



● WARSCROLL ●

THANQUOL

ON BONERIPPER



Grey Seer Thanquol is a paranoid megalomaniac with a warpstone addiction and a brain full of fevered schemes for greatness. Riding on the shoulders of his monstrous Rat Ogor, Boneripper, he unleashes sorcerous fury on all who stand in his way.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpfire Projectors	8"	—————		See opposite	—————	
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of the Horned Rat	2"	2	4+	3+	-1	D3
Warpfire Braziers	2"	See opposite	3+	3+	-2	3
Crushing Blows	2"	☀	4+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Crushing Blows	Staff of the Horned Rat
0-3	10"	6	+2
4-5	9"	5	+2
6-8	8"	4	+1
9-10	7"	3	+1
11+	6"	2	0

KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, MASTERCLAN, MONSTER, HERO, WIZARD, GREY SEER, THANQUOL

DESCRIPTION

Thanquol on Boneripper is a named character that is a single model. He is armed with the Staff of the Horned Rat.

MOUNT: Thanquol's mount, Boneripper, is armed with a total of four warpfire weapons, which can be any combination of Warpfire Braziers and/or Warpfire Projectors.

ABILITIES

Protection of the Horned Rat: *Thanquol has had more than his fair share of miraculous escapes. He attributes these to his own genius and wondrous good fortune, but in truth the Great Horned Rat keeps one eye on his antics and – on occasion – indulgently wards him from harm.*

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.

Staff of the Horned Rat: *Thanquol can draw on the magical energy stored in his staff to enhance the spells that he casts. Once, he viewed this as the blessings of the Horned One made manifest; now, he sees it simply as cunningly acquired power.*

Add the Staff of the Horned Rat modifier shown on the damage table opposite to casting rolls for this model.

Warp-amulet: *Thanquol wears a thrumming green warpstone amulet, the mutating magics of which serve to meld and rapidly heal his or Boneripper's flesh if either of them is injured.*

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

Warpfire Braziers: *These enormous, fume-belching wrecking balls allow Boneripper to crush the largest foes with ease.*

The Attacks characteristic for this model's Warpfire Braziers is equal to double the number of Warpfire Braziers that Boneripper is armed with.

Warpfire Projectors: *These horrific weapons engulf the target in searing gouts of warpfire.*

Do not use the attack sequence for an attack made with Warpfire Projectors. Instead, roll X dice for each model in the target unit that is within 8" of this model, where X is equal to the number of Warpfire Projectors this model is armed with. For each 4+ the target unit suffers 1 mortal wound.

Warpstone Addiction: *Thanquol is addicted to warpstone, and can consume it in quantities that would kill any other Grey Seer. This serves to supercharge his magics, though not without eroding his sanity and ravaging his scrawny frame.*

Once in each of your hero phases, when this model attempts to cast a spell, you can say it will consume a warpstone token before you make the casting roll. If you do so, roll 3D6. This roll cannot be re-rolled or modified. If the 3D6 roll is 13, the spell is cast and cannot be unbound, and after the effects of the spell have been resolved this model suffers D6 mortal wounds. If the 3D6 roll was not 13, remove 1 dice of your choice, and then use the remaining 2D6 as the casting roll.

MAGIC

Thanquol on Boneripper is a **WIZARD**. He can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Madness spells.

Madness: *Thanquol twists the perception of a nearby foe so that they lash out at everyone around them, or even attack themselves.*

Madness has a casting value of 8. If successfully cast, pick 1 enemy **HERO** within 3" of the caster and visible to them, and roll a number of dice equal to the combined value of the Attacks characteristics of all melee weapons that **HERO** is armed with. For each 5+ you can inflict 1 mortal wound on 1 enemy unit within 3" of that **HERO** (you can choose different units to suffer the mortal wounds if you wish).

COMMAND ABILITIES

Power Behind the Throne: *Thanquol manipulates all around him, letting others think they are in charge when in fact they are only carrying out his wishes.*

You can use this command ability at the start of your hero phase. If you do so, until your next hero phase, one friendly **SKAVEN HERO** other than this model can use the At the Double command ability without a command point being spent; another friendly **SKAVEN HERO** other than this model can use the Forward to Victory command ability without a command point being spent; and a third friendly **SKAVEN HERO** other than this model can use the Inspiring Presence command ability without a command point being spent.