelsis army that has a STORMCAST ETERNALS or CITIES OF SIGMAR HERO as its general. It must consist of the following units:

- 1 STORMCAST ETERNALS or CITIES OF SIGMAR HERO
- 3 other DISPOSSESSED, FREEGUILD or IRONWELD ARSENAL units in any combination
- 3 other STORMCAST ETERNALS units

UNIT SELECTION

The 'other' units in each army must each conform to one of the types in the following list. You can double the size of a unit if you wish, but it then counts as 2 choices instead of 1.

Regular Unit: A unit of up to 10 models, each with a Wounds characteristic of 1.

Elite Unit: A unit of up to 5 models, each with a Wounds characteristic of 2 or 3.

Guard Unit: A unit of up to 3 models, each with a Wounds characteristic of 4 or 5.

Champion: A HERO with a Wounds characteristic of 8 or less.

THE BATTLEFIELD

This battle is fought on the ruined defences of Excelsis, and appropriate terrain features should be used to represent this. Units cannot make any part of a move into or through the areas marked black on the map.

SET-UP

The demolisher sets up their army first, wholly within their territory and more than 9" from enemy territory. The Excelsis player sets up their army second, wholly within their territory.

FIRST TURN

The demolisher takes the first turn in the first battle round.

APPETITES OF DESTRUCTION

The demolisher must record the number of models that are slain by attacks made by the Ogor allied units in this battle.

THE RENEGADES OF EXCELSIS

The types of 'other' OGOR GUTBUSTERS units in the demolisher's army must be identical to the types of OGOR GUTBUSTERS units that were used by the Excelsis player in the first battleplan. In addition, at the start of the first battle round, after armies are set up but before the first turn begins, count the total number of models slain by Glottor Bhulk and the OGOR GUTBUSTERS allied units in the previous battle and refer to the Insatiable Hunger table below:

Models Slain	Insatiable Hunger
0-5	Plenty Left in the Tank! <i>The ogors had barely made a scratch before Skragrott unveiled his treacherous plot.</i> No effect.
6-10	Gettin' Hangry: <i>The all-too-familiar gnawing of hunger begins to grip the ogors.</i> During the battle, OGOR units cannot move within 3" of any GLOOMSPITE GITZ units, and GLOOMSPITE GITZ units cannot move within 3" of any OGOR units.
11-15	Just a Bite! <i>The ogors dished out plenty of carnage before their true purpose was revealed, but they used so much energy that anything looks appetising at this point.</i> OGOR units within 12" of an enemy unit in the demolisher's charge phase must attempt to charge and must make a charge move if it is possible for them to do so. In addition, OGOR units within 3" of any enemy units cannot retreat.
16+	Too Hungry to Fight: <i>The ogors have given their best efforts and cannot begin to describe how ravenous they are. Rather than endure the hunger any longer, they decide to abandon the battle to find the last of the meat promised by their paymaster.</i> The demolisher must remove 1 OGOR unit that is not Glottor Bhulk from the battlefield. That unit does not count as having been slain.



BATTLEPLAN 3

FIRE AT THE DOCKS

THE ARMIES

One player is the demolisher. Their opponent is the Excelsis player.

Demolisher Army

The demolisher must use a Sons of Behemat army that has Derko Walrusbiter as its general. It must consist of the following units:

- 1 KRAKEN-EATER MEGA-GARGANT (Derko Walrusbiter, pg. 81)
- 3 other KRAKEN-EATER MEGA-GARGANT units

Excelsis Army

The Excelsis player must use an Excelsis army that has a STORMCAST ETERNALS or CITIES OF SIGMAR HERO as its general. It must consist of the following units:

- 1 STORMCAST ETERNALS or CITIES OF SIGMAR HERO
- 5 other DISPOSSESSED, FREEGUILD or IRONWELD ARSENAL units in any combination
- 5 other STORMCAST ETERNALS units

UNIT SELECTION

The 'other' units in each army must each conform to one of the types in the following list. You can double the size of a unit if you wish, but it then counts as 2 choices instead of 1.

Regular Unit: A unit of up to 10 models, each with a Wounds characteristic of 1.

Elite Unit: A unit of up to 5 models, each with a Wounds characteristic of 2 or 3.

Guard Unit: A unit of up to 3 models, each with a Wounds characteristic of 4 or 5.

Champion: A HERO with a Wounds characteristic of 8 or less.

THE BATTLEFIELD

This battle is fought on the docks of Excelsis, and appropriate terrain features should be used to represent this. Units cannot make any part of a move into or through the areas marked black on the map.

SET-UP

The demolisher sets up their army first, wholly within their territory and more than 9" from enemy territory. The Excelsis player sets up their army second, wholly within their territory.

FIRST TURN

The demolisher takes the first turn in the first battle round.

APPETITES OF DESTRUCTION

The demolisher must record the number of models that are slain by attacks made by the MEGA-GARGANT units in this battle. The Excelsis player must record the number of wounds and mortal wounds that are allocated (and not negated) to the MEGA-GARGANT units in this battle.

THE GARGANT TIDE

At the end of each battle round after the first, if Derko Walrusbiter is on the battlefield, the demolisher can pick 1 MEGA-GARGANT unit that has been destroyed and roll a dice. On a 4+, a new replacement unit with half the Wounds characteristic of the unit that was destroyed (rounding up) is added to the demolisher's army.

AELVEN FLEET COUNTER-ATTACK

Starting from the third battle round, at the start of each of their hero phases, the demolisher must roll a dice for each MEGA-GARGANT unit on the battlefield. On a 1, until the demolisher's next hero phase, that unit must use the bottom row of its damage table when determining its Move characteristic. On a 2-4, until the demolisher's next hero phase, that unit cannot shoot. On a 5+, that unit is unaffected.

ARTILLERY PLATFORMS

This battle is fought over 3 artillery platforms that represent the final defences of Excelsis's fortifications. For

rules purposes, each artillery platform is treated as an objective. At the start of the battle, each artillery platform is treated as being controlled by the Excelsis player. In addition, control of an artillery platform cannot be gained by the demolisher while there are any **Order** units that have 5 or more models within 6" of that artillery platform.

BATTLE LENGTH

The battle lasts for 5 battle rounds, until the demolisher controls all 3 artillery platforms, or until all of the units in the demolisher's army have been destroyed.

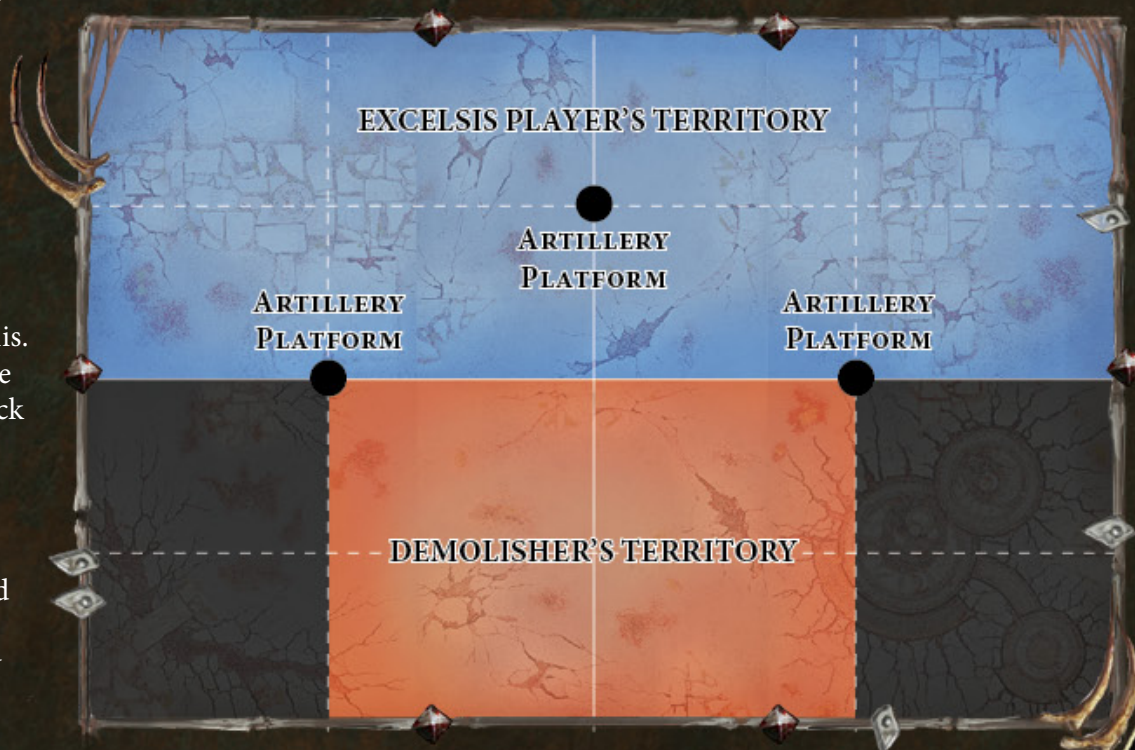
GLORIOUS VICTORY

If all 3 artillery platforms are controlled by the demolisher, the demolisher wins a **major victory**.

If 2 of the artillery platforms are controlled by the demolisher at the end of the battle, the demolisher wins a **minor victory**.

If all of the units in the demolisher's army have been destroyed, the Excelsis player wins a **major victory**.

If 1 or none of the artillery platforms are controlled by the demolisher at the end of the battle, the Excelsis player wins a **minor victory**.





BATTLEPLAN 4 THE SECRETS OF EXCELSIS

THE ARMIES

One player is the demolisher. Their opponent is the Excelsis player.

Demolisher Army

The demolisher must use a Gloomspite Gitz army that has Skragrott as its general. It must consist of the following units:

- Skragrott, the Loonking
- 4 other GLOOMSPITE GITZ units
- 1 TYRANT (Glottor Bhulk, Ogor Mawtribes allied unit, pg. 81)
- 1 other OGOR GUTBUSTERS allied unit

Excelsis Army

The Excelsis player must use an Excelsis army that has a STORMCAST ETERNALS or CITIES OF SIGMAR HERO as its general. It must consist of the following units:

- 1 STORMCAST ETERNALS or CITIES OF SIGMAR HERO
- 3 other DISPOSSESSED, FREEGUILD or IRONWELD ARSENAL units in any combination
- 3 other STORMCAST ETERNALS units

UNIT SELECTION

The 'other' units in each army must each conform to one of the types in the following list. You can double the size of a unit if you wish, but it then counts as 2 choices instead of 1.

Regular Unit: A unit of up to 10 models, each with a Wounds characteristic of 1.

Elite Unit: A unit of up to 5 models, each with a Wounds characteristic of 2 or 3.

Guard Unit: A unit of up to 3 models, each with a Wounds characteristic of 4 or 5.

Champion: A HERO with a Wounds characteristic of 8 or less.

THE BATTLEFIELD

Set up 9 markers as shown on the map to represent glimmering shards (see 'Glimmering Shards'). This battle is fought amid the ruins of Excelsis, and appropriate terrain features should be used to represent this.

SET-UP

The players alternate setting up units one at a time, starting with the demolisher. Players must set up units wholly within their own territory and more than 9" from enemy territory. Continue to set up units until both players have set up their armies. If one player finishes first, their opponent must set up the rest of the units in their army, one after another.

GLIMMERING SHARDS

The glimmering shards are treated as objectives in this battle. At the end of each of their turns, players can seize 1 glimmering shard that they control that is within 1" of a friendly unit. The glimmering shard is then removed from play. A player cannot seize more than 1 glimmering shard per turn.

BATTLE LENGTH

The battle lasts either for 5 battle rounds or until all of the glimmering shards have been seized.

GLORIOUS VICTORY

At the end of the battle, each player must calculate their destruction score

(page 69). Then, each player must determine their **final destruction score** by multiplying their destruction score by the number of glimmering shards they seized during the battle.

The player with the highest final destruction score wins a **major victory**.

If both players have the same final destruction score, the player who seized the most glimmering shards during the battle wins a **minor victory**.

If the players are still tied, the battle is a **draw**.



ANVIL OF DESTRUCTION

The Mortal Realms are home to many great warlords, but few are as large as those of the Ogor Mawtribes and the Sons of Behemat. Now you can create heroes of your very own for these two factions and truly make a name for them on the battlefield.

Alongside this edition of Flashpoint: Broken Realms, the might of Destruction is yours to wield with rules that give your own Tyrant and Kraken-eater Mega-Gargant heroes the larger-than-life personas they rightfully deserve! This article is the latest

in a series that expands upon the hero creator rules of the Anvil of Apotheosis found in the *General's Handbook 2020*. Here you'll find troves of devastating weapons, abilities and more to allow you to harness the wanton destruction of your collection!

The rules in this section will enable you to create a unique hero of your own design for either the Ogor Mawtribes or the Sons of Behemat. A blank warscroll to record your hero upon can be printed out from www.warhammer-community.com.

There are 5 steps to follow to create your own hero. As you follow the steps, you will have a host of options to choose from. After completing all of the steps, you will be able to field your hero in your games of Age of Sigmar.

The 5 steps are as follows:

1. Set a destiny point limit for your hero.
2. Choose your hero's archetype.
3. Equip your hero with weapons from the tools of Destruction.
4. Choose a bestial companion (if any) for your hero.
5. Spend your remaining destiny points on any characteristic enhancements or abilities for your hero.

CHARACTERISTIC ENHANCEMENTS AND ABILITIES

Many of the steps include **options** to give your hero a [Characteristic Enhancement] or an [Ability]. If the option gives a [Characteristic Enhancement], modify the characteristic as noted. If it gives an [Ability], write the ability in the 'Abilities' section of your hero's warscroll. The same characteristic enhancement can be chosen up to 3 times for your hero; however, the same ability cannot be chosen more than once. Lastly, some options will have **restrictions** that limit which keywords can or cannot take a certain option.

STEP 1 - THE DESTINY POINT LIMIT

When creating your hero, the first step is to pick 1 of the following destiny point limits for your hero:

Champion

Limit: 20 destiny points

Conqueror

Limit: 40 destiny points

As you complete the rest of the steps, each option you pick for your hero will cost a certain number of **destiny points**. This will often be abbreviated as **DP**. Keep a running tally of the number of destiny points you have spent. The tally cannot exceed the limit you have set.

STEP 2 - ARCHETYPES

The second step is to pick the archetype for your hero. There are 2 to choose from: the **Tyrant** for the Ogor Mawtribes and the **Kraken-eater Mega-Gargant** for the Sons of Behemat. The archetype you pick will cost a number of destiny points (as indicated in the upper-right corner of the archetype) and will populate your hero's Move, Wounds, Bravery and Save characteristics. The archetype will also give them a set of keywords and any starting abilities, and there may be an optional rule you can choose for them. Write all of these down on your hero's warscroll after making your choice.

USING YOUR HERO IN BATTLE

Once you have created your hero, you are ready to field them in battle. Below are a number of ideas of how to incorporate your hero into your games of Age of Sigmar.

Siege of Excelsis Campaign: If you are playing through the Siege of Excelsis campaign (or any campaign), you can use the warscrolls for Glottor Bhulk and Derko Walrusbiter found on page 81. In addition, you could use the Anvil of Apotheosis from the *General's Handbook 2020* to make the warscroll for Bullag the Thief.

Narrative Play Games: Your hero is perfect to use in narrative battles of Age of Sigmar. If you do so, your opponent could also create a hero using the Anvil of Apotheosis from the *General's Handbook 2020* or one of the other articles in the series we have published in *White Dwarf*.

If you and your opponent have both created heroes, another idea is to play through a campaign. After each battle, both you and your

opponent gain D3 destiny points, with the winner of the battle receiving 1 additional destiny point. You can each spend these destiny points on new abilities and characteristic enhancements for your heroes. Over the course of the campaign, you will see your heroes grow into mighty champions!

Open Play Games: With your opponent's permission, if you are using the Open War army generator from the *General's Handbook 2020*, your hero can be picked to be a Champion or Conqueror in your army depending on the destiny point limit for that hero.

Matched Play Games: Using these heroes in matched play is strictly a house rule and requires your opponent's permission. If you do so, count the number of destiny points you have spent on your hero and multiply the total by 10. This is the Pitched Battle points cost of that hero. In addition, your hero has the Leader battlefield role, unless it has the **MONSTER** keyword, in which case it has the Leader and Behemoth battlefield roles.



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TYRANT

Melee Weapon:	(Add the following melee weapon profile to the warscroll):					
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gulping Bite	1"	1	3+	3+	-	1
[Ability]	You can pick 1 Big Name from the table over the page and add it to the warscroll. This model cannot have more than 1 Big Name.					
Optional Rule:	You can pick 1 command ability from the table below and add it to the warscroll.					
KEYWORDS	DESTRUCTION, OGOR, OGOR MAWTRIBES, GUTBUSTERS, HERO, TYRANT					



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KRAKEN-EATER MEGA-GARGANT

Missile Weapon:	(Add the following missile weapon profile to the warscroll):					
MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hurled Debris	18"	3	4+	3+	-1	D3
Damage Table:	DAMAGE TABLE					
	Wounds Suffered			Move	Save	
	0-12			12"	4+	
	13-18			11"	4+	
	19-24			10"	4+	
	25-30			9"	5+	
	31+			8"	6+	
[Ability]	(Add the following to the warscroll): Longshanks: When this model makes a normal move, it can ignore models that have a Wounds characteristic of 10 or less, endless spells, magmic invocations, judgements of Khorne 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. Son of Behemat: 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. Crushing Charge: 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.					
Optional Rule:	You can pick 1 Trait of the World Titan from the table over the page and add it to the warscroll.					
KEYWORDS	DESTRUCTION, SONS OF BEHEMAT, GARGANT, MEGA-GARGANT, MONSTER, HERO, KRAKEN-EATER					

COMMAND ABILITIES – OGOR MAWTRIBES

They Look A Bit Tasty!: *This gluttonous champion orders their warriors where their appetite takes them, claiming any meat that is wrought from their frenzied attacks as their own.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **GUTBUSTERS** unit wholly within 12" of a model with this command ability. Until your next hero phase, if the unmodified hit roll for an attack made by that unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

The More the Merrier!: *This brutish champion welcomes the challenge of any who think that outnumbering their warriors is a path to victory. Their unbeknownst charity will make for a bigger feast!*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **GUTBUSTERS** unit wholly within 12" of a model with this command ability. Until the end of that phase, when you pick that unit to fight, pick 1 enemy unit within 1" of that unit. If the number of models in that enemy unit is greater than the number of models in that **GUTBUSTERS** unit, add 1 to hit and wound rolls for attacks made by that **GUTBUSTERS** unit that target that enemy unit until the end of that phase.

Flatten 'Em!: *This champion commands their warriors to move into the enemy in double time, using their momentum to get at the mouth-watering centre of the enemy ranks.*

You can use this command ability at the start of your charge phase. If you do so, pick 1 friendly **GUTBUSTERS** unit wholly within 12" of a model with this command ability. Until the end of that phase, that unit is treated as a **MONSTER** for the purposes of the Trampling Charge battle trait (see *Battletome: Ogor Mawtribes*).

BIG NAMES - OGOR MAWTRIBES

Mawseeker	[Ability] Mawseeker: You can re-roll save rolls of 1 for attacks that target this model. Restrictions: TYRANT only
Kin-eater	[Ability] Kin-eater: You can re-roll battleshock tests for friendly GUTBUSTERS units wholly within 9" of this model. Restrictions: TYRANT only
Mountain-eater	[Ability] Mountain-eater: If any wounds inflicted by a melee weapon are allocated to this model and not negated, subtract 1 from the Damage characteristic (to a minimum of 1) of that melee weapon until the end of the battle. Restrictions: TYRANT only
Beastkiller	[Ability] Beastkiller: Add 1 to the Attacks characteristic of this model's melee weapons while it is within 1" of an enemy MONSTER. Restrictions: TYRANT only

TRAITS OF THE WORLD TITAN - SONS OF BEHEMAT

Fungus-induced Stagger: *This Mega-Gargant cannot resist a pre-battle tippie of hallucinogenic fungus ale. Stumbling their way across the battlefield, they take little notice of the pests that stand up to their staggered march.*

After this model has made a normal move, pick 1 enemy unit with a Wounds characteristic of 2 or less that was passed across by this model and roll a dice. On a 4+, D3 models from that unit are slain.

Heartgorger: *This Kraken-eater carries the hearts of felled monsters and beasts that have crossed their destructive path and devours them to reap the benefits of the raw vitality they bear.*

Once per battle, at the start of the combat phase, you can say that this model will consume its stash of hearts. If you do so, until your next hero phase, if the unmodified save roll for an attack that targets this model is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

Ground-splitting Stomp: *This Mega-Gargant slams their titanic foot into the earth to disrupt the enemy's movements.*

Once per turn, at the start of the enemy charge phase, you can pick 1 enemy unit within 12" of this model. Your opponent must roll a D6 instead of 2D6 when making charge rolls for that unit until your next hero phase.



STEP 3 - TOOLS OF DESTRUCTION

The next step is to arm your hero with weapons from the tools of destruction. A hero can be armed with 1 of the following weapon options:

- 1 one-handed melee weapon.
- 2 different one-handed melee weapons.
- 2 of the same one-handed melee weapon (+1 DP).
- 1 one-handed melee weapon and a shield.
- 1 two-handed melee weapon.

The weapon and their profiles are listed in the table below, and each weapon costs a number of destiny points as noted in the rightmost column of the table.

For each weapon chosen, add the profile to your hero's warscroll and write the name of the weapon in the description section.

If your hero is armed with 2 of the same one-handed melee weapon, only add the weapon profile once to the warscroll but double its Attacks characteristic. This costs 1 additional destiny point on top of the destiny points cost for each weapon. For example, if your hero was armed with 2 Jagged Cleavers, the Attacks characteristic would be 2 and it would cost 3 destiny points in total.

In step 5, you will be presented with options to improve your hero's weapons.

OGOR MAWTRIBES ONE-HANDED WEAPON

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Jagged Cleaver	1"	1	4+	3+	-1	2	1
Bloodcursed Sword	1"	3	3+	4+	-	1	1
Rusted Tenderiser	1"	2	4+	3+	-1	2	2
Jagged Sickle	2"	3	4+	4+	-	1	1
Stone-carved Mallet	1"	4	4+	4+	-	1	1

OGOR MAWTRIBES TWO-HANDED WEAPON

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Thunderclap Mace	2"	1	4+	3+	-3	3	4
Iron-toothed Spear	2"	3	3+	4+	-	2	2
Fanged Broadsword	2"	2	4+	3+	-2	2	3
Hooked Blades	2"	3	4+	4+	-1	D3	2
Bladed Knuckledusters	2"	4	4+	4+	-2	1	2

SONS OF BEHEMAT ONE-HANDED WEAPON

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Retrofitted Club	3"	1	4+	3+	-3	2	1
Titan's Fist	3"	3	3+	4+	-	1	1
Titan's Stomp	3"	2	4+	3+	-1	2	2

SONS OF BEHEMAT TWO-HANDED WEAPON

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
World Titan's Club	3"	1	4+	3+	-3	3	4
Flail of Wanton Ruin	3"	3	3+	4+	-2	2	3
Colossal Blade	3"	2	4+	3+	-1	D3	2

SHIELDS

Trophy-strapped Shield	[Ability] Trophy-strapped Shield: Subtract 1 from the Bravery characteristic of enemy units within 1" of this model.	DP 1
Ironblaster Plate	[Characteristic Enhancement] Improve your hero's Save characteristic by 1. Restrictions: TYRANT only	DP 2
Stonehorn Shield	[Ability] Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+, that wound or mortal wound is negated. Restrictions: TYRANT only	DP 3

STEP 4 - BESTIAL COMPANION

In this step, you need to decide whether or not your hero will have a bestial companion. There are 3 types of bestial companion: Minor Beast, Mounted Beast and Gargantuan Beast. A hero can only ever have 1 bestial companion picked for them.

A Minor Beast follows or guards your hero, such as a Frost Sabre or a Gnoblar familiar. A Mounted Beast

can be anything from a Mournfang to a Gore-grunta. A Gargantuan Beast is a truly colossal mount, such as a Stonehorn or Maw-krusha. If you do not want to choose a bestial companion for your hero, you can skip this step.

You can pick 1 of the following bestial companions. Each costs a number of destiny points as listed in the table.

MINOR BEAST						
[Characteristic Enhancement] Add 1 to your hero's Wounds characteristic						DP 4
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	1"	2	5+	5+	-	1
Maw	1"	1	4+	3+	-1	D3
Add the following text to your hero's description:						
MINOR BEAST: This model's Minor Beast attacks with its Claws and Maw. For rules purposes, it is treated the same as a mount.						

MOUNTED BEAST						
[Characteristic Enhancement] Add 2 to your hero's Wounds characteristic Change your hero's Move characteristic to 8" Restrictions: No MEGA-GARGANT						DP 6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	1"	2	5+	5+	-	1
Maw	1"	1	4+	3+	-1	D3
Add the following text to your hero's description:						
MOUNT: This model's Mounted Beast attacks with its Claws and Maw.						

GARGANTUAN BEAST						
[Characteristic Enhancement] Add 8 to your hero's Wounds characteristic Change your hero's Move characteristic to 12" Restrictions: No MEGA-GARGANT						DP 15
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	2"	12	4+	3+	-1	2
Maw	2"	2	3+	3+	-2	12
Add the following text to your hero's description:				DAMAGE TABLE		
MOUNT: This model's Gargantuan Beast attacks with its Claws and Maw.				Wounds Suffered	Move	Claws
Add the following keywords to your hero's warscroll:						Maw
MONSTER						
Add the damage table on the right to your hero's warscroll.						
				0-3	10"	6
				4-6	8"	5
				7-9	6"	4
				10-11	4"	3
				12+	2"	2



BESTIAL COMPANION OPTIONS		
Winged Beast	[Ability] Add the following text to your hero's description: FLY: This model can fly. Restrictions: No Minor Beast	DP 4
Gnoblar Familiar	[Ability] Gnoblar Familiar: Once per battle, during your hero phase, you can say that this model will consume its familiar. If you do so, heal 1 wound allocated to this model and remove the bestial companion from play. Restrictions: Minor Beast only	DP 2
Belligerent Charger	[Ability] Belligerent Charger: When determining the number of dice to roll for the Trampling Charge battle trait (see <i>Battletome: Ogor Mawtribes</i>), treat charge rolls made for this model of less than 7 as 7. Restrictions: Gargantuan Beast only	DP 3
Tough 'Un	[Ability] Tough 'Un: Unless the number of wounds allocated to this model is greater than half of its Wounds characteristic (rounding up), use the top row on its damage table regardless of how many wounds it has suffered. Restrictions: Gargantuan Beast only	DP 3
Fleshgreed	[Ability] Fleshgreed: At the start of each hero phase, if this model is within 3" of any enemy units, you can heal 1 wound allocated to this model. Restrictions: Minor Beast only	DP 2
Razor-sharp Claws	[Characteristic Enhancement] Improve the Rend characteristic of the bestial companion's Claws by 1 (to a maximum of -3).	DP 2
Gobble Attack	[Ability] Gobble Attack: Each time this model attacks, after all of this model's attacks have been resolved, you can pick 1 enemy model within 1" of this model and roll a dice. If the roll is equal to or greater than that enemy model's Wounds characteristic, it is slain. Restrictions: Gargantuan Beast only	DP 3
Terror	[Ability] Terror: Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly models with this ability. Restrictions: Gargantuan Beast only	DP 1
Savage Frenzy	[Characteristic Enhancement] Pick either the bestial companion's Claws or Maw. Add 1 to the Attacks characteristic of that weapon. For Gargantuan Beasts, add 1 to each row of the appropriate column in the damage table.	DP 1
Lashing Tail	[Ability] Lashing Tail: At the end of the combat phase, roll a dice for each enemy unit within 3" of this model. If the roll is less than the number of models in that unit, that unit suffers D3 mortal wounds. Restrictions: Gargantuan Beast only	DP 3
Savage Ferocity	[Characteristic Enhancement] Pick either the bestial companion's Claws or Maw. Improve the To Hit characteristic of that weapon by 1.	DP 1
Savage Strength	[Characteristic Enhancement] Pick either the bestial companion's Claws or Maw. Improve the To Wound characteristic of that weapon by 1.	DP 1
Stomp	[Ability] Stomp: At the end of the combat phase, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds. Restrictions: Gargantuan Beast only	DP 2



STEP 5 - CHARACTERISTIC ENHANCEMENTS AND ABILITIES

The final step is to pick any other options for your hero. Each costs a number of destiny points as listed in the tables.

CHARACTERISTIC ENHANCEMENTS & ABILITIES		
Unnatural Speed	[Characteristic Enhancement] Add 1" to your hero's Move characteristic.	DP2
Gluttonous Girth	[Characteristic Enhancement] Add 1 to your hero's Wounds characteristic.	DP1
Extra Armour	[Characteristic Enhancement] Improve your hero's Save characteristic by 1 (to a maximum of 3+).	DP 2
Ferocity	[Characteristic Enhancement] Pick 1 of your hero's weapons, Add 1 to the Attacks characteristic of that weapon.	DP 2
Weapon Master	[Characteristic Enhancement] Pick 1 of your hero's weapons. Improve the To Hit characteristic of that weapon by 1.	DP 2
Tyrannical Strength	[Characteristic Enhancement] Pick 1 of your hero's weapons. Improve the To Wound characteristic of that weapon by 1.	DP 2
Mighty Weapon	[Characteristic Enhancement] Pick 1 of your hero's weapons. Add 1 to the Damage characteristic of that weapon. Weapons that have a random Damage characteristic cannot be picked.	DP 2
Honed Edge	[Characteristic Enhancement] Pick 1 of your hero's weapons. Improve the Rend characteristic of that weapon by 1 (to a maximum of -3).	DP 2
Guttural Force	[Ability] Guttural Force: If the unmodified hit roll for an attack made with a melee weapon that targets this model is 1, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.	DP 3
Abnormal Mass	[Ability] Abnormal Mass: Add 1 to the Attacks characteristic of this model's melee weapons if it is within 3" of 3 or more enemy models when you pick the target unit(s) for its attacks.	DP 3
Brothers of the Great Banquet	[Ability] Brothers of the Great Banquet: This model can be given a command trait in addition to the model picked to be your general.	DP 3
Arcane Sustenance	[Ability] Arcane Sustenance: Each time a spell is successfully cast by a WIZARD within 12" of this model, after the effects of that spell have been resolved, you can heal 1 wound allocated to this model.	DP 3
Bludgeoning Blow	[Ability] Bludgeoning Blow: If the unmodified wound roll for an attack made with this model's melee weapons is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.	DP 4
Grumpy Old Guard	[Ability] Grumpy Old Guard: At the start of the first battle round, before determining who has the first turn, you can pick 1 friendly OGOR GLUTTONS, IRONGUTS, LEADBELCHERS or MANCRUSHER unit in your army to be this model's retinue. Roll a dice before you allocate a wound or mortal wound to this model while it is within 3" of its retinue. On a 1-2, that wound or mortal wound is allocated to this model as normal. On a 3+, that wound or mortal wound is allocated to the retinue instead of this model. Restrictions: Cannot be taken by a HERO on Mounted Beast or Gargantuan Beast.	DP 3
Unstoppable Momentum	[Ability] Unstoppable Momentum: Ignore modifiers (positive and negative) when making save rolls for attacks that target this model. Restrictions: Cannot be taken by a HERO with a Save characteristic of 3+ or 2+.	DP 4
Fermented Eyeballs	[Ability] Fermented Eyeballs: In your hero phase, you can roll a dice for this model. On a 4+, heal up to D3 wounds allocated to this model.	DP 3



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GLOTTOR BHULK

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stone-carved Mallet	1"	4	3+	4+	-1	2
Gulping Bite	1"	1	3+	3+	-	1
Description:	Glottor Bhulk is armed with a Stone-carved Mallet and a Gulping Bite.					
[Ability]	Mawseeker: You can re-roll save rolls of 1 for attacks that target this model. Stonehorn Shield: Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+, that wound or mortal wound is negated. COMMAND ABILITY They Look A Bit Tasty!: <i>Glottor orders his warriors where his appetite takes him, claiming any meat that is wrought from their frenzied attacks as his own.</i> You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly GUTBUSTERS unit wholly within 12" of a model with this command ability. Until your next hero phase, if the unmodified hit roll for an attack made by that unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.					
Keywords:	DESTRUCTION, OGOR, OGOR MAWTRIBES, GUTBUSTERS, HERO, TYRANT					



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DERKO WALRUSBITER

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DAMAGE TABLE		
Hurled Debris	18"	3	4+	3+	-1	D3	Wounds Suffered	Move	Save
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	0-12	12"	4+
Flail of Wanton Ruin	3"	4	3+	4+	-2	2	13-18	11"	4+
Description:	Derko Walrusbiter is armed with Hurled Debris and a Flail of Wanton Ruin.						19-24	10"	4+
							25-30	9"	5+
							31+	8"	6+
[Ability]	Guttural Force: If the unmodified hit roll for an attack made with a melee weapon that targets this model is 1, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved. Longshanks: When this model makes a normal move, it can ignore models that have a Wounds characteristic of 10 or less, endless spells, magmic invocations, judgements of Khorne 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. Son of Behemat: 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. Crushing Charge: 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. COMMAND ABILITY Fungus-induced Stagger: <i>Derko cannot resist a pre-battle tippie of hallucinogenic fungus ale. Stumbling his way across the battlefield, he takes little notice of the pests that stand up to his staggered march.</i> After this model has made a normal move, pick 1 enemy unit with a Wounds characteristic of 2 or less that was passed across by this model and roll a dice. On a 4+, D3 models from that unit are slain.								
Keywords:	DESTRUCTION, SONS OF BEHEMAT, GARGANT, MEGA-GARGANT, MONSTER, HERO, KRAKEN-EATER								