



• WARSCROLL •

MANCRUSHER GARGANTS

When the earth shakes to the thunder of the Mega-Gargants' footfalls, their lesser brethren muster for war. No longer are they aimless nomads and indulgent drunkards, but war-hungry terrors inspired to violence by their towering brethren.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
'Eadbutt	1"	1	4+	3+	-3	✱
Massive Club	3"	✱	3+	3+	-1	1
Mighty Kick	2"	1	3+	3+	-2	D3

DAMAGE TABLE			
Wounds Suffered	Stomping Charge	Massive Club	'Eadbutt
0-2	2+	10	4
3-4	3+	9	3
5-7	4+	8	3
8-9	5+	6	2
10+	6+	4	1

DESCRIPTION

A unit of Mancrusher Gargants has any number of models, each armed with an 'Eadbutt, Massive Club and Mighty Kick.

ABILITIES

Keep Up!: *Mancrusher Gargants run along as fast as they can, so as not to be left behind when their bigger brethren charge into battle.*

If this unit is within 12" of a friendly **MEGA-GARGANT** at the start of the charge phase, it can attempt to charge in that charge phase even if it ran in the same turn.

Stomping Charge: *When a Mancrusher Gargant charges, it smashes into the foe with the unstoppable force of an avalanche.*

After a model from this unit makes a charge move, pick 1 enemy unit within 1" of it and roll a dice. If the roll is equal to or greater than the Stomping Charge value for the charging model shown on the damage table above, that unit suffers D3 mortal wounds. If this unit has more than 1 model, do not allocate the mortal wounds until all of the models in this unit have made their charge moves.

Stuff 'Em In Me Bag: *Gargants are known to grab hapless warriors and stuff them screaming into their bags 'for later'...*

After a model from this unit piles in, you can pick 1 enemy model within 3" of it and roll a dice. If the roll is at least double that model's Wounds characteristic, it is slain.

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 falls.*

If a model from this unit is slain, before removing it from the battlefield, the players must roll off. The winner must pick a point on the battlefield 3" from that model. Each unit within 2" of that point suffers D3 mortal wounds unless it is a **GARGANT**. The model is then removed from the battlefield.

KEYWORDS

DESTRUCTION, SONS OF BEHEMAT, GARGANT, MONSTER, MANCRUSHER