

SONS OF BEHEMAT

STONE LOBBAS

This Spearhead army consists of the following units:

GENERAL

♦ Rock-hurler

UNITS

♦ 1 Rock-hurler

♦ 1 Rock-hurler



Gargants are creatures who are easily bored. This is not very good news for anyone nearby, since a bored gargant is a violent gargant – well, even more violent than normal. What is even worse, though, is when several bored gargants get together in one place. Sometimes ransacking an outpost or kicking over a convoy just isn't enough; they need something more directly competitive to amuse themselves with. It is as a result of this selfish search for diversion that mobs of Stone Lobbas end up stomping the lands.

Stone Lobbas are exactly what the name implies: groups of gargants who, at least for the moment, have decided to entertain themselves by picking up heavy boulders or other bits of debris and chucking them at things. The target might be a castle wall, an ancient shrine or, their favourite, a huddle of pipsqueaks – little cheers up a gargant more than listening to the resulting splat of meat and snap of bones. There's always one gargant who proves better at this sort of game than the rest, however, and this 'Boulder Basher' quite literally gets to call the shots. The more the gargants compete to show off their skills, the worse the ensuing destruction...

'Right then, boys – whoever smashes that big old lizard's head in gets first bite of it later.'

– Bog Boulder-breaker

MOVE

8"

HEALTH

12

5+

SAVE

CONTROL

To most gargants, being forced to remain at the back of a fight and chuck boulders at the enemy would be a humiliating lot. However, some find themselves developing quite a talent for it; known as Rock-hurlers, these gargants bond over their love of making tricky shots and satisfying splattering noises. Nevertheless, they are more than happy to wade in close if the mood strikes them.

• SPEARHEAD WARSCROLL •

ROCK-HURLER

⚔	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Hurlin' Rocks	12"	3	4+	2+	1	D3	-
⚔	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Massive Club and Rocks		4	4+	2+	1	2	-
	'Eadbutt		1	4+	2+	2	3	-

⚔ Your Shooting Phase

DROP, TOSS OR ROLL: These gargants have learnt that if you hurl your rock in specific ways, more enemies go 'squish' – and it's funnier to boot.

Effect: Pick 1 of the following effects to apply to this unit for the rest of the turn. You cannot pick the same effect to apply to any other friendly units this turn.

Drop: This unit's ranged weapons have **Shoot in Combat**.

Toss: Add 6" to the Range characteristic of this unit's ranged weapons.

Roll: Add 1 to hit rolls for this unit's shooting attacks.



KEYWORDS

MONSTER, REINFORCEMENTS

BATTLE TRAITS

BOULDER BASHER

Mobs of Stone Lobbas are led by demanding, and uncannily accurate, gargants known as Boulder Bashers.

Add the **HERO** keyword to your general's warscroll and remove the **REINFORCEMENTS** keyword.



Your Shooting Phase

BOWLED OVER: Some gargants love sending the enemy flying with a well-punted rock.

Declare: Pick an enemy unit that was allocated any damage points by a friendly unit's shooting attacks this turn to be the target.

Effect: Roll a dice. On a 3+, until the start of your next turn, each time your opponent makes a charge roll for the target, they must change the highest D6 to match the lowest D6.

Your Hero Phase

CLOSE ONE EYE!: The Boulder Basher bellows at one of their mates to take better aim.

Declare: Pick your general to use this ability, then pick another friendly unit wholly within 12" of them to be the target.

Effect: Add 1 to hit rolls for the target's shooting attacks for the rest of the turn.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Once Per Battle, Any Combat Phase

SURLY SORTS: Usually forced to stay back and chuck rocks, these grumpy gargants are spoiling for a brawl.

Declare: Pick a friendly unit in combat to be the target.

Effect: Add 1 to the Attacks characteristic of the target's melee weapons for the rest of the turn.

Passive

GREEDY AND GRABBY: Gargants love loot, but these gargants really, really love loot.

Effect: Add 5 to the control scores of friendly units.

ENHANCEMENTS: Give your general 1 of the following enhancements.

Once Per Battle, Any Combat Phase

'ARD 'EAD: This gargant has a forehead like a slab of stone. Though stone is more likely to break...

Effect: Add 1 to hit rolls for combat attacks made with your general's **'Eadbutt** for the rest of the turn.

Once Per Battle, Your Shooting Phase

LUCKY ROCK: This gargant has their favourite rock, which they lovingly retrieve after every battle.

Effect: Add 1 to the Attacks characteristic of your general's **Hurlin' Rocks** for the rest of the turn.

Passive

HUMONGOUS STRIDES: This gargant positively bounds across the battlefield, their extreme step length helping them close with the enemy in double-quick time.

Effect: Add 1 to charge rolls for your general.

End of Any Turn

HUNGRY GOBBLER: This gargant wolfs down the smashed corpses or mashed-but-still-living bodies of anyone they can get their huge hands on.

Effect: If any enemy models were slain by your general's combat attacks this turn, **Heal (D3)** your general.