

Chaos Siege Giant

	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Chaos Siege Giant	5	4	3	6	5	6	3	Special	10	Monster	1	275

EQUIPMENT

- Hooked blades, picks, chains, rage (hand weapon)
- Siege Armour

OPTIONS

- **Runes of Hate**25 points
Some Chaos Dwarf Daemonsmiths go further when encasing Giants in their siege armour, binding the metal with the hellish and twisted runes of Hashut which serve to push the weak and primitive mind of the Giant further into malignant insanity. A Chaos Siege Giant with Runes of Hate becomes subject to the Berserk Rage special rule (see the Frenzy special rule in the *Warhammer* rulebook, but note that the other rules for Frenzy do not apply). In addition, whenever the Chaos Siege Giant's player is called upon to roll for a random number of attacks, this result may be re-rolled. The second result must be used, even if it is worse than the first.
- **Scaling Spikes** 10 points each
A Chaos Siege Giant's armour can be fitted with scaling spikes and hooks and chains to aid the army's assault against fortifications, and these may prove useful even if the Chaos Siege Giant perishes in the attack. If a Chaos Siege Giant with this upgrade perishes and falls over an obstacle such as a moat, ditch or wall (ie, with the Falling Giant template lying across it), either leave the template in place or otherwise mark the obstacle, which now may be crossed by the player's forces as clear ground. Additionally, if the Chaos Siege Giant dies at the foot of a building or fortification, allied models assaulting any garrison across the location of its body (see previously) gain a special +1 bonus to their Combat Resolution.

SPECIAL RULES

Large Target, Terror, Stubborn & Immune to Psychology.

Siege Armour: Chaos Siege Giants are encased in massive plates of iron and bronze armour inches thick, alternately strapped, nailed and fused into their flesh. This, coupled with the Giant's bulk, makes them all but impervious to arrow fire, although it proves less effective against a foe brave (or foolish) enough to get in close enough to attack the Chaos Siege Giant's less protected thews and vitals. The Giant has a 5+ Armour save, which increases to 3+ against shooting attacks.

Fall Over: Chaos Siege Giants, thanks to the fact they are covered in iron plates hammered and bolted over their bodies, are even more unstable on their feet than 'unmodified' Giants. This can prove as dangerous to friend and foe alike when several tons of angry flesh and spiked metal comes toppling down!

A Chaos Siege Giant must test to see whether it will fall over if any of the following apply:

- If it is beaten in close combat. Test once combat results are determined but before a Break test is taken.
- If it is fleeing at the start of the Movement phase.
- When it crosses an obstacle. Test when the obstacle is reached.
- If the Chaos Siege Giant decides to Flail and Crush an enemy. Test immediately beforehand.

To see if a Chaos Siege Giant falls over, roll a D6. On the roll of a 1 or 2, the Chaos Siege Giant falls over. A slain Chaos Siege Giant falls over automatically.

To determine in which direction the Chaos Siege Giant falls, roll a Scatter dice. Place the Fallen Giant template with its feet at the model's base and its head in the direction of the fall. The Fallen Giant template is a special shaped template which otherwise uses all the template rules from the *Warhammer* rulebook (so any models lying completely or partially under it are automatically hit).

A model hit by a falling Chaos Siege Giant takes a Strength 7 hit that has the Multiple Wounds (D3) special rule. If the unit is in combat and the Chaos Siege Giant has fallen over while attempting to Flail and Crush, wounds inflicted by the falling Chaos Siege Giant count towards combat resolution.

A Chaos Siege Giant that falls over automatically suffers one wound. If the Chaos Siege Giant is in combat, then this wound counts towards combat resolution.

Once on the ground (you may lie the model down if you wish), a Chaos Siege Giant may get up in its Movement phase, but may not move that turn. Whilst on the ground a Chaos Siege Giant may not attack, but can still defend itself after a fashion so the enemy must still roll to score hits on it. If forced to flee whilst on the ground the Chaos Siege Giant is slain – the enemy swarm over it and cut it to pieces, stabbing through the chinks in the Chaos Siege Giant's armour. If the Chaos Siege Giant gets the opportunity to pursue its foes whilst on the ground, it stands up instead. A Chaos Siege Giant may attack in close combat as usual on the turn it stands up.

Chaos Siege Giant Special Attacks: Chaos Siege Giants do not attack in the same manner as other creatures, being too large, fractious and in the case of the Chaos-tainted and mutilated Siege Giants, too insane to carry out a coherent plan of attack. In order to determine what a Chaos Siege Giant does in each Close Combat phase, pick a unit in base contact with it and roll a D6, applying the result shown on one of the following tables. Which table you use depends on the size of the Chaos Siege Giant's victim. When fighting characters who are riding monsters, decide whether to attack the rider or mount before rolling on the table.

BIG THINGS CHART

Use this chart when fighting Monsters, Monstrous Infantry, Monstrous Cavalry, Chariots, War Machines and anything else with the Large Target special rule (except buildings) and characters riding any of the above.

D6	Result
1-2	Legbreaker!
3-4	Smash with Pick
5-6	'Eadbutt

MAN-SIZED OR SMALLER THINGS CHART

Use this chart when fighting anything not covered by the Big Things chart.

D6	Result
1	Yell and Bawl
2	Smash with Pick
3-4	Flail and Crush
5-6	Ripping Blades

Legbreaker!: The Chaos Siege Giant targets the legs of its outsized enemy with its Ripping Blades and Pick, tearing open hamstring muscles, severing limbs and slamming their foe into the ground. The Giant targets a single enemy model in the target unit that is in base contact. The Chaos Siege Giant and its victim then both roll a D6 and add their Strength, and for each point by which the Chaos Siege Giant beats its victim's score, it inflicts D3 automatic wounds with no armour saves allowed. In addition, regardless of the result, any models other than the Chaos Siege Giant inflicting the attack in base contact with the victim must pass an Initiative test to get out of the way or suffer an automatic wound from the struggling foes!

Smash with Pick: The Chaos Siege Giant brings down its pick on the head of its unfortunate victim, leaving little but a bloody red smear. The Chaos Siege Giant's player chooses a single target model from the enemy unit that it is in base contact with. The target may attempt to avoid the blow by passing an Initiative test. If the test is failed, the model suffers 2D6 wounds with no Armour save allowed. If a double is rolled, the Chaos Siege Giant's pick has embedded itself in the ground and it cannot attack at all in the following round of the same combat whilst it yanks it free.

'Eadbutt: The Chaos Siege Giant targets a single enemy model from the target unit that is in base contact with it, automatically inflicting one wound with no Armour saves allowed. If the victim is wounded but not slain, then the victim is dazed and loses their subsequent attacks. If the victim has not yet attacked in the combat round, they lose their attacks this round, or if they have already attacked, then they lose all their attacks in the next round instead.

Yell and Bawl: The Chaos Siege Giant bellows and howls at the enemy in an inarticulate but utterly terrifying tirade of abuse. Neither the Chaos Siege Giant nor models in base contact with it fight if they have not already done so this round. The Chaos Siege Giant's side automatically wins the combat by 2 points. If both sides have a Giant that Yells and Bawls, the combat is a draw.

Flail and Crush: Being too heavy to jump up and down as a normal Giant can, when moved to a frenzy of violence the Chaos Siege Giant however does its best to mash anything close underfoot and flails blindly with its oversized weapons. First test to see if the Chaos Siege Giant falls over (see previously), with any wounds caused if it does counting towards the combat result. If the Chaos Siege Giant remains on its feet, select a target unit in base contact. That unit sustains D6 Strength 8 automatic hits. Resolve wounds and saves as normal as the armoured bulk of the Chaos Siege Giant batters them into the ground.

Ripping Blades: Equipped with massive hooked blades or oversized flails mounted on bundles of chains, Chaos Siege Giants are equally at home smashing apart buildings and fortifications as they are sweeping mere mortals into a jumbled heap of torn flesh and broken bones. The Chaos Siege Giants' enthusiasm however can sometimes mean they prove more dangerous to themselves than the enemy.

Select a target unit in base contact. That unit suffers 2D6 Strength 6 automatic hits – resolve wounds and saves as normal.

If a double 6 is rolled, as well as inflicting 12 hits on the enemy, the Chaos Siege Giant must immediately test to see if it falls over. Any further damage done in this way counts towards combat resolution.

If a double 1 is rolled, something very unfortunate has occurred. If this has happened no damage is inflicted on the enemy unit. Instead the Chaos Siege Giant suffers D3 wounds (no saves) and immediately falls over (the chain has wrapped around its neck, they've managed to stab themselves or something equally unpleasant has occurred). Any wounds caused by the fall count towards combat resolution as usual.

Wall-Ripper: A Chaos Siege Giant may always choose to attack and destroy buildings regardless of the scenario (see page 399 of the *Warhammer* rulebook and use the Watchtower description for fortified buildings where appropriate), and may always choose to assault the building even if it is occupied, potentially bringing it down on top of any unlucky garrisoning troops inside. A Chaos Siege Giant always attacks a building with the Smash with Pick attack and need not roll for a random attack type.