

# SONS OF BEHEMAT

## WALLSMASHER STOMP

This Spearhead army consists of the following units:

### GENERAL

- ◆ Mancrusher Gargant

### UNITS

- ◆ 1 Mancrusher Gargant
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The towering progeny of the godbeast Behemat do not travel in great numbers. The more gargants, the less food, which is unacceptable to these lazy but highly destructive braggarts. Those who do roam with company form rough hierarchies known as 'stomps', bossed around by the biggest and strongest Mega-Gargant within their territory.

On occasion, tired of living under the heel of their boss, some Mancrusher Gargants will break away to claim their own territories. Accompanied by a couple of their best lackeys, they head off into the hills in search of food – or to find some humie settlement to smash into bits. Gargants fight with little finesse or strategy, but their large size means they can simply overpower their foes regardless. One swing of their mammoth clubs or leathery feet can knock down walls or crumple a line of pike-wielding 'pipsqueaks'. If their tiny foes scurry around out of reach, the gargant needs only to scoop up a great boulder to hurl and splatter them like bugs. Most gargants bear some kind of sack for carrying such delicacies around, as well as souvenirs to brag of their battle prowess. As the Mancrushers are of similar stature, competitions often erupt as to who can crush the most enemies. Some smaller stomps change leadership regularly based on such rowdy contests.

*'Love crushin' pipsqueaks. 'Specially saving the bits between me toes for later.'*

– Vorsh the Fist

MOVE

8"

HEALTH

12

5+

SAVE

10

CONTROL

When the earth shakes to the thunder of gargant footfalls, the Mancrushers muster for war. No longer are they aimless nomads and indulgent drunkards; now they are war-hungry terrors inspired to violence. Driven by the promise of claiming their own territories and with dreams of growing to the size of their towering kin, the Mega-Gargants, they seek out fights of spectacular violence.

Though they fight primarily with hurled boulders and tree-trunk sized clubs, they are not averse to grabbing up their enemies in great meaty fists and stuffing them into a bag for later consumption. Even in death they can be lethal – more than one hero of the realms has been crushed by the toppling corpse of the very gargant they slew moments before.

### • SPEARHEAD WARSCROLL •

## MANCRUSHER GARGANT

⚔	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Throwin' Rocks	12"	1	5+	2+	2	D3	-
⚔	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Massive Club		4	4+	2+	1	2	-
	'Eadbutt		1	4+	2+	2	4	-
	Mighty Kick		1	4+	2+	2	D3	-

### ⚔ Any Combat Phase

#### STUFF 'EM IN ME BAG:

Gargants are known to grab hapless warriors and stuff them screaming into their bags 'for later'...

**Declare:** Pick an enemy unit in combat with this unit to be the target, then roll a dice.

**Effect:** If the roll is at least double the target unit's Health characteristic, 1 model in that unit is slain.

### ⚔ Passive

**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.

**Effect:** If this model is slain, before removing it from the battlefield, the players must roll off. The winner picks a point on the battlefield up to 3" from this model. Inflict D3 mortal damage on each enemy unit within 2" of that point. This model is then removed from the battlefield.



KEYWORDS

MONSTER, REINFORCEMENTS

## BATTLE TRAITS

### BULLSTOMPER

*Mancrusher Mobs are led by fearsome gargants known as Bullstompers.*

Your general has the **HERO** keyword (in addition to the **MONSTER** keyword) but does not have the **REINFORCEMENTS** keyword or icon.

#### Any Combat Phase

**BELLOWING ROAR:** *An ear-splitting bellow let loose by a Mancrusher can send the enemy battleline into disarray.*

**Declare:** Pick a friendly unit to use this ability, pick an enemy unit in combat with it to be the target, then roll a dice.

**Effect:** On a 2+, subtract 1 from hit rolls for attacks made by the target unit this phase.

#### Your Hero Phase

**'GRAB THOSE ROCKS AND CHUCK 'EM!':** *Your general commands their fellow gargants to hurl as many rocks at the enemy as they can.*

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

**Effect:** Add 1 to the Attacks characteristic of that unit's **Throwin' Rocks** this turn.

## REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

#### Passive

**FOE-CHOMPERS:** *The Mancrushers hoist hapless enemies up into the air mid-battle, letting them tumble into their cavernous jaws before giving a mighty belch of satisfaction.*

**Effect:** Each time an enemy model is slain by a friendly unit's 'Stuff 'Em In Me Bag' ability, **Heal (D3)** that unit.

#### Once Per Phase (Army), Any Charge Phase

**EARTH-SHAKING CHARGE:** *The ground shakes as the colossal gargants charge head-first into the fray.*

**Declare:** Pick a friendly unit that charged this phase to use this ability, then roll a dice for each enemy unit in combat with it.

**Effect:** On a 3+, that enemy unit has **STRIKE-LAST** this turn.

## ENHANCEMENTS: Give your general 1 of the following enhancements.

#### Passive

**MONSTROUSLY TOUGH:** *This greedy gargant always takes the juiciest spoils of battle and has an impressive gut as a result.*

**Effect:** Your general has a Health characteristic of 15 instead of 12.

#### Passive

**EXTRA-BIG BAG:** *Made from the tattered remains of enemy banners, even more screaming warriors can be stuffed into this large and garish bag.*

**Effect:** When your general uses their 'Stuff 'Em In Me Bag' ability, you can pick 2 enemy units instead of 1 (roll for each).

#### Passive

**LANKY GIT:** *This long-legged gargant strides across the battlefield at a frightening pace.*

**Effect:** When you make a charge roll for your general, roll 3D6 instead of 2D6.

#### Passive

**FURIOUSLY TERRITORIAL:** *Nothing infuriates this gargant more than pipsqueaks laying claim to the lands around them.*

**Effect:** Add 1 to hit rolls for attacks made by your general that target an enemy unit that is contesting an objective you do not control.