

FLASHPOINT CLASH

THE TOME CELESTIAL

Might makes right, so say many inhabitants of the realms, and they don't come much mightier than the Sons of Behemat. Wherever these towering gargants roam, disaster is sure to follow, for they are belligerent followers of the primal god Gorkamorka, and they believe that the cowardly 'little uns' of the realms deserve nothing but a good, hard stomping.



SONS OF BEHEMAT

Yelling and roaring, the land cracking beneath each tread, the Sons of Behemat emerge to make brutal war. The rampages of these gargants are the stuff of hushed campfire legend. With but a single blow, these louts can batter in the skull of a dragon or topple a temple spire. Their powerful kicks are capable of breaking open fortress walls so that the gargants can trample the 'little uns' cowering within. To a gargant, size and strength is everything. Anything bigger than they are is to be viewed with respect, if not outright devotion; anything smaller better have a good excuse for why a gargant should acknowledge their existence at all. Battle offers a chance for the gargants to revel in their might, as well as to claim the loot left behind in slaughter's wake.

For centuries, gargants had been viewed as solitary beings. This was to the benefit of all other races, for even a single gargant can wreak terrible havoc if they put their mind to it. Yet since the death of their sire, the godbeast Behemat, an unsettling trend has been observed throughout gargantkind. Many of them are growing larger and larger with each passing season, their might swelling to new levels. These Mega-Gargants, as they are known, have little difficulty in rounding up bands of their comparatively smaller mates to form proper tribes before going on the warpath against anything that catches their eyes. The other races of the realms had best watch out; the Sons of Behemat are abroad in force, and they care for nothing so much as unending violence.

CHILDREN OF THE WORLD TITAN

To understand the gargants, one must first understand their progenitor. By many mythic titles is this leviathan known, but chiefly he is referred to as Behemat, the World Titan. Amongst a race known for revering size, Behemat was truly colossal. It is said that his knuckles were as mountain ranges and that his head scraped the lofty clouds. Apocryphal legends name Behemat as the spawn of Ymnog, the grandfather of the gargant race who – according to his supposed descendants – shattered reality into land, sea and sky with a single blow of his club. The World Titan's sheer muscle, wielded without care for the wailing of weedier beings, serves as an inspiration to gargantkind, and it has led to them stomping their mark into history.

Behemat's exploits in the Age of Myth have become key foundational stories for the gargant race, passed down by their wizened matriarchs and used to inspire the youth to escalating acts of violence. How many, if indeed any, of these tall tales contain even a hint of truth is irrelevant. All that matters to the gargants is that they explain the vast and bizarre realms they find themselves in – and always through the lens of strength winning the day.

As the legends go, Behemat was once a close companion of Gorkamorka, the twin-headed god of



destruction, strength and all that is primordial. Gargants have a great deal of respect for Gorkamorka, known to them as the 'Godstomper', who they crudely worship as being so large he can step on just about anyone with impunity. It is said that Gorkamorka challenged Behemat to a series of increasingly difficult feats of brawn. These ranged from batting a hurled meteor straight back up at the celestial drake Dracothion (whose broken scales, according to the gargants, turned into the reptilian warriors that lurk in the deep jungles) to an eating contest that led to the flesh of all Shyish's mortals being devoured (which would explain why so many skeletal revenants roam those lands).

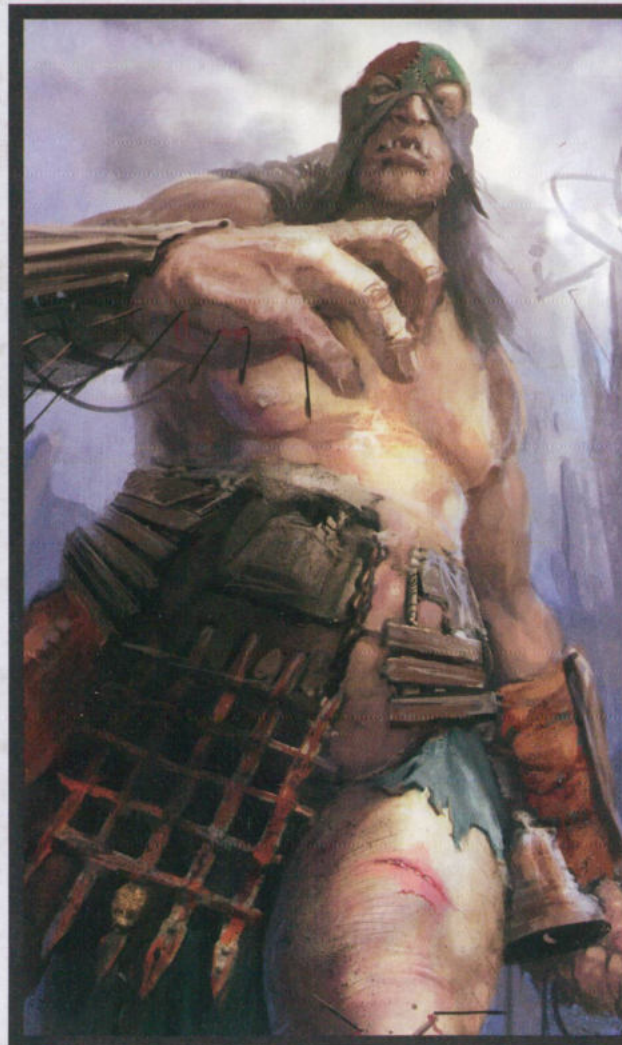
The myths tell that the last test was the most difficult. Guttural voice echoing like the crash of a collapsing mountain peak, Gorkamorka bid Behemat to equal a feat that he alone could claim: to fight Sigmar to a standstill. In the 'Hammer God', the World Titan finally met his match. After a titanic battle, Behemat was knocked unconscious in Ghyran's Harmonis Veldt. For centuries he lay undisturbed, even as the Age of Chaos unleashed its poison into reality. In time, the location of the sleeping godbeast was forgotten by almost all save his children, for Behemat's last conscious act had been to vomit forth the first generation of gargants. Many of these creatures' descendants continued to watch over their sleeping sire, whether they realised it or not.

Yet not all the great powers had forgotten Behemat. Even as the Realmgate Wars raged, and Sigmar's Stormcast

Eternals fought to establish beachheads amongst lands tainted by Chaos, Archaon the Everchosen – warlord of the ruinous hordes – saw promise in the godbeast. It was his aim to revive and corrupt the World Titan through fell ritual, using his strength to batter down the now-sealed Gates of Azyr. At the climax of a grand battle, the God-King and his champion, the Celestant-Prime, were forced to pass judgement on Behemat. The Twelve Great Bolts, Azyrite weapons of unimaginable power, were unleashed for the first time in an age. At last, even the godbeast's resilience was overmatched, and Behemat fell.

How much of this tale is true is a source of debate amongst the Sigmarite nations. Some hold no doubt that Behemat existed. Some even claim to have visited a Ghyranite trader outpost established within his skeletal remains. Others name it all a falsehood, a metaphor for some deeper truth. Certainly, none of the Stormcasts said to be there that day can be drawn to speak of Behemat's fate. Yet for the godbeast's gargant children, there is no doubt. All know, in the back of their minds, that their sire has fallen; all feel an instinctive grudge against the powers of ruin and civilisation both, whom they blame for Behemat's murder. The more astute gargants note the rapidly increasing size of many of their number. They proclaim in rumbling tones that there must always be a World Titan – that one day, some Mega-Gargant will lead their lads on such a blazing trail of destruction that they will swell beyond all reckoning, and a new godbeast will emerge to give the realms a good kicking.





THE GARGANT STOMPS

Gargant tribes are rough and ready affairs, composed of kin or whatever lesser giants – also known as Mancrushers – a Mega-Gargant is capable of battering into line. Gargants typically refer to such groups as 'stomps', a reflection of their fixation with feet and crushing things alike; feet are, after all, the appendages through which gargants most commonly interact with the realms. Other races have other names for these loutish clans, often in the vein of a 'catastrophe' or 'avalanche'. The leader of a stomp is known as the Big Heel, with their immediate underlings and bully boys being referred to as 'under the heel'. The lowliest gargants of a stomp are the Footsloggas, and they are usually represented by mobs of Mancrushers getting themselves into all manner of destructive scrapes.

While every Mega-Gargant is highly individualistic, they have also been observed to share certain quirks that allow them to be sorted into various classes. The nature of a stomp inevitably reflects the Mega-Gargant who leads it. Kraken-eater Mega-Gargants are highly territorial and obsessed with collecting loot, and their taker tribe mates reflect their miserly ways. Warstomper Mega-Gargants are addicted to immersing themselves in battle, and they lead their stomper tribes to search out the largest engagements and enemy armies to plough headlong into. Perhaps most fearsome are the breaker tribes, led by cowed Gatebreaker Mega-Gargants who burn with a hatred for civilisation and its works. The gargants of a breaker tribe soon come to share the single-minded loathings of their Big Heel, and many Sigmarite outposts have already met grisly ends at the hands (and especially feet) of these towering anarchists.



'Fink I was stoopid, did ya? Fink old Hroff wouldn't know you was coming? I smelled you little rats scurryin' about a mile off. Now who's the one crying about not having legs no more? Pathetic. You ain't even worth eatin'.

'I mean, I'm still gonna eat ya. Just know I ain't happy about it.'

– Hroff Boulderknuckle, Warstomper Mega-Gargant

THE ERA OF THE BEAST

Like most creatures linked in some fashion to Gorkamorka, gargants are susceptible to getting particularly riled up when their blood is set aflame by primal energies. When the phenomenon known as the Waaagh!, named for the bellow of battle-lust roared by the orruk race at war, sweeps through their rowdy ranks, gargantkind manages to become even more belligerent than ever. Stomping and bawling at the top of their voices, it takes almost nothing to set them off. As soon as a good fight or shiny trinket catches their eyes, the gargants will break into an ungainly run, guffawing as they set about stomping their enemies into dust.

Like many other monstrous races, gargants are connected to Ghur's savage influence – and it is this which now, in the Era of the Beast, gives the wise cause for concern. As the soul of that realm is driven into a frenzy, stoked to anger by such magical storms as the Necroquake and Alarielle's Rite of Life imposing upon it, a wellspring of feral energy crackles across the cosmos. The gargants sense this on an instinctive level, even as the lands are battered by natural

disasters and cities echo to barbaric howls as more of their inhabitants are overwhelmed by the primal urges lurking in their own hearts. The most aggressive gargants now join with their greenskin and ogor brethren to attack with seemingly inexhaustible battle-lust and stamp reeling enemies into dust.

Though perhaps even the gargants did not fully comprehend it, they were amongst the first to detect the mystical 'Great Stomp' as it echoed across the cosmos prior to the Era of the Beast's eruption. This feral summons, said by greenskin shamans and ogor gastromancers to be the thumping heartbeat of Ghur, even now pounds through the mind of all Gorkamorka's followers. In the gargants, it manifests literally; their heavy, crushing treads begin to unconsciously sync with the drumbeat filling their souls, until swathes of land quake to their coming.

The Great Stomp reverberated loudest in the beastly realm of Ghur, itself the spiritual homeland of the gargant race, for here, their creed that raw strength is enough to grant victory is put on the fullest display. Many gargants were drawn back to Ghur by a sense of impending and total violence. Some even claimed to be led there by huge, spectral feet – perhaps the shade of their dead sire, or else some collective manifestation of the gargant race's bullish psyche. They were to be rewarded when Mount Twinhorn cracked in half and an ancient god emerged from the depths.

The gargants hold the dubious honour of being amongst the first to encounter the returned Kragnos – also known



as the Earthquake God, last of the Drogrukh and the End of Empires. Predictably, this initial confrontation ended in blood. It is rare that gargants meet anyone capable of overmatching them in brawn, but Kragnos demonstrated his bestial authority by slaughtering the Gallet Stomp. Only one, Derko Walrusbiter, was wise enough to concede the victory to great Kragnos. He was not the last, for since that day, many gargants have found their way to the End of Empires' side, drawn in by tales of his all-conquering might.

Kragnos has become something of a totem for gargantkind. After all, if two huge feet are excellent for stomping, then four gigantic hooves must be even better. Kragnos shows little patience for anything beyond feats of bloody-minded devastation, a notion that appeals greatly to the gargant mindset. Perhaps the only real point of contention between the gargants and their horned warlord is that the Sons of Behemat do not share Kragnos' fixation with punishing those who would raise empires upon the land once claimed by his people; the Drogrukh race is believed to have long since passed into myth before the first gargants roamed the realms. Yet this, ultimately, is but a minor discrepancy. To this day, many Mega-Gargants continue to fight at the vanguard of Kragnos' horde as his 'wreckin' boys', and the End of Empires has not seen fit to dismiss them.

The gargant race's relationship with the Kruleboy orruks who follow Kragnos is not quite so approving. For centuries, these conniving greenskins were content with lurking in the deep bogs and striking out only at targets of opportunity, which suited the gargants just fine. While these towering brutes fear no physical challenge, enemies

that rely on wicked ploys or fell magics are capable of unsettling them. The gargants' enormous capacity for self-belief was almost permanently dented by encounters with Nagash's terrifying Nighthaunt during the Soul Wars, and for some, the trauma of foes too slippery to stomp has yet to fully fade.

The sly and tricky nature of the Kruleboyz rubs many gargants the wrong way. In turn, the swamp greenskins view these louts as little more than assets to use and dispose of for their own amusement. Though they fight together in Kragnos' horde, many a fight has broken out between gargant stomp and Kruleboy Klaw, occurrences that the End of Empires has done nothing to curb. Moonclan grots, who themselves often display a pronounced wariness towards the Kruleboyz, have been inspired by these outbreaks of violence to try and wheedle their way into the good graces of many a powerful Mega-Gargant. This tends to end with the grots being summarily stepped on, but a few determined cave-shamans have found ways to get high enough to converse with a gargant on equal footing and point out their common rival. The unlikely alliances of brains and brawn that can result have already seen several cities cast down, and at the toppling of Ashrock Spire – a fortress that had endured three previous Kruleboy attempts to undermine its walls – several Killabosses humbled.

MUSCLE FOR HIRE

Gargants took to the concept of mercenary work relatively recently but with great aplomb. They were introduced to the notion by the ogors, sometimes regarded as the most forward-thinking of Gorkamorka's worshippers (not that this is saying much). The concept that merely battering a



pip squeak's enemies for them could see one rewarded with food and grog over an extended period – perhaps even in perpetuity, or at least until the urge to step on them struck – was so revolutionary that the first gargants who learned of it did their best to keep the knowledge for themselves. The 'Great Secret', however, inevitably got out. Now, gargants of all breeds can be found offering their services to paymasters across the realms, and business is booming.

One might expect the Era of the Beast to have put a damper on the gargants' prospects for mercenary employment. In reality, however, necessity makes for strange bedfellows. The Dawnbringer Crusades plunge into the hellish wilds in search of sites of old glory to build upon, and for these daring expeditionaries, every advantage is to be considered. The brightest gargants have moved to capitalise. High ideals of casting back the forces of barbarism and disorder are all well and good, until one finds themselves facing down an approaching warband of corrupted tribesmen with only a towering gargant offering their support – for a price.

If these early battles are survived, it is not unusual to see gargants form something of a symbiotic relationship with the newly founded strongpoint. They will dwell in the forests, caves or – in the case of the Kraken-eater Mega-Gargants, hoary old sea dogs whose cooler tempers see them strike up alliances with the forces of Order – along the coasts near the expanding settlement, accepting a constant tribute of supplies in exchange for providing much-needed brawn.

Clergymen of the Church Unberogen are forced to rapidly alter their sermonising in the wake of these deals. They direct their congregations' attentions to lays of Templesen, the gargant who converted to the faith of the

'Hammer God' and was eventually beatified as a saint, as an example that not all of Gorkamorka's beasts are their enemy – a far cry from the warlike preaching that accompanies the launch of a crusade. As for the rulers of a nascent strongpoint, only the most delusional believe their pact with a gargant is anything but one of convenience. If the beast receives a better offer, or else is overwhelmed by the waves of primal aggression that Ghur's savage heartbeat spews out into the realms, today's ally can quickly become tomorrow's enemy.

Nevertheless, for those few gargants who truly appreciate the finer arts of mercenary work, humans are often a preferred employer; duardin are typically too stumpy to be taken seriously, aelves use lots of big, confusing words, and everyone else outside the greenskin and ogor hordes usually turns out to be a bit weird. In the rarest cases, a mercenary gargant may even develop a mild appreciation for the tenacity and ingenuity of the 'little uns' at war, though they would never dare admit this to any of their mates.

Far more acceptable is the gargants' respect for the Draconith, for these sorcerer-drakes have proven mighty enough to crush and devour anything that gets in their way – much like the Sons of Behemat themselves. This appreciation has proven entirely one-sided; the Draconith loathe Kragos with a passion, and any who revere him, for it was the End of Empires who once drove their people to virtual extinction. Even Krondys, the wise elder prince of the drakes, can be moved to fury in a gargant's presence – and that is to say nothing of the rage that overcomes his sinister twin Karazai. Still, there are no real hard feelings from the Sons on this account. Might makes right, after all, and any gargant who gets overwhelmed and torn asunder by a vengeful Draconith probably deserved it.

KING BRODD

Across the Everspring Swathe, the name of Brodd is known to almost every stomp. This king amongst giants is one of the few who can claim to have witnessed Behemat in the flesh. Brodd was once the ruler of the gargants of Verdian, watching over the Scabrous Sprawl – that stretch of Ghyranite land formed of the World Titan's slumbering form. Brodd claims to have never been young, to have crawled full-bodied from the Titansmawr chasm, to have killed a legendary mouldragon with his bare hands and fashioned its skull into his distinctive helm. Yet Brodd's most infamous tale is of how he and his kin were deceived by the Stormcast Eternals, tricked into rampaging through Archon's Chaos hordes during their Verdian campaign. In doing so, they unwittingly provided the opening Sigmar's chosen needed to murder the godbeast. Why they did so is immaterial to Brodd,

who now names all storm-forged warriors as culpable in Behemat's death.

Since those days, Brodd has roamed the realms, bringing tales of the Hammer God's perfidy to any gargant who will listen – and battering into line those who won't with his huge granite pillar, torn from where it once stood upon sleeping Behemat's brow. Brodd's desire for vengeance on Sigmar places him on good terms with the Ironjaw Megaboss Gordrakk, who bears his own grudge against the God-King. Conversely, Brodd and his ever-growing stomp refuse to kneel before Kragos, instead aligning themselves with the Fist of Gork. Though they greatly respect the End of Empires' strength, to them, Behemat is the only lord worth acknowledging – and as his murderers continue to establish more settlements, Brodd's anger grows ...



BATTLETOME: SONS OF BEHEMAT UPDATE

A battletome update contains official new rules that are considered to be part of the battletome that is being updated. Treat them exactly as you would the rules that appear in the battletome itself. This is the first in an ongoing series, meaning readers can look forward to many different battletome updates in future issues of White Dwarf.

Welcome to the *Battletome: Sons of Behemat* update. Over the following pages, you will find a host of new and exciting rules for your gargants to use alongside *Battletome: Sons of Behemat*, giving you the tools to stomp your opponents under mighty foot no matter if you prefer open, narrative or matched play!

CORE BATTALIONS

The first section in this article includes 2 core battalions that can be included in any Sons of Behemat army. 'The Bosses of the Stomp' is for your Mega-Gargants, while the 'Footsloggas' is for your Mancrusher Gargants. Both of these core battalions have the 'Unified' battalion ability, giving you lots of flexibility in matched play games.

MATCHED PLAY

GRAND STRATEGIES

If the battlepack you are using instructs you to pick a grand strategy, you can pick the grand strategy from this section if you are using a Sons of Behemat army.

BATTLE TACTICS

If the battlepack you are using instructs you to pick battle tactics, you can also pick from the battle tactics in this section if you are using a Sons of Behemat army. There are 3 to choose from in

total, including the much-loved gargant pastime of 'Manskittles'!

PATH TO GLORY

Mega-Gargants care little for empire-building and tend to focus on tearing down the empires of others instead! To help recreate the unique way the Sons of Behemat wage war, this section contains rules for using your Sons of Behemat collection in a Path to Glory campaign.

THE STOMPING OF MATAH

The last section is a campaign arc for your Sons of Behemat to play through. It tells the story of a gargant stomp rampaging across Ymetrica that is set upon bringing the Lumineth seaport of Matah to ruin. The campaign arc lasts for two or three battles, making it perfect for a day's worth of gaming. It works with any of the following battlepacks: Open War, Path to Glory or Contest of Generals.



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.

BOSSSES OF THE STOMP



FOOTSLOGGAS



UNIT ICONS

(Mandatory/Optional)



Mega-Gargant:
MEGA-GARGANT unit.



Mancrusher:
MANCRUSHER unit.

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.



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.

Make the Land Tremble! *As a stomp of gargants charges into battle, the reverberations caused have been known to bring about avalanches and earthquakes, much to the amusement of Behemat's children.*

When the battle ends, you complete this grand strategy if any friendly units made a run or 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).

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!' *Kraken-eater Mega-Gargants are fiercely territorial, and they won't surrender anything they consider to be their loot without a fight!*

Pick 1 objective on the battlefield wholly outside of your territory. You complete this tactic if that objective marker is kicked away and is wholly within your territory at the end of this turn.

Wrecking Crew: *Some gargants become thoroughly incensed at the sight of enemy fortifications, making a point of smashing them to rubble and ruin.*

You complete this tactic if a faction terrain feature in your opponent's army is demolished this turn.

Manskittles: *'Manskittles' is a common gargant game even in battle, played by hurling an unlucky enemy into a block of their comrades to see how many can be sent sprawling!*

You complete this tactic if a friendly **WARSTOMPER MEGA-GARGANT** uses its 'Hurled Body' ability, the enemy model you pick for the first part of this ability is slain, and an enemy Battleline unit is picked as the target for the second part of the ability and suffers any mortal wounds as a result.





PATH TO GLORY

This section contains rules for using a Sons of Behemat army on a Path to Glory campaign. A Sons of Behemat army operates and organises itself in a very different manner to any other army. For example, they care little for holding territory or building a stronghold, and as such, this section includes many bespoke rules for the faction to reflect their unique way of waging war.

MEGA-GARGANT RANKS

Sons of Behemat **MEGA-GARGANTS** earn different ranks to the **HEROES** in other armies, as follows:

MEGA-GARGANT RANKS	
Renown Points	Rank
0-14	Rising Gargant
15-29	Bull Gargant*
30-44	Adult Gargant
45-59	Mighty Gargant
60-74	Elder Gargant
75+	Ancient Gargant

*Earns command trait

THE BIG HEEL

The focal point of every stomp is their warlord, known as the Big Heel. For a Sons of Behemat army, the rank of your warlord determines things that would usually be decided by your Stronghold and Territories, as shown below:

Warlord Rank	Mega-Gargant limit	Mancrusher Limit	Tier of Battle
Rising Gargant	2	3	Lower
Bull Gargant	4	6	Lower
Adult Gargant	6	9	Lower & Middle
Mighty Gargant	8	12	Lower & Middle
Elder Gargant	10	15	Lower, Middle & Higher
Ancient Gargant	12	18	Lower, Middle & Higher

There are 2 unique **order of battle limits** that apply to a Sons of Behemat army: the Mega-Gargant limit and the Mancrusher limit. No other **order of battle limits** apply to a Sons of Behemat army on a Path to Glory campaign, not even the unit limit. Your warlord will always count towards 1 of you Mega-Gargant limits. In addition, the Mancrushers limit refers to the number of models, not units.

MANCRUSHERS IN PATH TO GLORY

Mancrusher Gargants have 2 Pitched Battle profiles associated with them: the 'Mancrusher Gargant' and the 'Mancrusher Gargant Mob'. When managing your order of battle on your Path to Glory campaign, Mancrusher Gargant Mobs are not used. Mancrushers are always added to your roster in units the size of one, and they cannot be reinforced.

When picking your army for a Path to Glory battle, you can form your Mancrushers into one or more Mancrusher Gargant Mob units, each with 3 models. If you do so, the following rules apply to those units:

Veteran Abilities: Pick 1 of the Mancrushers with the most renown points in the mob. This Mancrusher is the 'boss' of that mob, and if it has a veteran ability, the Mancrusher Gargant Mob can use it during battle. You cannot use any veteran abilities that the other 2 Mancrushers in the unit may have.

Allocating Wounds: Due to **lingering wounds** (see next page), it may be the case that multiple models in a Mancrusher Mob start the battle with wounds allocated to them. 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 already have any, but subsequent wounds must be allocated to that model until it is slain, as normal.

Earning Renown: Renown is gained individually for each Mancrusher. When a Mancrusher Gargant Mob gains renown, each Mancrusher in the unit is given the full experience that the unit gains. If a Mancrusher Gargant Mob is picked to be your favoured warriors, each model in the mob gains D6 renown points (roll separately for each).

COMPLETING YOUR PATH TO GLORY ROSTER

When first completing your Path to Glory roster in preparation for your Path to Glory campaign, follow the steps outlined in the Core Book with the following amendments:

STEP 2 – CHOOSE STARTING SIZE AND STARTING TERRITORIES

Instead of choosing a starting size, you must choose a **starting rank** for your warlord. The rank you choose determines how many renown points they start with, as well as how many points you have to spend when first adding units to your order of battle and how many glory points you begin the campaign with. In addition, rather than choose a starting territory, you must take 1 **Wild Lands** starting territory.

Warlord Rank	Warlord's Renown	Points Limit	Starting Glory Points
Bull Gargant	15	600	5
Adult Gargant	30	1000	8
Mighty Gargant	45	1500	10
Elder Gargant	60	2000	12

THE AFTERMATH SEQUENCE

There are some differences in the aftermath sequence for a Sons of Behemat army. They interact with the rules for Casualties, Injuries, Territories and Recuperating differently to other armies. In the aftermath sequence of a Path to Glory battle, follow the steps outlined in the Core Book with the following amendments:

STEP 2 – RESOLVE INJURIES AND CASUALTIES

Injuries work differently for Sons of Behemat armies. Each model on your order of battle can receive a number of **lingering wounds**. These are wounds which they take with them from battle to battle until they are recuperated. Track the number of lingering wounds each model has in either the Injuries or Casualties sections on your order of battle. If a model's lingering wounds ever equals or exceeds their Wounds characteristic, they are killed and removed from your order of battle.

In step 2 of the aftermath sequence, instead of making any injury rolls or casualty rolls, you must roll on the **Gargant Lingering Wounds Table** below for each **MEGA-GARGANT** and **MANCRUSHER** slain in battle. Each model in a Sons of Behemat army begins the battle with a number of wounds allocated to it equal to its lingering wounds. These wounds cannot be negated or healed.

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

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.



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-GARGANT** 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.

STEP 5 – MANAGE YOUR STRONGHOLD

Step 5 of the aftermath sequence is ignored for a Sons of Behemat army.

STEP 6 – MANAGE YOUR TERRITORIES

Designer's Note: A gargant stomp either rampages across the wilderness or roams around a large area of territory it calls its 'home'. In either case, the stomp is always on the move, which is reflected by the following rules.

A Sons of Behemat army will always have 1 territory, and only 1 territory. In step 6, you make 1 exploration roll if you lost the battle and 2 exploration rolls if you won a **minor** or **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.

In addition, the effects of the standard territories are ignored. Instead, these territories are divided into 2 categories – territories either provide **Slim Pickins** or **Big Pickins**, as noted in the table below.

Territories

Slim Pickins

- Old Keep
- Wild Lands
- Forgotten Mine
- Arcane Waypoint
- Sacred Site
- Borderlands
- Ruins of Myth

Big Pickins

- Ancient Roads
- Small Settlement
- Wellspring
- Realmstone Reserve
- Large Settlement

Slim Pickins and Big Pickins both have an effect on units in a Sons of Behemat army that tries to recuperate in step 7 of the aftermath sequence (see below).

Sons of Behemat Faction Territory

61-66 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.

STEP 7 – MANAGE YOUR ORDER OF BATTLE

Recuperating works differently for a Sons of Behemat army. You can spend glory points to recuperate a unit with 1 or more lingering wounds. The number of glory points you must spend in order to recuperate a unit is determined by the points value of the unit, as shown on the table in the Core Book as normal.

For each unit that recuperates, reduce its lingering wounds by D3 if your current territory provides Slim Pickins and reduce it by D6 if your current territory provides Big Pickins.

Each unit can only be recuperated once in each aftermath sequence.

