

WARHAMMER

AGE OF SIGMAR

UNOFFICIAL SONS OF BEHEMAT
BATTLETOME SUPPLEMENT

WORLD TITAN

THE ANCESTRY OF TITANS

Many Scholars in the realms have dedicated their lives to the study of the great beasts that roam the lands that they call home, for some the cataloging and recording breeds of Gargants has become a time sensitive manner as rapid expansion and the attrition of unending wars draws their extinction ever closer.

FROSTWYRM

To the eternal shame of the Azyrite Zoological society the Frostwyrms remain one of the only breeds named for the folly of their discoverer. Upon being called to examine a slew of flash frozen corpses in the Shyishian wastes an intrepid scholar declared them the victims of an Iceborn Dragon and dubbed it a Frostwyrms, from that point forth all discoveries, from a horde of bones and trinkets to the guttural roar resonating across the icy tundra were interpreted to reinforce this misconception. To this date despite the devastation now being attributed to a breed of Gargant able to channel ice through their breath the name endures, and thus these Frost Gargants who bear no semblance to drakes are known as Frostwyrms

Perhaps more-so than their traditional kin the Frostwyrms are isolationists, preferring to wander the frozen tundra alone carving out a kingdom of ice and desolation. Those who have observed them claim that whilst their ice breath seems like an offensive measure it may well be a survival mechanism, allowing them to preserve what food they can scavenge for the long months in which their home land is inhospitable to all forms of life.

Those villages who find themselves on the periphery of the icy regions have long since learnt that by sending sacrifices into the wastes in these long months they can delay or deter the Frostwyrms venturing into their homes to secure a food source.



IRONMONGER

The Ironmongers of the Gargant race are stricken with a new appetite as of yet not reaching their kin, some liken it to the greed of humanity for precious metals and yet this craving can never be sated. Tearing huge chunks of metal from the ground to smelt in vats strapped to their backs, forming a crude carapace of stolen armour, trinkets and trophies until their hide is clad almost entirely in steel. Often found lurking in ruined Ironweld Forge Cities, or making their lair amidst desolate Duardin hold there is seemingly no end to their appetite for the metals of the realms.

It is thought that the Ironmongers are a recent evolution of Mega Gargant manifesting in those who have consumed too many lodges of Fyreslayers, seemingly taking on large quantities of Ur-gold that their bodies are unable to digest. This has caused a particularly distasteful relationship between Duardin of all breeds and the few Ironmongers still remaining in the realms, as their constant hunger for metal drives them into conflict with ever larger Duardin holds and Cities to pillage the forges and sate their appetite.



BOG DRINKERS

There is an enduring debate amongst the Azyrite Scholars as to whether the Bogdrinkers should be classified as Troggoths or Gargants, in no small part due to their frankly disgusting appearance and smell. Though originating in the Ghyran swamplands the name Bog Drinkers is now used to refer to most Gargant of a more repulsive breed, whether they dwell in bogs or not.

There does seem to be, at least at a glance, a degree of kinship between these repellant Gargants and the Troggoths, perhaps because both confuse the scent of the other as one of their own kind. That isn't to say however that the Gargants wont eat a Troggoth in a pinch or moment of sudden onset hunger, simply that there is no malice behind the act.

Many claim the Bogdrinkers are the easiest Gargants to avoid, so long as the wind is in your favour as their scent can carry for miles further than the sound of their footfalls, however on an ill wind the scent of death arrives all too late to escape.



ROCKHEWN

Oft mistaken for a small rocky outcrop or indeed a large segment of an ancient mountain range the Rockhewn Mega Gargants are among the hardest of their kin to stir to anger. Once woken however their advance is all but inevitable. Rockhewn Gargants are thought to be amongst the oldest and longest lived of their kind, if only due to their stone-littered carapace forming the perfect natural camouflage that even the most adept gargant hunter might mistake them for a moss cloaked hill whilst they sleep.

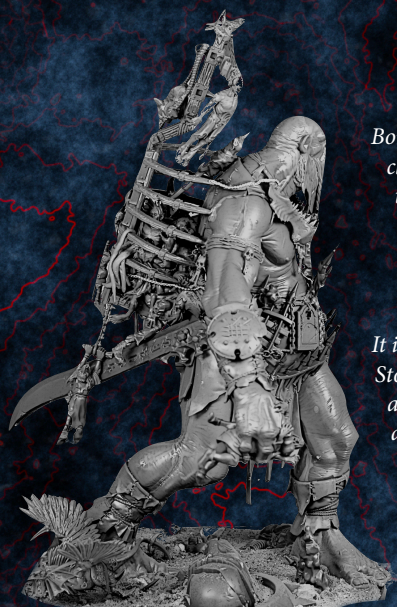
Able to go many decades between their need to eat, when a Rockhewn Gargant awakens they are a force of nature, descending on villages in the locality in a rockslide of anger and ravenous hunger with a rampage that will only end when they have exhausted themselves and filled their stomach. Though slower moving than many of their kin the Rockhewn are relentless in their advance, once they set themselves upon a path there is no barrier physical or arcane that will deter them.



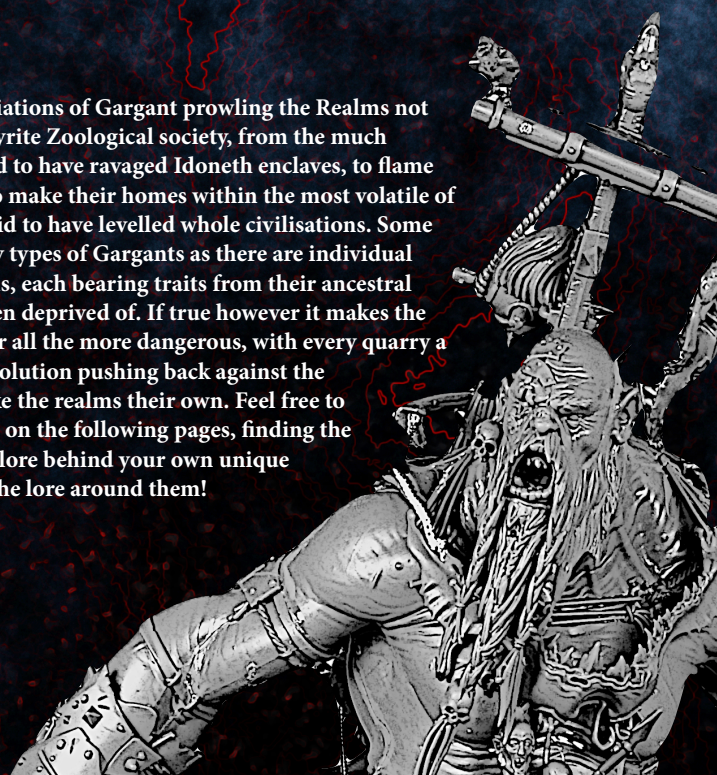
STORMTITAN

Born atop the storm ravaged peaks of the Realms it is said some of the greatest storms of the age have been clashed between Titans on the peaks, casting monolithic arcs of lightning across vast distancing hoping to topple each other. It has been theorised by the meteorological societies of High Hammerhal that the very presence of a Storm Titan is disruptive to the local weather patterns with some theorising that should these rare gargants gather in sufficient numbers the cumulative effects of their Storm auras could well wreak more havoc than the Gargants themselves.

It is fortuitous however for their would be victims that the latent energies building beneath the skin of the Storm titans results in an unearthly glowing aura, allowing villages to spot them at great distances even at night. Many a villagers however has been haunted by seeing their glaring faces shining out every time a storm passes by, though how many were truly the presence of a Gargant is debatable.



There are countless other variations of Gargant prowling the Realms not yet catalogued by the Azyrite Zoological society, from the much rumoured Aquatic kin said to have ravaged Idoneth enclaves, to flame wreathed monstrosities who make their homes within the most volatile of volcanos whose wrath it is said to have levelled whole civilisations. Some theorise that they are as many types of Gargants as there are individual Gargants prowling the Realms, each bearing traits from their ancestral Godbeast that others have been deprived of. If true however it makes the profession of Gargant Hunter all the more dangerous, with every quarry a unique masterpiece of evolution pushing back against the civilisations that seek to make the realms their own. Feel free to explore the Gargant Lineages on the following pages, finding the abilities that best suit the lore behind your own unique Gargants and adapt the lore around them!



“We can claim the lands all we want, but when the Mountains themselves march to war, spreading death and destruction wherever they go, what can mortal men do but flee.

That in our flight we warn those of what comes their way is an act of honour, not cowardice!”

Johann Torburg, Fleeing Villager

SONS OF BEHEMAT BATTLE TRAITS

On the following pages you will find additional rules and abilities for your Sons of Behemat army. These include additional powerful allegiance abilities and battalions along with a Gargant Maker to represent your own custom Mega Gargant in Age of Sigmar in games of *Warhammer Age of Sigmar*.

This Battletome supplement is entirely written from a fan perspective by those who enjoy and embrace the vibrant lore and gameplay of Games Workshops Age of Sigmar setting. Characters and locations within the Mortal Realms that have been referenced are the property of Games Workshop, utilised for the purposes of embracing and expanding setting to encompass new realms, city themes and cultures within the Age of Sigmar. Similarly any artwork used is done with utter reverence to those with the talent to create it for the setting, and is in no way my own work and remains the property of the original creators who managed to envision and execute work to such quality.

ALLEGIANCE ABILITIES - SONS OF BEHEMAT

PLAYING AS GARGANTS IN THE SAVAGE LANDS

Whilst playing your Sons of Behemat army in the Savage Lands your forces may benefit from the following additional Battle Traits, these are used in addition to the Allegiance Abilities shown in the Sons of Behemat Battletome for all battles taking place in the Savage Lands campaign.

GARGANT TREASURE HORDE

Legends say there are gargants whose hordes of stolen treasures rival the dragons of old, vast repositories of wealth ripped from broken empires. Some tribes marching to war with these vast repositories upon their backs to wield against their foe.

When making an army list you may draw upon the Gargant Treasure Horde, if you do so you may select one additional Mega Gargant to receive an Artefact of Power from your tribe following the normal restrictions. However any army that draws upon the Gargant Treasure Horde does not generate a command point in their first Hero Phase.

COMMAND ABILITY

Fast Food!

There are worse things than to perish in noble combat against the destructive might of the Gargants, many who seek to flee find themselves snatched upon and forced down the gullet of their foe.

You may select one Mega Gargant to use this command ability in the Battleshock phase if any enemy units within 3 inches lose one or more models to battleshock. That Mega Gargant may immediately heal D3 wounds, increasing to D6 wounds healed if 5 or more models from that enemy unit fled.

SONS OF BEHEMAT

WARSCROLL BATTALIONS

WARPARTY (Stomper Tribe Only)

100 Points

A War-party must consist of:

1 **WARSTOMPER**

2-3 Units of Mancrusher Gargants

Unstoppable Momentum:

There is little that can slow the advance of an enraged war-party, adrenaline making them ignorant to all but the most grievous of wounds when in the grips of bloodlust.

If a unit from this battalion runs in the movement phase, until your next Hero Phase roll a dice whenever a wound or mortal wound is allocated to that unit. On an unmodified roll of 5 or more that wound is ignored.

Grind their Bones:

Warstompers have felled whole armies in a swing of their gargantuan clubs, but they savour little more than the taste of nobles, a fattened and refined meat that their palettes crave.

If the **WARSTOMPER** from this battalion kills an enemy **HERO** in the combat phase it may immediately heal D3 wounds.

HOMEWRECKERS (Breaker Tribe Only)

100 Points

A Homewreckers Battalion must consist of:

1 **GATEBREAKER**

2-3 Units of Mancrusher Gargants

Just Fling it!

The advance of the Breakers is heralded by trees torn up from the ground, mountains toppled and cattle flung skyward, many utilising this sheer destruction to give a nigh limitless arsenal to fling at lesser foes.

In your Hero Phase, any unit from this Battalion is within 3 inches of any **RUBBLE** scenery may attempt to make a shooting attacks using the **Chuck Rocks** profile as though it were the shooting phase (See Chuck Rocks in Sons of Behemat: Allegiance abilities). Each unit may utilise this ability once per Hero Phase.

Spite and Loathing

There are few the Gatebreaker loathe more than the minuscule creatures trying to put an end to their rampage, bringing down their mighty fists with spiteful destruction upon them.

Units from this Battalion may add 1 to their hit rolls when targeting a unit that has inflicted any wounds on this Battalions **GATEBREAKER** in the same battleround, this is not cumulative with any Loathings currently in effect.

LANDGRABBERS (Taker Tribe Only)

100 Points

A Landgrabber Battalion must consist of:

1 **KRAKEN-EATER**

2-3 Units of Mancrusher Gargants

No Place like Home

Land held by the Takers is reshaped by their every thunderous footfall, vast plumes of dirt and debris cast skyward shielding them from oncoming arrow and shot.

Add 1 to Save rolls for units from this Battalion whilst wholly within 6 inches of any objectives you control.

Saving These For Later!

There is an unnatural prudence to the Krakeneaters, able to resist the urge to shove anything they grab down their gullet. Though when hunger strikes their hunger is as ravenous as any of their Gargant kin.

Keep track of the number of models that are slain by this Battalions **KRAKEN-EATER** "Stuff 'Em in Me Net" rule. At the end of the each turn roll a number of dice equal to the number of models currently in the net, for every 3+ this model immediately heals 1 wound and the tracker count is reset to 0.

WORLD TITAN

MEGA GARGANT MAKER

What follows are the early inception ideas for customising your own Mega Gargants to join the ranks of the Warstompers, Kraken eaters and Gatebreakers. Following the steps listed below you will have the option of selecting lineage, legend and armoury for your Mega Gargant that will provide new and exciting ways to field Mega Gargants on the field of battle. Unlike the Anvil of Apotheosis all Mega Gargants formed in this builder should come out at the same points value as listed (500 Points).

The Steps you will undertake follow below:

STEP 1 - The Warscroll

STEP 2 - The Lineage

STEP 3 - The Legend

STEP 4 - The Armoury

STEP 5 (Optional) - The Name

STEP 1 - THE WARSCROLL



• WARSCROLL •

MEGA GARGANT

500
POINTS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Almighty Stomp	1"	4	3+	3+	-2	D3
Deadly Grip	2"	1	3+	2+	-3	6

Wounds Lost	Move	Deadly Grip	Might of the Titan
0-12	11"	6	3
13-18	10"	D6	3
19-24	9"	D6	2
25-30	8"	D3	2
31+	7"	D3	1

DESCRIPTION

ABILITIES

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

You can re-roll hit rolls of 1 for Almighty Stomp attacks unless the target is a Monster.

Crushing Charge: When a Mega-Gargant charges, its incredible bulk flattens any foe that fails to get out of the way.

After this model makes a charge move, roll a dice for each enemy unit within 1" of this model. On a 2+, that unit suffers D3 mortal wounds if it is a **Monster**, or D6 mortal wounds if it is not a **Monster**.

Son 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.

Longshanks: A Mega-Gargant towers high above the battlefield, and with its long powerful legs 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.

Timber!: A dying Mega-Gargant is a weapon of ruin in its own right, though it is anyone's guess where – and on whom – their body falls. This fact is all the more true for the heavier ironclad hides of the Ironmonger Gargants, releasing a hail of rent plates the size of cattle onto those below.

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.

Might of the Titan

When making attacks with any **PRIMARY WEAPON** carried by this model, multiply the attack characteristic by this model's Might of the Titan score shown in the wound chart.

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.

Keywords:

DESTRUCTION, SONS OF BEHEMAT, GARGANT, MEGA-GARGANT, MONSTER, HERO

STEP 2 - THE LINEAGE

Whilst many Azyrite scholars debate the finer elements of Gargant reproduction including diagrams that truly boggle the mind and wrench the stomach, there is a common consensus that Gargants largely follow groupings that could be referred to as Lineages, though these may well be more environmental in impact than ancestral there remain key traits that help define each lineage and how they manifest themselves in battle.

Making your choice...

Each lineage below offer their own unique bonuses and drawbacks to the Gargants selecting them, with many manifesting key flaws that play as much of a narrative impact upon the character as the positive trait. When making a choice of Lineage the Mega Gargant gains both the Trait and the Flaw.

BORN FOR GREATNESS

Add the name of your chosen Lineage as a Warscroll Keyword.

No Mega gargant may have more than one Lineage.

ROCKHEWN

Oft mistaken for a small rocky outcrop or indeed a large segment of an ancient mountain range the Rockhewn Mega Gargants are among the hardest of their kin to stir to anger. Once woken however their advance is all but inevitable.

Trait: Stoneborn

Roll a D6 whenever a wound or mortal wound is allocated to a **ROCKHEWN MEGA-GARGANT**, on a roll of 5 or more that wound (or mortal wound) is ignored.

Flaw: The Mountain (Barely) Walks

Subtract 2 from all Move Characteristics for a **ROCKHEWN MEGA-GARGANT**, in addition halve the result of any Run rolls for this model.

STORM TITAN:

Born atop the storm ravaged peaks of the Realms it is said some of the greatest storms of the age have been clashed between Titans on the peaks, casting monolithic arcs of lightning across vast distancing hoping to topple each other.

Trait: Primal Energies

At the start of the Combat Phase roll a D6 for every unit (friend or foe) within 3 inches of any models with this special rule, on a 4 or more that suffers D3 mortal wounds. **STORM TITANS** are unaffected.

Flaw: Unearthly Glow

Enemy models making a Shooting Attack targeting this model may reroll unmodified to hit rolls of a 1.

BOG DRINKERS:

There is an enduring debate amongst the Azyrite Scholars as to whether the Bogdrinkers should be classified as Troggoths or Gargants, in no small part due to their frankly disgusting appearance and smell

Trait/Flaw: Truly Repulsive to All

Subtract 1 from to Hit rolls for attacks made by models within 3 inches of any models with this special rule.

BOGDRINKERS are unaffected.

IRONMONGER:

The Ironmongers of the Gargant race are stricken with a new appetite as of yet not reaching their kin, some liken it to the greed of humanity for precious metals and yet this craving can never be sated. Tearing huge chunks of metal from the ground to smelt in vats strapped to their backs and forming a crude carapace of stolen armour, trinkets and trophies until their hide is clad almost entirely in steel.

Trait: Ironhide

An **IRONMONGER MEGA-GARGANT** has a Save characteristic of 3+

Flaw: Hungry for Steel

In the charge phase if a model with this special rule is within 12 inches of an enemy **WARMACHINE** it must attempt to charge, and if possible end that charge within 1/2 an inch of that **WARMACHINE**

FROSTWYRM:

Though in no way akin to a Wyrm in shape (more reminiscent of a monolithic barbarian in truth) the Frostwyrms earn their name by the trail of frozen victims they leave in their wake.

Trait: Glacial Breath

At the start of the combat phase select 1 enemy unit within 3 inches of this model and roll a D6 (subtract 1 to the roll if that unit has 10 or more models, subtract 2 if the target unit has 20 or more models), if the roll is more than that units wound characteristic that unit may not be selected to fight until all other units have fought that phase.

Flaw: Cold to Company

This model may not use any Command Abilities or Artefacts.



STEP 3 - THE LEGEND

It is not truly by their name that many Mega Gargants are known by the legends told by those they leave in their wake. It is through these ripples of agony inflicted upon slain beast, decimated farmland and half dead villagers that they shall truly be known to the Realms.

Making your choice...

Unlike Lineages there are no flaws inherent to the Legends, each represents a unique warscroll or battlefield role change that provides a variety of play styles for each lineage.

A LEGEND TO FORGE

Add the name of your chosen Legend as a Warscroll Keyword.

No Mega gargant may have more than one Legend.

BATTLEBORN

Some are born to lead, others simply to walk in their shadow...

Trait: Born to Follow

A **BATTLEBORN** Mega gargant replaces their Leader battlefield role with Battleline in a Sons of Behemat Allegiance

BEZERKER:

Is it possible to be even more angry than standard for their race?

Trait: Bloodlust

If the unmodified To Hit roll with an attack made by this models **PRIMARY WEAPON** is a 6 it inflicts 2 hits instead of 1. Roll to wound and save each separately.

LONGARM

Even dodging the massive limbs of a Gargant will not always guarantee you aren't crushed by debris.

Trait: Death from Afar

A **LONGARM** Mega Gargant may select 1 Missile Weapon from the Armoury.

A **LONGARM** Mega Gargant has an attack characteristic of 2 for its Almighty Stomp

SOULEATER:

Some victims of the Sons of Behemat are consumed whole, not even their souls escaping the chasm like jaws.

Trait: Ravenous Abomination

If any models are slain as a result of this models Deadly Grip attack you may immediately heal a number of wounds allocated to this model equal to the Wound characteristic of the model slain. (To a maximum of 3 wounds healed per phase)

SPELLDRINKER:

The appetites of the children of Behemat are plentiful and varied, some even drinking in the arcane energies that infused the magics of their lessers.

Trait: Ravenous Abomination

If this model is chosen as the target of a Spell roll a D6, on a 4 or more than spell has no effect. On a roll of a 6 this model may immediately attempt to cast the same spell as though they were a **WIZARD**.

If this model comes into contact with an endless spell roll a D6, on a 5 or more that spell is unbound. If any spells are unbound in this manner immediately heal d3 wound allocated to this model.

UNDERKIN:

Not all Gargants are heralded by thunderous footfalls, ever so often their arrival is noted by worrying sinkholes.

Trait: Death from Below

Instead of setting this model up on the board you may instead declare it is tunnelling, if you do so set it to one side. At the start of your first movement phase you may place it anywhere on the board more than 9 inches from any enemy models, any models that cannot be placed in this manner are slain.

STEP 4 - THE ARMOURY

Each Mega Gargant may make a single selection from the **PRIMARY WEAPON** section of the Armoury, any **LONGARM** Mega Gargants may select one **MISSILE WEAPON** from the armoury in addition to their Primary Weapon.

Modelling your choice:

Each weapon name and descriptor is simply an example of one such incarnation of that weapon, feel free to use creativity and imagination when modelling them onto your Mega Gargant

PRIMARY WEAPON

Select one Primary Weapon for your Mega gargant to add to your warscroll, this is the weapon referred to in your Might of the Titan ability.

PRIMARY WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Briar Oak Webber*	2"	4	3+	3+	-1	2
Gargant Impaler*	3"	1	4+	2+	-3	7
Titanwrought Maul	3"	2	3+	3+	-2	4
Bell-on-a-Chain	3"	D6	3+	3+	-2	2

BRIAR OAK WEBBER

Formed from an Arachnarok web string between the forks on as Briar Oak branch, this sticky monstrosity is often used to snare large numbers of smaller foes to restrain them

If the unmodified to Hit roll of an attack made with this weapon is a 6 and the target is not a **MONSTER**, until your next Hero Phase that unit may only pile in 1 inch.

GARGANT IMPALER

A massive blade either forged by lessers or drawn from a suitably sized statue, Gargant Impalers are among the most lethal weapons in the arsenal designed to fell mighty beasts of the Realms.

Add 1 to Hit Rolls for attacks made by this weapon that target a **MONSTER** or **WARMACHINE**

MISSILE WEAPON

Select one Missile Weapon for your LONGARM Mega Gargant to add to your warscroll.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Titan Cannon	18"	1	4+	2+	-2	4
Hurled Rubble	12"	D3	3+	3+	-2	D3
Fistful of Rocks	10"	2D6	3+	4+	-1	1

STEP 5 - THE NAME

To generate names for your new Sons of Behemat gargants simply select the Realm that best embodies them, and the category that corresponds to their Origin and roll as D6 on each, combining the names into the start of your Gargants Legendary Name.

REALM

D6	GHYRAN	CHAMON/ AQSHY	ULGU/HYSH	GHUR	SHYISH
1	Pig Gnashing	Boulderbacked	Moon Drinking	Rot Breathed	Blood Drinking
2	Ale Soaked	Rock Brained	Storm Bringing	Troll Eyed	Gore Seeking
3	Red Eyed	Stone Fist	Thunderfoot	Marsh Walking	Wrath Drunk
4	Upchucking	Hill Breaking	Cloud Walking	Bridge Lurking	Beast Slaying
5	Staggering	Ground Shaking	Light Quenching	Grim Faced	Savage
6	Child Eating	Avalanche	Shadow Riding	Toad Licking	Rageborn

ORIGIN

D6	IRONMONGER	FROSTWYRM	STORMTITAN	ROCKHEWN	BOGDRINKER
1	Horde Bringer	Yeti	Fire Walker	Stone Tomb	Poisontooth
2	Slave Shackler	Cyclops	Inferno	Chasmkin	Snakecharmer
3	Rabble Rouser	Accursed	Pyrekin	Rockbone	Nightshade
4	Gargant King	Blizzard	Lantern Drinker	Ancient	Wolfsbane
5	Marshall	Ice Walker	Intangible	Mountainchild	Acidmaw
6	City Breaker	Frost Biter	Rage Storm	Peakwalker	Serpent



• WARSCROLL •

SHYISHIAN BLOODDRINKER MEGA-GARGANT



The Frostwyrms of Shyish are known by the trail of frozen corpses left in their wake, for many the icy breath inherent to their breed could be seen as primarily a method of offence, though others claim that in the long expanses of nothing between villages it is this ice breath that allows them to preserve their victims to consume later.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Almighty Stomp	1"	2	3+	3+	-2	D3
Deadly Grip	2"	1	3+	2+	-3	*
Gargant Impaler (PRIMARY)	3"	1	4+	2+	-3	7
Wounds Lost	Move	Deadly Grip		Might of the Titan		
0-12	11"	6		3		
13-18	10"	D6		3		
19-24	9"	D6		2		
25-30	8"	D3		2		
31+	7"	D3		1		

DESCRIPTION

This Shyishian Bloodrinker is a single model armed with a Gargant Impaler, he may also attack with his Deadly Grip and Almighty Stomp

ABILITIES

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

You can re-roll hit rolls of 1 for Almighty Stomp attacks unless the target is a Monster.

Crushing Charge: When a Mega-Gargant charges, its incredible bulk flattens any foe that fails to get out of the way.

After this model makes a charge move, roll a dice for each enemy unit within 1" of this model. On a 2+, that unit suffers D3 mortal wounds if it is a **Monster**, or D6 mortal wounds if it is not a **Monster**.

Son 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.

Longshanks: A Mega-Gargant towers high above the battlefield, and with its long powerful legs 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.

Timber! A dying Mega-Gargant is a weapon of ruin in its own right, though it is anyone's guess where – and on whom – their body falls. This fact is all the more true for the heavier ironclad hides of the Ironmonger Gargants, releasing a hail of rent plates the size of cattle onto those below.

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.

Might of the Titan

When making attacks with any **PRIMARY WEAPONS** carried by this model, multiply the attack characteristic by this models Might of the Titan score shown in the wound chart.

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.

Gargant Impaler

A massive jagged blade usually wielded atop a wooden haft as a crude spear, Gargant Impalers are among the most lethal weapons in the arsenal designed to fell mighty beasts of the Realms. Add 1 to Hit Rolls for attacks made by this weapon that target a **MONSTER** or **WARMACHINE**

SPELLDRINKER (Legend)

Trait: Ravenous Abomination

If this model is chosen as the target of a Spell roll a D6, on a 4 or more than spell has no effect. On a roll of a 6 this model may immediately attempt to cast the same spell as though they were a **WIZARD**.

If this model comes into contact with an endless spell roll a D6, on a 5 or more that spell is unbound. If any spells are unbound in this manner immediately heal d3 wound allocated to this model.

FROSTWYRM (Origin)

Though in no way akin to a Wyrms in shape (more reminiscent of a monolithic barbarian in truth) the Frostwyrms earn their name by the trail of frozen victims they leave in their wake.

Trait: Glacial Breath

At the start of the combat phase select 1 enemy unit within 3 inches of this model and roll a D6 (subtract 1 from the result if that unit has 10 or more models, subtract 2 if the target unit has 20 or more models), if the roll is more than that units wound characteristic that unit may not be selected to fight until all other units have fought that phase.

Flaw: Cold to Company

This model may not use any Command Abilities or Artefacts.

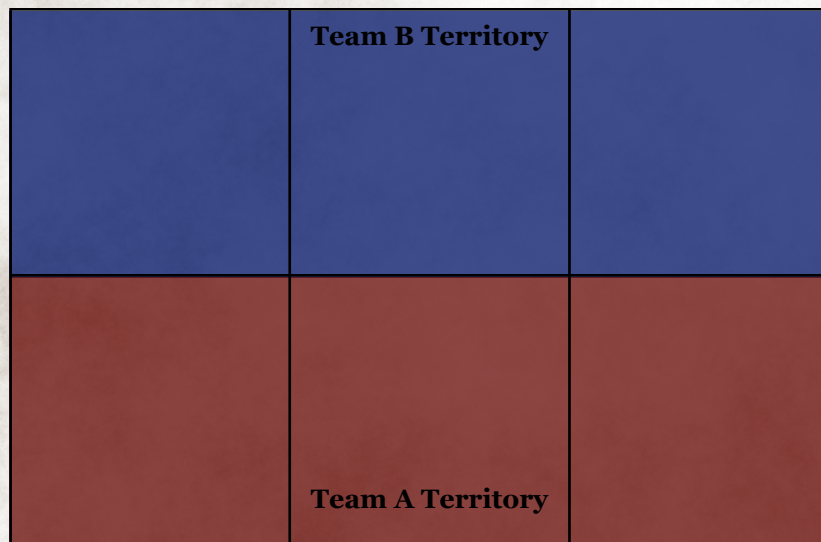
Keywords:

DESTRUCTION, SONS OF BEHEMAT, GARGANT, MEGA-GARGANT, MONSTER, HERO, FROSTWYRM, SPELLDRINKER

NARRATIVE BATTLEPLAN

SMASH AND GRAB

Sport for Mega Gargants is no mere trifle of simply beating an air-filled goats bladder with sticks, no for such legendary creature the true measure of physical prowess is measured by the scars and craters they can leave upon the face of the Realms. Any who would dare to call themselves the World Titan must be able to shape the realms around them in their own image.



PITCHED BATTLE

Each Team is composed of up-to 3 players, each fielding a single **MEGA-GARGANT**, for the duration of the battle the teams are each treated as a single army.

SETUP

Divide the table into 6 even sections as shown above, placing D3 pieces of scenery into every segment (in the case of large scenery pieces count these as 2 scenery pieces placed) with teams alternating in choosing a table segment to roll and place scenery for. Once all scenery is placed the teams roll off, and the winner decides which territory each side will use. The territories are shown on the map above.

Teams then alternate setting up Gargants one at a time, starting with the team who won the roll off. Units must be setup wholly within their own territory and more than 12 inches from enemy territory.

Continue to set up units until both teams have setup their armies. If one team finished first, the opposing team sets up the rest of the units in their army, one after another.

OBJECTIVES

At the end of each of their Combat Phases players may elect to attempt to destroy a piece of scenery, for Gatebreakers this follows the rules shown on their warscroll, for Warstompers and Kraken Eaters follow the Smash and Grab rules below.

Smash and Grab

At the end of the combat phase, you can pick 1 terrain feature within 3" of this model and roll a dice. If the roll is equal to or greater than the Smash Down value on this model's damage table, that terrain feature is reduced to rubble: all of its scenery rules are replaced with the Deadly scenery rule, and its keywords are changed to Scenery, Rubble.

Wounds Suffered	Smash and Grab
0-12	3+
13-18	4+
19-24	5+
25-30	6+
31	6+

SPELLS

For the duration of this Battleplan, all **WIZARDS** know and may cast the following spell:

Seismic Disturbance Casting Value 5

Sending coursing currents of the arcane racing through the dirt the caster can incite ravenous hunger into the realm threatening to consume buildings wholesale

Select one piece of scenery wholly within 18 inches of the caster, until the your next hero phase add 1 to any Smash and Grab rolls for that objective.

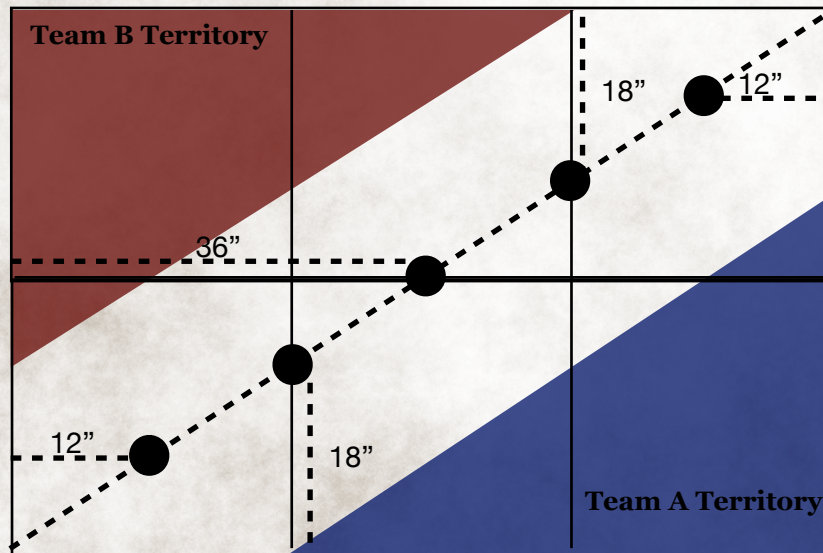
VICTORY CONDITIONS

At the end of the fifth battle round the team that has destroyed the highest number of Scenery pieces has won, in the event of a Tie the team with the most wounds remaining on their Gargants wins. If both criteria are draws the game is considered to be a draw.

NARRATIVE BATTLEPLAN

PEOPLE SNATCHER

It an unfortunate fact of Gargant life that your lunch so very often sees, heard, or feels the your approach long before you reach them. This makes every meal a frantic scramble to grab whats on offer before sneakier, more dexterous or simply luckier Gargants get in on the action. Any potential World Titan would need to be adept at filling their stomach to grow to truly impressive size.



PITCHED BATTLE

Each Team is composed of up-to 3 players, each fielding a single **MEGA-GARGANT**, for the duration of the battle the teams are each treated as a single army.

SETUP

Before either side begin to setup Johann (or one of his cousins) is setup in the centre of the board, his extended family are setup as shown above until all 5 Johannkin are deployed.

Once all Johannkin are setup the teams roll off, and the winner decides which territory each side will use. The territories are shown on the map above.

Teams then alternate setting up Gargants one at a time, starting with the team who won the roll off. Units must be setup wholly within their own territory and more than 12 inches from enemy territory.

Continue to set up units until both teams have setup their armies. If one team finished first, the opposing team sets up the rest of the units in their army, one after another.

OBJECTIVES

At the end of each of their movement phases a Megagargant may attempt to snatch any Johannkin objective they are within 1 inch of. To do so roll 1d6, on a 2 or more that objective has been snatched. Keep track of which Gargants are carrying Johannkin. A Kraken Eater may attempt reroll failed attempts to claim a Johannkin

At the end of any phase in which a Gargant carrying any Johannkin suffers any wounds or mortal wounds roll a d6.

- On a roll of a 1 they have accidentally squashed one of their Johannkin, that objective marker is removed from play and will have no further impact on the battle
- On a roll of a 2 tone of heir Johannkin has escaped, and may be placed by the player who inflicted the wounds anywhere wholly within 3 inches of the gargant who had been carrying it.
- On a 3 or more they have kept ahold of their prize and continue as normal.

RUUUUUUN!!!

At the start of every battleround from turn 2 onwards, before players roll off, players may alternate selecting and moving any unclaimed Johannkin D6 inches starting with the player who went first in the previous Battleround. This move may not take them within 1 inch of any Gargants.

EATING AWAY VICTORY

At the start of each of your Hero Phases, any Gargant currently carrying any Johannkin may opt to eat one. If they do so immediately heal d6 wounds allocated to that model, however the objective marker is immediately removed from play and will have no further impact on the battle

VICTORY CONDITIONS

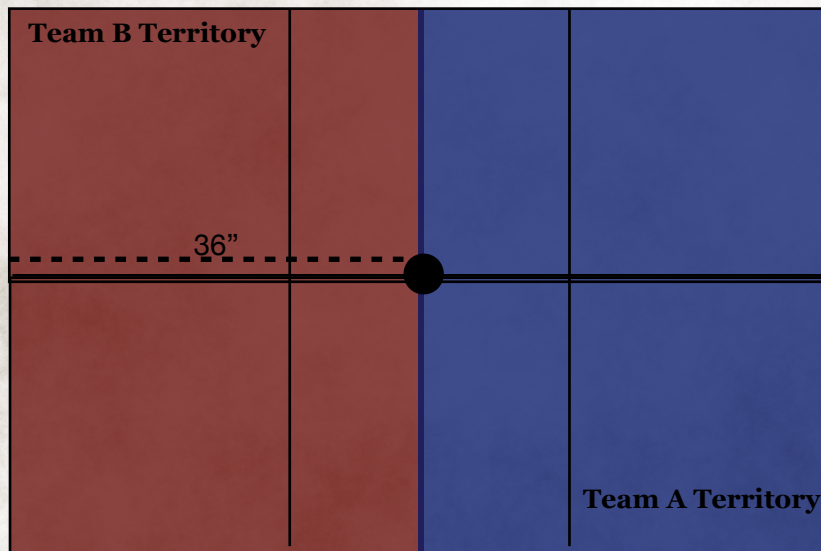
At the end of the fifth battle round the team that has the most Johannkin currently claimed by their Gargants are the victors.

In the case of a draw the Team who squashed the most Johannkin whilst in their enemies possession may claim a minor victory. If there is no clear victor the game is a Draw.

NARRATIVE BATTLEPLAN

KING OF THE HILL

A World Titan must be feared not only by the lesser races, but by their own kind too, how else can one earn their respect but by strength and will. Often one Mega Gargant will lay claim to a hill of little significance if only to challenge the might of their Gargant Kin and dare any to come take it from them.



PITCHED BATTLE

Each Team is composed of up-to 3 players, each fielding a single MEGA GARGANT, for the duration of the battle the teams are each treated as a single army.

SETUP

Before either side begin to setup a single objective in the centre of the battlefield.

Teams then alternate setting up Gargants one at a time, starting with the team who won the roll off. Units must be setup wholly within their own territory and more than 12 inches from enemy territory.

Continue to set up units until both teams have setup their armies. If one team finished first, the opposing team sets up the rest of the units in their army, one after another.

GRAPPLE

In the combat phase when activated any **MEGA-GARGANT** may elect to Grapple instead of attacking with their Deadly Grip, to do so both players roll a d6, with the following modifiers:

- Add 1 if the model initiating the grapple charged this turn.
- Add 1 to your roll if your model is a **WARSTOMPER**
- Subtract 1 from your roll if you have fewer than 12 wounds remaining.

The attack is successful if the model initiating the grapple rolls **HIGHER** than their opponent. A successful attack can inflict one of the following effects

Trip Him! - For the duration of this combat phase **MEGA-GARGANTS** may choose to reroll to hit rolls for Jump up and Down, and Almighty Stomp attacks against the target model.

Eye Gouge - For the duration of this combat phase, the target model subtracts 1 from all To Hit rolls.

Throw Him! - The Target model is immediately moved D6 inches in a direction chosen by the attacker, this move cannot end on top of any enemy models or impassable terrain.

OBJECTIVES

At the end of each battleround teams score a number of Victory points as listed below, no one gargant may score for more than one victory point condition:

Every Gargant **WHOLLY WITHIN** 6 inches of the Objective; 3VP

Every Gargant within 6 inches of the Objective: 2 VP

Every friendly Gargant within 9 inches of the Objective: 1 VP

VICTORY CONDITIONS

At the end of the fifth battle round the team that has the most Victory Points wins a Major Victory

In the case of a draw the Team who has the most models wholly within 6 inches of the objective at the end of the battle wins a Minor Victory.

If neither team achieve a Major or Minor Victory the battle is a draw.

UNOFFICIAL PITCHED BATTLE PROFILES

The table below provides points, minimum and maximum unit sizes and battlefield roles for the Warscroll and Warscroll battalions in this book, for use in Pitched Battles. Used alongside the rules for Pitched Battles in the Generals Handbook, this along with Battletome: Sons of Behemat provides you with all the information you need to use an expanded Sons of Behemat roster against any opponent.

SONS OF BEHEMAT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT	MIN	MAX			
World Titan Custom Mega Gargant	1	1	500	LEADER, BEHEMOTH	
World Titan Custom Mega Gargant (BATTLEBORN)	1	1	500	LEADER, BEHEMOTH	BATTLELINE in a SONS OF BEHEMAT Army
<i>Warparty Battalion</i>	-	-	100	<i>Warscroll Battalion</i>	-
<i>Homewreckers Battalion</i>	-	-	100	<i>Warscroll Battalion</i>	-
<i>Landgrabbers Battalion</i>	-	-	100	<i>Warscroll Battalion</i>	-
<i>Family Reunion</i>	-	-	40	<i>Warscroll Battalion</i>	

