

WARHAMMER AGE OF SIGMAR



WARHAMMER LEGENDS MONSTROUS ARCANUM



WARHAMMER LEGENDS: MONSTROUS ARCANUM

On the following pages, you will find all of the rules you need to use the following Warhammer Legends units from *Compendium: Monstrous Arcanum* in your games of Warhammer Age of Sigmar.

Every Citadel Miniature is a unique piece of the ever-evolving narrative of Warhammer. It is, then, an unfortunate truth that we can't continue to sell and support every model we've ever made indefinitely. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older Citadel Miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop! This is where Warhammer Legends comes in: it gives us a place to publish rules that allow you to play games with your older miniatures.

The warscrolls in this document are not intended for competitive play. If you want to include any of the following units in your army, you must get your opponent's permission first. Each unit belongs to one or more factions, as shown in the table below, and has its own warscroll in this document. The Pitched Battle profiles for the warscrolls can be found at the end of this document.

MODEL	FACTION	WARSCROLL
Basilisk	Monstrous Ally (see warscroll)	Basilisk (pg 3)
Brood Horror	Skaven	Brood Horror (pg 4)
Carmine Dragon	Monstrous Ally (see warscroll)	Carmine Dragon (pg 5)
Chaos Siege Gargant	Monstrous Ally (see warscroll)	Chaos Siege Gargant (pg 6)
Chaos War Mammoth	Monstrous Ally (see warscroll)	Chaos War Mammoth (pg 7)
Curs'd Ettin	Monstrous Ally (see warscroll)	Curs'd Ettin (pg 8)
Dread Maw	Monstrous Ally (see warscroll)	Dread Maw (pg 9)
Fimirach Noble	Monstrous Ally (see warscroll)	Fimirach Noble (pg 10)
Fimir Warriors	Monstrous Ally (see warscroll)	Fimir Warriors (pg 10)
Incarnate Elemental of Beasts	Monstrous Ally (see warscroll)	Incarnate Elemental of Beasts (pg 11)
Incarnate Elemental of Fire	Monstrous Ally (see warscroll)	Incarnate Elemental of Fire (pg 12)
Gigantic Chaos Spawn	Monstrous Ally (see warscroll)	Gigantic Chaos Spawn (pg 13)
Magma Dragon	Monstrous Ally (see warscroll)	Magma Dragon (pg 14)
Merwyrm	Monstrous Ally (see warscroll)	Merwyrm (pg 15)
Sayl the Faithless	Slaves to Darkness	Sayl the Faithless (pg 16)
Nightmaw	Slaves to Darkness	Nightmaw (pg 16)
Skaven Warlord on Brood Horror	Skaven	Clawlord on Brood Horror (pg 17)
Skin Wolves	Monstrous Ally (see warscroll)	Skin Wolves (pg 17)
Skaven Wolf Rats	Skaven	Wolf Rats (pg 18)
Warpfire Dragon	Monstrous Ally (see warscroll)	Warpfire Dragon (pg 19)

WARSCROLL 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
0-3	10"	-2	2+
4-5	9"	-2	3+
6-7	8"	-1	4+
8+	7"	-1	5+

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

MONSTROUS ALLY: This unit can be included as an allied unit in an army whose general has the **DESTRUCTION** keyword.

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 a 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 and 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



WARSCROLL

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
Fangs and Claws	1"	6	3+	3+	-1	2
Prehensile Tail	3"	3	3+	4+	-	1

A Brood Horror is armed with *Fangs and Claws* and a *Prehensile Tail*.

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, SKAVENTIDE, CLANS MOULDER, FIGHTING BEAST, BROOD HORROR



WARSCROLL

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"	1	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
0-6	16"	8	2+
7-9	14"	7	3+
10-11	11"	6	4+
12+	9"	5	5+

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

FLY: This model can fly.

MONSTROUS ALLY: This unit can be included as an allied unit in an army whose general has the **ORDER** keyword.

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

This model has a ward of 5+.

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 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 the ability of an endless spell, you can roll a dice. On a 4+, ignore the effects of that spell or the ability of that endless spell on this model.

KEYWORDS ORDER, DRAGON, MONSTER, CARMINE DRAGON



WARSCROLL

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
0-5	7"	7
6-7	6"	6
8-9	5"	5
10+	4"	4

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

MONSTROUS ALLY: This unit can be included as an allied unit in an army whose general has the **CHAOS** keyword.

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.

If you carry out a Smash To Rubble monstrous Rampage with this model, the terrain feature is demolished on a 2+ instead of a 3+.

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

If this model is slain, before removing it from play, the players must roll off. The winner must pick a point on the battlefield 4" from this model. Each unit within 3" of that point suffers D3 mortal wounds unless it is a **GARGANT**. This model is then removed from play.

KEYWORDS CHAOS, GARGANT, MONSTER, SIEGE GARGANT



WARSCROLL

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"	1	See below			
Trampling Feet	1"	☀	4+	3+	-2	D3

DAMAGE TABLE			
Wounds Suffered	Move	Goring Tusks	Trampling Feet
0-10	12"	5	10
11-14	10"	4	8
15-19	8"	3	6
20+	6"	2	4

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

CREW: This model has a Marauder crew, who are armed with Marauder Javelins and Axes.

MONSTROUS ALLY: This unit can be included as an allied unit in an army whose general has the **CHAOS** keyword.

MARK OF CHAOS: When you select this model to be part of your army, you must give it one of the following Mark of Chaos keywords: **KHORNE**, **TZEENTCH**, **NURGLE**, **SLAANESH** or **UNDIVIDED**.

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 removing it from play, the players must roll off. The winner must pick a point on the battlefield 4" from this model. Each unit within 4" of that point suffers D6 mortal wounds. This model is then removed from play.

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 Goring Tusks. Instead, roll a number of dice equal to the Goring Tusks value shown on the damage table above. Add 1 to the roll if the target unit is a **MONSTER**. For each 3+, the target unit suffers D3 mortal wounds.

KEYWORDS CHAOS, MORTAL, MONSTER, MARK OF CHAOS, CHAOS WAR MAMMOTH



WARSCROLL 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
Stomps	1"	☀	4+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Crushing Fist	Stomp
0-6	10"	2+	5
7-8	8"	3+	4
9-10	7"	3+	3
11+	6"	4+	2

The Curs'd Ettin is armed with a Crushing Fist and Stomps.

MONSTROUS ALLY: This unit can be included as an allied unit in an army whose general has the **CHAOS** keyword.

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 greater 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, MONSTER, CURS'D ETTIN



WARSCROLL 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
0-6	14"	-3	3D6
7-8	12"	-2	2D6
9-10	10"	-2	D6
11+	8"	-1	D3

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

MONSTROUS ALLY: This unit can be included as an allied unit in an army whose general has the **DESTRUCTION** or **ORDER** keyword.

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

During deployment, 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 anywhere on the battlefield more than 9" from all 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.

This model has a ward of 5+.

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.

Add 1 wound rolls for attacks made a Cavernous Maw if the target unit has a Wounds characteristic of 2 or less.

KEYWORDS MONSTER, DREAD MAW



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

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

MONSTROUS ALLY: This unit can be included as an allied unit in an army whose general has the **DESTRUCTION** keyword.

Baleglyph Maul: 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 causes 1 mortal wound to the target in addition to any damage it inflicts.

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.

This model has a ward of 6+.

Unnatural Flesh: Fimir are wholly unnatural creatures whose 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.

Born to Lead: Fimirach Nobles are well-versed in the intricacies of warfare, able to direct their warriors to exploit their foes' smallest weaknesses.

In the combat phase, after this model has fought in that phase for the first time, you can pick 1 friendly **FIMIR** unit that has not fought in that phase, that is within 3" of an enemy unit and that is wholly within 12" of this unit. That unit fights immediately.

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

Each model in a Fimir Warriors unit is armed with a Baleglyph Maul and Club Tail.

MONSTROUS ALLY: This unit can be included as an allied unit in an army whose general has the **DESTRUCTION** keyword.

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 causes 1 mortal wound to the target in addition to any damage it inflicts.

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.

This unit has a ward of 6+.

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

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

KEYWORDS DESTRUCTION, FIMIR, FIMIR WARRIORS



WARSCROLL

INCARNATE ELEMENTAL OF BEASTS

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
0-5	10"	3+	12
6-8	8"	4+	10
9-11	7"	4+	8
12+	6"	5+	6

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

MONSTROUS ALLY: This unit can be included as an allied unit in any army whose general has the **DESTRUCTION** or **ORDER** keyword.

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 it from play, it can fight. 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 increase their strength.

Add 1 to wound rolls for attacks made by this model if it is within 1" of any terrain features with the Arcane or Mystical scenery rule from the Mysterious Terrain table (core rules, 28.1.3).

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 if it is within 12" of any enemy models that have any wounds allocated to them.

KEYWORDS GHUR, MONSTER, INCARNATE ELEMENTAL OF BEASTS



WARSCROLL

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

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

MONSTROUS ALLY: This unit can be included as an allied unit in any army whose general has the **DESTRUCTION** or **ORDER** keyword.

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 weapon's 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.

Add 1 to wound rolls for attacks made by this model if it is within 1" of any terrain features with the Arcane or Mystical scenery rule from the Mysterious Terrain table (core rules, 28.1.3).

KEYWORDS AQSHY, MONSTER, INCARNATE ELEMENTAL OF FIRE



WARSCROLL

GIGANTIC CHAOS SPAWN

Some monstrous creatures of the Mortal Realms have been twisted beyond all recognition by the energies of Chaos, becoming hulking abominations that exist only to satiate their uncontrollable urge for carnage and slaughter.

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

DAMAGE TABLE		
Wounds Suffered	Move	Slavering Maws
0-4	3D6"	-2
5-6	2D6"	-2
7-8	2D6"	-1
9+	D6"	-1

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

MONSTROUS ALLY: This unit can be included as an allied unit in an army whose general has the **CHAOS** keyword.

MARK OF CHAOS: When you select this model to be part of your army, you must give it one of the following Mark of Chaos keywords: **KHORNE**, **TZEENTCH**, **NURGLE**, **SLAANESH** or **UNDIVIDED**.

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.

KEYWORDS CHAOS, MONSTER, MARK OF CHAOS, GIGANTIC CHAOS SPAWN



WARSCROLL

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"	1	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
0-10	16"	-3	8
11-13	14"	-3	7
14-16	12"	-2	6
17+	10"	-2	5

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

MONSTROUS ALLY: This unit can be included as an allied unit in an army whose general has the **DESTRUCTION** or **ORDER** keyword.

FLY: This model can fly.

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 caused 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 DRAGON, MONSTER, MAGMA DRAGON



WARSCROLL 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
0-5	8"	-3	6
6-7	7"	-2	D6
8-9	6"	-2	D3
10+	5"	-1	2

A Merwyrms is armed with Chill Breath, Hideous Jaws and a Powerful Tail.

MONSTROUS ALLY: This unit can be included as an allied unit in an army whose general has the **DESTRUCTION** or **ORDER** keyword.

Abyssal Predator: The Merwyrms usual prey are the leviathans of the deep, and they have a 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, the Damage characteristic of that weapon for that attack is 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 Merwyrms 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 MONSTER, MERWYRM



WARSCROLL 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

Sayl the Faithless is armed with the Viperous Staff.

WIZARD: This model can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

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, dispelling 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 each time this model is chosen as the target for an attack while this model is within 3" of a friendly **NIGHTMAW**. On a 4+, that attack must target that **NIGHTMAW** instead of this model.

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

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

KEYWORDS

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



WARSCROLL 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	3+	4+	-1	1

Nightmaw is armed with Razor-tipped Tentacles.

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.*

This model has a ward of 5+.

KEYWORDS

CHAOS, UNDIVIDED, SLAVES TO DARKNESS, NIGHTMAW



WARSCROLL CLAWLORD ON BROOD HORROR

The most ostentatious of skaven Clawlords 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
Warpforged Blade	1"	3	3+	3+	-2	D3
Fangs and Claws	1"	6	3+	3+	-1	2
Prehensile Tail	3"	3	3+	4+	-	1

A Clawlord on Brood Horror is armed with a Warpforged Blade.

MOUNT: This model's Brood Horror is armed with Fangs and Claws and a Prehensile Tail.

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 Clawlord 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.

Gnash-gnaw on their Bones: The Clawlord 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. The command must be issued by this unit and received by a friendly CLANS VERMINUS unit. Add 1 to the Attacks characteristic of melee weapons used by that unit in that phase.

KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, CLANS VERMINUS, HERO, CLAWLORD, CLAWLORD 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

Each model in a skin Wolves unit is armed with Teeth and Claws.

MONSTROUS ALLY: This unit can be included as an allied unit in an army whose general has the CHAOS keyword.

Bounding Predators: These deadly creatures can move at frightening speed.

This unit can run and still charge later in the 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 scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

KEYWORDS

CHAOS, SKIN WOLVES



WARSCROLL WOLF RATS

Engineered by the insane masterminds of the Clans Moulder, Wolf Rats are grotesquely mutated attack beasts. Their chisel-like fangs 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
Chisel-like Fangs	1"	2	3+	3+	-1	1

Each model in a unit of Wolf Rats is armed with Chisel-like Fangs.

Blood-crazed: The scent of fresh blood sends these normally craven 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: A Wolf Rat's frenzy reaches its height when it crashes into the foe.

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

KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, CLANS MOULDER, PACK, WOLF RATS



WARSCROLL

WARPFIRE DRAGON

Twisted and malignant, these dragons are ruinous creatures that spit gouts of mutating 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"	1	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
0-5	12"	3+	5
6-7	10"	3+	4
8-9	8"	4+	3
10+	6"	4+	2

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

MONSTROUS ALLY: This unit can be included as an allied unit in an army whose general has the **CHAOS** keyword.

FLY: This model can fly.

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 it 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, DRAGON, MONSTER, WARPFIRE DRAGON

PITCHED BATTLE PROFILES

Updated July 2021. The profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

WARHAMMER LEGENDS: MONSTROUS ARCANUM				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Basilisk	1	175	Behemoth	Single
Carmine Dragon	1	475	Behemoth	Single
Chaos Siege Gargant	1	215	Behemoth	Single
Chaos War Mammoth	1	345	Behemoth	Single
Curs'd Ettin	1	215	Behemoth	Single
Dread Maw	1	495	Behemoth	Single
Gigantic Chaos Spawn	1	195	Behemoth	Single
Incarnate Elemental of Beasts	1	325	Behemoth	Single
Incarnate Elemental of Fire	1	325	Behemoth	Single
Magma Dragon	1	585	Behemoth	Single
Merwyrn	1	280	Behemoth	Single
Warpfire Dragon	1	260	Behemoth	Single
Fimirach Noble	1	150	Leader	Single
Sayl the Faithless	1	215	Leader	Single, Unique. These models are taken as a set for a total of 215 points. Although taken as a set, each model is a separate unit.
Nightmaw	1			
Clawlord on Brood Horror	1	170	Leader	Single
Brood Horror	1	170		Single
Fimir Warriors	3	150		Battleline if general is a FIMIRACH NOBLE
Wolf Rats	5	110		
Skin Wolves	3	170		