Supplement AOS Grand Alliance Of Destruction: The Giants 0.1

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Introduction:

Welcome, Jumper. As you travel between universes, driven by your insatiable greed, you have left a trail of destruction in your wake, obliterating everything you despised, indulging in whatever caught your fancy, and claiming countless trinkets and treasures. Your chaotic journey has now caught the attention of a formidable race—the giants. The earth shakes and thunder roars as they approach, an imposing army of towering beings, looking down at you with a

mixture of respect and anticipation. With a solemn nod, they acknowledge your might and appoint you as the chieftain of this newfound tribe of giants.

The giants believe that under your leadership, they can fulfill their primal desires: hunting, feasting on entire populations, guzzling down captured ale, napping, belching, breaking wind at each other, and laying waste to settlements across different worlds. They revel in the thought of unrestrained chaos, knowing that their sheer size and strength make them nearly unstoppable. The world trembles under their massive feet, and now, you are their guide and commander.

To cement your authority and prove your worth, the giants have set a clear and brutal condition for you: in the first world where you summon this mighty army, you must lead them to annihilate and decimate at least three medium-sized countries, each comparable in size to Denmark or the Netherlands. The giants demand that this destruction be wrought with their feet, a symbol of their culture and power.

With this decree, you gain 15 Favor to shape and command your army as you see fit. However, you cannot leave this jump until the giants' conditions are fully met. The fate of entire nations now lies beneath your—and your giants'—stomping feet, as you unleash havoc upon the worlds in your path. Embrace the chaos and lead your titanic followers to their gruesome victory.

Army List:

As you proceed with the recruitment of your formidable army, note that you are limited to only 15 units initially. However, given the massive size and power of each giant, this limitation is offset by their overwhelming strength and presence on the battlefield. In this army, every unit that bears the name "Mega-Gargant" will be recognized as both a general and a hero, given their immense capabilities and leadership qualities.

Since categorizing units into different classifications is unnecessary for this army, all units will be listed on a single sheet, ensuring a clear and straightforward overview of your powerful legion.

Now, let’s move forward and assemble your army of giants, each one a towering force ready to follow your lead into battle and fulfill the giants' destructive mandate.



Beast-smasher Mega-Gargant [1 Favor]:



The Beast-smashers are Mega-Gargants on a divine mission, driven by an insatiable urge to find and obliterate the largest beasts roaming the realms. Fueled by the primal energy of the Waaagh!, these gargants are propelled into a state of fanatical mania. They believe themselves to be the living embodiment of Gorkamorka's spirit, the twin god of destruction and savagery.Haunted by powerful visions and guided by their unerring killer instincts, Beast-smashers relentlessly seek out the worthiest prey. With their colossal menhir clubs, they crush their targets into unrecognizable paste, leaving nothing but devastation in their wake. These gargants are not just brute enforcers but are revered and feared as the divine instruments of Gorkamorka's will.

Equipment

- ***Menhir Club***

Kraken-eater Mega-Gargant [1 Favor]:



The Kraken-eaters are a unique breed among the giants, distinguished by their age, weather-beaten appearance, and, in rare cases, genuine intelligence. Having lived through countless battles and feasted on men, dwarves, elves, and orcs, these giants now seek solitude and the bounty of the sea. Their war-weary bodies find peace in the quiet moments of dawn, watching the sun rise over the horizon, or easing their aching joints in the deep, cold waters of the ocean. Despite their preference for solitude, Kraken-eaters are formidable and experienced warriors, their long years of battle honing their skills and instincts to perfection. When roused to action, they bring the full weight of their experience and power to bear, their might undiminished by time. These giants patrol the coastlines, their presence a terror to all who dare venture near.

Equipment

- ***Hurled Debris***
- ***Shipwrecka Warclub***
- ***Net***

Gatebreaker Mega-Gargant [1 Favor]:



The Gatebreakers stand as the most merciless of all the Mega-Gargants. These colossal beings are living siege engines, driven by an insatiable desire to destroy cities and structures of all kinds. Their cruelty knows no bounds, and they revel in the chaos and destruction they unleash upon urban landscapes.The Gatebreakers take great pride in their conquests, adorning themselves with trophies from the cities they demolish. Temple bells, prized standards, tavern signs, and gravestones are all fastened to their massive forms as proof of their prowess. Some even imitate city executioners by wearing hoods made of dark leather, adding to their fearsome appearance. For added intimidation and practical protection, they sometimes wear rune-carved doors or enchanted portcullises as groin-plates, symbols of what once safeguarded a city's most valuable area, now repurposed to protect the very conqueror who laid it to waste.

Equipment

- ***Hurled Debris***
- ***Fortcrusha Flail***

Warstomper Mega-Gargant [1 Favor]:



The Warstomper Mega-Gargants are fearsome monstrosities, utterly addicted to the chaos and carnage of war. They will travel vast distances, driven by an insatiable desire to plunge into the thick of battle. Their proficiency in combat is so renowned that flocks of carrion birds follow them, eager for the inevitable feast of fresh corpses that their rampages provide.Unlike the Kraken-eaters, who seek solace in the sea, or the Gatebreakers, who delight in urban destruction, Warstompers lead a nomadic existence, ever on the hunt for signs of conflict—smoke on the horizon, distant screams, or the clamor of armies preparing for war. They do not discriminate in their pursuit of battle; if they encounter an army before a battle, they may offer their services as formidable allies, indifferent to which side they fight for as long as they can join the fray.

Equipment

- ***Titanic Boulderclub***

Mancrusher Gargant [1 Favor]:



When the earth trembles beneath the thunderous footfalls of Mega-Gargants, their lesser brethren, the Mancrusher Gargants, rally for war. Though smaller than their towering counterparts, Mancrusher Gargants are still colossal by mortal standards. Typically aimless nomads and indulgent drunkards, they are inspired by the presence of Mega-Gargants to embrace a violent and overwhelming purpose. Transformed into war-hungry terrors, they channel their newfound drive into brutal combat.Mega-Gargants, whether they be Beast-smashers, Kraken-eaters, Gatebreakers, or Warstompers, welcome the devoted following of Mancrusher Gargants. These smaller giants fuel the delusions of godhood held by their larger kin and bolster claims to the title of the next Behemat, the legendary progenitor of all gargants. Even the solitary Kraken-eaters allow groups of Mancrushers to join their rampages, appreciating the additional strength they bring to their destructive endeavors.

Equipment

- ***Throwin' Rocks***
- ***Giant Club***

3 Mancrusher Mob [1 Favor]:



Mancrusher Gargants often band together under the leadership of a particularly strong-handed leader, known as a Bullstomper. These warbands, led by the formidable Bullstomper, roam the Mortal Realms, raiding and terrorizing civilized lands to sate their insatiable hunger. When summoned by a Mega-Gargant, these mobs march to war, driven by a collective purpose and the promise of carnage.In battle, Mancrusher Mobs are a force to be reckoned with. They rampage through enemy lines, their massive forms and brutal strength overwhelming all but the mightiest of foes. When faced with creatures that can match their size, Mancrusher Gargants gang up, using their numbers and ferocity to bring down even the most formidable opponents. Their coordinated assaults and unrelenting aggression make them an invaluable asset in any giant-led campaign of destruction

Equipment

- ***Throwin' Rocks***
- ***Giant Club***

Scenarios:

As you lead your titanic army of giants into battle, you might feel that the initial numbers at your disposal are insufficient for the scale of destruction required. This scenario not only allows you to summon more giants to bolster your ranks but also bestows unique quirks and blessings upon your units, further enhancing your army's capabilities.

1.To Eat

Your giants face the perpetual challenge of sustenance, but a unique solution presents itself: they have developed a taste for sentient flesh. For every 100,000 sentient creatures consumed by your army, you gain 1 favor, which can be utilized at the culmination of your jump. This macabre arrangement ensures that your giants are not only fueled by their insatiable hunger but also by the power drawn from their gruesome feasting. With each meal of sentient flesh, your army grows stronger, and your influence in the realms expands.

2.Finding The Treasure Man

At the outset of your journey in this world, whispers of a hidden treasure echo through the land, beckoning you with promises of wealth and power. Yet, uncovering this treasure is no simple feat—it requires traversing vast distances, perhaps even across multiple worlds, to gather clues and unlock its elusive location. These journeys are fraught with peril and uncertainty, testing your resilience and resourcefulness at every turn.

Should you succeed in this endeavor by the end of your jump, a grand reward awaits: every giant in your mighty army will have the opportunity to roll once on the loot table for artifacts. This chance at acquiring powerful relics and treasures will further bolster the strength and prestige of your forces, solidifying your status as a formidable leader and conqueror of worlds. But be warned, the path to this treasure is fraught with danger, and only the most determined and cunning will emerge victorious.

3.Giants Vengeance
In this scenario, tailored for worlds where the divine actively intervene in mortal lives, such as in High School DxD, the giants harbor a deep-seated animosity towards the forces of order. Their rage stems from a historical injustice: the cowardly defeat of Behemat, not through honorable combat, but through treacherous trickery by one of the forces of order.
With this burning vendetta fueling their wrath, you and your army in this world have sworn to destroy every entity that follows the ways of order. For each faction of order obliterated by your unstoppable force, you gain 1 favor, further empowering your cause. Additionally, for each faction destroyed, one giant in your army can roll on the Quirks table, enhancing their abilities and augmenting their ferocity in battle.

4.Monster Hunt
In this scenario, crafted for worlds where colossal monsters roam the mortal plane, you find yourself amidst a landscape teeming with creatures worthy of the kill. The quest for victory over these behemoths is relentless and never-ending. For every 10 giant beasts slain by any of your units, you gain one favor, further fueling your insatiable ambition. Additionally, for each milestone reached in this quest, one unit in your army gains a unique quirk, bestowing upon them enhanced abilities and augmenting their prowess in battle.

5.Smash Smash
in this scenario, tailored for worlds where the greatest pleasure of giants lies in the wanton destruction of cities, you find yourself reveling in the chaos and carnage. With each city razed to the ground, its population exceeding 10,000, your army gains one favor. Furthermore, for every city destroyed, one unit in your army can roll from the quirks table, acquiring unique enhancements that amplify their abilities and prowess in battle.The thrill of demolition and devastation fuels your insatiable hunger for power and conquest. With every shattered skyline and crumbling structure, your army grows stronger, emboldened by the spoils of destruction.

6.In Search of the Good Stuff
Upon entering this world, you are provided with maps detailing the locations of simple safe houses belonging to the sentient beings. While most of the items within these safe houses may be too small for your giants to wear or use, there is at least one artifact hidden among them that is suitable for giants to wear. However, obtaining this artifact will not be easy—it will require considerable effort and perhaps even a bit of ingenuity to reach it amidst the smaller confines of the safe house.This artifact, once acquired, may grant your giants additional strength, resilience, or other powerful abilities, further enhancing their prowess in battle. The artifacts retrieved will be chosen from the loot table, offering a range of potent enhancements that can turn the tide in your favor.

7.Pride in Destruction
It seems you have a taste for chaos, Jumper. As you set your sights on active wars raging across this world, you make it your mission to crush both armies on each side of the conflict, satisfying your burning desire for destruction. For each army you obliterate, you gain one favor for your troubles

8.Total Destruction
It looks like you've truly embraced the path of destruction in this world, and with an army of giants at your command, the spectacle of their might would indeed be something to behold. You now have 100 years to completely obliterate this world, with the stipulation that the primary agents of destruction must be your giants or any members of the Grand Alliance of Destruction.During this century of chaos, your giants will lay waste to cities, crush armies, and topple kingdoms, ensuring that their legend is etched into the very fabric of the world. At the end of this successful campaign of annihilation, you will be rewarded richly for your efforts. You will gain 30 favor, each giant in your army will receive one quirk, and four giants will have the opportunity to roll on the loot table, obtaining powerful artifacts to further enhance their strength.

Additionally, if you have other armies from other supplements of the Grand Alliance of Destruction, they can also engage in their total destruction scenarios simultaneously with your giant army. This coordinated campaign of devastation will ensure that no corner of the world is left untouched by your wrath, solidifying your status as the ultimate harbinger of ruin. Embrace the power and fury at your disposal, and lead your forces to a complete and utter victory over this world.

Quirks:

Certain scenarios offer rewards known as quirks, which serve as power-ups to augment the abilities of your armies on the battlefield. For the purpose of this supplement, unlike others, you will not be receiving any of these quirks for yourself but only for your units. In return, the total number of quirks a unit can receive is increased to ***12 quirks***; however, a unit can only receive one quirk per scenario per world you visit.

When you choose to bestow a quirk upon a unit, refer to the list below and roll a die in that category to determine the enhancement they receive. If they roll and hit the same upgrade again, reroll the die to ensure they gain a new enhancement.

General Quirks 1 :

Roll 1d6

1.Monstrously Tough

This giant's vitality has been increased to heightened levels, allowing them to endure significantly more damage before succumbing. Specifically, this giant can now take ten times the punishment before dying. This enhancement makes them a near-indomitable force on the battlefield, capable of withstanding relentless assaults and emerging victorious even in the most dire of situations.

2.Furious Temper

This unit can now enter a psychotic rage at will, a state of heightened fury that allows them to shrug off all wounds and fight at 110% capacity for the entire day. While in this state, the giant becomes nearly unstoppable, their strength, speed, and resilience amplified to extraordinary levels. Injuries that would incapacitate others are ignored, and the giant's combat prowess reaches its peak, making them a terrifying presence on the battlefield.

3.Rabble Rouser

Whenever this unit leads the charge of your army, their brothers in arms are inspired and become even more driven to charge into the enemy, significantly increasing the destructive power of their assaults. The sheer presence and determination of this unit act as a powerful motivator, instilling a fierce resolve in their comrades and enhancing their effectiveness in battle.

4.Very Acquisitive
This unit now possesses an exceptional talent for finding gifts scattered on the battlefield, items that suspiciously fit a giant perfectly. With this they can roll on the loot table to see what unique artifact they uncover, and this roll does not count towards the loot limit that the unit can have.

5.Extremely Intimidating
The unit's presence is now even more frightening than before. Whenever this unit is in combat range of any enemies, they emit an aura of terror that slows and impairs their foes. Enemies find it difficult to focus and receive orders effectively, as the sheer dread inspired by this giant overwhelms their senses and disrupts their coordination.This enhancement makes the unit a formidable force on the battlefield, as their mere presence instills fear and disarray among the enemy ranks. With their adversaries slowed and impaired, your giant can exploit this advantage to unleash devastating attacks and turn the tide of battle in your favor.

6.Extremely Bitter
This unit has a strong aversion to civilizations made by other races, particularly to their technology. They disdain the reliance on machinery and innovation, preferring the simplicity and raw power of nature. The sight of advanced cities and technological marvels fills them with disgust, and they are driven to dismantle and destroy such creations wherever they encounter them. Roll 1d3 to see what this unit gets.

1. **Bossyboots and Clever Clogs**
   Whenever this unit attacks a wizard or any unit that uses magic, their attacks become more accurate and precise. It's as if they possess an innate sense that allows them to pinpoint weaknesses in magical defenses and exploit them to devastating effect

2. **Idiots with Flags**
   Whenever a totem bearer or a leader of the enemy unit is present on the battlefield, the unit's attacks become even more savage and ferocious. The sight of these significant figures stirs a primal rage within the unit, driving them to unleash their full fury upon the enemy with reckless abandon.

3. **Wannabes**
   Whenever this unit fights any monsters such as dragons or minotaurs, they gain an extra advantage on all of their attacks, targeting the vulnerable organs of their foes with pinpoint accuracy. This innate understanding of monster anatomy allows them to strike with deadly precision, inflicting maximum damage with each blow.



General Quirks 2 :

Roll 1d6

1.Sees Red
When this unit is in a city or any form of settlement, they enter a berserker rage mode triggered by the disgust they feel at the sight of civilization. In this frenzied state, enemies and buildings alike will always feel the full might of the strikes made by this giant.This enhancement turns the unit into an unstoppable force of destruction when faced with urban environments. Their berserker rage fuels their attacks, allowing them to tear through enemy forces and demolish buildings with unparalleled ferocity.

2.Sees Green
Once per day, this giant can manifest the power of the Waaagh! In a display of primal energy, they become enveloped in green energy, which acts as a shield protecting them from any attacks for at least 4 hours.

3.Marrow-drinker
When this unit eats the corpse of a monster killed by their own hands, they not only heal slightly from the act but also gain a downgraded version of that monster's ability for a day. For example, if they devour the corpse of a dragon, they may gain a weaker version of the dragon's breath attack.

4.Inescapable Grip
This giant's grip has now become iron-tight and precise. Whatever weapons they wield hit much harder, and these weapons cannot be removed without the user's will. Additionally, their ability to hurl projectiles is significantly more accurate.

5.Eager for the Fight
This unit is now an exceptional sprinter on the battlefield. Compared to most giants, they can run three times longer and faster when crashing into enemies. This enhancement makes them a terrifying presence during charges, as their increased speed and endurance allow them to cover ground rapidly and collide with devastating force.

6.High Expectations

This unit now serves as a beacon of inspiration for the other giants. Whenever this unit is on the battlefield, all other giants experience an increase in all of their abilities. Their presence alone boosts the morale and performance of their fellow giants, enhancing their strength, speed, resilience, and combat prowess.



General Quirks 3 :

Roll 1d6

1.Big Eater
This giant has learned the ability to consume food more efficiently, especially from eating small creatures, ensuring that nothing goes to waste. Because of this, when in battle, they can eat everything of a meal and receive a significant amount of healing from even the lightest snack.

2.Loud-mouthed Bully
This unit is a big bully on the field but its in a good way units that have in this ability can be both better commands and keep cohesion of the army when giving orders.

3.Thick 'Eads
In this army, intelligence might be a rare commodity for giants, and this one is no exception. However, their cranium is now as hard as diamond, making them the perfect head-butting machine.

4.Dangerously Clumsy
Even when falling on your enemies, this giant is still incredibly dangerous. Whenever this unit falls on their enemies, the impact and shockwaves are increased threefold.

5.Lanky Gits
The legs of this giant have elongated through use, allowing them to travel farther and faster than their kin. This enhancement makes the giant exceptionally mobile, capable of covering greater distances in less time, whether marching across vast battlefields or traversing rugged terrain.

6.Thick-skinned
The skin of this giant has thickened significantly, now acting as natural armor. This enhancement makes them more resistant to physical attacks, causing weapons to deal less damage than they would against ordinary giants.

Kraken-eater Quirks :

These Quirks are restricted to ***Kraken-eater*** now Roll 1d6.

1.Greedy
Whenever this unit attacks an enemy equipped with magical items, their attacks become precise and much more effective at striking vulnerable points. Additionally, this makes it easier for the giant to collect these magical items from the corpses of their foes.

2.Filth-encrusted Feet
The feet of this giant are covered in a layer of mud and filth from the ocean, which acts as a natural armor, reducing the damage from attacks that focus on the giant's lower extremities. This protective covering provides an additional layer of defense, allowing the giant to withstand blows to their feet with greater resilience and durability. As a result, attacks targeting this vulnerable area are less effective, enhancing the giant's overall survivability on the battlefield.

3.Corpse-dangler
This giant is an expert in crafting accessories from the mangled corpses of their enemies or food. When these accessories are used by themselves or by their fellow giants, they emit an extra form of fearful presence, instilling a horrific image of what happens to the enemies of the giants. This aura of terror adds another layer of intimidation to the giant's already imposing presence, causing enemies to hesitate or flee in terror at the mere sight of them and their gruesome trophies.

4.Head taker
This unit is now an expert at catching small snacks on the battlefield. Each time they attempt to catch any human-sized creature with their hands or a net, they will have a higher success rate than normal. This enhanced skill at capturing prey provides the giant with a reliable source of sustenance during battle, ensuring they can replenish their energy and stamina as needed.

5.Terrifying Reputation
Though seemingly mundane, this unit now possesses a legend associated with their presence. Whenever they appear on the battlefield, there is a chance that weaker enemies will simply give up and offer sacrifices to appease these giants. These sacrifices may come in the form of food, wealth, or artifacts, offered in hopes of avoiding the wrath of these legendary beings.This legendary status elevates the unit to a position of fear and reverence among their enemies, as tales of their prowess and ferocity spread far and wide. The mere sight of them can inspire awe or terror, depending on the perspective of those who witness their arrival.

6.Coastal Wayfinder
As Kraken-eaters are known to traverse coastal areas, this unit now possesses an innate knowledge of coral environments, recognizing them as ideal locations for hunting, pillaging, or even storing their loot. This familiarity with coral areas allows the giant to navigate these underwater landscapes with ease, exploiting their resources and exploiting their strategic advantages to their fullest potential.

Gatebreaker Quirks:

These Quirks are restricted to ***Gatebreaker*** now Roll 1d6.

1.Fiendish Hunger
This unit now gains the ability to consume rock and metal, the very materials used to create civilizations. As they smash and destroy buildings, feeding on the material, they heal any wounds they may have sustained in battle. This remarkable ability allows the giant to not only sustain themselves during combat but also to regenerate their strength and vitality by consuming the very structures that oppose them.

2.Spire-toppler
This giant now possesses expertise in toppling buildings. Their understanding of structural weaknesses and the most effective methods for causing collapse makes them a formidable force in urban environments. With precision and brute strength, they can strategically target key points of a structure, bringing it crashing down with devastating efficiency.

3.Not Quite Alive
This unit now possesses a remarkable ability: when it dies, once per jump, it will rise from the ashes, fully healed and ready to resume its attack on their enemies. This resurrection ability grants the giant a second chance at victory, allowing them to return to the battlefield with renewed vigor and determination.

4.Killer Instinct
This unit now possesses a deep-seated anger that surges within them whenever the enemy retreats from it. This rage fuels their determination and enhances their ability to hunt down the fleeing cowards with relentless ferocity. With each step the enemy takes to escape, the giant becomes more relentless in their pursuit, driven by an insatiable thirst for vengeance.

5.Very, Very Drunk
Due to their love for guzzling down alcohol in ludicrous amounts, this giant now possesses a ludicrous resistance to poisons and venoms derived from their daily drunken sessions. The sheer volume of alcohol they consume on a regular basis has fortified their constitution to such an extent that toxins and poisons have little effect on them. This resistance makes them virtually immune to the harmful effects of poisons and venoms, allowing them to imbibe their favored beverage without fear of adverse consequences. As they revel in their drunken escapades, their resilience to toxins only serves to further enhance their formidable nature on the battlefield

6.Superstitious
Due to their connections to the orks and the Waaagh, this giant possesses the ability to subtly alter reality to meet their needs. Once a day, this giant can make small changes to reality that aid them on the battlefield. For example, they might cause a gate's lock to suddenly break, making it easier to breach, or create a minor but crucial shift in the environment to gain a tactical advantage.

WarStomper Quirks:

These Quirks are restricted to ***WarStomper*** now Roll 1d6

1.Big Game Hunter
Through many years of experience, this giant has become an expert in hunting down monsters. Because of this expertise, when this unit is on the battlefield, their directions significantly improve the coordination and effectiveness of attacks against such beasts. The giant's knowledge and tactics ensure that their allies can target the monsters' weaknesses more effectively, leading to more successful hunts and greater victories against these formidable foes.

2.Shatterer of Shieldwalls
Normally, on the battlefield, tightly formed formations are key for minimizing casualties and maintaining morale. However, this giant has the unique ability to disrupt even the most well-organized enemy formations. No matter how tightly the enemy troops are arranged, this giant's attacks will effortlessly destroy their cohesion, swatting them aside like bugs.

3.Clubsmith
This giant has mastered the art of creating exceptionally sturdy clubs. Because of this expertise, the clubs equipped by this army are now more durable, making them significantly harder to destroy in the heat of battle. Additionally, this giant has acquired the skill to maintain any magical items they gain through their journeys, ensuring these powerful artifacts remain in optimal condition.

4.Counter of the Dead
This giant has now gained the extraordinary ability to counter anything not part of the living world. Whether their target is intangible or otherworldly, this giant can still land a hit with their attacks. When they destroy or kill entities of such nature, those entities will remain permanently dead or destroyed.

5.Arrow Magnet
As a giant, being hit by arrows is particularly annoying due to their large size making them easy targets. However, the skin of this giant is now covered in many arrowheads, which have left numerous scars and scabs. This rugged exterior has made the giant's skin highly resistant to ranged attacks. The accumulated damage and resulting toughened skin act as natural armor,

reducing the effectiveness of incoming projectiles and allowing the giant to shrug off most ranged assaults with minimal injury.

6.War-shouter

This giant has a powerful voice that can be heard over the din of combat. With a roar that echoes for miles, the giant r can rally their allies and demoralize their enemies. Their shouts can issue commands, boost the morale of their fellow giants, and even cause enemies to hesitate or flee in fear.

Beast-smasher Quirks :

These Quirks are restricted to ***Beast-smasher*** now Roll 1d6

1.**Good Sense of Smell**
The nose of this giant has been enhanced to the level of an elephant, making them one of the best trackers in your army. With this heightened sense of smell, the giant can detect scents from great distances, identify specific individuals, and track targets with unparalleled accuracy. This keen olfactory ability allows them to follow the trail of enemies, locate hidden foes, and even sense the presence of ambushes

2.**Impervious to Pain**
This giant has lost the ability to feel pain after many years of fighting monsters. This development has made them one of the most dangerous members of your army, as they can always shrug off any form of damage and continue fighting at 100% capacity. Unhindered by injuries that would cripple others, this giant becomes an unstoppable force on the battlefield, relentlessly pursuing and annihilating enemies without hesitation or falter.

3.**Beast-tipper**
Whenever this unit charges into a monster, their attacks become exceptionally deadly. The giant relishes the challenge and excitement of facing something as large as themselves, using their entire weight to maximize the impact. This enthusiasm and raw power make their charges particularly devastating, often overwhelming and crushing their monstrous opponents.

4.**Big Appetite and Sleeper**
This giant possesses the remarkable ability to consume massive amounts of food, enough to sustain them for several days at a time. Additionally, they only need to sleep for one day to become fully rested and active for several days thereafter. This incredible efficiency in consuming food and resting allows the giant to spend less time on basic necessities and more time actively engaging on the battlefield. With reduced downtime for eating and resting, they can maintain a high level of activity and combat readiness, making them a more efficient and formidable force in battle**.**

5.**Fast Healer**
The great green gods have bestowed upon this giant the power of rapid healing and resilience on the battlefield. Fueled by the Waaagh!, this unit can heal all types of wounds and diseases, except death, within a single day. The potent energy of the Waaagh! surges through the giant, invigorating their body and accelerating their natural healing processes to astonishing levels. Whether suffering from injuries sustained in combat or ailments contracted on the battlefield, the giant's remarkable regenerative abilities ensure that they can swiftly recover and return to the fray with renewed vigor.

6.**Destined to Lead**
This unit has now become central to the Waaagh! initiated by the Greenskins. Once every year, they can start a Waaagh! of their own, summoning forth many Greenskins to join their rampant destruction of a certain target, location, or area that poses a significant threat or is deemed a great source of destruction. With their leadership and the fervor of the Waaagh! behind them, this giant becomes a formidable force capable of rallying Greenskins from far and wide to their cause. Together, they unleash unparalleled devastation upon their enemies, laying waste to anything that stands in their path.

Loots:

In certain scenarios, your army may be rewarded with Loots, typically magical items that can enhance the giants' abilities on the battlefield. However, due to the limited mental capacity of most giants, they can only use and receive up to ***two magical items at a time***. Therefore, this will be the limit imposed on your army.

Additionally, similar to Quirks, each unit can only receive one Loot per scenario per world. This ensures that the magical items are distributed fairly among the units, allowing for a balanced distribution of power and resources within your army. Now roll 1d12 to see what loot they get.

1.**Extra-Huge Shoe**
This magical shoe, perfectly sized for the giant's immense feet, grants them the extraordinary ability to traverse all types of terrain without any hindrance to movement. Whether scaling rocky mountains, wading through swampy marshes, or navigating dense forests, the giant moves with unparalleled ease and agility, unhindered by the challenges of the environment.

2.**Glowy Shield of Protectiveness**
This green shield, securely strapped to the giant's arm, emits a pulsating green aura that surrounds the unit. When enemy units come into close proximity to this giant, there is a chance that their heads may spontaneously explode. This gruesome phenomenon brings a twisted smile to the giant's face as they revel in the chaos and destruction they cause.

3.**Scavenger Wake**
This amulet has become a beacon for scavengers, attracting creatures such as wolves, blood vultures, and other carnivorous beasts to follow the giant's every move. Now, the giant can exert control over these savage creatures, directing them to attack any target as they see fit. These creatures serve as a ruthless and efficient cleanup crew for any messes the army may have made during meals or battles. With the ability to command these ferocious scavengers, the giant gains an additional advantage on the battlefield, using the beasts to harass and distract enemy forces, or to eliminate any lingering threats after a confrontation.

4.**Wallopin' Tentacle**
This living weapon is crafted from the tentacles of a kraken, imbuing it with incredible reach and versatility. Tipped with razor-sharp teeth that ooze with a potent venom, this weapon is designed to paralyze its target upon contact, making them easy prey for capture or dispatch. With its long tentacle-like structure, the weapon allows the giant to strike at enemies from a distance, ensnaring them in its grasp with deadly precision. The venomous bite ensures that even the mightiest foes are rendered helpless, succumbing to paralysis and allowing the giant to deal with them at their leisure.

5.**Glowy Lantern**
This lantern possesses the mystical ability to grant the giant access to the spells from the Lore of the Abyss, a powerful and forbidden form of magic. With the lantern in hand, the giant becomes a conduit for dark and arcane energies, wielding spells that tap into the depths of the abyss itself. From summoning shadowy creatures to unleashing devastating curses, the giant gains access to a wide array of spells that can wreak havoc upon their enemies. With each incantation, the lantern pulses with eldritch energy, channeling the power of the abyss into the physical realm. This newfound mastery over dark magic elevates the giant to a terrifying new level of power, making them a force to be reckoned with on the battlefield.

6.**The Great Wrecka**
This long-chained mace has been coated with special oils that react upon contact with the intended target, causing a miniature explosion upon impact. The volatile concoction contained within the oils enhances the damage inflicted by the mace, creating a devastating effect over time. With each strike, the mace releases a burst of explosive energy, amplifying the force of the blow and wreaking havoc on the target.

7.**Mantle of Tusks and Horns**
This mantle, imbued with the shamanic powers of the Greenskins, bestows upon the giant the ability to cast spells from the Lore of the Greenskin. Woven from mystical fibers and infused with ancient incantations, the mantle channels the primal energies of the Waaagh! and the natural world. With the mantle draped around their shoulders, the giant becomes a conduit for the arcane forces of the Greenskins, wielding spells that harness the raw power of nature and the

collective will of the Greenskin horde. From summoning hordes of fungal creatures to unleashing devastating storms of green energy, the giant gains access to a diverse array of spells that can turn the tide of battle in their favor.

8.**Club of the First Oak**
This club possesses a unique property that sets it apart from ordinary weapons: whenever it is used to spill blood and claim a life, the wielder of the weapon begins to heal themselves. The club's magical enchantment is triggered by the act of drawing blood, causing the wielder's wounds to close and their vitality to be restored. With each strike, the club not only inflicts damage upon the enemy but also grants the wielder a boon of regeneration, allowing them to shrug off injuries and press forward with renewed vigor.

9.**Mantle of the Destroyer**
This mantle has been adorned with trophies gathered over the course of a years-long rampage, each trophy a testament to the giant's relentless pursuit of destruction. The sight of these trophies instills fear and awe in the hearts of Orks, Goblins, and Ogres alike, causing many to view the wearer of the mantle as a figure of unparalleled destruction. Recognizing the power and ferocity embodied by the giant, these creatures willingly flock to their banner, eager to follow in their wake and partake in the carnage that surrounds them.

10.**Lucky Shiny Hat**
This Elvish hat, steeped in ancient magic, grants the wearer protection from spells cast by enemy units. Woven from enchanted fibers and adorned with mystical symbols, the hat acts as a barrier against magical attacks, deflecting harmful spells and incantations away from the wearer. With the hat upon their head, the giant becomes immune to the effects of enemy magic, allowing them to shrug off curses, hexes, and other arcane assaults with ease.

11.**Extra Big Bag**
This magical bag, enchanted with almost infinite storage capacity, is a marvel of convenience and utility. However, its unique property restricts it to holding only one type of item at a time, which must be categorized into specific groups: live food, dead food, water, wine, weapons, or projectiles.
Despite this limitation, the bag's seemingly bottomless interior allows the giant to carry vast quantities of their chosen item, ensuring that they are always well-equipped for any situation. Whether stocking up on provisions for a long journey, storing weapons for battle, or hoarding treasures plundered from fallen foes, the bag provides a convenient and secure means of transportation.

12.**Bag of meat**
This bag possesses the extraordinary ability to summon an infinite number of meat, ensuring that your army will never go hungry again. With a mere command, the bag conjures forth succulent cuts of meat in abundance, providing sustenance for your entire army regardless of their size or appetite.

No longer will your warriors need to scavenge for food or hunt for their next meal; with the endless bounty of meat provided by the bag, their hunger will always be satisfied. Whether feasting in celebration of victory or replenishing their strength after a grueling battle, your army can rely on the bag to supply them with nourishment whenever it is needed.

Drawbacks:

+0 Supplement:
This supplement can be utilized across multiple jumps. However, only on the first jump where this supplement is employed will you receive the 15 Favors from the giants for free, as you are tasked to destroy 3 countries to proof your worthiness of being the chieftain of the giants when you first receive this army.Subsequent uses of this supplement will require fulfilling scenarios from previous or future worlds to acquire more units and potentially upgrade them through this supplement.

Notes:

1. This is the first supplement of the from the alliance of destruction. I hope you enjoy it.

2. You can import your army into one companion slot or break into multiple slots.

3. The units here are mostly effective in leading and being lead by units in the alliance of destruction only.