

CHAOS GIANTS

All Giants are monstrous humanoids, as tall and strong as ten men. The only thing they love more than alcohol is battle, and they are almost always drunk, fighting or both. Giants are loud, coarse, violent and often stupid, but they are able to lay waste to whole regiments when the mood takes them, smashing foes with fists and crude clubs and crushing them beneath their massive feet.

Giants are encountered far more frequently in the north than in other areas of the Old World. They are more fond of the cold, rocky climes of the Troll Country and Norsca than they are of the forests of the Empire. Although they will occasionally descend from lairs in the Worlds Edge or Middle Mountains to join bands of Orcs or Beastmen, it is far more usual to encounter them raiding from the north, either alone or with warbands of fellow marauders. There is little besides the thrill of combat and vast barrels of ale that a Giant requires from a Champion of Chaos whose band he joins, and as long as enough livestock and villagers can be found to feed the Giant without recourse to him devouring other members of the warband, he will be welcomed in any Chaos army.

Some Giants, especially those who make their homes far to the north where Norsca begins to give way to the Chaos Wastes, are warped still further by the power of Chaos. The mutations caused by the influence of the Dark Powers are even more terrifying when displayed by such monstrous creatures, and Giants moulded by Chaos into even more fearsome shapes can turn the bravest warrior to flight.

	M	WS	BS	S	T	W	I	A	Ld
Giant	6	3	3	6	5	6	3	special	10

SPECIAL RULES

Ignore Little 'Un Panic: Giants expect smaller, weedier folk to run away and would be disappointed if they didn't. Consequently, when any unit of cavalry-sized or smaller models is destroyed, breaks or flees past, Giants do not need to test for *panic*. See the Warhammer rulebook for the complete Panic rules, page 49.

Large Target: Giants are large targets!

Terror: Giants are extremely large, verbose, rude, threatening and malodorous monsters and it's scarce wonder that they incite *terror* in their foes. See pages 81-82 of the Warhammer rulebook.

Stubborn: Being several times the size of everyone else, Giants believe themselves far more important and also far tougher. Any cuts and bruises they get from the enemy just annoy them as the irritating little folk can hardly pose any real threat, can they? Because of this, a Giant will rarely flee from combat. Giants are *stubborn*.

Move: Giants have long limbs and move over normal sized obstacles such as walls and fences without breaking stride. Treat such obstacles as open ground when working out how far the Giant moves. However, when crossing such obstacles the player must test to see if the Giant falls over.

Fall Over: Giants are ungainly and frequently befuddled, as a consequence of which they often trip, stumble or fall down. They are especially prone to this if they've been raiding the local brewery. When a Giant falls over, this is

bad news for everyone nearby as a falling Giant can easily squash anything it falls on.

A Giant must test to see whether it falls over if any of the following apply:

- 1) When it is beaten in close combat. Test once results are established but before taking Break or Panic tests.
- 2) At the start of the Movement phase if it is fleeing.
- 3) When it crosses an obstacle. Test when the obstacle is reached.
- 4) If the Giant decides to Jump Up and Down on an enemy. Test immediately beforehand.

To see if the Giant falls over roll a D6. If you score between 2 and 6 then the Giant sways slightly, but regains his balance and no harm is done. If the roll results in a 1, the Giant falls over. Obviously, if a Giant is slain then it falls over automatically.

To determine which direction the Giant falls, roll a Scatter dice – the arrow indicates the direction in which the Giant falls. Place the Falling Giant template with its feet at the model's base and its head in the direction of the fall. Any models lying completely under the template are automatically hit. Any models partly covered are hit on a 4+.

Any model hit by a falling Giant automatically takes one Strength 6 hit which causes D3 wounds. These hits are resolved in the usual way. If the unit is in combat and the Giant has fallen over whilst attempting to Jump Up and Down or as the result of a Mutant Monstrosity attack, wounds inflicted by a falling Giant count towards the combat result.

A Giant that falls over automatically suffers 1 wound itself with no save. If the Giant is in combat then this wound counts towards the final combat result.

Once on the ground, a Giant may get up in his following Movement phase, but may not otherwise move that turn. Whilst on the ground a Giant may not attack, but he can still defend himself after a fashion so the enemy must still roll to score hits on him.

If forced to flee whilst on the ground, the Giant is slain – the enemy swarm over him and cut him to pieces. If the Giant gets the opportunity to pursue his foes whilst he's on the ground, he stands up instead. A Giant may attack on the turn it stands up.

Giant Special Attacks: Giants do not attack in the same way as other creatures though they select their victims as normal. They are far too large and fractious to take orders, and much too scatterbrained to have any sort of coherent plan. In fact, once in combat even the Giant doesn't really know what he's going to do next!

To determine what happens, each Close Combat phase roll a D6 on one of the tables overleaf when it is the Giant's turn to fight. Which table you use depends on the size of the Giant's victim. When fighting characters riding monsters or chariots, decide whether to attack the rider or mount/chariot, as normal and use the appropriate table for the size of the target.

Giant fighting big things (Ogres, Kroxigors, Minotaurs or similar sized or larger creatures including Chariots):

D6 Result

- 1 Yell and Bawl
- 2-4 Thump with Club
- 5-6 'Eadbutt

Giant fighting anyone smaller than above:

D6 Result

- 1 Yell and Bawl
- 2 Jump Up and Down
- 3 Pick Up and...
- 4-6 Swing with Club



Yell and Bawl: The Giant yells and bawls at the enemy. This is not a pleasant experience as Giants are deafeningly loud and tend towards poor oral hygiene. Neither the Giant nor models in contact with him actually fight if they have not already done so this round, but the combat round is automatically won by the Giant's side. The enemy are automatically beaten and count as losing the combat by 2.

Jump Up and Down: The Giant jumps up and down vigorously on top of one enemy unit in base contact. Before he starts, the Giant must test to determine if he falls over. Assuming that he remains on his none too nimble feet, the Giant bounds up and down on the enemy unit, guffawing madly.

The unit sustains 2D6 Strength 6 hits allocated as shooting hits. Work out damage and saves as usual. Giants enjoy jumping up and down on their enemies so much that a Giant that does so in one combat round will automatically do so in the following round if he is able to, assuming that he did not fall over in the previous round. A separate test is required at the start of each succeeding combat round to determine if the Giant falls over. A Giant that starts to Jump Up and Down will therefore continue to do so until he falls over or until the combat comes to an end.

Swing with Club: The Giant swings his club across the enemy's ranks, knocking many targets to the floor. The Giant inflicts D6 Strength 6 hits on the target unit, allocated as shooting hits.

Thump with Club: Most Giants carry a big club, often a tree trunk or a big bone. If they have no weapon they use their enormous fists. The Giant picks one model as his target and brings down his club with a mighty stroke.

The target may attempt to avoid the blow by taking and passing an Initiative test. If avoided there is no effect. If failed, the target is struck and takes 2D6 wounds with no Armour save allowed. If a double is rolled, the Giant's club embeds itself in the ground and the Giant cannot attack at all in the following round whilst he recovers his weapon (this ceases to apply if the combat ends before the next round).

'Eadbutt: The Giant head-butts his enemy, automatically inflicting 1 wound with no Armour saves allowed. If the victim is wounded but not slain then he is dazed and loses all of his following attacks – if the target has not yet attacked that combat round he loses those attacks, if he has already attacked he loses the following round's attacks.

Pick Up and... : The Giant stoops down and selects a model (Giant player's choice) that is either in base contact or touching a model in base contact (Giants have a long reach). The target may make a single attack to try to fend off the Giant's clumsy hand. If this attack hits and wounds the Giant, the Giant's attack fails, otherwise the Giant grabs the model and the player rolls a D6 to see what happens next:

D6 Result

1 Stuff into Bag. The Giant stuffs the victim into his bag along with sheep, cows and other plunder. The model is effectively a casualty and can do nothing whilst in the bag, but if the Giant should be slain any enemy trapped in his bag is freed unharmed at the end of the battle. Victory points are not awarded to the enemy for freed models.

2 Throw Back into Combat. The victim is hurled back into his own unit like a living missile. This causes a wound on the victim with no saves allowed, and D6 Strength 3 hits on the unit. Saves are taken as normal.

3 Hurl. The victim is hurled into any enemy unit within 12" of the Giant – randomly determine which. This causes a wound on the victim with no saves allowed, and D6 Strength 3 hits on the unit. Saves are taken as normal. If no enemy units are in range, treat this as a *Throw Back into Combat* result instead.

4 Squash. This doesn't really bear thinking about. Suffice to say the model becomes a casualty and is removed from the game.

5 Eat. The Giant gobbles his victim up, swallowing him whole. The model is removed from the game.

6 Pick Another. The Giant stuffs the victim hurriedly into his bag or under his shirt (or down his trousers if they're really unlucky) and attempts to pick up another victim. The second victim makes a single attack (as above) to avoid being picked up. If the Giant rolls a succession of 6s, it is possible for him to amass a collection of trapped foes in his pockets and bags (not to mention down his trousers). Trapped models are effectively casualties, exactly as explained in the *Stuff into Bag* result described above.

Mutant Monstrosity: If the Giant is a Mutant Monstrosity, it has been warped by the power of Chaos, perhaps sprouting extra arms, stone-like skin, multiple heads or any manner of strange mutations. A Mutant Monstrosity has a 5+ Scaly Skin save. After rolling to determine the Giant's special attack for a round of combat, roll another D6. If the score is the same as the special attack roll, the Giant leaps recklessly onto the enemy! The Giant is treated as falling down in all respects, with the exception that the player controlling the Giant may choose in which direction it falls.

FALLEN GIANT TEMPLATE

To make your Fallen Giant Template, print out this page and stick it to a piece of thin card (cereal packets are ideal).

Next, carefully cut around the dotted line with a sharp pair of scissors or a craft knife.

Now all you need is to wait for your Giant to fall over (don't worry, it won't take long).

