

KRAGGER'S GIANTS



V.0.2

Name [Squad Size]	Base	Cost	Move	Str	Def	Evd	HP	Can Equip	Item Slots	Spell Slots	Activated Abilities	Passive	Keywords
Goblin Warchief Kragger [1]	20mm	90	3"	1	1	4+	1	-	-	1	Shepherd's Whisper	Immortal Goblin, Lord of Giants	GOBLIN, GIANT, LEADER
Ancient Giant Jättilä [1]	100mm	370	4"	4	6	6+	16	Earthshaker Hammer, Titan's Needle	3	-	Goblin Synergy/Titanic Roar	Gargantuan, Walking Despair, Colossal Reach, Titanic Charge	GIANT, LEADER
Hungry Crushers [2-3]	90mm	170	3"	3	5	6+	12	Massive Column, Battering Ram, Knocking Ball	2	-	Grab & Eat	Gargantuan, Walking Despair, Titanic Charge, Titan's Reach	GIANT
Colossus Vanguard [2-3]	80mm	140	4"	3	5	6+	8	Colossal Shield, Vengeful Flail, Enormous Net	2	-	Stomp The Ground	Gargantuan, Solid Tread, Titanic Charge, Titan's Reach	GIANT
Boulder Launchers [1-2]	100mm Oval	100	2"	3	5	5+	6	Extensive Spear, Avalanche Boulder	2	-	Marksman Demolish	Gargantuan, Titanic Charge	GIANT
Behemoth Battalion [2-3]	60mm	100	3"	2	5	5+	7	Heavy Mace, Rusty Anchor, Colossal Shield	2	-	Fleeing Target	Gargantuan, Titanic Charge, Titan's Reach	GIANT
Boulder Hauler [1]	100mm Oval	120	2"	3	5	5+	5	-	-	Resupply/Boulder Unleashed	Gargantuan, Solid Tread, Titanic Charge, Titan's Reach	GIANT	

Items	Slots Used	Range	Strength (Hit Dice)	Cost	Ability
Foot Smash	0	2"	+3	0	This attack can only be used once per turn per GIANT model.
Earthshaker Hammer	2	5"	+8D6	70	After dealing damage, all squads within 5" of the damaged squad suffer half of that damage rounded up. Terrain within 5" is destroyed and removed from play.
Titan's Needle	1	30"	+3D6	30	After dealing damage, all squads within 5" of the damaged squad suffer half of that damage rounded up. Terrain within 5" is destroyed and removed from play. This weapon can only be used once per game.
Massive Column	2	4"	+4D6	50	This weapon can target up to 2 enemy squads in range that are within 3" of each other. Make one attack to every one of this.
Battering Ram	2	4"	+3D6	30	At the end of the movement phase, this squad may destroy and remove from play all terrain models within 2" of this model.
Knocking Ball	1	2"	+2D6	0	-
Colossal Shield	1	n/a	0	50	The wielder's squad has +1 Defense and +2 HP. Evade rolls may be re-rolled once. If this squad has taken at least 3 damage, this shield is destroyed and removed from play.
Vengeful Flail	1	2"	+2D6	0	-
Enormous Net	1	2"	+2D6	20	Before attacking with this weapon, move target enemy squad within 6" into hand-to-hand combat with this squad.
Extensive Spear	1	15"	+2D6	20	Before attacking with this weapon, roll 2D6 and add it to its range. This attack can only be used once per turn.
Avalanche Boulder	1	12"	-	0	Select a point in the battlefield within range and in line of sight. All enemy squads within 3" of that point receive D6 Damage.
Heavy Mace	1	2"	+2D6	0	-
Rusty Anchor	1	2"	+3D6	30	Before attacking with this weapon, move target enemy squad within 6" into hand-to-hand combat with this squad.

Spells	Cast Difficulty	Range	Effect
Giant Warping	5	-	Select target GIANT and place Goblin Warchief Kragger within 1" of it.

Activated Abilities	Effect
Shepherd's Whisper	Select a GIANT within 1". It receives 1 of Kragger's Whispers. This ability can be activated in the opponent's turn, but not more than once per round.
Goblin Synergy	Kragger may perform up to 2 whispers if Ancient Giant Jättilä is its target.
Titanic Roar	All GIANT squads have +3" Move until the end of turn.
Grab and Eat	Select a non-LEADER non-MOUNT model of 50mm or smaller base in hand-to-hand combat range and destroy it.
Stomp the Ground	During the start of your end phase, select a squad with 50mm bases or smaller in hand-to-hand combat. For every model in that squad, roll a D6, and for every result of 6, destroy one model from that squad.
Marksman Demolish	Destroy target terrain feature and remove it from play. This squad can not attack this turn.
Fleeing Target	Select an Enemy Squad within 10". If that enemy moves during their next move phase, this squad may Move up to 3" immediately after the target squad.
Resupply	Target Boulder Launchers squad within 1" have one additional attack this turn.
Boulder Unleashed	Until the end of the game, this squad gets +3 Move and +6 Strength. Deal D3 Direct Damage to this squad.

Passive	Effect
Titanic Charge	Whenever this squad uses Rush during its Movement Phase, it rolls 3 additional dice instead. If it ends up within hand-to-hand combat from an enemy squad, the enemy squad is dealt D6 Direct Damage. This squad's movement stat is halved next turn.
Colossal Reach	Foot Smash have Range +3".
Walking Despair	This squad ignores terrain when moving and attacking. It may not end its movement on top of terrain.
Solid Tread	Whenever this squad uses Rush during its Movement phase, results of 1 may be re-rolled.
Gargantuan	Line of sight does not apply to this model when it's attacked.
Immortal Goblin	This squad can not be damaged by melee or range weapons.
Lord of Giants	Goblin Warchief Kragger can not be the target of spells, attacks, or abilities if there is at least one GIANT within 1" of it.
Titan's Reach	If an enemy squad disengages from this unit, deal D3 direct damage to it before it moves away. This unit does not perform an opportunity attack.

Kragger's Whispers	Effect
Whiplash	Until the next End phase, target squad's Move stat is doubled.
Berserk Influence	Target squad has one additional attack per weapon this turn.
Efficiency Command	Until your next Starting Phase, target squad gets +2 to Evade rolls.
Mystic Shield	Until your next Starting Phase target squad is invulnerable to spells.
Necromancy	When this squad is destroyed, instead of being removed from play, it becomes invulnerable to everything. At the beginning of your next end phase, remove the squad from the game.
Final Stand, a Demonic Pact.	Place target allied squad in hand-to-hand combat with any target enemy squad. At the beginning of the following End Phase, destroy Goblin Warchief Kragger and this squad.



They might not be many, and they might not be wise, but Jättilän giants strike hard. You will spot them from a distance, hearing their muttering, footsteps, or the sound of uprooted trees as they stomp their way towards the battle line while a small goblin shrieks orders from the top of the loftiest giant.