



BONEGRINDER MEGA-GARGANT

The Bonegrinder Mega-Gargant's coming is heralded by earth-shaking footsteps and a deafening roar of battle-lust. Each Bonegrinder thinks of itself as the next Behemat, and will stomp flat or batter to death anything foolish enough to stand in its way.

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
Gargantuan Club	3"	★	3+	3+	-2	3
Thunderous Stomp	1"	1	3+	3+	-2	D6

DAMAGE TABLE			
Wounds Suffered	Move	Hurled Boulder	Gargantuan Club
0-12	11"	18"	7
13-18	10"	15"	5
19-24	9"	12"	4
25-30	8"	9"	3
31+	7"	6"	2

DESCRIPTION

A Bonegrinder Mega-Gargant is a single model armed with a Gargantuan Club, Thunderous Stomp and Hurled Boulder

ABILITIES

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

You can re-roll hit rolls of 1 for Thunderous Stomp attacks unless the target is a **MONSTER**.

I'll Bite Your Head Off!: A Bonegrinder Mega-Gargant's cavernous mouth makes for an especially deadly weapon, should the brute fancy a light snack during a battle.

After this model piles in, you can pick 1 enemy model that is within 3" of this model, and roll a dice. If the roll is greater than that enemy model's Wounds characteristic, that enemy model is slain.

Longshanks: A Bonegrinder Mega-Gargant towers high above the battlefield, and although it moves ponderously, it can step over most obstacles.

When this model makes a normal move, it can ignore models that have a Wounds characteristic of 10 or less and terrain features that are less than 4" tall at their highest point. It cannot finish the move on top of another model or within 3" of an enemy model.

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

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

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

Subtract 1 from the Bravery characteristic of enemy units if they are within 3" of any friendly units with this ability.

Timberrrr!!!: A dying Bonegrinder Mega-Gargant is indiscriminating in their choice of where – and on whom – their body falls.

If this model is slain, before removing the model from the battlefield, the players must roll off. The winner must pick a point on the battlefield 5" from this model. Each unit within 3" of that point suffers D3 mortal wounds unless it is a **MEGA-GARGANT**. This model is then removed from the battlefield.

BRAWLSMASHA – BONEGRINDER MEGA-GARGANT MERCENARY

You can pick this Mega-Gargant mercenary to be hired by your army, instead of picking one of the Mega-Gargant mercenaries in *Battleome Sons of Behemat*. If you do so, you must include 1 **BONEGRINDER MEGA-GARGANT** in your army as a **MERCENARY** unit. **BONEGRINDER MEGA-GARGANTS** can only be taken as **MERCENARY** units by Destruction armies or by armies from factions that are part of the Destruction Grand Alliance.

MEGA-CLUB OF GORK

Legend has it that Brawlsmasha was found as a youngling and raised by an Ironjawz warclan, who admired his strength and boisterousness. As he grew ever larger, he became revered amongst the orruks for his ability to flatten entire mobs of enemy troops with a single swing of his gargantuan club.

Add 1 to the Bravery characteristic of friendly **ORRUK** units while they are wholly within 12" of this model.

KEYWORDS DESTRUCTION, SONS OF BEHEMAT, GARGANT, MEGA-GARGANT, MONSTER, BONEGRINDER

SONS OF BEHEMAT WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Bonegrinder Mega-Gargant	1	1	500	Behemoth	