



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

## DESCRIPTION

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

## ABILITIES

**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 1 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 that is 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