

WARHAMMER AGE OF SIGMAR

MONSTROUS ARCANUM



WARSCROLLS
COMPENDIUM

INTRODUCTION

Far from the bastions of civilisation, the world-that-was was the domain of monsters and strange creatures of nearly limitless forms and macabre power. From the broken wastes to the deep and fetid swamps, and from the

perilous depths to the chill mountains, it was these great beasts that ruled in elder days, and the best that the feeble arts of mankind could do was record their legends in works known as the great *Monstrous Arcana*.

The warscrolls in this compendium allow you to use your Warhammer Forge collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- Title:** The name of the model that the warscroll describes.
- Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- Abilities:** These are things that the model can do during a game that are not covered by the standard game rules.
- Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.

1 PREYTON

WOUND CHARACTERISTIC 10

MELLE WEAPONS	Range	Attacks	To Hit	To Wound	Recoil	Damage
Blinding Bile	12"	3	4+	4+	-	1
MELLE WEAPONS	Range	Attacks	To Hit	To Wound	Recoil	Damage
Venom-Dripping Fangs	1"	4	3+	3+	-1	2

3 DESCRIPTION
A Preyton is a single model. Twisted creatures of Chaos, Preytors are hateful and cunning beasts that delight in carnage and killing for its own sake. They possess powerfully venomous saliva which drips from their fangs (occasionally and which they can also spit at their enemies to blind and agitate them on their approach) before their onslaught. When they attack, and secrete venom with their blackened, barbed fangs to crush into their face.

4 FLY
Preyton can fly on their leathery wings.

5 KEYWORDS CHAOS, MONSTER, PREYTON

ABILITIES
Blinding Bile: If a unit suffers wounds from a Preyton Blinding Bile attack, you must subtract 1 from its hit rolls until your next hero phase.
Stalker of the Dark Woods: Preytors are cunning and evasive creatures, adept at attacking from ambush. Instead of setting up a Preyton on the battlefield, you may place it to your side. In your first movement phase you must set up the Preyton within 12" of the edge of the battlefield, and move them 8" from any enemy models. This is the unit's move for that movement phase.
Agonizing Venom: Should a model suffer wounds from a Preyton's Venom-dripping combat phase rolls a 6+, the model suffers a mortal wound as the venom inflicts agonizing convulsions on its victim.

6 CARMINE DRAGON

WOUND CHARACTERISTIC 14

MELLE WEAPONS	Range	Attacks	To Hit	To Wound	Recoil	Damage
Amethyst Fangs	3"	3	3+	4+	-3	10*
Raking Claws	2"	4	4+	3+	-2	2

Wounds Suffered	Move	Raking Claws	Amethyst Fangs
0-3	16"	6	2+
4-6	14"	5	3+
7-9	11"	4	3+
10-12	9"	3	4+
13+	6"	2	4+

6 DESCRIPTION
A Carmine Dragon is a single model. Creatures saturated with the arcane power of Sigmar, they are vicious potent beasts, their raking claws able to shred the most armored foe while their fangs drip with the energy of the Amethyst winds of death. Unlike most of dragons kind that are able to exhale gusts of flame or poisonous vapors, a Carmine Dragon can unleash deadly blasts of coruscating energy from its open jaws that are capable of ripping strike and blast dragons and the Undead into nothingness.

7 FLY
A Carmine Dragon can fly.

5 KEYWORDS ORDER, DRAGON, MONSTER, CARMINE DRAGON

ABILITIES
Shadow-dark Scales: Each time a Carmine Dragon suffers a mortal wound, roll a D6. On a result of 5+, the mortal wound is ignored.
Spell Disrupter: Thanks to its innate mastery of magical forces, a Carmine Dragon can unhind one spell on the opponent's turn as if it were a wizard. If a Carmine Dragon successfully unhinds a spell, it immediately regains 1 lost wound.
Coruscating Blast: A Dragon can unleash a Coruscating Blast of magical energy in your shooting phase. When it does so, pick a visible unit within 10" and roll you and your opponent's both roll a d6+. Add the Carmine Dragon's Bravery to your dice roll and add the Bravery of the target to your opponent's. If your score is the highest, the enemy unit suffers a number of mortal wounds equal to the difference of the scores (for example, if your score was 10 and your opponent's is, the unit suffers 2 mortal wounds). If the target unit has the **DAUNT** or **DARKEN** keywords, you may re-roll your dice if you wish.
The Reaper's Shadow: All other models, friend or foe, within 6" of a Carmine Dragon suffer -1 to their Bravery characteristic.

BASILISK



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Malignant Gaze	10"	*	3+	See Below	See Below	*

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Venomous Bite	2"	1	3+	3+	*	3
Clutching Claws	1"	6	4+	4+	-1	1

DAMAGE TABLE

Wounds Suffered	Move	Malignant Gaze	Venomous Bite
0-1	12"	5	-2
2-3	10"	4	-2
4-5	8"	3	-1
6-7	6"	2	-1
8+	4"	1	-

DESCRIPTION

A Basilisk is a single model. Hate-filled and destructive creatures whose presence poisons the very ground on which they walk, Basilisks are swift and lethal reptilian predators possessed of a deadly envenomed bite and clutching claws to grasp and pull apart their victims. The Basilisk's most infamous and deadly gift however is its malignant gaze, for whatever it focus its malign attention upon dies, and before its fell gaze flesh sloughs from bone, metal blisters and plant life withers—such is the Basilisk's tainted power.

ABILITIES

Vitriol Taint: In each hero phase, roll a dice for each unit that is within 3" of any **BASILISKS**. On a 6, the poisonous aura emanating from the Basilisk lays low another victim and the unit suffers a mortal wound. This ability cannot harm other **BASILISKS**.

Malignant Gaze: For each successful hit on a unit caused by the Basilisk's Malignant Gaze, roll a D6. On a roll of 1-3, the unit suffers 1 mortal wound. On a result of 4-5, the unit suffers 2 mortal wounds and on a roll of a 6+, the unit suffers 3 mortal wounds.

KEYWORDS DESTRUCTION, MONSTER, BASILISK

BONEGRINDER GIANT



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hurled Boulder	*	1	5+	2+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gargantuan Club	3"	*	3+	3+	-1	1
Brutal Kick	2"	1	3+	3+	-2	D6

Wounds Suffered	DAMAGE TABLE		
	Move	Hurled Boulder	Gargantuan Club
0-3	10"	18"	3D6
4-7	8"	16"	2D6
8-10	6"	14"	2D6
11-13	5"	12"	D6
14+	4"	10"	D6

DESCRIPTION

A Bonegrinder is a single model. Giants whose sheer size, stupidity and propensity for drunken, ill-tempered violence makes others of their kind seem positively mundane by comparison, Bonegrinder Giants are walking catastrophes capable of levelling an entire town without breaking a sweat—assuming they can stay on their feet long enough. Most carry colossal clubs of one sort or another with which to smash aside foes, and can also deliver a brutal kick capable of toppling a fortress wall when riled, which is most of the time! Bonegrinder Giants are also fond of pulling up boulders out of the earth and hurling them at anything moving (though an uprooted tree or screaming horse is just as handy as a missile).

ABILITIES

Timber!: If a Bonegrinder Giant is slain, both players roll a dice, and whoever rolls highest decides in which direction the Giant falls (the player commanding the model wins any ties). Place the Bonegrinder Giant on its side in the direction in which it falls – any unit (friend or foe) it lands on suffers D6 mortal wounds. Remove the Bonegrinder Giant after resolving any damage caused by its falling body.

I'll Bite Yer 'Ead Off!: Immediately before a Bonegrinder Giant makes its attacks in the combat phase, pick an enemy model which is not a **MONSTER** within 2" and then roll 2D6. If the result is at least double the enemy model's Wounds characteristic, it has been picked up squealing and its head (and likely a great deal else besides) bitten off! The enemy model is slain.

Longshanks: When making pile in moves in the combat phase, a Bonegrinder Giant may move up to 6" rather than the 3" as normal.

Obvious Target: Because of their prodigious size and penchant for deafeningly-loud bloodcurdling bellows Bonegrinder Giants are difficult to miss, and cannot claim cover.

Drunken Stagger: If you roll a double when making a charge roll for a Bonegrinder Giant, it immediately falls over instead of making the charge move. Determine the direction the Bonegrinder Giant falls and the damage it causes as if it had been slain (see Timber!), but instead of removing the Bonegrinder Giant after resolving the damage caused by its falling body, stand the model back up again as the Bonegrinder Giant drunkenly regains its feet!

KEYWORDS

DESTRUCTION, GARGANT, MONSTER, BONEGRINDER GIANT

CARMINE DRAGON



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Amethyst Fangs	3"	3	3+	*	-3	D6
Raking Claws	2"	*	4+	3+	-2	2

Wounds Suffered	DAMAGE TABLE		
	Move	Raking Claws	Amethyst Fangs
0-3	16"	6	2+
4-6	14"	5	3+
7-9	11"	4	3+
10-12	9"	3	4+
13+	6"	2	4+

DESCRIPTION

A Carmine Dragon is a single model. Creatures saturated with the arcane power of Shyish, they are vastly potent beasts, their raking claws able to shred the most armoured foe while their fangs ripple with the energy of the Amethyst winds of death. Unlike many of dragon-kind that are able to exhale gouts of flame or poisonous vapours, a Carmine Dragon can unleash deadly blasts of coruscating energy from its open maw that are capable of ripping the souls clean from any creatures they strike and blast Daemons and the Undead into nothingness.

FLY

A Carmine Dragon can fly.

ABILITIES

Shadow-dark Scales: Each time a Carmine Dragon suffers a mortal wound, roll a D6. On a result of 5+, the mortal wound is ignored.

Spell Devourer: Thanks to its innate mastery of magical forces, a Carmine Dragon can unbind one spell in the opponent's turn as if it was a wizard. If a Carmine Dragon successfully unbinds a spell, it immediately regains 1 lost wound.

Coruscating Blast: A Dragon can unleash a Coruscating Blast of magical energy in your shooting phase. When it does so, pick a visible unit within 10" and then you and your opponent both roll a dice. Add the Carmine Dragon's Bravery to your dice roll and add the Bravery of the target to your opponent's. If your score is the highest, the enemy unit suffers a number of mortal wounds equal to the difference in the scores (for example, if your score was 10 and your opponent's 8, the unit suffers 2 mortal wounds). If the target unit has the **DEATH** or **DAEMON** keywords, you may re-roll your dice if you wish.

The Reaper's Shadow: All other models, friend or foe, within 6" of a Carmine Dragon suffer -1 to their Bravery characteristic.

KEYWORDS ORDER, DRAGON, MONSTER, CARMINE DRAGON

COLOSSAL SQUIG



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Reid	Damage
Enormous Jaws	3"	8	*	3+	-2	D3
Trampling Feet	2"	*	4+	3+	-	1

DAMAGE TABLE

Wounds Suffered	Move	Enormous Jaws	Trampling Feet
0-3	4D6"	2+	2D6
4-7	3D6"	3+	D6
8-10	2D6"	4+	D6
11-13	2D6"	5+	D3
14+	D6"	6+	D3

DESCRIPTION

A Colossal Squig is a single model. Enormous, improbable and quite insane, these fungoid beasts possess insatiable appetites and boundless energy which, coupled with their mountainous size, means they can unleash untold havoc in battle! Their impossibly large, fleshy mouths can messily devour swathes of foes in an instant, while their rush to eat usually means anything that escapes their grisly jaws is squashed flat by the beast as it careens headlong towards its next meal.

ABILITIES

Avalanche of Hungry Squig: If you roll a double when determining the Colossal Squig's charge range, re-roll hit rolls of 1 with its Trampling Feet attacks until the end of the turn.

Swallowed Whole: For each 6 you roll for any of your wound rolls with the Colossal Squig's Enormous Jaws attacks, D3 mortal wounds are inflicted instead of normal wounds.

Gushing Offal: When a Colossal Squig dies, it comes apart at the seams in an explosive tide of offal, stomach acid and half-digested victims. When a Colossal Squig is slain, roll a D6 for each unit, friend or foe, within 3". On a roll of 4+, the unit suffers D3 mortal wounds.

Dinner's Dinner!: Colossal Squigs are nothing if not indiscriminately hungry. If at the beginning of every combat phase there are no enemy units within 3" but there are friendly units within 3" of a Colossal Squig, roll a dice for each friendly unit within 3". On a roll of a 4+, it suffers a mortal wound as the Colossal Squig has a crafty snack.

KEYWORDS DESTRUCTION, MOONCLAN, MONSTER, COLOSSAL SQUIG

CURS'D ETTIN



MELEE WEAPONS

Crushing Fist

Stomp

Range Attacks To Hit To Wound Rend Damage

2" 1 * 3+ -2 D6

1" * 4+ 3+ -1 2

DAMAGE TABLE

Wounds Suffered	Move	Stomp	Crushing Fist
0-2	10"	D6	2+
3-4	8"	D6	3+
5-7	7"	D6	4+
8-10	6"	D3	4+
11+	5"	D3	5+

DESCRIPTION

The Curs'd Ettin is a single model. A huge, mutated man-like beast capable of pulverising smaller creatures underfoot with ease, the Curs'd Ettin's most fearsome weapon is its one outsized arm. Overgrown to freakish size and strength by mutation, the crushing fist of which hits with the force of a battering ram and can smash stone to powder.

ABILITIES

Two-headed Horror: The Curs'd Ettin's two heads eternally bicker and scorn each other, but there is one thing they always agree upon – the need for fresh meat. A Curs'd Ettin must always try to charge an enemy unit if it is able (the owning player picks which) and can make a charge even if they have retreated or run.

Cannibal Feast: What the Curs'd Ettin crushes, it feasts upon and so grows stronger. The Curs'd Ettin heals D3 wounds at the end of any combat phase in which it slew enemy models with its Crushing Fist attack.

Gibbering Curse: The incessant gibbering arguments and insults of the Curs'd Ettin's two heads carry with them the power of Chaos to drive those who hear them insane. In each hero phase, any unit within 3" of a Curs'd Ettin may be subjected to violent madness, self-mutilation and sudden, murderous betrayal from within its ranks. Roll 2D6 for each affected unit. If the roll is higher than the unit's current Bravery characteristic, it suffers D3 mortal wounds.

KEYWORDS CHAOS, MORTAL, MONSTER, CURS'D ETTIN

DREAD MAW



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Cavernous Maw	3"	3	3+	2+	*	D6
Writhing Coils	2"	*	4+	4+	-1	1

DAMAGE TABLE

Wounds Suffered	Move	Cavernous Maw	Writhing Coils
0-3	3D6"	-3	2D6
4-6	3D6"	-2	D6
7-9	2D6"	-2	D6
10-12	2D6"	-1	D6
13+	D6"	-1	D3

DESCRIPTION

A Dread Maw is a single model. It is a vast, reptilian worm which erupts from beneath the earth to devour its victims or crush them to pulp within its colossal writhing coils. Horrific and powerful, the Dread Maw is doubly dangerous as it often attacks from ambush, tunnelling through rock and soil as a fish swims through water, its soon-to-be meal unaware of the danger until the moment the ground beneath them begins to shake.

ABILITIES

It Came From Below: Instead of setting up a Dread Maw on the battlefield, you may place it to one side. In your first movement phase you must set up the Dread Maw within 6" of the edges of the battlefield, and more than 9" from any enemy models. This is the unit's move for that movement phase.

Reptile-worm: A Dread Maw may ignore intervening scenery, but not enemy models as it moves.

Yawning Doom: On any turn in which it charges, you may re-roll the Dread Maw's hit roll of 1 with its Cavernous Maw attacks.

Rock & Scale: The armoured hide of the Dread Maw is all but impervious to harm, while at any given moment much of the beast is concealed beneath the earth or by a storm of debris cast up by its eruption from the ground. Whenever a Dread Maw suffers a wound or a mortal wound, roll a D6. On a roll of 4+, that wound is ignored.

KEYWORDS

DESTRUCTION, MONSTER, DREAD MAW

FIMIR WARRIORS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Baleglyph Maul	2"	3	3+	3+	-2	1
Baleglyph Hand Weapons	1"	3	3+	4+	-1	1
Club Tail	1"	1	4+	3+	-	1

DESCRIPTION

A unit of Fimir Warriors has 3 or more models. Fimir are loathsome, one-eyed reptilian creatures, infamously degenerate and malign and possessed of dark powers. Fimir Warriors are armoured with plates of spell-forged bronze fitted to their hunchbacked bodies and wield Baleglyph weapons in combat, either in the shape of great double-handed mauls, or single-handed maces and curving hatchets, held one in each hand. Each Fimir Warrior also has a formidable weapon in its muscular tail which ends in a natural bone club with which it can smash any foes who get in close with bone-breaking force. Each unit of Fimir Warriors may be led by a Fimirach Noble — this model has 4 attacks with its Baleglyph weapon.

BANNER BEARERS

Models in this unit may be banner bearers. The glyph symbols of the Meargh matriarchs of the Fimir woven into their banners carry potent and malign magic. Enemy units must subtract 1 from their Bravery if within 3" of one of these banners in the Battleshock phase.

HUNTING HORNS

Models in this unit may carry hunting horns. The eerie wail of the Fimir hunting horns has spelled doom for many down the long ages. If a unit contains any hunting horns, you may add 1 to both their run and charge rolls.

ABILITIES

Unnatural Flesh: The Fimir are wholly unnatural creatures—inhuman, steeped in dark magic, ageless and able to shrug off injuries that would slay a mortal man outright. In your hero phase, any Fimir Warrior model that has been wounded but not slain is restored to full wounds.

Baleglyphs: Vile magic saturates the glyphs etched into the Fimir's weapons, bringing withering atrophy to anything they strike. Wound rolls of a 6 with all Baleglyph weapons inflict double damage.

Sundering Blows: Fimir armed with two Baleglyph hand weapons are adept at delivering a ferocious onslaught of blows which can easily smash through a foe's defences. You may re-roll hit rolls of 1 for Fimir armed with two Baleglyph hand weapons.

Shrouding Mists: All Fimir despise the light. They only go abroad shrouded in sorcerous mists which conceal them from its touch, and such mists also serve to hide them from the sight of their enemies. You may add 1 to the Fimir's saves against shooting attacks, and if a shooting attack inflicts a mortal wound on them, roll a D6. On a roll of a 5+, the mortal wound is ignored.

KEYWORDS DESTRUCTION, FIMIRACH, FIMIR WARRIORS

INCARNATE ELEMENTAL OF BEASTS



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Savage Talons	2"	*	3+	4+	-1	1
Impaling Horns	1"	4	4+	3+	-2	D3

DAMAGE TABLE

Wounds Suffered	Move	Save	Savage Talons
0-3	10"	3+	3D6
4-6	8"	4+	2D6
7-9	7"	4+	2D6
10-12	6"	5+	D6
13+	5"	6+	D6

DESCRIPTION

An Incarnate Elemental of Beasts is a single model. They are magical creatures formed of meat and bone fused and animated by the raw arcane forces of the Realm of Beasts. As such they are savage beyond imagining, their talons can rend and shred their foes with frenzied blows until little but red ruin remains, while their fearsome horns impale and gore their victims with merciless abandon. If this were not enough to signpost that these were no mere mortal creatures, the arcane forces that empower them can also be unleashed in a haze of amber energy that reaches out from the Incarnate and tears its victim's flesh as if by a myriad of invisible claws.

ABILITIES

Howl of the Great Beast: The howl of this incarnation of all that hunts and kills can freeze the blood and fill all those who hear it with crippling terror. All units which take Battleshock tests within 8" of an Incarnate Elemental of Beasts suffer a -2 penalty to their Bravery characteristic.

Amber Breath: In the shooting phase, the Incarnate Elemental of Beasts can unleash the arcane forces within itself to savage the enemy. Pick a unit within 12" of the Incarnate Elemental of Beasts and roll a D6 to generate the number of attacks the Amber Breath inflicts. Roll a D6 for each attack. On each roll of a 5+, a mortal wound is inflicted on the unit.

The Lure of Spilt Blood: When an Incarnate Elemental of Beasts makes a charge against a unit which has already suffered wounds that turn, or that is part of an ongoing combat, you may re-roll their charge rolls.

Death Frenzy: If this model is slain in the combat phase, you can make a pile in move and then attack with the model before you remove it.

Incarnate of Ghur: If the battle takes place in the Realm of Beasts, the Incarnate can draw on the power of the land to heal 1 wound in each hero phase.

MAGIC

DESTRUCTION and **AMBER WIZARDS** know the Summon Incarnate Elemental of Beasts spell in addition to any other spells they know.

SUMMON INCARNATE ELEMENTAL OF BEASTS

Summon Incarnate Elemental of Beasts has a casting value of 11. If successfully cast, you can set up an Incarnate Elemental of Beasts within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DESTRUCTION, DAEMON, AMBER, MONSTER, INCARNATE ELEMENTAL OF BEASTS

INCARNATE ELEMENTAL OF FIRE



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Fiery Bolts	18"	*	4+	4+	-1	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Tendrils of Fire	2"	D6	4+	4+	-	1
Burning Lance	3"	3	3+	2+	-2	D3

DAMAGE TABLE

Wounds Suffered	Move	Save	Fiery Bolts
0-3	8"	3+	3D6
4-6	7"	4+	2D6
7-9	6"	4+	2D6
10-12	5"	5+	D6
13+	4"	6+	D6

DESCRIPTION

An Incarnate Elemental of Fire is a single model. They are magical creatures formed from the wantonly destructive forces of Aqshy, the Realm of Fire, and given will by its most malevolent primordial spirits. In form they are cast as a great burning figure of cinder-black flesh engulfed in robes of furnace-hot flames which whip and coil around them. The very footfall of an Incarnate Elemental of Fire brings destruction with it, as the heat that radiates off them is enough to scorch metal and kindle flesh into bright flame. In their hands they bear a pyre-blackened lance with which they can project their burning essence, either to slaughter foes at close quarters or cast burning bolts afar to incinerate their enemies.

ABILITIES

Ashes to Ashes: The burning power of an Incarnate Elemental of Fire is no natural flame, but an insidious and almost wilfully destructive arcane force which eats into anything it touches, destroying them from within. Whenever a 6+ is rolled to wound with any of the Incarnate Elemental of Fire's weapons, double damage is inflicted.

Gift of Elemental Fire: At the end of each combat phase, all units within 3" of an Incarnate Elemental of Fire suffers D3 mortal wounds. Other **INCARNATE ELEMENTALS OF FIRE** are immune to this ability.

Incarnate of Aqshy: If the battle takes place in the Realm of Fire, the Incarnate can draw on the power of the land to heal 1 wound in each hero phase.

MAGIC

DESTRUCTION and **BRIGHT WIZARDS** know the Summon Incarnate Elemental of Fire spell in addition to any other spells they know.

SUMMON INCARNATE ELEMENTAL OF FIRE

Summon Incarnate Elemental of Fire has a casting value of 11. If successfully cast, you can set up an Incarnate Elemental of Fire within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DESTRUCTION, DAEMON, BRIGHT, MONSTER, INCARNATE ELEMENTAL OF FIRE

MAGMA DRAGON



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Furnace-hot Jaws	3"	4	3+	2+	*	D6
Crushing claws	2"	*	4+	3+	-1	2

DAMAGE TABLE

Wounds Suffered	Move	Furnace-hot Jaws	Crushing Claws
0-4	16"	-3	8
5-8	14"	-3	6
9-12	12"	-2	6
13-16	10"	-2	4
17+	8"	-1	4

DESCRIPTION

A Magma Dragon is a single model. These primordial and vicious beasts are among the strongest and most malignant of dragon-kind, their huge jaws burn with furnace-heat and their powerful claws can crush stone and steel with ease. Their most deadly weapon however is their Brimstone Dragonfire which burns so bright that nothing but cinders remains of whatever it touches.

FLY

A Magma Dragon can fly.

ABILITIES

Primal Flame: You can re-roll armour saves and wound rolls of a 1 for a Magma Dragon if the battle is taking place in the Realm of Fire.

Burning Blood: Any unit which inflicts wounds on a Magma Dragon in close combat itself suffers D3 mortal wounds at the end of the combat phase.

Brimstone Dragonfire: A Magma Dragon can unleash a white-hot blast of sulphurous dragonfire in your shooting phase. When it does so, pick a visible unit within 18" and roll a D6. On a roll of 2+, the target unit suffers D6 mortal wounds, increasing to 2D6 mortal wounds if the target unit has 10 or more models.

KEYWORDS

DESTRUCTION, DRAGON, MONSTER, MAGMA DRAGON

MERWYRM



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Chill Breath	8"	6	3+	*	-1	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Hideous Jaws	1"	3	3+	2+	*	D3
Powerful Tail	2"	D6	4+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Chill Breath	Hideous Jaws
0-2	7"	3+	-3
3-4	6"	4+	-2
5-7	6"	4+	-2
8-9	5"	5+	-1
10+	5"	5+	-1

DESCRIPTION

A Merwyrm is a single model. A nightmarish breed of monster of the deep oceans which is able to crawl upon land to wreak havoc in its wake, the Merwyrm is primordial kin to dragon-kind and carries within it the killing cold of the depths where light never reaches. This chill force it can exhale in deadly blasts to enfeeble and slay its warm-blooded prey, before devouring them with its hideous fang-filled jaws. Relatively ungainly and sluggish on land, its powerful tail can also be used as a powerful weapon to snap bones and crush anything that dares to get close.

ABILITIES

Voracious Hunger: At the end of any combat phase in which the Merwyrm inflicted wounds with its Hideous Jaws, it may heal D3 wounds.

Sea Beast: A Merwyrm ignores the effects of all water and swamp-type scenery when it moves, effectively passing across them as if they were open ground.

Stench of the Deep: The air around this beast is filled with an unholy stench of rotting flesh and the brackish filth of the deepest sea abysses. Subtract 1 from the hit rolls of attacks made against the Merwyrm.

Abyssal Predator: The Merwyrm's usual prey are the leviathans of the deep, and against such mighty beasts it has learned to latch on and tear great chunks of flesh away from its victims. When attacking any **MONSTER** model with its Hideous Jaws, if a 6+ is rolled to wound, rather than rolling for damage normally, 3 mortal wounds are inflicted instead.

KEYWORDS

DESTRUCTION, DRAGON, MONSTER, MERWYRM

MOURNGUL



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Nightmarish Claws and Fangs	2"	*	3+	3+	-2	2

Wounds Suffered	DAMAGE TABLE	
	Move	Nightmarish Claws and Fangs
0-1	12"	8
2-3	10"	7
4-5	9"	6
6-7	8"	5
8+	7"	4

DESCRIPTION

A Mourngul is a single model. A terrifying, inhuman spectre of monstrous size, the Mourngul attacks with its nightmarishly elongated claws and distended fangs in a frenzied hunger for flesh and souls.

FLY

A Mourngul can fly.

ABILITIES

Haunter of the Dark: Mourngul are spectral creatures, made more of shadow and icy fogs than physical substance. Ignore the weapon's Rend characteristic when making save rolls for a Mourngul, and in addition, if they suffer a mortal wound, roll a D6. On a roll of 4+, the mortal wound is ignored.

Ravenging Onslaught: If a hit roll for a Mourngul's Nightmarish Claws and Fangs is a 6+, immediately make an additional attack for the Mourngul using its Nightmarish Claws and Fangs before rolling for wounds. Further hit rolls of a 6+ also generate additional attacks.

Devourer of Flesh and Souls: If a Mourngul slays any models in any combat phase, it immediately heals D3 wounds.

Ghastly Apparition: Mourngul are a soul-searing horror to look upon, radiating an aura of supernatural terror, unutterable despair and ravenous hunger in equal measure. Units from your opponent's army must subtract 2 from their hit rolls while within 6" of a Mourngul if their Bravery is 6 or less and subtract 1 from their hit rolls if their Bravery is 7 or more.

MAGIC

DEATH WIZARDS know the Summon Mourngul spell in addition to any other spells they know.

SUMMON MOURNGUL

Summon Mourngul has a casting value of 10. If successfully cast, you can set up a Mourngul within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, MONSTER, MOURNGUL

SQUIG GOBBA



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spit-Squigs!	4D6"	D3	5+	4+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stickers and Bashers	1"	3	5+	5+	-	1

DESCRIPTION

A Squig Gobba and its Night Goblin Handlers are a single model. The Gobba itself can, with an extremely varied degree of success, fire narcotically-infused Squigs in the rough direction of the enemy, unfortunate if oblivious creatures which explode into poisonous slime when they crash down, thanks to their force-fed diet of noxious mushrooms before the battle. The Night Goblins who attend it can defend their bloated and otherwise helpless charge with a variety of Stickers and Bashers if called on to do so.

ABILITIES

Spittin' Beast: The Squig Gobba cannot make charge moves or pile in moves.

Spit-Squigs! The Squig Gobba cannot make a Spit-Squigs! attack on any turn in which it has moved as it needs to be staked down and coaxed with pointy objects in order to 'fire'. Roll for range every time the Spit-Squigs! attack is made but before you declare a target. Any single enemy unit within that range can be the target of the attack and the Spit-Squigs! attack can be fired over other units to reach it.

KEYWORDS

DESTRUCTION, MOONCLAN, SQUIG GOBBA

PREYTON



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blinding Bile	12"	3	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Venom-dripping Fangs	1"	4	3+	3+	-1	2

DESCRIPTION

A Preyton is a single model. Twisted creatures of Chaos, Preyton are hateful and cunning beasts that delight in carnage and killing for its own sake. They possess powerfully venomous saliva which drips from their fangs incessantly and which they can also spit at their enemies to blind and agonize them so they are helpless before their onslaught. When they attack, they charge headlong with their blackened and serrated antlers to crash into their foes before falling upon them with their vicious fangs.

FLY

Preyton can fly on their leathery wings.

ABILITIES

Blinding Bile: If a unit suffers wounds from a Preyton's Blinding Bile attack, you must subtract 1 from its hit rolls until your next hero phase.

Goring Charge: Whenever a Preyton charges into combat, it inflicts 2 mortal wounds on the unit it has charged at the beginning of the combat phase. It will then go on to attack normally.

Agonizing Venom: Should a model suffer wounds from a Preyton's Venom-dripping Fangs but is not slain, at the end of the combat phase roll a D6. On a result of a 4+, the model suffers a mortal wound as the venom inflicts agonizing convulsions on its victim.

Stalker of the Dark Wilds: Preytons are cunning and sadistic creatures, adept at attacking from ambush. Instead of setting up a Preyton on the battlefield, you may place it to one side. In your first movement phase you must set up the Preyton within 12" of the edges of the battlefield, and more than 8" from any enemy models. This is the unit's move for that movement phase.

KEYWORDS

CHAOS, MONSTER, PREYTON

ROGUE IDOL OF GORK (OR POSSIBLY MORK)



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Crushin' Fists	3"	2	*	2+	-3	D6
Boulder Stomp	2"	*	3+	3+	-2	2

DAMAGE TABLE

Wounds Suffered	Move	Crushin' Fists	Boulder Stomp
0-3	2D6"	2+	3D6
4-7	2D6"	3+	2D6
8-10	D6"	3+	2D6
11-13	D6"	4+	D6
14+	D3"	4+	D6

DESCRIPTION

A Rogue Idol of Gork is a single model. Titanic scrap effigies made up of stone and earth, broken weapons, looted trophies and daubed in obscene glyphs and slogans, somehow come to ponderous, erratic life through the power of the Orc gods, Rogue Idols have a will of their own and desire only one thing; to smash. This they can ably achieve through their massive stone fists, which can pound with the fury of falling meteors and the sheer weight of their colossal tread, which is akin to an avalanche of boulders striking down with every footfall.

ABILITIES

Da Big 'Un: Nothing more in truth than a monumental pile of rock and detritus in motion, a Rogue Idol has few weaknesses and does not feel pain. Halve any wounds or mortal wounds inflicted on a Rogue Idol of Gork (rounding fractions up).

Spirit of the Waaagh!: A Rogue Idol of Gork can never retreat from combat. If a Rogue Idol of Gork is within 12" of the enemy in the charge phase, it must attempt to charge even if it ran in the preceding movement phase.

Livin' Idol: The crackling spiritual power of the Waaagh! is the lifeblood of the Idol. **GREENSKINZ WIZARDS** within 16" of the Rogue Idol of Gork can re-roll casting rolls of 1 and all **GREENSKINZ** models within 16" add 1 to their Bravery characteristic. However, if a Rogue Idol of Gork is slain, it is seen as a terrible omen; all **GREENSKINZ** models in your army subtract 1 from their Bravery characteristic for the rest of the game.

Unlucky to be Around: A Rogue Idol of Gork really doesn't particularly care where it's treading, added to which chunks of stone and bits of former victims are forever falling off its thunderous bulk. At the end of your movement phase, roll a D6 for any unit, friend or foe within 4" of the Rogue Idol. On a roll of a 4+, that unit suffers a mortal wound.

Avalanche!: When a Rogue Idol is slain, it falls apart in a great avalanche of rubble and scrap. Roll a D6 for any unit, friend or foe, within 4". On a roll of a 4+, the unit suffers D3 mortal wounds.

KEYWORDS

DESTRUCTION, GREENSKINZ, MONSTER, TOTEM, ROGUE IDOL OF GORK

BROOD HORROR



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Rancid Fangs	1"	3	3+	3+	-1	2
Scrabbling Claws	1"	2D6	4+	5+	-	1

DESCRIPTION

A Brood Horror is a single model. A frightening mutation, this hulking, fecund creature that has attained its monstrous size by devouring its kin, can tear through its foes with its rancid, rotting fangs or maul anything it can grasp with the frantic scrabbling of its hooked claws.

ABILITIES

Ravering Monstrosity: The Brood Horror regenerates D3 wounds in each of your hero phases so long as it has inflicted at least 1 wound in the preceding turn.

KEYWORDS

CHAOS, SKAVEN, MOULDER, MONSTER, BROOD HORROR

SKAVEN WARLORD ON BROOD HORROR



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rancid Fangs	1"	3	3+	3+	-1	2
Scrabbling Claws	1"	2D6	4+	5+	-	1
Warlord's Warpforged blade	1"	3	3+	3+	-2	D3

DESCRIPTION

A Skaven Warlord on Brood Horror is a single model. The Warlord is armed with a polearm-mounted Warpforged Blade reeking with dark energies with which to slash at their victims, while their mount can tear through its foes with its rancid, rotting fangs or maul anything it can grasp with the frantic scrabbling of its hooked claws.

ABILITIES

Raveng Monstrosity: The Skaven Warlord on Brood Horror regenerates D3 wounds in each of your hero phases so long as it has inflicted at least one wound in the preceding turn.

Imposing Mount: The sight of the Warlord riding such an imposing and blessed beast into battle does wonders for the uncertain loyalty of the Skaven around them. All other friendly **VERMINUS** models within 13" add 1 to their Bravery while within 13" of the Skaven Warlord on Brood Horror.

COMMAND ABILITY

Gnash-gnaw on their Bones!: If a Skaven Warlord uses this ability, pick one Verminus unit within 13". Until your next hero phase, all models in that unit make one extra attack with each of their melee weapons.

KEYWORDS

CHAOS, SKAVEN, VERMINUS, MONSTER, SKAVEN WARLORD ON BROOD HORROR

SKIN WOLVES



MELEE WEAPONS

Tooth & Claw

Range

1"

Attacks

4

To Hit

3+

To Wound

4+

Rend

-1

Damage

2

DESCRIPTION

A unit of Skin Wolves has 3 or more models. Things of pure nightmare that were once men, Skin Wolves, draped in tatters of human skin, are terrors of incomparable malice and fury, able to shred their victims to ribbons with their long-clawed fingers and feast upon their flesh with their fang-studded canine snouts.

ABILITIES

Nightmare Bloodlust: For each successful attack roll of 5+ with the Skin Wolves' Tooth & Claw attacks, you may immediately make an additional Tooth & Claw attack against the same unit.

Gore-drenched Horror: Units within 3" of a unit of Skin Wolves subtract 1 from their Bravery characteristic.

Bounding Predators: When making pile in moves, Skin Wolves may move up to 6" and may move over enemy models.

KEYWORDS

CHAOS, MORTAL, SKIN WOLVES

WOLF RATS



MELEE WEAPONS

Dagger-long Teeth

Range

1"

Attacks

2

To Hit

3+

To Wound

4+

Rend

-1

Damage

1

DESCRIPTION

A unit of Wolf Rats has 5 or more models. Foul and twisted creatures, neither wholly monstrous rat or debased dire wolf, their dagger-long teeth can puncture mail and flesh with equal ease, and their appalling hunger means that once they have tasted blood, their frenzy is all but unstoppable.

ABILITIES

Snapping Jaws: Add 1 to the hit rolls of Wolf Rats if they have charged this turn.

Blood-crazed: While within 2" of an enemy model, Wolf Rats do not have to take Battleshock tests.

KEYWORDS

CHAOS, SKAVEN, MOULDER, WOLF RATS

TROLL HAG



MISSILE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
10"	*	3+	3+	-2	D3

MELEE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	4	*	3+	-1	2

Wounds Suffered	DAMAGE TABLE		
	Move	Copious Vomit	Deadwood Staff
0-3	8"	5	3+
4-7	6"	4	3+
8-10	6"	3	4+
11-13	5"	2	4+
14+	4"	1	5+

DESCRIPTION

A Troll Hag is a single model. A monstrously colossal river troll, the Troll Hag is both rapaciously hungry and all but impossible to kill. As well as being far more clever and dangerous than her kin, she is possessed not only of malign cunning but innate arcane power drawn from the foetid rivers and swamps in which she dwells. The Troll Hag can pulverise her victims with her Deadwood Staff or spray great gouts of corrosive vomit over them, condemning them to a horrific and agonizing death.

ABILITIES

Spell-spite: Troll Hags carry many strange fetishes and weird and gory relics of their past victims, often held in a decaying fisherman's net re-purposed as a sack.

These fetishes and carrion fragments serve as a focus for their cursed powers and can even twist and spite any hostile magic set against them. If you successfully unbind an enemy spell with the Troll Hag, if that spell could have caused wounds (such as Arcane Bolt) then roll a D6. If a 4+ is rolled then D3 mortal wounds are inflicted on the wizard whose spell was stopped.

Hag Regeneration: Roll a dice for the Troll Hag in each of your hero phases. On a 2 or more, the Troll Hag heals D6 wounds.

Terrible Stench: Your opponent must subtract 1 from any hit roll made by one of their models that targets a Troll Hag in the combat phase.

MAGIC

Troll Hags are wizards. They can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. They know the Arcane Bolt, Mystic Shield and the Troll Hag's Curse spells.

TROLL HAG'S CURSE

The cackling curses of the Troll Hag are insidious and vile, robbing her victims of strength and shackling them with ill-fortune; all the better so that her victims cannot escape her clutches. The Troll Hag's Curse has a casting value of 8. If successfully cast, pick a visible unit within 12". That unit subtracts 1 from hit and save rolls until your next hero phase.

KEYWORDS

DESTRUCTION, TROGGOTH, FELLWATER, MONSTER, HERO, WIZARD, TROLL HAG

WARPFIRE DRAGON



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Sapping Jaws	2"	D3	4+	*	-1	D6
Twisted Claws	1"	*	4+	3+	-	1

DAMAGE TABLE

Wounds Suffered	Move	Twisted Claws	Snapping Jaws
0-2	12"	2D6	3+
3-4	10"	D6	3+
5-7	8"	D3	4+
8-9	7"	D3	4+
10+	5"	1	5+

DESCRIPTION

A Warpfire Dragon is a single model. Members of a rare, twisted and malformed branch of dragon-kind, their limbs end in twisted and barbed claws, while their mouth is filled with row after row of jagged teeth dripping with caustic saliva with which they can shred their prey. Spite-filled and ruinous creatures, they delight in destroying and mutilating their foes with blasts of Warpfire exhaled from the burning morass of ruinous energies that seethe within their bodies, the mere proximity to which can kill. Even in death are these mutated creatures deadly as their demise brings about a raging blast of unleashed fire to scorch the land around them.

FLY

A Warpfire Dragon can fly.

ABILITIES

Warfire: A Warpfire Dragon can unleash a Coruscating Blast of Warpfire in your shooting phase. When it does so, pick a visible unit within 12" and roll a dice. On a roll of a 1, that unit suffers a single mortal wound. On a roll of a 2-4, that unit suffers D3 mortal wounds. On a roll of 5-6, that unit suffers D6 mortal wounds.

In addition, after any models are slain by the mortal wounds, any affected unit which survives immediately suffers a number of additional hits equal to the number of models that have been slain as the victims explode in hellish flames. These additional hits wound on a roll of 5+ with a Rend characteristic of - and a Damage characteristic of 1. So, for example, if the initial Warpfire attack caused 3 models to be removed from a unit, 3 additional hits would be caused on the survivors of that unit.

Malign Aura: In your hero phase, roll a D6 for every model, friend or foe, within 3" of a Warpfire Dragon. On a roll of a 6+, that model suffers a mortal wound.

Deadly Demise: When a Warpfire Dragon is slain, roll a D6 before removing it from the game. The result of this roll in inches is the blast radius of its explosive demise. Roll a D6 for each model, friend or foe, within this distance of the Warpfire Dragon. On a result of a 5+, that model suffers a mortal wound.

KEYWORDS

CHAOS, DRAGON, MONSTER, WARPFIRE DRAGON