

# GIANTS FOR HIRE

The following armies may hire a Dogs of War Giant as a Rare choice:

- ✳ Empire
- ☠ Tomb Kings
- ☠ Dark Elves
- ☠ Skaven
- ☠ Vampire Counts
- ☠ Dogs of War

## RARE UNIT: DOGS OF WAR GIANT 205 points

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

Unit size: 1

Equipment: Big club, rock, tree or similar

Special Rules: Large Target, Terror, Ignore Little 'un Panic, Stubborn, Fall Over, Move, Giant Attacks.

### Special Rules

**Large Target; Terror; Stubborn:** These are exactly the same as the rules of the same names from the Warhammer rulebook.

**Ignore Little 'un Panic:** Units of cavalry-sized or smaller models do not cause panic in Giants.

**Move:** Giants move over normal sized obstacles such as walls and fences without breaking stride. Treat them 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 (see below).

**Fall Over:** Giants are ungainly and frequently befuddled, as a consequence of which they often trip, stumble or fall down. When a Giant falls over, it can easily squash anything it falls on. A Giant must test to see whether it falls over in any of these situations:

- 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 the result is a 1, the Giant falls over. 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 a 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+.

A model hit by a falling Giant automatically takes one Strength 6 hit which causes D3 wounds. If the unit is in combat and the Giant has fallen over whilst attempting to Jump Up and Down, wounds inflicted by a falling Giant count towards the combat result. In addition, a Giant that falls over automatically suffers 1 wound itself. If the Giant is in combat then this wound counts towards the combat result.

Once on the ground, a Giant may get up in his following Movement phase, but may not 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 targets as normal. To determine what happens, roll a D6 on one of the tables at the start of each combat phase. Which table you use depends on the size of the Giant's victim. When fighting characters riding monsters, decide whether to attack the rider or mount, 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



Snotlings



Dwarf



Human



Chaos Warrior

You are here



Big

# Giants are no longer the sole remit of a select few armies – below are rules for including Dogs of War Giants in your games!

*Yell and Bawl:* Giants are deafeningly loud and tend towards poor oral hygiene. Neither the Giant nor models in contact with him fight if they have not already done so this round. Additionally, the Giant's side automatically wins the combat by 2.

*Pick Up and... :* The Giant stoops down and selects a model (Giant player's choice) that is within base contact or touching a model in base contact. The target may make a single attack to try to fend off the Giant. If this attack hits and wounds, then the Giant's attack fails; otherwise he grabs the model. Roll a D6 to see what he does 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 are 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 of any kind allowed, and D6 Strength 3 hits (saves as normal) on the unit.
- 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 of any kind allowed, and D6 Strength 3 hits (saves as normal) on the unit. If no enemy units are in range, treat this as result 2 instead.
- 4 **Squash.** This doesn't really bear thinking about. Suffice to say the model becomes a casualty and is removed from play.
- 5 **Eat.** The Giant gobbles his victim up, swallowing him whole. The model is removed from the game.
- 6 **Pick Another.** The Giant hurriedly stuffs the victim 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. Trapped models are effectively casualties, exactly as explained in the Stuff into Bag result described above.

*Thump with Club:* 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 passing an Initiative test (use the lowest if the enemy has several different values). If failed, the target is struck and takes 2D6 wounds with no armour save. If a double is rolled the Giant's club embeds itself in the ground and the Giant cannot attack in the following round while he frees it (this ceases to apply if the combat ends before the next round).

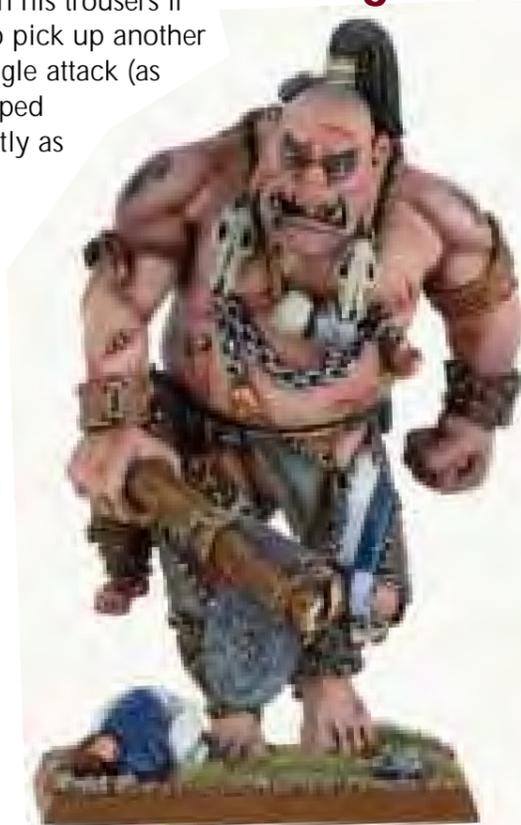
*'Eadbutt:* The Giant headbutts his enemy, automatically inflicting 1 wound with no armour saves. If the victim is wounded but not slain then he is dazed and loses all of his remaining Attacks – if the target has not yet attacked in that combat round, he loses those Attacks; if he has already attacked, he loses the following round's Attacks.

*Jump Up and Down:* The Giant jumps up and down vigorously on top of one enemy unit in base contact. First, the Giant must test to determine if he falls over. If he falls over, work out where he falls and calculate damage as already described. Any wounds caused by the fall (on either side) count towards the combat result. Assuming that the Giant remains on his feet, the unit sustains 2D6 Strength 6 hits allocated as shooting hits. A Giant that starts to Jump Up and Down will do so in the next combat phase, and will continue to do so until he falls over (test every turn) or until the combat ends.

*Swing with Club:* The Giant swings his club across the enemy's ranks, inflicting D6 Strength 6 hits, allocated as shooting hits.



Ogre



Old Giant



New Giant!

Models shown at 85%