

E4 - March of the Behemoth

Source: [Crunchyroll](#)

Translator:

Editor:

Timer:

QC:

(Please feel free to edit the speaker names if incomplete or inaccurate. Names are handled on a best-effort basis depending on the info on the source file. Dialogue is left as is.)

[00:16] Hank

What are you drawing?

SIGN March of the Behemoth

[02:45] Guy

Is this your first time on a train?

[02:48] Schaal

Huh? W-Well...

[02:51] Schaal

My father told me about them,
but this is my first time riding one.

[03:07] Guy

Are you traveling alone?

[03:09] Schaal

Oh... No.

[03:15] Guy

You'll be able to see it soon.

[03:26] Guy

It measures 219 meters long.

[03:28] Guy

It's the largest in the continent.

[03:31] Guy

This area acts as a border between
the north and the south.

[03:36] Guy

It's said that this iron bridge, constructed
after the war, is a bridge of peace that

[03:41] Guy

connects the north and the south.

[03:44] Girl

Wow, it's so amazing!

[03:45] Girl

We have to tell Daddy all about it!

[03:47] Mom

Of course. Once we get to the other side.

[03:52] Guy

In addition to carrying people and cargo,

[03:55] Guy

this iron bridge supports the everyday lives of the people living in peace.

[04:01] Guy

That tragic war is now over.

[04:04] Guy

From now on, the people and the iron bridge will be moving forward into the future.

[04:14] (Flashback) Schaal

The war's over now!

[04:17] (Flashback) Hank

But it's not over... None of it.

[04:20] (Flashback) Hank

None of us were able to finish it.

[04:27] Guy

Fire!

[04:54] Guy

What's going on?

[04:55] Guy

Well, uh...

[05:03] Schaal

Wh-What? What's going on?

[05:10] Schaal

Liza?

[05:14] Liza

I need you to come with me at once.

[05:15] Liza

The Incarnate Behemoth is moving much faster than expected.

[05:27] Liza

We're currently here.

[05:30] Liza

Our target is currently five kilometers to our west, and on the move.

[05:34] Liza

Ever since we discovered Behemoth, it's been moving east.

[05:40] Liza

If that was all, we wouldn't be in our current predicament.

[05:44] Liza

The problem is...

[05:46] Hank

The iron bridge?

[05:48] Liza

Yes.

[05:49] Liza

If it continues, it's certain to
crash into the iron bridge.

[05:55] Liza

We have to stop it from destroying
the iron bridge at all costs.

[06:02] (Flashback) Guy

This iron bridge supports the everyday
lives of the people living in peace.

[06:10] Guy

We tried to stop it,

[06:13] Guy

but our strength was not enough...

[06:15] Liza

If only we knew its motive...

[06:19] Liza

Do you have any ideas?

[06:25] Liza

Well?

[06:27] Hank

No.

[06:30] Hank

Even cannons have no effect
against Behemoth's giant body.

[06:34] Hank

On top of that, anywhere he is injured will
regrow and become even more reinforced.

[06:40] Hank

The more we wound him,
the harder he'll be to deal with.

[06:43] Hank

It's impossible to fatally wound him
with your current equipment.

[06:49] Hank

But... there is a way.

[07:00] Hank

He's coming.

[07:30] Hank

Don't falter! Follow the plan!

[07:37] Guy

Fire!

[07:45] Guy

Don't stop firing! Fire! Fire!

[07:53] (Flashback) Hank

Because of all the wounds
he sustained during the war,

[07:57] (Flashback) Hank

his whole body has hardened so much
that it can deflect cannonballs.

[08:01] (Flashback) Hank

However...

[08:02] Hank

*The backs of his joints,
which were protected from attacks...*

[08:08] Hank

Got him.

[08:27] Schaal

Huh? Wait... Is that true?

[08:30] Liza

Yes. That's what the report says.

[08:57] (Flashback) Schaal

He hasn't hurt anyone?

[08:59] (Flashback) Liza

Correct.

[09:00] (Flashback) Liza

Behemoth has been avoiding populated cities
and towns the whole time he's been moving.

[09:04] (Flashback) Liza

Because of that, there haven't
been any casualties reported.

[09:08] (Flashback) Liza

Even the soldiers who were injured

[09:11] (Flashback) Liza

weren't hurt by direct attacks from Behemoth.

[09:15] (Flashback) Schaal

That means he...

[09:17] (Flashback) Liza

He still has some of his
humanity left, most likely.

[09:26] Schaal

U-Um...

[09:35] Schaal

My name is Schaal.

[09:38] Schaal

My father was John William Bancroft.

[09:41] Schaal

He's an Incarnate, just like you.

[09:48] Schaal

Why are you heading east?

[09:54] Schaal

Please... Is there any way I
can convince you to turn back?

[09:58] Schaal

There's a very important

iron bridge up ahead.

[10:03] Schaal

If you turn back, I'm sure the military won't bother you anymore, either.

[10:15] Schaal

As I thought... There must be something up ahead.

[10:27] Guy

Right over there.

[10:31] Guy

Why haven't you killed it yet?!

[10:33] Guy

That Beast is still alive! Why didn't you finish it off immediately?!

[10:37] Liza

Again, we have protocol that we have to follo—

[10:40] Guy

Protocol? What are you babbling about?

[10:44] Guy

How do you plan on taking responsibility if that thing harms my precious iron bridge?

[10:48] Hank

This is all to protect the iron bridge.

[10:51] Liza

Behemoth has a giant body and a troublesome healing ability.

[10:56] Liza

It would be difficult to dispose of him right now.

[10:58] Liza

So our plan is to cause an explosion on the cliff before the iron bridge and fill the valley.

[11:04] Liza

We'll cut off his route and, after we've secured the safety of the iron bridge,

[11:07] Liza

we plan to take care of Behemoth.

[11:10] Guy

If you have enough explosives to fill the valley, why don't you use them on the monster?!

[11:14] Guy

It's just a stupid beast!

[11:16] Guy

If you set off dynamite on it, it'll be blown to smithereens!

[11:20] Guy

If you military folk can't handle it,

we'll just do it ourselves!

[11:25] Guy

We know how to use explosives!

[11:27] Hank

We won't be changing our plan.

[11:31] Guy

We're done with them!

[11:32] Guy

Those pathetic losers didn't even try!

It's no use talking to them!

[11:38] Liza

Are all railway presidents like that?

[11:41] Liza

Good grief.

[11:44] Hank

Please get to work.

[11:46] Guys

Yes, sir!

[11:53] Guy

The work is going well.

[11:55] Guy

The explosives will be set by the
end of tomorrow, as scheduled.

[11:59] Hank

Could you set some at this point, too?

[12:02] Guy

Huh? B-But that's...

[12:05] Hank

Just in case.

[12:07] Hank

You can do it after you're done here.

[12:09] Guy

Understood, sir.

[12:15] Schaal

Do you have a moment?

[12:19] Hank

So, what did you want to ask?

[12:22] Schaal

About him.

[12:25] Hank

Artie... Arthur Allston.

[12:29] Hank

He was a man of few words.

[12:33] Hank

He never complained, no matter
how dangerous the mission.

[12:36] Hank

He was a silent man who
always followed orders.

[12:40] Hank

He rarely ever talked about what
he wanted or would like to do.

[12:46] Hank

That's all I know.

[12:48] Schaal

I think the reason he keeps heading east is
because there's something important there.

[12:54] Schaal

Does anything come to mind?

[13:01] Hank

Even if something did, there's no point.

[13:04] Hank

I came here to kill him, not to help him.

[13:08] Schaal

But... he's been trying so
hard not to harm anyone!

[13:12] Schaal

He still has his humanity!

[13:15] Hank

If he continues forward, he's going
to destroy the iron bridge.

[13:19] Hank

That bridge is supporting the
peaceful age we live in now.

[13:23] Hank

That peace is what we threw
away our humanity to achieve.

[13:28] Hank

We Incarnates, beings from the past,
cannot be allowed to destroy it.

[13:35] Schaal

But he's not a being from the past...

[13:40] Schaal

He's trying to make his wish come true,
despite being so hurt!

[13:44] Schaal

How is he any different from us?!

[13:46] Schaal

He's also a person trying to
live in this peaceful age!

[13:53] Schaal

He's not even allowed to dream?

[13:57] Schaal

That's too tragic!

[14:04] Liza

That should be all of them.

[14:06] Liza

Good work.

[14:13] Liza

What's the matter?

[14:15] Liza

Is this about Behemoth?

[14:17] Schaal

Isn't there something we can do?

[14:20] Liza

If you're asking if we can save him... No.

[14:23] Liza

His body is just too big.

[14:26] Liza

The danger he poses is
something we can't risk.

[14:29] Liza

Even without the threat to the iron bridge,

[14:31] Liza

we'd be ordered to eliminate
him sooner or later.

[14:36] Liza

The best we can do is make sure he
doesn't suffer in his final moments.

[14:42] Liza

That's all.

[14:52] Guy

Let's get to work.

[15:00] Schaal

I need to go talk to him one more time...

[15:10] Schaal

It can't be...

[15:14] Guy

Blown to smithereens,
just like the boss wanted.

[15:35] Liza

What's going on?

[15:37] Hank

Artie's on the move...

[15:40] Schaal

Hank!

[15:42] Hank

There's been a change of plans.
We're going to take him down right here.

[15:47] Hank

Were you able to plant the explosives?

[15:49] Guy

Just on the cliff, as we originally planned.

[15:51] Guy

It's not enough to fill the valley.

[15:53] Hank

That means we have some
leftover explosives, right?

[15:56] Hank

Do you remember the point I told you about?

[17:04] Guy

That's the signal.

[17:17] Hank

This won't be enough to completely stop him.

[17:20] Hank

But now...

[17:28] Hank

*With no escape route, the explosion
will be many times more effective.*

[17:31] Hank

Even you shouldn't be able to survive this...

[17:56] Schaal

Please! Just stop!

[18:02] Schaal

Why do you keep going?

[18:05] Schaal

Can't you understand what
we're saying anymore?

[18:08] Schaal

If you have any humanity left, please!

[18:12] Schaal

Stop!

[18:19] Hank

Artie!

[18:23] Hank

Don't destroy the new age that we...
that *you* created!

[18:55] Schaal

The ocean?

[19:23] Hank

"I want to see the ocean..."

That's what he told me.

[19:30] (Flashback) Artie

I would love to see the ocean,
even if it's just once.

[19:37] (Flashback) Hank

Once the war is over, there will be peace.

[19:40] (Flashback) Hank

You can go see it then.

[19:49] Schaal

You had that part destroyed...

[19:52] Schaal

so he could see the ocean from there.

[19:56] Hank

But I'm also the one who killed him.

[20:00] Hank

That fact doesn't change.

[20:10] Schaal

Still, his wish came true...

[20:14] Schaal

All thanks to you, Hank.

[22:03] Liza

We just received a report.

We've found out where he is.

[22:08] Liza

Whitechurch, the City of Steam.

[22:11] Liza

There was a man there who
matched his description.

[22:17] Schaal

Who's she talking about?

[22:18] Hank

Cain Madhouse.

[22:21] Hank

He's the former deputy captain
of the Incarnate squad...

[22:25] Hank

and the one who unleashed the
Incarnates upon this world!

[22:40] Girl

My, what a handsome man...

[22:42] Girl

Hey there.

[22:45] Girl

Want to have some fun with us?

[22:49] Girl

P-Please, not here...

[22:55] Girl

H-Hey! Are you all right?

[23:07] Cain

How boring... What value does
a dull night like this have?

[23:12] Cain

Absolutely none. Isn't that right?

[23:15] Miri

Yes, Master Cain!

[23:25] Schaal

No one is just bad. They all...

[23:29] Liza

We have to do whatever it takes to survive.

[23:31] Hank

Those claw marks...

[23:32] Kid

You're going to kill him, right?

[23:35] Guy

It's our job as Incarnates
to eliminate those invaders!

SIGN Gargoyle's Judgment

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