

THANQUOL AND BONERIPPER



MISSILE WEAPONS

Warpfire Projectors

Range

8"

Attacks

To Hit

To Wound

Rend

Damage

See below

MELEE WEAPONS

Staff of the Horned Rat

Range

2"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

Warpfire Braziers

2"

4

3+

3+

-2

3

Crushing Blows

2"

✱

4+

3+

-1

2

DAMAGE TABLE

Wounds Suffered	Move	Crushing Blows	Casting Value
0-3	10"	6	6
4-5	9"	5	7
6-8	8"	4	8
9-10	7"	3	9
11+	6"	2	10

DESCRIPTION

Thanquol and Boneripper is a single model that comprises the scheming Grey Seer Thanquol and the latest (and enormous!) incarnation of his loyal Rat Ogor bodyguard, Boneripper. Thanquol is armed with the Staff of the Horned Rat and bears a Warp-amulet. He also has a stash of Warpstone Tokens that he uses to boost his magical powers (and feed his addiction).

Boneripper can be equipped either with deadly Warpfire Projectors that burn a swathe of death at range, or with Warpfire Braziers that trail green flame as they wreak utter havoc in melee. Either way, Boneripper can also attack using his sheer physical bulk, pulverising the foe with Crushing Blows.

ABILITIES

Warp-amulet: Thanquol and Boneripper heal 1 wound in each of your hero phases.

Warpfire Projectors: When firing Boneripper's Warpfire Projectors, pick a unit within range; it suffers 2D6 mortal wounds.

Warpstone Addiction: When Thanquol attempts to cast a spell he must consume a piece of unrefined warpstone. When he does so, roll a dice; on a 2 or more you can re-roll the subsequent casting attempt if it is failed. On the roll of a 1, the Warpstone Token has no effect (other than to heighten Thanquol's sense of megalomania and paranoia).

MAGIC

Thanquol is a wizard. He can attempt to cast two different spells in each of your own hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Scorch spells. Thanquol also knows the spells of any **SKAVEN WIZARD** that is within 13" in the hero phase (but only whilst he remains within 13" of that wizard).

SCORCH

Thanquol thrusts out his paw and his foes (or his underlings) are roasted alive by a gout of magical flame. Scorch has a casting value shown in the damage table, above. If successfully cast, select a visible unit within 26". That unit suffers D3 mortal wounds. If Thanquol targets a **SKAVEN** unit with this spell, it suffers D6 mortal wounds instead.

COMMAND ABILITY

Blessings of the Horned Rat: If Thanquol uses this ability, select a **SKAVEN** unit within 13". Until your next hero phase, roll a dice whenever that unit suffers a wound or mortal wound. Add one to the result if the unit has 13 or more models. On a 6 or more, the Horned Rat saves his minion from harm and that wound or mortal wound is ignored.

KEYWORDS

CHAOS, SKAVEN, MASTERCLAN, HERO, WIZARD, GREY SEER, THANQUOL AND BONERIPPER