

WARHAMMER

AGE OF SIGMAR



COMPENDIUM

MONSTROUS ARCANUM



BASILISK

Basilisks are creatures so inimical to life that they poison the very ground they walk on. They are a living blight that can swiftly reduce an area to ruinous wasteland, destroying crops and slaughtering livestock with venom that suffuses both body and spirit.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Acidic Spittle	10"	1	5+	☀	-1	1
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	Venomous Bite	Acidic Spittle
0-1	10"	-2	2+
2-3	9"	-2	3+
4-5	8"	-1	4+
6-7	7"	-1	5+
8+	6"	-	6+

DESCRIPTION

A Basilisk is a single model armed with Acidic Spittle, a Venomous Bite and Clutching Claws.

ABILITIES

Corrosive Miasma: *The poisons that emanate from the Basilisk's skin are so toxic that they leave anyone nearby choking on their own blood as they fall victim to their corrosive effects.*

At the start of the combat phase, roll 1 dice for each enemy unit within 3" of this model. On a 2+, that unit suffers 1 mortal wound.

Malignant Gaze: *The Basilisk focuses its malice upon its intended victim, its eyes radiating with evil as the enemy slowly melts into a pile of steaming flesh and blistering metal.*

In your hero phase, you can pick 1 enemy unit within 12" of this model that is visible to it, and roll a dice. On a 1, nothing happens. On a 2-3, that unit suffers D3 mortal wounds. On a 4+, that unit suffers D3+1 mortal wounds.

KEYWORDS

DESTRUCTION, MONSTER, BASILISK



BONEGRINDER GARGANT

The Bonegrinder Gargant's coming is heralded by earth-shaking footsteps as it stomps its way across the battlefield. Its sheer size, stupidity and propensity for drunken ill-tempered violence makes the others of its kind seem positively serene in comparison.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hurled Boulder	☀	1	4+	2+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gargantuan Club	3"	☀	3+	3+	-1	2
Thunderous Stomp	1"	1	3+	3+	-2	D6

DAMAGE TABLE			
Wounds Suffered	Move	Hurled Boulder	Gargantuan Club
0-4	12"	18"	3D6
5-8	10"	16"	2D6
9-12	8"	14"	2D6
13-16	7"	12"	D6
17+	6"	10"	D3

DESCRIPTION

A Bonegrinder Gargant is a single model armed with a Gargantuan Club, Thunderous Stomp and Hurled Boulder.

ABILITIES

I'll Bite Your Head Off!: A Bonegrinder Gargant's cavernous mouth makes for an especially deadly weapon, should it fancy a light snack during a battle.

At the start of the combat phase, you can pick 1 enemy model that has a Wounds characteristic of 4 or less and that is within 3" of this model, and roll a dice. On a 6, that model is slain.

Jump Up and Down: Bonegrinder Gargants love nothing more than to pound their enemies into paste by jumping up and down on their victims with their massive feet.

At the end of the combat phase, you can pick 1 enemy unit within 1" of this model. If you do so, roll a dice. If the dice roll is equal to or less than the number of models in that unit, that unit suffers D6 mortal wounds.

Longshanks: Such is its vast size, a single step made by a Bonegrinder Gargant can cover an astonishing distance.

This model is eligible to fight in the combat phase if it is within 6" of an enemy unit instead of 3", and it can move an extra 3" when it piles in.

Timber!: Should a gargant fall, it will likely crush anything in its path.

If this model is slain, before removing the model from the battlefield the players must roll off. The player who wins the roll-off picks a point on the battlefield 3" from this model. Each unit within 2" of that point suffers D3 mortal wounds. This model is then removed from the battlefield.

KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, GARGANT, ALEGUZZLER, MONSTER, BONEGRINDER GARGANT



BROOD HORROR

Of all the skittering creatures that emerge from skaven gnawholes, few can tear apart an enemy army faster than a Brood Horror. Its layers of sagging flab and bulging muscles reknit constantly, allowing the rat-beast to fight on despite the most grievous wounds.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Prehensile Tail	3"	3	3+	4+	-	1
Fangs and Claws	1"	6	3+	3+	-1	2

DESCRIPTION

A Brood Horror is single model armed with Fangs and Claws, and a Prehensile Tail.

ABILITIES

Regenerating Monstrosity: *A monstrous masterpiece from the breeding pits of the Clans Moulder, the flesh of a Brood Horror can reknit almost as fast as it can be torn in battle.*

In your hero phase, you can heal up to D3 wounds allocated to this model.

KEYWORDS

CHAOS, SKAVEN, CLANS MOULDER, BROOD HORROR



CARMINE DRAGON

The Carmine Dragon is a creature saturated with the arcane power of Shyish, its claws and fangs rippling with amethyst magic. With every roar, it unleashes deadly blasts of dark energy that strip its terrified victims of their souls.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Soul-sheering Blast	12"	See below				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Raking Claws	2"	☀	4+	3+	-2	2
Amethyst Fangs	3"	3	3+	☀	-2	D6

DAMAGE TABLE			
Wounds Suffered	Move	Raking Claws	Amethyst Fangs
0-3	16"	8	2+
4-6	14"	7	3+
7-9	11"	6	4+
10-12	9"	5	5+
13+	6"	4	6+

DESCRIPTION

A Carmine Dragon is a single model armed with Raking Claws, Amethyst Fangs and a Soul-sheering Blast.

FLY: This model can fly.

ABILITIES

Deathly Dark Scales: *The Carmine Dragon's hide is nigh-on impenetrable to all but the strongest of blows.*

Roll a dice each time you allocate a mortal wound to this unit. On a 5+, that mortal wound is negated.

Soul-sheering Blast: *Gouts of amethyst flame erupt from the Carmine Dragon's open maw, sheering souls from their mortal forms and leaving bodies rendered to nothing more than a purple-glowing pile of ash.*

Do not use the attack sequence for an attack made with a Soul-sheering Blast. Instead roll a dice. On a 5+, the target unit suffers D6 mortal wounds.

Spell Devourer: *With the amethyst energies of the Realm of Endings coalescing through its body, the Carmine Dragon can force a magical effect to die off with a single pulse of thought.*

Each time this model is affected by a spell or endless spell, you can roll a dice. If you do so, on a 4+, ignore the effects of that spell on this model.

KEYWORDS ORDER, DRAGON, MONSTER, CARMINE DRAGON



CHAOS SIEGE GARGANT

Chaos Siege Gargants are towering, iron-clad brutes. Equipped with immense hooked blades and massive weighted chains, these monstrosities can tear through fortifications and enemy armies with contemptuous ease.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Colossal Hook-blades	3"	☀	4+	3+	-1	2
Lashing Chains	2"	D6	3+	5+	-	1

DAMAGE TABLE		
Wounds Suffered	Move	Colossal Hook-blades
0-2	7"	7
3-4	6"	6
5-6	5"	5
7-9	4"	4
10+	3"	3

DESCRIPTION

A Chaos Siege Gargant is a single model armed with Colossal Hook-blades and Lashing Chains.

ABILITIES

Scaling Spikes and Chains: *Resembling a living war machine, Siege Gargants are covered in various hooks, spikes and chains that make it easy for them to clamber over high walls and crush obstacles.*

When this model makes a move, it can pass across terrain features in the same manner as a model that can fly.

Siege Armour: *A Chaos Siege Gargant's body is covered in ragged iron and bronze plates that have been hammered, nailed, fused, strapped and bound directly into its tortured flesh, making it all but impervious to incoming fire.*

You can re-roll save rolls for attacks made with ranged weapons that target this unit.

Timber!: *Should a gargant fall, it will likely crush anything in its path.*

If this model is slain, before removing the model from play, the players must roll off. The player who wins the roll-off picks a point on the battlefield 4" from this model. Each unit within 3" of that point suffers D3 mortal wounds. This model is then removed from play.

KEYWORDS

CHAOS, GARGANT, MONSTERS OF CHAOS, MONSTER, SIEGE GARGANT



CHAOS WAR MAMMOTH

A Chaos War Mammoth is an immense beast capable of crushing scores of lesser creatures to bloody paste beneath its trampling feet, and of goring foes with its huge tusks, each of which carries the force of a battering ram.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Marauder Javelins and Axes	10"	8	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Goring Tusks	3"	See below				
Trampling Feet	1"	☀	4+	3+	-2	D3

DAMAGE TABLE			
Wounds Suffered	Move	Goring Tusks	Trampling Feet
0-4	12"	5	10
5-8	10"	4	8
9-14	8"	3	6
15-19	6"	2	4
20+	4"	1	2

DESCRIPTION

A Chaos War Mammoth is a single model armed with Goring Tusks and Trampling Feet.

CREW: This model has a Marauder crew that attack with their Marauder Javelins and Axes. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Crushing Fall: *To be caught under the falling bulk of a dying War Mammoth is to meet a horrible death.*

If this model is slain, before this model is removed from play, the players must roll off. The player who wins the roll-off picks a point on the battlefield 4" from this model. Each unit within 3" of that point suffers D6 mortal wounds. This model is then removed from play.

Earth-shaking charge: *When the Chaos War Mammoth charges, the ground breaks beneath its tremendous weight, and the air is filled with its terrifying roar.*

Subtract 2 from the Bravery characteristic of enemy units while they are within 3" of this model if this model made a charge move in the same turn.

Goring Tusks: *The enormous tusks of the Chaos War Mammoth can impale the largest of monsters, leaving them with grievous wounds.*

Do not use the attack sequence for an attack made with this model's Goring Tusks. Instead, roll a number of dice equal to the Goring Tusks value shown on the damage table above. Add 1 to each roll if the target unit is a **MONSTER**. For each 4+, the target unit suffers D3 mortal wounds.

Mark of Chaos: *When a tribe chooses to dedicate themselves to a single god of Chaos, gifts are bestowed upon all those worthy, including the beasts the warriors ride.*

You can choose one of the following keywords to give to this unit the first time it is set up: **KHORNE**, **NURGLE**, **SLAANESH** or **TZEENTCH**.

KEYWORDS CHAOS, MORTAL, MONSTERS OF CHAOS, SLAVES TO DARKNESS, MONSTER, CHAOS WAR MAMMOTH



COLOSSAL SQUIG

With their large, fleshy mouths and boundless energy, Colossal Squigs unleash untold havoc in battle. These insatiable fungoid beasts messily devour swathes of foes in an instant, squashing everything in their path as they careen towards their next meal.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Puff Spores	8"	1	5+	5+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Enormous Jaws	3"	8	☀	3+	-2	D3
Tramplng Feet	1"	☀	5+	3+	-1	1

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

DESCRIPTION

A Colossal Squig is a single model armed with Enormous Jaws, Tramplng Feet and Puff Spores.

ABILITIES

Crazed Charge: Driven mad with hunger, the Colossal Squig bounds head-first into anything that it considers edible, wildly gnashing its jaws in the hope of finding a tasty morsel.

Roll a dice for each enemy unit that is within 1" of this model after this model makes a charge move. On a 6, that unit suffers 1 mortal wound.

Fungoid Squig Explosion: When these massive creatures meet their death, their body ripples with a build-up of fungal spore gas, and with an ear-splitting pop they burst into a mass of smaller Squigs.

If this model is slain, before removing the model from the battlefield roll a dice for each enemy unit within 3" of it. On a 2+, that unit suffers D3 mortal wounds. Then, you can add 1 **SQUIG HERD** unit of up to 5 models to your army. Set up the **SQUIG HERD** unit wholly within 9" of this model and more than 3" from any enemy models. This model is then removed from the battlefield.

Puff Spores: When the Colossal Squig is threatened, its tiny fungal blisters begin to burst, spreading thick clouds of spores that blind and choke any who venture too close.

Subtract 1 from hit rolls for attacks made with melee weapons that target this model.

Swallowed Whole: A Colossal Squig's enormous jaws can stretch wide enough to consume their enemy whole.

If the unmodified hit roll for an attack made with this model's Enormous Jaws is 6, that attack inflicts D3 mortal wounds and the attack sequence ends (do not make a wound or save roll).

KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, SQUIG, MOONCLAN, MONSTER, COLOSSAL SQUIG



CURS'D ETTIN

A Curs'd Ettin is a hideous monstrosity of fused kinsmen, two souls trapped within one malformed body. Lured to battle with promises of meat and death, the bickering siblings crush their foes with ponderous swings of their single club-like arm.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crushing Fist	2"	1	☀	3+	-2	D6
Stomp	1"	☀	4+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Crushing Fist	Stomp
0-2	10"	2+	5
3-4	8"	3+	4
5-7	7"	3+	3
8-10	6"	4+	2
11+	5"	4+	1

DESCRIPTION

The Curs'd Ettin is a single model armed with a Crushing Fist and a Stomp.

ABILITIES

Cannibal Feast: *Whatever the Curs'd Ettin crushes it feasts upon, its strange physiology enabling it to grow stronger with each kill.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, you can heal up to D3 wounds allocated to this model.

Gibbering Curse: *The incessant argumentative gibbering that comes from the Curs'd Ettin's two heads carries the power of Chaos, driving those who hear it insane.*

At the start of your hero phase, roll 2D6 for each enemy unit within 3" of this model. If the roll is more than that unit's Bravery characteristic, that unit suffers D3 mortal wounds.

Two-headed Horror: *The Curs'd Ettin's two heads eternally bicker with each other, but there is one thing they always agree upon – the need for fresh meat!*

At the start of the combat phase, you can pick 1 enemy model that has a Wounds characteristic of 2 or less and that is within 3" of this model, and roll a dice. On a 6, that model is slain.

KEYWORDS CHAOS, MORTAL, MONSTERS OF CHAOS, SLAVES TO DARKNESS, MONSTER, CURS'D ETTIN



DREAD MAW

Dread Maws are massive reptilian worms that spend most of their lives below ground, only surfacing to hunt. They use their hard rock-like coils to bind and crush their prey, and are able to tunnel through rock and soil as a fish swims through water.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slime Spray	12"	1	4+	3+	-2	D6
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	14"	-3	3D6
4-6	12"	-2	2D6
7-9	10"	-2	D6
10-12	8"	-1	D3
13+	6"	-1	1

DESCRIPTION

A Dread Maw is a single model armed with a Cavernous Maw, Writhing Coils and Slime Spray.

ABILITIES

Devourer From Below: *The Dread Maw's ability to burrow through the ground means that it can emerge on any part of a battlefield without hindrance, taking its prey by surprise.*

Instead of setting up this model on the battlefield, you can place it to one side and say that it is tunnelling through the earth in reserve. If you do so, at the end of your second movement phase, you must set up this model on the battlefield more than 9" from any enemy units.

Impenetrable Hide: *Long exposure to the taint left behind from the Age of Chaos has made the armoured scales of Dread Maws all but impervious to harm.*

Roll a dice each time you allocate a mortal wound to this model. On a 4+ that mortal wound is negated.

Tunnel Worm: *The Dread Maw grinds through rock and soil without resistance.*

When this model makes a move, it can pass across terrain features and other models in the same manner as a model that can fly.

Yawning Maw: *Their circular mouths studded with rows of sickle-shaped teeth, Dread Maws can swallow a fully armoured man whole.*

You can re-roll wound rolls of 1 for attacks made with this model's Cavernous Maw if the target unit has a Wounds characteristic of 2 or less.

KEYWORDS DESTRUCTION, MONSTER, DREAD MAW



DREAD SAURIAN

Dread Saurians are celestial reincarnations of terrifying creatures from the Age of Myth. Summoned to the battlefield by the power of the Slann, these reptilian monstrosities wreak havoc upon the foe with their enormous claws and fang-lined jaws.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gargantuan Jaws	2"	3	3+	3+	-2	★
Raking Claws	2"	★	3+	3+	-1	1
Armoured Tail	1"	1	4+	3+	-1	D6

DAMAGE TABLE			
Wounds Suffered	Move	Gargantuan Jaws	Raking Claws
0-3	10"	6	10
4-7	9"	5	8
8-10	8"	4	6
11-13	7"	3	4
14+	6"	2	2

DESCRIPTION

A Dread Saurian is a single model armed with Gargantuan Jaws, Raking Claws and an Armoured Tail.

ABILITIES

Devourer of Beasts: *Dread Saurians are adept at preying upon the beasts of the realms.*

You can re-roll hit and wound rolls of 1 for attacks made by this model that target a **MONSTER**.

Arcane Glyphs: *The magic of the Slann thrums within a Dread Saurian's glyph-covered plates, greatly speeding the rate at which the beast heals.*

In your hero phase, you can heal up to D3 wounds allocated to this model.

Primal Presence: *Dread Saurians are a manifestation of the will of the Slann, and their presence on the battlefield bolsters the resolve of their smaller Seraphon kin.*

Do not take battleshock tests for friendly **SKINK** units while they are wholly within 24" of this model.

Roar of Ruin: *The roar of these gigantic creatures is truly terrifying and can drive the strongest-hearted warriors into panicked flight.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of any friendly models with this ability.

CELESTIAL CONJURATION

1 Dread Saurian can be summoned to the battlefield using the Celestial Conjunction battle trait for 40 Celestial Conjunction points.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, MONSTER, DREAD SAURIAN



EXALTED GREATER DAEMON OF KHORNE

Exalted Greater Daemons of Khorne are the largest and most fury-filled of the Blood God's servants. Armed with weapons forged in the fires of their patron's forges, they butcher their way through rank after rank of enemies, leaving great rivers of gore in their wake.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lash of Khorne	8"	☀	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mighty Axe of Khorne	2"	8	3+	☀	-2	3

DAMAGE TABLE			
Wounds Suffered	Move	Lash of Khorne	Mighty Axe of Khorne
0-4	12"	6	2+
5-8	10"	5	2+
9-12	9"	4	3+
13-16	8"	3	3+
17+	7"	2	4+

DESCRIPTION

An Exalted Greater Daemon of Khorne is a single model armed with a Lash of Khorne and a Mighty Axe of Khorne.

FLY: This model can fly.

ABILITIES

Drawn in for the Kill: *Bloodthirsters often use their barbed lashes to entangle their opponents, rendering escape impossible.*

At the start of the enemy movement phase, pick 1 enemy unit within 3" of this model. That unit cannot retreat in that phase.

The Land Rebels: *The ground around an Exalted Greater Daemon of Khorne becomes cracked and broken beneath its stomping hooves, causing molten rock to bubble up from deep below.*

At the start of your hero phase, roll a dice for each enemy unit within 8" of any friendly models with this ability. On a 5+ that enemy unit suffers 1 mortal wound.

COMMAND ABILITY

Rejoice in Exalted Slaughter: *An Exalted Greater Daemon of Khorne is an unsubtle leader, driving its subjects towards the enemy in great numbers.*

You can use this command ability at the start of the combat phase. If you do so, pick a friendly model with this command ability. Until the end of that combat phase friendly **KHORNE DAEMON** units wholly within 18" of that model are eligible to fight in that combat phase if they are within 6" of an enemy unit instead of 3", and they can move an extra 3" when they pile-in.

SUMMON DAEMONS OF KHORNE

1 Exalted Greater Daemon of Khorne can be summoned to the battlefield using the Summon Daemons of Khorne battle trait for 16 Blood Tithe points. If your army includes an Exalted Greater Daemon of Khorne, the maximum number of Blood Tithe Points you can have is 16 instead of 8.

KEYWORDS

CHAOS, DAEMON, BLOODTHIRSTER, KHORNE, MONSTER, HERO, EXALTED GREATER DAEMON OF KHORNE



EXALTED GREATER DAEMON OF NURGLE

Riddled with pestilence and disease, an Exalted Greater Daemon of Nurgle is a foul manifestation of Nurgle's will. With each lumbering step and burbled word it spreads more of its diseased blessings to those who stand before it.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Bile	7"	D6	3+	☀	-2	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Bilesword	2"	☀	3+	3+	-2	3

DAMAGE TABLE			
Wounds Suffered	Move	Noxious Bile	Massive Bilesword
0-4	7"	2+	4
5-8	6"	3+	4
9-11	5"	3+	3
12-13	4"	4+	3
14+	3"	5+	2

DESCRIPTION

An Exalted Greater Daemon of Nurgle is a single model armed with a Massive Bilesword and Noxious Bile.

ABILITIES

Blubber and Bile: *The dubious reward for piercing the blubbery hide of an Exalted Greater Daemon of Nurgle is to be showered by acidic bile and putrid toxins.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+, that wound or mortal wound is negated. In addition, on a 6, if the attacking unit is within 3" of this model, it suffers 1 mortal wound.

Corpulent Mass: *An Exalted Greater Daemon of Nurgle is blessed with the Plaguefather's gift of fecundity, enabling its body to swiftly regrow damaged flesh and tissue.*

In your hero phase, you can heal up to D3 wounds allocated to this model.

Mountain of Loathsome Flesh: *Such is the size and girth of an Exalted Greater Daemon of Nurgle that it can simply run over its foes, crushing or asphyxiating them beneath its monstrous bulk as it does so.*

Roll 1 dice for each enemy unit that is within 1" of this model after this model completes a charge move. On a 4+, that enemy unit suffers D3 mortal wounds.

MAGIC

An Exalted Greater Daemon of Nurgle is a **WIZARD**. It can attempt to cast two spells in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Plague Wind spells.

Plague Wind: *The Exalted Greater Daemon of Nurgle summons a whirlwind of maggots and filth, basking in its feculence for a moment before sending it forth.*

Plague Wind has a casting value of 7. If successfully cast, pick a point on the battlefield within 14" of the caster and draw an imaginary straight line 1mm wide between that point and the closest part of the caster. Each unit crossed by that line suffers D3 mortal wounds. If this line passes over any **NURGLE** units, heal up to D3 wounds allocated to that unit instead.

COMMAND ABILITY

Grandfather's Exalted Joy: *At the Great Unclean One's command, Nurgle's children are inspired to fight with even greater exuberance.*

You can use this command ability in your hero phase. If you do so, pick 1 friendly **NURGLE DAEMON** unit wholly within 28" of a friendly model with this command ability. Add 1 to the Attacks characteristic of that unit's melee weapons until your next hero phase.

SUMMON DAEMONS OF NURGLE

1 Exalted Greater Daemon of Nurgle can be summoned to the battlefield using the Summon Daemons of Nurgle battle trait for 35 Contagion points.

KEYWORDS

CHAOS, DAEMON, NURGLE, GREAT UNCLEAN ONE, MONSTER, HERO, WIZARD, EXALTED GREATER DAEMON OF NURGLE



EXALTED GREATER DAEMON OF SLAANESH

Exalted Greater Daemons of Slaanesh are the most beguiling of all immortals, moving with unmatched grace and sensuality. Their immaculate displays of violence are accompanied by cries of exhilaration and hypnotic whispers.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razor-sharp Claws	2"	☀	3+	3+	-1	2
Elegant Greatblade	2"	4	3+	☀	-2	3

DAMAGE TABLE			
Wounds Suffered	Move	Razor-sharp Claws	Elegant Greatblade
0-3	14"	7	2+
4-7	12"	6	2+
8-10	10"	5	3+
11-13	8"	4	3+
14+	6"	3	4+

DESCRIPTION

An Exalted Greater Daemon of Slaanesh is a single model armed with Razor-sharp Claws and an Elegant Greatblade.

ABILITIES

Whispered Temptations: *To heed the whispered promises of a Keeper of Secrets is to flirt with eternal damnation.*

At the start of the combat phase, you can pick 1 enemy **HERO** within 3" of this model. If you do so, your opponent can re-roll hit rolls of 1 for attacks made by that **HERO** in that combat phase. Then, at the end of the combat phase, you can roll a dice for that **HERO**. On 6, that **HERO** is slain.

MAGIC

This model is a **WIZARD**. It can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Cacophonic Choir spells.

Cacophonic Choir: *The Daemon assaults its victims' minds and souls with a sanity-shattering chorus of magical sound.*

Cacophonic Choir has a casting value of 6. If successfully cast, roll 2D6; enemy units within 6" of the caster whose Bravery characteristic is less than the roll suffer D3 mortal wounds.

COMMAND ABILITY

Exalted Excess of Violence: *Keepers of Secrets can whip their followers into an ecstatic frenzy.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **SLAANESH DAEMON** unit wholly within 18" of a friendly model with this command ability. After that unit has fought in that combat phase for the first time, if it is within 3" of an enemy unit it can immediately make a pile-in move and then attack with all of the melee weapons it is armed with for a second time.

FEED ON DEPRAVITY

1 Exalted Greater Daemon of Slaanesh can be summoned to the battlefield using the Feed on Depravity battle trait for 42 Depravity points.

KEYWORDS

CHAOS, DAEMON, KEEPER OF SECRETS, SLAANESH, MONSTER, HERO, WIZARD, EXALTED GREATER DAEMON OF SLAANESH



EXALTED GREATER DAEMON OF TZEENTCH

With a wave of its talons, an Exalted Greater Daemon of Tzeentch can hurl its foes into the nightmarish Realm of Chaos or bathe them in deadly magical fires. They are the most malefic servants of the God of Sorcery, and their very forms flicker with arcane energies.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Tzeentch	3"	3	3+	☀	-	2
Curved Beak and Wicked Talons	1"	4	3+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Staff of Tzeentch	Infernal Gateway
0-3	10"	2+	2+
4-6	9"	2+	3+
7-9	8"	3+	3+
10-12	7"	3+	4+
13+	6"	4+	4+

DESCRIPTION

An Exalted Greater Daemon of Tzeentch is a single model armed with a Curved Beak and Wicked Talons, and a Staff of Tzeentch.

FLY: This model can fly.

ABILITIES

Mastery of Magic: *Tzeentch's daemons are manifestations of magic in its rawest form; the mightiest of their kind can wield sorcerous power with the same ease that a mortal breathes air.*

When you make a casting or unbinding roll for this model, you can change the lowest dice roll to equal the highest dice roll.

Spell-Thief: *Exalted Greater Daemons of Tzeentch have an insatiable appetite for sorcerous knowledge, and by feeding upon arcane manifestations they are able to instantly perfect new forms of spellcraft.*

If an unbinding roll for this model is 9+, it knows the spell that it is attempting to unbind for the rest of the battle.

MAGIC

This model is a **WIZARD**. It can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Infernal Gateway spells.

Infernal Gateway: *Tendrils of magic shoot forth to rend the fabric of reality, opening a screaming portal into Tzeentch's crystal labyrinth.*

Infernal Gateway has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster and roll 9 dice. For each roll that equals or beats the value shown for Infernal Gateway on the damage table above, that unit suffers 1 mortal wound.

COMMAND ABILITY

Beacon of Sorcery: *Spreading its arms wide, the Exalted Greater Daemon of Tzeentch saturates the area with magic.*

You can use this command ability at the start of your hero phase. If you do so, pick 1 friendly model with this command ability. You can add 1 to casting and unbinding rolls for friendly **TZEENTCH DAEMON WIZARDS** that are within 24" of that model until your next hero phase.

SUMMON DAEMONS OF TZEENTCH

1 Exalted Greater Daemon of Tzeentch can be summoned to the battlefield using the Summon Daemons of Tzeentch battle trait for 45 Fate points.

KEYWORDS

CHAOS, DAEMON, LORD OF CHANGE, TZEENTCH, MONSTER, HERO, WIZARD, EXALTED GREATER DAEMON OF TZEENTCH



• WARSCROLL •

FIMIRACH NOBLE

Marked for greatness at birth, a Fimirach Noble is raised to be a deadly killing machine in service to a stronghold's Matriarch. Possessing a tougher hide and stouter build than its kin, the Noble has a cunning intellect, making it an ideal leader for bands of Fimir Warriors.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Baleglyph Maul	2"	5	3+	3+	-2	1
Club Tail	1"	1	4+	3+	-1	D3

DESCRIPTION

A Fimirach Noble is a single model armed with a Baleglyph Maul and a Club Tail.

ABILITIES

Baleglyph Mauls: *Etched by Balefiends and imbued with vile magic, a weapon bearing these glyphs brings withering atrophy to anything it strikes.*

If the unmodified wound roll for an attack made with a Baleglyph Maul is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Shrouding Mists: *Fimir despise the light, wrapping themselves in sorcerous mists whenever they venture from their dank lairs. Such mist serves to hide them from their enemies' sight.*

Subtract 1 from hit rolls for attacks made with missile weapons that target this model. In addition, roll a dice each time you allocate a mortal wound to this model. On a 5+ that mortal wound is negated.

Unnatural Flesh: *Fimir are wholly unnatural creatures whose very flesh twists and writhes, sealing wounds mere moments after they are inflicted.*

In your hero phase, you can heal 1 wound allocated to this model.

COMMAND ABILITY

Born to Lead: *Set upon their path from the moment they hatch, Fimirach Nobles are well-versed in the intricacies of warfare, able to direct their warriors to exploit their foes' smallest weaknesses.*

You can use this command ability at the start of your charge phase. If you do so, pick 1 friendly model with this command ability. You can re-roll charge rolls for friendly **FIMIR** units while they are wholly within 12" of that model in that charge phase.

KEYWORDS

DESTRUCTION, FIMIR, HERO, FIMIRACH NOBLE



• WARSCROLL •

FIMIR WARRIORS

From unnatural clouds of mist come the hulking reptilian brutes known as Fimir Warriors. Possessed of prodigious strength and tenacity, they charge to wherever the fighting is thickest in order to savage their startled foes.



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

DESCRIPTION

A unit of Fimir Warriors has any number of models, each armed with a Baleglyph Maul and Club Tail.

ABILITIES

Baleglyph Mauls: *Etched by Balefiends and imbued with vile magic, a weapon bearing these glyphs brings withering atrophy to anything it strikes.*

If the unmodified wound roll for an attack made with a Baleglyph Maul is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Shrouding Mists: *Fimir despise the light, wrapping themselves in sorcerous mists whenever they venture from their dank lairs. Such mist serves to hide them from their enemies' sight.*

Subtract 1 from hit rolls for attacks made with missile weapons that target this unit. In addition, roll a dice each time you allocate a mortal wound to this unit. On a 5+ that mortal wound is negated.

Unnatural Flesh: *Fimir are wholly unnatural creatures whose very flesh twists and writhes, sealing wounds mere moments after they are inflicted.*

In your hero phase, you can heal 1 wound allocated to a model from this unit.

KEYWORDS

DESTRUCTION, FIMIR, FIMIR WARRIORS



INCARNATE ELEMENTAL OF BEASTS

Incarnate Elementals of Beasts are gruesome fusions of meat and bone, bound together and given will by the raw magic of Ghur. Savage beyond imagining, they slash and gore their way through whole armies, reducing their enemies to mutilated heaps of flesh.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Amber Breath	12"	D6	5+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Savage Talons	2"	☀	3+	4+	-2	1
Impaling Horns	2"	4	4+	3+	-1	D3

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

DESCRIPTION

An Incarnate Elemental of Beasts is a single model armed with Savage Talons, Impaling Horns and Amber Breath.

ABILITIES

Savage Frenzy: *These creatures are at their most dangerous in their final moments, lashing out at their enemies in vengeful hatred.*

If this model is slain, before removing the model from play, it can make a pile-in move and then attack with all of the melee weapons it is armed with. This model is then removed from play.

Howl of the Great Beast: *The howl of an Incarnate Elemental of Beasts can freeze the blood of all who hear it.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 8" of this model.

Incarnate of Ghur: *Incarnate Elementals are able to draw upon the energies from their realm to heal their bodies and increase their strength.*

In your hero phase, you can heal up to D3 wounds allocated to this model if the battle is taking place in Ghur, the Realm of Beasts. In addition, you can re-roll wound rolls of 1 for attacks made by this model if the battle is taking place in Ghur, the Realm of Beasts.

The Lure of Spilt Blood: *The potent aroma of freshly spilt blood sends these creatures into a frenzy.*

You can re-roll charge rolls for this model while it is within 12" of any enemy models that have any wounds allocated to them.

KEYWORDS

DESTRUCTION, MONSTER, INCARNATE ELEMENTAL OF BEASTS



INCARNATE ELEMENTAL OF FIRE

An Incarnate Elemental of Fire is a magical creature formed from the wantonly destructive forces of Aqshy, the Realm of Fire. It appears as a great burning figure of cindered flesh engulfed in robes of furnace-hot flames.

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"	6	3+	4+	-	1
Burning Lance	3"	3	3+	2+	-2	2

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

DESCRIPTION

An Incarnate Elemental of Fire is a single model armed with Tendrils of Fire, a Burning Lance and Fiery Bolts.

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 that eats into anything it touches, destroying them from within.*

If the unmodified hit roll for an attack made by this model is 6, double the Damage characteristic for that attack.

Gift of Elemental Fire: *The very presence of an Incarnate Elemental of Fire brings destruction, as the heat that radiates off its form is enough to scorch metal and kindle flesh into bright flame.*

At the end of the combat phase, roll a dice for each enemy unit within 3" of this model. On a 2+, that unit suffers D3 mortal wounds.

Incarnate of Aqshy: *Incarnate Elementals are able to draw upon the energies from their realm to heal their bodies and increase their strength.*

In your hero phase, you can heal up to D3 wounds allocated to this model if the battle is taking place in Aqshy, the Realm of Fire. In addition, you can re-roll wound rolls of 1 for attacks made by this model if the battle is taking place in Aqshy, the Realm of Fire.

KEYWORDS DESTRUCTION, MONSTER, INCARNATE ELEMENTAL OF FIRE



GIGANTIC CHAOS SPAWN

Chaos Spawn are true abominations. They are twisted forms of reality and flesh, moving with an uncontrollable urge for carnage and slaughter. Such debased creatures are literally nightmares made flesh.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Freakish Mutations	2"	2D6	4+	3+	-	1
Slavering Maws	1"	D6	4+	3+	☀	D3

DAMAGE TABLE		
Wounds Suffered	Move	Slavering Maws
0-2	3D6"	-2
3-4	2D6"	-2
5-7	2D6"	-1
8-9	D6"	-1
10+	D6"	-

DESCRIPTION

A Gigantic Chaos Spawn is a single model armed with Freakish Mutations and Slavering Maws.

ABILITIES

Curse of the Dark Gods: *Chaos Spawn often bear the mark of their creator.*

You can choose one of the following keywords to give to this unit the first time it is set up: **KHORNE, NURGLE, SLAANESH or TZEENTCH.**

Plaything of the Dark Gods: *Gifts bestowed by the Dark Gods can bless the receiver with a bounty of strength and stamina – or they can be the complete opposite, causing excruciating pain and anguish.*

At the start of your hero phase, roll a dice. On a 1, this model suffers D3 mortal wounds. On a 2+, you can heal up to D3 wounds allocated to this model. If you roll a 2+ and no wounds are allocated to this model, add D3 to its Wounds characteristic for the rest of the battle instead of healing D3 wounds.

Writhing Tentacles: *The bodies of these creatures are ever in flux, making them wildly unpredictable.*

If you roll a double when determining the number of attacks made by this model's Freakish Mutations, add 1 to hit and wound rolls for attacks made by this model until the end of the phase.

KEYWORDS

CHAOS, MONSTERS OF CHAOS, MONSTER, GIGANTIC CHAOS SPAWN



MAGMA DRAGON

These primordial beasts are among the most malevolent of dragon kind. Their gullet burns with the intensity of a raging volcano, and when roused to wrath they incinerate their foes with jets of flame, or else tear them to shreds with their enormous claws and fangs.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brimstone Dragonfire	18"	See below				
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	7
9-12	12"	-2	6
13-16	10"	-2	5
17+	8"	-1	4

DESCRIPTION

A Magma Dragon is a single model armed with Furnace-hot Jaws, Crushing Claws and Brimstone Dragonfire.

FLY: This model can fly.

ABILITIES

Brimstone Dragonfire: *Unleashing the heat within, the Magma Dragon spews gouts of white-hot fire upon its prey.*

Do not use the attack sequence for an attack made with this model's Brimstone Dragonfire. Instead, roll a dice. On a 2+, the target unit suffers D6 mortal wounds. If the target unit has 10 or more models, it suffers 2D6 mortal wounds instead of D6.

Burning Blood: *The lifeblood that flows through Magma Dragons is molten rock. To spill it is akin to standing beside a volcanic eruption.*

Roll a dice each time a wound or mortal wound that was inflicted by a melee weapon is allocated to this model. On a 4+, the attacking unit suffers 1 mortal wound. On a 6, the attacking unit suffers D3 mortal wounds instead.

KEYWORDS DESTRUCTION, DRAGON, MONSTER, MAGMA DRAGON



MAZARALL THE BUTCHER

Mazarall the Butcher is a renderer of mortal flesh and a devourer of daemons both. His sheer barbarity and unbridled rage have led many to believe him more mindless beast than canny warlord, but such a belief is a mistake for which many have lost their lives.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancyte Shield's Wrath	12"	D6	5+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Harrow Meat	2"	4	3+	3+	☀	3
Ancyte Shield's Blades	1"	☀	4+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Harrow Meat	Ancyte's Shield Blades
0-2	12"	-2	5
3-4	10"	-2	4
5-7	8"	-1	3
8-9	6"	-1	2
10+	4"	-	1

DESCRIPTION

Mazarall the Butcher is a named character that is a single model. He is armed with the Ancyte Shield's Wrath, the Ancyte Shield's Blades and Harrow Meat.

ABILITIES

Bloody Charge: *A towering creature of muscle and rage, Mazarall barrels into his foes, throwing aside bodies with contemptuous ease.*

Roll a dice for each enemy unit that is within 1" of this model after this model makes a charge move. On a 4+ that unit suffers D3 mortal wounds.

Harrow Meat's Hunger: *Harrow Meat, Mazarall's infamous axe, possesses its own crude sentience, fuelling Mazarall's fury with each drop of blood fed to it.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, add 1 to the Attacks characteristic of Harrow Meat for the rest of the battle.

The Ancyte Shield: *Covered in the stretched skin of unfortunate spellcasters, the Ancyte Shield serves as protection against hateful magic.*

This model can attempt to unbind 1 spell in the enemy hero phase in the same manner as a **WIZARD**.

COMMAND ABILITY

The Butcher's Due: *To follow Mazarall is to tread the path of ascension on a road paved with the butchered carcasses of the dead.*

You can use this command ability at the start of your hero phase if this model is on the battlefield. If you do so, pick 1 friendly **KHORNE** unit wholly within 18" of this model. You can re-roll wound rolls of 1 for attacks made by that unit until your next hero phase.

KEYWORDS

CHAOS, DAEMON, KHORNE, MONSTER, HERO, MAZARALL THE BUTCHER



MERWYRM

Merwyrm are nightmarish creatures able to traverse both land and sea. Harboured a malice cultivated in their endless struggle for survival upon the ocean floor, they loose this hatred upon any foolish enough go into battle against them.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chill Breath	8"	6	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hideous Jaws	1"	3	3+	3+	☀	D3
Powerful Tail	2"	1	4+	3+	-1	☀

DAMAGE TABLE			
Wounds Suffered	Move	Hideous Jaws	Powerful Tail
0-2	8"	-3	6
3-4	7"	-2	D6
5-7	6"	-2	D3
8-9	5"	-1	2
10+	4"	-	1

DESCRIPTION

A Merwyrm is a single model armed with Chill Breath, Hideous Jaws and a Powerful Tail.

ABILITIES

Abyssal Predator: *The Merwyrm's usual prey are the leviathans of the deep, and they have a preternatural talent for latching onto their quarry and tearing away great chunks of flesh.*

If the unmodified wound roll for an attack made with this model's Hideous Jaws is 6, that attack has a Damage characteristic of D6 instead of D3.

Stench of the Deep: *The air around this beast is filled with an unholy stench of rotting flesh and brackish filth. This putrid smell upturns stomachs and stings eyes, weakening and blinding its enemies before they can attack.*

Subtract 1 from hit rolls for attacks made with melee weapons that target this model.

Unnatural Metabolism: *The Merwyrm's cavernous jaws are so huge that stories abound of its ability to swallow a person whole, its wounds sealing each time it devours an unfortunate victim.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, you can heal up to D3 wounds allocated to this model.

KEYWORDS DESTRUCTION, MONSTER, MERWYRM



MOURNGUL

Driven by famine and pain to hunt their former friends and companions, Mournguls are damned to an eternity of terrible isolation. Their shadowy cadaverous forms of cold flesh and cracked bone warp and twist ceaselessly as they rake their foes with claws and teeth.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Nightmarish Claws and Fangs	2"	☀	3+	3+	-1	2

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

DESCRIPTION

A Mourngul is a single model armed with Nightmarish Claws and Fangs.

FLY: This model can fly.

ABILITIES

Devourer of Flesh and Souls: *The unholy essence of a Mourngul is nourished by the souls of those it devours.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, you can heal up to D3 wounds allocated to this model.

Ethereal: *Creatures whose bodies have rotted away are difficult to harm with ordinary weapons.*

Ignore modifiers (positive or negative) when making save rolls for attacks that target this model.

Frightful Touch: *Just one touch from a Mourngul's claws can still the heart of a mortal opponent.*

If the unmodified hit roll for an attack made with this model's Nightmarish Claws and Fangs is 6, that attack inflicts 2 mortal wounds and the attack sequence ends (do not make a save roll).

Ghastly Apparition: *Mournguls are soul-searing horrors to look upon, radiating an aura of supernatural terror, unutterable despair and ravenous hunger.*

Subtract 1 from hit rolls for attacks made by enemy models while they are within 6" of any friendly models with this ability.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, MONSTER, MOURNGUL



PREYTON

Twisted creatures of Chaos, Preyton are hateful and cunning beasts that delight in carnage for its own sake. Wreaking havoc with poisoned fangs and serrated antlers, they crash into their foes before devouring any survivors foolish enough not to flee.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Corrosive 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 armed with Corrosive Bile and Venom-dripping Fangs.

FLY: This model can fly.

ABILITIES

Agonizing Venom: *Those who survive wounds caused by a Preyton's fangs can hardly be considered lucky, as the deadly venom coursing through their veins will leaving them writhing in pain and wishing for death.*

If the unmodified wound roll for an attack made with this model's Venom-dripping Fangs is 6, that attack inflicts 1 mortal wound in addition to any normal damage.

Corrosive Bile: *A Preyton is able to spit acidic bile at its foes, the caustic liquid burning through flesh.*

If the unmodified hit roll for an attack made with this model's Corrosive Bile is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Goring Charge: *When a Preyton attacks, it charges headlong with its blackened and serrated antlers, crashing into its foes and shredding flesh with violent swings of its head.*

After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 2+, that unit suffers D3 mortal wounds.

Stalker of the Dark Wilds: *Preytors are cunning and sadistic creatures, adept at attacking from ambush.*

Instead of setting up this model on the battlefield, you can place it to one side and say that it is stalking its prey as a reserve unit. In your first hero phase, you must set up this unit anywhere on the battlefield within 12" of the edge of the battlefield and more than 9" from any enemy units.

KEYWORDS CHAOS, MONSTERS OF CHAOS, MONSTER, PREYTON



ROGUE IDOL

Crudely fashioned by orruk shamans from rocks and battlefield debris, Rogue Idols are daubed with sigils and animated by Waaagh! energy. They are drawn inexorably to the biggest battles, storming out of the wilderness to clobber their foes.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boulder Fists	3"	2	3+	✱	-2	D6
Stompin' Feet	2"	✱	3+	3+	-2	2

DAMAGE TABLE			
Wounds Suffered	Move	Boulder Fists	Stompin' Feet
0-4	10"	2+	10
5-8	8"	3+	8
9-11	6"	3+	6
12-13	4"	4+	4
14+	2"	5+	2

DESCRIPTION

A Rogue Idol is a single model armed with Boulder Fists and Stompin' Feet.

ABILITIES

Avalanche! *Even in death, Rogue Idols cause widespread devastation, their stony forms collapsing in a rain of heavy boulders and rubble that has left more than one elated champion crushed flat by the remains of the very beast he just bested.*

If this model is slain, before removing the model from play, roll a dice for each unit within 3" of this model. On a 4+, that unit suffers D3 mortal wounds. This model is then removed from play.

Da Big' Un: *Nothing more, in truth, than a monumental pile of rocks in motion, the Rogue Idol has few weaknesses and does not feel pain.*

Halve the damage inflicted by an attack that targets this model (rounding up). In addition, roll a dice each time you allocate a mortal wound to this model. On a 4+, that mortal wound is negated.

Livin' Idol: *The crackling spiritual power of the Waaagh! is the lifeblood of the Rogue Idol, such that orruk shamans can tap into it when casting their magic.*

Add 1 to casting rolls for friendly **ORRUK WIZARDS** and friendly **GROT WIZARDS** while they are within 6" of any friendly models with this ability. In addition, add 1 to the Bravery characteristic of friendly **ORRUK** and friendly **GROT** units while they are wholly within 18" of any friendly models with this ability.

Rubble and Ruin: *A Rogue Idol doesn't particularly care about where it's treading, and chunks of stone and bits of former victims are forever falling off its thunderous bulk.*

At the end of the combat phase, roll a dice for each enemy unit within 3" of this model. On a 4+, that unit suffers 1 mortal wound.

Spirit of the Waaagh! *Rogue Idols storm relentlessly into battle, driven ever onwards by the will of Gorkamorka, smashing their enemies flat with one thunderous charge after another.*

You can re-roll hit rolls of 1 for attacks made by this model if it made a charge move in the same turn.

KEYWORDS DESTRUCTION, GREENSKINZ, MONSTER, ROGUE IDOL



SAYL THE FAITHLESS



An infamous arch-sorcerer and practised murderer, Sayl the Faithless revels in deceit and betrayal. His only goal is to acquire more power for himself, allying with those whose goals align with his own until they have outlived their usefulness.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Viperous Staff	2"	2	3+	3+	-1	D3

DESCRIPTION

Sayl the Faithless is a named character that is a single model. He is armed with the Viperous Staff.

ABILITIES

Mutant Sight: Sayl's single eye stares into the beyond, enabling him to navigate the twisted paths of the future.

Once per battle, you can re-roll 1 casting or unbinding roll for this model.

'Nightmaw, my pet, protect me!': *Nightmaw is slaved to the will of its master and will bodily protect him if called upon.*

Roll a dice before you allocate a wound or mortal

wound to this model while this model is within 3" of **NIGHTMAW**. On a 4+, that wound or mortal wound is allocated to **NIGHTMAW** instead of to this model.

Schalkain's Teeth: *These sigil-etched teeth, each torn from the skull of a wizard or shaman, are enchanted with dark magic.*

In your hero phase, you can pick 1 enemy unit within 8" of this model and roll a dice. On a 5+, that unit suffers D3 mortal wounds.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and

Traitor's Mist spells.

Traitor's Mist: *Sayl can transform his armoured warriors into intangible mist, allowing them to drift unhindered through the enemy's battle lines.*

Traitor's Mist has a casting value of 7. If successfully cast, pick 1 friendly **SLAVES TO DARKNESS** unit wholly within 15" of the caster that is visible to them. Remove that unit from the battlefield and then set it up again anywhere on the battlefield more than 9" from any enemy units. It cannot move in the subsequent movement phase.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, HERO, WIZARD, SAYL THE FAITHLESS



NIGHTMAW



Nightmaw is slaved to the will of Sayl the Faithless. This flesh-shifting, darkness-bleeding hellspawn fights with dagger-like tentacles and the hungry mouths of its three ghastly faces.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razor-tipped Tentacles	1"	2D6	4+	4+	-1	1

DESCRIPTION

Nightmaw is a named character that is a single model. It is armed with Razor-tipped Tentacles.

ABILITIES

Restless Flesh: *Nightmaw's flesh is ever-changing and constantly knits itself back into new forms.*

In your hero phase you can heal 1 wound allocated to this model.

Shadow-kin: *Nightmaw is surrounded by a swirling vortex of dark and shadowed forms, making him difficult to see.*

Add 1 to save rolls for attacks made with missile weapons that target this model. In addition, roll a dice each time you allocate a mortal wound to this model. On a 5+, that mortal wound is negated.

Writhing Tentacles: *The bodies of these creatures are ever in flux, making them wildly unpredictable.*

If you roll a double when determining the number of attacks made by this model's Razor-tipped Tentacles, add 1 to hit and wound rolls for attacks made by that model until the end of the phase.

KEYWORDS

CHAOS, SLAVES TO DARKNESS, NIGHTMAW



SKAARAC THE BLOODBORN

A creature of endless hate and brutality, Skaarac the Bloodborn is a beast of legend among the devoted of Khorne. If slain, his body is simply reformed in Khorne's charnel pits so that his undying rage can be loosed once more upon the Mortal Realms.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Burning Blood	8"	1	3+	☀	-	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brutal Blades	2"	☀	3+	3+	-2	2
Thunderous Hooves	1"	6	4+	3+	-1	1

DAMAGE TABLE			
Wounds Allocated	Move	Burning Blood	Brutal Blades
0-3	10"	3+	8
4-7	9"	3+	7
8-10	8"	4+	6
11-14	7"	4+	5
15+	6"	5+	4

DESCRIPTION

Skaarac the Bloodborn is a named character that is a single model. It is armed with Burning Blood, Brutal Blades and Thunderous Hooves.

ABILITIES

Life-eater: *Skaarac is a creature fuelled by bloodshed, his wounds closing as the blood of his foes washes over him.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, you can heal up to D3 wounds allocated to this model.

Infernal Iron: *Clad in armour blessed by Khorne himself, the air around Skaarac warps and writhes, twisting the winds of magic into an uncontrollable maelstrom.*

Subtract 2 from casting rolls for enemy **WIZARDS** while they are within 12" of this model.

Towering Horror: *A creature of sheer malice possessing an unquenchable lust for death, Skaarac's very presence shatters the courage of all around him.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of this model.

Undying Hate: *Should Skaarac's mortal form be slain, it disappears in a torrent of scalding blood and blazing soul-fire.*

If this model is slain, before removing the model from play, roll a dice for each enemy model within 3" of this model. On a 4+, that model's unit suffers 1 mortal wound. This model is then removed from play.

COMMAND ABILITY

Call of the Skull Throne: *Skaarac's very being is driven by the need to spill blood in Khorne's name. This singular desire overwhelms those around him, lending speed to their limbs as they race towards their foes.*

You can use this command ability at the start of your charge phase if this model is on the battlefield. If you do so, you can re-roll charge rolls for friendly **KHORNE** units while they are wholly within 12" of this model in that charge phase.

KEYWORDS

CHAOS, KHORNE, MONSTER, HERO, SKAARAC THE BLOODBORN



• WARSCROLL •

SKAVEN WARLORD

ON BROOD HORROR



The most ostentatious of skaven warlords ride into battle mounted upon foul Brood Horrors. These beasts have grown to their immense size by brutally devouring all of their brood-kin, the twisted forms of which still writhe and claw within their fleshy prison.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Prehensile Tail	3"	3	3+	4+	-	1
Fangs and Claws	1"	6	3+	3+	-1	2
Warpforged Blade	1"	3	3+	3+	-2	D3

DESCRIPTION

A Skaven Warlord on Brood Horror is single model armed with a Warpforged Blade.

MOUNT: This model's Brood Horror attacks with its Fang and Claws, and Prehensile Tail.

ABILITIES

Regenerating Monstrosity: *A monstrous masterpiece from the breeding pits of the Clans Moulder, the flesh of a Brood Horror can reknit almost as fast as it can be torn in battle.*

In your hero phase, you can heal up to D3 wounds allocated to this model.

Mighty Warlord: *The sight of any Warlord riding such an imposing mount does wonders for the uncertain loyalty of the skaven around them.*

Add 1 to the Bravery characteristic of friendly **CLANS VERMINUS** units while they are wholly within 13" of any friendly models with this ability.

COMMAND ABILITY

Gnash-gnaw on their Bones: *The Warlord ushers forth his minions to gouge, bite and tear at their prey with murderous intensity.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **CLANS VERMINUS** unit wholly within 13" of a friendly model with this command ability. Add 1 to the Attacks characteristic of melee weapons used by that unit in that phase.

KEYWORDS

CHAOS, SKAVEN, CLANS VERMINUS, HERO, SKAVEN WARLORD ON BROOD HORROR



• WARSCROLL •

SKIN WOLVES



Creatures of pure nightmare, Skin Wolves are draped in the tattered remains of their human flesh. Their malice and fury are incomparable, and with long-clawed fingers they shred their victims to ribbons and feast upon the remains.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Teeth and Claws	1"	4	3+	3+	-1	2

DESCRIPTION

A unit of Skin Wolves any number of models, each armed with Teeth and Claws.

ABILITIES

Bounding Predators: *These creatures can move at a frighteningly deadly speed.*

This unit can run and still charge later in the same turn.

Terrifying Bloodlust: *Skin Wolves have a natural predatory instinct to hunt. With the taint of Chaos running through their veins, this bloodlust is amplified beyond imagining.*

If the unmodified hit roll for an attack made by this unit is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.

KEYWORDS

CHAOS, MONSTERS OF CHAOS, SKIN WOLVES



SQUIG GOBBA



Armies of Moonclan grots use Squig Gobbas as living artillery. The enormous fungoid beasts are prodded and poked until they regurgitate smaller squigs they have devoured, sending them flying into the ranks of the enemy to explode in clouds of acidic spores.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spit-squigs	30"	6	4+	3+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bashin' Sticks	1"	3	5+	5+	-	1
Cavernous Maw	2"	3	3+	3+	-2	D3

DESCRIPTION

A Squig Gobba is armed with Spit-squigs and a Cavernous Maw.

CREW: This model has a grot crew that attack with their Bashin' Sticks. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Arcing Spit: *Once gobbed forth, flailing Spit-squigs soar in an uncharacteristically graceful, saliva-trailing arc before messily splatting into their target.*

This model's Spit-squigs can target enemy units that are not visible to attacking model. In addition, add 1 to hit rolls for attacks made with Spit-squigs if the target has 10 or more models.

KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, SQUIG, MOONCLAN, MONSTER, SQUIG GOBBA



SKAVEN WOLF RATS



Engineered by the insane masterminds of the Clans Moulder, Wolf Rats are grotesquely mutated attack beasts. Their barbed teeth are capable of piercing armour and crushing bone, and the taste of blood whips them into a vicious frenzy.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dagger-long Teeth	1"	2	3+	3+	-1	1

DESCRIPTION

A unit of Skaven Wolf Rats has any number of models, each armed with Dagger-long Teeth.

ABILITIES

Blood-crazed: *The scent of fresh blood sends these beasts into madness, their blood-lust rendering them immune to fear.*

Do not take battleshock tests for this unit while it is within 3" of an enemy unit.

Snapping Jaws: *Speed is a Wolf Rat's greatest attribute, and the power of their charge makes their disease-ridden mouths and razor-sharp teeth even more lethal.*

Add 1 to wound rolls for attacks made by this unit if it made a charge move in the same turn.

KEYWORDS

CHAOS, SKAVEN, CLANS MOULDER, SKAVEN WOLF RATS



TROGGOTH HAG



Unlike most of their race, Troggoth Hags are possessed of both arcane powers and a modicum of intelligence. They serve as leaders and envoys of the troggoth tribes, communicating in ways even the most dim-witted of their kin can understand.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Copious Vomit	10"	☀	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deadwood Staff	2"	4	4+	☀	-1	3
Crushing Bulk	1"	D3	4+	3+	-	D6

DAMAGE TABLE			
Wounds Suffered	Move	Copious Vomit	Deadwood Staff
0-4	8"	6	2+
5-8	7"	5	3+
9-11	6"	4	3+
12-13	5"	3	4+
14+	4"	2	5+

DESCRIPTION

A Troggoth Hag is a single model armed with Copious Vomit, a Deadwood Staff and Crushing Bulk.

ABILITIES

Hag Regeneration: All troggoths have an innate ability to regenerate even the most grievous of injuries, and in the case of the Troggoth Hag, this trait is augmented further by the arcane energies coursing through her hulking physique.

In your hero phase, you can heal up to D6 wounds allocated to this model.

Spell-spite: A Troggoth Hag carries with her sackfuls of strange fetishes and weird keepsakes, the most cursed of which are used to call down malignant hexes upon those that would dare wield hostile magic against her.

Each time this model successfully unbinds a spell, you can roll a dice; on a 4+ the **WIZARD** that cast that spell suffers D3 mortal wounds.

Terrible Stench: So foul is the dank swamp stench given off by Troggoth Hags that even the hardest of warriors will retch uncontrollably in their presence.

Subtract 1 from hit rolls for attacks made with melee weapons that target this model.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Hag Curse spells.

Hag Curse: The cackling curses of the Troggoth Hag are insidious and vile, robbing her victims of strength and shackling them with ill fortune.

Hag Curse has a casting value of 7. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. Until your next hero phase, subtract 1 from hit rolls for attacks made by that unit, and subtract 1 from save rolls for attacks that target that unit.

KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, TROGGOTH, FELLWATER, MONSTER, HERO, WIZARD, TROGGOTH HAG



WARPFIRE DRAGON

Twisted and malignant, these dragons are ruinous creatures that spit goutts of mutilating warpfire. Should one of these spite-filled beasts be slain, its body will erupt in a nova of anarchic energy, reducing its foes to mounds of malformed flesh.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpfire	12"	See below				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Snapping Jaws	2"	D3	3+	☀	-1	D6
Twisted Claws	1"	☀	3+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Snapping Jaws	Twisted Claws
0-2	12"	3+	5
3-4	10"	3+	4
5-7	8"	4+	3
8-9	6"	4+	2
10+	4"	5+	1

DESCRIPTION

A Warpfire Dragon is a single model armed with Warpfire, Snapping Jaws and Twisted Claws.

FLY: This model can fly.

ABILITIES

Deadly Demise: *Even in their last moments these creatures are deadly, and those arrogant enough to believe they have won victory are soon bloodily corrected.*

If this model is slain, before this model is removed from play, roll a dice for each unit within 3" of this model. On a 4+, that unit suffers D3 mortal wounds. This model is then removed from play.

Warpfire: *These scintillating flames cause flesh and bone to undergo rapid and grotesque mutations, reshaping those touched into utterly grotesque configurations of their former selves.*

Do not use the attack sequence for an attack made with this model's Warpfire. Instead roll a dice. On a 1, nothing happens. On a 2-5, the target unit suffers D3 mortal wounds. On a 6, the target unit suffers D6 mortal wounds.

KEYWORDS

CHAOS, MONSTERS OF CHAOS, DRAGON, MONSTER, WARPFIRE DRAGON



WARPGNAW VERMINLORD



Warpgnaw Verminlords possess the unique ability to bore gnawholes through reality using their dark magic. Hated and envied in equal measure by their daemonic peers, these secretive beings lead skaven swarms to invade the realms wherever it suits their agendas.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Prehensile Tail	6"	☀	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gnaw-glaive	2"	4	3+	3+	-2	☀

DAMAGE TABLE			
Wounds Suffered	Move	Prehensile Tail	Gnaw-glaive
0-1	12"	5	5
2-3	10"	4	4
4-5	8"	3	3
6-7	6"	2	2
8+	4"	1	1

DESCRIPTION

A Warpgnaw Verminlord is a single model armed with a Prehensile Tail and Gnaw-glaive.

ABILITIES

Cloak of Splintered Unreality: *Warpgnaw Verminlords spend so much of their time slinking through the fractured maze of gnawholes that radiates out from Blight City that their bodies become saturated with uncertain and unreal energies. Their outlines seem to blur through dozens of fractured possibilities, their every movement stilted, subtly and disturbingly out of kilter with the world around them.*

Roll a dice each time you allocate a wound inflicted by a missile weapon or a mortal wound to this model. On a 5+, that wound or mortal wound is negated.

Realm Guide: *The Warpgnaw Verminlords claim – and none have the courage to gainsay them – that it was they who first bestowed the boon of gnawholes upon the skaven race. Certainly their knowledge of these twisted ways is second to none, allowing them to squirm through the cracks in reality to fall upon their horrified foes.*

Instead of setting up this model on the battlefield, you can place this model to one side and say that it is moving through the cracks in reality as a reserve unit. If you do so, when you would set up 1 other friendly **SKAVEN** unit, instead of setting up that unit on the battlefield, you can say that it is joining this model moving through the cracks in reality as a reserve unit – up to 1 unit can join this model in this way.

At the end of your movement phase, you can set up this model anywhere on the battlefield, more than 9" from any enemy units; then set up any unit that joined this model wholly within 6" of this model and more than 9" from any enemy units. Any units moving through the cracks in reality that are not set up on the battlefield before the start of the fourth battle round are slain.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Splinter-screech spells.

Splinter-screech: *The Warpgnaw Verminlord gives an atonal shriek that rises in pitch until reality itself shivers, shudders then cracks asunder.*

Splinter-screech has a casting value of 5. If successfully cast, pick 1 enemy model within 12" of the caster, and roll a dice. If the roll is equal to or greater than that model's Wounds characteristic, it is slain.

KEYWORDS

CHAOS, DAEMON, MASTERCLAN, VERMINLORD, MONSTER, HERO, WIZARD, WARPGNAW VERMINLORD

PITCHED BATTLE PROFILES

The table below provides points, minimum and maximum unit sizes, and battlefield roles for the warscrolls in this Compendium, for use in Pitched Battles. Spending the points listed on this table allows you to take a minimum-sized unit with any of its upgrades. Understrength units cost the full amount of points. Larger units are taken in multiples of their minimum unit size; multiply their cost by the same amount as you multiplied their size. Units that are listed as ‘Unique’ are named characters and can only be taken once in an army.

Updated January 2019; the profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

MONSTROUS ARCANUM UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Squig Gobba	1	1	160	Artillery	
Basilisk	1	1	160	Behemoth	
Bonegrinder Gargant	1	1	400	Behemoth	
Carmine Dragon	1	1	440	Behemoth	
Chaos Siege Gargant	1	1	200	Behemoth	
Chaos War Mammoth	1	1	320	Behemoth	
Colossal Squig	1	1	300	Behemoth	
Curs'd Ettin	1	1	200	Behemoth	
Dread Maw	1	1	460	Behemoth	
Dread Saurian	1	1	420	Behemoth	
Exalted Greater Daemon of Khorne	1	1	580	Leader, Behemoth	
Exalted Greater Daemon of Nurgle	1	1	400	Leader, Behemoth	
Exalted Greater Daemon of Slaanesh	1	1	440	Leader, Behemoth	
Exalted Greater Daemon of Tzeentch	1	1	500	Leader, Behemoth	
Gigantic Chaos Spawn	1	1	180	Behemoth	
Incarnate Elemental of Beasts	1	1	300	Behemoth	
Incarnate Elemental of Fire	1	1	300	Behemoth	
Magma Dragon	1	1	540	Behemoth	
Mazarall the Butcher	1	1	340	Behemoth	Unique
Merwyrm	1	1	260	Behemoth	
Mourngul	1	1	300	Behemoth	
Rogue Idol	1	1	400	Behemoth	
Troggoth Hag	1	1	380	Leader, Behemoth	
Warpfire Dragon	1	1	240	Behemoth	
Warpgnaw Verminlord	1	1	320	Behemoth	
Fimirach Noble	1	1	140	Leader	
Sayl the Faithless	1	1	200	Leader	Unique. These models are taken as a set of 2 models, for a total of 200 points. Although taken as a set, each model is a separate unit.
Nightmaw	1	1			
Skaven Warlord on Brood Horror	1	1	220	Leader	
Skaarac the Bloodborn	1	1	440	Leader, Behemoth	Unique
Brood Horror	1	1	160		
Fimir Warriors	3	12	140		Battleline if general is a Fimirach Noble
Preyton	1	1	140		
Skaven Wolf Rats	5	30	100		
Skin Wolves	3	12	160		