

DIVERGENT ORIGINS

Many of the creatures on the Scrolls of Binding are also present in one or more of the Warhammer Armies books (although many are present as character mounts rather than autonomous critters in their own right). Creatures chosen as part of your main army do not count towards the Bound Monster Limit – only those chosen from the Monsters and Magic allowance points do.

For example, High Elves have the option to take Great Eagles as Rare choices, as presented in their Warhammer Army book. In games of Storm of Magic, they can take more Great Eagles as part of their Monsters and Magic allowance. The fact that they've chosen Great Eagles from their Rare choices doesn't prevent them from binding more into their service.

You might occasionally find that the special rules, characteristic profile and/or points values presented on the Scroll of Binding are different to the ones in a Warhammer Army book. Where this happens, always use the rules given in the place where you have bought the models from. This might sometimes lead to two similar units in your army having subtly different rules, but this is fine as we can assume wild or bound monsters will be slightly different to those trained to fight in an army.

For example, in the Warriors of Chaos Army book, Dragon Ogres have the Will of Chaos special rule, but they do not on the Scroll of Binding in this volume. If a Warriors of Chaos army includes two units of Dragon Ogres, one from the Army book, and one from the Scroll of Binding, then the first unit benefits from the Will of Chaos special rule, whilst the other doesn't (in this case the first unit is more disciplined).

MONSTER SPECIAL RULES

COLOSSAL BEAST

A Colossal Beast towers as large as a hill, and is just as difficult to slay. The Colossal Beast may only be wounded by attacks of Strength 4 or higher. Regardless of an attack's Strength, the creature can never be wounded on better than a 3+. If the Colossal Beast is subject to a spell or special attack that would cause it to be slain outright, it suffers D6 wounds instead.

The Colossal Beast is so massive that it can crush entire regiments beneath its bulk. The monster's Thunderstomp inflicts 2D6 hits.

LARGEST OF MONSTERS

This creature is so enormous that it can Thunderstomp everything but other models with this special rule.

INCARNATE ELEMENTAL

Incarnate Elementals are completely immune to the spells of their governing lore (an Incarnate Elemental of Death is immune to spells from the Lore of Death for example.) In addition as an embodiment of magical force, an Incarnate Elemental is subject to any particular effects that cause additional harm to Daemons and Undead (such as the Lore of Light Exorcism power for example), except if caused by spells of their governing lore.

CHOMP AND TAIL ATTACKS

Some Scrolls of Binding present options that grant Tail Attacks, Chomp Attacks or modify how a model's Stomp works.

A model with a Chomp Attack has an additional Attack to those shown on its profile. This Attack should be rolled for separately, or with a different coloured dice, as the option that granted the Chomp Attack will often also give that Chomp Attack further special rules. Additionally, a Chomp Attack always receives a bonus of +1 To Hit against models with the Large Target special rule, on account of it being much easier to take a bite out of bigger enemies!

Tail Attacks are much like Chomp Attacks in that they grant the model an additional Attack that should be rolled for separately (so a model with both a Chomp Attack and a Tail Attack would have a total of +2 Attacks). A Tail Attack receives a bonus of +1 To Hit against models fighting to the creature's rear – they're much easier for the tail to get to grips with!

If the model's Attacks are normally subject to a special rule such as Poison or Killing Blow, then this rule also applies to the Tail and Chomp Attacks.

