

SCOURGE OF AQSHY

FACTION RULES: SONS OF BEHEMAT

CRACKED HEELS

Cracked Heels are unique enhancements that can be given to **Mancrusher Gargants**.
A unit can only have 1 Cracked Heel.

⚙ Your Hero Phase

THAT BOY'S NOT RIGHT: *This gargant is just plain barmy. They bellow at rocks, flap their arms like a bird and do weird little dances, all to the amusement of their bigger cousins. When the spirit of Behemat appears to answer such seemingly inane antics, that laughter is usually cut short.*

Effect: Roll a dice. On a 5+, this unit can use a **PRAYER** ability from the prayer lore you picked during army composition as if it had **PRIEST (1)**. Instead of making a chanting roll for that prayer, the chanting roll is 5 and cannot be modified.

✂ Passive

UP FOR IT: *This gargant is loud, rowdy and absolutely ready to dish out some serious damage.*

Effect: This unit's melee weapons have **Charge (+1 Damage)**.

🛡 Passive

ALWAYS ON GUARD: *This gargant is especially wary around their biggers and betters, for they are always expecting a quick clip on the ear from their surly bosses.*

Effect: This unit has **WARD (5+)** while it is wholly within 12" of and visible to a friendly **MEGA-GARGANT**.

PRAYER LORE

BRODD'S BELLOW

🛡 Your Hero Phase

3

ROCK BOTTOM: *The priest dulls the gargants' already monumentally low intelligence, turning them into primal beasts that cannot feel pain.*

Declare: Pick a friendly **SONS OF BEHEMAT PRIEST** to chant this prayer, pick a visible friendly **SONS OF BEHEMAT** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

Effect: If the chanting roll was 6+, you can pick another eligible unit to be a second target. Until the start of your next turn:

- Ignore the effects of the 'Battle Damaged' ability on each target.
- Each target has **WARD (6+)**.

KEYWORDS PRAYER, UNLIMITED

⚙ Your Hero Phase

4

THE TERRIBLE TOES: *Yelling incomprehensibly, the priest jumps up and down. Nearby, enemies are squashed flat by invisible forces that leave massive footprints in the ground.*

Declare: Pick a friendly **SONS OF BEHEMAT PRIEST** to chant this prayer, pick a visible enemy unit within 18" of them to be the target, then make a chanting roll of D6.

Effect: Roll a dice for each model in the target unit. If the chanting roll was 8+, add 1 to the roll. For each 6+, inflict 1 mortal damage on the target. Then, if any enemy models are slain by this ability, halve the target's Move characteristic until the start of your next turn.

KEYWORDS PRAYER

⚙ Your Hero Phase

5

VOCAL TECTONICS: *As the priest hums a single, low note, the earth shakes and buckles around them, staggering nearby enemies.*

Declare: Pick a friendly **SONS OF BEHEMAT PRIEST** to chant this prayer, pick a visible enemy unit within 12" of them to be the target, then make a chanting roll of D6.

Effect: If the chanting roll was 10+, you can pick another eligible unit to be a second target. Until the start of your next turn, each target has **STRIKE-LAST**.

KEYWORDS PRAYER

SCOURGE OF AQSHY

• SCOURGE OF AQSHY WARSCROLL •

GATEBREAKER MEGA-GARGANT



Already prone to rage-filled outbursts at the sight of any trappings of civilisation, the furious spirit of Aqshy sees the Gatebreakers become even more unrestrainedly destructive. There is no stronghold, no hovel, no intentional pile of stones that will not draw their terrific ire.

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

Passive

BATTLE DAMAGED

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

Once Per Battle, Your Hero Phase

IT'S GOIN' DOWN: *Narrowing their eyes at a particularly bothersome example of a pipsqueak construction, the Gatebreaker cracks their neck, rolls their shoulders, tucks a giant boulder under their arm and takes off running towards it.*

Effect: Until the start of your next turn:

- This unit has a Move characteristic of 4D6".
- While this unit is within 1" of a terrain feature, the Attacks characteristic of its **Hurled Boulder** is D6 instead of 1.

Passive

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

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

Passive

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

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

Once Per Turn (Army), Your Movement Phase

OFF IN A HUFF: *In a fit of pique, the Gatebreaker storms off, showing wanton disregard for anything that might happen to be in their path.*

Effect: You and your opponent must roll off. Each player adds their **fury level** to their roll. Then, this unit can move a distance up to its Move characteristic. It can move through the combat ranges of enemy units, but it cannot end that move in combat unless you won the roll-off.

KEYWORDS

CORE, MOVE

KEYWORDS

HERO, MONSTER

DESTRUCTION, SONS OF BEHEMAT, MEGA-GARGANT



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MANCRUSHER GARGANT



Inspired to violence by their towering Mega-Gargant brethren, the Great Parch echoes to the tread of Mancrusher Gargants stomping into the fray. Hurling rocks and walloping pipsqueaks, they cause utter havoc among the enemy lines.

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

Once Per Turn (Army), Your Shooting Phase

STATUE TOSSING: When throwing rocks gets a bit monotonous, Mancrushers seek out weighty sculptures to lob at the enemy instead – turns out smashing the foe with their own statuary is a great way to let off steam.

Effect: For the rest of the turn, the Damage characteristic of this unit's **Throwin' Rocks** is 3 instead of D3.

Then, you can spend up to 3 **rage dice**. If you do:

- For each **rage dice** spent, add 2 to the Attacks characteristic of this unit's **Throwin' Rocks** for the rest of the turn.
- If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.

KEYWORDS

MONSTER
DESTRUCTION, SONS OF BEHEMAT, GARGANT

