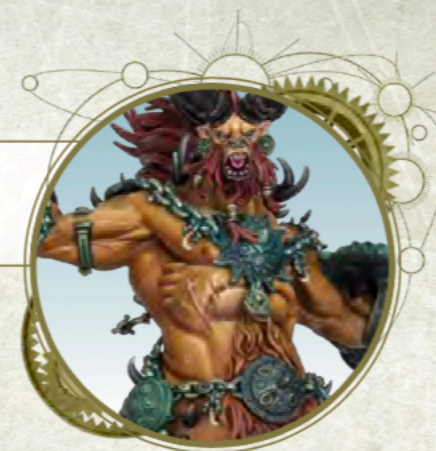




WARSCROLL

KRAGNOS

THE END OF EMPIRES



A roaring, trampling god of earthquakes and wanton destruction, Kragnos is known as the End of Empires. In his gnarled hands, the Dread Mace can shatter the walls of cities even as the shield Tuskbreaker keeps him all but inviolate.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Dread Mace	3"	6	3+	2+	-3	4
Tuskbreaker	1"	3	3+	2+	-2	D3
Hooves of Wrack and Ruin	1"	☀	3+	2+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Hooves of Wrack and Ruin	Bellow of Rage
0-9	10"	6	5+
10-12	9"	5	4+
13-15	8"	4	3+
16+	7"	3	2+

DESCRIPTION

Kragnos, the End of Empires, is a named character that is a single model. He is armed with the Dread Mace, Tuskbreaker and Hooves of Wrack and Ruin.

If Kragnos is included in an army whose general has the **DESTRUCTION** keyword, Kragnos is treated as a general in addition to the model that is chosen to be the army general.

ABILITIES

Bellow of Rage: When wounded, Kragnos bellows at the top of his lungs, the sound waves bursting the eardrums of those nearby and rocking buildings at their foundations.

At the end of any phase, if any wounds were allocated to this model in that phase and not negated, roll a dice for each other unit and each defensible terrain feature within 6" of this model. If the roll is equal to or greater than the Bellow of Rage value shown on this model's damage table, that unit suffers D3 mortal wounds or that defensible terrain feature is demolished.

Designer's Note: Any terrain feature that can be garrisoned is considered to be a defensible terrain feature for the purposes of this rule. If a defensible terrain feature is demolished, it is no longer considered to be a defensible terrain feature, all units garrisoning it must leave and it can no longer be garrisoned, but models can move onto and across it.

If a defensible terrain feature is being garrisoned when it is demolished, roll a dice for each model in the garrison. On a 1, that model is slain. The surviving models from the garrison must then be set up within 6" of the terrain feature and more than 3" from all enemy units.

Destroyer of the Draconith Empire: Kragnos hunted down dragonkind across all of the ancient realms and carries an abiding hatred of their kin to this day.

You can re-roll charge rolls and hit rolls for this model while it is within 12" of any enemy **STARDRAKES**, **DRAKES**, **DRACOTHS** or **DRACOLINES**.

Rampaging Destruction: This galloping god pounds through the press of his foes, his hooves flattening armoured warriors left and right.

After this model makes a charge move, you can either roll a dice for each enemy unit that is within 1" of this model or you can pick 1 enemy **MONSTER** within 1" of this model and roll 2D6.

If you roll a dice for each enemy unit within 1" of this model, on a 2+, that unit suffers D6 mortal wounds.

If you pick 1 enemy **MONSTER** within 1" of this model and roll 2D6, on a 7, nothing happens. On any other roll, that **MONSTER** suffers a number of mortal wounds equal to the score of the dice used for the 2D6 roll multiplied together. For example, a 2D6 roll of 2 and 6 would inflict 12 mortal wounds (2 × 6 = 12).

Icon of Destruction: Kragnos is revered and held in awe by all warriors that belong to the Grand Alliance of Destruction.

Add 1 to the Bravery characteristic of friendly **DESTRUCTION** units wholly within 12" of this model.

The Shield Inviolable: Tuskbreaker makes Kragnos impervious to even the most potent magical hexes and bolts.

Each time this model is affected by a spell or an endless spell ability, you can roll 3D6. If the roll is greater than the casting value of that spell or endless spell, ignore the effects of that spell or that endless spell ability on this model.

Designer's Note: Use the casting value on the spell or endless spell's warscroll, not the casting roll for the spell or endless spell.

You can include Kragnos in a **DESTRUCTION** army even if he does not have the army's keyword on his warscroll. If you do so, he cannot use or benefit from any of that army's allegiance abilities, and you cannot include any mercenary units in your army.

KEYWORDS

DESTRUCTION, MONSTER, HERO, KRAGNOS