

## BEHEMOTH

**POINTS 80**

*The creatures on a daemon world are different beyond imagining. Some are small and travel in swarms, still others are man-sized, and occasionally one will stand out as monumentally huge. Those enormous creatures vary in appearance from gigantic humanoids to obscene blobs with thousands of mouths and flailing tentacles, but all are best left to the realm of nightmares.*



WS	BS	S	T	W	I	A	Ld	Save
3	3	6	5	6	3	3	6	3+



**UNIT:** 1 Behemoth

**TYPE:** Monstrous Creature

### WEAPONS AND EQUIPMENT:

- Tentacles, spines, fists, or large pieces of debris

### OPTIONS:

The behemoth may have any of the following upgrades:

- It may have rock-hard skin (giving it a 2+ armour save) for +25 points.
- It may spurt fire (Warp Flame) for +15 points.
- It may have many flailing tentacles or eye stalks (D3 additional close combat attacks, roll every turn) for +20 points.
- It may carry a large piece of adamantium-reinforced plascrete as a club (strength 10 in close combat) for +20 points.
- It may have an all-seeing single eye (giving it a 5+ invulnerable save) for +10 points.
- It may crew a junk pile (see below) for +25 points.
- It may be upgraded to a Colossal Behemoth, doubling the number of wounds to 12, for +60 points. A colossal behemoth must be a model at least 6" tall.

### SPECIAL RULES:

#### Fearless

**Whoops:** If a behemoth ever rolls more than one to-hit roll of '1' in a single assault phase, it trips on itself and falls over. Immediately lay the model over in a random direction (or use the Fallen Giant Template). Any unit or model touched by the fallen behemoth takes an additional D6 S6 wounds with no armour save allowed. Behemoths automatically fall over when killed.

**Junk Pile:** If it is one thing that is plentiful on a Warhammer 40,000 battlefield, it's junk. Chunks of blown-apart wall, sections of ruined tank tread, ancient gothic statues, or any of a variety of other debris can be gathered together in a big pile and then systematically hurled at the enemy by anyone strong enough to pick a chunk up. The rock pile must be represented by an appropriate marker or piece of terrain, although more than one behemoth can use the same physical pile. Any behemoth at a junk pile gains the following shooting attack option.

Name	Range	S	AP	Special
Junk Pile	18"	6	4*	Heavy 1, Blast

\*Any target under the center hole is hit by the weapon with an AP 2.

