

Basilisk

	M	WS	BS	S	T	W	I	A	Ld	Type	Unit	Points
Basilisk	8	4	4	5	6	6	5	5	6	Monster	1	325

SPECIAL RULES

Scaly Skin (4+), Terror, Swiftstride, Poisoned Attacks, Foreststrider, Cold Blooded, Aura of Vitriol & Maleficent Gaze.

Cold Blooded: The Basilisk rolls 3D6 for all Leadership tests, discarding the highest dice.

Aura of Vitriol: The Basilisk's aura taints anything that draws near, destroying weapons and killing men, its deadly power increasing with exposure. Roll a D6 at the beginning of each round of combat for every model participating in a combat in which the Basilisk is involved (including friendly models).

On the first turn of combat with the Basilisk a wound is inflicted on a result of a 6, on the second turn a wound is inflicted on a 5+, and so on to a maximum of 2+. Armour saves and regeneration may not be taken against the Basilisk's vitriol, although other Ward saves and Magic Resistance may be used.

Maleficent Gaze: The Basilisk focuses its dark malice upon a single target, its gaze blistering skin and metal, and flaying the target with its tainted power. Once per Shooting phase the Basilisk may select one model within 18", line of sight and not in combat. This may be a single model within a unit so long as it is in the front rank or may otherwise be clearly seen. Roll to hit against the target as normal for a shooting attack. If this is successful roll a D6 and use the following table to determine the effect:

D6	Result
1	The target is able to avoid the Basilisk's gaze and there is no effect.
2-3	The target's skin is blistered and burned by the Basilisk. The model's Initiative score is permanently reduced by 1.
4-5	The target takes a single wound with no Armour save.
6	The target's body is reduced to a steaming pile of polluted flesh. It is immediately removed as a casualty regardless of wounds, and if it was part of a unit then the rest of the unit takes an immediate Panic test. No saves of any kind are allowed against this attack.

There are those scholars who would insist that all of the greatest beasts that affright and ravage our world are descended in some part, if not whole lineage, from the dragon-kin of old, born into being so long ago that even the ancient Slann remember the ages that spawned them only dimly, like dreams unravelling in the dawn's light. Others, who have had consultation with the lore of the High Elves, insist that such horrors were only unleashed upon the world with the great calamity which did so unleash the great and terrible Storms of Chaos that wrath and snarl at the uttermost regions of the world to this very day. To other creatures myth has described lavish and outlandish tales and origins, while some such as the viciously small and grasping minds of our Empire's Witch Hunters see in everything the immediate wellspring of the Dark Gods' corruption.

To those of our august Colleges of Magic who must face such horrors in the flesh, either as the subject of their craft, or more unwontedly as foes in battle, the matter of their origin or place in folklore may seem an utter irrelevance — particularly when faced with the immediacy of snarling fang and gutting claw. However it must be remembered that in the commandment and destruction of certain uncommon and arcane terrors that knowledge itself is a weapon, and often a vital one. A case in point is the poisoned-eyed Basilisk, and there are many from noble knight to Battle Wizard who have paid the price for ignorance, for to meet a Basilisk's gaze is death for all living things be they man, elf or monster, and such is its vehemence that even the walking dead and Daemons brought forth from the abyss may be unmade by its venom. Here, as in so many other cases, folklore that may seem no more than empty tales, if anything, carry only echo of the merest fraction of the monster's true power.

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