

# Bale Taurus

M	WS	BS	S	T	W	I	A	Ld	Type	Unit	Points
6	5	0	6	6	5	3	4	6	Monster	1	225 points

## OPTIONS

A Bale Taurus may take any of the following:

- **Bloodrage** ..... 30 points  
This grants the Bale Taurus the Frenzy and Hatred special rules.
- **Lash Tail** ..... 15 points  
This grants the Bale Taurus a Tail Attack at +1 Strength.
- **Ossified Armour** ..... 25 points  
This grants the Bale Taurus a 4+ Scaly Skin save.

## SPECIAL RULES

**Flaming Attacks, Fly, Large Target, Terror, Breath Weapon (Strength 4 Flaming Attack), Blazing Body & Fuelled by Fire.**

**Blazing Body:** Any model (friend or foe) in base contact takes an automatic Strength 4 hit at the start of the Close Combat phase. This is a Flaming attack. Additionally, any non-magical attacks suffer a -1 penalty on rolls to wound a Bale Taurus.

**Fuelled by Fire:** A Bale Taurus cannot be wounded by spells from the Lore of Fire. In addition, if the Bale Taurus is the target of a successfully cast spell from the Lore of Fire, it immediately regains D3 Wounds lost earlier in the battle.

## The Death of Kald Gorfgrimm

From the Karak Azul Book of Grudges, 1346

In this year Kald Gorfgrimm, Hearth Lord of much renown, in fulfilment of Oath placed upon him by his King, led an expedition into the eastern lands to establish trade with the distant kingdoms of Cathay.

Gorfgrimm had been given orders to travel through the southern reaches of the Plain of Bone, avoiding the lands in which our debased kin lurk. Yet he had not reckoned with the Daemons that lair within those dark lands. A great fiery bull descended from the sky on the fortieth day, scattering the column amid much slaughter and trampling Gorfgrimm's body beneath its hooves. His Oath unfulfilled is now a shame upon his kin.

May Grinnir curse all their Chaos-spawned breed, their malice brings us nothing but loss and suffering.