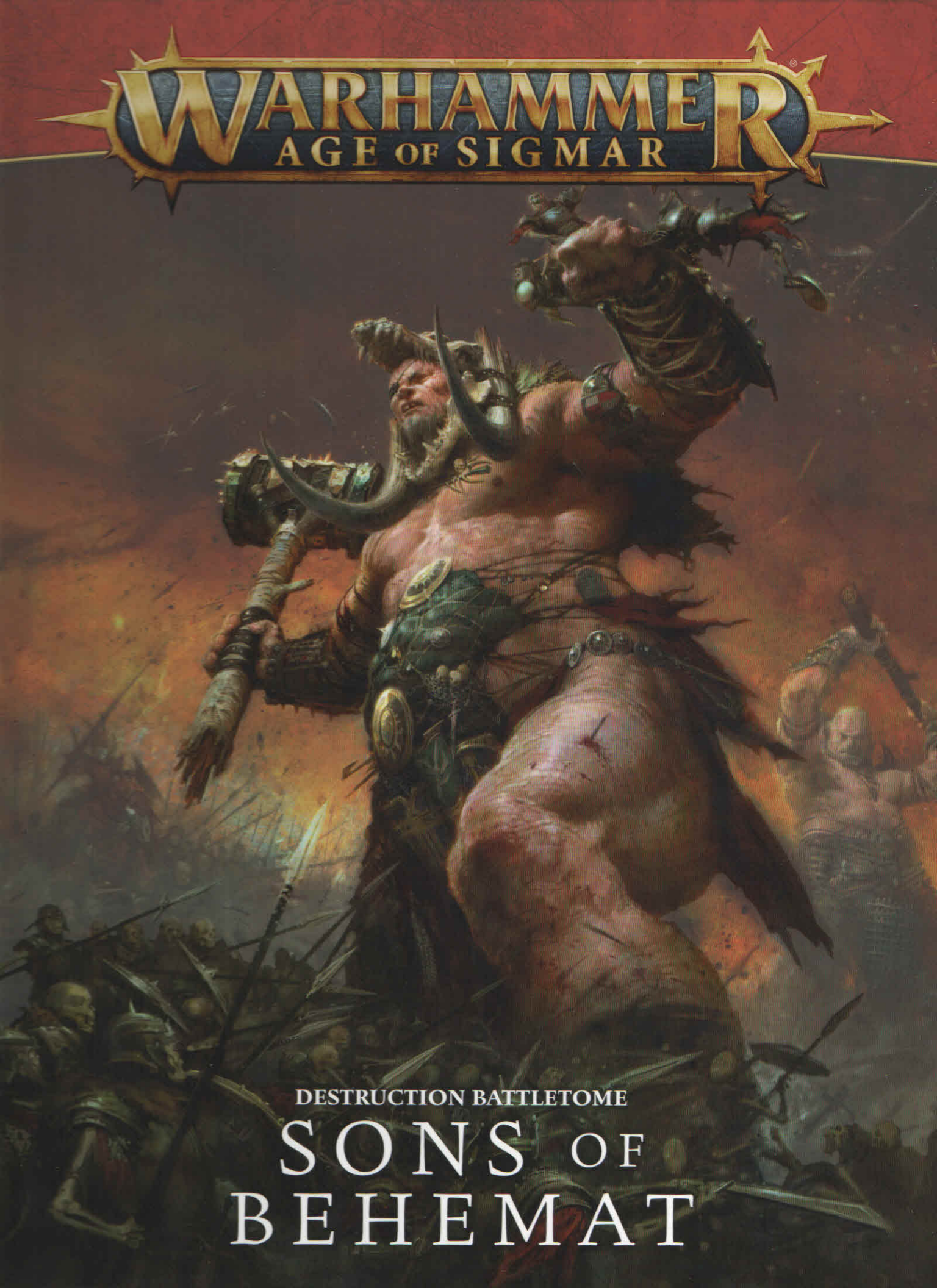


The background of the cover is a dramatic, low-angle illustration of a massive, muscular warrior, likely a member of the Sons of Behemat. He has a large, curved horn on his head and is wearing a dark, spiked collar. He holds a large, ornate mace in his right hand and a severed head in his left. The scene is set in a dark, smoky environment with other warriors visible in the background. The overall color palette is dominated by dark reds, oranges, and greys, creating a sense of intense battle and destruction.

WARHAMMER

AGE OF SIGMAR

DESTRUCTION BATTLETOME

SONS OF BEHEMAT

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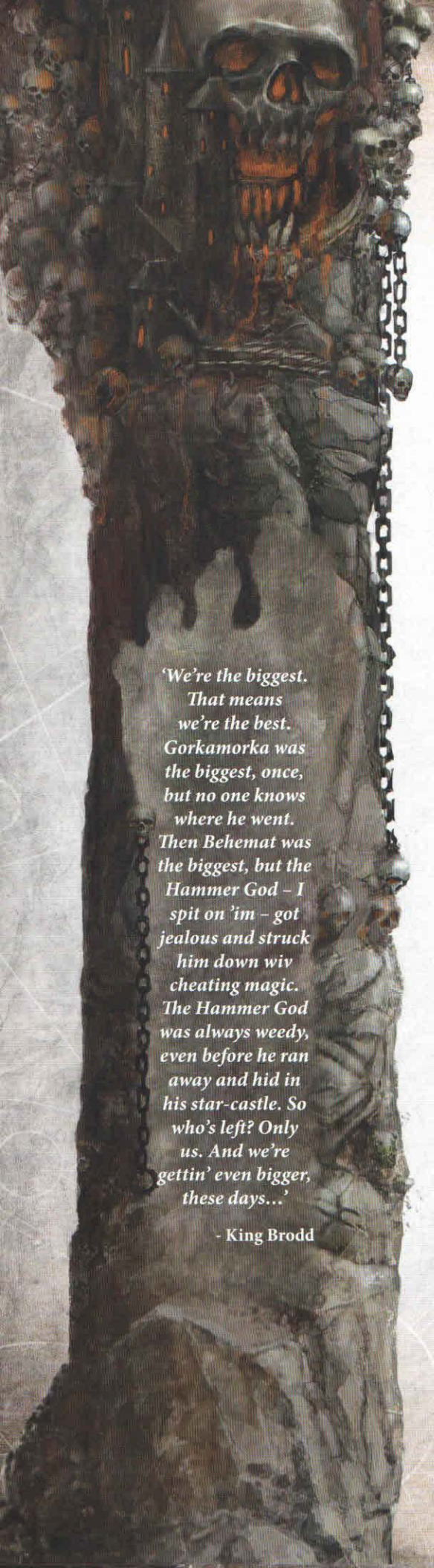
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SPAWN OF THE WORLD TITAN

When the Sons of Behemat are on the stomp, everything else would be well advised to duck and cover. These towering louts are a threat across the Mortal Realms – and with the Era of the Beast sending them into a frenzy, the gargants are more dangerous than ever before.

The Sons of Behemat are natural disasters on legs. When these gargants are abroad, lands are trampled flat, cities demolished and armies savaged – and this is assuming the belligerent titans are simply acting out of passing fancy. Should the gargants' ire truly be raised, there is little one can do but flee. Like brutish children stamping on a nest of ants, the Sons of Behemat crush their foes into oblivion with monstrously carefree abandon, guffawing in oafish delight at the suffering and terror of the small.

Gargants have been around since the Age of Myth, filling their days with sleeping, eating, belching, more sleeping, more eating and regular bouts of fighting. Their view of the smaller races is uncharitable to say the least: to them, all 'pipsqueaks' are largely indistinguishable and equally contemptible, deserving only to be treated as convenient snacks or pushed around on a loutish whim. Rare indeed is the gargant with an iota of respect for anything they consider weaker than themselves. For every titan who wishes only to be left alone or who might be negotiated into fighting as a mercenary, there are plenty who will dole out a good kicking at the slightest provocation.

A gargant's life is rarely easy. Their size leaves them constantly exposed to the elements and wracked by hunger, and their migratory paths lead through regions lost to darkness. But when they spy conflict in the

distance, these aches and pains fade, replaced by an urge to revel in their strength, feed upon panicking pipsqueaks and laugh as blades, arrows and even magical bolts rebound harmlessly off their leathery flesh. While the earth-shaking tread of a gargant is impossible to miss, so single-minded are they that they are difficult to avoid if they intend to catch their prey. When one of these behemoths crests the horizon, scooping up boulders and hurling them like a living trebuchet before lumbering headlong into the fray, utter devastation soon follows.

Despite their (admittedly well-earned) reputation for being sluggish in terms of thought, gargants possess a surprisingly deep tradition of storytelling. This sprawling mythos is maintained by their tribal matriarchs and embellished with each recounting – gargants are easily bored and accept that the truth is whatever the biggest of their number claims it to be. Central to many of these stories is Behemat, their legendary forefather, a zodiacal godbeast known as the World Titan whose knuckles were said to rival mountains and whose head scraped the clouds. To understand the gargants, one must understand Behemat. He was everything they aspire to be, so large and powerful that only the gods could check him when he decided to go on the stomp.

Aside from Behemat, only one being commands the general reverence of the gargants:

*'We're the biggest.
That means
we're the best.
Gorkamorka was
the biggest, once,
but no one knows
where he went.
Then Behemat was
the biggest, but the
Hammer God – I
spit on 'im – got
jealous and struck
him down wiv
cheating magic.
The Hammer God
was always weedy,
even before he ran
away and hid in
his star-castle. So
who's left? Only
us. And we're
gettin' even bigger,
these days...'*

- King Brodd

Gorkamorka, god of the primal wilderness. For all that his atavistic presence is stamped onto their consciousness, few gargants can agree on exactly what form Gorkamorka takes. While some maintain that he is a twin-headed orruk of vast proportions, others describe him as a pair of huge, warty, hobnailed feet, one of which is stompy but kicky while the other is kicky but stompy. The nuances of gargant theology are forgotten, however, when the primordial energy known as the Waaagh! – riled up by Gorkamorka’s greenskin children – begins to accumulate. Gargants are prone to getting carried away by this wave of battle-lust, and once they are lost on the warpath, they are all but impossible to stop.

For years, gargantkind has been leaderless. Behemat is dead, murdered by the storm-god Sigmar. The realms are overrun by Chaos, and Gorkamorka has not been seen for centuries. As if in response to this power vacuum, the strongest gargants have been growing at an exponential rate. These Mega-Gargants are able to batter their smaller mates into a rough semblance of an army before unleashing them against anything that earns their displeasure.

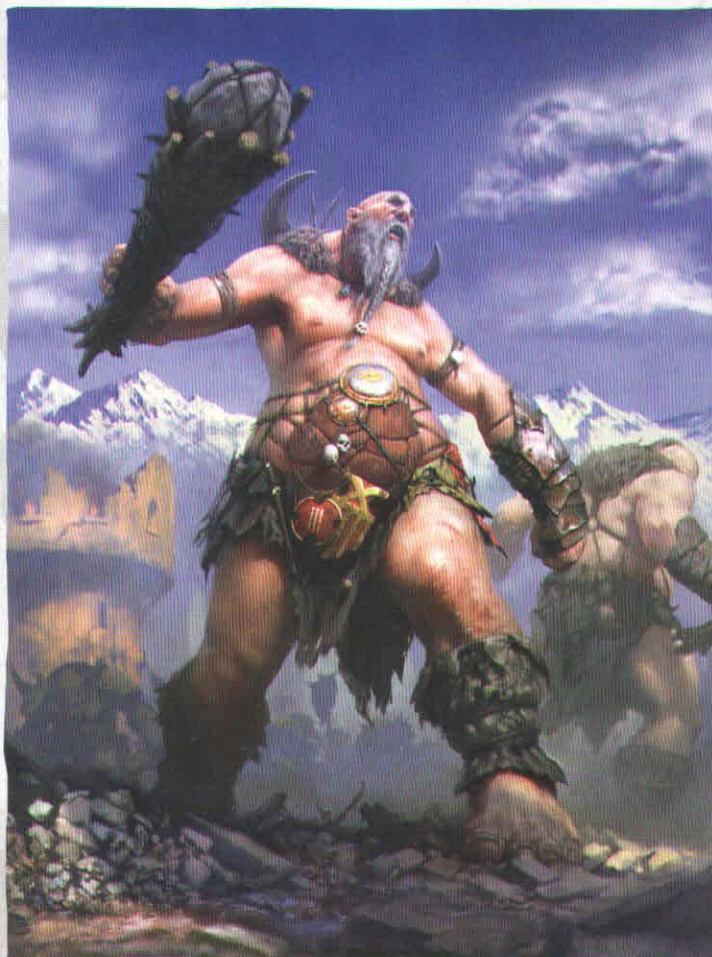
In the Era of the Beast, the gargants march in time with the thudding of the Great Stomp, that primal heartbeat that sees the cosmos shudder with escalating fury. The return of the land-shattering Earthquake God Kragnos has only heightened the titans’ frenzy, while Mega-Gargant King Brodd now openly marauds across the realms, whipping up his kin into a furore and swearing vengeance upon Sigmar. Now the gargants believe it is time to prove, once and for all, that might makes right. Any who defy them deserve nothing more than a horrific, crushing death.

Jengar Frain collapsed against a half-toppled wall. Heat clawed at the Freeguilder’s throat, though the ice in his guts left it a distant sensation. The titans had breached the storehouse, and spilt alcohol had mixed with toppled braziers to spark an inferno. Now the outpost of Ember’s End was ablaze and Frain’s kin were burning corpses. Sheer horror prevented him from dwelling on that. It was not as if he was likely to last much longer.

A shape loomed out of the darkness, accompanied by distant, brutish whoops and the explosion of the outpost’s Steam Tank. As the king of the behemoths stepped into the flamelight, Frain was vaguely aware of his bowels unclenching. Its bulk blotted out the smoke-wreathed sky. Its waist was hung with trophies and half-decayed corpses. Its body was marked with whirling tattoos, while its beard blazed with cinders. Creatures clambered over the titan, cackling at the destruction. The gargant did not seem to notice them, no more than it noticed how a swing of its club shattered a nearby chapel.

Rationality smothered by primal dread, Frain chose violence. Screaming, he fumbled for the flintlock at his belt. The monster only had one good eye. Perhaps—

The gargant stepped forwards and reduced Frain to a bloody smear without even realising it.



MIGHT MAKES RIGHT; MIGHTIER MAKES RIGHTIER

FATHER OF GARGANTS

While gargantkind has nothing in the way of records or histories, they are known to memorise vast tracts of legends, which they use to contextualise the cosmos they find themselves within. Many of these tales relate to their godbeast forefather Behemat, his travels across the realms and his deeds of infamy.

As the gargants tell it, their primogenitor Behemat grew from a stone lodged within the valley-sized intestines of Ymnog, the Grandfather of Gargants. Having swallowed a sky's worth of comets, drank fully half of the First Ocean and cracked a stretch of Ghur to such an extent that it would for evermore be known as Ymnog's Trample, this titanic godbeast – a figure of awe and terror even to gargantkind – settled down to sleep, his drool forming rivers. This was the opportunity that Behemat was waiting for. Desperate to escape, he and his siblings Gorg and Ama-Gorag had

brewed a vast lake of moonshine within the marshland of their father's guts, so foul and potent that even Ymnog was forced to retch them up as he slumbered.

However, while Behemat made a dash for freedom, his brothers – who had both partaken of the moonshine – began to drunkenly brawl across Ymnog's tongue. As the godbeast reflexively shut his mouth, Behemat's siblings were swallowed back down, and only the World Titan escaped. He furiously hammered at Ymnog's teeth to no avail, the fangs splintering to form the first mountains of the realms.

From this origin, the gargants have spun countless other stories of Behemat's feats, many relating to the World Titan's legendary rivalry with Gorkamorka. For decades, the Twin-Headed God agreed to serve as monster hunter to Sigmar's Pantheon, leaving bestial corpses stacked in his wake and opening up new frontiers for civilisation. Gradually, however, he had grown dissatisfied. Mocking taunts in the back of his twin minds named the proud god as nothing but Sigmar's hound, granted only enough of a leash to do as the Hammer God desired before being reined in once more.



COME AND 'AVE A GO THEN, RUNT

This was all the more grating when Gorkamorka considered the carefree life of Behemat. Once, he and the World Titan had been fast friends, united by a love of mindless violence. As time passed, however, Gorkamorka grew jealous of Behemat's freedom. The godbeast was beholden to none save himself, while the Great Green God was bound to the whims of Sigmar's Pantheon – an assemblage of former mortals granted power enough to be considered divine but not natural, elemental gods in the fashion of Gorkamorka. Though his frustrations with the pantheon would eventually boil over with catastrophic effect, for now, Gorkamorka vented his mounting displeasure upon Behemat, subjecting his champion to increasingly difficult challenges that the World Titan's towering ego would not let him decline.

When Gorkamorka gulped down the contents of Hysh's Gleaming Bay and watched as the waters that flooded back in destroyed the port-city of Omnitopia, he challenged Behemat to replicate this deed. So did the World Titan set off to find a means of submerging a city; in doing so, he accidentally tripped over the wrinkly bit of a fjord and belly-flopped into the Girdlesea with enough force to cause a tsunami and drown the aelven city of Araxia. This, the gargants claim, is why many pointy-ears still live beneath the waves.

A similar story is found in the Great Parch. After Gorkamorka slew a nest of rampaging gigadroths, he challenged Behemat to block the supervolcano known as Vulcatris's Lair from which the creatures emerged. The World Titan accomplished this by ripping the top off Mount Krolosid and using it to plug the volcano's caldera. When a horde of angry duardin spilled out from the mountain, Behemat stomped

them so flat that even their descendants have not recovered their former stature.

Further tales tell of how Dracothion the Great Drake once sought to wreak vengeance on Gorkamorka for past misdeeds and bombarded him with a rain of meteors – though these only pockmarked the god's hide. Gorkamorka bet Behemat that he could not endure a similar barrage. The World Titan climbed atop the highest mountain of Azyr to bellow a stream of thankfully unrecorded invective at his fellow godbeast. While Behemat took the first retaliatory meteors well, eventually the impacts became too much, and he was forced to bat the celestial missiles away. Where they struck Dracothion, his scales fell as a silver meteor shower. Some coalesced as the saurian Seraphon, while others landed upon the mountains of Ghur, absorbing the soul of that realm until they transformed into the winged Draconith.



Another time, Gorkamorka fell out with himself, splitting into the brutal (but kunnin') Gork and kunnin' (but brutal) Mork. A tribe of greenskins who favoured Mork tried to menace Behemat by jabbing him with poisoned spears, causing the gargant to puke up a pungent stream of vomit that washed the creatures away and settled as stinking mires. To this day, the cleverest orruks still live in these swamps, and until recently, they have been afraid to come out and face Behemat's spawn.

Gorkamorka's final challenge was the greatest of all. In a voice that shook mountains and sky, he bade Behemat defeat Sigmar in combat – something not even the Great Green God had achieved. Armouring himself with stone ripped from the flanks of the Nevergreen Peaks, Behemat stomped across Ghyran, crushing cities without care and howling insults to the Hammer God. It was a challenge that proud Sigmar could not refuse.

Amidst the Great Storm of Verdia, God-King and godbeast clashed. Legend tells that their spilt blood formed the waterfalls of the surrounding mountains and that the nearby forests were so terrified that they still shiver whenever the heavens roar overhead. Mighty as Behemat was, even he could not defeat the lord of the tempest. At last, Sigmar struck him a blow to the chin that could have cracked open the realms. Still the World Titan lived, but there was no fight left in him. Teetering and tottering, he staggered in a daze to the Harmonis Veldt. There, Behemat fell like a colossal oak, impacting the earth hard enough to become embedded in the crust of Ghyran and shake the realm so thoroughly that its place in the cosmos was forever subtly shifted.

For millennia, Behemat lay unconscious. New lands grew over his slumbering form until he was one with the realm itself. Few knew that the earthquakes that rocked the region were the result of Behemat's dreaming snores. Yet one breed of inhabitants was aware: the gargants themselves. It is said that Behemat's last act before passing out was to vomit forth the first of his spawn, just as he had once crawled from Ymnog's maw. While some gargants remained in the Veldt to guard their sleeping sire, others quickly began to spread across the realms, stamping their way into history.

A GODBEAST FALLS

As Behemat slumbered, gargantkind spread far and wide across the Mortal Realms, carving out their stomping grounds and terrorising the pipsqueaks. But though many of the gargants sought lives of solitude, they were not immune to the tribulations of the realms – and these were to mark their race for evermore.

As the Age of Myth began to crack and tarnish, the gargants had become a fixture in the bestiaries of the Mortal Realms. Even those societies who had no legends of Behemat's feats could point to at least one encounter with the louts over the centuries, and rarely did these tales lack for violence. While not as endlessly belligerent as the greenskin races – at least, when raw Waaagh! energy wasn't rattling through their skulls – it was known that gargants were a temperamental breed with immense destructive potential, best appeased or avoided.

This suited the gargants well. As Sigmar's Pantheon crumbled from within and seeds of evil blossomed throughout mortal civilisations, the children of Behemat continued on in blissful ignorance, sleeping where they wished, eating what they desired and lashing out to cause some havoc when it suited them. From Hysh to Ghur, Ghyran to Aqshy, the gargants claimed their stomping grounds and became part of the landscape – in some cases, where the titans slept most deeply, quite literally.

But even the gargants were not immune to the darkness that was soon to wash over creation. While they may have ignored the strife gradually taking over the societies of the little 'uns, there were beings lurking beyond the veil that looked on with great interest. These were the Gods of Chaos, malignant entities formed from the sins of mortalkind, and they wished to claim the realms for themselves. With subtle manipulation and whispers in the night, they had driven wedges between the gods of Sigmar's Pantheon and planted

corruption in the hearts of their worshippers. As strange cults and barbaric rites took root, it was inevitable that things would reach a critical mass – and, eventually, they did just that. With a howl of diabolic triumph, daemonic legions tore down the walls of reality and spilled into the realms. The Age of Myth perished in flames, and the Age of Chaos began.



As the Mortal Realms burned, the gargants' independent streak did not exempt them from suffering. The daemons were just as bloodthirsty as any of Gorkamorka's followers (if anything, often more so) and their numbers were effectively endless. Many gargants were overrun by the hordes of ruin or were driven to join them in assailing the walls of civilisation. Others turned nomadic, trying to stay ahead of the armies of unreason. Most gargants had no conception of the spiritual danger posed by the daemons, nor would they have cared. They did, however, recognise the physical corruption inflicted upon the realms, and many of the titans – who held an instinctive respect for nature so long as it did not challenge their primacy – turned even surlier as a result.

For five centuries, the Age of Chaos raged. For the gargants, however, the greatest price would not be paid until the breaking of Sigmar's Tempest. As the Stormcast Eternals

struck across the realms, Behemat's resting place was seething with infection, for Nurgle – the Father of Plagues – was obsessed with making Ghyran an extension of his own vile garden. Yet there was a second, more nefarious purpose behind this contamination.

Archaon the Everchosen had long known of Behemat's resting place and had used arcane pestilences to both weaken the sleeping godbeast and slowly corrupt the Harmonis Veldt into the filth-encrusted Scabrous Sprawl. Following these blights came the verminous skaven and their parasite-engines, whose huge warp drills burrowed into Behemat's nerve clusters and sent him writhing in unconscious agony. Archaon's plot was to awaken the World Titan, ensorcell him through sinister means and use the godbeast to smash the sealed Gates of Azyr, granting his armies access to Sigmar's so-far inviolate realm. While the gargants of the Scabrous Sprawl resisted the invading Chaos forces, they could do little to stop them alone.

The events that followed have been overtaken by allegory and myth. Only those who were there that day can speak with confidence about the fall of Behemat. Suffice it to say that the Stormcasts struck at the Sprawl, intent on thwarting Archaon's designs. The gargants of the neighbouring swamps, led by their ruler Brodd, were willing to assist, for they recalled legends of Gorkamorka and the Hammer God's former pact. These gargants were thus in a prime position to watch as, at the climax of the conflict, the lands shook and split and the immense form of Behemat at last began to rise – and was immediately struck dead by

the Celestant-Prime wielding the spears of divine lightning known as the Twelve Great Bolts.

Behemat's demise was sensed by every gargant. In some cases, this manifested as a strange, brooding melancholy that they could not explain, while in others, it was felt as a fury that could only be satiated through carnage. Yet the godbeast's fall also prompted a secondary, altogether more dire phenomenon. As the decades passed, the most powerful gargants swelled in stature, reaching ever greater extremes of size and strength as they fed both literally and figuratively on savage battle. These Mega-Gargants were unlike any that had come before. Many were compelled to unconsciously echo their forefather's legendary deeds, whether destroying cities

through the avalanches generated by their stomping tread or hunting down the most fearsome monsters to bludgeon senseless.

Gradually, a theory began to develop amongst the children of Behemat, grunted in hushed tones around the campfires: there must always be a World Titan, and just as Behemat once supplanted Ymnog in infamy, one day a gargant would grow to such a scale that they would rank amongst the godbeasts. Naturally, almost every gargant thought that they were destined to inherit this role, and they were determined to prove themselves the only way they knew how – through violence.

As Nagash's Necroquake ravaged the realms and the time of magical instability known as the Arcanum

Optimar began – eras that affected the gargants less than they did other races, for the brutes had little interest in spellcraft beyond occasionally trying to kick the lingering arcane constructs that now roamed the realms – the gargant tribes grew in power. With the armies of the dead battering at their doorsteps, mortalkind had little thought to spare for the rampages of these clans. Any who sought to warn of a palpable escalation were ignored or else told to set their concerns aside until the immediate crisis had passed. As a result, when the thumping psychic drumbeat known as the Great Stomp began to draw Behemat's spawn to the volatile realm of Ghur en masse, few paid it any attention. It was an error that was to carry deep ramifications for the gargants' enemies.



THE HAMMER GOD'S GONNA GET IT

THE GREATEST STOMP

As the Era of the Beast began, the gargants were energised to a ferocious degree. The wrathful energies of Ghur deepened their lust for violence and expedited their growth further. Alongside them stomped another titan born of myth: the trampling, snarling Earthquake God known as Kragnos.

The gargants listened to pipsqueak tales of the Soul Wars with some bemusement. For them, the 'Sole Wars' had begun when they learnt that jumping on the spiked armour of Chaos Warriors played hell with the undersides of their feet. But while they paid little attention to Nagash's machinations, Behemat's spawn could not ignore the howl that Ghur soon unleashed. The Realm of Beasts had always been temperamental, pulsing with animalistic fury, and the taint of Chaos and assault of the Necroquake had incensed it further. Now, as Nagash's influence receded and the power of life was magnified in its place, the realm snapped. Like a wounded animal lashing out, the wellspring of primal magic at Ghur's core burst its banks, stoking savagery within mortals and base monsters alike.

Even before the Era of the Beast, many gargants had been trekking to Ghur. They followed a primal thumping in their skulls, one that granted no rest until it was heeded. Wild rumours flew about as to the cause of this. Some gargants claimed that Gorkamorka had once more taken on physical form and that he was summoning the offspring of his former champion to his side. Others looked to the undead still milling around and proposed a radical notion – that some magic-botherer had done the unthinkable and raised the spirit of Behemat from the Stomping Grounds Beyond. This claim, fed by tales of huge spectral feet seen on the horizon, deeply disturbed several gargant clans, who diverted towards Shyish intent on finding those responsible and giving them a good clobbering.

For those who reached Ghur, their questions were answered when a series of cataclysmic tremors saw Twinhorn Peak suddenly split open. From within that prison of rock emerged an ancient figure, a god of elder days long sealed away: Kragnos, the Living Earthquake. The last of the centauroid Drogrukh, Kragnos was outraged to see that the former lands of his people had been devoured and that over them now rose the resurgent civilisation of Sigmar. Before long, the End of Empires was marching on the city of Excelsis, and at his back came hordes of wild beasts drawn in by his aura of primal majesty.

Amongst these creatures were the gargants. To many, Kragnos was the apotheosis of all they valued. They watched in awe as his titanic

GIVE 'EM A GOOD KICKING



hooves shattered the earth and ripped open huge chasms, and some even believed him to be Behemat reborn – or, in the most extreme cases, more powerful than the World Titan ever was. While Kragnos had no love for Behemat's children, he tolerated the earth-shaking Mega-Gargants better than he did most creatures that insisted on following him. Admittedly, some gargants became so enthusiastic about Kragnos' return that they could not help but express it through violence, and the End of Empires was forced to put down a seemingly endless stream of gargants that came charging out of the hinterlands looking to brawl with him.

Not every gargant was so approving of Kragnos. While all could respect his size and strength, the Earthquake God had been sealed away long before their race was born, and he could never truly grasp what it was to be a gargant. He would never be Behemat (he did not even have feet) and to treat him as such was

a betrayal of their ancestor. Chief amongst these critics was King Brodd, who, though approving of Kragnos' attacks upon Sigmar's cities, viewed the Drogrukh as a false idol. Brawls between pro- and anti-Kragnos tribes slowly became more commonplace and vicious. Many Beast-smashers, who claimed to be possessed by the spirit of Gorkamorka, viewed Kragnos as the ultimate challenge and vowed they would not return to their tribes until they had claimed his horned head.

Even as this battle of ideals intensified, Sigmar's Dawnbringer Crusades had begun to march out, seeking sites of geomantic power upon which to found their outposts. Often, such nexus points lay in gargant-claimed lands; although they had no real understanding of these natural energies, they could still sense them on a primal level, like tallowmoths drawn to an open flame. Behemat's children watched first with confusion, then with mounting outrage, as pipsqueak

settlers arrogantly moved into their territories. The pounding wrath of Ghur had made it difficult to get any sleep even before this intrusion, and the Dawnbringers stoked the gargants' ire further by competing with them over local prey-beasts and clearing stretches of respectably huge trees. Gargant attacks became increasingly common, and some outposts seemed to disappear overnight, stamped into oblivion by the titans.

That said, the more forward-thinking gargants recognised that the crusades meant an almost constant stream of food was marching right to their doorsteps. The most cunning did not immediately trample these intruders; instead, they waited until a settlement was established and reinforced before crushing it to rubble and feeding on its larger populace, snatching up guardian idols to use as crude clubs. If the worshippers of the Hammer God were so eager to become meals, then the sons and daughters of Behemat would oblige...



A LAND OF TITANS

While gargants can be found causing carnage across the Mortal Realms, Ghur has long been acknowledged as their spiritual home. Here, the creed of 'might makes right' holds full and terrible dominion, and the descendants of the World Titan never miss a chance to literally stamp that truth onto the land.

While the gargants maintain that they first crawled from Behemat's maw in Ghyran, their race is most numerous in Ghur, the Realm of Beasts. Ghur is defined by the dichotomy of hunter and hunted, and this applies to more than just creatures of flesh and blood. Churning oceans tear chunks from neighbouring cliffs. Claw-like promontories reach out to spear skulking islands. Forests lance their roots into the earth, sucking it dry of nutrients, while living mountains slowly grind across the plains in search of prey. Even the continental shelves themselves trade tectonic blows at a glacial pace. Countless fault lines have ruptured, spurring devastating earthquakes that have only intensified since Kragnos' return.

Ghur's greatest infamy, however, stems from its hyper-aggressive flora and fauna. From lupine Snarlfangs and dark-hearted gnarlocks to the embodiments of savagery known as Maw-krushas, everything in the Realm of Beasts has lethal potential. Alongside these are abundant clans of orruks, grots, ogors and gargants who instinctively sense the essence of Gorkamorka on the wind and in the rocks. Though Ghur suffered during the Age of Chaos, it is little surprise that the dark powers made less ingress here than elsewhere, for the realm and its inhabitants were, by their nature, ready to resist even the most fearsome invaders.

For the gargants, Ghur is a natural home. Its wide expanses offer space to wander without being disturbed; its valleys and caves are large enough that even a Mega-Gargant can usually find somewhere to doze in peace. Gargantkind's capacity

for slumber is legendary, and in places, these somnolent titans have become indistinguishable features of the lands, crusted over by parasitic mud. Ghurish mothers tell their children cautionary tales of travellers stopping overnight in what appeared to be a damp cave, only to be devoured as the gargant stirred in its sleep and its formerly slack jaws clamped shut.



To sustain its massive frame, a gargant must consume a prodigious amount of food. Thankfully, Ghur provides. Whether hunting rhinoxen through mountain passes or devouring tribes of Chaos-worshipping nomads, there is never a shortage of meat. Some gargants become quite attached to the creatures upon which they would normally prey, to the point of treating them as pets. It is not uncommon to see a band of gargants accompanied by a shaggy-furred mammoth, a twin-headed wolfhound the size of a Sigmarite chapel or, in coastal regions, huge crustaceans. Sometimes these beasts are even brought to battle, the gargants whooping in delight whenever their towering companions bowl over a pipsqueak formation.

More enterprising gargants look to the scattered outposts of civilisation to sustain themselves.

While these settlements are fiercely defended, the opportunity to loot their storehouses and feed upon the populace is well worth it. The tectonic instability of Ghur has already seen many frontier settlements collapse, and gargants of a lazier disposition are able to loot these fresh ruins if they are quick, though they must contend with other scavengers looking to claim the prize.

Gargants are natural vandals and leave trails of destruction wherever they go. Aspiring gargant hunters quickly learn to detect these telltale signs of their passage, which include (but are not limited to) deep footprints gouged from the earth, tribal cairns and henges clumsily knocked over, the half-eaten carcasses of megafauna showing signs of strangulation, and sacred lakes used for unmentionable purposes. There are also places where Behemat's children are known to gather and hold their raucous moots, which are best avoided by all rational folk. Ymnog's Trample – a series of impossibly vast craters believed by the gargants to have been created by their dreadful grandfather – is a holy site to many stomps, the flanks of each lake-sized depression ringed by stacks of crude tribute and their floors used to stage religious ceremonies (taking the form of immensely idiotic and dangerous games).

The Era of the Beast has shaken Ghur to its core. Its flesh cracks with endless tremors, opening new chasms for Behemat's spawn to explore or else collapsing old lairs and forcing them to migrate. Animals of all kinds have become increasingly belligerent, and on

THINK WALLS ARE GONNA SAVE YA, PIPSQUEAK?



the nights where the moon Gnorl Half-eaten eclipses its brother Koptus, the sky is cast a bloody red and waves of strange, bestial magic smother the land. Some gargants believe this to be the evil eye of Gorkamorka fixing on them after they failed to avenge Behemat, a curse that can only be appeased by trashing upstart civilisation.

Especially spiritual gargants speak of an awakening within Ghur and of strange entities sighted around the Krondspine Range and beyond. The metaphysics of these 'Incarnates' is irrelevant to Behemat's children; all they care about is that they are pieces of Ghur's soul and that they are formidable fighters. Some Incarnates are large enough to earn a gargant's respect, and several stomps have taken to curiously following these entities as they stalk the ley lines of Ghur, joining in whenever the Incarnates find hapless prey upon which to unleash their fury.

THE CREEPERS

The caverns in which the gargants make their lairs are far from uninhabited. The grotts of the Moonclans rule over swathes of this underworld, as do the vicious skaven and countless other monsters that lurk far from the light. One lesser known race of troglodytes are the Creepers. The origin of these odious little monsters is unknown, though it is undoubtedly highly unpleasant. What is known is that Creepers have infested the deep places since time immemorial and are largely blind. They are, however, remarkably dexterous. While some Creepers create surprisingly impressive art from pilfered loot and animal remains, most use this talent to ransack the camps of sleeping travellers after dark or claw out the eyes of predatory aggressors.

Though skittish by nature, many Creepers hunger to prove their self-proclaimed strength on the battlefield. They are emboldened by the gargants, who are seen as holy steeds sent by their strange subterranean gods. It is the Creepers who braid the hair of sleeping gargants, mark their bodies with warpaint and feast on the tasty parasites that infest their flesh. In turn, some gargants are willing to let the critters ride upon them to war – if they even notice their presence. In the Era of the Beast, more Creepers than ever yearn to leave their caves atop a gargant 'mount' or else have been forced out by the agitated monsters of the deepest caverns. Even King Brodd has his own troglodytic advisor – Zeg, the Creeper King – who has sworn eternal vengeance on Sigmar after a Stormcast accidentally squashed a juicy pear he had stolen to eat later.

THE STOMPING LANDS

To the Sons of Behemat, the Realm of Beasts is the physical embodiment of their own beliefs: that might makes right and, indeed, mightier makes rightier. Only the strong, the savage and the cunning may prosper here. While gargants may not often embody that latter trait, they command the former two in swathes...

In Ghur, nothing is permanent. While a landmass may become the alpha for a while, in time, it too will inevitably be beaten by a more ferocious rival. One need only look to the fate of shrivelled Donse to know that for true. At present, the greatest of Ghur's continents is Thondia, a land of towering peaks, harsh savannahs and festering bogs. Its immediate neighbours are Gallet, where windswept plains conceal shadowed chasms that are stalked by all manner of arthropodic horrors, and Andtor, a crumbling expanse of tundras and ice floes that harbours a deep bitterness. Other territories lie further afield, from the frozen wastes of Bjarl to the strange lands of Lendu, where living mountains battle for dominance.

If there is one thing all these terracotta-hued continents have in common, it is that they are infested with feral beasts – and amongst these, few are as potent as the gargants. Yet Ghur is not the only realm in which one might find Behemat's children. In Ghyran, the birthplace of gargantkind, many of the beasts still live amongst the forests and the fens, slumbering so deeply that they can be mistaken for moss-draped hills. Chemonic gargants sometimes threaten pipsqueaks into forging suits of huge, shiny armour for them, and there are even Azyrite gargants who have reconciled with the Hammer God and joined the Sigmarite faith. Yet on an instinctive level, every gargant feels a oneness with Ghur, and even those from far-flung lands embody its primordial savagery in many ways. This has only intensified since the Era of the Beast began to howl across the cosmos, seeing gargants of all breeds struck by a compulsion to journey to the realm, letting nothing – not even the cities of former allies and paymasters – stand in their way.

In the libraries of Sigmar's cities are crumbling bestiaries from the Age of Myth: the works of Dzanaster, Mordrigen, von Harte and hundreds of others. These figures attempted to compile volumes relating to the vicious flora and fauna of Ghur – though most were eaten days or even hours after setting out on their expeditions, hence the sheer quantity of such unfinished works. The gargants care not for such information; all they need to know is how to kill the megafauna they feast upon. In Bjarl, there are hardy gargants clad in furs who wield huge harpoons to spear the vast blubbery creatures that dwell along the fjords. In Gallet, Warstomper Mega-Gargants have learnt to shake the deep earth by jumping in place, forcing huge insectoids to scuttle out so they can be better whacked.

More communal gargants will drag their kills back to the lands claimed by their stomp, territories usually centred around a comfortable cave, isolated boneyard or rock formation that looks a little like Behemat if you squint. Others are entirely nomadic, journeying far and enduring whatever Ghur can throw at them with harsh rumbles of laughter.

GHURISH HEARTLANDS



KEY

	SIGMARITE METROPOLIS		SKAVEN UNDERCITY
	MILITARISED CITY		TAKER TRIBE
	SITE OF LEGEND		STOMPER TRIBE
	BATTLE OF LEGEND		BREAKER TRIBE
	REALMGATE		SMASHER TRIBE



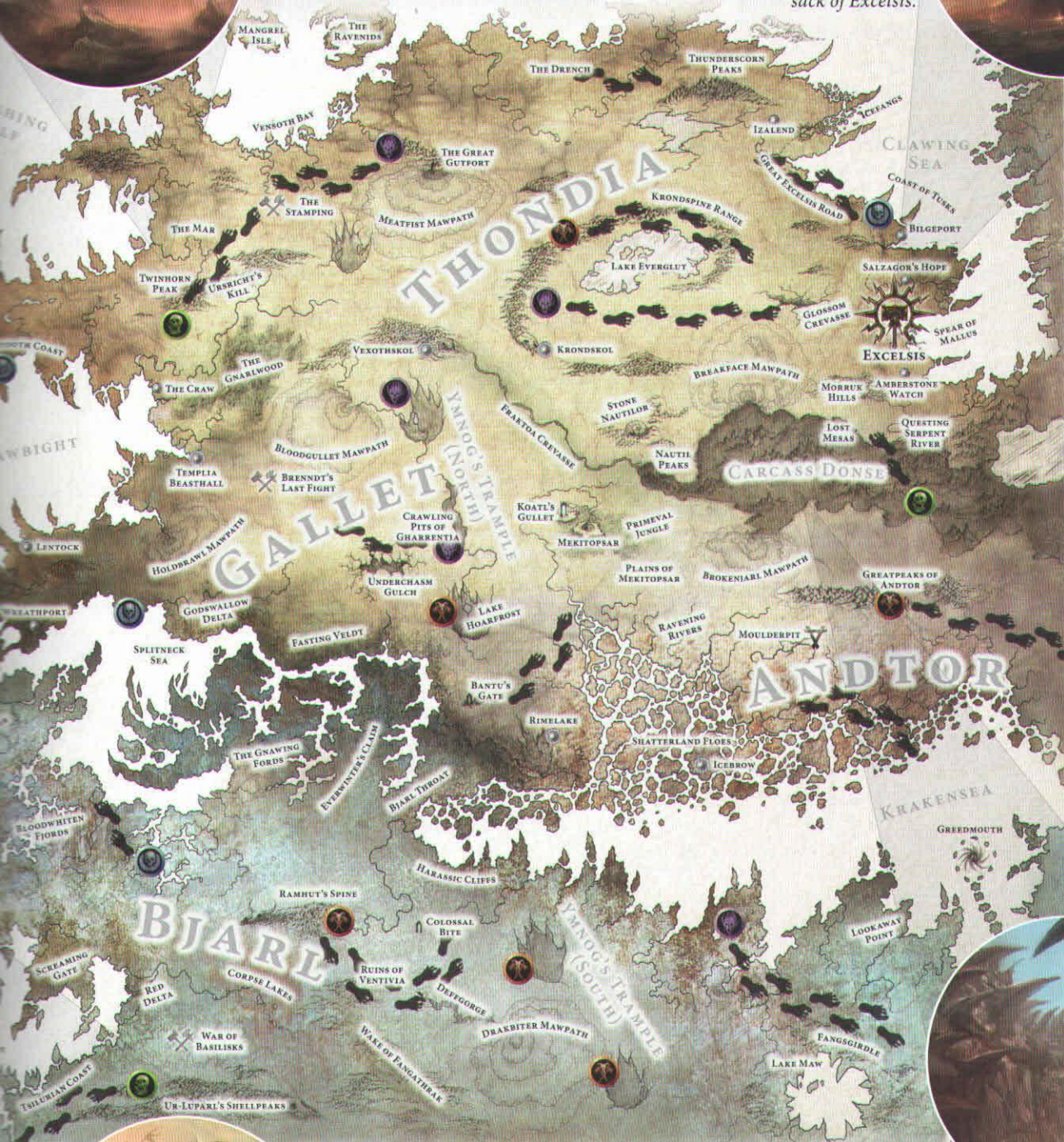
TWINHORN PEAK

Once the prison of Kragnos, gargants trek here to jeer at the ruin of a mountain.



EXCELSIS

Many a grasping Kraken-eater expanded their hoard during the sack of Excelsis.

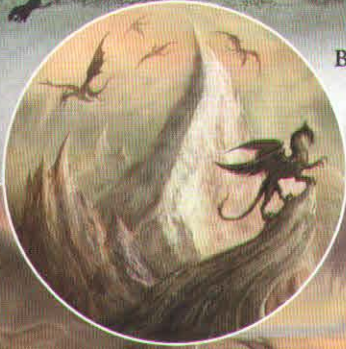


BEASTGRAVE

Even the gargants know to steer clear of the Beastgrave, for unsettling legend has long surrounded this place.

CARCASS DONSE

Donse may be dying, but still gargants flock here, spoiling for a fight.



STAMPED INTO HISTORY

Gargantkind's understanding of time can be broken down into three periods: 'stuff wot happened yesterday', 'stuff wot's happening now' and 'stuff wot ain't happened yet'. Beyond this simplistic view are numerous legends recounted by their elders, used to inspire the gargants to new heights of destruction.

● AGE OF MYTH ●

THE FIRST TITAN

At the beginning of time there is Ymnog, Grandfather of Gargants. His descendants claim that he walked the virgin clay of the realms, his feet so large that their indentations can still be seen across Ghur. According to gargant legend, it was from his drooling maw that Behemat emerged, and later tales recount how Ymnog was slain by Sigmar, this being the first of the Hammer God's crimes against the gargant race.

THE GREAT GREEN GOD

As Behemat wanders the realms, he finds kinship with another power. Gorkamorka, ancient god of the wilds, is impressed by Behemat's brawn and assumes physical form to travel at his side. Behemat soon becomes the right hand (or, perhaps more accurately, right foot) of the Twin-Headed God. However, when he reaches the Ghurish land of Rondhol, Gorkamorka falls foul of another godbeast: Drakatoa the Living Avalanche, a mountainous mass of amber infused with malign sentience. Against this elder entity, even Gorkamorka's brutal strength and low cunning are of no use, and he is soon swallowed whole. Behemat has wandered off by now and is nowhere to be seen.

It falls to Sigmar and his companion Dracothion to save Gorkamorka. The Man-God smites Drakatoa with a series of blows from his legendary warhammer. Wracked with storm energies, the Living Avalanche relinquishes Gorkamorka. Rather than express gratitude, however, the god is enraged at needing to

be saved. Knocking Dracothion unconscious with a blow from his club, Gorkamorka engages the Heldenhammer in a titanic duel. It is said that the two brawl for eleven days, their blows carving chasms in Ghur's flesh and drawing the creatures of the realm to watch in awe. On the twelfth day, the gods at last cease, laughing and clasping each other's wrists as worthy warriors. Gorkamorka agrees to join Sigmar's Pantheon and, for a time, finds contentment in leading his hordes to hunt dangerous beasts across the realms.



THE DEEDS OF BEHEMAT

As the Age of Myth grinds on, a spark of jealousy ignites in Gorkamorka's heart. Driven by whispers in the night, he has grown frustrated serving as Sigmar's monster-killer, especially as Behemat is still free to roam as he pleases. Fuelled by envy, the Twin-Headed God challenges his champion to tests of ever-increasing magnitude. The last of these sees Behemat defeated in battle against Sigmar and knocked unconscious in Ghuran's Harmonis Veldt. Over time, the sleeping godbeast's body becomes one with the landscape, until most inhabitants are unaware of its true nature. It is also at this time that the gargants believe they emerged from the chasm formed by Behemat's slack-jawed

maw, stomping into the lush environs of Ghuran.

THE FIRST GREAT WAAAGH!

It does not take long for gargantkind to spread, their wanderlust compelling many to pass through realmgates without even realising it. Ghur sees the greatest influx of gargants, for something in that primal land calls to them. Those titans who remain in the Harmonis Veldt begin to display a greater intellect than their fellows as well as basic morality; taking up residence on the floating isle of the Great Green Torc, they form accords with the mortals of the lands below, becoming known as the Sky-Titans. These gargants work to raise the temple of Tor Crania atop the sleeping godbeast's brow, its pillars carved with scenes of the World Titan's deeds.

It is then that Gorkamorka snaps. No one knows exactly what drove the Twin-Headed God over the edge, whether it was the hissing taunts of powers from beyond the veil or if his volatile patience had simply reached its limits. Either way, the god ejects himself from Sigmar's Pantheon as brutally as possible, with hordes of greenskins and ogors joining his warpath. Many gargants are swept up in the conflict, revelling in the bestial energies. It is said that the First Great Waaagh! rampages from one side of the realms to the other, at which point Gorkamorka spits a goblet of godly phlegm off the side of creation and turns around to begin his warpath anew. In the aftermath, the already-flagging pantheon is weakened even more, and gargantkind spreads further

than ever. Gorkamorka then disappears. Many of Behemat's children believe that he abandoned his physical form and once again became one with the wilds, manifesting only occasionally as a pair of huge, stomping feet.

● AGE OF CHAOS ●

THE RUINOUS POWERS

Having subtly undermined Sigmar's alliance, the Chaos Gods make their play. Hordes of daemons tear into reality, burning kingdoms to the ground. Strife is everywhere. The gargants do not notice much of a difference at first. Only when the realms beneath their feet begin to warp, corrupted by the energies of Chaos, do they realise the threat, though many still do not care; indeed, some even choose to join the rampaging Chaos armies. In Ghyran, Nurgle seeks to infect the realm with his poxes. While Behemat's godly frame grants him resilience against these supernatural plagues, the Harmonis Veldt is ravaged and twisted into the Scabrous Sprawl. The Sky-Titans of yore – forced from the Torc by warring beastmen and grots – slowly regress into brutal atavism and retreat into neighbouring swamplands.

THE WARPING KING

Thag the Thwacker awakens from a years-long nap beneath Chamon's Dented Peaks to find the realm awash with mutagenic magic and capering daemons. Thoroughly irritated by the racket they make, the gargant vents his frustrations on the first creature he sees: one of the amorphous horrors known as a Mutalith. Unfortunately for Thag, he then takes a bite out of his prey. For three days and three nights, the valley echoes to the gargant's thrashing moans as the Mutalith's tainted flesh ravages his body. Upon coming to, Thag discovers a second head sprouting from his shoulders.

Though at first annoyed by its constant babbling and cackling, the gargant learns that if he pays close attention, the head sometimes directs him to satisfying meals he would never have found otherwise. Often these involve other Chaos-touched creatures, and the more Thag devours, the more heads and limbs sprout from his roiling flesh. Guided by giggling voices that speak in nine timbres at once, the twisted being that was once Thag sets off to continue his culinary quest across Chamon. At his back come clans of mutant gargants inspired by their 'blessed' king, as well as mortal Arcanites who see Thag as an avatar of their beloved Change God.



PAID IN BLOOD

In Shyish's Amethyst Princedoms, the fief of the vampire Wehrakur withstands the aggression of Chaos, largely through his deal with a trio of gargants from the nearby Cutter's Forest. In exchange for not attacking undead armies, the titans are permitted to feast on the mortal inhabitants of the vampire's domain; every so often, they descend upon a supplicant village, snatching up frightened peasantry to gorily devour. But there is more to Wehrakur than meets the eye. A member of the Sanguinarch order, he is a connoisseur of blood and has settled upon a warped scheme – he intends to use the gargants as living alembics, mixing consumed

ichor within them to create intriguing blends. Not only will this be a magnificent feast, but when bolstered by the blood of Behemat's spawn, it will surely grant the vampire enough strength to destroy his enemies for good.

One night, with the Chaos forces in retreat, Wehrakur can resist no more. Under the cover of darkness, he makes for the gargants' lair, finding them sleeping deeply. With a triumphant hiss, the vampire drains the first of life, then the second. Flushed with power, Wehrakur feels arcane strength rushing through him – moments before Slorbb, the youngest and most suspicious of the gargants, snatches him up. Having only been pretending to sleep, Slorbb does not hesitate to bite the thrashing vampire in half, gulping down his remains and the mixed blood of his brothers. Any grief Slorbb feels is soon overcome when he gives a belch and unintentionally releases a gout of necromantic energy. Clattering and shuddering, the skeletons strewn across the cave stagger to their feet, staring expectantly at the gargant. Blinking at this new development, Slorbb's mind slowly turns towards Wehrakur's castle in the distance. It will need a new boss, after all...

THE REIGN OF BRODD

In the swamps of the Scabrous Sprawl, the gargant known as Brodd earns notoriety when he slays the mouldragon Morgathis with nothing but his fists and claims its skull as a trophy – the first of several skeletal helmets he will wear over his long life. Alongside a party of his kin, he leads an expedition to the ruined temple of Tor Crania, retrieving the sacred obelisk that will soon become the business end of his club. Brodd's deeds see him rise to become king of the Sprawl's gargant clans. He vows to defend his sleeping sire, no matter the cost.

● AGE OF SIGMAR ●

THE WORLD TITAN FALLS

As the Age of Chaos reaches its fifth century, a magical tempest engulfs the Mortal Realms. From the roiling clouds descend the Stormcast Eternals, Sigmar's champions. The gargants watch on as these corposant-wreathed demigods take the fight to the Chaos forces, and the most militant-minded titans quickly find the Stormcasts to be excellent enemies.

In the Scabrous Sprawl, Archaon the Everchosen attempts to awaken and ensorcell Behemat, intending to use him to batter down the Gates of Azyr. To prevent this, the Stormcasts are forced to take a radical decision: they must kill the godbeast. It is the Celestant-Prime who does the deed, calling upon the strange and eldritch Great Bolts. Against these, even the World Titan cannot endure. Behemat is struck down for good, his smoking corpse slumping to the ground. Azyr is saved, but King Brodd witnesses the death of his god up close. Even as he grieves, an abiding hatred of Sigmar takes root in his heart.



THE SACK OF THORNWALL

The settlement of Thornwall is ransacked by Humgut Horsepuncher and his mates, Brontoc the Briny and the laconic Mog Belcher. After trampling the defenders, the Mega-Gargants set about their business – determining who should be Big Heel by hurling livestock at the nearest belltower, with victory to be decided by

the most satisfying clang. The arrival of a duardin flotilla sees this game turn to 'stuntbird-swatting', with the herd beasts exchanged for sky-ships. However, a disagreement between Brontoc and Humgut quickly turns nasty. A vicious brawl erupts amidst the wreckage of Thornwall, the survivors watching on in terror as the gargants tear chunks from each other's flesh and crush bones to powder. In the end, Humgut shatters Brontoc's skull – only to be messily decapitated by a swing of Mog's flail. With an approving rumble of 'Yurp', the Gatebreaker heads off to boast of his new credentials to the gargants of the surrounding hills.

A WAR OF BELIEF

Among the Greatpeaks of Andtor, the gargant warlord Lorge Skybiter is slain by Lady Olynder, turned into a shower of black-petalled roses with but a touch of the Mortarch's spectral hand. As the news spreads, fear settles into gargant hearts. Never before have they met an enemy they cannot simply trample, but ever since the rise of the Nighthaunt 'spooks' – a product of Nagash's Necroquake, a phenomenon previously all but ignored by gargantkind – their confidence has frayed. This is a grave weakness, for the ethereal dead can only be defeated through blows delivered with conviction.

As the Soul Wars terrorise mortal lands, many gargant tribes are overrun by ghostly processions. Only after the Rondhol Stomp joins forces with the Bonesplitterz of the Drakkfoot Warclan do Behemat's spawn remember themselves; seeing the fury with which the greenskins banish the Nighthaunt, the gargants fly into a rage born of bruised ego, stamping through the undead. As this tale spreads, more and more gargants overcome their fear and acknowledge their own strength once again.

SIEGE OF THE TUSKVULT

The legendary Megaboss Gordrakk and Skragrott the Loonking set their sights on the Tuskvault, a Ghurish Stormvault rumoured to contain a shard of Gorkamorka's club. Alongside their armies, they secure the services of Brogugh, Slorgo and Mangor Murgg, notoriously savage Mega-Gargant triplets. Beneath the Bad Moon's gaze, the horde besieges the Tuskvault, faced by an alliance of Stormcasts, Sylvaneth and Fyreslayers. Brogugh nearly makes it to the gate but is driven off by the Lord-Arcanum Touramos. Slorgo is turned back by a charge of heavenly cavalry led by the Celestant-Prime. Mangor, however, almost succeeds in prising open the gate. As desperation sets in, the Fyreslayers are forced to stoke the mountain to anger, burying the vault beneath hundreds of tons of collapsing rock. Infuriated by their failure, the Brothers Murgg agree to join Gordrakk's forthcoming assault on Excelsis.



READY TO RUMBLE

Salanti Xyr'ras of Xintil beholds troubling visions in his scrying pool: gargants meeting with ogor nomads of the Boulderhead Mawtribe in Aqshy's Sootstain Hills. Whatever they are planning, it surely bodes ill, and he soon assembles a swift Vanari warhost to thwart it. Passing through a hidden realmgate right to the heart of the meeting point, the Lumineth find more than they bargained for when they are caught between two scrums bellowing 'One-nil, one-nil' and 'Come on lads, smash their heads in!'.

It appears that the gargants and ogors have been taking advantage of strange geothermal processes within nearby volcanoes that have seen boulders of gas-filled rock vomited to the surface through fissures in the earth. Each side then attempts to kick or push these boulders through their opponent's 'goalmaw', although agitating the unstable rocks can cause them to explode forcefully enough to mangle a gargant's foot. With both sides tearing into one another and singing all manner of obscene ditties, the Lumineth realise that this is merely a brutish game for dominance and attempt to retreat. When a detonating boulder caves in the path to the realmgate, however, the Hyshians must instead fight their way into the surrounding foothills, in doing so riling up the competitors further. By the end, corpses lie strewn across the valley, both the gargants and the ogors claim victory, and the surviving aelves agree never to speak of the affair.

RAMPAGE OF THE EARTHQUAKE GOD

As Alarielle the Everqueen casts a grand spell of life, rejuvenation abounds across the cosmos. To the gargants, this is a time of plenty, for there are more wild critters than ever to snack upon. As the realms are stirred, Ghur shakes itself into a frenzy and Twinhorn Peak splits open. From this rocky prison emerges Kragnos, ancient god of earthquakes. Kragnos is soon encountered by the Gallet Stomp, led by the notorious Huge Thargo. When Thargo and his mates are slain by the rampaging deity, his uncle Derko Whalebiter quickly pledges himself to Kragnos. He is hardly the last gargant to do so. When the End of Empires later unites with the horde of Gordrakk, many gargants find themselves marching against the walls of Excelsis. Though they do not succeed in destroying the city, the stomps have a rollicking

good time smashing its high spires and snacking on its fleeing populace. A band of elderly Kraken-eaters relish sacking the Excelsian harbour and festooning themselves with loot, and they decide to stick together to raid other coastal cities. The echo of their crotchety complaining is as telling a sign of their approach as the earth shuddering beneath each gargantuan footstep.



TWO FEET ARE BETTER THAN ONE

Bolgo Mammothslugger is on a mission. For weeks, the Beast-smasher has been stomping his way across Andtor, following the green-tinged visions that seize him each night. What manner of creature he is being led in pursuit of, the gargant has no idea, but he dutifully crushes his way through several ogor alfoerstuns and the flesh-melded menageries crafted by the ratmen of Andtor in the process. At the edge of the Shattered Floes, Bolgo finally finds his prey – a fellow Beast-smasher, Gorb the Knuckle.

The brawl that follows sees the land upon which the gargants are fighting break off and drift into the frigid Krakensea, but to the surprise of both titans, they are perfectly matched in almost every respect. By the time their iceberg reaches the tip of Bjarl, the gargants have come to a conclusion: one of them must embody Gork and the other

Mork, and together they will form a force of godlike destruction. Unfortunately, neither can decide who is who. Undaunted, Bolgo and Gorb – now fast friends – stamp off into the wastes, confident that their coming rampages will reveal the Great Green God's will.

TO SHATTER THE HEAVENS

Gordrakk traps the godbeast Fangathrak within the Crawling Pits of Gharrentia – a strategic coup, for within this worm-creature's gullet is the Mawgate, a portal to the Eightpoints. However, before his hordes can pass through, they feel the ground shake. Their grot scouts return screeching a warning: gargants, and lots of them. Before long, the greenskins are facing down a stomp of at least a hundred behemoths with a figure swathed in strange bestial energies at their head. After a tense stand-off, the leaders step forward.

King Brodd does not mince words. He demands to be let through the Mawgate or else Gordrakk will face his club. The Fist of Gork quickly tells Behemat's champion where he can stick said club. Still, when Brodd states his desire is to attack the Azyrite Arcway and force entrance into the heavens, Gordrakk is intrigued, for he also wishes to fight Sigmar, believing that he has forgotten his nature as a warrior god. Though his instincts scream to challenge Brodd, Gordrakk knows he must be cunning as well as brutal, and so he proposes a plan: while the orruks smash into the Eightpoints, Brodd's gargants will return to the king's homeland in the Everspring Swathe and lay waste to the crusaders who seek to settle there. Doing so will force Sigmar's armies to divert strength to deal with them, allowing Gordrakk to give the Everchosen's domain a proper wallop. With a low, menacing chuckle, Brodd agrees that this should not be too vexing a task...

WALKING DISASTERS

The tribes of the Sons of Behemat are rough and ready affairs, much like the gargants themselves. Keeping these louts in line can be a challenge for even the fiercest Mega-Gargant, but the results are well worth it, for there are few forces more utterly destructive than a mob of gargants cajoled into pursuing a singular end.

As with everything in life, gargants tend not to overthink their social units. Given their endemic wanderlust and ability to engage in a ground-quaking brawl over the smallest of matters, this is probably wise. Gargants naturally conflate strength and size – especially size, the most obvious mark of status to Behemat's children – with the right to rule. In practice, this means that the largest behemoth in an area will exert their will over the others, reinforcing their authority by brutally battering any gargants acting uppity (or who happen to be nearby when the boss gets restless).

Gargant tribes are known by many names, with 'catastrophes' being a favourite amongst Azyrite scholars on account of the devastation they wreak. Gargants, however, don't trust any word they can't comfortably belch at deafening volume. Owing to their fixation with stamping on things – for feet are the appendage with which they most often interact with the realms – they instead refer to their clans as 'stomps'. A stomp is roughly akin to a familial unit, though its members are not necessarily related. While a stomp may be led by a cantankerous elder, backed up by their siblings and offspring, it is bulked out by any local gargants who are willing to submit.

A stomp's leader is known as a Big Heel, and their closest cronies, rivals and drinking partners are 'under the Heel'. Lowliest are the Mancrushers, those (relatively speaking) smaller gargants who make up the majority of most stomps. The number of Mancrushers within a stomp can vary, just as it is common for gargants to have irregular numbers

of toes – or occasionally, as with the inbred dwellers of Clubfoot Gorge, none at all. Some stomps are entirely made up of Mega-Gargants, though even these will have a hierarchy based upon who is the biggest, loudest and best able to pummel their enemies. While their society is crude, most gargants are not naturally cruel; older members of a stomp will often take their younger mates under their wing, serving as mentors. The only requirement for a stomp is that its members can stand to be in one another's presence, and they often bear shared trophies and scars in memory of their greatest scraps.



While gargants are highly individualistic, those who have had repeated dealings with them have formed a loose classification system by observing certain brutes who display similar traits and giving an appropriate title to each. These are more akin to sub-cultures than differing breeds, for gargants are obsessive beings and the only thing that motivates them to fight as much as food is a chance to satisfy their innate urges. Gargants who seek out the biggest fights are referred to as Warstompers, for example, while those who revel in casting down

civilisation are known and feared as Gatebreakers. These are not necessarily terms that a gargant would use, unless they are a regular-enough mercenary to learn the lingo. Still, when confronted by a stomp on the march, it behoves the smaller races to have a means of quickly predicting the temperament and fighting style of its Big Heel – not that this often does them much good.

Lesser gargants tend to get swept along by the passions of their Big Heel. In this way, a stomp functions as a crude cult of personality, reflective of the creature that leads it; should the dominant gargant be obsessed with, say, decorating themselves with lurid warpaint made from the blood of crushed mega-arachnids, this will soon be mimicked by their mates – at least until a rival fights their way to the top and enforces their own quirks.

One trait common across gargantkind is their territorialism. The reasons for this are found in their bestial psychology. Gargants are convinced that their size grants them licence to do whatever they please, just as Behemat once roamed the realms without a care. Anything they see and desire, therefore, is theirs by right, and little infuriates them more than pipsqueaks squatting on 'their' property. It does not matter if the smaller races were present long before the gargants' arrival or if they seek to harness sites of power that are far beyond the brutes' understanding – if a potential rival desires a location, then so too will a gargant, and only the most grievous injury will compel them to relinquish their treasures.

RONDHOL STOMP

The gathering of gargants known as the Rondhol Stomp has made its mark on the Ghurish continent of Rondhol. Famously acquisitive, its leader is the viciously cunning Kraken-eater Bundo Whalebiter.

A stomp led by a Kraken-eater is known as a 'Taker tribe', while one led by a Gatebreaker is a 'Breaker tribe'. Similarly, Beast-smashers lead 'Smasher tribes' and Warstompers lead 'Stomper tribes'.



FOOTSLOGGAS

Often considered expendable by the Big Heel, the Mancrusher Gargant 'Footsloggas' that go to war in the wake of their leader emulate their alpha in the way they fight.



TOEING THE LINE

Each grouping of Mancrusher Gargants has a leader, usually known as a Bullstomper. Though they would never dream of challenging the Big Heel to a leadership contest, they keep their mates in line through ample violence.



BEHEMOTHS FOR HIRE

Gargants are wilful creatures, disinclined to heed the commands of another unless they have the brawn to back it up. However, they know a good deal when they see it. For the right price, the denizens of the realms can convince these titans to fight for them – though even an allied gargant is nothing to take lightly...

The gargants learnt the secrets of mercenary work from the ogors. When the Maneater company known as the Gutstuffers arrived in Thondia in search of potential paymasters, the Grugg Brothers – a trio of especially surly gargants hailing from the Ghurish Hinterlands – watched on in puzzlement. Their initial scorn for the sellsword ogors turned to amazement as they witnessed the Maneaters being rewarded with regular – and copious – amounts of food and grog by thankful pipsqueaks, and all while barely having to lift a finger.

Intrigued, the brothers began to follow the Gutstuffers, picking up tips of the trade as they sold their services to humans, greenskins and fellow ogors. Slowly, a revelation dawned. While kicking over a town's walls, devouring the screaming populace and making off with the supplies was good for a laugh, the gargants could ensure a regular supply of meat just by agreeing to do the little 'uns dirty work for them. If the offered tribute ever dried up, there was always the option of eating their former paymasters anyway. By temporarily swallowing their pride and pummelling whatever they were told to pummel, they would never go hungry again. The Grugg Brothers dubbed this the 'Great Secret'. Upon leaving the company of the Gutstuffers, they swore to keep this knowledge to themselves to prevent other gargants benefiting from their hard-won discovery.

This lasted about a week. Boastful by nature, gargants are little inclined to keep secrets; when the Grugg Brothers began to brag

of their genius discovery, their kin gradually caught on to the scheme's potential. Before long, many gargants were offering their services before the gates of Sigmarite cities, Chaos war camps and Soulblight keeps. Others were not so proactive, but if a potential paymaster caught their attention – usually by climbing high up a cliff face or temple spire to look the gargant square in the eye – they would hear out a proposition. All this created a minor arms race in which a settlement or tribe that could not call upon gargant muscle would naturally be vulnerable to any neighbours that could.

Even in the Era of the Beast, isolated Dawnbringer outposts recognise that it is better to have a local gargant on side whenever possible, if only to prevent potential enemies from hiring them or simply to keep an eye on them should they be overwhelmed by Ghur's spreading savagery. This has caused some problems for the preachers of the Church Unberogen, who have had to rapidly alter their sermons from condemning all the feral denizens of the wild to conspicuously exonerating their new ally.

While they do not accrue culture as eagerly as their ogor mates, gargants are curious creatures. If they see something that intrigues them amongst their contractors, they may well take it to heart. Sometimes this is relatively harmless; gargants who regularly fight alongside flotillas from the Kharadron sky-empire are willing to be paid in glittering gold tokens as well as duardin-brewed ale, for their shine is enrapturing to the creatures. Given how many coins

the sky-ports have piled up since their ill-fated attempt to introduce a single currency system to the realms, this is typically doled out without complaint.

However, those gargants who sell their services to darker powers are often touched by their malignancy. Amongst a race renowned for its belligerence, those gargants who side with the undead are known as a strange, taciturn breed. Their flesh grows saggy and pale, their eyes become sunken and their diet slowly comes to exclusively consist of bone and corpse-meat. Even more unsettling are those who maintain accords with the tribes of ruin. Often, these gargants are not so much hired by the worshippers of Chaos as revered by them, their vast frames inked with unclean symbols. While at first a gargant may be amused by this devotion, over time, they find their flesh begins to change and mutate even as their minds are opened to warped new vistas of thought.

Worst of all, some Chaos-aligned gargants commit the ultimate heresy: they murmur that Behemat was unworthy, that he did not use his strength to break the small races as he should have, and that there are other gods that gargantkind might revere. King Brodd, Behemat's self-proclaimed prophet and avenger, loathes these apostate creatures with a fierce intensity. He and his followers have often battled the tribes of Chaos purely to slay their depraved, mercenary kindred. However, this is often easier said than done, for the eldest ruin-touched gargants are nightmarish horrors of twisted flesh, and they welcome any challenge with howls of battle-lust.

'Gargants are easily bored. Fortunately for the rest of us, their solution is not always violence. Instead, when given the chance, they appear prone to playing all manner of games that are, in a word, 'inventive'.

Sometimes these are limited to mundane drinking contests (a reasonable venture, all told), boulder-hurling or cliff-climbing. Matters, however, can quickly escalate. A Gyrocopter pilot told me over a tankard of Bugman's Seventh X that a particularly beloved pastime of sellsword gargants stationed near a city is to wait until dark, release a formidable belch and count the shouts of protest that follow – before eating whoever complains the loudest to make a point. A gunnery officer of the Leaden Bulls supplanted this claim with mention of boar-scoffing, in which a gargant stuffs their mouth with as many live piglets as possible before spitting them out at nearby 'pipsqueaks'. Bonus points are apparently awarded for whichever of the louts can cause the most serious injuries using the squealing projectiles.

During my tenure with Hammerhalian crusade forces, I had a rare opportunity to speak with their own hireling, known as the Whalebiter. Once I

dissuaded the gnarled old wazzock from pilfering my equipment, he was eager to share a selection of battlefield games – a sad confirmation that age does not necessarily equal wisdom as we would understand it amongst gargantkind. Man-skittles, apparently, involves snatching up a thrashing warrior and using them to bowl over an enemy formation. Tank-tipping was pioneered after a tribe from the Verdian Cliffs encountered the Iron Squadron of Bonn Jensen – and serves to explain rumours regarding Ironweld commodores rarely engaging a gargant without being assured of proper support. Since the emergence of the so-called Earthquake God and the increasing frequency of tectonic upheaval recorded across the realms, some gargants have taken to dropping enemies down freshly opened chasms and betting on which will stop screaming first. I'm all for a healthy gambler's streak, but by the Code, I'm glad Whalebiter is the manlings' problem.'

- Almanac of Warrant Officer Kjardon
Threebarrel, fifth mark, seventh week after the
departure of the Caustic Ranging



OH! THAT'S MY MAMMOTH!

KRAGNOS, THE END OF EMPIRES

In the Era of the Beast, the hordes of Destruction mass around the centauroid figure of Kragnos, the End of Empires and living god of earthquakes. Where this primeval titan gallops, the land is smashed asunder and the savage creatures of the wilds – the gargants included – reach almost unimaginable heights of fury.

Kragnos is a primordial force of upheaval and devastation. He is the heart of the Great Stomp, every step of his world-shaking hooves forcing the lands to rupture. In his wake surge the feral hordes of the realms, who venerate him as strength and savagery unbound. Kragnos hails from the prehistoric times long before the coming of Sigmar, when Ghur was ruled by all manner of strange hybrid creatures. But now his people are gone, and there is nothing left for Kragnos save to smash the empires of those who have risen in their place.

Kragnos is the incarnated soul of the earthquake. He spares little thought for worship; all that matters is spreading wrack and ruin. When he lowers his great horned head and charges, even the walls of Sigmar's cities cannot resist, as Excelsis learnt to its cost. Like any deity worthy of the name, Kragnos possesses treasures of godly potency. The Dread Mace was forged from rock clawed from Ghur's largest geomantic nexus, its spiked head crackling with primal energies. Tuskbreaker, meanwhile, is a shield that devours any magic sent against it; Kragnos is said to have recovered it from a deep gouge in Ghur's crust, where the relic had been hurled by Gorkamorka after he chipped a tooth on it while testing its purity as a man would a coin.

For all this, Kragnos is not a true elemental deity in the manner of the Twin-Headed God. Rather, like Sigmar, Teclis or similar beings, he has ascended from mortality. Millennia ago, the land of Donse was ruled by the Drogrukh. These giant centaurs were renowned

warriors and hunters, yet they also possessed an earthy wisdom, taking only what they needed from the land and dwelling within caves hollowed out from canyons to deepen their oneness with Ghur.

Sired by the chieftain Gorgos, Kragnos was a superlative warrior, but his pride and temper were greater still. After being humiliatingly chastised for beating his brother to a pulp over courtship rights, Kragnos and his five closest companions left Donse, riding out to seek glory. This band of warriors travelled far across the continents of Ghur, battling and slaying all manner of primordial titans. The primitive Bonesplitterz recognised Kragnos' divine destiny and began to offer him tributes of monstrous remains and amberbone realmstone. As Kragnos feasted upon this bounty, the bestial magics within empowered him, as did the worship of the primal orruk tribes. By the time he returned to Donse, his land-shaking might had risen to godly magnitudes.

After seizing rulership over the Drogrukh, Kragnos wasted no time in dragging them into a war against the Draconith of Vexothskol. These draconic sorcerers had long been close allies, and together with the rulers of Donse, they had battled against the twisted Thunderscorn clans of Thondia's great mountains. However, prideful Kragnos saw only rivals to his strength. The war between Draconith and Drogrukh devastated both races, the mountaintop eyries of Vexothskol toppled as the canyons of Donse were scoured by amber flames. It was at Twinhorn Peak

that Kragnos' rampage finally ended. Aided by the mysterious slann, the twin princes of the Draconith trapped him within the mountain, sealing him in a sphere of timelessness that not even his rage could break. For centuries, the god languished, his deeds recorded only in the crude cave paintings of his orruk worshippers.

When Alarielle cast her Rite of Life, Ghur shook itself into a frenzy. Twinhorn Peak splintered open through the force of these tremors, and with the integrity of his gaol disrupted, Kragnos was able to batter his way back into history. The Earthquake God's intent was at first to travel to Donse and rejoin his people, for surely they would rejoice to see their living deity once again. Yet all he found was a broken continent on the brink of being devoured. He was the last of his kind. When he witnessed Sigmar's folk settling across Ghur, something broke within Kragnos. Now he fights only to topple the works of other races, destroying everything in his demolishing rage and extracting a blood price for fallen Donse.

When Kragnos escaped Twinhorn Peak, the first creatures he encountered were the gargants of the Rondhol Stomp. After most of the titanic lummoxes met a messy end beneath his hooves, the survivor – one Derko Walrusbiter – quickly swore loyalty. Others soon followed. While gargants consider the way that greenskins mob around Kragnos like a bunch of excitable yooofs to be a little embarrassing, they admire the End of Empires' raw brawn enough to willingly fight at his side. Kragnos himself feels no particular kinship



to the Mega-Gargants, but so long as they show him deference and destroy his enemies, he pays them little mind.

Yet Kragnos' fixation on his own strength may well come to haunt him. Amongst the stomps, a rumour has taken hold that whoever can slay Kragnos is sure to become the next World Titan,

for to slay a god was a feat that not even Behemat could achieve. This belief has seen hundreds of gargants looking to track down the last of the Drogrukh, spurred on by their irrepressible desire to prove themselves the best.

One on one, the Earthquake God can defeat these challengers with relative ease, though those who

fight well might be allowed to pick themselves up and maraud at the End of Empires' side. However, the battle-hungry gargants never stop coming. One day, there is a possibility that Kragnos will be defeated by a particularly savage Mega-Gargant – but to mention this within earshot of the centauroid god is likely to result in a brutal demise.



KING BRODD

No gargant is as infamous as King Brodd. Former ruler of the clans of the Scabrous Sprawl, he was there the fateful day when Behemat fell. Fuelled by grief and loathing, Brodd has become determined to punish those who caused his forefather's death, and to do so he wields powers beyond the ken of any ordinary gargant...

Even amongst a race of titans, the name Brodd looms large. To gargantkind, he is a legend, and word of his might spreads with each season. While his strength is immense, there is something about Brodd that marks him out; an aura of unearthly power shimmers like a heat haze around him, and in the depths of his one good eye flickers a primal mysticism. Those who have spoken to Brodd describe him as a weary soul burdened by grief – an unnerving sight, for gargants struggle with any emotion deeper than anger. In battle, however, Brodd becomes a bellowing icon of savagery, invigorating fellow gargants through the bestial energy that clings to him.

Countless tall tales surround Brodd. He claims to have never been young, having clambered fully grown from Ghylan's Titansmawr chasm. He settled amongst the Scabrous Sprawl and

first made a name for himself by slaying the mouldragon Morgathis with his bare hands. He would later lead a war party to the ruins of Tor Crania, purging the one-eyed monsters that infested it.

By the end of the Age of Chaos, Brodd had become king of the Sprawl's clans. Even so, he considered himself only a regent. Brodd has always been a true believer in his sire. It was said that none could recount the tales of the World Titan with more passion and that his relative intelligence must have come from some blessing of the dormant godbeast.

During the Realmgate Wars, the gargants of the Scabrous Sprawl formed a crude alliance with the Stormcast Eternals. When Sigmar's chosen told him of Archaon's plan to bind Behemat into service through fell magics, Brodd agreed to take the fight to the Chaos forces.

He was thus close at hand to witness Behemat at last shake off his stupor and rise – and when the Great Bolts struck to murder the godbeast, Brodd could do nothing but watch helplessly.

As those Azyrite superweapons burned the sight from one eye, Brodd knew that this was the doing of the Hammer God. Sigmar had failed to slay Behemat in combat, so he had waited until the godbeast was vulnerable before doing the deed. Worse, his warriors had tricked Brodd into distracting the Chaos armies, granting an opening for the craven strike. That day, a flame of hatred for the God-King was lit in Brodd's heart. Over time, it would intensify into an all-consuming inferno.

For decades, Brodd disappeared, though rumours abounded of ferocious gargants tearing down nascent cities across the Everspring

THE TEMPLE OF TOR CRANIA

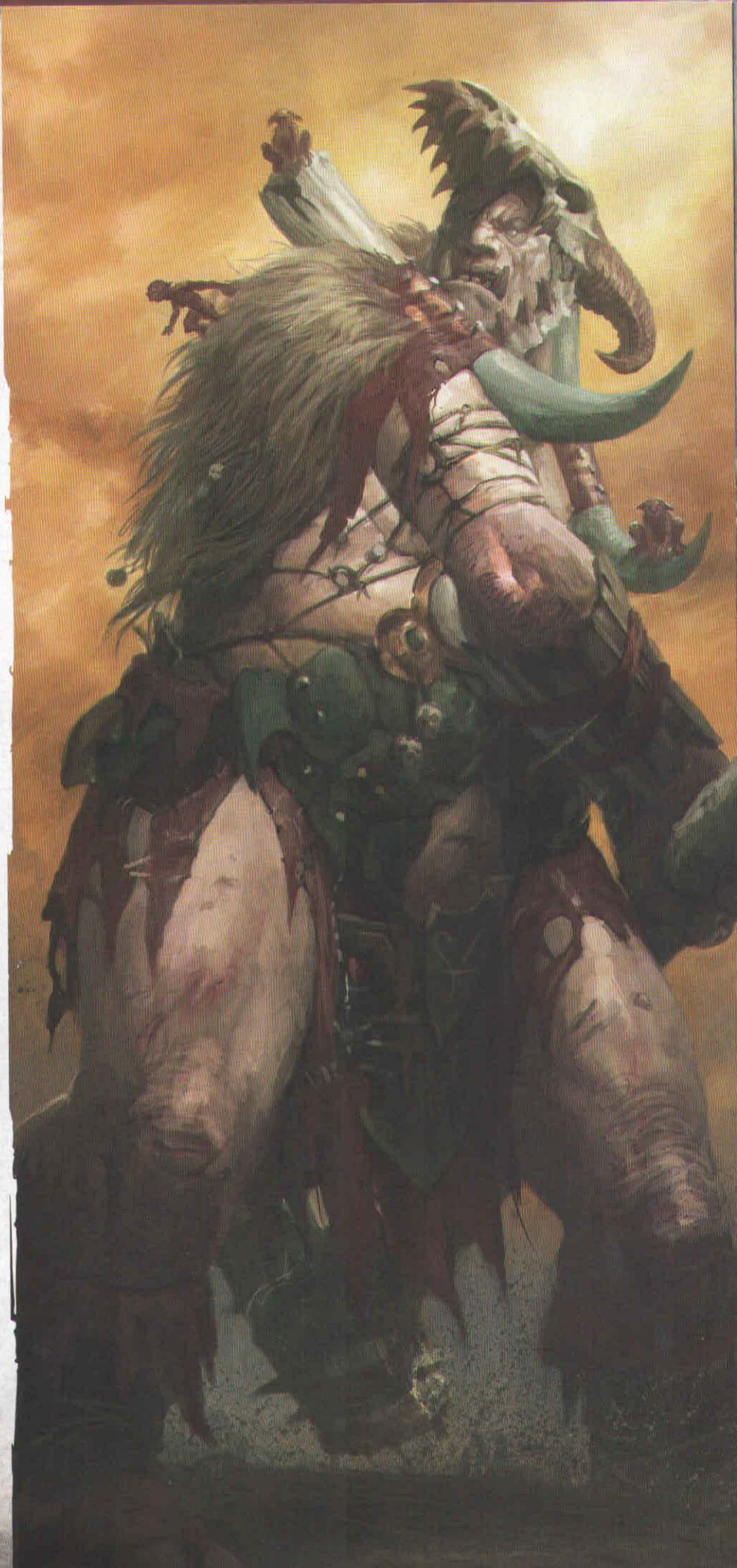
In ages past, the gargants of the Harmonis Veldt worked alongside human tribes to raise structures of startling grandeur. One such edifice was the temple of Tor Crania, built atop the rise formed by Behemat's brow. Many were the wonders of this temple, not least because a race as crude as the gargants had had a hand in its construction, but greatest of all was the imposing monolith swathed in bestial power that stood at its heart. The Sky-Titans, as these gargants were known, believed that to pray before this obelisk was to receive visions pulled from the godbeast's deepest dreams. Unfortunately, when the forces of Chaos washed over the land, this divine spark attracted the gaze of the Cygors, one-eyed monsters blind to all but the glow of magic. The Sky-Titans fought ferociously to defend their sacred place, but surrounded by enemies, they could not triumph. The invading Cygors defiled Tor Crania and for many years turned it into their foul lair.

Decades later, Brodd and a band of chosen companions dared the ruins of Tor Crania, refusing to let it languish in the grip of such monstrous foes. They battled the Cygors that lurked there, with Brodd engaging their terrible chief in a duel. Inexperienced as he was, the gargant might have fallen then, had he not instinctively snatched up the toppled monolith and used it to bludgeon his adversary. Since that day, it has served as Brodd's favoured weapon, the gargant later binding the stone to a thick tree trunk to make it easier to swing and to use as a staff to soothe the aches of walking in his advancing age. It is difficult to say whether Brodd channels his spiritual powers through the pillar or whether the relic's deep connection to Behemat fuels him in some way. Either way, the result is utter devastation for the gargant king's enemies.

Swathe. Only at the climax of the Soul Wars did he return. The gargant king – now swollen to an imposing stature after decades spent toughening himself up for the coming war – led a huge stomp against Titansrest, a Sigmarite market-hall constructed within Behemat's ribcage. Survivors speak of a gargant warlord howling in ancient tongues and infusing his kin with strength. Unbelievably, they speak the truth; some sliver of Behemat's soul clings to Brodd, lending him strength when invoked through displays of brutality. After victory was won, Brodd brooded for two days in the spot where Behemat's heart once beat. When he turned to leave, it was with a grunt that all signs of civilisation should be torn down from this hallowed place.

In the Era of the Beast, Brodd has been more active than ever. He sees himself as a holy man charged with spreading the truth of the World Titan's demise. Brodd eagerly joins the warpath of other stomps, especially if they lead to Sigmar's cities; few would deny the aid of the weather-beaten elder, for on an instinctive level, they recognise that destiny follows him. When night falls and the gargants make camp, Brodd recounts the tale of Behemat's fall to his allies, his uncanny powers letting each scene take on form in the raging fires the gargants set to keep warm. Gargants swept up in these tales find a hatred of Sigmar igniting within them, and many join Brodd's crusade of vengeance.

Brodd's mission is now to round up gargants from across the realms and convince them to fight in his war against the heavens. Not until he has ripped Sigmar's limbs off one by one and torn down his celestial palace will the gargant king consider their grievance settled. Only then, he believes, will Behemat's shade finally be able to rest.



BEAST-SMASHER MEGA-GARGANTS

The Beast-smashers are gargants on a divine mission: to find the largest beasts roaming the realms and crush them into an unrecognisable paste. Battle offers a chance for these frenzied creatures to get face to face with their prey, and to those who witness them, they are as crazed, unstoppable gods of war.

While the primal energy known as the Waaagh! is usually associated with orruks, gargants are also susceptible to its thumping influence. A feral battle-lust rattles around in their skulls, refusing to leave. Gargants have several ways of dealing with this phenomenon. Some find it fades after a particularly good fight, or else they try to drown it out with copious amounts of grog. Others stomp off over the horizon while yelling and hollering, never to be seen again.

A few gargants, however, turn much weirder. Their already crude manners degrade until they communicate only in grunts and howls. They rip the tusks from monstrous corpses and strap them to their backs as an imposing mantle. In battle, a frothing fury seizes them and they fight like creatures possessed. Normally, these antics would be amusing to other gargants. Something

about these individuals, though, is unnerving even to their mates, for the spirit of Gorkamorka (as well as repeated blows to the head) seems to have shattered their grip on sanity entirely.

Yet the Beast-smashers, as these Mega-Gargants are known, do not act out of madness. The Waaagh! stains their vision with an emerald haze and opens their souls to a rough elemental power, leading them to believe that they can hear Gorkamorka talking to them – or even that they are the god himself. Either way, their goal is the same: to slaughter great beasts, just as Gorkamorka once did. In rare moments of talkativeness, they proudly boast how they are the closest gargants in spirit to Behemat. Given how they share the World Titan's enthusiasm for bludgeoning monsters and complete disregard for hygiene, there may be some truth to this.

Beast-smasher Mega-Gargants are constantly on the lookout for enemies of suitable scale, and their travels have taken them far across the Mortal Realms. But they have not been able to escape the pounding of the Great Stomp, and many are now increasingly willing to join forces with other creatures of Gorkamorka to seek out monstrous prey. Beast-smashers revere the Twin-Headed God with an intensity seen in few other gargants; the most Waaagh!-touched even find their perception of reality distorted until they see the realms as they were in the god's day. A tumbledown ruin may appear as a shining city from the Age of Myth and is sure to be crushed without mercy – along with any Dawnbringer crusaders looking to build upon it.

A Beast-smasher wades into battle without hesitation, unconcerned with the smaller enemies they

ODO GODSWALLOW

Odo Mountain-breaker always had a penchant for battling the greatest predators. When Kragnos' prison shattered, bestial magic rocked Thondia, and it affected Odo deeply. Maddened and howling, the gargant staggered his way down to Gallet. By the time his listless rampage ended at the Godswallow Delta, Odo was convinced that he was Gorkamorka reborn. He soon found suitable prey in the monstrous beasts that roamed the banks, flood plains and sucking mud flats of the vast waterway. Several Bonesplitter Rukks also dwelt along the delta, and their Wurrnog Prophets quickly detected the touch of Gorkamorka upon Odo. These shamanistic orruks commanded their followers to mark the gargant's flesh with whirling green tattoos, the paint made from a mixture of beast blood, squig innards and crushed realmstone. Whether the newly dubbed Odo Godswallow knows or cares about this is unknown, but the sacred warpaint seems to protect him just as it does the orruks. His legend has spread across Gallet; tribes of greenskins travel for leagues to witness Da Living God in action, and Odo rarely fails to meet their barbarous expectations.



either squash underfoot, catch with idle swings of their huge menhir clubs or snatch up to eat without conscious thought. Though they may eventually be brought down by a thousand cuts, a Beast-smasher will ignore all but the most punishing blows, convinced of their own godly invincibility.

When tangling with worthy prey, Beast-smashers display a startling killer instinct. They know how to dodge between a Hydra's heads and tie their necks into a knot, how to wrestle a Black Dragon's jaws shut so it cannot unleash its noxious breath, and how to cave in a rival gargant's breastbone with one strike, all seemingly on instinct. This intuition also extends to more outlandish enemies. When facing a Cockatrice, whose glare can turn flesh to stone, these Mega-Gargants will claim that they squeeze their good eye shut, use the skull hammered into their opposing socket to see into the realm of beast-spirits, and fight the avian creature on equal terms.

While gargant matriarchs warn their offspring against getting drawn into a Beast-smasher's mania, some Mancrushers just can't help themselves. They will follow their idols through hell and high water, cheering as the Beast-smasher delivers a thrashing to some new horror. While they may lack a Beast-smasher's talent, Mancrushers of the Smasher tribes eagerly attempt to replicate the blistering haymakers and lethal chokeholds demonstrated by their Big Heel. Those who survive are inevitably touched by the Waaagh! and become increasingly skilled in the clobbering of monsters. The coming of a Smasher tribe has sparked more than one land-trampling migration of beasts – and given the piled corpses the gargants leave in their wake, it is easy to see why.



KRAKEN-EATER MEGA-GARGANTS

Kraken-eaters are an insular breed, the most gnarled of gargantkind. Still, these brine-drenched titans prize material possessions even over solitude. There is no ocean trench or cave they will not explore to expand their hoards, and they are more than willing to smash apart armies to loot their treasures.

While gargants do not place any special reverence upon age, they know that one who has seen many fights and lived to tell the tale is worthy of respect. Those elders known as Kraken-eaters dwell along the coasts, making their lairs in isolated sea caves and remote coves away from the irritating prattling of younger beings, with only the crashing of waves and their own long, deep thoughts for company.

Kraken-eater Mega-Gargants are irascible old souls who have seen it all. A contented weariness has settled into them, as tangible as the pain in their aching joints. They find just as much satisfaction in watching the sun rise while seated atop their favourite rock as they do in destroying a village, and they crave the relief that only the sea can provide – as well as the bounty that washes up on its shores.

The forces of Order often have better luck negotiating with Kraken-eaters than other gargants; experience allows the creatures to recognise that the scions of civilisation are more likely to leave them in peace than those other beings. However, a Kraken-eater is still a child of Behemat. More than one crew has sailed their stricken galleon towards what they believe to be an island just off the coast, only to be paralysed with terror as the land rises out from the ocean – revealed, up close, to be the balding pate of a Mega-Gargant emerging from the depths, water cascading off their weather-beaten frame. By then, it is too late to escape the creature's colossal shipwrecka club or their grasping hands that so eagerly snatch up sailors and stuff them into their laughing maw.

That said, humans are hardly a Kraken-eater's preferred source

of food. To find that, they must plunge under the ocean's surface, swimming down with the aid of some crude breathing apparatus fashioned from a hollowed-out tree or upturned ship hulk. There, a veritable pelagic buffet awaits: Allopex packs, mirror-whales, knifeback rays and the great sea serpents that slither through the abyssal depths. The briny old sea dogs take pride in their victories over these fearsome prey-creatures and show off their scars to any gawping Mancrusher who asks.

A Kraken-eater most enjoys feasting on the king cephalopods that lurk in the hostile deeps. Few have witnessed a battle between two such titans, but the kraken corpses that wash ashore across the realms – tentacles tied into knots and spongy flesh pitted with bite marks – confirm that they do indeed take place. Some Kraken-eaters will flay the flesh

BUNDO WHALEBITER

Bundo Whalebiter is a legend along Ghur's Coast of Tusks. He is that rarest of things, a gargant known for both brain and brawn, and has been ever since an Idoneth encounter near the Icefangs. While pursuing the aelves – for the sight of their sea creatures flying about out of the water irritated him to no end – Bundo was distracted by a Fangmora Eel to which a glowing lantern had been attached. The gargant throttled the creature and took the trinket, hanging it from his ear as a fetching accoutrement. The aetherquartz in the lantern worked its magics upon Bundo, heightening his intellect such that he can now converse with shocking clarity. This has proved useful after the Siege of Excelsis; while gargants are hardly trusted in the city, Bundo has won many contracts by arguing the value in having colossal aid to call upon. Other gargants have heard Bundo's tale and seek to emulate him, either by trekking to Hysh to find 'glowy stuff' or by wearing vials of dangerous concoctions such as Aqshian etching vitriol close to their heads. Bundo makes no effort to dissuade these imitators, largely because it amuses him when it all goes horribly wrong.



from their adversary and turn it into makeshift sandals to protect themselves should they step on any poisonous sea creatures. That these allow them to jump on spike-clad Chaos Warriors with impunity is an added bonus.

For all their desire for solitude, a Kraken-eater will occasionally accept younger gargants into their territories, for they are curious souls and eager for any news of the wider realms. A Kraken-eater's truest companions, however, are the countless looted artefacts that fill their lairs. These sea caves are dotted with the remains of shipwrecks whose contents have been claimed by the Kraken-eater as salvage, supplemented by loot seized from nearby coastal settlements. Every item, no matter how small or insignificant, is of immense value to a Kraken-eater – if only because someone smaller and weaker than they might also desire it – and they will fight with a bitter fury to keep what is theirs.

Most Kraken-eaters will not make any effort to use their prizes, other than carrying them around in huge nets or haphazard bandoliers. However, there are those gargants who propose a wild notion: not everything made by pipsqueaks is worthless. These Kraken-eaters attempt to actually understand the contents of their hoards, and the cleverest have deduced that magic is a powerful force. While the manipulation of arcane energies is a bit too finicky for gargants, an artefact that does it for them is another matter, and these would-be mages eagerly collect any mystical doodads they can. That the gargant is likely to blow themselves and everyone nearby to smithereens in the process does not dissuade them; after all, even a major sorcerous mishap is unlikely to kill a Kraken-eater, and the look on their foes' faces should the gargant manage to fire off a spell or two makes it all worthwhile.



WARSTOMPER MEGA-GARGANTS

Warstomper Mega-Gargants live for battle. Nothing satisfies them more than plunging into melee, swinging their huge clubs to pulp enemies by the dozen. The eldest Warstompers are wholly addicted to the spraying of gore and the screams of the dying, and they will chase this thrill to the edge of sanity and beyond.

Gargants love to revel in their own strength, and some hard-line creatures maintain that physical brawn is nothing if not harnessed for the business of battle. Behemat fought hard and often, and so the best way to show respect to the World Titan is through a good punch-up. However, there is a subset of gargants who become obsessed with fighting until it is the centre of their world. Known as Warstompers, these belligerent monsters seek out the largest brawls around, their ears eternally open for the clamour of battle.

It doesn't matter to the Warstompers who is fighting or why; all they care about is finding a vicious scrap to lose themselves in. The charge of a Warstomper is akin to being hit by a roaring Chamonian steam-engine, and that's before the titan begins swinging their huge club, ploughing through enemy ranks with howls of battle-joy.

It is tempting to think of the Warstompers as stone-headed brutes, incapable of higher thought beyond flailing their limbs in a frenzy. Indeed, many Freeguild generals and haughty aelven nobles have made just such an assumption and suffered for it. The truth is that the Warstompers' passion for battle translates to a frightening degree of comprehension. While raw strength is usually enough to win the day, they have a basic but uncanny understanding of tactics, recognising when to fight, when to pull back and when to redouble their efforts.

Should they be fired upon by archers, where another gargant might try to ignore the projectiles, the Warstomper will raise one arm as a shield to protect their vital organs. If they are charged by cavalry, the gargants will shake the earth with heavy jumps or churn up the mud of the battlefield,

breaking the momentum of the mounted unit. Some Warstompers will even set aside their pride to feign injury when confronted by a powerful adversary, dropping to one knee with exaggerated howls only to strike once their prey's focus lapses.

If this knowledge was limited to the Warstompers alone then it would be dangerous enough. But, for all their tendency towards a surly, serious demeanour, these Mega-Gargants delight in teaching their Mancrusher lackeys everything they know. While the lesser gargants often lack the experience and presence of mind to employ these methods as effectively as the Warstompers, those Mancrushers who survive several battles at their Big Heel's side begin to pick up on their hard-won techniques, and they become all the more lethal for it.

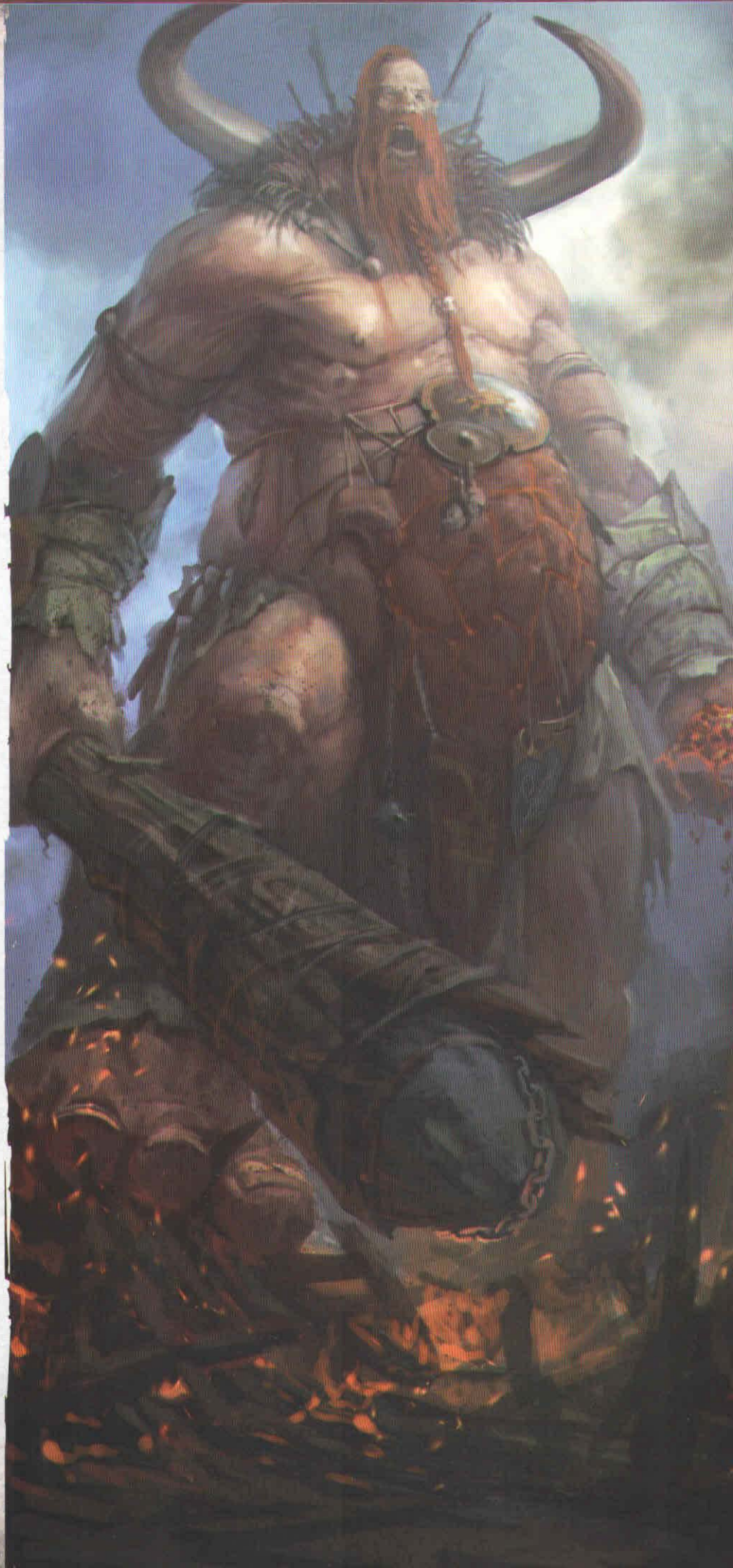
ONE-EYED GRUNNOCK

One-eyed Grunnock – known as Grunnock Battle-krasha until that incident with the sky-stunty cannon – is truly infamous. Gargants far and wide tell of how he terrorised Ghurish Necrosia, battling the Ossiarch Bonereapers of the Ivory Host. To the Warstomper, the undead are perfect enemies that constantly attract new foes. He has violently thwarted the Bonereapers' negotiations with other races on several occasions, most notably interrupting the signing of a treaty with a Kharadron fleet. Being pitched off the side of a mountain and forever burdened with a splitting headache was, admittedly, not part of Grunnock's plan, but the chance to ensure that the fighting between the two forces would never end was worth it. Grunnock has heard of Kragnos and how he once all but laid waste to the Ivory Citadel. This is a problem; if anyone could drive the undead from the region, it is the End of Empires. Plenty of Khorne-worshipping human tribes have sworn to hunt down the rampaging god, and Grunnock gladly offers his services to these warriors, helping them to start bigger and bigger fights in the hope of attracting – and then slaying – Kragnos himself.



Warstompers are typically nomadic. There is a simple reason for this: eventually, every local conflict will peter out, even if only because the gargant became overexcited and slew all the participants. Then the gargants must move on to new and bloody pastures. That said, a Warstomper has all kinds of tricks to prolong the fighting. They have been known to attack a city during a truce period while claiming to be in the employ of the inhabitants' enemies, and they have waded into peace talks with bellows of bloodlust, letting the jittery paranoia of the opposing forces see them draw blades. The cleverest will turn upon their paymasters after winning a battle and fight in support of their battered enemies, crippling the victors and offering the vanquished a chance to recover their strength. Warstompers often feel a profound nostalgia for past fights. Trophy-taking is among their favoured hobbies, and their thick hides are hung with broken armour, shattered blades and the remains of defeated monsters.

Warstompers regularly fight as mercenaries in the service of Chaos, for the society of the Dark Gods' worshippers is predicated upon endless strife, and that suits the gargants just fine. Usually the quirks of their allies are nothing more than a curiosity to the Warstompers, and they will let them ink sigils upon their flesh or braid their hair with bones only so long as it does not interfere with opportunities to kill. Some Warstompers, however, become intrigued by the rituals of the little 'uns, especially those that revolve around gore and skulls. These gargants are seen as pariahs by their kin, having been hooked by strange pipsqueak traditions that see the realms around them turn 'funny'. As long as the carnage never ceases, however, these Warstompers see no reason to stop.



GATEBREAKER MEGA-GARGANTS

While every gargant is a vandal at heart, there are some whose loathing for civilisation runs deep indeed. Known as the Gatebreakers and clad in foreboding cowls, these Mega-Gargants revel in smashing enemy fortifications to dust, leaving those cowering behind to be crushed by tons of falling masonry.

Of all of Behemat's spawn, the Gatebreakers are the most sinister, filled with the need to destroy. More specifically, these gargants harbour considerable ill will towards the metropolises raised by Sigmar's folk. The sight of a glorious city, with its proud spires and resolute walls, awakens a bitter fury within these creatures. With a bellow of hate, a Gatebreaker advances on an enemy settlement without fear, shrugging off panicked arrows and cannon fire with little more than a malicious chuckle.

As they approach, the Gatebreaker begins to swing their fortcrusha flail – a brutal weapon cobbled together from the wreckage of sundered cities – with terrible, mounting velocity. This flail can be used to hook onto the crenellations of a city's battlements; with a flex of their immense muscles, the Gatebreaker uses this leverage to

tear down an entire wall, laughing at the roar of collapsing stonework and the screams of defenders tumbling to their doom. Then the Mega-Gargant shoulders their way through the rubble and into the city, and the slaughter truly begins.

The Gatebreakers' attacks upon civilisation have several motives. The first is one of pragmatism: the population of a city and its supplies make for excellent eating. The most cunning Gatebreakers will raid a settlement rather than tearing it down entirely, leaving its defences weakened and its surviving populace scarred but able to recover, so that the gargants might later return and once more indulge their destructive appetites.

While most gargants have something of an ego, the pride of these titans is immense, and they feel a need to put any pipsqueaks squatting within

'their' territories in their place. Gatebreakers look to make as profound a statement as possible by targeting the strongholds of their prey. As well as this general disdain, Gatebreakers typically sport particular vexations that set off their surly tempers – the sight of some idiot waving a flag around, for example, or the migraine-inducing clatter of armoured knights at full tilt. So strong are these dislikes that they tend to spread to the anarchist Mancrushers who gather around them and can spur an entire stomp into a furore.

The third motive is perhaps the most profound, to the extent that sometimes not even the Gatebreakers realise it. On some level, these gargants know that it was Sigmar who murdered the World Titan, just as he is said to have slain their grandfather Ymnog. And did Sigmar not

BIG DROGG FORT-KICKA

Across the Prime Innerlands of Shyish, the name Big Drogg Fort-kicka is dreaded. Admittedly, this is as much for the Gatebreaker's grievous halitosis – a side effect of eating corpses in every stage of decomposition – as his skill at destroying cities. Drogg is known to many undead tyrants, who willingly offer him a portion of their shambling servants to consume in return for his aid. Mannfred von Carstein himself has been a paymaster of Drogg's, recently hiring him to tear down Nulahmian border forts as part of the war against his rival Mortarch Neferata. Yet while Drogg takes satisfaction in his work, internally he rages. His true goal has always been to get close enough to Nagash to clobber him, for no reason other than he can. The Great Necromancer's shattering at the hands of the Lumineth has set this plan back. Taking this as a personal insult, Drogg has vowed revenge. While he has yet to find a Hyshian realmgate capable of handling his immense girth, he eagerly hires his services out to any undead wishing to fight the aelves – and in the wake of the Soul Wars, he has no shortage of clients.



once secure an alliance with Gorkamorka by pretending to be a worthy warrior, only to have his worshippers invade the primal lands? The Hammer God is a liar and a cheat who condemns the strong and props up the weak while hiding in his star-castle. But just as he destroyed the gargant race's past, so will the Gatebreakers demolish his people's future, tearing down their places of safety and leaving them to the merciless wilds.

Gatebreakers are often seen fighting alongside the undead. When these revenants attack a city, they usually have little interest in spoils – the Ossiarchs desire only bone, vampires rarely raise up every slain foe and the Nighthaunt pass through like a killing gale. As for the mordants of the Flesh-eater Courts, a gargant can at least respect their gory appetites. Mercenary Gatebreakers have their pick of foodstuffs to devour, be they the corpses of their enemies or the palatial larders of a city's rulers. The strange priorities of the dead also allow the gargants to loot as many trinkets as they wish; it is not uncommon to see these titans bearing runic stonework and portcullises ripped from the settlements they have trashed.

The Mega-Gargants' infamous cowls, fashioned in direct parody of those worn by city executioners, are sometimes granted to them by an unliving ally. But this is not the only 'gift' the undead bestow upon the Gatebreakers. As a gargant soaks up necromantic energies, their skin grows pale and saggy and their need for sustenance and sleep dwindles. However, this does not stop them from being ferocious fighters – young gargants are more than happy to mass around an elder Gatebreaker, even as they mumble about their big mate's willingness to leave their share of food just lying around in the street after the fight is over...





MANCRUSHER GARGANTS

Mancrushers are the footsloggers of the stomps. These unruly louts are creatures of instinct, taking every opportunity to indulge each brutish whim that crosses their minds. But when a Mega-Gargant is abroad, their Mancrusher followers are touched by a strange sense of purpose – to the misfortune of their enemies...

Mancrushers are the most common type of gargant, if such a thing exists. While they have yet to reach the awe-inspiring proportions of the Mega-Gargants, they are not to be taken lightly; even an adolescent Mancrusher will loom over a Sigmarite domicile and can snatch up a fleeing settler with one grasp of their meaty hands. Because they do not need to dominate a local food supply to the same extent as their larger kin, Mancrushers are often especially sociable by gargant standards. It is common to see mobs of the brutes banding together beneath a Bullstomper, the better to survive the wilds – for though gargants have no natural predators, there is plenty of megafauna across the realms that can give them pause – or simply to entertain themselves. Just as common is the mob later having some catastrophic falling-out over the distribution of spoils or an accusation of foul play in some oafish game and battering one another to a pulp.

Left to their own devices, gargants are prone to indolence and gluttony. There is little that can naturally threaten them, and their ego drives them to simply take whatever they want in the moment, be it kegs of fungus ale from a Moonclan lurklair or livestock from a human outpost. Besotted with food, drink and the terror of the small, it is easy to see how a gargant might become addicted to this hollow lifestyle. They deal with their constant hangovers by finding some cool, dark cave in which to sleep it off or losing themselves in a drunken rampage. Some gargants become so consumed by these indulgences that they are known as Aleguzzlers. While these inebriated behemoths are no doubt dangerous, they are certainly not all a gargant can be, and they often provoke a sense of disgust or, worst of all, pity from their fellows.

However, when a Mega-Gargant is on the march, even the most lethargic of Aleguzzlers will

respond. As the larger titan shakes the earth with each step, the gargant will awaken from their drunken dozing, feeling something stir within their soul. Rustling up a suitable tribute of loot and meat from their lair, they will begin to follow the Mega-Gargant's path of destruction with uncharacteristic diligence. This can take some time, for though Mega-Gargants are not hasty creatures, even a casual step can see them travel ten feet or more. Still, should a gargant be patient, they will eventually catch up to their larger kin.

It is here that many Aleguzzlers falter, making the fateful error of disturbing a sleeping Mega-Gargant and being killed and eaten (not necessarily in that order) for their impudence. Clever gargants instead plug their ears with wheels of cheese or half-devoured remains – in order to work undisturbed by the Mega-Gargant's snoring – before laying out their tribute alongside any prey-beasts captured on the

Dorgg squinted, stuck his tongue out and ran in a loping stride. A firm kick with his lanky leg, bolstered by his momentum, struck the duardin warrior and sent him sailing through the air, crashing down amongst his mates with a ringing clatter. As the fellow Mancrushers of his mob gave a cry of 'Wa-hey!', Dorgg grinned. It had been a good kick. You had to know how to handle the armoured stunties, else you could break a toe. Worth it, though.

'Cheated.'

Dorgg's cheer evaporated as he turned, scowling. Garg, boss of the stomp's other mob, was glaring at him. Snorting and resting his club on his shoulder, the gargant seemed oblivious to the crossbow quarrels thudding into his bicep.

'You cheated. He weren't moving.'

'Was moving an' all,' Dorgg grumbled, before snorting. 'You're just mad 'cause we've nobbled more of 'em than you.' Just as he had hoped, Garg's brow furrowed and he swung his club into both hands. For a few moments, the two mobs stood sizing one another up, ignorant of the battle raging around them.

A deafening grunt shocked them back into the present. Their Big Heel, Huge Thargo, had paused his advance towards the enemy lines to turn and fix the laggardly Mancrushers with a mood-shattering glare.

'S-sorry, boss. We was just gettin' on with it,' Dorgg said, suppressing a heavy gulp. It seemed to satisfy Thargo, who gave a rumbling grunt and returned his attention to the foe. Letting out a relieved breath, Dorgg shot a surly look back at his rival before hefting his flail and gesturing for his lads to look busy once again.

journey and finally settling down to wait for the colossal creature to awaken. Should their offering please the Mega-Gargant, they will usually take the Aleguzzler under their wing, however grudgingly.

By following their idol around, these previously directionless gargants discover a new sense of purpose. Their former gross indulgences are forgotten – though, admittedly, this is largely because the Mega-Gargant now takes the greatest share of the loot and thus prevents the truly epic binges of before. The gargants learn to revel in their own strength once more, seeing battle and the stomping of pipsqueak holdings as worthwhile endeavours for more than just the loot they produce (though that remains pretty paramount still). In time, other gargants may come seeking the fellowship of a Mega-Gargant and mob up with those already following at their heels. As these tribes roam the realms, the gargants rediscover their sense of pride and strength – and only then do they earn the right to call themselves Mancrushers.

Mancrushers are impressionable beings who live for the moment. As such, they are easily swept up by the passions of their big mates. If the boss of a stomp wants to plunge into the most cataclysmic battles imaginable, then the Mancrushers will charge in right at their side, shouldering and tugging at one another in an attempt to be first into the fray. Similarly, those who follow the Beast-smashers are soon filled with pounding Waaagh! energy and seem more oblivious than ever to the blades and arrows of terrified pipsqueaks. Despite this propensity towards imitation, every Mancrusher dreams of one day growing to become a Mega-Gargant and forging their own path. Then, in turn, they will attract their own gargant disciples, and the cycle will begin anew.



THE GARGANT ARMIES

Welcome to the rules section of *Battletome: Sons of Behemat*. On the following pages, you will find all of the rules you need to field your Sons of Behemat collection on the battlefield, stomping over any tiny foes who dare stand against you.

● ARMY RULES ●

SONS OF BEHEMAT ARMIES

There are 4 different types of Sons of Behemat army, and you must decide which type your army will be. The 4 types of Sons of Behemat army are: a Taker Tribe army, a Breaker Tribe army, a Smasher Tribe army and a Stomper Tribe army. Each type has its own additional battle traits and enhancements and does not use the additional battle traits or enhancements of the others.

ALLEGIANCE ABILITIES

This section describes the allegiance abilities available to a Sons of Behemat army. The rules for using allegiance abilities can be found in section 27.0 of the core rules.

BATTLE TRAITS

Abilities available to every unit in any type of Sons of Behemat army (pg 62).

ENHANCEMENTS COMMAND TRAITS

Abilities available to the general of any type of Sons of Behemat army if it is a **HERO** (pg 63).

ARTEFACTS OF POWER

Artefacts available to **HEROES** in any type of Sons of Behemat army (pg 63).

TAKER TRIBE

ALLEGIANCE ABILITIES

Allegiance abilities available to units in a Taker Tribe army, including battle traits, command traits and artefacts of power (pg 64).

BREAKER TRIBE

ALLEGIANCE ABILITIES

Allegiance abilities available to units in a Breaker Tribe army, including battle traits, command traits and artefacts of power (pg 65).

'Hate hoomans. Hate the beardy shorties. Hate the pointy-ears with all their fancy long words. Hate the blood-suckers. Hate the flesh-gobblers who try and steal me dinner. Hate the spiky lads 'cause it hurts when ya step on them. Them spooks are alright 'cause they don't talk much. Don't mind the greenies. Hate the fat lads though. Found some trying to bite me leg off once so I picked 'em up and squeezed until they burst. Hurr hurr hurr.'

- Scowling Luggo,
Gatebreaker
Mega-Gargant



**SMASHER TRIBE
ALLEGIANCE ABILITIES**

Allegiance abilities available to units in a Smasher Tribe army, including battle traits, command traits and artefacts of power (pg 66).

**STOMPER TRIBE
ALLEGIANCE ABILITIES**

Allegiance abilities available to units in a Stomper Tribe army, including battle traits, command traits and artefacts of power (pg 67).

**MEGA-GARGANT
MERCENARIES**

This section contains special rules that allow Mega-Gargants to be taken as allies if your army is not a Sons of Behemat army (pg 84-87).

WARSCROLLS

Warscrolls for each unit from the Sons of Behemat faction are found here (pg 88-95).

**PITCHED BATTLE
PROFILES**

This section contains Pitched Battle profiles for the units in this battletome (pg 96).

ALLIES

This section lists the allies a Sons of Behemat army can include (pg 96).

• PATH TO GLORY •

This section contains rules for using your Sons of Behemat collection in a Path to Glory campaign. It includes quests, veteran abilities and battleplans (pg 68-81).

• MATCHED PLAY •**GRAND STRATEGIES**

When fighting a matched play battle that instructs you to pick a grand strategy, you can pick a grand strategy from this section if you are using a Sons of Behemat army (pg 82).

BATTLE TACTICS

When fighting a matched play battle that instructs you to pick battle tactics, you can pick battle tactics from this section if you are using a Sons of Behemat army (pg 82).

CORE BATTALIONS

This section includes core battalions that can be included in a Sons of Behemat army (pg 83).



ALLEGIANCE ABILITIES

BATTLE TRAITS

MIGHTIER MAKES RIGHTIER

Mega-Gargants and their followers are so immense that it takes many lesser creatures to drive them from the lands they have claimed.

Each **MEGA-GARGANT** has a Mightier Makes Rightier value listed on its damage table on its warscroll. For the purposes of contesting objectives, each **MEGA-GARGANT** model in a Sons of Behemat army counts as a number of models equal to its Mightier Makes Rightier value, while each **MANCRUSHER GARGANT** model counts as 10 models.

LORD AND MASTER

Sons of Behemat tribes are led by a Mega-Gargant whose traits and foibles will influence their followers.

You must decide whether your Sons of Behemat army will be a Taker Tribe army, a Breaker Tribe army, a Smasher Tribe army or a Stomper Tribe army. The type you pick dictates the general of your army, as follows:

Taker Tribe: Your general must be a **KRAKEN-EATER**.

Breaker Tribe: Your general must be a **GATEBREAKER**.

Smasher Tribe: Your general must be a **BEAST-SMASHER**.

Stomper Tribe: Your general must be a **WARSTOMPER**.

Additional allegiance abilities are available to each type of Sons of Behemat army (pg 64-67).



WRATH OF TITANS

With strength and might unmatched across the Mortal Realms, the Mega-Gargants of the Sons of Behemat rampage across the battlefield, mauling enemy behemoths and letting loose ear-splitting bellows that can shatter the morale and cohesion of even veteran soldiers.

When you carry out a monstrous rampage (core rules, 21.1) with a friendly **MEGA-GARGANT**, you can carry out 1 of the monstrous rampages below instead of any other monstrous rampage you can carry out with that unit.

MEGA-GARGANT MONSTROUS RAMPAGES



Beast Grapple: Pick 1 enemy **MONSTER** within 3" of this unit and roll a dice. On a 3+, until the end of the following combat phase, the strike-last effect applies to both that **MONSTER** and the unit carrying out this monstrous rampage.



Earth-shaking Roar: Pick 1 enemy unit with a Wounds characteristic of 1 or 2 within 3" of this unit and roll 2D6. If the roll is higher than that unit's Bravery characteristic, for each point by which the roll exceeds the unit's Bravery characteristic, 1 model in that unit flees. That unit's commanding player decides which models flee. The effect of this monstrous rampage is not considered to be a battleshock test.



Colossal Slam: Pick 1 enemy **MONSTER** that is not part of a unit consisting of 2 or more models and that is within ½" of this unit. Roll a dice. On a 3+, you can remove that **MONSTER** from the battlefield and set it up again anywhere wholly on open ground within ½" of this unit. That **MONSTER** suffers D3 mortal wounds. In addition, subtract 1 from hit rolls for attacks made by the unit carrying out this monstrous rampage until the end of the following combat phase.

ENHANCEMENTS

COMMAND TRAITS

BIG PERSONALITIES

Monstrously Tough: *This Mega-Gargant is incredibly hard to kill.*

This general has a Wounds characteristic of 40 instead of 35.

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

Once per battle, when this general is picked to fight, you can say that they are overcome with rage. If you do so, until the end of that phase, use the top row on this general's damage table, regardless of how many wounds they have suffered.

Rabble Rouser: *This Mega-Gargant bellows at their kin to race forth and pummel the enemy into the dust.*

Add 1 to charge rolls for friendly **SONS OF BEHEMAT** units wholly within 18" of this general.

ARTEFACTS OF POWER

TITANIC TROPHIES

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

Model armed with an Almighty Stomp only. The bearer's Almighty Stomp has an Attacks characteristic of 3 instead of 2, a Rend characteristic of -3 instead of -2, and a Damage characteristic of 3 instead of D3.

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

When this unit is targeted by an attack, if the weapon used for that attack has a Rend characteristic of -1, change the Rend characteristic for that attack to '-'. In addition, if the unmodified save roll for an attack made with a melee weapon that targets the bearer is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

Scavenger Wake: *This gargant is followed by various wolves, blood vultures and other carnivorous creatures looking for an easy meal. Though these beasts tend to prefer carrion, sometimes their hunger gets the better of them.*

Once per battle, at the start of the combat phase, you can pick 1 enemy unit within 3" of the bearer and roll a number of dice equal to the number of models in that unit (to a maximum of 10). For each 4+, that enemy unit suffers 1 mortal wound.

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

The bearer can attempt a charge even if they ran in the same turn.

TAKER TRIBE

ALLEGIANCE ABILITIES

TAKER TRIBE BATTLE TRAITS

'GET RID OF 'EM!'

Kraken-eater Mega-Gargants get their followers to form groups in order to drive off rival claimants to their loot.

For the purposes of contesting objectives, each friendly **MANCRUSHER GARGANT** model counts as 15 models instead of 10. In addition, add 5 to the Mightier Makes Rightier value for friendly **KRAKEN-EATERS** that are contesting an objective.

'I WANT THAT FOR ME COLLECTION!'

Kraken-eaters are avaricious hoarders who love collecting all kinds of baubles and artefacts – even ones that are too small for them to use.

You can use this command ability at the start of the combat phase. The command can only be issued by your general, and the unit that receives the command must be a friendly **MANCRUSHER GARGANT** unit. Until the end of that phase, add 1 to the Damage characteristic of attacks made with melee weapons that target an enemy unit that bears an artefact of power or is Unique.



TAKER TRIBE COMMAND TRAITS

Very Acquisitive: *This Kraken-eater has collected a vast stockpile of magical artefacts.*

If you give an artefact of power to this general, you can pick 1 additional artefact of power and give it to them as well (this general can have 2 artefacts of power). Both artefacts of power must be different.

Extremely Intimidating: *Nobody wants to get too close to this fearsome Kraken-eater – not even other Kraken-eaters!*

Enemy units within 6" of this general cannot receive the Inspiring Presence or Rally commands.



TAKER TRIBE ARTEFACTS OF POWER

Wallopín' Tentacle: *Still writhing long after the original owner's death, the Wallopín' Tentacle can be used as a bludgeon that grasps stunned prey in its crushing, rubbery grip.*

KRAKEN-EATER only. At the start of the combat phase, you can pick 1 enemy **HERO** within 3" of the bearer and roll a dice. On a 4+, that **HERO** suffers D3 mortal wounds and the strike-last effect applies to that **HERO** until the end of that phase.

Glowy Lantern: *Stolen from the aelves of Hysh after a botched alliance, this aetherquartz jar was at first carried around simply because it was shiny; however, over time, it has granted this Mega-Gargant control over malign sorceries.*

KRAKEN-EATER only. In your hero phase, the bearer can attempt to cast 1 spell that summons an endless spell in the same manner as a **WIZARD**. When they do so, the range of that spell is doubled.

BREAKER TRIBE

ALLEGIANCE ABILITIES

BREAKER TRIBE BATTLE TRAITS

BREAKING DOWN THE HOUSES

The followers of Gatebreaker Mega-Gargants adopt the same deep loathing of settlements as is held by their embittered leaders.

Add 1 to the damage inflicted by each successful attack made by a friendly **MANCRUSHER GARGANT** unit that targets an enemy unit that is part of a garrison or that is wholly on a terrain feature.

RAMMING SPEED

With a roar that shakes the very foundations of nearby buildings, the Gatebreaker commands the Mancrushers in tow to charge down the enemy line without mercy or respite.

You can use this command ability at the start of your charge phase. The command can only be issued by your general, and the unit that receives the command must be a friendly **MANCRUSHER GARGANT** unit. Until the end of that phase, you can attempt a charge with the unit that received the command if it is within 18" of an enemy unit instead of 12". In addition, roll 3D6 instead of 2D6 when making a charge roll for that unit until the end of that phase.



BREAKER TRIBE COMMAND TRAITS

Extremely Bitter: *This Gatebreaker truly abhors the mores of civilisation.*

You can pick a second fierce loathing that applies only to your general.

Sees Red: *The mere presence of a settlement infuriates this Mega-Gargant so much that they simply ignore any wounds they have suffered.*

In the combat phase, if this general is within 3" of a defensible terrain feature or an enemy unit that is wholly on a terrain feature, use the top row on this general's damage table, regardless of how many wounds they have suffered.

FIERCE LOATHINGS

Gatebreakers and their lackeys often have an irrational hatred for certain trappings of civilisation.

When you pick a Breaker Tribe army, you can pick 1 of the fierce loathings below and record it on your army roster. The rule for that fierce loathing applies to friendly **GATEBREAKER** and **MANCRUSHER GARGANT** units.

Bossyboots and Clever Clogs: *What is it with pipsqueaks bossing others about or pointing at stuff and making it blow up? It ain't clever; it's stoopid!*

Add 1 to hit rolls for attacks made by this unit that target an enemy **HERO** or **WIZARD**.

Idiots with Flags: *Why do these runts think you can stake a claim with a posh flag? It don't mean nuffin!*

Add 1 to hit rolls for attacks made by this unit that target an enemy **TOTEM** or unit with any command models.

Wannabes: *They think that being as big as us makes 'em just as fighty? Time to cut 'em down to size.*

Add 1 to hit rolls for attacks made by this unit that target an enemy **WAR MACHINE** or **MONSTER**.



BREAKER TRIBE ARTEFACTS OF POWER

The Great Wrecka: *All things bludgeoned by this masonry-and-chain combination crumble to dust.*

GATEBREAKER only. If the unmodified hit roll for an attack made with the bearer's Fortcrusha Flail is 6, that attack causes D3 mortal wounds to the target in addition to any damage it inflicts.

Kingslaughter Cowl: *Those who wear this handed-down leather hood make it their business to crush upstart monarchs and warlords across the realms.*

GATEBREAKER only. Add 1 to wound rolls for attacks made by the bearer that target an enemy **HERO**.

SMASHER TRIBE

ALLEGIANCE ABILITIES

SMASHER TRIBE BATTLE TRAITS

BONE-CRUNCHING STRIKES

Eager to follow in the Beast-smashers' footsteps, the Mancrusher Gargants of the Smasher Tribe will ruthlessly hunt down enemy behemoths and try to shatter their bones with a single, mighty wallop.

When a friendly **MANCRUSHER GARGANT** unit fights, if it is within 3" of an enemy **MONSTER**, you can say that it will unleash a bone-crunching strike. If you do so, until the end of the phase, the Attacks characteristic of that unit's Massive Club is 1 and cannot be modified, the Damage characteristic is 4D6, and all attacks made with its Massive Club must target an enemy **MONSTER**.

'DON'T LET A FEW CUTS STOP YER!'

With an earth-shaking roar, the Beast-smasher demands their admirers fight on without letting anything as bothersome as death stop them.

You can use this command ability at the start of the combat phase. The command can only be issued by your general, and the unit that receives the command must be a friendly **MANCRUSHER GARGANT** unit. Until the end of that phase, use the top row on that unit's damage table, regardless of how many wounds it has suffered. In addition, until the end of that phase, each time a model in that unit is slain, if that unit has not yet fought in that phase, that model can fight before it is removed from play.



SMASHER TRIBE COMMAND TRAITS

Sees Green: *With a defiant roar, this Beast-smasher declares that they are Gorkamorka made manifest, that the puny attacks of the enemy cannot lay them low and that they 'ain't done fightin' yet!*

Once per battle, at the start of a phase, you can say that this general is Gorkamorka made manifest. If you do so, this general has a ward of 4+ against mortal wounds until the end of that phase.

Marrow-drinker: *As this Beast-smasher chomps on the bones of their largest prey, it replenishes them to continue their hunt.*

Each time an enemy **MONSTER** is slain by this general, roll a number of dice equal to that **MONSTER**'s Wounds characteristic. For each 5+, you can heal 1 wound allocated to this general.



SMASHER TRIBE ARTEFACTS OF POWER

The Shatterer: *The tip on this menhir has been whittled to a razor-sharp point capable of sundering enemy armour with a single blow.*

BEAST-SMASHER only. If the unmodified wound roll for an attack made with the bearer's Menhir Club that targets an enemy **HERO**, **MONSTER** or **WAR MACHINE** is 6, that unit's armour has been shattered. If a unit's armour has been shattered, until the end of the battle, ignore positive modifiers to save rolls for attacks that target that unit.

Mantle of Tusks and Horns: *The trophies of fallen creatures adorn the shoulders of this Beast-smasher, and through them they can channel the power of the Waaagh!.*

BEAST-SMASHER only. Once per battle, at the start of the combat phase, you can say that the bearer will channel the Waaagh!. If you do so, add 1 to hit rolls for attacks made with melee weapons by friendly **SONS OF BEHEMAT** units until the end of that phase.

STOMPER TRIBE

ALLEGIANCE ABILITIES

STOMPER TRIBE BATTLE TRAITS

BIG SHOUTS

Warstompers are constantly bellowing orders to the other gargants under their command.

After your general issues a command to a friendly **MANCRUSHER GARGANT** unit, until the end of the phase, they can issue the same command to any other friendly **MANCRUSHER GARGANT** units without any further command points being spent.

'GRAB THOSE ROCKS AND CHUCK 'EM'

Realising that their followers cannot reach the enemy with their clubs, the Warstomper shouts at them to hurl some rocks instead.

You can use this command ability at the start of your shooting phase. The unit that receives the command must be a friendly **MANCRUSHER GARGANT** unit. Until the end of that phase, add 1 to the Attacks characteristic of that unit's Throwin' Rocks.

GETTING STUCK IN

Warstompers and their followers relish the visceral thrill of battle and always get stuck in wherever the fighting is most bloody.

Add 1 to the damage inflicted by each successful attack made by a friendly **MANCRUSHER GARGANT** unit if it targets an enemy unit that has 10-19 models. Add 2 to the damage inflicted by each successful attack made by a friendly **MANCRUSHER GARGANT** unit instead if it targets an enemy unit that has 20 or more models.



STOMPER TRIBE COMMAND TRAITS

Inescapable Grip: *Very few creatures can get away from this Warstomper's grasping fingers.*

When you use this general's Hurl'd Body ability, you can re-roll both dice rolls.

Eager for the Fight: *This Warstomper can't wait to get in amongst the foe.*

You can attempt a charge with this general if it is within 18" of an enemy unit instead of 12". In addition, roll 3D6 instead of 2D6 when making a charge roll for this general.



STOMPER TRIBE ARTEFACTS OF POWER

Club of the First Oak: *This immense club heals and invigorates the bearer, even beyond the point of their demise – provided they keep it in their grip at all times.*

WARSTOMPER only. In your hero phase, you can heal 1 wound allocated to the bearer. In addition, while the bearer has 25 or more wounds allocated to them, they have a ward of 5+.

Mantle of the Destroyer: *This Mega-Gargant's collection of trophies, gathered over the course of a years-long rampage, instils in them and nearby followers an unstoppable and monstrous confidence.*

WARSTOMPER only. Friendly **SONS OF BEHEMAT** units within 12" of the bearer have a Bravery characteristic of 10.

PATH TO GLORY

The following section includes rules for your Path to Glory campaign if you are using a Sons of Behemat army.

STARTING YOUR PATH TO GLORY CAMPAIGN

When preparing your Path to Glory roster to begin your Path to Glory campaign with a Sons of Behemat army, use the following rules in addition to those in the Core Book.

CHOOSE YOUR TRIBE

In step 1, you must pick which tribe your Sons of Behemat army belongs to. These tribes are the same as those outlined in the Lord and Master battle trait on page 62. Pick 1 of the following tribes and note it down in the 'Subfaction' section of your roster:

- Taker Tribe
- Breaker Tribe
- Smasher Tribe
- Stomper Tribe

Your warlord starts the Path to Glory campaign with 15 renown points and a command trait just like the warlord of any other army. However, Mega-Gargants earn different ranks (pg 71), and your warlord starts with the rank of 'Adult Gargant'.



STARTING TERRITORY AND STRONGHOLD

Sons of Behemat armies do not control territories in the same manner as other armies and they do not build strongholds. Instead of picking a starting territory in step 2, you instead start with 1 Wild Lands territory (pg 73). In addition, you do not have a stronghold and you will not use any of the stronghold rules in Path to Glory.

CHOOSE YOUR WARLORD

When you add your warlord in step 3, you must pick the **MEGA-GARGANT** listed as the general of your tribe in the Lord and Master battle trait (pg 62) to be your warlord.

UNIT LIMITS

The rules for unit limits do not apply to a Sons of Behemat army.

FIGHTING PATH TO GLORY BATTLES

When fighting Path to Glory battles against another Path to Glory army, you can ignore any rule that states that you cannot spend more than half your points on a single unit. In addition, the tier of battle is determined by the rank of your warlord (pg 71).

Mega-Gargants have different rules for interacting with territories (pg 73). Although none of the stronghold rules apply, they have a whole host of additional rules to make up for it!

No one would dare tell a Mega-Gargant how many other gargants they are allowed to boss about!



A Footsloggas Rabble consists entirely of Mancrusher Gargant units led by the Bullstomper and does not include any Mega-Gargants. It is a great way to start your Path to Glory campaign if your regular opponents also choose the Vanguard starting size. You can fight as many Path to Glory battles as you wish as a Footsloggas Rabble and you'll earn bonus renown points for your Mancrusher Gargants as you do so.

A Footsloggas Rabble has no warlord; once you add a Mega-Gargant to your ranks, they will become your warlord and your army will cease to be a Footsloggas Rabble.

FOOTSLOGGAS RABBLE

If you pick the Vanguard starting size for your Sons of Behemat army, you can choose for them to be a **Footsloggas Rabble**. This is a special kind of Sons of Behemat army designed to be fun to play in battles with a lower points limit.

If you choose for your army to be a Footsloggas Rabble, the following rules apply:

1. Pick a tribe as normal (pg 68).
2. Do not add a warlord to your order of battle before fighting your first Path to Glory battle.
3. Only add Mancrusher Gargant units to your order of battle (you cannot add **MANCRUSHER MOB** units).
4. Pick 1 Mancrusher Gargant to be the Bullstomper. This unit starts the Path to Glory campaign with 5 renown points and 1 veteran ability.
5. Do not pick any core enhancements for your army (yet).
6. Choose the lower tier of battle for each Path to Glory battle you fight.
7. When you pick your army, the Mancrusher Gargant picked to be the Bullstomper is your general.
8. After a Path to Glory battle, each Mancrusher Gargant in a Footsloggas Rabble gains D3 bonus renown points.

BECOMING A STOMP

If your army is a Footsloggas Rabble, you do not have to spend any glory points to add the first **MEGA-GARGANT** to your order of battle. Instead, this **MEGA-GARGANT** becomes your warlord. You must pick the **MEGA-GARGANT** listed as the general of your tribe in the Lord and Master battle trait (pg 62) to be your warlord. Once you have added your warlord, your army is no longer a Footsloggas Rabble.

Your warlord starts with 15 renown points and a command trait. After adding your warlord to your order of battle, you can immediately choose any core enhancements for them as you normally would in step 4.

MEGA-GARGANTS IN PATH TO GLORY

In a Path to Glory campaign, **SONS OF BEHEMAT MEGA-GARGANTS** earn different ranks to the **HEROES** in other armies, as shown on the table below. When a **MEGA-GARGANT** earns the 'Adult Gargant' rank, they gain a command trait.

MEGA-GARGANT RANKS			
Renown Points	Rank	Rewards	Tiers of Battle
0-14	Bull Gargant		Lower
15-29	Adult Gargant	Command Trait	Lower
30-44	Mighty Gargant	Quirk	Lower
45-59	Elder Gargant	Quirk	Lower and Middle
60+	Ancient Gargant	Quirk	Lower, Middle and Higher

QUIRKS

When a **MEGA-GARGANT** earns certain ranks, they will gain a **quirk**. Quirks are additional rules that are used when fighting another Path to Glory army. On pages 78-79, you will find tables of quirks for each type of **MEGA-GARGANT**. You must roll on the table to determine which quirk the **MEGA-GARGANT** receives; you cannot pick the quirk. In addition, the same **MEGA-GARGANT** cannot gain the same quirk more than once; if you roll a quirk that the **MEGA-GARGANT** already has, re-roll the quirk until the result is a quirk that they do not have.

TIERS OF BATTLE

When fighting a Path to Glory battle, the tier of battle is determined by the rank of your warlord.

MANCRUSHER MOBS IN PATH TO GLORY

In a Path to Glory campaign, **MANCRUSHER MOB** units cannot be added to your order of battle; only Mancrusher Gargant units can be added. However, when picking your army for a Path to Glory battle, you can form your Mancrusher Gargant units into 1 or more Mancrusher Mob units, each with 3 models. If you do so, the following rules apply:

1. For that battle, 3 Mancrusher Gargants are combined into a single Mancrusher Mob unit that uses the Mancrusher Mob warscroll and Pitched Battle profile.
2. The Mancrusher Gargant with the most renown points is the Bullstomper of the Mancrusher Mob. If 2 or more Mancrusher Gargants are tied for most renown points, pick 1 to be the Bullstomper.
3. A Mancrusher Mob can only use the veteran abilities of its Bullstomper. It cannot use any other veteran abilities.
4. Multiple models in a Mancrusher Mob may start the battle with wounds allocated to them owing to lingering wounds (pg 72). If this is the case, when the first wound is allocated to that unit during the battle, it can be allocated to any of the models in the unit that began the battle with wounds allocated to them. Subsequent wounds must be allocated to that model until it is slain, as normal.
5. When a Mancrusher Mob gains renown points, each Mancrusher Gargant in the unit receives the full number of points gained by the unit. If you pick a Mancrusher Mob to be your favoured warriors, each model in the unit gains D6 renown points (roll separately for each model).

THE AFTERMATH SEQUENCE

There are a number of differences to the aftermath sequence when using a Sons of Behemat army, as detailed below.

LINGERING WOUNDS

Do not make injury rolls or casualty rolls for **SONS OF BEHEMAT** units. Instead, **SONS OF BEHEMAT** units may gain **lingering wounds**.

In step 2 of the aftermath sequence, roll on the Gargant Linging Wounds table below for each **MEGA-GARGANT** and Mancrusher Gargant model slain in battle. In each aftermath sequence, you can re-roll 1 roll on this table by spending 1 glory point. You must choose whether to re-roll the result before rolling for the next model.

2D6 Gargant Linging Wounds

2-3	Oof! Right in the Gut!: Add 2D6 to this model's lingering wounds total.
4-5	Me 'Ead Hurts!: Add D6 to this model's lingering wounds total.
6-7	Ouch!: Add D3 to this model's lingering wounds total.
8-11	Just a Scratch!: No effect.
12	You Ain't Strong Enough to Kill Me!: This model gains 2D6 renown points.

Record each model's lingering wounds total on your order of battle. If the lingering wounds total of a model equals or exceeds its Wounds characteristic, it is killed and removed from your order of battle.

At the start of each Path to Glory battle, each **SONS OF BEHEMAT** unit in your army begins the battle with a number of wounds allocated to it equal to its lingering wounds total. These wounds cannot be negated or healed.

DEATH OF THE BIG HEEL

If your warlord is killed, the **MEGA-GARGANT** you pick to become your new warlord must be the same type as the slain warlord. If you have no **MEGA-GARGANTS** eligible to be your warlord on your order of battle and insufficient glory points to add a new **MEGA-GARGANT**, you can add 1 new **MEGA-GARGANT** of that type to your order of battle to be your warlord without having to spend any glory points to do so. Your new warlord gains 15 renown points and, if they do not have one, a command trait.

TERRITORIES

A Sons of Behemat army will always have 1 territory and only 1 territory. In step 6 of the aftermath sequence, you make 1 exploration roll if you lost the battle and 2 exploration rolls if you won a **minor victory** or a **major victory**. You must replace the territory on your roster with 1 territory from an exploration roll you have made in this step. This does not cost any glory points.

Ignore the effects of the territories in the Territories table (Core Book, pg 322). Instead, these territories either provide Slim Pickins or Big Pickins, as shown in the table below. If the exploration roll is 61-66, your army has found one of the territories on the Sons of Behemat Faction Territories table (pg 77). Each of these territories provide Big Pickins. Whether your territory provides Slim Pickins or Big Pickins affects the recuperation of your units (see next).

TERRITORIES	
Slim Pickins	Big Pickins
Old Keep	Ancient Roads
Wild Lands	Small Settlement
Forgotten Mine	Wellspring
Arcane Waypoint	Realmstone Reserve
Sacred Site	Large Settlement
Borderlands	
Ruins of Myth	

OUTPOSTS

Although a Sons of Behemat army has no stronghold, it can establish up to 3 outposts.

ADDING AND RECUPERATING UNITS

In step 7 of the aftermath sequence, use the table below to add and recuperate **SONS OF BEHEMAT** units instead of the one in the Core Book.

Unit	Glory Points Cost	
	Add	Recuperate
Mancrusher Gargant	6	1
Gatebreaker Mega-Gargant	12	3
Warstomper Mega-Gargant	14	3
Kraken-eater Mega-Gargant	16	4
Beast-smasher Mega-Gargant	18	4
King Brodd	20	-

Recuperating works differently for a Sons of Behemat army. For each **SONS OF BEHEMAT** unit that recuperates, if your current territory provides Slim Pickins, reduce its lingering wounds total by D6, and if your current territory provides Big Pickins, reduce it by 2D6. Each unit can only be recuperated once in each aftermath sequence.

A gargant stomp either rampages across the wilderness or roams around a large area of territory it calls home. In either case, the stomp is always on the move, which is reflected by the rules on these pages.

For the Sons of Behemat, an outpost is really just a place they recall as being particularly good for finding a scrap and one they visit whenever they are looking for a fight!

Sons of Behemat players spend more glory points to add units but less to recuperate units.

The quest 'Finding Bugman' (pg 74) allows you to spend your glory points to buy barrels of grog. These can be drunk when recuperating to reduce a unit's lingering wounds total further. Even if your units don't have many lingering wounds, it can be a good idea to stock up on barrels of grog to save for later.

QUESTS

When you pick a quest, you can pick from the following quests in addition to those in the Core Book.

QUEST FINDING BUGMAN

You're not sure why this pipsqueak in his flying ship goes by the name of 'Bugman'; after all, he only has two legs – and short stumpy ones at that. Still, he serves the best grog you've ever tasted – if you've got the loot to pay for it, that is!

At the end of a Path to Glory battle, roll a dice for each unit in your army that is wholly within enemy territory. For each 5+, you discover 1 clue as to the whereabouts of Bugman. Keep a tally of how many clues you discover.

If the battle was fought against a Kharadron Overlords army and you won a **major victory** or a **minor victory**, you've scared him off! Reduce the number of clues you have discovered by 1 (to a minimum of 0).

Once you have discovered 3 or more clues, you complete this quest. When you complete this quest, in step 4 of the aftermath sequence, you can spend any number of glory points to buy barrels of grog. Each barrel of grog costs 1 glory point. Keep a record on your Path to Glory roster of how many barrels you have. In step 7 of the aftermath sequence, when a **SONS OF BEHEMAT** unit is picked to recuperate, it can drink any number of barrels you have. For each barrel of grog it drinks, reduce its lingering wounds total by 1 and reduce the number of barrels you have by 1.

QUEST MONSTER HUNT

It is the Era of Beasts, they say, and gargantuan creatures prowl the lands. Show them who's the biggest and meanest by breaking their bones and drinking their marrow!

This quest cannot be completed. Instead, while this quest is on your roster, at the end of each Path to Glory battle, each friendly **MEGA-GARGANT** earns 1 bonus renown point for each enemy **MONSTER** that was slain by them in that battle.

QUEST KING BRODD'S VENGEANCE

King Brodd was there when mighty Behemat fell, undone not by a worthy foe but by treachery committed by Sigmar and his Stormcast Eternals. On that day, Brodd vowed to deliver vengeance upon the God-King and all who worship him. Allied with your stomp, together you seek to lay waste to a Sigmarrite settlement said to lie yonder, carving a path of destruction on your way.

While embarked on this quest, you can include King Brodd in your army in Path to Glory battles even if he is not on your order of battle.

At the end of a Path to Glory battle, roll a dice for each **ORDER** unit that was destroyed in the battle. For each 6, you discover 1 clue as to the whereabouts of the Sigmarrite settlement. Keep a tally of how many clues you discover.

Once you have discovered 3 or more clues, you can fight Path to Glory battles using 'The Wrath of King Brodd' battleplan (pg 80-81). Once you have fought a Path to Glory battle using that battleplan, you complete this quest. The rewards of completing this quest are listed in the battleplan.

QUEST IN SEARCH OF THE GOOD STUFF

There's a settlement over those hills, full of buildings filled with juicy treats. Or wait, maybe it's over those hills there...

At the end of a Path to Glory battle, you complete this quest if you won a **major victory**.

When you complete this quest, in step 6 of the aftermath sequence, instead of rolling a D66 for your first exploration roll, roll D6 and add 60 to the roll (giving a score of 61-66).

In their search for Sigmarite relics, a brotherhood of the Anvils of the Heldenhammer descends into the sulphurous Sootstain Hills, but the Warstomper Rongo Blazebreath hardly takes kindly to the Stormcasts' intrusion...



MANCRUSHER GARGANT VETERAN ABILITIES

Each time a Mancrusher Gargant unit on your Path to Glory roster gains a veteran ability, you can pick from the following veteran abilities in addition to those in the Core Book.

MANCRUSHER GARGANT VETERAN ABILITIES

Extra Big Bag: *Made from the tattered remains of enemy banners, this large bag is perfect for stuffing more screaming warriors into.*

This unit can use this veteran ability once per battle when it is picked to fight in the combat phase. Until the end of that phase, when this unit uses its Stuff 'Em In Me Bag ability, you can pick 2 enemy models after each model in this unit makes a pile-in move instead of 1.

Pointy Rocks: *In an unprecedented burst of productivity, these gargants busy themselves before battle whittling the ends of rocks to make them extra sharp.*

This unit can use this veteran ability once per battle when it is picked to shoot in your shooting phase. Until the end of that phase, improve the Rend characteristic of this unit's Throwin' Rocks by 1.

Thick 'Eads: *Though they might be the most slow-witted gargants of the bunch, this lot make up for that lack of cranial activity by putting their heads to good use in battle.*

This unit can use this veteran ability once per battle when it is picked to fight in the combat phase. Until the end of that phase, the Damage characteristic of this unit's 'Eadbutt is 5, regardless of the number of wounds allocated to each model in the unit.

Dangerously Clumsy: *'All elbows' is how the Mega-Gargants of your stomp describe these Mancrushers. Even when taken down, their flailing arms can cause untold destruction to the enemy.*

This unit can use this veteran ability once per battle when it is picked as the target of an attack in the shooting phase or combat phase. Until the end of that phase, this unit's Timber! ability causes D6 mortal wounds to enemy units instead of D3.

Lanky Gits: *These long-legged gargants have been known to outrun their larger kin at times.*

This unit can use this veteran ability once per battle when it is picked to make a normal move or run. Until the end of that phase, add 2" to this unit's Move characteristic (if the unit runs, this is in addition to the run roll).

Thick-skinned: *Tough as old boots, these gargants can brush off enemy missile fire as they charge into the fray.*

This unit can use this veteran ability once per battle when it is picked as the target of a shooting attack made by a unit that has received the Unleash Hell command. Until the end of that phase, this unit has a ward of 4+ against wounds caused by attacks made with missile weapons.

TERRITORIES

When making an exploration roll, if the roll is 61-66, that roll will correspond to a territory on the table below. Alternatively, you can pick 1 result from the Territories table in the Core Book that corresponds to a roll of 21-42.

SONS OF BEHEMAT FACTION TERRITORIES (D66)

61 GHYRANITE TRACT

The pipsqueak settlers run screaming for their lives as your stomp appears over the hills yonder. Having no time to take their livestock with them, they have left you with a tasty feast.

This territory provides Big Pickins. In addition, you immediately receive D3 glory points.

62 STONEWROUGHT RUINS

*The carved etchings of ancient tribes decorate these timeworn walls, showing tumultuous scenes from the time Behemat still walked the realms. That night, in the shelter of these ruins, the elders of your stomp retell the tales of Behemat and of a time when every realm in the land trembled to the rhythm of his mighty footsteps. This territory provides Big Pickins. In addition, each Mancrusher Gargant unit on your order of battle earns D3 renown points and each **MEGA-GARGANT** unit on your order of battle earns D6 renown points.*

63 FALLEN MEGABEAST

*Many gigantic creatures can be found across the realms, from Chimeras to Jabberslythes to Dread Saurians. In the aftermath of battle, you discover the trail of one such creature and hunt it down. As you feast upon the fallen beast's flesh, you realise that its death throes have attracted more of your kind. This territory provides Big Pickins. In addition, roll a dice. On a 2+, you can add 1 Mancrusher Gargant unit to your order of battle. On a 5+, you can add 1 **MEGA-GARGANT** unit to your order of battle instead.*

64 BAGGAGE TRAIN

In the aftermath of battle, your stomp happens upon a deserted baggage train. Having greedily devoured the horses and other pack animals, you find trinkets and treasures within the carts and wagons to add to your hoard.

This territory provides Big Pickins. In addition, you immediately receive D6 glory points.

65 SPRING OF AQUA GHYRANIS

Your stomp discovers a wellspring of purest water; your gargants drink their fill until naught but a muddy pit remains.

This territory provides Big Pickins. In addition, in step 7 of the aftermath sequence, each unit on your order of battle can recuperate without spending any glory points to do so.

66 ALEHOUSE

Your stomp comes across a puny frontier outpost that you proceed to crush underfoot as the inhabitants run screaming in all directions. As the dust settles, you spy a building stocked with oaken barrels. Your gargants roar with approval. You've found an alehouse with enough for every gargant to guzzle and quaff.

This territory provides Big Pickins. In addition, you immediately receive 2D6 glory points.

KRAKEN-EATER QUIRKS

When a **KRAKEN-EATER** gains a quirk, roll on the table below:

D6 KRAKEN-EATER QUIRKS

Greedy: *There is no end to the grasping avarice of this gargant. In battle, they usually go after the enemies with the most impressive loot.*

- 1 Add 1 to hit rolls for attacks made with melee weapons by this unit that target an enemy unit that bears an artefact of power or is Unique.

Filth-encrusted Feet: *Ambling about in the tidal muck of their native mud flats has coated this gargant's feet with a thick crust of stinking sludge.*

- 2 Add 1 to save rolls for attacks made with weapons that have a Range characteristic of 1" that target this unit.

Corpse-dangler: *This gargant likes to dangle the rotting corpses of slain heroes from their body, just to see the looks on their victims' faces.*

- 3 If an enemy **HERO** is slain by an attack made by this unit, until the end of the battle, enemy units within 9" of this unit cannot receive the Inspiring Presence command.

Headtaker: *This brute enjoys biting heads clean from necks in a spray of gore.*

- 4 You can pick up to 3 enemy models when this unit uses its Stuff 'Em In Me Net ability instead of D3.

Terrifying Reputation: *Tales are told across the realms of this gargant's barbarities. When looting after battle, valuables are offered up in the hope of earning their mercy.*

- 5 At the end of each Path to Glory battle, if this unit was included in your army and you won a **major victory**, you earn D3 additional glory points.

Coastal Wayfinder: *This Kraken-eater has roamed far and wide and knows the best places to find food and plunder.*

- 6 While the 'Finding Bugman' or 'King Brodd's Vengeance' quest is on your roster, after each Path to Glory battle, roll a dice for each unit in your army with this quirk. For each 4+, you discover 1 additional clue.

BEAST-SMASHER QUIRKS

When a **BEAST-SMASHER** gains a quirk, roll on the table below:

D6 BEAST-SMASHER QUIRKS

Good Sense of Smell: *Added with visions of Gorkamorka, this brute trusts their nose and lets the scent of gargantuan creatures guide their warpath.*

- 1 Add 2 to charge rolls if this unit is within 12" of any enemy **MONSTERS**.

Impervious to Pain: *No matter how much of a beating this Beast-smasher seems to take, they are always keen to keep on fighting.*

- 2 At the start of each of your hero phases, you can heal 1 wound allocated to this unit.

Beast-tipper: *This crazed gargant loves to charge full pelt into the flank of a beast, hoping to send it sprawling across the battlefield.*

- 3 You can re-roll the dice roll that determines how many mortal wounds are caused by this unit's Crushing Charge ability.

Big Appetite: *To keep up their constant fighting, this Beast-smasher greedily feasts upon the spoils of war, eager to get back into the fray.*

- 4 It costs 2 glory points to recuperate this unit instead of 4.

Fast Healer: *Even grievous wounds have been known to heal with impressive speed on this Beast-smasher. The Weirdnobs say it is a blessing of the Great Green God.*

- 5 You can re-roll rolls on the Gargant Lingering Wounds table (pg 72) for this **MEGA-GARGANT**.

Destined to Lead: *A Waaagh! is growing around this gargant, with local greenskin tribes following in their wake.*

- 6 At the end of each Path to Glory battle, if this unit was included in your army and you won a **major victory**, this unit earns D3 renown points.

WARSTOMPER QUIRKS

When a **WARSTOMPER** gains a quirk, roll on the table below:

D6 WARSTOMPER QUIRKS

- Big Game Hunter:** *This gargant is fixated on taking down the widest variety of beasts they can before they die. This has earned them a lot of claw-mark scars and a mad glint in the eye.*
- 1 Add 1 to the Damage characteristic of this unit's melee weapons for attacks that target a **MONSTER**.
- Shatterer of Shieldwalls:** *To this gargant, a tightly formed shieldwall is a challenge. They take great pleasure in kicking orderly formations into sprawling, panicking anarchy.*
- 2 Add 1 to hit rolls for attacks made with melee weapons by this unit that target an enemy unit that has 10 or more models.
- Clubsmith:** *This gargant takes great care when constructing their weapons. Their club's current incarnation can break a cavalry formation without a single binding coming loose.*
- 3 Improve the Rend characteristic of this unit's Titanic Boulderclub by 1.
- Counter of the Dead:** *Unusually for one of their kind, this Warstomper has learnt to count without using their fingers. As they kill, they count, and when they reach ten, they start all over again – just a little bit louder.*
- 4 Keep a tally of the number of enemy models slain by attacks made by this unit during the battle. When the tally reaches 10, add 1 to hit rolls for attacks made by this unit until the end of the battle.
- Arrow Magnet:** *This gargant has been pincushioned by so many arrows that they barely register their impacts any more. They have a special hatred for archers nonetheless.*
- 5 Subtract 1 from wound rolls for attacks made with missile weapons that target this unit.
- War-shouter:** *To say this behemoth is loud is an understatement. They constantly roar oaths and insults at the runtish races that scurry around their ankles.*
- 6 This **MEGA-GARGANT** can issue commands to units anywhere on the battlefield.

GATEBREAKER QUIRKS

When a **GATEBREAKER** gains a quirk, roll on the table below:

D6 GATEBREAKER QUIRKS

- Fiendish Hunger:** *This gargant will prioritise feeding even over smashing things to a pulp.*
- 1 At the end of the combat phase, if any enemy models with a Wounds characteristic of 1 or 2 were slain by attacks made by this unit, you can heal D3 wounds allocated to this unit.
- Spire-toppler:** *This brute thinks that tall, thin buildings are particularly offensive and must be cast down.*
- 2 When you carry out the Smash To Rubble monstrous rampage with this unit, if any part of the terrain feature picked is 4" or taller, add 1 to the roll.
- Not Quite Alive:** *This gargant died in battle some time ago, which accounts for the dire smell. Luckily, their necromantic allies were close by to get them back on their feet.*
- 3 Subtract 1 from hit rolls for attacks made with melee weapons by units with a Bravery characteristic of 6 or less that target this unit.
- Killer Instinct:** *This gargant has a knack for knowing when to strike; none can hope to get past them without receiving a fatal wound.*
- 4 If an enemy unit within 3" of this unit is picked to retreat, roll a dice before any models are moved. On a 4+, this unit can immediately fight.
- Very, Very Drunk:** *Raiding sixteen taverns in a row has proven too much even for this behemoth's constitution. A drunken gargant can be even deadlier than a sober one.*
- 5 If you win the roll-off for this unit's Timberrrrr! ability, pick a point on the battlefield within 3D6" of the slain model instead of 5".
- Superstitious:** *This gargant took the omens of the Time of Tribulations seriously. They wear many lucky charms and fetishes to ward off the attentions of Nagash.*
- 6 This unit can bear 2 artefacts of power instead of 1. Each artefact of power must be different and must either be a core enhancement or taken from your vault.

BATTLEPLAN

THE WRATH OF KING BRODD

King Brodd has allied himself with your stomp for the past few weeks, taking delight in squashing your enemies underfoot. Now the greatest prize stands before you: a Sigmarite settlement, ready to be torn asunder and crushed to dust. Destroy it and send a stark message to the God-King that the betrayal of your father, the godbeast Behemat, has yet to be forgiven.

QUEST BATTLEPLAN

You can use this battleplan if one player is using a Sons of Behemat army, has embarked on the 'King Brodd's Vengeance' quest and has discovered 3 or more clues. Use the Path to Glory battlepack.

SIEGE WARFARE

This battle uses the Siege Warfare rules (Core Book, pg 350). When the attacker makes their batter rolls, on a 5+, treat the terrain featured as being demolished (see 'Bring Down the Walls').

THE ARMIES

The player embarked on the 'King Brodd's Vengeance' quest is the **attacker** and their opponent is the **defender**. The attacker must use a Sons of Behemat army that must include King Brodd. The defender must use an army led by an **ORDER** general.

CONTINGENTS

The defender must split their army into a **garrison contingent** and a **relief force contingent**. Each contingent must have as close to the same number of units as possible. In addition, the garrison contingent must have at least 1 Battleline unit.

THE BATTLEFIELD

One player rolls a dice, then players alternate setting up terrain features one at a time until a number of terrain features equal to the roll have been set up. Each terrain feature must be set up wholly within neutral territory, more than 3" from the battlefield edge, more than 6" from the defender's territory and more than

9" from all other terrain features. Then the defender sets up their fortress (Core Book, pg 350).

DEPLOYMENT

The defender sets up their garrison contingent first, wholly within their territory. The attacker sets up their army second, wholly within their territory.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

FIRST TURN

The attacker chooses which player takes the first turn in the first battle round.

BRING DOWN THE WALLS

If the attacker carries out the Smash To Rubble monstrous rampage, they can pick any terrain feature that is part of the defender's fortress. If that terrain feature is demolished, roll a dice for each model on it. On a 1, that model is slain. The surviving models are then removed from the battlefield and set up again within 6" of that terrain feature and more than 3" from all enemy units. That terrain feature is then removed from the battlefield.

REINFORCEMENTS

At the end of each of their movement phases, the defender rolls 2D6 and adds the number of the battle round to the score. On an 11+, their relief force contingent arrives. The defender must roll a dice to see from which direction it arrives. On a 1-2, it arrives from the eastern battlefield edge. On a 3-4, it arrives from the southern battlefield edge. On a 5-6, it arrives





from the western battlefield edge. All of the units in the relief force contingent must be set up wholly within 7" of the battlefield edge from which they arrived and more than 9" from all enemy units.

ENTERING THE SETTLEMENT

At the end of each battle round, any of the attacker's units that are wholly within 7" of the northern battlefield edge and more than 3" from all enemy units can enter the settlement. Remove the models in

those units from play but do not count them as slain.

VICTORY POINTS

The defender scores D6 victory points each time a **MEGA-GARGANT** is slain and D3 victory points each time a **MANCRUSHER GARGANT** model is slain.

The attacker scores 4D6 victory points if King Brodd enters the settlement, 3D6 victory points each time any other **MEGA-GARGANT** enters the settlement, and 3D3

victory points each time a **MANCRUSHER GARGANT** model enters the settlement.

GLORIOUS VICTORY

When the battle ends, the player with the most victory points wins a **major victory**. If the score is tied, the defender wins a **minor victory**.

BONUS RENOWN

At the end of the battle, each unit on the battlefield gains 1 renown point.

MATCHED PLAY

If the battlepack you are using says that you must pick grand strategies and battle tactics for your army, you can pick from the following lists as well as those found in the battlepack you are using.

GRAND STRATEGIES

After you have picked your army, you can pick 1 of the grand strategies from the list below and record it on your army roster.

STOMPING ORDER

Sons of Behemat army only.

Brodd's Revenge: You can only pick this grand strategy if your army includes **KING BRODD**. When the battle ends, you complete this grand strategy if the friendly **KING BRODD** has not been slain and you picked each of the 3 effects of the Power of Behemat prayer to apply at least once during the battle.

Make the Land Tremble!: When the battle ends, you complete this grand strategy if any friendly units ran or made a charge move in every battle round (it does not have to be the same unit that runs or makes a charge move in every battle round).

On the Warpath: When the battle ends, you complete this grand strategy if every friendly unit on the battlefield is within enemy territory.

Show 'Em Who's Boss!: At the start of the battle, the enemy unit with the highest Wounds characteristic is marked as the big 'un. If there are multiple enemy units tied for the highest Wounds characteristic, you can pick which of these will be the big 'un. When the battle ends, you complete this grand strategy if the big 'un has been slain and the model chosen to be your general has not been slain.

BATTLE TACTICS

At the start of your hero phase, you can pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

RAMPAGING GARGANTS

Sons of Behemat army only.

'That's Mine!': Pick 1 objective on the battlefield that is not within your territory. You complete this tactic if that objective was kicked away and is wholly within your territory at the end of this turn.

Wrecking Crew: You complete this tactic if an enemy faction terrain feature was demolished during this turn.

Man-skittles: You complete this tactic at the end of this turn if a friendly **WARSTOMPER** used its Hurled Body ability, an enemy model was slain by the first part of the ability, and an enemy Battleline unit was picked for the second part of the ability and suffered any mortal wounds.

Fury of Titans: You complete this tactic if you carry out the Beast Grapple, Earth-shaking Roar and Colossal Slam monstrous rampages this turn.

Splat!: Pick 1 enemy **HERO**. You complete this tactic if that **HERO** is slain by wounds caused by an attack made with Throwin' Rocks, Hurled Debris or a Hurled Boulder during this turn.

Colossal Violence: Pick 1 friendly **MEGA-GARGANT**. You complete this tactic if you carried out the Titanic Duel monstrous rampage with that unit during this turn and the enemy **MONSTER** picked as the target was slain by attacks made by that unit during this turn.

CORE BATTALIONS

You can include any of the following core battalions in a Sons of Behemat army if the battlepack you are using says that you can use core battalions.



UNIT ICONS

(Mandatory/Optional)



Mega-Gargant:
MEGA-GARGANT



Mancrusher:
MANCRUSHER
GARGANT

BATTALION ABILITY ICONS



Unified: One-drop Deployment (core rules, 26.2.1).



Expert: Once per battle, 1 unit from this battalion can receive the All-out Attack or All-out Defence command without the command being issued and without a command point being spent.



Magnificent: When you pick enhancements for your army (core rules, 27.3), you can pick 1 extra enhancement.



Slayers: Once per battle, 1 unit from this battalion can receive the All-out Attack or Unleash Hell command without the command being issued and without a command point being spent.



Strategists: Once per battle, when you receive command points at the start of your hero phase, you can receive 1 extra command point.



Swift: Once per battle, 1 unit from this battalion can receive the At the Double or Forward to Victory command without the command being issued and without a command point being spent.

MEGA-GARGANT MERCENARIES

Across the Mortal Realms, Mega-Gargants can be found fighting alongside the armies of Order, Chaos, Destruction and even Death. Many generals seek these colossal titans and will pay well to gain their service.

This section contains rules that allow any army to include a Mega-Gargant as a special type of ally referred to as a mercenary. There are 4 types of mercenary, each corresponding to one of the Mega-Gargant warscrolls. Depending on your general's keywords, you will be able to include 1 or more mercenaries in your army. In addition, each mercenary has an additional ability that can be used in battle. Mega-Gargant mercenaries do not benefit from Sons of Behemat allegiance abilities (including Mightier Makes Rightier).



ODO GODSWALLOW – BEAST-SMASHER MERCENARY

If your army has a **DESTRUCTION** general but is not a Sons of Behemat army, you can include 1 **BEAST-SMASHER MEGA-GARGANT** as a mercenary. If you do so, no other allied units can be included in your army. You can include this ally in your army even if its points value exceeds the amount allowed for allied units.

MERCENARY ABILITY

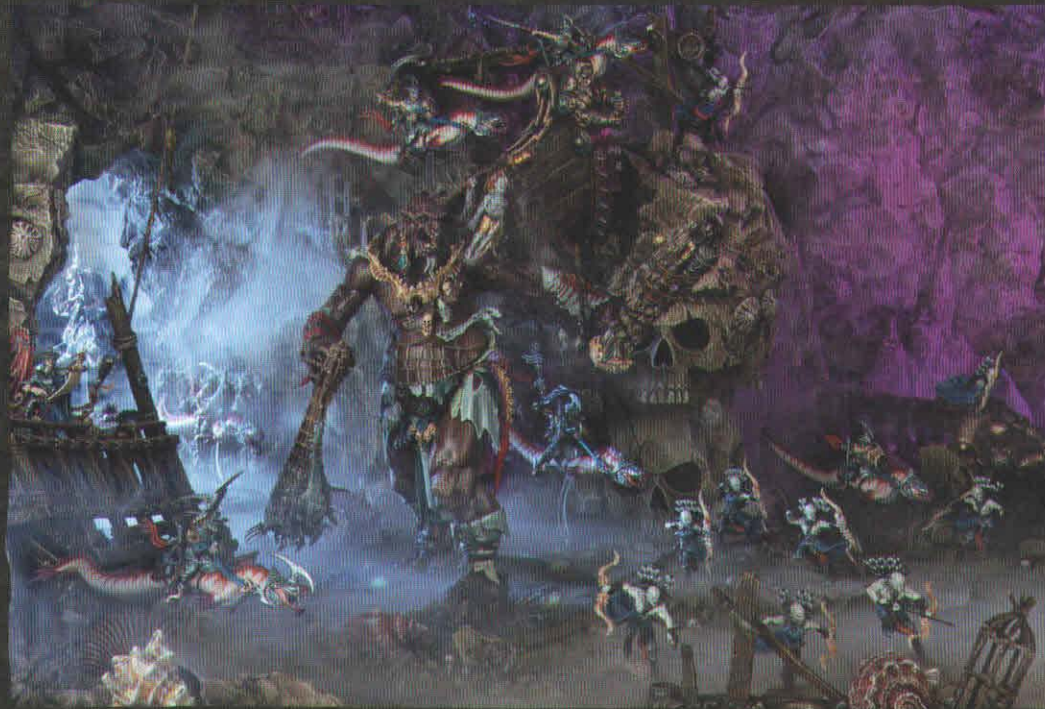
This mercenary has the following ability in addition to the abilities on its warscroll:

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

Add 1 to hit rolls for attacks made by this unit that target an enemy **MONSTER**.

Just a gargant? Wash yer gob out, lad. Dat's Odo Godswallow. There ain't a gribbly round these waters that he ain't biffed. When the Three-Headed Spook was knocking about, Godswallow bashed each of its skulls in, one after da other. When the Mega-Chomper swam in from the bay, Godswallow got a big reed to breathe through. Then he swam down, stuck his hand in the beastie's jaws and ripped out its heart. Then there was that time when Huge Thragga started goin' on about how he wuz da Big Heel now and all us greenies had better zog off. Then Godswallow came boundin' over the hill, ran right up to Thragga and smacked his head clean off into the distance. Probably still goin' ta dis day.'

- Grag, Brute of the Bloodhornz Warclan



BUNDO WHALEBITER – KRAKEN-EATER MERCENARY

If your army has an **ORDER** or **DESTRUCTION** general but is not a Sons of Behemat army, you can include 1 **KRAKEN-EATER MEGA-GARGANT** as a mercenary. If you do so, no other allied units can be included in your army. You can include this ally in your army even if its points value exceeds the amount allowed for allied units.

MERCENARY ABILITY

This mercenary has the following ability in addition to the abilities on its warscroll:

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

At the start of the combat phase, you can say that this unit will be uncannily cunning. If you do so, the strike-last effect applies to this unit until the end of that phase, but you can add 1 to hit rolls and wound rolls for attacks made by this unit until the end of that phase.

He came in off the Searing Sea. Don't ask me how; these beasts have a most irritating habit of not dying when one would like them to. We mobilised to bar his path, of course. Har Kuron is a volatile enterprise, and the last thing it needed was an oafish monstrosity headbutting himself into a coma against its walls. Had I had my way, my knights would have stripped the creature's flesh from his body, one ream at a time. I cannot imagine what compelled the priestesses to hear him out. Yet, though it pains me to admit it, our alliance had its advantages. The gargant, along with our... damper Deepkin cousins, displayed a knack for sussing out where those who prattle on about 'Free Anvilgard' had gone to ground. Something to do with that Hyslian trinket hanging off his ear, I imagine. And of course, he was delightfully brutal in a fight, I shan't deny it. His rates were reasonable, too. Theology is not my strong suit, but if a handful of souls end up in a gargant's stomach rather than upon Morathi-Khaine's altars, doesn't it all work out the same in the end?

- Narith Helqart, Dreadlord of Har Kuron



ONE-EYED GRUNNOCK – WARSTOMPER MERCENARY

If your army has a **CHAOS** or **DESTRUCTION** general but is not a Sons of Behemat army, you can include 1 **WARSTOMPER MEGA-GARGANT** as a mercenary. If you do so, no other allied units can be included in your army. You can include this ally in your army even if its points value exceeds the amount allowed for allied units.

MERCENARY ABILITY

This mercenary has the following ability in addition to the abilities on its warscroll:

Shake the Earth: *Grunnock has learnt that the best way to break an enemy army is to shatter its cohesion. His signature move – leaping high before stomping down to cause a small earthquake – is feared for good reason.*

Subtract 1 from hit rolls for attacks made by enemy units within 6" of this unit if this unit made any Jump Up and Down attacks earlier in the same phase.

Men say that Khorne cares not from whence the blood flows, only that it flows. There is a second saying: the Blood God cares not who does his work, only that it is done. The Lord of Skulls plays no favourites. Any who take up the axe, the blade or the maul and walk the crimson path are exalted in his sight. So when my warlords told me that the one-eyed gargant wished to join us in our advance towards the Beaten Men, I saw the god's hand at work. Certainly, he fought like us. Killed like us. Feasted like us. The purity of his wrath was... pleasing to Khorne. As much as he is ever pleased. When the gargant leapt upon the earth and sent it shuddering, it was as if the realms themselves would crack open and spill their stinking gore. Perhaps if they had, we would have fully claimed him as our own. But our alliance did not last. It is always the way. One day, we will take up blades and clubs against one another and render another sacrifice to Khorne. My instincts tell me that we will both relish it.'

- Garlock Bloodspeaker,
Slaughterpriest of the Goretide



BIG DROGG FORT-KICKA – GATEBREAKER MERCENARY

If your army has a **DEATH** or **DESTRUCTION** general but is not a Sons of Behemat army, you can include 1 **GATEBREAKER MEGA-GARGANT** as a mercenary. If you do so, no other allied units can be included in your army. You can include this ally in your army even if its points value exceeds the amount allowed for allied units.

MERCENARY ABILITY

This mercenary has the following ability in addition to the abilities on its warscroll:

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

At the end of the combat phase, you can pick 1 enemy unit within 3" of this unit and roll a number of dice equal to the number of models in that unit that are within 3" of this unit. For each 6, that enemy unit suffers 1 mortal wound.

‘Undoubtedly, the finest warrior upon the field was the mighty Sir Drogg. Court gossip suggests that he is some questing knight exiled from a distant land, great of stature and fearless in temperament. He spoke little of where he had roamed in the service of chivalry, but in his eyes – what I could see of them behind his shining helm – I detected the touch of holy Nagash. While ordinarily our noble majesty would have been first into the fray, such was Sir Drogg’s eagerness that we could not have restrained him had we wished it. What a cry he gave as he charged against the degenerate creatures’ camp! How stoically he waded through crude arrow fire, laughing in contempt! What strength he displayed as he hefted his blessed maul and shattered the wall in but a single blow! Had it not been for Sir Drogg, all the knights of the land might have broken against that fortress. And of course, he was most eager to join the celebratory feast...’

- Grachoi, Marquis Gruelsop of the Grimclot Grand Court (loosely translated by agents of Carstinia)



A roaring, trampling god of earthquakes and wanton destruction, Kragnos is known as the End of Empires. In his gnarled hands, the Dread Mace can shatter the walls of cities even as the shield Tuskbreaker keeps him all but inviolate.

WARSCROLL KRAGNOS THE END OF EMPIRES

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Dread Mace	3"	6	3+	2+	-3	4
Tuskbreaker	1"	3	3+	2+	-2	D3
Hooves of Wrack and Ruin	1"	★	3+	2+	-1	2

DAMAGE TABLE				
Wounds Suffered	Move	Hooves of Wrack and Ruin	Bellow of Rage	Mightiest Makes Rightiest
0-9	10"	6	5+	30
10-12	9"	5	4+	25
13-15	8"	4	3+	20
16+	7"	3	2+	18

Kragnos, the End of Empires, is armed with the Dread Mace, Tuskbreaker and Hooves of Wrack and Ruin.

WARMASTER: This unit can be included in an Orruk Warclans, Gloomspite Gitz, Ogor Mawtribes or Sons of Behemat army. If it is, it is treated as a general even if it is not the model picked to be the army's general. In addition, you can still use the army's allegiance abilities even though this unit is not from the army's faction; however, this unit does not benefit from them.

Bellow of Rage: When wounded, Kragnos bellows at the top of his lungs, the sound waves bursting the eardrums of those nearby and rocking buildings at their foundations.

At the end of any phase, if any wounds were allocated to this unit in that phase, roll a dice for each other unit and each defensible terrain feature within 6" of this unit. If the roll is equal to or greater than the Bellow of Rage value shown on this unit's damage table, that unit suffers D3 mortal wounds or that defensible terrain feature is demolished.

The End of Empires: Where Kragnos rampages, the hordes of Destruction follow in his wake, bolstered by his presence and eager to share in the violence he metes out.

If a friendly **DESTRUCTION** unit is wholly within 12" of this unit, you can attempt a charge with that unit if it is within 18" of an enemy unit instead of 12". In addition, when making a charge roll for a friendly **DESTRUCTION** unit wholly within 12" of this unit, roll 3D6 instead of 2D6.

Avatar of Destruction: Kragnos is the embodiment of Ghur's ferocious nature and no single strike can lay him low.

If the effect of a spell or ability would slay this model without any wounds or mortal wounds being caused by the spell or ability, this model suffers D6 mortal wounds instead of being slain.

Mightiest Makes Rightiest: Known as the End of Empires, the Living Earthquake and the Lord of Wreck and Ruin, the warlike spirit of Kragnos is matched by none.

For the purposes of contesting objectives, this unit counts as a number of models equal to the Mightiest Makes Rightiest value on its damage table.

Rampaging Destruction: This galloping god pounds through the press of his foes, his hooves flattening armoured warriors left and right.

After this unit makes a charge move, you can either roll a dice for each enemy unit within 1" of this unit or you can pick 1 enemy **MONSTER** within 1" of this unit and roll 2D6.

If you roll a dice for each enemy unit within 1" of this unit, on a 2+, that enemy unit suffers D6 mortal wounds.

If you pick 1 enemy **MONSTER** within 1" of this unit and roll 2D6, on a 7, nothing happens. On any other roll, that enemy **MONSTER** suffers a number of mortal wounds equal to the score of the dice used for the 2D6 roll multiplied together. For example, a 2D6 roll of 2 and 6 would inflict 12 mortal wounds ($2 \times 6 = 12$).

The Shield Inviolable: Tuskbreaker makes Kragnos impervious to even the most potent magical hexes and bolts.

This unit has a ward of 6+. In addition, each time this unit is affected by a spell or the abilities of an endless spell, you can roll 3D6. If the roll is greater than the casting value of that spell or the spell used to summon that endless spell, ignore the effect of that spell or the effects of that endless spell's abilities on this unit.

KEYWORDS DESTRUCTION, DROGRUKH, HERO, MONSTER, TOTEM, KRAGNOS

WARSCROLL KING BRODD

MELEE WEAPONS

Obelisk of Tor Crania	3"	☀	3+	3+	-2	5
Almighty Stomp	3"	2	3+	3+	-2	D3
Death Grip	3"	1	3+	2+	-2	D6

Range

Attacks

To Hit

To Wound

Rend

Damage

DAMAGE TABLE

Wounds Suffered	Move	Obelisk of Tor Crania	Creepers	Mightier Makes Rightier
0-18	10"	4	2+	25
19-26	10"	4	3+	20
27-34	9"	3	4+	18
35+	8"	2	5+	15

King Brodd is armed with the Obelisk of Tor Crania, an Almighty Stomp and Death Grip.

WARMASTER: If this unit is included in a Sons of Behemat army, it is treated as a general even if it is not the model picked to be the army's general.

Almighty Stomp: A Mega-Gargant's massive, stomping feet are devastating against smaller opponents.

Add 1 to hit rolls for attacks made with this unit's Almighty Stomp that target an enemy unit with a Wounds characteristic of 3 or less.

Creepers: Riding on top of King Brodd, these dexterous creatures will leap upon enemy predators, gouging out eyes, pulling hair and doing anything they can to distract them while King Brodd deals a killing blow.

In each charge phase, the first time an enemy **MONSTER** within 3" of this unit is picked to carry out a monstrous rampage, roll a dice. If the roll is equal to or greater than the Creepers value shown on this unit's damage table, that **MONSTER** cannot carry out a monstrous rampage that phase.

Crushing Charge: When a Mega-Gargant charges, their incredible bulk flattens any foe that fails to get out of the way.

After this unit makes a charge move, roll a dice for each enemy unit within 1" of this unit. On a 2+, that unit suffers D3 mortal wounds if it is a **MONSTER** or D6 mortal wounds if it is not a **MONSTER**.

Death Grip: Mega-Gargants are perfectly capable of squeezing the life out of even the largest opponent.

When determining the damage inflicted by an attack made with this unit's Death Grip that targets an enemy **MONSTER**, you can roll 2 dice instead of 1 and pick either result.

Longshanks: A Mega-Gargant towers high above the battlefield, and with their long, powerful legs, they can step over most obstacles.

When this unit makes a normal move, runs or retreats, it can pass across other models that are not **MONSTERS** and parts of terrain features that are less than 4" tall in the same manner as a unit that can fly.

Son of Behemat: The Sons of Behemat are nearly as difficult to kill as their mighty progenitor.

If the effect of a spell or ability would slay this model without any wounds or mortal wounds being caused by the spell or ability, this model suffers D6 mortal wounds instead of being slain.

Terror: This terrifying monstrosity strikes fear into the hearts of their foes.

Enemy units cannot receive the Inspiring Presence command while they are within 3" of any friendly units with this ability.

Timberrrrrr! A dying Mega-Gargant is a formidable weapon of ruin in its own right, though it is anyone's guess where – and on whom – their body will fall.

If this model is slain, before removing the model from the battlefield, the players must roll off. The winner picks a point on the battlefield 5" from the slain model. Each unit within 3" of that point that is not a **MEGA-GARGANT** suffers D3 mortal wounds. The slain model is then removed from the battlefield.

Power of Behemat: The primordial power of Behemat clings still to King Brodd, his favoured son, who incites his fellow gargants to bring the wrath of their fallen father upon their enemies.

Power of Behemat is a prayer that has an answer value of 3. Add 1 to the chanting roll if an enemy **MONSTER** has been slain by this unit in this battle. If answered, pick 1 of the effects below. The same effect cannot be picked more than once per battle.

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

Might of the Earth: You can heal up to D3 wounds allocated to each friendly **SONS OF BEHEMAT** unit.

Pummel All to Dust: Improve the Rend characteristic of the following melee weapons used by friendly **SONS OF BEHEMAT** units by 1 until the end of the turn: Obelisk of Tor Crania, Menhir Club, Shipwrecka Warclub, Titanic Boulderclub, Fortcrusha Flail and Massive Club.

Once ruler of the clans of the Scabrous Sprawl, the infamous King Brodd now leads the Stomps in a crusade against the forces of Sigmar. Drawing upon an ancient, primal power – as well as his own vast strength – he will stop at nothing to see the death of his godbeast forefather avenged.

KEYWORDS

DESTRUCTION, SONS OF BEHEMAT, MEGA-GARGANT, HERO, MONSTER, PRIEST, KING BRODD



Fuelled by the power of the Waaagh!, the Beast-smashers believe themselves to be the embodiment of Gorkamorka. Towering brutes who are all but impervious to pain, they seek out the enemy's largest beasts, pulverising them with their menhir clubs.

WARSCROLL

BEAST-SMASHER

MEGA-GARGANT

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Menhir Club	3"	3	3+	2+	☀	5
Almighty Stomp	3"	2	3+	3+	-2	D3
Death Grip	3"	1	3+	2+	-2	D6

DAMAGE TABLE			
Wounds Suffered	Move	Menhir Club	Mightier Makes Rightier
0-15	10"	-3	20
16-22	10"	-3	18
23-29	9"	-2	15
30+	8"	-1	12

A Beast-smasher Mega-Gargant is armed with a Menhir Club, Almighty Stomp and Death Grip.

Almighty Stomp: A Mega-Gargant's massive, stomping feet are devastating against smaller opponents.

Add 1 to hit rolls for attacks made with this unit's Almighty Stomp that target an enemy unit with a Wounds characteristic of 3 or less.

Beast-breaking Strike: Guided by a killer instinct, Beast-smashers can shatter the ribcages and crack the skulls of even the most ferocious adversaries with a single mighty strike.

When this unit fights, if it is within 3" of an enemy **MONSTER**, you can say that it will unleash a beast-breaking strike. If you do so, until the end of the phase, the Attacks characteristic of this unit's Menhir Club is 1 and cannot be modified, the Damage characteristic is 5D6, and all attacks made with its Menhir Club must target an enemy **MONSTER**.

Crushing Charge: When a Mega-Gargant charges, their incredible bulk flattens any foe that fails to get out of the way.

After this unit makes a charge move, roll a dice for each enemy unit within 1" of this unit. On a 2+, that unit suffers D3 mortal wounds if it is a **MONSTER** or D6 mortal wounds if it is not a **MONSTER**.

Death Grip: Mega-Gargants are perfectly capable of squeezing the life out of even the largest opponent.

When determining the damage inflicted by an attack made with this unit's Death Grip that targets an enemy **MONSTER**, you can roll 2 dice instead of 1 and pick either result.

Longshanks: A Mega-Gargant towers high above the battlefield, and with their long, powerful legs, they can step over most obstacles.

When this unit makes a normal move, runs or retreats, it can pass across other models that are not **MONSTERS** and parts of terrain features that are less than 4" tall in the same manner as a unit that can fly.

Son of Behemat: The Sons of Behemat are nearly as difficult to kill as their mighty progenitor.

If the effect of a spell or ability would slay this model without any wounds or mortal wounds being caused by the spell or ability, this model suffers D6 mortal wounds instead of being slain.

Terror: This terrifying monstrosity strikes fear into the hearts of their foes.

Enemy units cannot receive the Inspiring Presence command while they are within 3" of any friendly units with this ability.

Timberrrrrr! A dying Mega-Gargant is a formidable weapon of ruin in its own right, though it is anyone's guess where – and on whom – their body will fall.

If this model is slain, before removing the model from the battlefield, the players must roll off. The winner picks a point on the battlefield 5" from the slain model. Each unit within 3" of that point that is not a **MEGA-GARGANT** suffers D3 mortal wounds. The slain model is then removed from the battlefield.

Behemoth Brawler: Beast-smashers rely on their killer instincts when battling colossal creatures, fighting with the spirit of Gorkamorka and the ferocity of Behemat until their prey lies broken and defeated before them.

At the end of the charge phase, if this unit is within 3" of any enemy **MONSTERS**, you can carry out 2 monstrous rampages with this unit instead of 1. If you do so, each monstrous rampage carried out with this unit must be different and each must target an enemy **MONSTER**.

KEYWORDS DESTRUCTION, SONS OF BEHEMAT, MEGA-GARGANT, HERO, MONSTER, BEAST-SMASHER

WARSCROLL WARSTOMPER MEGA-GARGANT

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Titanic Boulderclub	3"	See below	3+	3+	-2	2
Jump Up and Down	3"	4	3+	3+	-2	D3
Death Grip	3"	1	3+	2+	-2	D6

DAMAGE TABLE

Wounds Suffered	Move	Titanic Boulderclub	Hurled Body	Mightier Makes Rightier
0-15	10"	+4	+2	20
16-22	10"	+3	+1	18
23-29	9"	+2	0	15
30+	8"	+1	0	12

A Warstomper Mega-Gargant is armed with a Titanic Boulderclub, Death Grip and Jump Up and Down.

Almighty Jump: A Mega-Gargant's massive, stomping feet are devastating against smaller opponents.

Add 1 to hit rolls for attacks made with this unit's Jump Up and Down that target an enemy unit with a Wounds characteristic of 3 or less.

Crushing Charge: When a Mega-Gargant charges, their incredible bulk flattens any foe that fails to get out of the way.

After this unit makes a charge move, roll a dice for each enemy unit within 1" of this unit. On a 2+, that unit suffers D3 mortal wounds if it is a **MONSTER** or D6 mortal wounds if it is not a **MONSTER**.

Death Grip: Mega-Gargants are perfectly capable of squeezing the life out of even the largest opponent.

When determining the damage inflicted by an attack made with this unit's Death Grip that targets an enemy **MONSTER**, you can roll 2 dice instead of 1 and pick either result.

Hurled Body: Warstomper Mega-Gargants wade into the thick of battle and pick up smaller opponents to hurl at other enemies.

After this unit makes a pile-in move, pick 1 enemy model within 3" of it and roll a dice. Add the Hurlled Body modifier shown on this unit's damage table to the roll. If the roll is at least double that model's Wounds characteristic, it is slain and you can roll another dice. On a 4+, pick an enemy unit within 12" of this unit and visible to it. That unit suffers a number of mortal wounds equal to the Wounds characteristic of the slain model.

Longshanks: A Mega-Gargant towers high above the battlefield, and with their long, powerful legs, they can step over most obstacles.

When this unit makes a normal move, runs or retreats, it can pass across other models that are not **MONSTERS** and parts of terrain features that are less than 4" tall in the same manner as a unit that can fly.

Son of Behemat: The Sons of Behemat are nearly as difficult to kill as their mighty progenitor.

If the effect of a spell or ability would slay this model without any wounds or mortal wounds being caused by the spell or ability, this model suffers D6 mortal wounds instead of being slain.

Terror: This terrifying monstrosity strikes fear into the hearts of their foes.

Enemy units cannot receive the Inspiring Presence command while they are within 3" of any friendly units with this ability.

Timberrrrrr! A dying Mega-Gargant is a formidable weapon of ruin in its own right, though it is anyone's guess where – and on whom – their body will fall.

If this model is slain, before removing the model from the battlefield, the players must roll off. The winner picks a point on the battlefield 5" from the slain model. Each unit within 3" of that point that is not a **MEGA-GARGANT** suffers D3 mortal wounds. The slain model is then removed from the battlefield.

Titanic Boulderclub: A Warstomper Mega-Gargant will drive straight into the midst of the enemy, swinging their titanic boulderclub in great sweeping arcs that smash foes in all directions.

The Attacks characteristic of a Titanic Boulderclub is equal to the number of enemy models within 3" of the attacking model. Add the Titanic Boulderclub value on the attacking model's damage table to the total, and add 4 to the total for each enemy **MONSTER** within 3" of the attacking model. If the modified Attacks characteristic of the Titanic Boulderclub is more than 10, count it as being 10.

The veteran Warmongers of the gargant race seek out the thrill and clangour of battle wherever they can find it. They love smashing battlelines into disarray, and once they are in the thick of the fight, their rampage is all but impossible to stop.

KEYWORDS DESTRUCTION, SONS OF BEHEMAT, MEGA-GARGANT, HERO, MONSTER, WARSTOMPER

WARSCROLL

KRAKEN-EATER

MEGA-GARGANT



Kraken-eaters are grabbing, greedy coastal raiders that are fiercely territorial. Unfortunately, they consider everything they can see to be their territory. They will fight with outraged indignation to take the spoils of war for their hoards.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hurled Debris	☀	3	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Shipwrecka Warclub	3"	☀	3+	3+	-2	4
Almighty Stomp	3"	2	3+	3+	-2	D3
Death Grip	3"	1	3+	2+	-2	D6

DAMAGE TABLE				
Wounds Suffered	Move	Shipwrecka Warclub	Hurled Debris	Mightier Makes Rightier
0-15	10"	4	24"	20
16-22	10"	4	21"	18
23-29	9"	3	18"	15
30+	8"	2	15"	12

A Kraken-eater Mega-Gargant is armed with Hurled Debris, a Shipwrecka Warclub, Almighty Stomp and Death Grip.

Almighty Stomp: A Mega-Gargant's massive, stomping feet are devastating against smaller opponents.

Add 1 to hit rolls for attacks made with this unit's Almighty Stomp that target an enemy unit with a Wounds characteristic of 3 or less.

Crushing Charge: When a Mega-Gargant charges, their incredible bulk flattens any foe that fails to get out of the way.

After this unit makes a charge move, roll a dice for each enemy unit within 1" of this unit. On a 2+, that unit suffers D3 mortal wounds if it is a **MONSTER** or D6 mortal wounds if it is not a **MONSTER**.

Death Grip: Mega-Gargants are perfectly capable of squeezing the life out of even the largest opponent.

When determining the damage inflicted by an attack made with this unit's Death Grip that targets an enemy **MONSTER**, you can roll 2 dice instead of 1 and pick either result.

Get Orf Me Land!: Kraken-eater Mega-Gargants hate intruders and trespassers, and they do not take kindly to people who decide to fight battles on their land.

In your hero phase, if any friendly units with this ability are on the battlefield and within 1" of any objectives that you control, you can pick 1 of those units and say that it will kick 1 objective that is within 1" of it away. If you do so, you can move that objective up to 2D6" to a new position on the battlefield, more than 1" from any models, terrain features or other objectives.

Designer's Note: As some objectives behave differently in different areas of the battlefield, the value of an objective can change when it is kicked into different territories.

Longshanks: A Mega-Gargant towers high above the battlefield, and with their long, powerful legs, they can step over most obstacles.

When this unit makes a normal move, runs or retreats, it can pass across other models that are not **MONSTERS** and parts of terrain features that are less than 4" tall in the same manner as a unit that can fly.

Son of Behemat: The Sons of Behemat are nearly as difficult to kill as their mighty progenitor.

If the effect of a spell or ability would slay this model without any wounds or mortal wounds being caused by the spell or ability, this model suffers D6 mortal wounds instead of being slain.

Stuff 'Em In Me Net: Kraken-eaters are constantly putting things into the nets they carry 'for later', including unlucky opponents and other tasty-looking morsels.

After this unit makes a pile-in move, pick up to D3 enemy models within 3" of it and roll a dice for each. If the roll is at least double that model's Wounds characteristic, it is slain.

Terror: This terrifying monstrosity strikes fear into the hearts of their foes.

Enemy units cannot receive the Inspiring Presence command while they are within 3" of any friendly units with this ability.

Timberrrrr!: A dying Mega-Gargant is a formidable weapon of ruin in its own right, though it is anyone's guess where – and on whom – their body will fall.

If this model is slain, before removing the model from the battlefield, the players must roll off. The winner picks a point on the battlefield 5" from the slain model. Each unit within 3" of that point that is not a **MEGA-GARGANT** suffers D3 mortal wounds. The slain model is then removed from the battlefield.

KEYWORDS DESTRUCTION, SONS OF BEHEMAT, MEGA-GARGANT, HERO, MONSTER, KRAKEN-EATER

WARSCROLL

GATEBREAKER

MEGA-GARGANT

MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
--	-------	---------	--------	----------	------	--------

Hurled Boulder

☀

1

3+

2+

-3

4

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
--	-------	---------	--------	----------	------	--------

Fortcrusha Flail

3"

☀

4+

3+

-3

4

Almighty Stomp

3"

2

3+

3+

-2

D3

Death Grip

3"

1

3+

2+

-2

D6

DAMAGE TABLE

Wounds Suffered	Move	Fortcrusha Flail	Hurled Boulder	Mightier Makes Rightier
0-15	10"	6	18"	20
16-22	10"	5	15"	18
23-29	9"	4	12"	15
30+	8"	3	9"	12

A Gatebreaker Mega-Gargant is armed with a Hurled Boulder, Fortcrusha Flail, Almighty Stomp and Death Grip.

Almighty Stomp: A Mega-Gargant's massive, stomping feet are devastating against smaller opponents.

Add 1 to hit rolls for attacks made with this unit's Almighty Stomp that target an enemy unit with a Wounds characteristic of 3 or less.

Crushing Charge: When a Mega-Gargant charges, their incredible bulk flattens any foe that fails to get out of the way.

After this unit makes a charge move, roll a dice for each enemy unit within 1" of this unit. On a 2+, that unit suffers D3 mortal wounds if it is a **MONSTER** or D6 mortal wounds if it is not a **MONSTER**.

Death Grip: Mega-Gargants are perfectly capable of squeezing the life out of even the largest opponent.

When determining the damage inflicted by an attack made with this unit's Death Grip that targets an enemy **MONSTER**, you can roll 2 dice instead of 1 and pick either result.

Longshanks: A Mega-Gargant towers high above the battlefield, and with their long, powerful legs, they can step over most obstacles.

When this unit makes a normal move, runs or retreats, it can pass across other models that are not **MONSTERS** and parts of terrain features that are less than 4" tall in the same manner as a unit that can fly.

Pulverising Strike: When facing a particularly tough opponent, a Gatebreaker may swing its Fortcrusha Flail high into the air before bringing it down in a single pulverising strike.

When this unit fights, you can say that it will unleash a pulverising strike. If you do so, instead of making attacks with this unit's melee weapons, pick 1 enemy unit within 3" of this unit and roll a dice. On a 4+, that enemy unit suffers 4D6 mortal wounds.

Smash Down: Gatebreaker Mega-Gargants have a deep loathing of cities and settlements, which are seen as symbols of those who killed their ancestor figure, the godbeast Behemat.

Add 1 to the Damage characteristic of this unit's Fortcrusha Flail for attacks that target an enemy unit in cover or garrisoning a terrain feature.

In addition, if you carry out the Smash To Rubble monstrous rampage with this unit, roll a dice for each enemy unit within 3" of the terrain feature picked and for each unit garrisoning it. On a 2+, that unit suffers D3 mortal wounds.

Son of Behemat: The Sons of Behemat are nearly as difficult to kill as their mighty progenitor.

If the effect of a spell or ability would slay this model without any wounds or mortal wounds being caused by the spell or ability, this model suffers D6 mortal wounds instead of being slain.

Terror: This terrifying monstrosity strikes fear into the hearts of their foes.

Enemy units cannot receive the Inspiring Presence command while they are within 3" of any friendly units with this ability.

Timberrrrrr! A dying Mega-Gargant is a formidable weapon of ruin in its own right, though it is anyone's guess where – and on whom – their body will fall.

If this model is slain, before removing the model from the battlefield, the players must roll off. The winner picks a point on the battlefield 5" from the slain model. Each unit within 3" of that point that is not a **MEGA-GARGANT** suffers D3 mortal wounds. The slain model is then removed from the battlefield.

Cowled and sinister, the Gatebreaker is a wrecking ball of a gargant that takes cruel joy in smashing down the fortresses and cities of the civilised races before throwing the rubble at any survivors. To them, every structure is a target for their spiteful wrath.

KEYWORDS

DESTRUCTION, SONS OF BEHEMAT, MEGA-GARGANT, HERO, MONSTER, GATEBREAKER

WARSCROLL MANCRUSHER MOB



Mancrusher Gargants often band together under the leadership of a Bullstomper either to terrorise civilised lands or to march to war. In battle, these mobs of Mancrushers are a formidable opponent as they rampage through enemy lines or gang up on the few creatures that match their size.

MISSILE WEAPONS

Throwin' Rocks

Range

18"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

MELEE WEAPONS

Range

2"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-3

Damage

D3

Massive Club

'Eadbutt

Mighty Kick

DAMAGE TABLE

Wounds Suffered

Stomping Charge

Massive Club

'Eadbutt

0-5

2+

4

4

6-7

3+

3

3

8-9

4+

2

2

10+

5+

1

1

Each model in a Mancrusher Mob is armed with an 'Eadbutt, Massive Club, Mighty Kick and Throwin' Rocks.

CHAMPION: 1 model in this unit can be a Bullstomper. Add 1 to the Attacks characteristic of that model's Massive Club.

MONSTROUS REGIMENT: Only the Bullstomper in this unit can carry out a monstrous rampage each turn.

Keep Up!: Mancrusher Gargants run as fast as they can so as not to be left behind when their bigger brethren charge into battle.

If this unit is wholly within 15" of a friendly **MEGA-GARGANT** at the start of the charge phase, it can attempt a charge in that charge phase even if it ran in the same turn.

Stomping Charge: When a Mancrusher Gargant charges, they smash into the foe with the unstoppable force of an avalanche.

After a model in this unit makes a charge move, pick 1 enemy unit within 1" of it and roll a dice. If the roll is equal to or greater than the Stomping Charge value for the charging model shown on this unit's damage table, that enemy unit suffers D3 mortal wounds. If this unit has more than 1 model, do not allocate the mortal wounds until all of the models in this unit have made their charge moves.

Stuff 'Em In Me Bag: Gargants are known to grab hapless warriors and stuff them screaming into their bags 'for later'...

After a model in this unit makes a pile-in move, pick 1 enemy model within 3" of it and roll a dice. If the roll is at least double that model's Wounds characteristic, it is slain.

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

If a model in this unit is slain, before removing the model from the battlefield, the players must roll off. The winner picks a point on the battlefield 3" from the slain model. Each unit within 2" of that point that is not a **GARGANT** or a **MEGA-GARGANT** suffers D3 mortal wounds. The slain model is then removed from the battlefield.

'Oo's Under the Heel Now!: Galvanising their fellow gargants with blunt yet fiery rhetoric, the Bullstomper directs those under their command to stomp, smash and roar in unison.

If you carry out the Stomp monstrous rampage with this unit's Bullstomper and roll a 2+, for each other **MANCRUSHER GARGANT** model in this unit, add 1 to the number of mortal wounds caused.

KEYWORDS

DESTRUCTION, SONS OF BEHEMAT, GARGANT, MONSTER, MANCRUSHER GARGANT, MANCRUSHER MOB

WARSCROLL MANCRUSHER GARGANT

MISSILE WEAPONS

Throwin' Rocks

Range

18"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

MELEE WEAPONS

Range

2"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-3

Damage

D3

Massive Club

'Eadbutt

Mighty Kick

DAMAGE TABLE

Wounds Suffered

Stomping Charge

Massive Club

'Eadbutt

0-5

2+

4

4

6-7

3+

3

3

8-9

4+

2

2

10+

5+

1

1

A Mancrusher Gargant is armed with an 'Eadbutt, Massive Club, Mighty Kick and Throwin' Rocks.

Keep Up! Mancrusher Gargants run as fast as they can so as not to be left behind when their bigger brethren charge into battle.

If this unit is wholly within 15" of a friendly MEGA-GARGANT at the start of the charge phase, it can attempt a charge in that charge phase even if it ran in the same turn.

Stomping Charge: When a Mancrusher Gargant charges, they smash into the foe with the unstoppable force of an avalanche.

After this unit makes a charge move, pick 1 enemy unit within 1" of it and roll a dice. If the roll is equal to or greater than the Stomping Charge value shown on this unit's damage table, that enemy unit suffers D3 mortal wounds.

Stuff 'Em In Me Bag: Gargants are known to grab hapless warriors and stuff them screaming into their bags 'for later'...

After this unit makes a pile-in move, pick 1 enemy model within 3" of it and roll a dice. If the roll is at least double that model's Wounds characteristic, it is slain.

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

If this model is slain, before removing the model from the battlefield, the players must roll off. The winner picks a point on the battlefield 3" from the slain model. Each unit within 2" of that point that is not a GARGANT or a MEGA-GARGANT suffers D3 mortal wounds. The slain model is then removed from the battlefield.

When the earth shakes to the thunder of the Mega-Gargants' footfalls, their lesser brethren muster for war. No longer are they aimless nomads and indulgent drunkards; now they are war-hungry terrors inspired to violence by their towering brethren.

KEYWORDS

DESTRUCTION, SONS OF BEHEMAT, GARGANT, MONSTER, MANCRUSHER GARGANT

PITCHED BATTLE PROFILES

The tables below contain the Pitched Battle profiles for all of the warscrolls in this battletome and a list of allies that can be taken in a Sons of Behemat army. See section 25.0 of the core rules for further information about Pitched Battle profiles and allied units. Updated September 2022.

SONS OF BEHEMAT				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Mancrusher Gargant	1	150	Battleline	Single
Mancrusher Mob	3	450	Battleline	Single
Beast-smasher Mega-Gargant	1	520	Battleline, Leader, Behemoth	Single
Gatebreaker Mega-Gargant	1	520	Battleline, Leader, Behemoth	Single
King Brodd	1	580	Battleline, Leader, Behemoth	Single, Unique
Kraken-eater Mega-Gargant	1	490	Battleline, Leader, Behemoth	Single
Warstomper Mega-Gargant	1	450	Battleline, Leader, Behemoth	Single
Kragnos, the End of Empires	1	720	Leader, Behemoth	Single, Unique

FACTION	ALLIES
Sons of Behemat	None