

WARHAMMER®
SCROLLS
OF
BINDING



COMPENDIUM

WARHAMMER[®] STORM OF MAGIC[™]

SCROLLS OF BINDING



BOUND MONSTERS

When a storm of magic breaks, it isn't merely battlefield sorcery that increases in power. All manner of spells and ritual texts that have lain dormant for decades suddenly crackle into vibrant life, eager to have their power unleashed upon the unsuspecting world! Chief amongst these sorcerous artefacts are Kadon's Scrolls of Binding – ancient scriptures that allow a wizard to shackle other creatures to his will.

SCROLLS OF BINDING

Each Scroll of Binding was crafted with a particular beast in mind, and cannot be used to control different kinds of creatures. It is unknown whether this is a constraint of their design, or is simply because the magic involved in their scribing is too fickle.

Even with their limitations, the Scrolls of Binding are prized throughout the many realms of the world. They are a vanishing resource, for Kadon has been presumed dead for many thousands of years, and no wizard since has quite managed to equal his aptitude.

CHOOSING SCROLLS OF BINDING

In dire times, the ability to augment your army's might with that of some monstrous thralls is without price. Bound monsters give access to creatures and abilities beyond the norm, and present all manner of exciting new tactical opportunities for a canny general to exploit.

In games of Storm of Magic, you have a Monsters and Magic allowance which enables you to spend points on Mythic Artefacts, Pacts or Scrolls of Binding. Each Scroll of Binding allows you to include one unit of bound monsters in your army.

It should be noted that the 'monster' part of 'bound monster' does not necessarily mean that the unit in question has the troop type: Monster. Rather, it means that the creature in question is regarded as a monster, insofar as it is a horrible beastie as likely to swallow you whole as to pull your arms and legs out of their sockets. All Scrolls of Binding have the correct troop type clearly presented.

BOUND MONSTERS AND YOUR ARMY

Once chosen, bound monsters are considered to be part of your army for all intents and purposes. The only exceptions are that bound monster characters cannot ever join your other units, and your characters cannot ever join units of bound monsters.

POINTS VALUE

Every Scroll of Binding has a point value that tells you how much of your Monsters and Magic points allowance it will take up. Sometimes this points value will be increased, either by increasing the size of the unit, or by buying options for the monster in question.

UNIT SIZE

Most of the bound monsters are large, cantankerous creatures who operate as individuals. Others are more accustomed to fighting in groups. If a Scroll of Binding's unit size is 1, then you can take only one creature of that kind in the unit. If the Scroll of Binding's unit size is a range, for example 1-5, the unit must be between 1 and 5 models in size, paying the points cost shown for each model in the unit.

EQUIPMENT

This is where you'll find the creature's equipment – normally some combination of claws, teeth, talons and vicious temperament (all of which we count as a hand weapon).

TROOP TYPE

Every Scroll of Binding unit has a troop type, and follows the appropriate rules presented in the *Warhammer* rulebook.

MAGIC

Some creatures are Wizards and can cast spells. Where this is the case, their Wizard level (as well as the magic lore they use) will be presented on the Scroll of Binding.

SPECIAL RULES

If the unit has any special rules, be they 'common' special rules from the *Warhammer* rulebook or rules unique to the unit in question, they will be listed here.

OPTIONS

Many Scrolls of Binding have options that let you customise the unit's battlefield abilities. You're free to model and paint your creatures to represent these upgrades (or not) as you see fit. However, before the game begins, you must inform your opponent of any and all options you've bought for your creatures – we can assume that some accomplished monster hunter in the enemy ranks is canny enough to spot these details. Where the Scroll of Binding allows you to take a unit of more than one creature, all models in the unit must have the same options, and you must pay the points cost of the option for each model.

MAGIC ITEMS

A handful of Scrolls of Binding also detail the magic items carried by the creature in question. Unless otherwise stated, these magic items follow all the usual rules for their type, as detailed in the *Warhammer* rulebook.

DIVERGENT ORIGINS

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

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

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

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

CHOMP AND TAIL ATTACKS

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


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

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

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

BOUND MONSTER LIMIT

You can take a maximum of 2 of each Scroll of Binding in a standard army, and 4 of each Scroll of Binding in a grand army – this is called the Bound Monster Limit. This represents the fact that only the very largest of armies would have access to several copies of the same Scroll of Binding.



'The reason that Kadon succeeded in binding monsters where other mages failed was a simple one: rather than attempting to suppress his catspaw's primal instincts, Kadon embraced it. Kadon's scrolls of binding therefore stand in testament to an uncomfortable truth: that a primitive mind might work wonders where the careful reasoning of a more sophisticated one would surely fail. This thought is uncomfortable for any Elf to entertain but, if Ulthuan is to endure, its loremasters can no longer underestimate the magic of humans simply because the humans themselves are inferior.'

- Teclis





THUNDERTUSK

A Thundertusk is a hulking four-legged beast that strides the glacier-ridden lands of the far north. It is a primordial creature that has survived since a bygone era, a time when the entire world was sheathed in ice. However, it has not done so unchanged. Over many generations, the warping effects of raw Chaos has gradually turned the Thundertusk into a walking patch of winter. The Thundertusk emanates frost, sending out chilling waves of freezing air that lap

around its mammoth hide, slowing all who dare approach the great beast.

Named after its most prominent feature, the Thundertusk bears a deadly set of long and curving tusks that jut out from its gaping maw, brutal projections that it uses to smash down obstacles or skewer prey. By projecting its cold aura with a massive thunderclap, the Thundertusk can even hurl blasts of arctic air that will freeze distant victims, slowing them down and keeping them in place to allow the gargantuan creature to close. The resulting tusk charge, not to mention the massive stomping feet, will shatter just about any foe into fragments. The strength and stamina of Thundertusks are legendary and the Ogres that hunt those northern lands value the creatures as feast-worthy prey, able to feed a whole tribe. On rare occasions a Thundertusk can even be captured, and the Ogres then use them to serve as nigh-unbeatable mounts.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	190 points
Thundertusk	6	3	0	6	6	6	2	4	5	Monster	1	

SPECIAL RULES:

Large Target, Terror.

Natural Armour (5+): The Thundertusk is protected by its thick, furry hide, granting it an armour save of 5+.

Numbing Chill: Any enemy model within 6" of a Thundertusk has the Always Strikes Last rule.

Sphere of Frost-wreathed Ice: The Thundertusk can make a stone thrower shooting attack with the following profile. This attack may be made even if the Thundertusk moves, but not if it marches.

Range - 6-24"

Strength - 3 (6)

Special - Multiple Wounds (D3)

Do not use the Stone Thrower Misfire chart if the sphere of frost-wreathed ice suffers a misfire. Instead, a misfire means that the sphere does not fire this turn, though it may still fire as normal in its next turn.

OPTIONS:

May take any of the following:


Spike Tail.....15 points

Grants the Thundertusk 1 Tail Attack.


Icy Breath.....30 points

Grants the Thundertusk a Strength 4 Breath Weapon.

Note, Icy Breath cannot be used in the same turn in which the Thundertusk uses its sphere of frost-wreathed ice shooting attack.



A Thundertusk was once housed in the Imperial Zoo as part of the Emperor's famous menagerie. During the first few months of captivity in summer, the Thundertusk was docile and sickly, not moving at all. When the howling winds of winter came, however, the beast roared to life, freezing its enclosure with thick ice, before shattering the walls with its mighty tusks. Enraged, the Thundertusk rampaged through the city. It was last seen heading northwards.



STONEHORN

Stonehorns are shaggy-haired beasts that make the foothills of the Mountains of Mourn their stomping grounds. They seek out precious metals to eat, using their great iron-hard horns to smash into the rock face in search of such mineral deposits. The charge of a Stonehorn can pulverise stone, collapse a cliff face or shatter a glacier. And that's just what the beast does, smash into the frozen mountainsides, tearing up the terrain in its quest for silver or gold, literally crunching up the rocks and rubble in order to find and follow a rich vein of precious metal.

Fully grown Stonehorns have little or no flesh left on their bony heads, having long ago scraped it off in their constant quest to headbutt the mountains themselves. Irascible to an extreme, they have no patience with other living creatures and charge headlong at them to drive them off or crush them beneath their mighty hooves. Few things can survive such a hefty charge, for Stonehorns are unnaturally heavy, their considerable bulk rising from a peculiar affliction. Stonehorns suffer from a slow form of petrification – a process that gradually turns the beast into a living fossil. Even a substance as hard as Dwarf-forged steel will be utterly flattened beneath the crushing tread of the Stonehorn. Yet eventually the creatures turn completely to immobile stone and it is said that the upper slopes of the Mountains of Mourn are dotted with such strange snow-covered statues – beasts that have at last succumbed to old age and turned entirely to rock.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	210 points
Stonehorn	7	3	0	6	6	6	2	5	5	Monster	1	

SPECIAL RULES:

Frenzy, Large Target, Terror.

Earth-shattering Charge: If a Stonehorn makes a successful charge, it inflicts 3D3 Impact Hits instead of making its normal close combat attacks. In addition, if when calculating the charge range, the two highest dice score a total of 10 or more, then 1 is added to each dice roll, for a total of 3D3+3 Impact Hits. This doesn't prevent the Stonehorn from using its Thunderstomp later in the same turn.

Natural Armour (4+): The Stonehorn has a 4+ armour save.

Stone Skeleton: If an Attack with the Multiple Wounds special rule successfully wounds a Stonehorn, halve the number of Wounds inflicted (rounding fractions up).

OPTIONS:

May take any of the following:

Jaws of Iron.....30 points

Grants the Stonehorn 1 Chomp Attack with the Multiple Wounds (D3) special rule.

Mace Tail.....15 points

Grants the Stonehorn 1 Tail Attack at +1 Strength.

MOURNFANGS

While the howling winds that swirl around the peaks of the Mountains of Mourn are well known for the gloomy plaintive feeling they instil in all who hear them, there are other sounds carried on those harsh winds that are altogether far more ominous. None who have heard the deep-throated roars emitted by a hunting pack of Mournfangs and survived to tell the tale will ever forget it. Even the largest of apex predators that haunt those dangerous lands, such as Chimera, Stonehorns or Ice Wyrms, will do their utmost to avoid being downwind from the pack, and the eldest and wisest of their kind might even seek a dark cave to hide in.

Mightily built beasts almost hunched with coiled muscles, Mournfangs are straightforward hunters. Upon spying their prey they prefer to charge their quarry, hurtling themselves forward and pouncing at maximum velocity. The impact of such strikes alone can snap a full-grown Ogre in two. Once engaged, a Mournfang will use its ripping claws and powerful jaws to savage its victim. Working together, a pack of Mournfangs can hunt and kill anything that lives in that harsh domain, and even whole Ogre tribes have retreated before the hungry packs. Their toughened hides and thick, matted fur make them incredibly resilient, but it is their relentless nature that has inspired countless tales. It is said that a Mournfang, even when slain, will not relax its bite – but will continue to hold on in a death grip. Woe to anything that crosses paths with a hungry hunting pack.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	50 points per model
Mournfang	8	3	0	5	4	3	2	4	5	Monstrous Beast	2-8	

SPECIAL RULES:

Fear, Impact Hits (D3).

OPTIONS:

May take any of the following (all Mournfangs in the unit must have the same upgrades):

Vanguard.....3 points per model

Grants the entire unit of Mournfangs the Vanguard special rule.

Thickhide.....5 points per model

Grants the Mournfangs the Scaly Skin (5+) special rule.

Ogre Hunters say that Mournfang cubs are born with their eyes open and their teeth already fully developed – a necessity for such hostile creatures as their own litter mates will devour any not tough enough to vigorously defend themselves. There can be no denying that all Mournfangs are vicious killers, yet even amongst such constant aggression, there are some particular packs of Mournfangs that have earned a reputation for being especially bloodthirsty.

The Mournfang pack that claims the territory of Deathgorge has nearly filled that massive defile with the cracked and picked over bones of their prey – including numerous Giants, Manticores and even the gem-filled carcass of a Stonehorn or two. Although riches galore might be found there, none have yet made it past the hungry beasts to explore. It is said the Mournfangs who live too high up in the Ancient Sky-titan mountains have glowing green eyes and can disappear at will in the misty clouds that crown those majestic peaks. Ogre tribes covet the tiger-striped hunters that range across Mount Bloodhorn, because despite their many attempts, not a single beast has even been captured and ridden. Even more impressive, no Ogre who attempted to capture a Mournfang from Mount Bloodhorn has ever returned. To be the first to break such a violent creature and be seen riding it triumphantly would give any Ogre bragging rights across the Ogre Kingdoms.

JABBERSLYTHE

The Jabberslythe is a creature so disturbing to look at, that an aura of madness surrounds it. To gaze at such a beast is to invite having your sanity ripped asunder. It is said that a Jabberslythe is so horrible to view, that even clear pools of water will not offer up a reflection and that those unfortunate enough to get an unobstructed look at them are likely to claw out their own eyes in an attempt to escape the nightmarish visions that will forever haunt them.

The Jabberslythe is a hulking thing that combines the unwholesome appearances of a toad, sludge-drake and a many-limbed insect. It has rudimentary wings that allow short bursts of ungainly flight and its gaping maw houses a long, sticky proboscis-like tongue that darts out to snare prey. Jabberslythes are always hungry. Attracted to any noise or movement, they lurk in the undergrowth of the deepest parts of large forests, immobile save for great hooded eyes that watch for the slightest twitch. When victims are detected, the Jabberslythe bursts forth, the sight of such a hideous creature stunning its quarry into madness. It will then lollop towards them,

scooping up the gibbering foe and devouring them to the sounds of their own maniacal noises – which sound much like the laughter of madmen. Those that somehow cling to their sanity must face the Jabberslythe’s vorpal claws and the fanged orifice that serves as the creature’s mouth. When wounded, the foul beast spurts not blood, but an acidic black fluid that burns anything it touches – making fighting a Jabberslythe an even deadlier proposition.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	275 points
Jabberslythe	8	4	4	5	5	5	3	5	9	Monster	1	

SPECIAL RULES:
Fly, Immune to Psychology, Large Target, Poisoned Attacks, Terror.

Aura of Madness: Each enemy unit within 12" of one or more Jabberslythes at the beginning of the friendly Magic phase must take a Leadership test. For every point by which a unit fails its test, it suffers a wound with no armour saves allowed, distributed as for shooting – some of its members have gone irrevocably insane! This has no effect on units that are Immune to Psychology.

Slythey Tongue: The Jabberslythe can use its sticky, retractable tongue to drag prey into its

maw. It has a shooting attack with the following profile:

Slythey Tongue

Range - 12"

Strength - 5

Special -

Spurting Bile-blood: For every wound caused on a Jabberslythe in close combat, the attacking unit immediately suffers a S5 hit, randomised as for shooting.

OPTIONS:


May take any of the following:

Lash Tail.....15 points

Grants the Jabberslythe 1 Tail Attack.

Sinisterly Skulking.....30 points

Grants the Jabberslythe the Ambushers rule.



'The Jabberslythe is a loathsome beast, though rumours that even once slain, the beast's hideous appearance can slay a maiden that looks upon it are probably false. Still, who but an unhappily married man would dare such a chance?'

- The Duke of Artois



GREAT CAVE SQUIG

Great Cave Squigs are at the sharp end of the underground ecosystem. Little more than massive fang-ridged mouths on powerful springy legs, Great Cave Squigs are attracted to the fungus-covered lairs of Night Goblins, where they feast on mushrooms, Goblins, Orcs, and Skaven alike. These voracious beasties spend most of their lives either chomping on hallucinogenic fungus or bounding after those that have strayed too close like demented gnashing boulders.

Having very little in the way of intelligence behind their beady black eyes, Great Cave Squigs are easily bound to a wizard's service. The way to a Cave Squig's heart is through its stomach, they say, for their hide is tough as old leather and they have no concept of self-preservation – the only way to reach a Cave Squig's vulnerable parts is to actually be inside its mouth. As few wizards are keen to pursue this avenue of investigation, those who seek to harness a Great Cave Squig's instead trick it into eating a wafer or scroll with runes of dominance inscribed front and back. This is easily done – a Goblin Shaman might send a lackey to deliver a 'message' to 'a friend in the caves', for instance, knowing full well that the lackey will end up as squig-food. Others will tie a number of scrolls of binding onto a herd of sheep or goats, sending them on a one-way journey into the caves. Before too long, a number of Great Cave Squigs will emerge into the light, their eyes glowing green with the magic of binding and bits of goat and parchment stuck between their vast, sword-like teeth.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	40 points per model
Great Cave Squig	3D6	4	0	5	4	3	3	3	3	Monstrous Beast	1-10	

SPECIAL RULES:

Immune to Psychology, Random Movement (3D6)

Extra Boingy: Once in a while, Great Cave Squigs get so much bounce in their springy strides that they become hurtling toothy meteors. In any turn in which a Great Cave Squig unit rolls three 6s for its Movement, it has the Impact Hits (1) special rule.

'Oi, Grobnut! What's big, bouncy and bites yer head off? Ask my mate at the back of that cave down there, he'll tell yer the answer...'

- Gibblet, Night Goblin Shaman

TERRADONS

Terradons are enormous flying reptiles that haunt the skies above the primordial jungles of the world. For such large creatures, Terradons are surprisingly agile, able to fly at full speed through the densest jungles while avoiding branches, vines and trees. They are also expert gliders and can remain airborne for many days on end, riding effortlessly on thermals as they scan the ground below for prey. When Terradons see a target, they swoop down like a plunging arrow, snatching their victim up into the air before dropping them like a stone to plummet to their doom.

Terradons are easily trained beasts. Indeed, the Skinks of Lustria use them in great numbers to patrol the skies of their homeland and to transport messengers from one Temple-City to another. Terradons seem to share an innate link with their cold-blooded masters, obeying their directions as if they were members of the flock. This brood mentality makes Terradons highly susceptible to magical binding, and they can be subverted by the will of even novice wizards. However, Terradons are known to turn upon weak or wounded pack-mates. The tale of the Druiah Cruelheart, an arrogant Dark Elf Sorceress, illustrates the folly of such arrogance. Druiah bound a vast flock of Terradons to terrorise her enemies. She became over-confident and treated them as pets, rather than feral beasts they are, even feeding them the flesh of her rivals by hand. When she cut herself during one such feeding, the scent of blood sent the flock into a feeding frenzy, and she was torn apart in a flurry of teeth and talons.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	15 points per model
Terradon	2	3	0	4	3	2	2	1	3	Monstrous Beast	3+	

SPECIAL RULES:

Fear, Fly, Forest Strider, Scaly Skin (6+).

Cold Blooded: Whenever a model with this special rule takes a Leadership test, it rolls an additional dice and discards the highest result.

Designer's Note: *Terradons without Skink riders do not have the Drop Rocks special rule, as*

they have not been trained to carry out this tactic.

KHARIBDYSS

The Kharibdyss is a loathsome creature that hunts off the western coasts of Naggaroth. It is a terror of the depths – a bottom-feeding monster that hunts the ocean floors. Kharibdyss are noted for their ferocious appetites, and their voracious eagerness to attack and consume any creature that crosses their paths. The beasts can sometimes be seen on or near the surface, often following in the wake of a vessel. Fiercely territorial, packs of the creatures are known to congregate near sources of food – large schools of fish, beached Black Krakens, and shipwrecks become irresistible feasts that draw in monsters from many miles away.

If there is enough food to tempt it, the Kharibdyss can wade through the surf and spend indefinitely long periods on land. Smelling of fish innards and salt-ridden rotten meat, the Kharibdyss' digestive juices are exceedingly powerful – dissolving flesh, bone and even metal in a matter of minutes. It is perhaps this ability that leaves the monsters eternally hungry, for a Kharibdyss is never sated, but will continue to eat until there is nothing left to catch.

The Kharibdyss' thick, slimy body is adapted to resist the fantastic pressures of the deep ocean bottoms. Once on land, this translates to the plodding behemoth possessing colossal strength and impressive resilience. It will wade through a storm of arrows to reach its prey, its many serpentine necks weaving back and forth.

With its great variety of mouths, the Kharibdyss is suited to feeding on multiple targets or perhaps one enormous one, such as a beached fangwhale. In battle these mouths can stretch out and swallow smaller sized prey whole. Larger victims are gnawed upon, the beast using its crown of horns to help scoop food into those ever-gnashing mouths. If this isn't dangerous enough, the Kharibdyss secretes a poisonous slime – its claws and teeth and rasping scales all capable of killing prey with just a scratch.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	160 points
Kharibdyss	6	5	0	7	5	5	4	5	6	Monster	1	

SPECIAL RULES:
Fear, Fly, Forest Strider, Scaly Skin (6+).

Cold Blooded: Whenever a model with this special rule takes a Leadership test, it rolls an additional dice and discards the highest result.

Designer's Note: *Terradons without Skink riders do not have the Drop Rocks special rule, as they have not been trained to carry out this tactic.*

RIPPERDACTYLS

Ripperdactyls are terrors of the sky. They are reptilian predators who hone their killer instincts by attacking everything they see. Upon sighting prey, the creatures will fold their wings and enter into a steep dive, plummeting towards the ground. Seconds before hitting their victim, a Ripperdactyl will snap out its leathery wings and extend its razor-sharp beak and claws. What follows is a savage series of stabs and rakes that can slice a man- or horse-sized victim in half. Larger prey is shredded to the bone. As Ripperdactyls attack in flocks, they will fearlessly take on the largest of foes, being able to pick a colossadon's carcass clean within minutes. If hungry, the bloody morsels will be gulped down – however, such is the aggression and ferocity of Ripperdactyls that they will hunt and kill for sport. They are amongst the fiercest of aerial predators, and so prodigious are their hunting skills, so overwhelming are their violent attacks, that the creatures often tear off and eat only the choicest bits of their prey, leaving entire hulking corpses behind for scavengers to fight over.

Ripperdactyls are common above the skies of Lustria and can regularly be seen hunting above the Southlands. Because they are adept at riding thermals, on occasion flocks of the blood-hungry reptilians will get swept great distances in one of the celestial hurricanes that stir the equatorial skies. It is doubtless this was the cause of the Terror Over Brionne – where a flock descended upon the Bretonnian city and slew hundreds of hapless peasants and even the brave knights that rode out in an attempt to halt them. Finally, a squadron of Pegasus Knights engaged the flock in an aerial duel, eventually driving them away.

Those able to bind a flock of Ripperdactyls to their service through arcane means have at their command a ferocious attack formation. Even when magically controlled, however, Ripperdactyls are so aggressive that they are prone to savaging any who come within range of their swooping attacks.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	25 points per model
Ripperdactyl	2	3	0	4	3	2	3	2	3	War Beast	3+	

SPECIAL RULES:

Armour Piercing, Fear, Fly, Frenzy, Killing Blow, Scaly Skin (6+).

Cold-blooded: Whenever a model with this special rule takes a Leadership test, it rolls an additional dice and discards the highest result.

Designer's Note: *Ripperdactyls without Skink riders do not have the Toad Rage special rule, as there are no Skinks to plant a blot toad on an enemy unit.*

TROGLODON

Although the Skinks of Lustria revere the Troglodon, deeming it a holy creature, they also fear it – naming it the 'Pale Death'. The Carnosaur might be more ferocious, but it is also easier to avoid. The Troglodon, on the other hand, stalks its prey with a frightening stealth, members of the same cohort not even noticing their missing comrades but only later recalling a glimpse of pale scales flash by in the undergrowth.

A Troglodon will emerge from its underground lairs to stalk, a silent killer – only unleashing its strange roar when the kill is made, or its prey is too close to get away.

The cave-dwelling Troglodon is nearly blind, but uses its quill-like whiskers and air-tasting tongue to sense prey. Then, the great saurian creeps closer until it is range for a final lunge.

Stretching out its long neck, the Troglodon bites down with a powerful chomp. Its hollow teeth are filled with venom, and should it taste blood, the savage creature becomes more ferocious still, biting and gulping down hunks of flesh.

If the Troglodon deems it is not close enough to dart out and bite its foe, the beast resorts to fouler tactics. With a hideous, hissing whistle, the Troglodon draws in breath that it then uses to project its toxic bile outwards. Although moderately short in range, the spat globs of acidic poison can eat through armour or melt through the scales of a Stegadon. This form of attack actually helps the Troglodon find its prey – the sizzling burn of the venom emits a sound and a distinct smell of burning flesh, allowing the creature to strike with certainty. Although the Troglodon can match its hulking size and ferocity against other monsters, the stealthy hunter prefers to circle at range, using its venomous spittle to wear down larger beasts before launching itself for the kill.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	170 points
Troglodon	7	3	3	5	5	5	2	3	5	Monster	1	

SPECIAL RULES:

Large Target, Poisoned Attacks, Scaly Skin (4+), Terror.

Aquatic: Models with this special rule have the Marshland Strider and River Strider special rules. In addition, models with this special rule can march, claim rank bonus and be steadfast even when in Marshland or a River. Furthermore, if every model in a unit has the Aquatic special rule, and the majority of the unit is within Marshland or a River, enemies shooting at that unit suffer an additional -1 To Hit penalty.

Cold-blooded: Whenever a model with this special rule takes a Leadership test, it rolls an additional dice and discards the highest result.

Predatory Fighter: Whenever a model with this special rule rolls a 6 To Hit in close combat, it immediately makes another Attack; roll To Hit and To Wound as normal. Attacks generated by the Predatory Fighter special rule do not generate further Attacks. In addition, a unit that contains one or more models with this special rule can only test to restrain pursuit if there is at least one Skink character model (Skink Chief or Skink Priest, including Tehenhauin, Tetto'eko and Tiktaq'to) within 6" of the unit.

Primeval Roar: Once per battle, at the start of any friendly Close Combat phase, a Troglodon can unleash its Primeval Roar. This affects the Troglodon, and all friendly units within 12". All models in these units that have the Predatory Fighter special rule gain an additional Attack on any successful To Hit roll of a 5 or 6 (instead of just a 6) until the end of the phase.

Spit Venom: A Troglodon can spit its venom as a shooting attack with the following profile:

Range - 18"

Strength - 5

Special Rules - Multiple Wounds (D3), Quick to Fire

BASTILADON

The Bastiladon is a walking fortress, a living reptilian stronghold on legs. Thick, bony plates cover most of the creature and its hide is as tough to penetrate as armour forged by the finest of blacksmiths. Unless swung with great force, spears and swords simply bounce off or shatter against the mighty Bastiladon, while clouds of arrows can be launched against one without the beast suffering any ill effects whatsoever.

After shrugging off or ignoring their foes' attacks, enraged Bastiladons will close and launch their own assault. They snap with hawkish beaks, or use their tree trunk limbs to squash smaller opponents into a bloody pulp. The Bastiladon's most dangerous weapon, however, is its heavily weighted tail. The quadruped can whip its bludgeon-tipped tail like a battering ram – able to deliver thunderous strikes. Even the Carnosaur, the most ferocious hunter in the jungles of the Bastiladon's natural home, Lustria, has learned the hard way to respect the club-like blows delivered from that formidable tail.

When a lone Bastiladon escaped the Imperial Zoo in Altdorf, the city guard reckoned they could bring the beast to bay with volleys from their armour-piercing handguns. Although a few shots eventually got through, it was too few and too late – the Bastiladon crushed the guard underfoot

before ploughing its way through townhouses as easily as through an open street. Some enterprising soldiers attempted a last ambush, coming at the creature from varying angles, but they learned what so many of its natural foes in Lustria had already learned. If you encircle a Bastiladon, hoping to find a weak spot in its armour, you will only end up reduced to a bloody mush, for the creature's protection covers it entirely, and it lashes with its tail at any who venture too close. At long last the Bastiladon burst out of the city's stone walls and made good its slow, but steady escape.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	105 points
Bastiladon	4	3	0	4	5	4	1	3	6	Monster	1	

SPECIAL RULES:
Always Strikes Last, Large Target, Poisoned Attacks, Scaly Skin (2+), Terror.

Cold-blooded: Whenever a model with this special rule takes a Leadership test, it rolls an additional dice and discards the highest result.

Impervious Defence: For the purposes of calculating combat result bonuses, a Bastiladon counts as having no flanks or rear.

Thunderous Bludgeon: Before rolling To Hit, nominate one of the Bastiladon's Attacks as the Thunderous Bludgeon (a different coloured dice works best). This Attack is resolved at Strength 10 and receives a +1 To Hit bonus against models in the creature's rear arc.

PHOENIXES

Flamespyre Phoenix

It is believed by the High Elves of Ulthuan that the Phoenixes of Flamespyre have dwelt so long near the Shrine of Asuryan that they have absorbed some of the magic of that region. Aqshy – the Wind of Fire – is always present in gale-like force there, and legends say that this is how the Flamespyre Phoenixes eventually become attuned to its powers.

Whether that tale is truth or myth can be debated – what cannot be denied is that when riled, a Flamespyre Phoenix will burst into flame. Phoenixes are fey and unusual creatures, and the mantle of fire that surrounds them gives the beasts some manner of arcane protection from blade or arrow. These powers can wax or wane, boosting the Phoenixes' might as the ever-changing Winds of Magic blow hotter.

It is a daunting sight to see an enormous and enraged bird of prey, even more so when it is wreathed in fiery glory. Foes have been known to flee as soon as a Flamespyre Phoenix swoops towards them, for it takes great courage to stand your ground while a flying creature streaks down with talons outstretched. In its diving attack the Phoenix looks like a blazing meteor, a hurtling raptor of flame that leaves behind it a trail of smoke and sparks.

In combat, the noble Phoenix's beak and claws can rip and tear with a savage strength – the sheer heat of these attacks burning hair and setting anything flammable ablaze. Even creatures of ethereal nature are not proof against the flame-streaked claws of the Flamespyre Phoenix. Should a Phoenix itself be slain, dependent upon the Winds of Magic, the beast's demise might be marked with a geyser of flame to torch its attackers, or, if the arcane powers are mighty enough, the Phoenix itself will be reborn out of the flames, rising up again to do battle.

It is said that during Grom the Paunch's invasion of Ulthuan none could stand before his massed Troll formations. No High Elf could stand long before such brute force, and the loathsome creatures instantly healed any damage that was done to them. At last, however, the Trolls were defeated when an arrow-wedge formation of Flamespyre Phoenixes swooped down from the skies to rip each and every one of the foul creatures apart, their ability to heal themselves of wounds useless against the flurry of fiery claws that assailed them.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	225 points
Flamespyre Phoenix	2	5	0	5	5	5	4	3	8	Monster	1	

SPECIAL RULES:

Flaming Attacks, Fly, Large Target, Terror.

Attuned to Magic: A model with this special rule has a 5+ ward save and its close combat attacks are magical attacks. In addition, when rolling to determine the strength of the Winds of Magic in the controlling player's Magic phase, compare the highest D6 rolled with the table below to determine what effects the Phoenix will have (the effect rolled will last until the start of the controlling player's next Magic phase):

D6 Result

1 Magical Dearth: The Phoenix's ward save is reduced to 6+.

2 Ebbing Zephyr: The Phoenix has -1 Strength.

3 Magical Draught: The Phoenix has +1 Initiative.

4 Energising Breeze: The Phoenix has +1 Attack.

5 Invigorating Winds: The Phoenix has +1 Strength.

6 Howling Gale: The Phoenix's ward save is increased to 4+.

Fireborn: Models with this rule have a 2+ ward save against Wounds caused by attacks that have the Flaming Attacks special rule.

Phoenix Reborn: As soon as a Flamespyre Phoenix loses its last Wound (including unsaved Wounds that killed the monster as a result of the Heroic Killing Blow or Multiple Wounds special rules), remove the model and place a Phoenix Reborn counter (a small coin will do) to mark the centre of the death spot. If your army contains several Flamespyre Phoenixes, you will need to place a Phoenix Reborn counter for each one that is slain (and a way of telling the counters apart).

At the end of the turn roll a D6 for each Phoenix Reborn counter and consult the table below:

D6 Result

1-2 Dead Embers: The Flamespyre Phoenix is dead, never to return – remove the Phoenix Reborn counter from play.

3-5 Flame Kindled: Centre the large round template over the centre of the Phoenix Reborn counter. All models (friend or foe) hit by the template suffer a Strength 4 hit with the Flaming Attacks special rule. The Phoenix Reborn counter remains in play – roll again at the end of the next turn (yours or your opponent's).

6 Rise from the Ashes: Place the Flamespyre Phoenix anywhere that is within 6" of the centre of the Phoenix Reborn counter and at least 1" away from any unit, and then remove the marker from play. If it is not possible to place the Phoenix due to the aforementioned restrictions, treat this result as a Flame Kindled result instead. Reborn Flamespyre Phoenixes return with D3+2 Wounds. The reborn model suffers no bonuses or penalties incurred from its former existence – i.e. if the model was fleeing or affected by an augment or hex spell at the time of its death, the reborn model will not be.

At the end of the game, remove all Phoenix Reborn counters from the board – these Flamespyre Phoenixes and any riders they had count as casualties.

Wake of Fire: If a Flamespyre Phoenix moves over one or more unengaged enemy units in the Remaining Moves sub-phase, choose one of those units – that unit suffers D6 Strength 4 hits, plus an additional D3 hits per rank after the first. These hits have the Flaming Attacks special rule.



FROSTHEART PHOENIX

As a Flamespyre Phoenix ages, it gradually loses its fire and heat. So imbued with magic are these creatures that they begin to sap the warmth from the very air around them. This process forces the Phoenix to leave the Flamespyres, else its presence would do great harm to its flame-covered kin. Instead, the rapidly cooling Phoenix will fly off to a mountain peak, there to live a solitary life amidst the chill winds of snow-capped mountains. Most will freeze into a block of solid ice – forever haunting the lonely crags like some majestic guardian statue.

Some, however, take a last journey – either going to the Shrine of Asuryan to offer final service as a warsteed, or else beginning one last epic flight. It is these Frostheart Phoenixes that are bound to service by magic.

The Frostheart Phoenix does not possess the fire and vitality of its flaming youth. However, the ice sheath that forms around it offers a greater amount of protection. The great bird of prey also becomes stronger and hardier in the frozen twilight of its long existence. The mere presence of the ice-rimmed bird saps the heat and vigour out of any nearby. In battle this deadly chill can be the difference between life and death, as foes find their movements slowed and weakened by the cold. Thus, as the High Elves have learned, sending a Frostheart Phoenix into combat alongside other regiments can be the key to victory. With frost-numbed reactions and muscles sapped by the dread chill emanating from the Frostheart, even the most formidable of enemy units can be more easily destroyed. Perhaps because it knows that it cannot be reborn out of fire, a Frostheart Phoenix will fight with even more ferocity than it did during its flame-wreathed youth.

	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	240 points
Frostheart Phoenix	2	6	0	6	6	5	3	4	9	Monster	1	

SPECIAL RULES:

Fly, Large Target, Terror.

Attuned to Magic: A model with this special rule has a 5+ ward save and its close combat attacks are magical attacks. In addition, when rolling to determine the strength of the Winds of Magic in the controlling player's Magic phase, compare the highest D6 rolled with the table below to determine what effects the Phoenix will have (the effect rolled will last until the start of the controlling player's next Magic phase):

D6 Result

1 Magical Dearth: The Phoenix's ward save is reduced to 6+.

2 Ebbing Zephyr: The Phoenix has -1 Strength.

3 Magical Draught: The Phoenix has +1 Initiative.

4 Energising Breeze: The Phoenix has +1 Attack.

5 Invigorating Winds: The Phoenix has +1 Strength.

6 Howling Gale: The Phoenix's ward save is increased to 4+.

Blizzard Aura: Any enemy unit in base contact with a Frostheart Phoenix has the Always Strikes Last special rule and suffers -1 to its Strength (to a minimum of 1).

Natural Armour (5+): A Frostheart Phoenix is protected by a thick coating of ice, granting it an armour save of 5+.

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