


WARHAMMER AGE OF SIGMAR



CHAOS BATTLETOME

BEASTS OF CHAOS



In the wildest corners of every realm, the Beasts of Chaos gather for war. They are anarchy given form, monstrous amalgams of animal and man intent on tearing down the wonders of civilisation and reducing the Mortal Realms to ruin. Birthed from the warping taint of Chaos and imbued with bestial fury, they stampede towards their foes in vast herds, leaving only horror and devastation in their wake.

For an age, the forces of Chaos ruled over the Mortal Realms. The armies of the Dark Gods waged campaigns of terror and bloodshed that brought reality itself to the brink of annihilation. When their victory was all but assured, the Heavens were opened and the God-King Sigmar sent forth his Stormcast Eternals. Mighty warriors possessed of righteous fury, they fought for Order and justice, hurling back the servants of Chaos on countless fronts. Once again, civilisation began to flourish, and ancient allies came together to make their stand against the Dark Gods. Yet the corruptions of Chaos were deeply rooted, and many of the alliances of old were beyond repair.

The Beasts of Chaos thrive in this time of turmoil and war. Long have they lived in the uncharted hinterlands, beyond the borders of civilisation amidst the untamed Chaos energies that bleed through the veil of reality. Warped in form and consumed by animal rage, they look to the nations of the other races with bitter hatred, snarling at the cities and fortresses that blight the primordial landscape. They are the bringers of anarchy, the true children of Chaos, who by blade and bloody horn transform the Mortal Realms into their savage hunting grounds.

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To the sound of savage war cries and the piercing blasts of brayhorns, the Beasts of Chaos emerge from the wilds. They are creatures of pure anarchy, bent on carnage and rampant desecration.



FROM THE WILDERNESS THEY COME

Beasts of Chaos are savage and twisted creatures that spread anarchy throughout the Mortal Realms. They are hideous amalgamations of animal, man and monster, and when they emerge from the ancient wilds, they trample entire civilisations to dust beneath their hooves.

The earth trembles as the beastherds approach. Plants wither and rot, animals are filled with instinctual fear and the air grows thick with the taint of raw Chaos energy. Then the bloodthirsty braying begins. The Beasts of Chaos emerge from woodland knots and rocky outcrops, bellowing their savage battle cries as they fall upon their prey. With brutal blades and vicious horns they hack and gouge the flesh of their enemies, crushing the works of smiths and artisans to rubble beneath their gnarled hooves. They are the true children of Chaos, and through them anarchy and ruin are spread across the lands of the civilised races.

MANIFEST SAVAGERY

Beasts of Chaos are the malformed progeny of the Dark Gods in the Mortal Realms. Motley in appearance and ferocious in nature, some bear the strength of a savage beast paired with the base cunning of a human, whereas others are mindless conglomerates of maws, horns and perplexing appendages.

The most numerous Beasts of Chaos are beastmen and bullgors, known as gor-kin. Each has powerful animalistic legs, a muscular humanoid torso and a bestial head. These creatures are inherently deadly, with horns, hooves and jagged fangs, and are also capable of wielding axes, clubs and spears. They are resilient to pain and fatigue, and the coarse manes that bristle from their leathery skin afford them a degree of natural protection from extremes of heat and cold.

Beastmen resemble the various grazing beasts that populate the Mortal Realms, albeit with the teeth of predators and man-like upper limbs. Large, curling horns protrude from their thick skulls,

and manes of matted fur grow down their necks and onto their shoulders. Bullgors are similar in appearance to the beastmen, only far larger and possessed of monstrous strength. However, as creatures of Chaos, the beasts deviate greatly from place to place and from herd to herd. Some gors have horse-like heads or legs similar to those of a jagupanther, while bullgors may bear features akin to a tusked mammut or a rhinox. In some cases these bestial creatures are even stranger, with cephalopodic limbs or the heads of spined mantises, and there are even accounts of fish-headed gors and shark-like bullgors that live deep beneath the seas.

All Beasts of Chaos are savage beyond comprehension, driven by twisted instinct and a primal desire to slaughter and despoil. But those of the gor and bullgor breeds, as well as the draconic monsters of the Thunderscorn beastherds, are also possessed of intelligence and reasoning. While such traits would ordinarily lead a culture to become more ordered and civilised, only the most malicious and destructive of behaviours are expressed by the Beasts of Chaos. They have the capacity for reason, but only so far as it allows them to enact ruin upon the realms, and what intelligence they have only serves the basest human drives of greed, contempt, bloodlust and rage.

The wild lands of the Mortal Realms are the territory of the Beasts of Chaos, and they have dwelt in these places for longer than can be remembered. At the hearts of ancient forests, sprawling barrens and primordial swamps they have thrived for untold generations, revelling in brutality and deprivation. Abyssal canyons, jag-peaked mountaintops, fog-

enshrouded savannahs and fungoid jungles – all such untamed places are their stalking grounds. To many of the races, the Beasts of Chaos are the source of a superstitious fear of the wilds, with fables having been passed down from elder to child as warnings not to stray beyond the bounds of civilisation. In various human settlements they are referred to as hinterdwellers or wildwalkers, while the Idoneth sometimes call them the soulless ones.

Though their primal motives often align, the Beasts of Chaos are unlike the servants of the Ruinous Powers. Where those god-following daemons and mortals are driven to extend the domains of the various Dark Gods into the Mortal Realms, the Beasts of Chaos are not beholden to deities, and only entreat with them on rare occasions. Instead, they seek to blend the Mortal Realms and the Realm of Chaos into a single anarchic whole, eroding the divisions that separate creatures, worlds and even gods, until all of existence is reduced to a lawless primordial wilderness.

ON THE WARPATH

Along the borderlands of civilisations, the Beasts of Chaos regularly roam in small herds, raiding farms and hamlets to slaughter livestock and those farmers who foolishly stand against them. A score of these feral warriors can terrorise a whole village and its surrounding lands for years, butchering any who are brave, foolhardy or desperate enough to try and hunt them down in their own territory. Though deadly, these raiding herds are but a minuscule portion of the creatures in the wilds.

Where they abound, the Beasts of Chaos gather in enormous tribal groups known as Greatfrays. The

largest and most feared Greatfrays are as old as the realms themselves, and are spread out over regions that would dwarf mighty empires. A single Greatfray contains hundreds of savage groups called beasterds, each of which is a marauding army unto itself, made up of scores of individuals. There is no formal organisation amongst these raucous groups – such structure is anathema to the true children of Chaos. Instead, the strongest and most cunning of their number lead, fighting off all challengers and violently asserting total dominance over their brethren. These alphabeasts are invariably grizzled veterans, their many scars and gruesome trophies giving hint to the battles they have won and the foes they have conquered.

Beasterds vary greatly in size and composition, with the shape of each being dictated by the tenacity of their alphabeast and their preferred form of savagery. Those containing only the gor breeds are called Brayherds, and have a preternatural skill for launching vicious ambushes on unsuspecting foes. Conversely, those beasterds consisting of the various bullgors are called Warherds, and tend to stampede directly towards their enemies, smashing through what defences can be mustered before gorging themselves on the bloody flesh of the fallen. The Thunderscorn beasterds are those composed of Dragon Ogors – enormous draconic beings that come down from their mountain domains with the fury of storms to level all that stands in their path.

The gestalt savagery of a beasterd acts like a clarion call for all manner of monstrously bizarre creatures. Drawn by their degenerate instincts, these horrendous abominations emerge from places within the Mortal Realms that are completely drenched with Chaos energy. They seek out a beasterd that they can follow into battle, whereupon they sate their inherent desire for carnage. From cruelly mutated Warhounds that run in slaving packs alongside the beasterds, to corrupted Gargants that stride over smaller creatures as they

thunder towards their prey, to those beasts that are nightmarish fusions of myriad deadly body parts held together by pure anarchic energies – all take part in the unbridled slaughter.

As one, the Beasts of Chaos surge forth from their native territories to ravage the civilised regions of each realm, driven by an innate urge to kill and despoil. When this happens, the innumerable grotesque creatures begin roving across the lands, desolating settlements and leaving trails of butchered corpses in their wake. As martial forces in the region move to stem the flow of blood, the Beasts of Chaos travel along unknown paths, through backwoods and across uncharted badlands, to outflank and encircle their enemies. Bestial leaders possessed of preternatural cunning will steer the creatures in their thrall to rip apart vast opposing armies piecemeal, attacking from multiple directions like a pack of Razorgors gutting a herd of grazing animals. Similarly,

the most powerful alphabeasts lead attacks that tear down whole kingdoms, reducing to rubble ornate palaces and arcane spires that have stood for hundreds of years.

Wherever the Beasts of Chaos rampage, anarchy and terror rule. Their very presence draws Chaos into the Mortal Realms, allowing corrupting, mutative energies to become embedded within the landscape. Even when a beasterd withdraws to the wilderness from whence it came, its desecrating taint lingers long afterwards. In ravaged farmlands, blood-watered soil produces vegetation that sprouts grotesque tentacular appendages. In haunted mausoleums guarded by the restless dead, arcane runes etched into stone begin to erode ever more rapidly. And in desolated regions populated by greenskins and ogors, war-steeds and livestock grow to colossal size, and with frothing rage devour the tribes that had hunted them since the realms came into being.

An eerie silence pervaded the mountain pass, filling Drennet with a feeling of dread. She had never travelled this high into the Vulcharc Peaks before, and in her fifteen years as a sergeant in the Keep's Guard had not spent more than a week outside the walls of Eterris.

But when the bestial hordes appeared and the harvest fields went up in flames, everything had changed. Months of slaughter, famine and fear convinced the High Marshal to send for help. Drennet had volunteered, and for ten days she and her two-dozen troops had clambered up the jagged mountains, hauling the chestful of bullion with which they hoped to secure aid from the mercenary Kharadron Overlords. The skyfaring duardin had sold their services to the people of Eterris in decades past, and Drennet prayed to Sigmar that they would again.

As Drennet trudged on, a loud clatter began to echo through the ravine. She barked out an order and her troops grouped up, halberds pointing in all directions. They could see what was causing the noise: a mass of what looked like rubble was tumbling down the face of the western cliff. But as the avalanche descended, the gruesome truth was revealed. It was not made of rocks and boulders, but of the severed heads of Kharadron mercenaries, still bound in their metallic helms. As the heads hit the snow, the first braying war cries sounded, and herd after herd of snarling bestial warriors began emerging from cracks in the jagged crag. Drennet's feeling of dread was replaced by outright panic.

'Hold fast!' she shouted to her troops, then dug her heels deep into the snow and braced for the oncoming crush.

In but a few short minutes, the mountain pass was silent again. All that was left of Drennet and her troops was a heap of mangled corpses and a chest full of worthless gold.



In the untamed wilderness of each realm, the Beasts of Chaos gather, coming together in teeming herds before stampeding out into the civilised lands. Guided by hate-filled instinct and the indomitable will of their alphabeasts, they wreak untold slaughter and devastation, spreading anarchy and corruption across the Mortal Realms.



PRIMAEVAL ORIGINS

The Beasts of Chaos have existed since the dawn of the Mortal Realms. Their presence pre-dates the earliest tomes of any scribe, and even oral traditions of the Greatfrays' ancient atrocities have long ago faded from the memories of the civilised races.

When the God-King Sigmar was first awakened in the void, he found the Mortal Realms already formed. Travelling long and far through each, he encountered primitive tribes of humans, aelves and duardin, and to them he brought the tenets of order and civilisation. Guided by his wisdom, they raised glorious cities and crafted magic-wrought wonders. This was the beginning of the Age of Myth, a time of growth and prosperity in which peoples flourished and mighty empires were formed. But for other entities, the Age of Myth marked the end of their own savage dominion.

The Beasts of Chaos had existed amongst the wildernesses of the Mortal Realms since long before the God-King's arrival. They had thrived in this unformed time, preying upon the primitive bands of roving nomads and hut-dwelling tribes that populated the realms. Folk stories of the bloodthirsty and brutal Beasts of Chaos varied from place to place, but all were equally redolent with terror. In caves and on cliff faces, crudely daubed paintings showed the orgiastic slaughters perpetrated by the horned men, and in ancient forests the branches of undying trees were twisted into effigies of gargantuan fanged bulls, and rams wielding primitive stone weapons. To the denizens of each realm, the Beasts of Chaos were the embodiment of their most primal fears – nightmares of flesh and blood that came to maim and kill.

With the progress brought about by the awakening of Sigmar and other deific beings from the world-that-was, the unfettered savagery of the Beasts of Chaos was at last curtailed. Grand armies equipped with glistening weapons and armour marched against the bestial herds; practitioners of magic wove awe-inspiring spells to ward against the twisted creatures and smite them wherever they roamed; and Sigmar

and his growing pantheon of gods set about cleansing the realms of the ancient braying scourge, travelling far and wide to slay the most monstrous bestial champions.

But the Beasts of Chaos were not eradicated completely. As sprawling empires arose, the Greatfrays withdrew to the savage hinterlands of each realm. There they dwelt for long centuries, biding their time and only rarely venturing outward to sate their lust for ruination, their bitterness and hatred towards Sigmar and his followers festering. Their waiting at last came to an end when the Dark Gods extended their reach into the Mortal Realms and the Age of Chaos was brought into being.



During the ensuing anarchy and slaughter, the Beasts of Chaos emerged once more. Alongside the mortal and daemonic servants of the Chaos Gods, the bestial herds tore down the grand pillars of civilisation that had been built under Sigmar's reign. Those who did not flee before the braying marauders were crushed underhoof, their bodies mutilated and their gore scattered across the desecrated lands. Only when Sigmar sent his Stormcast Eternals down from Azyr were the murderous rampages of the Greatfrays met with resistance. In the Stormhosts, however, the Beasts of Chaos saw the ultimate targets for their savagery – pure manifestations of order that they could shatter with axe and horn.

OF NATURE AND CHAOS

In each realmsphere, the wildest life mirrors the elements of its magic-drenched landscapes. Many Aqshian animals have flame-red pelts or ember-like eyes, and in Chamon, metal-hued skins and scales are common. This is even more true of

the Beasts of Chaos, for just as they are both man and beast, they are also both Chaotic and natural – a gruesome fusion of warping energy and the primal stuff of their realm. In Ulgu, Beasts of Chaos may have ink-black skin or manes like wafting mist, while in Ghyran some sprout pelts of tangled grass and horns of knotted wood. Almost all such creatures have body parts that can be recognised as belonging to the animals or peoples native to their realm, yet the most disturbing similarities exist in their basest instincts. Just as the carrion flocks of Shyish are driven to strip every last scrap of flesh from their prey, so too are the Beasts of Chaos who dwell in that deathly domain; and like the predatory kingdoms in Ghur that are compelled ever to hunt, so are the bestial stalkers that pursue them equally relentless. In this way, the Beasts of Chaos serve as a dark reflection of the denizens of each realm, a horrific mockery of their very existence.

How the Beasts of Chaos came to be in the Mortal Realms is unknown. They were not created by the Chaos Gods, for by the time the Ruinous Powers sought to conquer the Mortal Realms, the Beasts of Chaos were already an ancient evil. Indeed, some believe it was the Beasts of Chaos that first drew the Dark Gods towards the Mortal Realms – as the Greatfrays of old butchered and burnt their way across the primordial landscapes, their animalistic revelries and savage rites gave strength to the faint motes of raw Chaos energy that had bled into the fabric of each realm. It is said that from these small punctures, gaping wounds were torn in the veil between dimensions, allowing the warping essence of the nightmare realm to be unleashed, and in turn drawing the attention of the Chaos Gods. However, this is but one of many theories regarding the origins of the Beasts of Chaos.

LEGEND OF THE ALPHA PROGENITOR

Within scholarly ravings and tomes of eldritch lore there are many postulations as to the origins of the Beasts of Chaos. One school of thought is recorded in the sprawling tusk-glyphs that dot the Prowling Valleys of Ghur. The creators of these glyphs believed that every Chaos-twisted creature was a descendant of a single beast that was spawned into existence at the moment the first warping rivulet seeped into the wild heart of the realm. The monstrous offspring of this ancient primogenitor formed the original Greatfray, and by their ferocity they spread throughout not only Ghur, but all of the Mortal Realms.

The fate of this first beast is not recorded in the glyphs, though it may once have been. Vast sections of the arrayed tusks lie shattered, their marrow sucked out and their fragmented shards trampled into the mud. Certain Ghurish tribespeople say the creature roams their realm still, believing it to be one of the colossal godbeasts or the ever-hungering Ravenak. Many beastherds worship this mythical figure, calling it the Gorfather, Sire of Ruin and countless other names. Those who hunt and despoil in the Prowling Valleys erect enormous herdstones of living, braying rock, and to these effigies they offer their mutilated prey. After gorging on offal and warm flesh, the herdstones begin to bulge, and from them are birthed new generations of bestial creatures, continuing the rampant propagation started by their most ancient forebear.

FABLE OF THE WARPING WILDS

Across the Mortal Realms, there is a persisting belief that the Beasts of Chaos were once natural creatures, and were only transfigured after the corruptions of Chaos began to bleed into existence. Before Sigmar was awakened and his dominion imposed upon the lands, indigenous tribes were guided by primitive superstitions. Hungry for order, they looked to the changing of seasons, the processions of celestial bodies and the unchanging cycles of life and death to find meaning. But amongst their numbers were those who gazed upon the growing nodes of anarchic energy that had crept into their territories. These folk were stricken by prophetic nightmares, gifted with magical powers or cursed by deformity. Some were cast out from their communities, others chose hermitism of their own will, and others still remained amongst their kin and allowed their deviations to spread. Over time, these peoples grew ever more wild, their bodies taking the shapes of feral beasts and their minds devolving towards the basest and most animalistic instincts. Thus were the Beasts of Chaos born. From these first generations, the vast majority of the mutated creatures were spawned. Certain Azyrite seers claim that the powers of Chaos continue to warp the denizens of the Mortal Realms. In their tomes, they record accounts from the Age of Chaos in which whole civilisations fled into the wilds to escape the onrushing armies of the Dark Gods. After months, years or decades, these same nations returned in the form of bestial herds to despoil their former homelands.

CORPOREUS CHAOTICA POSTULATE

Amongst the illuminated Hyshian texts collected in Sigmaron exist the works of ancient scholars who saw in the Beasts of Chaos a fundamental reversal of the order of all things. These academics believed the monstrous entities were the heralds of a great and inescapable unravelling, insisting that creatures born naturally of the Mortal Realms are bound by order: for as rhinoxen produce more rhinoxen, so too do humans beget humans and duardin sire duardin. But in the Beasts of Chaos such innate separation of race is eradicated. Each creature is a hideous mix of body parts, its flesh and bone melded into mockeries of natural forms. Adherents to this theory believe such bestial fiends are not the progeny of Chaos, but its progenitor, created by those civilisations that do not segregate themselves as nature intended.

Only a scant few copies of these texts survived the Age of Chaos. The isolationist kingdoms in which they had been produced were known as the Refracted States, and distanced themselves from other nations within Sigmar's domain. They were among the first to fall when the forces of the Dark Gods surged into the Mortal Realms. With no allies to call upon, their cities were quickly shattered, their scholarly works shredded, and their peoples butchered. Those texts that did survive were collected into a single volume – the Corporeus Chaotica. Passages from this work continue to be intoned by street preachers and doomsayers, and its tenets of segregation can be found scrawled on the walls of Sigmarite cities in which peoples of different lands gather.

THE TRUE CHILDREN OF CHAOS

Among the grotesque panoply of Chaos creatures, the Beasts of Chaos are unique. Their inherent ferocity is not gifted to them by the Dark Gods, nor are they enslaved to the Ruinous Powers' whims. Instead, they embody Chaos in its purest and most anarchic form.

Even in the most civilised lands, the lure of Chaos is strong. Promises of strength and knowledge beyond imagining have swayed the noblest of mortals. Yet to pledge oneself to the Dark Gods is to invite utter and inescapable damnation. With pure intent, many righteous warriors and virtuous mages have fallen to abject savagery, giving up their souls to gain great power, only to slaughter the very people they once sought to protect. Such is the nature of the Chaos Gods – in payment for the gifts they grant, they demand nothing less than unending servitude.

While the Beasts of Chaos view the destruction wrought by the Ruinous Powers with awe, they only rarely pledge themselves into their service. Those who do choose to fetter themselves to one or more of the Dark Gods are seen by their kin as weaklings, for to the creatures of the Greatfrays there is nothing more valuable than inherent strength and unbound ferocity. To entreat another being for power, to grovel at the hooves of a mightier creature in the vain hope of being rewarded, is an abasement without compare. While the creatures in each beastherd do follow an alphabeast, the hierarchy to which they adhere has only as much strength as the braying Beastlord or roaring Doombull themselves, and lasts only as long as this apex warrior can fight off all challengers. But the reins of the Chaos Gods can not be cast off so easily.

Just as they look upon mortal worshippers of the Dark Gods with contempt, the Beasts of Chaos have little regard for daemons, viewing them as nothing more than slaves to their creators. Though daemons may be savage or cunning, they are forever shackled, serving as fragmented extensions of their patron god's deific will, slaughtering only when and whom their master

dictates. Such an existence is inimical to the pure anarchy sought by the creatures of the wilds. To them, service to the Chaos pantheon only limits the bounds of their ruinous fury, trammelling them within the confines of another being's preferred cruelties.

In this way, the Beasts of Chaos consider themselves to be the only true children of Chaos, the mortal embodiments of anarchy throughout the Eight Realms. To them, the Dark Gods are not the pinnacle towards which they are trying to ascend, they are merely entities of great power that have each become trapped on a narrow and confining path. A beast that gives itself over to the Ruinous Powers only denies itself the freedom of pure Chaos.



*The seasons have their order,
The night comes after day,
Not so the horned marauder,
The beastman of the bray.
A creature without master,
A killer without cause,
A bringer of disaster,
By blade and bloodied jaws.
When come his hooves a'pounding,
You'll hear the bestial call,
And with your screams resounding,
You'll run until you fall.
- Dirge of the Desecrated Lands,
author unknown*



A handful of beast breeds are inextricably tied to the Chaos Gods. The Tzaangor flocks worship Tzeentch, the god of sorcery having given them avian form as well as the ability to see the pasts and futures of other beings. The Thunderscorn beastherds are bound to serve all the Ruinous Powers, having formed a pact with the Chaos pantheon in exchange for everlasting life. Yet it is rare that a Dragon Ogor will beseech the gods for gifts or blessings, instead relying on their own monstrous strength to devastate their enemies.

THE GREAT GAME

Though the Beasts of Chaos seldom call upon the deities of the warping realm, the Dark Gods take much interest in the activities of the Greatfrays. The terror and destruction caused by the stampeding beastherds spreads anarchy far and wide, thinning the veil between the Mortal and Chaos Realms, and enabling the Ruinous Powers to extend their wills further into Sigmar's domain. Yet the desires of the Chaos Gods are far from unified. In fact, the Ruinous Powers are as likely to war amongst each other as they are to unite against a shared foe. Over long ages, the power and influence of each of the Chaos Gods waxes and wanes as their worshippers grow in number or are slaughtered, and epoch-spanning plans come to fruition or are undone by others in their pantheon. Consumed by bitter jealousy and ancient rivalries, the Dark Gods are locked in the Great Game for supremacy, in which nations, races and even realms are but pawns in their grand stratagems.

Whenever they are able, the gods of the Chaos pantheon seek to harness the innate ferocity of the Beasts of Chaos, and bend it towards furthering their own desires. Khorne, lord of slaughter, sends legions of his daemons and mortal worshippers into the wild lands, there to stir up the fury of the beastherds. Whether the Beasts of Chaos follow the armies of his servants as they march upon the civilised lands, or simply loose their savagery upon them, Khorne cares not – so long as the blood flows.

For Tzeentch – Architect of Fate and Changer of the Ways – the Beasts of Chaos are the perfect instruments for upending the order of the Mortal Realms. By visiting upon Bray-Shamans visions of carnage to come, or similarly manipulating the commanders of other armies to



seek out the Greatfrays in the wilds, he brings about slaughterous wars where confusion and anarchy reign. The Beasts of Chaos thrive amongst the growing pandemonium, allowing Tzeentch to surreptitiously use them as his agents again and again.

Nurgle – the putrid god of rot and fecundity – treats the Beasts of Chaos as tools with which to till the uncorrupted soil of the Mortal Realms. In the wake of their stampedes do his fungal forests grow, devouring the mangled corpses of those who stood vainly against the bestial creatures, and mouldering over the ruins of shattered cities. By seeding border forts and impregnable citadels with sickness and decay, Nurgle weakens the barriers that hold the Beasts

of Chaos at bay, allowing their rampages to continue unimpeded.

Only Slaanesh takes no part in actively manipulating the Greatfrays. Imprisoned by the aelven gods, the Dark Prince of depravity and obsession is kept from exerting his perverse will. Yet the very nature of the Beasts of Chaos serves to spread the captive god's influence throughout the Mortal Realms – like true followers of Slaanesh, they indulge their every twisted desire, and revel without regard in their sadistic excesses.

Despite the desire Beasts of Chaos have to remain unshackled, a champion will on occasion devote themselves to one of the Ruinous Powers. This is done not through

spoken oaths or practised rituals, but by indulging themselves solely in the singular aspect of Chaos embodied by that god. The creature then receives gifts from their patron – prophetic cunning, an unending well of rage or perhaps an even more savage array of mutations. A beast thus transformed is typically branded a pariah and butchered by its own herd, though should it prove strong enough, it may overcome its hostile kin and emerge as the alphabeast. In this way whole beastherds or even entire Greatfrays are brought into the service of the Chaos Gods. Though they are looked upon as lesser creatures by the other Beasts of Chaos, such god-followers are tolerated, so long as they continue to bring ruin to the Mortal Realms.

THE WAY OF THE BEAST

The Greatfrays of the Beasts of Chaos are as varied as the wilds in which they gather, but there are certain traits shared by every raucous tribe. All follow the strongest and most cunning of their number, whilst those beasts that prove weak are mercilessly slaughtered by their own kin.

Amongst the Beasts of Chaos, savagery rules all. Existence is bought and paid for with murder, and those who do not assert themselves as predators quickly become prey. Thoughts of mercy and compassion are utterly alien concepts, for to show kindness is merely to expose a weakness that can be exploited by one's rivals. Yet strength alone does not ensure survival – the wiliest beasts know how to outsmart their foes, luring them into favourable territory before pouncing upon them; they know when to spare the lives of their defeated kin, halting the slaughter so that those bested can be added to the victorious herd; and they know where to lead their stampedes so that their ravenous appetite for brutality can always be sated.

There is little that the Beasts of Chaos value other than inherent

might and violence born of their own inner fury. A Freeguild soldier armed with a wheel-lock rifle may be deadly, but take away his weapon and he is nothing. Not so for the beasts of the warping wilds, for they can gouge flesh with their horns, break bones with their bare hands and burst organs under their stomping hooves. They show little regard for technology, and trample the complex contraptions of their enemies into the mud. For their own weapons, gor-kin cobble together axes from the materials left after battle, or force those weaker than themselves to fashion crude armour, but these armaments are still earned by the creature's own strength. This is one of the reasons why the Beasts of Chaos revile those who beseech the gods for power – skill and fury gifted by a deity is not earned, and can be taken away as easily as it is given.

The conferred ranks and hereditary titles of civilised empires also have no worth amongst the Beasts of Chaos. In the wilds, positions of leadership belong to those capable of butchering all who challenge their dominance, and the alphabeast of each beastring is ordained only by the blood of those they have slaughtered. The offspring of a former leader have no more claim to rulership than any other creature. Similarly, there is no praise given to those who show unwavering loyalty. Should the opportunity arise, most members of a beastring would attempt to slay their leader and take the reins of power, and those unwilling to do so are despised and distrusted. Sometimes they are cast out of their Greatfray, yet more often they are simply trampled to death by those amongst their number who have embraced the true savagery of Chaos.



To the Beasts of Chaos, the trappings of civilisation are abominable – a defilement of the natural, anarchic laws of existence. They despise those who place value on ornate baubles, resplendent banners and elegant buildings, and look upon the races raised up by Sigmar as usurpers of their birthright. The Beasts of Chaos bray mockingly at the monuments built in cities of Sigmar, slaving at the prospect of tearing them down and defiling the ground upon which they stood. But their hatred is not reserved only for the forces of Order. The Beasts of Chaos also snarl at the devotees of Nagash, whose formal processions pour out from sepulchral palaces, and they bare their teeth against the greenskin and ogor tribes, who forgo profane desecrations and do battle purely for battle's own sake. They even look down upon the daemon legions and mortal worshippers of the Dark Gods, and frequently launch raids upon Khornate fortresses and libraries of Tzeentchian lore – to the creatures of the wilds, such structures are an affront to anarchy.

So it is that the Beasts of Chaos harbour great hatred and loathing for the other inhabitants of the Mortal Realms. In the time before Sigmar awoke, the Greatfrays were the apex predators. They roamed at will across the lands, hunting down tribes, slaying colossal monstrosities and revelling in the depravity of every massacre they committed. To them, the unnatural order imposed by the God-King was like a canker upon the realms, and during the long generations in which they were confined to the wild places, their collective bitterness festered, fuelling their fury like fat thrown on a burning pyre. But since the dawn of the Age of Chaos, the Greatfrays have been unleashing their pent-up rage upon those who inhabit their ancestral stamping grounds. The loss of their primaeval paradise is burned into the twisted mind of every beast, and as Stormhosts descend from Azyr and spectral legions rise up from Shyish, the beastherds are drawn out in ever greater numbers, their acts of savage despoilment working to return the Mortal Realms to a state of Chaos.

HERDSTONES

Wherever the Beasts of Chaos roam, they erect enormous megaliths called Herdstones. Wrought from the warp-infused substance of the realm in which they stand, Herdstones mark a beastherd's territory and serve as the focal point for their anarchic bacchanals. Jutting from the earth like savage fangs, the most ancient Herdstones have withstood the long passage of years since before the Age of Myth, standing in places so remote – so twisted by the seeping influence of the Realm of Chaos – that no civilised mind has ever been in their presence and maintained its sanity. Like the Beasts themselves, Herdstones are a fusion of nature and Chaos. The substances from which they are hewn varies between beastherds and from realm to realm. In Aqshy, Herdstones are often made from volcanic glass or columns of cooling magma; in Hysh, some are formed of prismatic crystal, whereas those in Shyish may be carved from the bones of long-dead godbeasts.



Before stampeding from the hinterlands to lay waste to their enemies, a beastherd assembles before their oldest and most sacred Herdstone. There they indulge in drunken revelries and savage rituals, crowding around their profane monument in a frenzied crush. As the beasts feast on raw flesh and consume copious amounts of fermented blood and bile, their hunger for violence continues to grow. Deadly brawls spontaneously erupt, and those who think themselves strong enough to lead make braying challenges to the alphabeast. The whole while, roaring fires blaze at the base of the Herdstone, bathing the creatures around it in Chaos energy and igniting their most animalistic fury.

So raucous and debauched are the Herdstone gatherings that they can even draw the attention of the Dark Gods. Should one of their number wish to commandeer a growing stampede for their own purposes, they may visit their gifts upon the beastherd. Putrid tentacles may grow from the base of the Herdstone, or its crest may erupt in a geyser of blood. A particularly strong beast may be gifted with blessings of mutation or given visions of battles yet to come. The beastherd may recognise the might of the Chaos God, just as they would recognise any creature that displays such dominant power. If they do so, they will submit to the deity's profane whims and allow their stampede to be guided by similar signs, at least until their desire for other forms of anarchy takes over. Or they may simply refuse these gifts and slaughter all those touched by the Dark God's power. A particularly defiant alphabeast may even call for a tainted Herdstone to be torn down and smashed, though to do so is to invite the wrath not only of the Chaos God, but also of their own beastherd.

As the Beasts of Chaos surge further into the civilised lands, they erect more Herdstones. An enormous slab of corrupted rock may be tethered behind the largest beasts and dragged out from the wilderness, or else existing natural pillars are carved into bestial shapes and imbued with power through rituals of defilement. Other times, the sheer savagery of the Beasts of Chaos causes fully formed Herdstones to stab upward through the flesh of the realm, marking a beastherd's path with its oppressive presence.

Each new Herdstone is anointed with sacrifices and draped with grisly fetishes. Captives are burnt alive in the fires at its base, or impaled upon the horns that crown the megalith. The longer the Herdstone stands, the more raw Chaos energy it pours forth, warping the surrounding lands and devolving the living. Even long-unattended Herdstones continue to act as nodes of mutative power, steadily corrupting their surroundings in preparation for the return of their bestial creators.

GOR-KIN BEASTHERDS

When gathering for war, snarling herds of warped creatures are bound together under a single powerful alphabeast to form a beastring. These savage armies take on many shapes, but the most numerous are the Brayherds and Warherds – those composed of the various breeds of gor-kin.

BRAYHERDS

A Brayherd mustered for battle is like a vast sea of gnarled horns and matted fur. Scores of gors and ungors form into tight-knit familial herds, jostling against one another as their collective frenzy grows. The reek of bestial breath and putrefying blood from previous battles hangs thick around the raucous creatures, and the harsh sounds of their incomprehensible speech mingle with the incessant drone of buzzing parasites and chittering mites.

Each Brayherd is comprised of various breeds, namely gors, ungors and centigors. These savage creatures are divided into a hierarchy based upon strength, size and how bestial in form each is. Those with the biggest horns and thickest manes exert violent dominance over their more humanoid kin, charging ahead of them in battle or using them as expendable fodder to keep enemy blades busy. The largest creatures also bear the best weaponry and armour, having taken their pick of corpses to scavenge, or simply murdering their kin to take possession of a coveted axe or a robust-looking piece of armour.

As the gor and ungor herds surge across the battlefield, their muck-encrusted hooves pound the earth beneath them, trampling crops and shattering the stonework laid by ancient masons. At the flanks of the Brayherd gallop towering Centigors, intoxicated on noxious brews and thirsty for blood, while alongside them Tuskgor Chariots race forwards to be first into the fray. Charging at the centre of the stampede is the Beastlord, the savage leader of the anarchic army. He leads from the front, using displays of brutal violence and guttural bellows to spur his forces onward, while his Bray-Shamans draw upon raw Chaos energies to rain ruin upon the enemy and whip up the bestial vigour of their kin.

Brayherds are made up of the most man-like Beasts of Chaos. Each Brayherd is akin to a savage, warlike society, comprising multiple herds of warriors that live, hunt and do battle together. Some Brayherds remain hidden in their remote territories for many years, sating their bloodlust on the creatures that live there, as well as on wandering bands of explorers, soldiers and refugees. But inevitably, the Brayherd will eventually surge out from the wild lands to raid and despoil. Bound by a collective contempt for those not of their ilk, and driven by instinctual hatred and the fury of their Beastlord, they can lay waste to many better-equipped and more organised armies.



Typically, the bulk of a Brayherd marches in motley formation directly towards their enemies, announcing their presence loudly with bleating warcries. But this seemingly straightforward tactic belies their true cunning. As the beasts close upon their foes, blasts from horn-carved trumpets sound in every direction, signalling the launch of a deadly ambush. The remaining herds emerge from hiding at the sides and rear of their quarry, surrounding the enemy and cutting off their escape. The Brayherd then proceeds to rip into the opposing force, darting forwards where defensive lines are weakest, picking off unprotected missile troops, isolated skirmishers and startled spellcasters. With terror and anarchy spreading through the enemy ranks, the largest herds push forward to hack apart what remains of their foe.

At the apex of almost all Brayherds is a Beastlord – a scar-covered survivor of countless battles and

challenges. By his indomitable will are the ragged forces of the Brayherd kept from tearing each other apart, their inherent savagery bound into a great hunting pack and channelled towards a common enemy. In order to maintain their rule, a Beastlord must display a greater degree of might and cruel cunning than any other of its kind, outwitting both enemy generals and pretenders from within their own ranks; should he fail to provide a steady supply of victims to slaughter, his Brayherd will satisfy their hunger for bloodshed by hacking him limb from limb.

A Beastlord's most powerful followers are his Bray-Shamans. Though not as physically powerful or imposing in stature as some of the other beastmen, the Bray-Shamans are possessed of prophetic abilities, able to draw into themselves the anarchic energies that flow through the realms, and through grisly rituals interpret the ever-shifting currents of the future. By their vision is the brutal path of the Brayherd decided. The Bray-Shamans also tend to the Herdstones that mark out their Brayherd's territories, draping the corrupting megaliths with fleshy fetishes and covering them with scrawled runes.

WARHERDS

Comprised of bellicose herds of bullgors and their monstrous kin, a Warherd is like an avalanche of muscle and horns. As they stampede forwards, the frontmost bullgors heft massive weapons wrought of crudely bashed iron, cleaving through heavily armoured enemies with each powerful swing. Alongside these roaring warrior-beasts come the bullgors' towering cousins, the Gborgs and Cygors, who reach down with blade-ended limbs to rip through ranks of lesser enemies, or use their massive curved horns to impale those monstrous creatures



driven into battle by the enemy. Leading the Warherd is a mighty Doombull, an armoured champion as tall as a mounted knight. Commanding his forces through displays of strength and savagery, the Doombull seeks out the most formidable opponents to butcher, all the while bellowing warcries that stoke the slaughterous instincts of his Warherd to new heights.

The bullgor breeds are even more feral and violent than those gor-kin of the Brayherds. In form, they are far less man-like than gors, being further mutated and devolved. Their territories are located deeper into the wilds, where intense concentrations of Chaos energy coalesce. Like the Brayherds, each Warherd is both a societal group – with the bullgors in each constituent herd often being blood relatives – and a marauding army, though the tactics they favour tend to be less nuanced than those employed by the gor-kin. Instead of surrounding their foes in order to launch an ambush, a Warherd typically charges directly towards the strongest point in an enemy's

defensive line, shattering formations open with brute force before chasing down the surviving foes as they try to flee.

It is believed that the creatures of the Warherds were once more humanoid than they are now, until they were cursed by the Dark Gods. In the primaeval times before the awakening of Sigmar, those tribes that would become the Warherds worshipped the power of Chaos through gruesome sacrifices and cannibalistic rituals, slaughtering and devouring their own kind in order to be blessed with strength. This strength was granted to them, but as their bodies were mutated and made vast, so too were their profane appetites for flesh. The bloodgreed – as this curse was called – grew to be all-consuming. It drove the bullgors to ever greater acts of violence, causing them to tear greedily into red-raw flesh, not out of hunger, but out of an insatiable need to desecrate the bodies of their victims.

When the Warherds go to battle, the savagery of their slaughters

draws much attention from the Chaos Gods. Where Khorne sees these barbaric combats as pure manifestations of murder, enacted for the sole purpose of soaking the Mortal Realms in blood, Tzeentch views each corpse they mangle as an effigy of transmutation and change. Similarly, where Slaanesh revels in the unadulterated excess of the bullgors' violence, Nurgle delights in the disembowelled corpses that are left to fester and rot in the Warherd's wake.

The Herdstones around which Warherds gather are typically more malformed than those found in the territories of a Brayherd. Many are crowned with the heads of ancient Doombulls or gargantuan Ghorgons, and living sacrifices are continually fed into the fires that burn at each Herdstone's base. Some Herdstones have been fed so much flesh over their long existence that their rock has been replaced with throbbing muscle and blood-filled veins. Others are covered with toothed maws that gape open and emit ceaseless droning bellows.

THUNDERSCORN BEASTHERDS AND CHAOS MONSTROSITIES

From the most corrupted places in the Mortal Realms come the lightning-wreathed Thunderscorn beastherds and the hideous monsters of Chaos – creatures so redolent with warping energy that the air crackles in their presence and the ground beneath them writhes in agony.

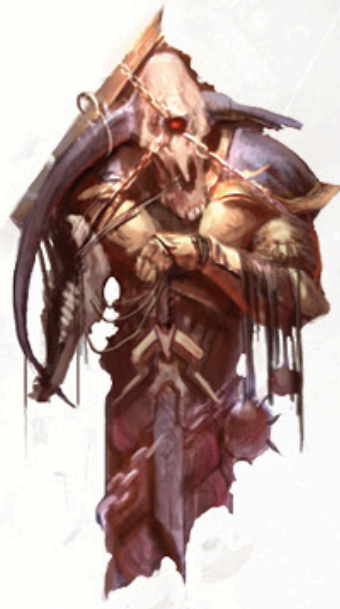
THUNDERSCORN BEASTHERDS

Few creatures strike as much dread into the hearts of their enemies as the Dragon Ogors of the Thunderscorn beastherds. Possessed of draconic strength, along with the resilience and sheer brutality of ogors, Dragon Ogors embody the ferocity of a chaotic storm, and with malevolent fury lay waste to their foes. Their territories lie far from any civilised lands, atop towering mountain peaks and amidst ever-raging tempests, yet they are able to strike across vast distances with little warning, bounding long leagues on their reptilian limbs to fall suddenly upon unsuspecting armies.

A Thunderscorn beastherd advances upon its foe with the implacability of a looming thunderhead. Even before the Dragon Ogors arrive, the skies grow dark and winds begin to whip; the air fills with static, causing hairs to stand on end and weapons to glow with eerie light. Sheets of lightning crack from horizon to horizon, and forked bolts lance down to scorch the earth. The deafening booms that follow rumble on far longer than those caused by any natural phenomena, as the thunderclaps are joined by battle cries from the rampaging beastherd that approaches.

Dragon Ogor herds storm across the battlefield towards their prey, driven forwards by howling gales. With every bound, their clawed lower limbs rip great gouges into the ground, while in their hands they brandish savage weapons forged in a time before Sigmar's awakening. Those foes not swept away by the initial charge are crushed or hacked apart in a series of whirling swings, or else vaporised by the rivulets of Chaos lightning that dance anarchically amidst the Thunderscorn's ranks.

At the eye of this bestial storm stands a Dragon Ogor Shaggoth, the most ancient and powerful of the Thunderscorn creatures. Rearing up towards the firmament, this raging alphabeast hurls devastating bolts of lightning into the enemy formations, reducing armoured warriors to char and bubbling fat before shattering those who remain with great sweeps of its axe and tail. With every thunderous bellow it spurs its Chaos kin onwards, ensuring their tempest of violence never abates. A single Thunderscorn beastherd can scatter whole armies to the wind, leaving cities levelled in their wake and the lands enshrouded by perpetual storms.



It is believed that the Thunderscorn came into being long before the birth of the Mortal Realms. In the world-that-was, the ancient ancestors of the Dragon Ogors made a pact with the Ruinous Powers, gaining eternal life in exchange for everlasting servitude to Chaos. At the destruction of that world, a single mighty Dragon Ogor Shaggoth – said to be as large as a mountain – survived and passed into Azyr, claiming great swathes of that realm as its domain and siring the first Thunderscorn beastherds. Though their former world had

been destroyed, the pact the Dragon Ogors had forged with Chaos remained, and they were doomed to bondage for another eternity.

When the God-King was awoken, he waged a great war against the Thunderscorn, casting them down from the Heavens through a series of bloody campaigns. Since that time, the Dragon Ogors have been kept from Azyr, their efforts to reclaim their homelands thwarted by Sigmar and his allies. The Thunderscorn beastherds withdrew to the remotest parts of the realms where, immune to the ravages of time, they waited for an age in which they could wreak their vengeance. They allowed their bitterness to grow more fierce with every passing century – bitterness at their eternal servitude to Chaos, bitterness at their exile by Sigmar's hand. Only when the Age of Chaos came to consume the Mortal Realms did they unleash their full fury, descending from their mountain homes to annihilate the lands in the God-King's domain.

Though the Dragon Ogors obliterated countless strongholds of civilisation, Sigmar was able to hold his dominion over the Realm of Heavens. And so, on the tallest peaks, during the most savage storms, the Thunderscorn beastherds called out their challenge to the God-King, daring him to open the gates to Azyr so that they could surge in and reclaim what was theirs. After centuries of bloodshed, the Stormcast Eternals were sent down to answer this challenge.

Like other beastherds, Thunderscorn beastherds mark their territories with herdstones. Those carved by Dragon Ogors often crackle with electricity or are surrounded by vortexes of swirling wind. Placed atop tall peaks or in highlands, they serve as monolithic lightning

rods. But the heart of each domain is marked by a far larger herdstone – a mountain or giant magnetic mesa soaked to its foundations with Chaos energy, around which the Thunderscorn beastherd gathers in preparation for battle.

MONSTERS OF CHAOS

Even before the coming of the Age of Chaos, twisted and horrific creatures roamed the wilderness. Making their lairs in the most warped landscapes, these monsters have ever been the source of nightmarish legend. Though made of flesh and blood, they are unbound from the natural laws that govern other savage animals, taking on varied grotesque forms and growing to impossible sizes. Some have bestial maws from which grasping tentacles emerge, or cruelly barbed tusks and horns that they use to gore any who enter their anarchic domains. Creatures such as Chaos Warhounds and Razorgors gather in teeming hunting packs, and together run down much larger creatures before ripping them limb from limb. Others are solitary beasts whose very presence corrupts their surroundings, reshaping the land to match their own abhorrent form.

Though not part of any Greatfray, the monsters of Chaos are drawn towards the other Beasts of Chaos. As the Brayherds, Warherds and Thunderscorn beastherds come together around their Herdstones and begin their orgiastic rites in preparation for battle, echoes of the gathering anarchy ripple throughout the wilds. The scent of bestial frenzy permeates the lands for leagues in every direction, rousing the monsters of Chaos to emerge from their domains and join the beastherds on their rampages. Chaos Gargants come striding out of darkened forests and deep mountain crevasses. Cockatrices, Chimeras and Jabberslythes fly forth from oozing swamps and cursed barrens. All the while, packs of smaller monstrosities teem across warping moors and gore-covered savannahs. Upon arrival, the monstrosities sense kindred beings in the bestial herds, smelling the thick taint of devolving energies that runs in the blood of

all children of Chaos. Even so, it is not uncommon that a monstrous creature will devour some of the lesser beasts when it first appears.

As a beastherd surges into civilised lands, even more monsters of Chaos come to join the slaughter, for just as the scent of blood attracts predators from far and wide, so does the desecration of cities and temples call out to the foul entities of the wilds. On rare occasions, large groups of such monstrosities will terrorise the lands separately from any beastherd. When this happens, the grotesquely warped creatures roam anarchically, mauling armies sent to face them and surging through towns and cities with mindless ferocity.

The monsters of Chaos are drawn not just to the beastherds that

erect the Herdstones, but to the megaliths themselves. Some creatures make their lairs near, or even inside, ancient and unattended Herdstones, defending them from those foolhardy souls who seek to save their lands from corruption by tearing down the nodes of warping power. But where no Herdstones have been erected, the monsters gather around natural formations that have become permeated with Chaos energy. Be it a petrified tree at the dark heart of a marshland, a titanic fossil protruding from a volcanic ridge, or a pillar of quicksilver vomited up from an iron-toothed geyser, the monsters of Chaos flock to these loci of desecration, revelling in the aura of entropy until they feel the call to battle and venture out to join a growing stampede.

‘Give no quarter!’ cried Osellion Emberborn as he and his Retributors charged through the town’s crumbling archway. Over three days and nights, his brotherhood of the Hammers of Sigmar had battled the Beasts of Chaos across the Settled Lands, slaughtering many but making no noticeable impact upon their numbers. Pouring in from the horizons, the braying creatures had ravaged township after township before receding back into the wilds, then emerging again with renewed fury to attack the Sigmarite forces once more. The marauders had covered more ground and desecrated more territory than Emberborn had thought possible in so short a time, but on this night he and his warriors had managed to corner the Beastlord and a handful of his followers in the ruined settlement of Osprey.

Raucous animal howls echoed through the town, and as the Retributors surged past shattered buildings, Emberborn saw scattered piles of mauled bodies – the remnants of Osprey’s luckless defenders. The whole place stank of smoke and blood-encrusted fur. As Emberborn readied his lightning hammer, he whispered a vow to avenge those who had fallen here.

The Retributors rounded the corner into the town square and laid eyes on the Beastlord standing not fifty paces ahead, his matted mane and tattooed flesh illuminated by fires burning beneath a towering stone monolith. At the horned champion’s sides were a pair of Bray-Shamans, their eyes aglow as they fed wads of offal into the flames at the base of their Herdstone. The Beastlord glared at the approaching Retributors and raised up its axe, pointing the crude weapon to the skies above the Stormcast Eternals’ heads.

Emberborn looked upwards and saw an enormous dark shape descending through the night towards him. He heard the flapping sound of great leather wings, and then the roars of three bestial heads – one avian, one draconic, and one leonine.

From its central head, the Chimera spat a jet of flame into the Retributor formation. Almost instantly, Emberborn’s armour began to melt and his flesh crumbled to ash. In the moment before his spirit was whisked away to Azyr, the Stormcast Eternal heard the Beastlord give a single, contemptuous snort.

ANNALS OF ENTROPY

The savagery of the Beasts of Chaos has long been embedded in nightmarish legend. Only a small portion of their atrocities have ever been recorded, and those that are get passed down as horrifying folk stories or half-believed fables. Here is a chronicle of those undeniable events in which the fury of the Beasts of Chaos was unleashed.

● AGE OF MYTH ●

Purging of the Heavens

In Azyr, the Thunderscorn beastherds sense the awakening of the God-King Sigmar. The order he imposes upon the realm stirs their fury, and they descend from the mountains to wage war against the interloper. As battles rage, the Heavens are cast into tumult, causing violent storms to erupt across the Eight Realms. Eventually, Sigmar is victorious and the surviving Dragon Ogors are cast out from Azyr. The Thunderscorn then set about searching for Krakanrok the Black, oldest and greatest of their kin, whose fate in the war of the Heavens is unknown.

CIVILISATION ENCROACHES

Sigmar and his growing pantheon set out across the Mortal Realms, raising up the scattered tribes of humans, aelves and duardin and bestowing knowledge upon them. In each realm, the nascent forces of Order encounter all manner of primordial creatures, and many Beasts of Chaos are put to the sword. Though whole Greatfrays are eradicated, others prove incredibly resilient. Of these, the Allherd is seemingly without number, and wherever its beastherds are driven back, more come surging from the wilds shortly after.

FIRST SON OF THE GORFATHER

The belligerent god Gorkamorka is sent by Sigmar to clear the beasts from the plains of Ghur. There he slays entire beastherds and countless warped monstrosities, until he is challenged by a colossal Beastlord that calls itself the First Son of the Gorfather. The two engage in savage battle, and though the Beastlord is mighty, it is eventually laid low. With its dying breath, the Beastlord says that Gorkamorka may one day become strong enough to fight the Gorfather himself.

SAVAGE EXODUS

The Greatfrays are driven from their territorial raiding grounds and are forced to recede into the wild places of each realm. There they gather around nodes of raw Chaos energy that have already begun spilling into existence, and over long centuries allow their hatred and bitterness towards the other mortal races to fester.

● AGE OF CHAOS ●

FURY UNLEASHED

The Chaos Gods extend their reach into the Eight Realms. With civilised lands beset by legions of daemons and mortal worshippers, the Beasts of Chaos emerge once more from the wilds to join in the slaughter. Though they often fight the servants of the Dark Gods, the true children of Chaos direct the majority of their fury at those who had driven them from their ancestral domains.

SLAUGHTER IN THE SKIES

With Chaos hordes pouring across the Realm of Metal, those belonging to civilisations that had flourished in the Age of Myth are faced with a decision – flee or die. Some of the duardin who had made their holds atop high mountain peaks choose to take to the skies, crafting enormous skyvessels with which they can escape the onrushing Tzeentchian legions. The fleet of Karak Ohrgaf flies high into the stratosphere, rising ever upwards until it disappears through the clouds of sublimated copper and iron. All contact with the fled duardin is lost, and even the other sky-ports that are established above the realm have no idea as to the whereabouts of their kin. Only when twisted wrecks of skyvessels and mangled duardin corpses begin to rain down from the Chamonian clouds is the fate of the lost fleet realised. Shortly after, a tattered Ohrgaf skyvessel containing three duardin descends and docks at the

sky-port of Barak-Zon. The crew tell of bestial predators that dwell high above, roaming the frozen metal clouds in enormous herds. Yet prospectors from Barak-Zon have their interests piqued when the Ohrgaf survivors describe enormous columns of solidified aether-gold around which the beastherds gather.

THE GREAT DEVOLUTION

The gleaming city state known as the Violet Kingdom is surrounded by beastherds from the Gavespawn Greatfray. As one of the Refracted States, the city long ago severed ties with the other learned empires of Hysh, and though its crystalline walls hold fast against the braying throngs, there is no hope of an allied army arriving to lift the siege. As food and water become increasingly scarce, the city's residents become more and more desperate, hunger and fear steadily gnawing away at their sanity. The populace turns to murdering their fellow citizens, choosing cannibalism over starvation. Petty lords and high-ranking officials are mobbed in the streets, torn limb from limb by the poor and destitute as penance for allowing such horrors to befall the Violet Kingdom. To survive, those inside the walls travel in packs, arming themselves with crude weapons with which they hunt the weak and weary. Over long years of this savage existence, the strongest survivors grow horns, their faces elongating into bestial shapes and their feet warping into hooves. Eventually, none are left in the city, save for those who have succumbed to the devolving energies of Chaos.

THE WANDERING WAR

As Ghyran is overtaken by daemoniac rot, the nomadic aelven warriors known as the Wanderers retreat from the realm along magical ley lines. During their flight, they are followed by beastherds of the Darkwalker Greatfray. The Wanderers know the savagery of

the Beasts of Chaos all too well and, rather than fighting them head-on, attempt to elude their predators, travelling along abstruse routes that criss-cross back and forth between realms. But wherever they travel, the Darkwalkers appear shortly after, emerging from hidden Realmgates to maim and butcher before the aelves make their next desperate exodus. This hit-and-run war decimates the population of Wanderers, and forces many of their closest communities to split up in the hopes of somehow shaking the insatiable stalkers.

MASSACRES ON THE MANTLE COAST

In the Everspring Swathe, pestilent beastherds given over to Nurgle begin levelling the ancient forests along the Mantle Coast. The Sylvaneth Wargroves that inhabit the once-verdant glades stand resolute against the desecrating creatures, but their strength is soon sapped as daemonic flora begins sprouting from the land. When the forests have been almost entirely reduced to putrefying mulch, the Sylvaneth at last receive aid. Idoneth Deepkin from the Briomdar enclave emerge from the Greenhaunch Sea and begin thinning the beastherds through a series of daring raids. But these coastal assaults prove costly, and many of the seaweed-draped aelves are sent back to the depths as dismembered chum.

● AGE OF SIGMAR ●

THE HEAVENS OPEN

After five centuries of carnage, the Mortal Realms are all but reduced to ruin. With the last bastions of civilisation close to annihilation, the God-King Sigmar unleashes the Stormhosts, sending his lightning-forged warriors into the realms to drive back the armies of Chaos. Hateful snarls echo throughout the wild lands, for in the Stormcast Eternals the Beasts of Chaos see the ultimate prey – beings of pure order whose shining ranks are ripe for desecration.

THE DIRGEHORN RESOUNDS

In their search for Alarielle the Everqueen, the Hallowed Knights and

Astral Templars strike into the heart of Rotwater Blight. The Beastlord known as Gluhak the Crusted Blade awaits their arrival, and as soon as the Stormhosts set foot upon the fecund loam he sounds the Dirgehorn – an enormous brayhorn carved from the skull of a giant plague-beast. A droning cacophony rolls over the land, filling the Stormcast Eternals with despair. In a harrowing campaign, Sigmar's warriors battle their way through the savage herds that infest Rotwater Blight, eventually reaching the gnarled hag tree from whence the discordant blasts are issuing. There, Decimator-Prime Machus hurls his axe into Gluhak's chest, sending the Beastlord smashing through the Dirgehorn. With a titanic boom the cursed instrument explodes, showering beastmen and Stormcast Eternals alike in flesh-rending splinters. With its physical form destroyed, the savage magic of the Dirgehorn dissipates back into the wilds.

BLOOD-SOAKED ARCHIPELAGO

The Tempest Lords Stormhost are despatched to the Tauroi Archipelago off the coast of Asphyxia, there to gather the Candlemen clans to join in the battle against the Chaos hordes. As they search the mountainous isles, they are attacked by the bull-headed monstrosities of the Bloodscorch Greatfray. The Khornate Warherds shatter entire phalanxes of the Stormcast Eternals, and towering Ghorgons tear through the tattered Flagellants and armoured Warrior Priests of the Candlemen. With the Sigmarite forces on the edge of defeat, a deafening boom thunders across the firmament, infusing every warrior in the archipelago with unquenchable rage. The already-frenzied beasts are physically unable to contain their fury, and thousands of them explode in showers of blood and bone. The Candlemen shout praises to Sigmar for their miraculous victory, unaware that the enraging thunder was the roar of Skarbrand, mightiest of Khorne's daemons. Despite their best efforts, the Candlemen are unable to cleanse themselves of the scent of bestial blood, and are forever marked as prey by the Beasts of Chaos in Aqshy.

RAT TRAP

Tzeentch-serving Thunderscorn beastherds pour into the Fyreslayer magmaholds nestled deep within the Dontos Mountains. Slaughtering the denizens in gruesome rituals of mutilation, the Dragon Ogors infuse the subterranean strongholds with warping energy. But as soon as the Fyreslayers have been eradicated, skaven of the Clans Moulder come surging up from the depths. Rather than fighting the multitudinous hordes, the Thunderscorn withdraw to the surface, whereupon nine Dragon Ogor Shaggoths call down bolts of iridescent lightning to strike the mountain peaks. The crackling energy mutates the ancient rock, sealing the entrances to the magmaholds. With the skaven trapped inside, the yawning caverns grow rows of stone fangs, and with vast, grinding chops devour the scurrying vermin.

HOWL OF THE DEAD BEAST

The Realm of Death erupts with necromantic energies. Known by many peoples as the Shyish necroquake, and among the Greatfrays as the Howl of the Dead Beast, this catastrophic pulse of magic raises unquiet spirits across the realms. The Beasts of Chaos revel in the ensuing mayhem, storming cities and fortresses that have been ravaged by gheists, and seeking out ancient places of power whose mystic wards have suddenly perished.

THE FELL MIGRATION

With the spectral dead roaming the lands and unbound magic seething throughout the realms, many Greatfrays begin to surge towards Shyish. Only the Beasts of Chaos themselves know the purpose of this mass migration, but as more beastherds pass into the Realm of Death, it becomes clear that they are converging upon the Shyish Nadir. In Azyr, terrified seers espy a possible strand of fate in which the Greatfrays find the Great Black Pyramid of Nagash, and through their desecration transform it into an enormous Herdstone. Further along this prophetic path, the seers see nothing but roiling anarchy, wherein death itself has become the domain of Chaos.

GATHERINGS OF THE GREATFRAYS

The warlike societies of the Beasts of Chaos are each comparable in size to a vast nation, sprawling across enormous swathes of territory and comprising multitudes of creatures. In these Greatfrays, there is no distinction between savagery and survival, for those who do not join in the slaughters are cast out or simply killed.

The wild places of the Mortal Realms are home to many Greatfrays, with each containing thousands, if not millions, of bestial warriors. These warriors form hundreds of smaller roving bands – the beasterds – allowing them to strike out in all directions at multiple targets. A Greatfray does not typically gather in one place – its beasterds are often dotted across enormous areas, each with their own untamed territories, and with patches of civilised lands scattered between them. Many Greatfrays have beasterds that reside in disparate realms, their connections to each other maintained through corrupted Realmgates that lie hidden in the wilderness. Yet regardless of their separation, the beasterds of a Greatfray are bound to one another by the ferocity of an apex creature – an alphabeast of incredible might that rules over the entirety of the Greatfray, guiding the savagery of its beasterds towards a singular destructive purpose.

A Greatfray's domain is marked by its Herdstones, and as more are erected, the corrupting influence of the Greatfray spreads. Those creatures that dwell within the boundaries of such a domain are shaped by the Herdstones' energies – their fur may begin to change colour, or their horns may curl in different directions. This can cause the varied creatures of a Greatfray to become similar in appearance, or it can have a divergent effect whereby every beast is made to be uniquely twisted.

The exact number of Greatfrays – and thus the true extent of the threat posed by the Beasts of Chaos – is impossible to know, for their populations are in a constant state of flux. Large Greatfrays regularly subsume smaller groups of beasts, cutting down the weakest in furious

battle before allowing the strongest survivors to join their ranks. As individual Beasts of Chaos fall in battle, whilst stampeding through the civilised lands or in combat with their own kindred, more emerge from the wilds to take their place, sometimes forming entirely new Greatfrays.

It is rare that the entirety of a Greatfray will go on a single warpath, though when they do entire realms tremble beneath their furious tread. Typically, each beasterd is left to raid and reave in isolation, spreading anarchy outwards from its own territory within the Greatfray's domain. A kingdom that borders on such territories may be beset on various fronts by different beasterds, its beleaguered defences becoming stretched thinner as the ferocious creatures ravage its lands. It is then that the seemingly disparate bestial forces join together, slaughtering as one and spreading even more corruption. As the tumult grows, other Beasts of Chaos are drawn from nearby lands, until the kingdom has been reduced to utter ruin.

The standing of each beasterd within a Greatfray is determined by their cunning and ferocity in battle, the size of the territories they have claimed, and the number of Herdstones they have erected. If a beasterd is seen by its kindred as weak according to any of these standards, a stronger beasterd will come to take over its domain. Conversely, those who are consistently ferocious will always be accepted as part of the Greatfray, regardless of any other aberrations they may display. As such, beasterds that have given themselves over to one of the Chaos Gods are found at the peripheries of many Greatfrays. Though their subservience to the Ruinous Powers

is seen as a violation of pure Chaos, their effectiveness as desecrators cannot be denied.

Unlike the more rigid armies of the Mortal Realms, beasterds can take on a variety of compositions, even growing in the thick of battle as more creatures are drawn towards the carnage. Those that are composed of similar species – namely the Brayherd, Warherd and Thunderscorn beasterds – are particularly effective at different types of combat, with Brayherds being unparalleled ambushers, Warherds excelling at brutal head-on offensives, and Thunderscorn beasterds conducting devastating lightning-warfare attacks. Other beasterds are composed of a myriad of twisted creatures, combining the strength and savagery of each to unleash variegated carnage upon their enemies.

Just as a Greatfray is composed of multiple beasterds, so too is each beasterd made up of a number of herds. A herd can range in size from a small handful of beasts to a teeming throng, and on the battlefield acts as a single hunting pack, with its creatures revelling together in their shared butchery. The beasts in many herds are closely related, sharing a sire or grandsire, and have survived by fighting together since they were young.

Left to their own devices, the various herds in a territory often fight amongst each other until they are wiped out. It takes the presence of a powerful alphabeast to bind the herds together into a beasterd. This mighty creature rules through cruelty and violence, lashing out at its followers to keep them in line and continually reasserting its dominance by leading the beasterd to fresh lands that can be despoiled.

HIERARCHY OF THE VILEHORNS

GNARGROK THE BEASTLORD

The Vilehorns are but one of the beastherds within the sprawling Allherd Greatfray. During the Battle of Coldwrath Vale their alphabeast was Gnargrok, a cunning Beastlord who coordinated the ambush by the Vilehorns' gors and ungors. Having previously defeated challenges to his leadership by Krovar the Doombull and the ancient Dragon Ogor Shaggoth Bezarkrak, Gnargrok counted multiple Thunderscorn and bullgor herds amongst his forces.

GREAT BRAY-SHAMANS
Surluk One-horn and Gnakh, they who speak with the true voice of Chaos

BESTIGOR HERD
The Skull-grinders, who mark their fur with the crushed bones of their prey

TUSKGOR CHARIOTS
The Tusked Avalanche, whose rumbling wheels inspire dread in even the most veteran warriors

GOR HERD
The Cloven, who seek to make offerings of their victims' trampled hearts

GOR HERD
The Dark Brood, all born of darkness in lands where no light can live

GOR HERD
The Flayed, who tear strips from one another's hides and devour them to share their strength

UNGOR HERD
Shurmok's Slinklings, beaten and reviled, filled with bitterness and spite for all living things

UNGOR HERD
The Bloodsuccour, who sup of their enemies' spilled gore that they might grow strong

UNGOR RAIDERS
Lyvik's Eye-eaters, who gnash at the jellied orbs of their screaming prey

UNGOR RAIDERS
The Mange-ridden, reviled and unwanted yet still they fight for Gnargrok

CENTIGOR HERD
The Slaughterhooves, whose thundering charge no foe has ever halted

CENTIGOR HERD
The Beast's Fury, who hurl down the idols of all gods with equal disgust

KROVAR THE DOOMBULL

BULLGOR HERD
The Rip-horns, they who gore all before them and festoon their horns with entrails

BULLGOR HERD
Krovar's Wrathpelts, mighty beasts who bear their master's fury into the heart of the foe

BULLGOR HERD
The Mindless, those who have lost themselves to the bloodgreed for evermore

GHORGON
Daesek's Bane, the towering monster that devoured the famous aelven hero whole

GHORGON
Vorhargh, the blood-gorging terror of the dark and ravenous wilderlands

CYGOR
The Beast of Talowfall, the fiend that tore down the Tower of One Hundred Wonders

BEZARKRAK THE SHAGGOTH

DRAGON OGOR HERD
The Ironscales, who feel nothing of pain nor hunger, and know only hate

DRAGON OGOR HERD
The Thundersons, born of the storm's cold wrath and sent to topple the bastions of Order

DRAGON OGOR HERD
Sharnak's Dustclaws, who trample the ruined remains of their victims into the dirt

LEGENDARY DESECRATORS

The brutality of the Beasts of Chaos is embedded in nightmares, leading people in each of the realms to fear what lies outside their own borders. Countless Greatfrays stalk the wilderness, yet among their number are those whose atrocities have become truly infamous, and whose names are synonymous with terror.



ALLHERD

Since the Beasts of Chaos first began to gather in number, there has been no Greatfray as large or as sprawling as the Allherd. Ruling over more wild territories than every other bestial tribe combined, the Allherd is known in civilised empires, spectral kingdoms and greenskin warclans by various names – the Anarkine, the Everbeasts, the Brood of the Gorfather and many more. Yet whatever they are called, their hunger for slaughter is unmistakable.

Beasts of the Allherd believe themselves to be more savage than others of their kind. Like all Greatfrays, they are wily and sharp-witted, able to lure their foes into unfavourable territory and launch devastating ambushes. But their true strength is in the thick of combat, when they come face to face with their prey. To a beast of the Allherd, the scent of an enemy up close is an invigorating odour, causing it to froth at the maw in anticipation of combat. In this state, the man half of the creature is discarded, thought and reason drowned by pure, bestial fury. As it hacks and gouges at the enemies before it, its rage continues to grow, blinding it to pain and rendering it insensible to fear. Only when its foes lie butchered does the man half of the creature reawaken. This return to sentience pains the beasts of the Allherd, filling them with self-loathing that they are not wholly bestial, and driving them ever towards the pure Chaos that is found in the crush of battle.


Even by the standards of the Beasts of Chaos, the creatures of the Allherd are prolific breeders. Their untamed territories heave with bestial warriors, giving rise to vast stampedes that surge into the civilised lands. Those born into the Greatfray believe they are

descendants of the alpha progenitor, the ancestor of all true children of Chaos, known to the Allherd as the Gorfather. During violent revelries, Bray-Shamans recount stories of the Gorfather – how he hacked apart the Realm of Beasts and created the Ghurish oceans from bile and blood; how he tore open the first Realmgates by driving his colossal horns deep into the flesh of the realms. A particularly ferocious and grizzled Allherd champion may even be thought by its kin to be one of the First Sons of the Gorfather.

Outside of Azyr, beastherds of the Allherd roam the wilds of every realm. It has been supposed that the Allherd first gathered in Ghur, for that is where their numbers are greatest, and ancient Herdstones bearing the Greatfray's mark scar the land on practically every continent and island in the realm. But long before humans, aelves and duardin empires were connected by Realmgates, the Allherd had already spread out into far-distant wilds.

As their domain expanded, the Allherd subsumed rival beastherds they encountered with unerring rapaciousness. None can say how many Greatfrays the Allherd has defeated and ingested into its ranks over the ages. The only records of such internecine battles are the bones that lie buried beneath remote hinterlands, where shattered gor skulls and axe-hewn horns hint at the enormity of the carnage that occurred there.

These savage clashes with other Greatfrays almost invariably see the Allherd's rivals cowed, the opposing alphabeasts forced to grovel before the mightier



predators. After submitting, the weakest of the rival herds are slaughtered, their entrails draped upon newly erected Herdstones, while the greatest warriors are given the chance to join the throng of the victors. Few creatures refuse, for unlike other races that enslave defeated champions, the beasts of the Allherd treat those taken into their ranks as their kindred, giving them free rein to prove their ferocity by butchering in the name of their new Greatfray.

So dominant are the Allherd that many Beasts of Chaos willingly seek out their stampedes. Herds of marauding beastmen and roving bullgors hear the cacophonous braying of the vast Greatfray in battle, and are compelled to join the rampant slaughter. Grotesque monstrosities feel the Chaos energy that gathers amongst the bestial masses and come slithering from their lairs to become one with the escalating anarchy. Every creature is welcomed into the fold, though only the most fierce are allowed to live, fight and interbreed with the rest of the Greatfray. In this way, the beasterds of the Allherd continually grow in size and strength, and are able to replenish their numbers with terrifying speed.

As the beasterds grow, fierce rivalries develop between the greatest warriors. Alphabeasts charge ahead of the throng, displaying their dominance and asserting themselves as the apex slaughterers by cutting down great swathes of foes. Entire cities are trampled into the mud as beasts try to best each other with acts of desecration. Hallowed shrines are gutted and glorious statues toppled, while mystic artefacts are strung up on Herdstones or else fed into the roaring fires that burn beneath the profane monoliths, all to the sound of bestial braying.

Nothing is sacred to the creatures of the Allherd, not even those idolatrous works dedicated to the Ruinous Powers. While there are god-worshipping beasterds at the fringes of the Greatfray, for the most part the Chaos pantheon's followers are seen as just another weaker tribe to be subsumed. The Dark Gods have proven themselves mighty, but the Allherd believe themselves to be the ultimate bringers of Chaos.



DARKWALKERS

An eerie hush descends over the land, pierced only by the creaking of ancient trees. Carrion birds cease their cawing, and chittering insects fall silent. In this void of sound, soldiers can hear their own hearts beating, their blood pulsing faster as fear sinks its cold talons into their souls. An armoured warrior sees something move at the corner of his vision, but it is gone by the time he turns his head. Another hears a trumpet blast so otherworldly that she cannot be sure her mind is not playing tricks on her. Then, scores of glowing eyes open as one, peering out from the gloom of the woods to look hungrily upon their surrounded prey.

The Darkwalkers charge their enemy from all sides. With terror spreading, the foe forms up to defend against the onrushing predators, but the beasts close upon them with unnatural swiftness, sinking axe blades into flesh before the victims have time to scream. As the battle rages,

more warped creatures pour out of the darkness and into the fray, and amidst the swirl whole herds seem to vanish only to reappear behind their enemies.

More than any other Greatfray, the Darkwalkers use the wilderness itself as a weapon. They seldom rampage through the civilised lands, choosing instead to draw out their enemies and lead them into uncharted places – vast deserts, unending swamps and inimical hinterlands at the edges of each realm. There, the Darkwalkers allow attrition and terror to whittle away at the opposing force, waiting patiently for the moment when they can encircle and butcher what remains of their foe.

The Darkwalkers have a seemingly instinctual understanding of Realmgates. They know the locations of countless hidden portals in each realm, and can sense where a given Realmgate will lead. By travelling through these mystic paths, a single Darkwalker beastherd can spread corruption far and wide, moving from place to place to seed disparate lands with anarchy. They also use their knowledge of Realmgates to disorient their foes, and by luring armies into unseen portals they can render an empire defenceless before the slaughtering even begins.

As nomads, the Darkwalker beastherds often act as guides for other Chaos forces. Mighty Chaos Lords present gruesome offerings at the Greatfray's Herdstones, and in return the beasts lead the Slaves to Darkness into the hearts of enemy territories. Such mingling with the god-worshippers is looked down upon by some of the other Greatfrays, but the Darkwalkers pay little mind to this stigma. To them, there are no boundaries that cannot be transgressed, and no route to anarchy that should be ignored.





GAVESPAWN

In body and mind, there are no Beasts of Chaos more warped than those of the Gavespawn. As the creatures of this Greatfray stampede into battle, hunched over to run on all fours or skittering sideways, long tongues flap from their gaping maws and their clawed limbs contort into twisted configurations. The braying call of the beastmen rises to a soul-piercing shriek, while the booming roars of bullgors, Dragon Ogors and towering monstrosities drown out all other thoughts and fill minds with nightmarish visions. Falling upon their prey, the beasts begin to lash out erratically, carving flesh and bone with each anarchic sweep of their blades and claws. With unabating viciousness, the creatures continue to tear into their foes, and the horror of facing such savagery is enough to snap the sanity of many mortal warriors.

The Gavespawn worship an entity known as Morghur – the Great Devolver and Bringer of Mutation. A being of the Realm of Chaos, Morghur manifested himself in the world-that-was many times, spreading disorder and corruption wherever he walked and reforming the land to mirror his own dark visions. Though that world was destroyed, Morghur's essence persisted, and through cracks in the veil between realities has seeped steadily into the wilds of the Mortal Realms.

To the beasts of the Gavespawn, the most blessed creations of Morghur are the Chaos Spawn – those mutated aberrations that writhe uncontrollably in places redolent with warping energy. In these supremely mutated creatures, the Gavespawn see their god's degenerate will brought into being. As such, when the bodies of the Greatfray's mightiest champions are hacked and hewn in battle, they are sometimes given the Gift of Morghur, and are reborn as Chaos Spawn.

There are an inordinate number of Bray-Shamans amongst the Gavespawn, and their fell ravings become even more profane when their twisted god visits prophecies upon them. These Bray-Shamans steer the stampedes of their beastherds, leading them on wending

warpaths to butcher and wreak ruin, and with each vile act of desecration they tear greater rents in the fabric of reality. As more raw Chaos energy pours into the Mortal Realms, the shamans foresee a time when Morghur will not only manifest himself once more, but will be raised up to the Chaos pantheon above all of the other Dark Gods. It is for this reason that many other Greatfrays are wary of the Gavespawn, for where most Beasts of Chaos seek to erode the barriers between the Realm of Chaos and the Mortal Realms, the Gavespawn wish to reduce all of existence to a seething primordial sludge, through which Morghur's essence can flow unhindered.

SKULLFRAYS

Those Beasts of Chaos that worship Khorne are gifted with a portion of the Blood God's undying rage and unquenchable thirst for murder. They see the shattering of cities and tearing down of idols as distractions, to be indulged in only after the lands have been drowned in gore and crimson rain pours from the skies. With every bloody battle, their bestial instincts are further honed, their lust for killing sharpened like a blade in one of their patron's great forges. Gone is their desire for rampant anarchy, for Khorne shows them that through disciplined warfare and martial prowess, the entirety of the Mortal Realms can be transformed into a slaughterhouse.

Skullfrays march upon their enemies in tightly grouped herds. Equipped with vicious blades and armour daubed with profane runes, their attacks are lethally precise, carving limbs and torsos with well-measured sweeps, and severing heads to release fountains of gore. As they wade through the freshly spilled viscera, they begin to froth at the mouth, their rage building with every drop of warm blood that touches their skin. Eventually, they allow their pent-up ferocity to burst violently to the surface, and in an explosive flurry they butcher what enemies remain. After battle, the skulls of the fallen are gathered up and placed in great piles at the base of Herdstones as an offering to Khorne.

The most infamous Khornate Greatfray is the Eighthorn Skullfray. Worshipping Khorne as the Great Brass Bull that gores the realms, the Eighthorn's stampedes across Chamon have wrought untold devastation. Their most gruesome practice is the devouring of the dead and dying, which they believe imbues them with the might of those they have killed. Every ounce of flesh is ripped from their opponents and consumed, but the one organ they do not eat is the brain, for it contains no strength, and is therefore discarded.



TWISTFRAYS

Known as weirdhorns, warphooves or fleshchangers, the Beasts of Chaos that worship Tzeentch are drawn from the wilds by the scent of magic. They seek not only to rend flesh and spill blood, but to defile the enchantments wrought by the other races. They view their Dark God as the Beast with Many Forms, the reshaper of realms who devours flesh, magic and fate before regurgitating them in forms more pleasing to the true children of Chaos.

The Herdstones of these Twistfrays morph into different configurations over time, growing larger and more redolent with energy as beasts adorn them with ensorcelled artefacts and feed tomes of knowledge into their fires. Along with flocks of Tzaangors and winged monstrosities, the streams of Chaos energy that flow from these Herdstones attract half-mad scholars from nearby places of civilisation. Rather than killing these men, the Tzeentchian beasts simply watch as their god moulds these interlopers into more savage creatures, giving rise to new beastherds.

The oldest and most feared Twistfray is the Ulk'gnar of Hysh. Once a tribe of beasts who sought enlightenment, they embraced the human half of themselves and eschewed their most primal desires. They lived peacefully with the surrounding tribes, but when Sigmar came to their lands, the humans and aelves turned on them, and they were all but wiped out.

By the end of the Age of Myth, only a single beast of the Ulk'gnar remained, and it called upon Tzeentch for aid in avenging its dead kin. The aelf and human tribes – now grown into flourishing kingdoms – were overtaken by the Change Curse, and as their peoples devolved into bestial savages they tore themselves apart. Those new-formed beasts then joined with the Ulk'gnar, as have many other civilisations in this Twistfray's wake.



ROTFRAYS

Before the Nurgle-worshipping beasts of the Rotfrays are within range to strike with their blades, their putrid stench has already nauseated the ranks of their enemies. Roaring animal mouths reveal fangs riven with decay, and from muscled limbs hang dense clusters of boils and protuberant tumours. In their filth-encrusted manes crawl all manner of pests and parasites – not only bloodmites and scabspiders, but also plump daemoniac slugs and pox-carrying bileflies. These feculent herds are the bringers of disease and the harbingers of woe to the Mortal Realms.

The Beasts of Chaos that worship Nurgle see themselves as martyrs amongst their kind. By beseeching the Plague God, they seek the means to erode the realms with pestilence, decomposing the civilised lands to make way for the wilderness. They fight without fear, knowing that their deaths are part of the cycle of rot and reformation, and when they are wounded, geysers of pus and foetid blood spray out to infect their foes.

The Manglegut Rotfray of Ghur was led to worship Nurgle by a grotesquely corpulent alphabeast known as Sloughtooth. Guided by his demagoguery, the Mangleguts befouled their Herdstones and began self-flagellating so that their wounds would become infected. The Rotfray quickly became host to many festering plagues, and from them disease spread throughout the surrounding lands. Sloughtooth was eventually killed in battle; impaled upon the spear of the Frostlord Gruthbav, the colossal beast's belly erupted in a shower of viscera. Those ogors covered by the putrid gore were transformed into rotted effigies whilst still on their mounts, whereas those beasts bathed in Sloughtooth's parting deluge were buoyed by the repugnant display of their patron god's favour, and have continued to spread the taint of Nurgle ever since.



SLAKEFRAYS

The savage bacchanals of Slaanesh-worshipping Beasts of Chaos are without equal in the wilds. Feasting and fighting to indulge their every desire, the hedonistic creatures become steadily more frenzied until their hunger for mayhem can no longer be contained. They then stampede towards the nearest city, announcing their coming with shrill blasts of their brayhorns, and launch themselves at the first enemies they see, brutalising their prey in a rapturous state of frenzy.

To the Beasts of Chaos, Slaanesh is the Decadent Fiend – the feaster, the breeder and the apex defiler. Those creatures that give themselves over to the Dark Prince's sadistic influence find themselves filled with hatred and jealousy towards the civilised peoples of the Mortal Realms. They both love and loathe the pretty baubles and ornate trinkets crafted by other races, and are driven to sack whole nations in search of such fripperies. Their lust for fine things leads them to rampage through cities long after all their inhabitants have been slaughtered, devouring jewels and gold ingots, and melting down precious metals with which to gild their horns, hooves and Herdstones. In the aftermath of these vicious revelries, when there is naught left but ruin, the beasts are overtaken by self-hatred, their idolatry of civilisation laid bare in their minds. Yet this soon fades as they set out towards bigger and grander empires that can be looted.

In Aqshy, the rampages of the Slaanesh-worshipping Gravenkin are so prolific that several Seeker hosts have begun following this Slakefray's stampedes. The Daemonettes believe the beasts have scented the Dark Prince and are carving a path towards where he is imprisoned, and with every land they pass through, the Gravenkin partake in even greater and more sadistic depravities.



BEASTLORDS

Ferocious warriors, merciless warlords, brutal tyrants of the lawless wilds – Beastlords are the alphabeasts of the Brayherds, ruling through domineering will and acts of brutal fury. They lead massed stampedes to crush whole nations before them and spread anarchy across the Mortal Realms.

Only the largest beastmen can ever hope to become Beastlords. Those possessed of such stature are inherently respected by their kin, yet size alone is not enough for them to command the fury of an entire beastherd. Solely through vicious displays of strength and cruel cunning can a beastman become an apex creature of Chaos, the lead brute whom all others follow as they tear down civilisations and those who would protect them.

Beastlords arise from amongst the teeming throngs of gors. Where the weakest of these creatures are killed

by warped monstrosities that roam the wilderness or are butchered by their own kin for sport, the strongest manage to fight off those that would prey upon them, quickly asserting themselves as predators to be feared. With every rival they defeat, they become even more dominant, their bodies rippling with corded muscle and their horns growing to the size of swords. Cold and uncaring intelligence sees these beasts launching many successful raids upon enemy territories, from which they garner vast spoils to be offered to their Herdstone, as well as abundant raw materials with which

to fashion themselves armour and weapons. Eventually, such a creature will challenge the alphabeast of its beastherd, believing itself to be mightier, and amidst the bloodthirsty braying of scores of onlookers the two will engage in savage combat. These challenges can last for days, or they may be over in a matter of seconds, with the greater beast impaling the lesser on its horns or crushing its rival's skull beneath its hooves. Either way, whoever wins becomes the undisputed Beastlord, a position they hold until they are challenged by an even stronger creature.

With a Beastlord at its head, a beastherd is less like an army and more like an enormous hunting pack. The Beastlord leads its herds to stalk and encircle their prey, gaining advantage by sowing terror and confusion through the enemy's ranks and ensuring that there is no place for their foes to run. When the time to slaughter arrives, the Beastlord signals the attack with a bloodthirsty roar, which is joined by the shrill blasts of brayhorns on all sides of the enemy's position.

The Beastlord charges into the fray with ferocious vigour, its deep, bleated bellows a challenge to any foolish enough to face it. Armed with a pair of brutal axes, it carves a gory path through the ranks of its enemies, lopping off limbs with practised strikes and hacking through armour to open bellies and split skulls. Amidst the massacre, the Beastlord proudly asserts its own ferocity, holding aloft the severed heads and spilt innards of freshly butchered foes for its enemies and followers to see. Yet it is when the Beastlord comes across an opposing champion that its full fury is at last unleashed, for to maintain its unquestioned position as the alphabeast, a Beastlord must not only dominate all other beastmen – it must dominate the heroes of the enemy as well.



GREAT BRAY-SHAMANS

Serving as baleful advisors to the Beastlords and as profane preachers to the gor-kin herds, Bray-Shamans can be found at the heart of many Brayherds. Like the rest of their kind, they have an insatiable appetite for carnage and desecration, yet their greatest strength is their ability to wield raw and destructive Chaos energy.

Amongst the beastmen, the Bray-Shamans are the only creatures whose fearsome mantle is not derived from physicality alone. These twisted soothsayers perceive the shifting currents of Chaos energy that flow into the realms, and through apocalyptic proclamations guide the stampedes of the beastherds along the path of greatest ruination. It is they who enact gruesome rituals before and after battle, sifting through viscera and staring into fires to experience doom-laden visions; it is they who carve the runes into the faces of Herdstones, graven marks that glow with anarchic power when the shamans begin their profane chants.

Whether born with their abhorrent abilities or having acquired powers by some malevolent means, Bray-Shamans are so glutted with Chaos energy that they exude a visible warping aura. The ground churns beneath their hooves, worms emerging through the mud only to wrap around and devour themselves. Weeds shrivel, sprout tooth-like thorns or uproot themselves entirely, and light bends backwards to create halos of writhing shadow around the shamans' horns. To the other creatures of the Brayherds, the Bray-Shaman is a beacon of ruin on the battlefield, stirring their slaughter-lust to even greater heights.

In the midst of combat, a Bray-Shaman wields their Chaos-derived powers to savage the enemy. Swarms of flesh-eating insects are summoned and sent streaming into the foe, clouds of entropic mist are conjured to rapidly erode weapons and armour, and the shaman's fellow beasts are imbued with unnatural fury. Through their feral magics, a Bray-Shaman can even dominate the minds of monstrous beasts brought to bear in the enemy's army, turning the pent-up ferocity of these creatures upon their hapless erstwhile masters.



BESTIAL SPELLS

When the Shyish necroquake tore through the realms, the lands were flooded with primal energy, giving rise to wild magics that linger without end. These endless spells are shaped by the latent power of the places from which they are manifested, with those from the domains of the Beasts of Chaos being savage and slaughterous. From the raging fires of the largest Herdstones charge Wildfire Tauruses; wrought from rage and flame, these gargantuan bulls flatten all in their path, incinerating entire ranks of soldiers without ever slowing. Those who hear the cawing of the Ravening Direflocks have visions in which their eyes and organs are plucked at for all eternity, yet it is those who run in an attempt to avoid this fate that the spectral ravens fall upon. But perhaps the most baleful of the bestial magics is the Doomblast Dirgehorn. Resembling the colossal brayhorn of Gluhak the Beastlord, this thunderous instrument resounds ever louder, driving sane minds to madness and reducing those in earshot to a disoriented stupor.

BEASTMEN

Snarling and savage, the beastmen surge towards their prey in raucous herds with teeth and weapons bared. They are the most numerous Beasts of Chaos, forming the bulk of the Brayherds. With two distinct breeds – gors and ungors – divided by size and ferocity, beastmen serve as marauders, massed infantry and shock troops.

GORS

The larger of the two beastman breeds, gors stand taller than most men and are considerably stronger. On powerful legs they charge across a battlefield, closing upon their prey with terrifying speed before hacking them apart with crudely wrought axes and brutal spiked implements. Even unarmed, the wolf-like fangs and long curling horns of gors make them fearsome killers. Each gor herd is fronted by a Foe-render – typically the beast with the largest horns or thickest mane – who leads its warrior kin by violent example, mauling opponents without mercy to the sound of bloodthirsty braying. Some gor herds carry brayhorns with which they add to the cacophony of battle, as well as banners made of flayed skin or filth-encrusted pelts, the stench of which stokes the creatures' lust for slaughter and anarchy.

BESTIGORS

The strongest and meanest gors carve out positions of great privilege within their beasterds. Known as Bestigors, they take for themselves the best spoils after battle, and during barbaric feasts shove their way close to the Herdstone to bask in its warping glow. These dominant creatures clad themselves in armour that they have ripped from the corpses of their enemies, and wield massive two-handed axes that they use to assert themselves as apex despoilers. Bestigors are viewed with favour by Beastlords and Bray-Shamans, who use them as bodyguards or afford them positions at the forefront of a stampede, where they can be the first creatures into combat. But a Beastlord must be ever wary of their Bestigors, for inevitably the boldest of these creatures will mount a challenge to usurp their position as alphabeast.

UNGORS

Ungors are the smallest of the beastmen, with short, stumpy horns and patchy manes. As the most man-like creatures of the Brayherds, they are regularly tormented and brutalised by their more fearsome kin, hunted for sport and forced to scavenge for scraps on the fringes of savage feasts. This breeds hatred and malevolence in the ungors, and forces them to gather in massed herds for survival. Together they skulk through the shadows, looking for prey upon whom they can unleash their bitter enmity. Where other Beasts of Chaos are stronger, ungors are incredibly dexterous, able to craft more-intricate weapons and armour than others of their warped kind. As such, Ungors are tasked with cobbling together axes and shields for the other beasts, and even fashion simple bows that they use to deadly effect.



TUSKGOR CHARIOTS

The chariots of the Beasts of Chaos are ramshackle constructions built from heavy pieces of lumber and iron scrounged from the ruins of despoiled cities. Bound with tattered leather straps or the sinews of slain monstrosities, and with huge spikes holding together the crudely shorn crossbeams, these vehicles show no hint of finesse in their craftsmanship, but they are sturdy enough to carry their riders to the front line and deliver a devastating impact upon arrival.



Each chariot is lashed to a pair of tuskhors – grotesque, many-horned beasts that roam the Chaos-infused wilds. Drawn by these creatures, the Tuskgor Chariot rumbles into battle, the loud braying of its beastmen crew rising above the pounding of hooves and the clatter of uneven wheels. With whip and spear the

gor driver lashes and prods the tuskhors onwards, while the Bestigor at the chariot's rear holds aloft its great axe, preparing to lop off heads the moment the vehicle reaches the enemy.

Creating a Tuskgor Chariot is no small task, and requires a degree of discipline that is unnatural to the Beasts of Chaos. Seeing the devastation wrought by the war engines of its enemies, a Bestigor may experience visions of barbaric grandeur and be inspired to craft their own chariot, going against their own bestial nature to plan their newly conceived contraption. The Bestigor sets off to hunt the tuskhors that will become its draw-beasts, spending long days chasing the creatures through woods and craggy mountains. Many a Bestigor is killed by the very quarry they stalk, their spine shattered by a sidelong charge and their entrails devoured while they bleed out. But the strongest and most indomitable manage to corner and subdue a pair of tuskhors to serve their ambitions.

In fabricating the chariot itself, the Bestigor employs a combination of brutal threats and physical coercion to exhort a team of gors and ungors to labour on their behalf. The ungors, with their relatively nimble fingers, lash together the frame of the chariot with rope, sinew or desiccated vines. Meanwhile, the gors condition the tuskhors to respond to violent stimuli, a process in which most of the trainers are killed and devoured. The gor that eventually succeeds in gaining dominance over the tuskhors is retained as the driver, while the ungors are simply run down for sport as the chariot-mounted Bestigor tests the efficacy of their creation.

Though seen as oddities amongst their beastherds, Tuskgor Chariot riders are nonetheless respected. The carnage they wreak from atop their war machines is proof they have not given up their savage natures entirely, and the speed with which they bear down upon their foes makes them the envy of many twisted creatures.



CENTIGORS

Centigors are hulking creatures with the muscular torso of a beastman and the lower body of a four-legged animal. They careen across the battlefield in haphazard formations, barrelling down upon the front lines or tearing around to outflank their enemies, and with crude spears carried in man-like hands they crash recklessly into their prey. Iron tips plunge into flesh and burst through rib-cages; shield walls crumble and impaled mounts are staked to the ground. As the foes reel under the weight of the impact, the Centigors rear back, mauling with their clawed forelimbs as they prepare to lunge again with their spears.

Standing head and shoulders above all but the largest Beastlords, Centigors have the strength to match their towering stature. However, they lack the wiles of some other Beasts of Chaos. Unless reined in by a dominant alphabeast, they have a tendency to give away their

ambushing positions by bellowing loudly and charging towards the first enemies they see. They are also particularly clumsy, and while innately skilled at wielding simple weapons, they lack the capacity to create new implements of warfare. They therefore use what attributes they do have to bully more adroit creatures such as ungors into crafting their equipment, and out of sheer spite and envy often run down and slaughter the smaller beasts once their work is done.

Centigors gather in sprawling herds in the barren expanses of their Greatfray's domain. They roam across howling deserts and tangled scrublands, or else flatten large swathes of dense forest or jungle in which they can cavort. From these desolated territories they make long migrations towards the Herdstones erected by the other Beasts of Chaos, defecating at the base of each monolith to mark their

presence. During the feasting, as before battle, they glut themselves on potent drink – brews consisting of fermented blood, sulphurous liquids and Chaos-infused oozes that they bring from their territories. These mixtures send the Centigors into a state of drunken bravado in which they are blind to fear and pain, and only upon waking the next morning do they feel the hideous toll of consuming such noxious cocktails.

Due to their speed and constant inebriation, Centigors are used as messengers by Bray-Shamans. A shaman will whisper a message to a Centigor before sending it galloping towards another beastherd, there to spread the mystic sage's fell prophecies. Centigors lack the wit to remember the message they have been told, but upon reaching their destination the message is relayed, issuing from the beast's drooling mouth in the voice of its original speaker.

TZEENTCHIAN BEASTMEN

Amongst the Beasts of Chaos are flocks of savage, avian-like beastmen dedicated to Tzeentch. These Tzaangors exist in places where the Architect of Fate has gained a foothold in the Mortal Realms, and with warped bodies and minds they serve the ever-shifting whims of their dark patron.

TZAANGOR SHAMANS

Fell winds howl throughout the hinterlands; drifting clouds twist into animal shapes before devouring one another; grand rivers flow backwards, their churning waters spitting forth mutated wildlife and screaming daemonic entities. These omens and scores of others portend the coming of a Tzaangor Shaman, the most powerful of Tzeentch's bestial creations. They are the leaders of the warflocks that serve the Great Conspirator, blessed with magical abilities and prophetic visions. Some are creatures born with the mark of Tzeentch emblazoned upon them; others have their gifts bestowed upon them only after performing gruesome rituals, and others still are created from the devolved flesh of sorcerous mortals who delved too deep into profane practices. Yet regardless of how they were formed, they are held in reverence by the Beasts of Chaos, and amongst the Tzaangors are seen as holding the greatest of boons – the ability to transmute other mortal creatures into true children of Chaos.

With a warping corona crackling around its raised staff, the Tzaangor Shaman unleashes its mutagenic spell upon its enemies. Bolts of blue-tinged energy lance outwards, enveloping the foe and causing them to fall to the ground in writhing agony. Those afflicted feel their flesh pulling away from their bones as muscles and organs contort into new shapes. The skin on their faces peels back and their mouths rip open as avian beaks erupt from their skulls. Amidst this unbearable pain, the victims' minds are similarly mutated, their hopes and desires twisted and their animalistic impulses brought raging to the surface. In a matter of moments, the cruel transformation is complete. The stricken rise as glistening-skinned Tzaangors, their previous alliances forgotten, replaced by unquestioning devotion to Tzeentch.

Despite being inextricably bound to Tzeentch, Tzaangor Shamans tend to be welcomed by most other Beasts of Chaos. Their ability to spread anarchy and ruin is undeniable, and overshadows their perceived enslavement to one of the Dark Gods. Driven by the will of its deific master, a Tzaangor Shaman will attempt to steer the warpath of a beastherd, or even an entire Greatfray, by whispering portentous wisdoms to its alphabeast. But so long as the course of fate brought about by this interference leads to savagery and despoilment, the Shaman's Tzeentchian proclivities are largely ignored.

The Herdstones raised up by Tzaangor Shamans and their flocks pulse with sorcerous energies. Known as flux-cairns, they serve as focal points for rituals not practised by other Beasts of Chaos, such as the distilling of mages' blood to create potent elixirs, as well as feasts in which the Tzeentchian beasts eat the tongues of their enemies to gain their speech and insights. Many of the most warped monstrosities that prowl the Chaos-drenched wilds are drawn to these flux-cairns – Chimeras, Cockatrices and Jabberslythes fly from leagues away, guided by the mutative stench that emanates from the arcane Herdstone.

Tzaangor Shamans go to battle atop Discs of Tzeentch. Birthed in the Realm of Chaos, these daemonic steeds allow their riders to fly high above the field of war, where they can rain their magics down upon their foes. As befits an entity created by the Changer of Ways, Discs of Tzeentch vary wildly in form, though most bristle with horns and have multiple fanged maws that they use to eviscerate the enemies of their master. Each Disc of Tzeentch is psychically tethered to its rider, allowing Tzaangor Shamans to steer their mounts by thought alone.

TZAANGORS

Lying in hiding within mist-shrouded woods, or concealed by mirage-like illusions, flocks of Tzaangors watch their enemies and wait for the time to strike. At the ordained moment their charge is announced with strange trilling calls, the clacking of avian tongues and brayhorn blasts that sunder the sanity of those in earshot. The bestial creatures flit forward brandishing savage blades, their piercing eyes lining up prey to be slaughtered in glorious and savage tribute to Tzeentch.

Tzaangors are possessed of far greater intelligence than other beastmen, and look down upon those creatures as unevolved brutes. Yet their lofty opinion of themselves is well deserved, for in single combat a Tzaangor is more than a match for many of its bestial cousins. Where most Beasts of Chaos rely on strength and ferocity alone to overcome their enemies, Tzaangors employ deception and trickery, deftly feinting to wrong-foot and outmanoeuvre their enemies before ferociously hacking them apart with ornate weapons.

The strangely mutated minds of Tzaangors are drawn towards magic. They ravenously seek out flows of arcane energy, devouring the flesh of mages so that it can be regurgitated at the base of flux-cairns, and hoarding ensorcelled artefacts so that they can be given as offerings to Tzeentch. Tzaangor are also keenly attuned to the wending strands of fate, and instinctively track the paths of certain futures so that they can be brought into being through acts of despoilment. Those Tzaangors who serve Tzeentch well in these regards are given further gifts of mutation, their bodies metamorphosing and their savage potency increasing, with the most blessed being elevated to the ranks of the Skyfires or the Enlightened.

TZAANGOR SKYFIRES

Skyfires are seen as paragons amongst the Tzaangor warflocks. Riding atop scintillating Discs of Tzeentch, they command almost as much awe as the Tzaangor Shamans themselves, and often accompany the bestial mages into battle. They carry enormous bows wrought from the wood of divining rods and magical staves, and from the air shoot hails of arrows into the ranks of enemies below.

Compared to other Tzaangors, the fate-sense of Skyfires is greatly enhanced, allowing them at any given moment to perceive multiple potential futures. Rendered mute by Tzeentch, a Skyfire can never speak of what it sees, but is still able to use its knowledge to deadly effect. Peering into the kaleidoscope of futures, a Skyfire lines up the events it wishes to unfold. The creature draws back its bow string, nocks a fated arrow then sets it upon its course. The missile flies through the air, every foreseen gust of wind steering it to where it is supposed to be, until it inevitably reaches its predestined target. With a wet thud the arrow lances through gaps in armour plating, sliding between ribs to puncture vital internal organs. Before the geyser of blood has erupted from the wound, the Skyfire has already lined up another shot, and has chosen the arrow that will spell death for its next victim.

TZAANGOR ENLIGHTENED

Tzaangor Enlightened possess a strange ability to perceive echoes of past events manifested around them. In battle, this allows them to see the hidden secrets and unspoken fears of their enemies brought to life. Many foes are driven mad as the squawking tongues of the Enlightened retell buried tales of betrayal, repeat the dying words of loved ones or loudly announce those self-doubts one only whispers when alone. As hatreds and jealousies are divulged, some warriors even turn upon their own allies, striking them down for slights that have been laid bare by the Tzeentchian beasts.

This same vision allows the Enlightened to see their enemies' every move repeated, each misplaced step and unbalanced weapon swing played out again and again. In a split second, they gain more knowledge of their foes than a predator gains in weeks of stalking its prey. Lunging

forwards with spears wrought of change-metal, the Enlightened target those opponents they know to be the weakest, stabbing where a poorly balanced shield, niggling injury or unjustified sense of confidence preclude the foe from mounting any form of defence.



BLOODGREED BRUTES

Roared battle cries and pounding drums rise above the clangour of battle as the bullgors lower their horns and charge into combat. They are the most fearsome warriors of the Greatfrays, the battering rams that smash open cities and sunder entire armies, and with every enemy they butcher, their blood-fuelled fury grows stronger.

DOOMBULLS

Doombulls are the most dominating beasts of the Warherds. Rising from amongst the bullgors, they are invariably the strongest and most ferocious of their kind, with hulking bodies and enormous blood-stained horns, the span of which could encompass several lesser gor-kin. At savage feasts, a Doombull asserts its status by bellowing out challenges to any brave enough to face it. Only the most brash bullgors respond to such provocation, and those that do are butchered in short measure, their horns ripped off and attached to the alphabeast's weapons and armour.

A Doombull leads by brutal example, charging ahead of the stampeding herds to be first into the fray. Armed with a giant two-handed axe – the blade of which alone is as large as an ungor – the great-horned beast cleaves through enemy formations. With every swipe, multiple torsos are hewn in two, and great gobs of mangled viscera are sent raining down upon those enemies who remain. As the devastating slaughter continues, the Doombull's frenzied bellowing acts as a clarion call to the other creatures of the Warherd, violently inciting their most bestial tendencies.

Like all of their ilk, Doombulls are consumed by the bloodgreed, and feast rapaciously on the flesh of those they have just killed. By taking on the mightiest of enemies, a Doombull ensures that the meat it ingests is redolent with strength, allowing it to grow larger and more powerful with each massacre. But this all-consuming hunger means that Doombulls rarely become the alphabeast of an entire Greatfray – their warped minds are ill-suited to planning manifold ambushes and converging stampedes, and are instead focused solely on the bloodshed of the next battle.



BULLGORS

The monstrous, taurine creatures known as bullgors roam the wilds in nomadic herds, driven ever forwards by the smell of warm flesh and pumping blood. An insatiable hunger gnaws at their souls, giving rise to savagery and recklessness far surpassing that of the smaller gor-kin, and leading them to seek out any and all foes upon whom they can feast. With an arrogance born of their massive stature, the bullgors barrel into combat, smashing through barricades and shield walls to get within killing distance of the most imposing enemies.

Bullgors hack at their prey in an explosion of rage, ceaselessly raining down axe blows with their grotesquely muscled arms. As they disembowel and lop limbs off their foes, the bullgors snap their fanged jaws to catch chunks of still-quivering flesh out of the air. Such is the bloodgreed of these ferocious brutes that they will even attempt to glut themselves on the tattered wisps of butchered gheists, or on the evaporating essence of daemonic creatures. It is no natural hunger that gives rise to such behaviour, and most of their victims are chomped to a pulp and left in gruesome heaps on the blood-soaked ground.

GHORGONS

Three things precede a Ghorgon's approach: the thick stench of curdled blood mixed with rank saliva; the rumbling of boulder-sized hooves pounding the earth; and a deep, deafening roar as the colossal beast picks up the scent of its prey. The Ghorgon stomps towards its next meal on huge, tree-trunk-like legs. Its gaping mouth reveals rows of jagged teeth, shreds of rotting meat and pieces of bone hanging from them – the last remnants of previous feasts. Upon reaching its prey, the Ghorgon uses one set of arms – those ending in vicious, bony hooks – to maim and mangle, while the great, grasping hands of its other arms grab up victims, shovelling the screaming unfortunates into its slobbering maw.

Some believe that Ghorgons are descended from a Warherd of bullgors in whom the bloodgreed curse was impossibly strong. Their agonising hunger drove them to cannibalism, with the biggest and strongest bullgors eating whole herds of their kin. The consumption of so much Chaos-tainted muscle caused them to grow ever larger, and with their size their hunger also increased. Some grew gnashing jaws on the their chests, others slavering mouths on the broad palms of their hands, all the better to help them feed.

When steered into battle by a fearless alphabeast, a Ghorgon is an incarnation of slaughter, ravenously attempting to sate its hunger by devouring scores of enemies. But when there are no more foes to consume, such a creature will just as happily eat its fellow beasts.

CYGORS

Like Ghorgons, Cygors are a monstrously malformed breed of bullgor whose curse makes them hunger not for flesh, but for magic. The ancestors of the Cygors ate Great-Bray Shamans, as well as witch doctors and hedge mages from primitive human and aelf tribes. In digesting this ensorcelled meat, the Cygors were warped to gargantuan proportions. Their eyes converged into a single glowing organ in the middle of their foreheads,

a cyclopean orb that is blind to physical matter but that can see the magic-soaked souls of wizards blazing like flames in the darkness. This allows Cygors to pick out their favoured prey in the midst of raging battle, whereupon they stomp their way through ranks of mundane enemies in order to feast upon the flesh of the enchanted.

A Cygor perceives mystic evocations as they are being formed, and with its enormous maw it swallows spells

before they can be fully manifested. As the horned beast consumes this magic, it also devours a portion of the soul that shaped the spell.

Cygors are both drawn to and disgusted by buried ruins upon which ancient wards and protective enchantments have been carved. With shovel-like hands they dig up this magic-laden debris; then, after sniffing out the location of distant enemies, hurl the boulders with devastating force.



DRAGON OGORS

They are the scions of the storm, the bringers of ruin and the enders of nations – they are Dragon Ogors, ancient and terrible beasts who rule over the mountain peaks. Cursed by the Chaos Gods with immortality, they have rained terror and devastation upon their enemies since the dawn of the Mortal Realms.

DRAGON OGOR SHAGGOTHS

There is no beast of the warping wilds more dominant, nor more terrifying, than a Dragon Ogor Shaggoth. From atop the tallest of peaks, it looks down upon the civilised lands, its hatred and disdain manifesting as a growing tempest. At the monster's bellowed call, the mountains shake to their foundations and lightning is brought forking down from the

skies. This declaration of disaster is heard for leagues in every direction, warning those who hear it to ready what defences they can muster. But the Shaggoth cares not what preparations are made for its coming, and sees fortresses and teeming armies as paltry impediments to its relentless fury.

Shaggoths are the largest of the Dragon Ogors, who over their long lifespans have continued to grow.

Though their kind are immune to death by age, they can still be slain in battle, and so only the strongest and most ferocious and most wilful Thunderscorn creatures survive the millennia required to become a Shaggoth. Those that do are revered as demigods – not only by their fellow Dragon Ogors, but by all Beasts of Chaos – for in their wake lie corpse-strewn battlefields and desolated nations beyond counting.

As a Shaggoth's body becomes ever-more immense, its talons extend to the length of spears, and its tail grows vast and muscled. Eventually, the Shaggoth outgrows both the weapon it carries and the plated scales that cover its draconic lower limbs. The storm-beast sheds its scales, and in the white heat of a lightning storm fuses them onto its weapon, creating a new, titanic blade befitting of its monstrous wielder.

It is not size alone that makes a Dragon Ogor a Shaggoth, for only those who have become one with the storm are considered true lords of the Thunderscorn. Through these creatures flows the untrammelled fury of lightning and thunder. Winds whip around them with enough force to uproot trees and strip skin from flesh. By instinct and sheer willpower, a Shaggoth summons anarchic energies from the land and sky, disgorging crackling bolts to obliterate its foes and wreathing its allies in invigorating electricity.

Shaggoths rule over vast domains, with the Dragon Ogors of their beasterds scattered across huge mountain ranges or throughout sprawling lightning-barrens. As such, it is rare that a Shaggoth encounters another creature large or bold enough to challenge it. But on those occasions when two Dragon Ogor Shaggoths cross paths, the brutal battle in which they engage causes the heavens themselves to split with fury.



DRAGON OGORS

Dragon Ogors possess might enough to best the most fearsome warriors their enemies can muster. Their hulking stature sees them loom over their opponents, and their savage skill at arms has been honed over long lifetimes. With storm winds howling behind them, the massive beasts rush their foes head-on, massacring with frenzied speed before surging towards their next quarry. Though such tactics lack finesse, there is no questioning their effectiveness, for to try and blunt the charge of a Dragon Ogor herd is as impossible as holding back a cyclone.

Aside from their prodigious strength and unflagging fury, the most dangerous aspect of Dragon Ogors is their incredible resilience. Their draconic lower half is covered in thick, plate-like scales, off which spears, swords and arrows ricochet harmlessly. Only by targeting their relatively soft underbellies or their broad ogroid torsos can a group of enemies even hope to do injury to the storm-wreathed beasts. Few such blows are landed before the Dragon Ogors have hacked and crushed the life out of their foes, and what wounds the beasts do sustain are seldom long-lasting. As the Dragon Ogors are struck by lightning, their

rent flesh reknits, broken bones and slashed muscles fused together by the energy of the tempest. Some say that in this way the Thunderscorn creatures can even regrow lost limbs or severed heads.

The weapons carried by Dragon Ogors are wrought from Azyrite metals, and were crafted when the ancestors of the Thunderscorn roamed wild in the Heavens. When the Dragon Ogors were cast out of Azyr, their ancestral weapons were scattered across the realms, hurtling down as comets to land in the wilderness. The beasts have sought them out ever since, and have demolished entire cities built upon craters to retrieve their tools of battle. Crude and brutal in form, these weapons crackle with energy as their wielder becomes enraged – blade edges glow white-hot, setting flesh ablaze with every slash, and clubs explode with thunder, sending the bodies of those they have struck careening through the air.

After a season of carnage and mayhem, the Thunderscorn herds return to their territories deep in the hinterlands, carrying with them the corpses of enemy champions and other gruesome offerings to present to their mountainous Herdstones.

If these offerings are worthy, storms of apocalyptic proportions will rage in that domain. The Dragon Ogors then enter a state of torpor in which they absorb these swirling Chaos energies. Once their monstrous bodies have become infused with power, the Dragon Ogors sweep out over the land once more.



Vallen Surestride raced along the icy bridge towards the fortress, his lungs straining in the high mountain atmosphere. The Vanguard-Hunter was the last of his brotherhood, the only Stormcast Eternal not to have been hacked apart by the brutal beasts they had been sent to hunt. He and his warrior brethren had set out to drive the Chaos creatures away from the Fortress of Glaciers and the Azyrite Realmgate that lay within. That mission was lost now, but still the fortress had to hold.

A boom of thunder split the sky. Surestride looked up and saw the dark clouds above him gathering speed. He was still half a league from the fortress gates – he had to make it across the bridge and warn the defenders of what was coming. Beneath his feet, the ancient masonry began to rumble. He glanced behind him and saw the charging Dragon Ogors, dozens of teeming herds all bellowing as they surged onto the bridge.

‘Close the gates!’ Vallen yelled, but his voice was drowned out by another deafening peal from above. Rivulets of electricity began to dance across his

armour, and from the sky great forks of lightning lanced down around him – but this was not the blessed lightning of Azyr. The Dragon Ogors were almost upon him, and the storm that followed them was born of pure anarchy.

In desperation, Vallen called out once more. ‘Close the ga—’

A colossal mace caved in his skull, and in a blast of light he was returned to Azyr.



CREATURES OF CHAOS

The wilderness of each Mortal Realm is home to countless monstrosities birthed of Chaos mutation. They are tyrants of their domains, roaming out from warped lairs to hunt trespassers in their territories, and upon hearing the call of a powerful alphabeast, they join the other Beasts of Chaos in bringing ruin to civilisation.

CHIMERAS

With powerful beats of its great, leathery wings, a Chimera soars through the sky above the battlefield. Its three sets of eyes peer down from on high, each hungrily searching for prey amongst the armies gathered below. Then, with a triptych howl, the warped beast dives down, teeth and claws bared as it prepares to indulge itself in slaughter.

A Chimera is a terrifying mixture of monstrous parts, bound together by the raw energies of Chaos and imbued with a ferocity surpassing that of any natural creature. The most striking feature of this aberration is its three heads, each of which has a different bestial form – usually that of a dragon, a lion and an enormous predatory bird. The draconic head roasts foes with jets of scintillating flames before greedily devouring the charred remains; the leonine head grips its enemies with brutal incisors and thrashes back and forth until the tattered bodies fall limp; the avian head uses its cruelly hooked beak to puncture even the thickest of armour and pluck out the flesh of those within. Each head operates independently of the others, and though they are prone to violent disagreement as to which prey they should hunt, they are capable of working separately and in terrifying concert.

Stories of Chimeras date back to the earliest days of the Age of Myth, but since the Dark Gods extended their reach into the Mortal Realms, encounters with these frightful creatures have become increasingly common. Like so many Beasts of Chaos, Chimeras have many divergent forms. There are tales of Chimeras with ursine or crocodilian features, and with wings like those of a giant dragonfly. In other Chimeras – such as the infamous Beast of the Bhoer Peak – the three heads have the appearance of a human, an aelf and a duardin.

JABBERSLYTHES

Appearing as a haphazard conglomeration of monstrous toad, mucosal slug-drake and many-limbed insect, Jabberslythes are the physical embodiment of anarchy. Their ungainly form belies their effectiveness as apex predators, and each of their manifold deformities serves to make them even deadlier. A spike-ended tail acts as a brutal club, pulverising foes with arcing swings. Muck-encrusted forelimbs end in vorpal claws that are sharp enough to slice through ironoak. Should a hapless victim attempt to run, rudimentary wings allow the Jabberslythe short bursts of flight. Its long, proboscic tongue then shoots out in the blink of an eye, impaling the fleeing prey before drawing them in to be devoured. Those enemies that stand and fight fare little better. As they hack at the sagging flesh of the creature, they are coated by gouts of black ichor that melt through flesh, metal and bone, reducing the brave warriors to bubbling pools of ooze.

Even amongst the warped throngs of the Beasts of Chaos, the vileness of Jabberslythes is beyond compare. So hideous is their appearance that mirrors of polished silver shatter in their presence and crystal clear water turns to stagnant filth, all to avoid offering up the Jabberslythe's reflection. To be in the presence of such overbearing repulsiveness is torture to a mortal mind. Those who look directly at the Jabberslythe for more than a moment are reduced to a stupor and begin clawing at their own eyes, crawling in tight circles or screaming nonsense rhymes in a gibberish tongue. Yet even turning away or closing one's eyes is small defence against such horror. As the foul beast draws near, its victims see its form projected into their minds. Those without sufficient strength of will are rendered motionless with madness, making them easy prey for the Jabberslythe.

CHAOS GARGANTS

Towering in stature, and possessed of colossal strength and endurance, Chaos Gargants are a terrifying presence on any battlefield. Armed with gnarled tree-trunks lashed to jagged rocks or serrated bones, they batter their way through packed ranks of enemies, swatting aside armoured soldiers and their mounts with ease. Those enemies who draw too close to these titans are splattered underfoot or else picked screaming off the ground, their demise to be decided by the Chaos Gargant at some later point.

Chaos Gargants are creatures native to the Mortal Realms who, over long centuries, were twisted by an influx of warping energies. At the outset of the Age of Chaos, there were thousands of gargant tribes scattered across the lands. Some fought against the forces of the Dark Gods, while others fled from the slaughters, migrating ever further into the wildernesses. It was there that these gargants were gripped by corruption. What little wits they had were stripped away, leaving only their basest and most ferocious instincts. Their massive bodies became increasingly warped, with some sprouting horns, or developing hooves in place of feet. Foulest of all was the aura exuded by each of these lumbering creatures, a pungent stench that grew more repulsive as their souls continued to rot.

Chaos Gargants are looked down upon by the other creatures of the wilds, for though they are ferocious, they are completely lacking in guile, and in spite of their destructive might, they are not true children of Chaos. Even so, a consuming thirst for blood, ale and mayhem drives them to follow the beastherds to war. With cruel and brutal jabs from an alphabeast, the Chaos Gargants are goaded into the enemy lines, there to mangle their foes with reckless abandon.

COCKATRICES

Scores of stone statues dot the desolate wastes, eroded by time and the corrosions of Chaos energy. Some are missing limbs or are bisected at the torso, and those that still have heads wear expressions of pure terror. In such a landscape, a Cockatrice's lair is sure to be found.

Compared to other Beasts of Chaos, Cockatrices are extremely reclusive, emerging from their solitary hollows only when their desire for fresh meat grows strong. They then take wing in search of new prey, following the trail of destruction left by the beastherds into civilised lands. When a beastherd inevitably crosses paths with an enemy force, a Cockatrice will skulk along the outskirts of the conflict, patiently waiting for the ideal time to strike.

In a flurry of motion, the Cockatrice lunges towards its prey, its feathered form becoming a blur. As it surges forwards, its eyes begin to glow with warping energy, and it fixes its gaze upon its targets. Those who return this stare are turned to stone in an instant, their petrified bodies rendered completely motionless, while those with the wit to avert their eyes are set upon by the thrashing avian monster. With sword-like talons the Cockatrice savages its victims, cutting flesh to ribbons and loosing organs onto the blood-slick ground. The screams of the dying mingle with the Cockatrice's own shrill screeching, all of which resonates in the still-conscious minds of those transformed to statues. Only when the battlefield falls silent does the Cockatrice return to its stone creations, picking them apart bit by bit with its powerful beak.

CHAOS SPAWN

Near the most redolent nodes of Chaos power, shambling abominations roam without purpose, their insane wailing echoing throughout the warped landscape. These Chaos Spawn were once mortal beings, creatures that became so infused with entropic energies that their bodies now ceaselessly mutate into gruesome

new configurations. Bones protrude through muscle and skin, growing into long, spear-like spikes. Internal organs burst violently outwards, spraying acidic juices before being enveloped into the creature's body once more. Limbs twist into writhing tentacles and flapping pseudopods, lashing in all directions as the Chaos Spawn lurches forwards. Such anarchy of form obliterates the creature's sanity, leaving naught in its mind but rage, anguish and seething hatred.

Chaos Spawn serve as a hideous reminder of the fickle nature of Chaos. Many beasts seek blessings of mutation, and present their gruesome offerings at the bases of Herdstones in order to bask in the corrupting glow of the monolith. Some receive longer horns, an extra limb or a third eye, but those whose offerings are not worthy – as well as those who have already received an abundance of gifts – may instead be subjected to the ultimate mutation, their body ripping itself apart as they are transformed into a Chaos Spawn. So changed, the creature will mindlessly follow its beastherd into battle, striking out at whatever enemies are in their path until – by enemy blade or its own spasmodic devolutions – it is reduced to a lifeless heap of flesh.

RAZORGORS

Razorgors are a warped breed of tuskgor, mutated to monstrous size and having developed temperaments that are even more ferocious. With thick layers of muscle that bulge to such an extent that they often burst through the skin, a Razorgor has the might to level an enemy formation with a single barrelling charge. These beasts have the aspect of a gigantic boar, with coarse hair and thick spines bristling from their body, though some are even more warped, with barbed tentacles for limbs or a second mouth at the end of their tail.

Razorgors are omnivorous, devouring trees and rocks as greedily as they eat other creatures, but it is the taste of still-living flesh that they hunger for most. Such is their appetite and metabolism that a

Razorgor can consume an armoured duardin and all their weaponry in a matter of seconds and still remain unsatisfied. Their most common method of feeding is to charge in and impale their prey, thrashing with hooves and tusks at those nearby while their first victim is still sliding down their gullet.

Razorgors attack other creatures on sight, even their kindred Beasts of Chaos. It is almost impossible to round them up, for their size and strength make them deadly to would-be herders. Instead, those alphabeasts that wish to direct the savagery of the Razorgors against an enemy force must coax the insatiable beasts to the battleground by using weaker creatures as bait.

CHAOS WARHOUNDS

Chaos Warhounds are akin to ferocious hunting dogs, but with barbed horns and serpentine tentacles protruding from their heads and bodies. These mutated descendants of bloodhounds and wolves prowl the darkened forests and shadowy mountain passes of each realm. There they prey upon lost and weary souls who stray from the relative safety of civilisation. Following the scent of fear and desperation exuded by such individuals, the warhounds announce the coming carnage with unnatural howls. Upon hearing this cacophonous baying, their prey is filled with an inescapable sense of dread. Few mortals are swift enough to outrun the warhounds, and those who stand and fight face a gruesome death, torn limb from limb in the slaving jaws of the hunting pack.

Chaos Warhounds are often found wherever the beastherds gather. Skulking at the fringes of orgiastic feasts, they dart out to gobble up discarded pieces of meat, or work together to pull down lone ungors, overly inebriated Centigors and those beasts that have been injured in challenges. When the savagery of a beastherd spills into civilised lands, the warhounds run alongside the raging throngs of gor-kin, informed by warped instincts that a great hunt has begun.



The Beasts of Chaos surge forth from the warping wilds. With teeming throngs of savage warriors, towering monstrosities and bestial magics, they lay waste to the forces of Order.



ANARCHY UNLEASHED

Armed with brutal tools of slaughter and daubed with the profane symbols of the wilds, the Beasts of Chaos are a savage presence on any battlefield. Here we present a showcase of Beasts of Chaos Citadel Miniatures expertly painted by Games Workshop's very own 'Eavy Metal Team and Design Studio army painters.



In a valley filled with ancient Herdstones, the beasts of the Allherd gather for war. They prepare themselves for battle with profane rituals and brutal challenges, ensuring that the most ferocious of their kind will lead the stampedes.



Bestigor with brayhorn

Bestigor with banner

Bestigor

Bestigor Gouge-horn



Great Bray-Shamans

Beastlord



Beastmen of the Darkwalkers Greatfray emerge from a hidden Realmgate in the crumbling remains of an ancient temple, there to ambush any who come searching for long-forgotten treasures.

BREEDS OF CHAOS



*Gor of the Forebeasts
Greatfray*



*Slaaneshi Gor of the
Gravenkin Slakefray*



*Tzeentchian Gor of the
Ulk'gnar Twistfray*



*Khornate Bestigor of the
Eighthorn Skullfray*



*Nurglesque Bestigor of the
Manglegut Rotfray*

The Allherd carve a path of devastation through the foothills of the Cupricon Range, butchering the Freeguild regiments in their path and erecting Herdstones to spread the taint of Chaos.



The uncharted wildernesses of the vast Mortal Realms are host to Greatfrays without number, whose beasts are shaped by both the natural and Chaos energies that flow throughout their sprawling domains.



*Hyshian Gor of the
Blindeye Greatfray*



*Ulguan Gor of the
Nighthowl Greatfray*



*Ghurish Gor of the
Gruffpack Greatfray*



*Shyishan Gor of the
Helstock Greatfray*

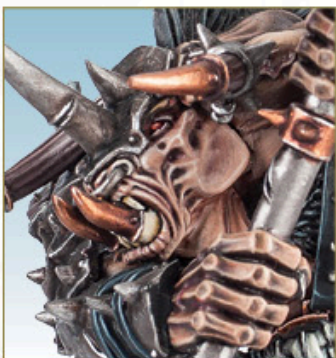
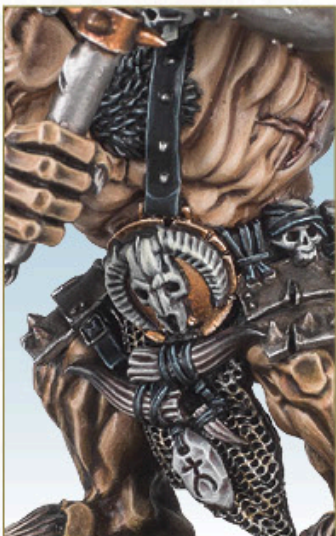


*Aqshian Gor of the
Scorchpelt Greatfray*





A roaring Warherd stampedes through a Realmgate in the Caustic Peaks of Aqshy, looking to sate their bloodgreed on the Fyreslayers of the Vostarg lodge.



Doombull



Bullgor Bloodkine



Cygor



Wildfire Taurus



Ravens Direflock



Doomblast Dirgehorn



Beneath crackling skies, a Thunderscorn Stormherd clashes with Stormcast Eternals within a Chaos-drenched fortress.



A Tzaangor Shaman leads its bestial kin through the Vulcharc Peaks of Chamon.



The slaving beasts of the Gavespawn charge into the centre of a Nighthaunt procession.

50



Chimera





Jabberslythe

In the dank depths of a spore-shrouded cavern, a monstrous beastherd rampages through territory held by Moonclan Grots, butchering the pernicious greenskins in a savage frenzy.



FURY OF THE WILD

From their anarchic domains, the Beasts of Chaos descend upon the civilised lands, following the call of mighty alphabeasts to spread the taint of corruption throughout the Mortal Realms. There are many ways to collect a Beasts of Chaos army, and these pages offer one example of how a beastringer can be mustered for war.

When collecting a Warhammer Age of Sigmar army, it's a good idea to have a plan. How you decide which units to include in your Beasts of Chaos army might be based on the look of the models, how you envision them performing during a tabletop battle, or could follow a narrative found in a battletome or even one of your own invention. There is no single right way to collect your army, only the way you deem best. The goal is the same – to field a battle-ready Beasts of Chaos force! Here is how we assembled the collection shown below.

The leader of this army is a Beastlord, a powerful creature to which the other Beasts of Chaos are drawn. As a model he is an imposing figure, exuding bravado and animal swagger, and this translates perfectly to his role on the tabletop. Not only is he a formidable and resilient fighter, he also leads from the front, charging into the enemy then using his command ability to bolster those beasts around him.

A Great Bray-Shaman is the perfect secondary hero, assailing the enemy with its spells as well as invigorating

the Beastlord and other Brayherd units. By keeping close to the Herdstone, the Great Bray-Shaman can continue to perform its grisly rites in the thick of battle.

A large herd of Bestigors provides a strong centre for this collection. As elite bodyguards, they can stampede forwards alongside their Beastlord to hack apart the foe with their despoiler axes. A similarly teeming Ungor herd can overwhelm the enemy with sheer numbers, or be driven into the fray to tie up the most threatening opponents,



while the smaller herds of Gors and Ungor Raiders can be used to launch devastating ambushes. A single Tuskgor Chariot tears along the army's flanks, and is capable of closing upon the enemy with terrifying speed.

In addition to massed throngs of braying warriors, this beastherd also contains several heavy-hitting units. A monstrous Doombull stomps across the battlefield, eager to slake its ravenous bloodgreed on the flesh of the enemy. With bellowed calls it commands its Warherd beasts, driving the Bullgors beside it to even greater acts of slaughter. A mighty Ghorgon towers over the battlefield behind its bestial kin, ready to barrel forward and devour its foes, be they ranks of cowering infantry or enemy monsters.

Thunderscorn units provide even more devastating power to the beastherd, with a Dragon Ogor Shaggoth able to call down the wrath of the storm upon its enemies. Alongside it is a herd of Dragon Ogors, who are practised at levelling a storm of attacks at their foes.

Lastly, a range of grotesque Chaos monstrosities makes the beastherd even more ferocious, with a Cockatrice, Jabberslythe and Chimera to soar over the battlefield, and a slaving pack of Chaos Warhounds to rip apart the enemy's front ranks.

As a whole, this Beasts of Chaos army presents a collector and painter with a variety of savage creatures, as well as a competitive tabletop force offering many exciting gaming options.

1. Beastlord
2. Great Bray-Shaman
3. Herdstone
4. Bestigors
5. Ungors
6. Gors
7. Gors
8. Ungor Raiders
9. Tuskgor Chariot
10. Doombull
11. Bullgors
12. Ghorgon
13. Dragon Ogor Shaggoth
14. Dragon Ogors
15. Cockatrice
16. Jabberslythe
17. Chimera
18. Chaos Warhounds



PAINTING YOUR BEASTS OF CHAOS

Whether you have never painted a Citadel Miniature in your life or are a master of the brush with decades of experience, painting a Beasts of Chaos army offers a unique and exciting challenge. The pages that follow contain some tips and examples to get you started with painting your own unruly beastherd.

There is nothing like the sight of a fully painted army of Citadel Miniatures. There is real satisfaction to be had in adding colour to your collection, teasing out the finely sculpted details, making your miniatures your own and creating a unified force. After all, one painted model looks great, but an entire army brought together through shared colours, iconography and heraldry is even more fantastic. There is also immense gratification in watching your collection grow as you add each new painted figure to the ranks of the finished models.

There's no right or wrong way to go about painting your collection of miniatures. Some people revel in treating each miniature as a work of art, lavishing attention on every millimetre of every model and painstakingly crafting scenic bases. Others prefer a far simpler approach, with basic but consistent paint jobs

that allow them to quickly complete legions of finished warriors. And, of course, there is plenty of middle ground for those who enjoy painting their troops but want to devote special attention to key figures such as heroes, war machines and monsters. Again, there is no one way to paint, just the way that works best for you. In the end, the goal is to field a fully painted beastherd on the tabletop – and with many savage and snarling warriors in its midst, replete with gore-encrusted weapons and armour, an army of Beasts of Chaos can be truly awe-inspiring.

Before painting your models, you'll first need to assemble them. To begin with, we recommend you follow the advice given in the construction booklet provided with your models, but as your confidence grows you may want to customise your miniatures by combining different weapons and modifying their poses.

Next, you can choose a paint scheme. Many infamous Greatfrays are shown on the following pages and in the art throughout this book, but of course it is also possible to create your own. Your choice of Greatfray can influence the character of your army, as well as its abilities (see page 61).

The Citadel Paint System takes the guesswork out of painting, and uses different formulations of paint to best match different techniques. The paints are used in a set sequence, and each enhances the underlying colour to produce a spectacular finished effect. Once you have grasped the basic techniques, you will find such results are well within reach.

The first paint you'll apply is called the undercoat. Supplied in spray cans, it's formulated to provide a smooth, even surface for the colours that follow. Once it has dried, you can break out your brushes and start bringing your miniature to life. The following stage-by-stage guides present the colours and techniques we used to paint the Greatfrays, but there are no 'rules' as to the colours you can use for your own miniatures – the Mortal Realms are a limitless canvas, so it's entirely up to you.



Base paints contain a high percentage of pigment, and deliver bold, intense colour that provides the foundation for the paint scheme. Neat basecoats are key to a great-looking miniature, and two thin coats are almost always better than one thick coat.



Shade paints are almost the consistency of ink, and are designed to run into the model's recesses to create depth and contrast. They are usually applied all over an area as a wash, or painted directly into recesses such as the gaps between armour plates.



Dry paints are applied using a technique called drybrushing, which involves passing a very lightly loaded brush rapidly across the model to apply a dusting of colour to the raised detail. It's a very quick way of adding highlights to a miniature.



Layer paints are brighter colours than Base paints, and have a smoother consistency. They are usually applied all over an underlying Base colour to achieve a more vibrant hue, or are painted in focused lines along raised areas and edges as highlights.

WARHAMMER TV

Warhammer TV's painting tutorials have insights for everyone, as they show you how to paint Citadel Miniatures from start to finish. The guides are available for free on games-workshop.com, and can also be watched via the Warhammer TV YouTube channel. Why not take a moment to check them out?

ICONS



1 Sketch out the design in basic shapes using a Detail brush or a soft pencil.



2 Next, block out the design with Abaddon Black. Make sure to keep your paint nice and thin.



3 Then, use the field colour to paint in details such as the eyes and the nasal orifice.



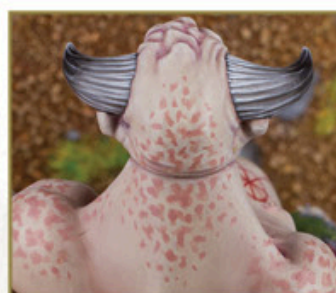
4 Apply small dashes of weathering using the field colour, as well as runes in Khorne Red.

BANNERS



There are many different Beasts of Chaos Greatfrays, each of which has their own unique iconography. A banner is an ideal place to showcase the profane markings of your collection. This Gavespawn banner has also been stippled at the base with Blood For The Blood God, for added primal horror.

LIVER SPOTS



Liver spots give the appearance of age, and can be applied by dotting a slightly thinned darker flesh tone.

HIDE MARKINGS



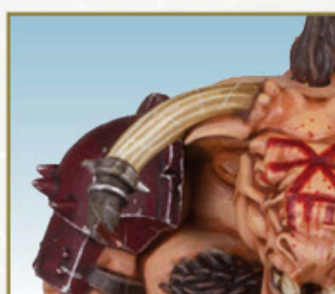
Larger, smoother surfaces like Centigor bodies are great areas to apply natural markings like spots and stripes.

SCALES



Edge highlights can be used to pick out the individual scales on the hides of Dragon Ogors.

HORN STRIATION



Striation can be achieved by gradually building up lines using increasingly lighter colours.

DRUM SKINS



Worn leather can be easily achieved using a gradual build-up of thinned Shades.

TATTOOS



Much like the banner icon above, tattoos should be sketched out and built up in gradual stages of detail.

MUTATED FLESH



To create an unnatural gradient of colour, slowly build up layers using Shade paints like Carroburg Crimson and Druchii Violet.

GLOWING RUNES



For a blue glowing rune effect, paint thinned-down Sotek Green into the recesses, followed by Temple Guard Blue and then Blue Horror.

CHIMERA HIDE



By using contrasting tones you can achieve a look that accentuates the different textures and elements of the hybrid monster.

STEP-BY-STEP GREATFRAYS

ALLHERD



Chaos Black Spray is a good foundation for the Allherd scheme.



Basecoat: Bugman's Glow, Rhinox Hide, Leadbelcher, Balthasar Gold, Zandri Dust, Mephiston Red, Khorne Red, Rakarth Flesh



Shade: Reikland Fleshshade (skin), Nuln Oil (red, metal), Agrax Earthshade (brass, bindings), Seraphim Sepia (horns)

GAVESPAWN



Corax White Spray suits the lighter tones of the Gavespawn.



Basecoat: Rakarth Flesh, Leadbelcher, Abaddon Black, Ushabti Bone, Stormvermin Fur, Brass Scorpion, Celestra Grey, Rhinox Hide, Incubi Darkness



Shade: Reikland Fleshshade (skin), Agrax Earthshade (metals), Seraphim Sepia (bones, binding), Nuln Oil (fur, wood)

DARKWALKERS



Mechanicus Standard Grey Spray is a good foundation for the Darkwalkers.



Basecoat: Thunderhawk Blue, Leadbelcher, Khorne Red, Skullcrusher Brass, Abaddon Black, Rhinox Hide, Administratum Grey, Mournfang Brown, Ushabti Bone



Shade: Coelia Greenshade (skin), Nuln Oil (metal, leather, red), Agrax Earthshade (brass, wood, horns), Seraphim Sepia (skull)



Layer 1: Cadian Fleshtone (skin), Skrag Brown (fur), Evil Sunz Scarlet (red), Ushabti Bone (horns), Skavenblight Ding (black), Balthasar Gold (brass)



Layer 2: Karak Stone (skin), Balor Brown (fur) Fire Dragon Bright (red), Stormhost Silver (metal), Pallid Wych Flesh (horns), Administratum Grey (black)



Base: Apply sand with PVA glue, basecoat Mournfang Brown, drybrush Balor Brown then Screaming Skull. Add Mordheim Turf. Paint rim Steel Legion Drab.



Layer 1: Rakarth Flesh, Stormvermin Fur, Ushabti Bone, Brass Scorpion, Skrag Brown, Celestra Grey (binding), Dawnstone (armour), Dark Reaper (horns)



Layer 2: Deepkin Flesh, Karak Stone (wood), Administratum Grey (fur, armour), Dawnstone (horns), Stormhost Silver, Pallid Wych Flesh (bone), Evil Sunz Scarlet (eyes)



Base: Apply sand with PVA glue, basecoat Mournfang Brown, drybrush Balor Brown then Screaming Skull. Add Citadel Grass. Paint rim Steel Legion Drab.



Layer 1: Russ Grey (skin), Evil Sunz Scarlet, Auric Armour Gold, Skavenblight Ding (fur), Doombull Brown, Ulthuan Grey (horns), XV88 (wood), Screaming Skull (skull)



Layer 2: Fenrisian Grey (skin), Stormhost Silver (metal), Fire Dragon Bright (red), Zandri Dust (leather), White Scar (horns), Pallid Wych Flesh (skull), Dawnstone (fur)



Base: Apply sand with PVA glue, basecoat Mournfang Brown, drybrush Balor Brown then Screaming Skull. Add Citadel Grass. Paint rim Steel Legion Drab.

KHORNATE ARMOUR



1 Basecoat the entire surface of the armour using Khorne Red.



2 Shade the recesses between the overlapping plates and the rivets with Nuln Oil.



3 Apply scratches to the armour with Ironbreaker, focusing on the edges and raised areas.

Tip: Applying scuffs and scratches to the armour of your miniatures achieves a battle-worn effect. Doing so allows you to tell the stories of past combats, giving a history to your beastherd.

KHORNATE DETAILS



Use Blood For The Blood God to daub your bestial warriors with Khornate iconography.



Skulls: Basecoat Ushabti Bone, shade Seraphim Sepia, drybrush Pallid Wych Flesh.



Brass: Basecoat Fulgurite Copper, shade Agrax Earthshade, highlight Stormhost Silver.



Apply Blood For The Blood God with angled strokes, then add dots to create splatter.

NURGLESQUE ARMOUR



1 Basecoat the entire surface of the armour using Castellán Green.



2 Shade the recesses between the overlapping plates and the rivets with Agrax Earthshade.



3 Highlight the edges of the armour plates and the rivets using Elysian Green.



4 Apply scratches and a finer edge highlight using Ogryn Camo and an S Detail brush.

NURGLESQUE DETAILS



Rust effects can be achieved by drybrushing Ryza Rust in small, focused patches.



Putrid puddles can be created by applying consecutive patchy layers of Nurgle's Rot over black.



For Nurglesque flesh, use Ionrach Skin as a basecoat for a sickly look.



For grotesque banners, add filth splatter using Technical paints and Shades.

TZEENTCHIAN SKIN



1 Use a Corax White Spray undercoat followed by a Celestra Grey basecoat.



2 Shade with Drakenhof Nightshade thinned with Lahmian Medium.



3 Layer the raised areas using Deepkin Flesh, avoiding the shade in the recesses.



4 Apply a fine highlight of White Scar to the edges of the muscles and prominent details.

TZEENTCHIAN DETAILS



Blue Armour: Sotek Green, Nuln Oil, Temple Guard Blue



Metal: Ironbreaker, Drakenhof Nightshade, Stormhost Silver



Wood: Incubi Darkness, Nuln Oil, Dawnstone (drybrush)



Cloth: Thousand Sons Blue, Nuln Oil, Ahriman Blue, Temple Guard Blue

SLAANESHI SKIN



1 Use a Corax White Spray undercoat followed by Flayed One Flesh basecoat.



2 Shade with Druchii Violet thinned with Lahmian Medium.



3 Layer the raised areas using Flayed One Flesh, avoiding the shade in the recesses.

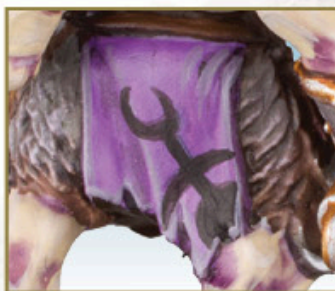


4 Apply a fine highlight of Pallid Wych Flesh to the edges of the muscles and prominent details.

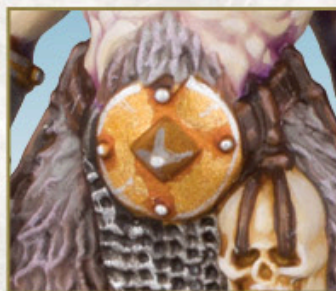
SLAANESHI DETAILS



Shade weapons with a mix of Druchii Violet and Lahmian Medium for an exotic tint.



Slaanesh's symbol can be applied to areas of cloth to show allegiance to the Decadent Beast.



Beasts that worship Slaanesh often adorn themselves with gold and other precious metals.



Edge highlight horns with Xereus Purple and Warpfend Grey over an Abaddon Black basecoat.

WARPATHS OF THE BEASTHERDS

This battletome contains all of the rules you need to field your Beasts of Chaos miniatures on the battlefields of the Mortal Realms, from a host of exciting allegiance abilities to a range of warscrolls and warscroll battalions. The rules are split into the following sections.

ALLEGIANCE ABILITIES

This section describes the allegiance abilities available to a Beasts of Chaos army. The rules for how to use the following allegiance abilities can be found in the core rules.

Battle Traits

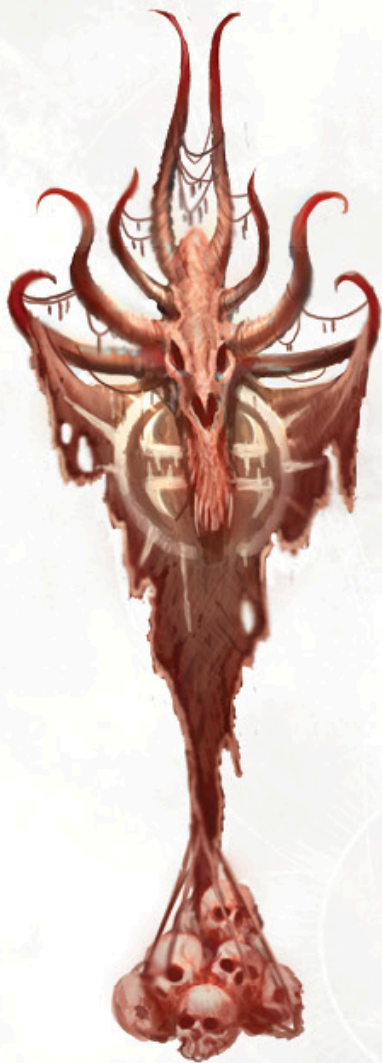
Abilities available to **BRAYHERD**, **WARHERD** and **THUNDERSCORN** units in a Beasts of Chaos army (pg 61).

COMMAND TRAITS

Abilities available to the general of a Beasts of Chaos army if it is a **HERO** (pg 62-63).

ARTEFACTS OF POWER

Artefacts available to **HEROES** in a Beasts of Chaos army (pg 64-65).



SPELL LORES

Spells available to **WIZARDS** in a Beasts of Chaos army (pg 66-67).

GREATFRAYS

Abilities for three of the most feared Greatfrays that roam the wilds (pg 68-70). These rules can be used by units in a Beasts of Chaos army that have been given the appropriate keyword (see the Greatfray battle trait, opposite).

BATTLEPLANS

This section includes a new narrative battleplan that can be played with a Beasts of Chaos army.

Battleplan: Blood Swamp tells the exciting story of an invading force undertaking a desperate attempt to smash asunder a Herdstone deep within a fog-filled swamp, as the Beasts of Chaos ambush their would-be destroyers from all sides.

PATH TO GLORY

This section (pg 74-77) contains rules for using your Beasts of Chaos collection in Path to Glory campaigns.

WARSCROLLS

This section includes all of the warscrolls you will need to play games of Warhammer Age of Sigmar with your Beasts of Chaos miniatures. There are four types of warscroll included in this section:

WARSCROLL BATTALIONS

These are formations made up of several Beasts of Chaos units that combine their strengths to gain powerful new abilities (pg 78-85).

WARSCROLLS

A warscroll for each unit is included here. The rules for using a Beasts of Chaos unit, along with its

characteristics and abilities, are detailed on its warscroll (pg 86-101).

Endless Spell Warscrolls

There are three endless spell warscrolls that detail the rules for unique and powerful spells that can be summoned by Beasts of Chaos wizards (pg 102-103). The rules for playing games with endless spells can be found in the *Warhammer Age of Sigmar Core Book*, and in *Warhammer Age of Sigmar: Malign Sorcery*.



SCENERY WARSCROLLS

Here you will find a scenery warscroll for the Beasts of Chaos Herdstone (pg 103).

PITCHED BATTLE PROFILES

This section contains Pitched Battle profiles for the units, warscroll battalions and endless spells in this book (pg 104).

ALLIES

This section has a list of the allies a Beasts of Chaos army can include (pg 104).

ALLEGIANCE ABILITIES

BATTLE TRAITS

61

PRIMAL INSTINCTS

THE HERDSTONE

The foul megaliths erected by the Beasts of Chaos warp and corrupt the land around them.

After territories have been chosen but before players begin to set up their armies, you can set up one **HERDSTONE** (pg 103) wholly within your territory, more than 12" from enemy territory and more than 1" from any other terrain features. If both players can set up a terrain feature in this manner, each player rolls a dice, rolling again in the case of a tie, and whoever rolls higher can choose the order in which the terrain features are set up.

BRAYHERD AMBUSH

The Brayherds use savage cunning to encircle their prey before launching an attack.

Instead of setting up a **BRAYHERD** unit on the battlefield, you can place it to one side and say that it is set up in ambush as a reserve unit. You can set up one reserve unit in ambush for each **BEASTS OF CHAOS** unit you have set up on the battlefield. At the end of your first movement phase, you must set up all friendly reserve units that are in ambush on the battlefield, wholly within 6" of the edge of the battlefield and more than 9" from any enemy units. Any reserve units that cannot be set up are slain.

Creatures of the Storm

As the skies twist and darken, the Thunderscorn sweep across the battlefield with primal force.

At the start of your hero phase, roll a dice. Each friendly **THUNDERSCORN** unit more than 3" from any enemy units can move a distance in inches equal to the roll, but cannot move within 3" of any enemy units.

BLOODGORGE

The creatures of the Warherds guzzle down the blood of their enemies and feast on their flesh.

At the end of the combat phase, if any attacks made by a **WARHERD** unit in that combat phase destroyed any enemy units, heal D3 wounds allocated to that **WARHERD** unit.

GREATFRAYS

Each of the Greatfrays wages war in its own uniquely savage way.

If your army is a Beasts of Chaos army, you can give it a Greatfray keyword. All **BEASTS OF CHAOS** units in your army gain that keyword. You can either choose one of the Greatfrays listed below, or choose another Greatfray you have read about or created yourself. If you choose one from the list below, all units with that keyword benefit from the extra abilities listed for that Greatfray on the page indicated. If you choose a different Greatfray, simply pick the Greatfray that most closely matches the nature of your own.

- **ALLHERD** (pg 68)
- **DARKWALKERS** (pg 69)
- **GAVESPAWN** (pg 70)

PRIMORDIAL CALL

The din of battle and scent of gore call to all Beasts of Chaos, beckoning them to join the hunt.

You can summon units of **BEASTS OF CHAOS** to the battlefield if you collect enough Primordial Call points. At the start of your hero phase, you receive 1 Primordial Call point. In addition, in your hero phase you can choose one friendly **BEASTS OF CHAOS HERO** within 3" of the **HERDSTONE** you set up at the start of the battle and say that they will enact a savage blood ritual.

If you do so, pick a friendly **BEASTS OF CHAOS** unit within 3" of the **HERDSTONE**. That unit suffers D3 mortal wounds. For each mortal wound inflicted on that unit, you receive 1 Primordial Call point.

If you have 3 or more Primordial Call points at the end of your movement phase, you can summon one or more units from the following list onto the battlefield, and add them to your army. Each unit you summon costs a number of Primordial Call points, as shown on the list, and you can only summon a unit if you have enough Primordial Call points remaining to pay its cost. Summoned units must be set up wholly within 6" of the edge of the battlefield and more than 9" from any enemy units. Subtract the cost of the summoned unit from the number of Primordial Call points you have available immediately after it has been set up.

Unit	Cost
1 Chimera	10
1 Ghorgon	10
3 Tzaangor Skyfires	10
1 Chaos Gargant	9
1 Cygor	9
10 Tzaangors	9
3 Bullgors	8
1 Jabberslythe	8
3 Dragon Ogors	7
3 Tzaangor Enlightened on Discs of Tzeentch	7
10 Bestigors	6
1 Cockatrice	5
3 Tzaangor Enlightened	5
5 Centigors	4
10 Chaos Warhounds	4
10 Gors	4
10 Ungor Raiders	4
1 Chaos Spawn	3
1 Tuskgor Chariot	3
1 Razorgor	3
10 Ungors	3

COMMAND TRAITS

BRAYHERD ALPHABEAST TRAITS

BRAYHERD HERO only.

D6 Command Trait

- 1 Bestial Cunning:** *Guided by predatory instincts, this general moves its herds to surround and outflank the enemy army.*

Up to half (rounding down) of the friendly reserve units set up in ambush (see Brayherd Ambush, page 61) can arrive in your second movement phase instead of your first.

- 2 Indomitable Beast:** *This beastman towers above others of its kin.*

Add 1 to this general's Wounds characteristic.

- 3 Apex Predator:** *This creature is a master of the swift kill, sensing the prey's weakness with ease.*

Re-roll wound rolls of 1 for attacks made by this general.

- 4 Malevolent Despoiler:** *To this spiteful creature, civilisation exists only to be torn down.*

Enemy units cannot receive the benefit of cover while they are within 12" of this general.

- 5 Oracle of the Dark Tongue:** *Dark omens are spat from the maw of this alphabeast.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of this general.

- 6 Shadowpelt:** *This beast's onyx-black hide devours light, blinding those that attack him.*

Subtract 1 from hit rolls for attacks that target this general made by models more than 3" away from the general.



A Great Bray-Shaman summons a Wildfire Taurus to immolate the Ironjawz with its flaming charge.

WARHERD ALPHABEAST TRAITS

WARHERD HERO only.

D6 Command Trait

- 1 **Eater of Heroes:** *This beast has developed a taste for the most powerful of foes.*

You can re-roll failed hit rolls for attacks made by this general that target an enemy **HERO**.

- 2 **Rampant Juggernaut:** *This ferocious alphabeast is all but unstoppable on the charge.*

You can re-roll charge rolls made for friendly **WARHERD** units wholly within 12" of this general.

- 3 **Gorger:** *This gluttonous beast and his bullgor kin delight in feasting upon the flesh of the slain.*

Do not roll a D3 to determine the number of wounds healed by the Bloodgorge battle trait (pg 61) for friendly **WARHERD** units that are wholly within 12" of this general. Instead, the battle trait heals 3 wounds allocated to that unit.

- 4 **Gouge-tusks:** *Caked in layers of gore, this beast's tusks have slain many great warriors.*

At the end of the combat phase, pick an enemy unit within 3" of this general and roll a dice. On a 1, nothing happens. On a 2-5, that unit suffers 1 mortal wound. On a 6 that unit suffers D3 mortal wounds.

- 5 **Roaring Brute:** *The deep bellows loosed by this monster evoke a primal terror in its prey.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of this general.

- 6 **Rugged Hide:** *The thick, leathery skin of this beast can withstand substantial damage.*

Worsen the Rend characteristic of attacks that target this general by 1 (to a minimum of '-').

THUNDERSCORN ALPHABEAST TRAITS

THUNDERSCORN HERO only.

D6 Command Trait

- 1 **Tempestuous Tyrant:** *This alphabeast has slain many a behemoth that has strayed into his domain.*

You can re-roll failed wound rolls for attacks made by this general that target a **MONSTER**.

- 2 **Magnetic Monstrosity:** *Writhing rivulets of lightning bind this beast's enemies to him.*

Enemy units cannot retreat while they are within 3" of this general.

- 3 **Father of the Storm:** *This beast can imbue those around him with the power of tempests.*

When you use the Creatures of the Storm battle trait (pg 61), you can re-roll the dice that determines how far units can move if this general is on the battlefield.

- 4 **Lightning-fast Monstrosity:** *Despite his great size, this alphabeast is capable of devastatingly fast attacks.*

This general fights at the start of the combat phase if it made a charge move in the same turn, before the players start picking any other units to fight in that combat phase.

- 5 **Adamantine Scales:** *The scales that cover this beast's body are thicker than plate armour.*

Add 1 to the Save characteristic of this general.

- 6 **Ancient Beyond Knowing:** *This alphabeast has waged war across the Mortal Realms since aeons long past.*

At the start of the first battle round, you receive D3 additional command points.

ARTEFACTS OF POWER

SPOILS OF THE BRAYHERDS

BRAYHERD HERO only.

D6 Artefact of Power

- 1 **Ramhorn Helm:** *The curving horns of this headdress spiral around the wearer's own, allowing them to savagely gore the target of their charge.*

After the bearer completes a charge move, pick an enemy unit within 1" of them. That unit suffers D3 mortal wounds.

- 2 **Brayblast Trumpet:** *Carved from the bone of a Shaggoth, this horn sends thunderous blasts across the Mortal Realms, drawing towards it the most savage of the true children of Chaos.*

Add 1 to hit rolls for attacks made by friendly BRAYHERD units while they are wholly within 18" of the bearer if those units used the Brayherd Ambush battle trait to set up on the battlefield in that turn.

- 3 **The Knowing Eye:** *This misshapen lump of flesh has an all-seeing eye at its centre that forever gazes in the direction of its quarry. The bearer knows not where the eye guides them, but soon learns to trust its divinations.*

At the start of your hero phase, roll a dice if the bearer is on the battlefield. On a 4+ you receive 1 additional command point.

- 4 **Volcanic Axe:** *This axe, originally belonging to the Scorchpelt Greatfray, was bathed in Aqshian lava during the Time of Tribulations. Its blade burns the flesh of all it touches and, when it strikes true, can release a pyroclastic shock wave that turns enemies to cinders.*

Pick one of the bearer's melee weapons. Add 1 to that weapon's Damage characteristic. In addition, each time you make an unmodified hit roll of 6 for an attack made with that weapon, the target suffers 1 mortal wound after all of the bearer's attacks have been resolved.

- 5 **Bleating Gnarlstaff:** *Infused with the warping taint of Chaos, the bestial sounds emitted by this twisted branch cause stones and plants to awaken with animal fury.*

If the bearer is within 1" of a terrain feature at the end of your movement phase, roll a dice. On a 3+ each enemy unit within 1" of that terrain feature suffers 1 mortal wound.

- 6 **Troggoth-hide Cloak:** *This cloak of tanned hide retains the regenerative properties of the creature it once covered.*

At the start of your hero phase, you can heal 1 wound that has been allocated to the bearer.

SPOILS OF THE WARHERDS

WARHERD HERO only.

D6 Artefact of Power

- 1 **Cleaver of the Brass Bull:** *This giant blade is splattered in the blood of slain foes.*

Pick one of the bearer's melee weapons. Improve that weapon's Rend characteristic by 1. In addition, if the unmodified hit roll for an attack made with that weapon is 6, add 1 to the Damage characteristic of that weapon for that attack.

- 2 **Gilded Horns:** *Fitted brass banding makes a charge from these horns all the more deadly.*

After the bearer has made a charge move, pick an enemy unit within 1" of the bearer and roll a number of dice equal to the charge roll for that charge move. For each roll of 5+, that enemy unit suffers 1 mortal wound.

- 3 **Glyph-etched Talisman:** *This crudely carved talisman holds chaotic magic within.*

The bearer can attempt to unbind one spell in the enemy hero phase in the same manner as a WIZARD.

- 4 **Blackened Armour of Chaos:** *Forged in balefire, this armour carries a dark blessing.*

Roll a dice each time you allocate a mortal wound to the bearer. On a 4+ that mortal wound is negated.

- 5 **Champion's Doomcloak:** *Shorn from rival Doombulls, the severed horns adorning this cloak stoke the wearer's bloodlust.*

Add 2 to charge rolls made for the bearer.

- 6 **Herdstone Shard:** *The very sight of this jagged shard amplifies the bloodgreed of the Warherd.*

When BULLGOR units wholly within 6" of the bearer use their Bloodgreed ability, it activates on an unmodified roll of 5 or 6.

SPOILS OF THE THUNDERSCORN

THUNDERSCORN HERO only.

D6 Artefact of Power

- 1 **Ancestral Azyrite Blade:** *This blade has not dulled since its forging in the Age of Myth.*

Pick one of the bearer's melee weapons. Improve that weapon's Rend characteristic by 2.

- 2 **Lightning-chained Bracers:** *Crackling with energy, these bracers fill their wearer with speed.*

You can re-roll failed hit rolls for attacks made by the bearer.

- 3 **Thunderstrike Lodestone:** *This primordial stone can be used to call down lightning.*

Once per battle, if the bearer is on the battlefield, they can call down a bolt of lightning. If they do so, you can heal D3 wounds allocated to the bearer. In addition, roll a dice for each enemy unit within 1" of the bearer. On a 2+ that unit suffers 1 mortal wound.

- 4 **Horn of the Tempest:** *A blast from this horn heralds the apocalyptic storm to come.*

Friendly THUNDERSCORN units wholly within 18" of the bearer at the start of your charge phase can make a charge move in that phase even if they ran in the same turn.

- 5 **Tanglehorn Familiars:** *Through these impish creatures, the Shaggoth channels his spite to sunder enemy magics.*

Once per battle, at the start of the enemy hero phase, you can pick an enemy WIZARD within 12" of the bearer. That WIZARD cannot cast any spells that hero phase.

- 6 **Ruinous Icon:** *This artefact is anathema to sorcery, warding the bearer from spells.*

Each time the bearer is affected by a spell or endless spell, roll a dice. On a 4+ ignore the effects of that spell on the bearer.

SPELL LORES

You can choose or roll for one spell from one of the following tables for each **WIZARD** in a Beasts of Chaos army.



LORE OF THE TWISTED WILDS

BRAYHERD WIZARD only.

D6 Spell

- 1 **Viletide:** *A seemingly ceaseless wave of bile, gore and writhing insects crashes into the enemy.*

Viletide has a casting value of 6. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. That unit suffers D3 mortal wounds. If the unit is within 6" of the caster, it suffers D6 mortal wounds instead.

- 2 **Vicious Stranglethorns:** *Twisting, razor-sharp brackens and thorns erupt from the undergrowth to ensnare the foe.*

Vicious Stranglethorns has a casting value of 7. If successfully cast, pick a terrain feature wholly within 24" of the caster that is visible to them. Each enemy unit within 3" of that terrain feature suffers D3 mortal wounds.

- 3 **Savage Dominion:** *The shaman attempts to exert their will upon a creature so as to bring it under their control.*

Savage Dominion has a casting value of 5. If successfully cast, pick an enemy **MONSTER** unit that is a single model within 18" of the caster and visible to them, and roll 2D6. If the roll is equal to or greater than that model's Bravery characteristic, it immediately moves 3" towards the closest model. You can then pick a unit within 1" of that **MONSTER** and roll a number of dice equal to the **MONSTER's** Wounds characteristic. For each 4+, that unit suffers 1 mortal wound.

- 4 **Tendrils of Atrophy:** *Deadly coils of untamed Chaos energy wrap around the caster's enemies, rotting flesh and corroding armour.*

Tendrils of Atrophy has a casting value of 6. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. Until your next hero phase, subtract 1 from save rolls for attacks that target that unit.

- 5 **Wild Rampage:** *The scent of violence and bloodshed spreads, sending warriors into a chaotic frenzy.*

Wild Rampage has a casting value of 6. If successfully cast, pick a friendly unit within 12" of the caster that is visible to them. Until your next hero phase, you can re-roll failed wound rolls for attacks with melee weapons made by this unit. However, subtract 1 from save rolls for attacks that target this unit.

- 6 **Titanic Fury:** *The shaman draws upon the chaotic nature of a nearby creature to imbue it with strength.*

Titanic Fury has a casting value of 7. If successfully cast, pick a friendly **BEASTS OF CHAOS MONSTER** within 12" of the caster that is visible to them. Until your next hero phase, add 1 to the Attacks characteristic of that **MONSTER's** melee weapons.



LORE OF DARK STORMS

THUNDERSCORN WIZARD only.

D3 Spell

- 1 Thunderwave:** *A blast of raw chaotic energy is released in all directions.*

Thunderwave has a casting value of 7. If successfully cast, each unit within 3" of the caster suffers D3 mortal wounds. **THUNDERSCORN** units are not affected by this spell.

- 2 Hailstorm:** *The Shaggoth utters an ancient incantation, and the skies respond by unleashing a debilitating hailstorm.*

Hailstorm has a casting value of 6. If successfully cast, pick an enemy unit within 21" of the caster that is visible to them. Until your next hero phase, halve the Move characteristic of, and run and charge rolls for, that unit.

- 3 Sundering Blades:** *Lightning crackles across the blades of those near to the caster.*

Sundering Blades has a casting value of 7. If successfully cast, pick a friendly unit wholly within 18" of the caster that is visible to them. Until your next hero phase, improve the Rend characteristic of that unit's melee weapons by 1.

ALLHERD

Ferocious and formidable, the Allherd are the most numerous of all the Greatfrays. Their teeming beasterds have spread throughout the Mortal Realms, and by enfolding the most wily and powerful Chaos creatures into their ranks, the Allherd ensures that its raging stampedes continue to grow.

The beasts of the Allherd consider themselves to be the ultimate despoilers of the Mortal Realms. Led by bold and domineering alphabeasts, they surge towards their enemies in the civilised lands, crushing all before them through unbridled ferocity and sheer weight of numbers. Though possessed of predatory cunning, the bestial warriors of the Allherd relinquish their man-like intelligence once they are in the thick of battle, allowing their pure animal fury to be unleashed upon their foes. Fear and reason are discarded, replaced by a primal hunger for combat and desecration.

The wild domains of the Allherd are truly vast, and they continually expand as the thronging beasterds grow even larger. As the Allherd takes over more and more territory, they engage in brutal internecine wars with rival Greatfrays, butchering droves of their bestial kin and recruiting the most powerful creatures from amongst the defeated. In this way, the Allherd is always replete with savage warriors who compete amongst each other to prove their dominance.

The Allherd are an ever-present threat to the civilised races, carrying out constant raids on outposts and fortress towns, as well as launching massed stampedes that obliterate whole nations. Their warpaths are so redolent with anarchic fury that Chaos-warped beasts are drawn from far and wide to join in the slaughter.



ABILITIES

Bestial Might: *The hordes of the Allherd thrive in the thick of battle, where they rampage through enemy lines uncowed and unstoppable.*

Subtract 1 from battleshock rolls made for ALLHERD units in the battleshock phase if they were picked to fight in the combat phase of the same turn.

COMMAND ABILITY

Booming Roar: *A ferocious bellow resonates out into the wilderness, beckoning all to join the great Allherd in their slaughter.*

You can use this command ability at the start of your hero phase if your general is on the battlefield. If you do so, you receive 1 Primordial Call point.



COMMAND TRAIT

An ALLHERD general must have this command trait instead of one listed on pages 62-63.

Dominator: *This beast leads from the fore, hacking into the foe to spur on his savage warriors.*

You can re-roll charge rolls made for friendly ALLHERD units wholly within 18" of this general if this general is within 3" of any enemy units.

ARTEFACT OF POWER

The first ALLHERD HERO to receive an artefact of power must be given the Blade of the Desecrator.

Blade of the Desecrator: *Said to be Chaos incarnate, this weapon's etched runes glow as it tears foes asunder.*

Pick one of the bearer's melee weapons. Improve the Rend characteristic of that weapon by 1 for attacks that target a unit of 10 or more models. Improve the Rend characteristic of that weapon by 2 instead for attacks that target a unit of 20 or more models. Attacks made by this weapon cannot have a Rend characteristic greater than -3.

DARKWALKERS

The Darkwalkers are apex ambushers who rule over the most remote places in each realm. Spiteful and wily, they hunt by luring their prey deep into ancient forests and desolate wastelands, encircling enemy armies and cutting off routes of escape before pouncing from the shadows to butcher the terrified enemy.

The strength and ferocity of the Darkwalkers is equalled only by their hateful cunning. More than any other Greatfray they rely on surprise and misdirection when laying waste to their foes. To the beasts of this Greatfray, the land itself is a weapon to be used against the civilised races, and they make use of tangled jungles, mist-covered swamps and darkened mountain passes in order to outmanoeuvre and outwit their enemies. Even the most lumbering gor-kin or Thunderscorn beast of the Darkwalkers is able to blend into the shadows, and from there they loom over their unsuspecting prey and wait for the time to strike.

Darkwalker beasterds are nomadic, travelling from land to land as they spread anarchy and desecration. They can cover great distance in impossibly short spans of time, and are expert at cutting off fleeing foes or intercepting reinforcing troops before they have adjoined the main body of their army. The beasts of this Greatfray have an instinctual understanding of Realmgates, and know the locations and destinations of countless hidden portals. By luring pursuing enemies through these secreted gateways, the Darkwalkers scatter vast armies across multiple realms before hunting down each isolated pocket of foes. Should the enemy somehow manage to regroup, the Darkwalkers simply retreat back into the shadows, emerging once more where the enemy least suspects.



ABILITIES

Shadowbeasts: *The Darkwalkers are apex ambushers, luring their foes into the shadows before pouncing upon them.*

WARHERD and **THUNDERSCORN** units in a **DARKWALKERS** army are considered to have the **BRAYHERD** keyword for the purposes of the Brayherd Ambush battle trait (pg 61). In addition, up to half (rounding up) of the reserve units that are set up in ambush can arrive in your second movement phase instead of your first movement phase.

ARTEFACT OF POWER

The first **DARKWALKERS** **HERO** to receive an artefact of power must be given the Desolate Shard.

Desolate Shard: *Roughly hewn and black as night, this stone shard exudes the corruption of the Chaos wilds.*

Once per battle, at the start of your hero phase, the bearer can use the Desolate Shard if they are within 3" of a terrain feature. If they do so, roll a dice for each enemy unit within 1" of that terrain feature. On a 4+ that enemy unit suffers D3 mortal wounds.

COMMAND TRAIT

A **DARKWALKERS** general must have this command trait instead of one listed on pages 62-63.

Nomadic Leader: *This swift and deadly alphabeast drives his bestial kin to spread terror far and wide.*

Add 1 to run rolls for friendly **DARKWALKERS** units while they are wholly within 12" of this general.

COMMAND ABILITY

Savage Encirclement: *Barking orders in an animal tongue, the Darkwalkers alphabeast orders their warriors back into the shadows, enabling them to prowl unseen while they outflank the enemy.*

You can use this command ability at the end of your movement phase. If you do so, pick a friendly **DARKWALKERS** unit that is more than 9" from any enemy units and wholly within 18" of a friendly **DARKWALKERS** **HERO**. Remove that unit from the battlefield and place it to one side. At the end of your next movement phase, set that unit up again anywhere on the battlefield more than 9" from any enemy units.

GAVESPAWN

The Gavespawn are worshippers of the Chaos entity known as Morghur, and in his name they seek to reduce all of existence to a writhing whirl of pure anarchy. Grotesquely twisted, even by the standards of the Beasts of Chaos, the creatures of the Gavespawn launch stampedes to spread their devolvment throughout the civilised lands.

The beasts of the Gavespawn skitter and crawl as they charge across the battlefield, and in a frenzy of lashing limbs they hack into their foes. Their savagery is accompanied by unnatural howls and profane jabberings that give praise to Morghur. After the enemy have been massacred, the warped beasts take the mutilated remains of the dead to their Herdstones, where they are offered up to the Great Devolver.

More so than any other Beasts of Chaos, the creatures of this Greatfray are abhorrent for a sane mind to behold, their bodies contorted and their horns twisted into cruel configurations. To the Gavespawn, there are no greater creations of Chaos than Chaos Spawn, for they are seen as the progeny of Morghur, to be emulated in their mindlessness and impossibly warped form. The mightiest Gavespawn champions may even receive the ultimate blessing of their nightmarish patron and be reborn as a Chaos Spawn when they are cut down in battle.

It is common amongst the Gavespawn for Bray-Shamans to lead their beastherds, for they are the speakers of Morghur's word and the bringers of his mutative magic. By steering the stampedes of their beastherds towards nodes of warping energy, they seek to tear open the rents between the Chaos and Mortal Realms, for they believe that when all of existence is reduced to anarchy, Morghur will be made manifest.



ABILITIES

Gift of Morghur: *The Gavespawn see spawnedom not as a curse, but as an ascension into devolution.*

If a friendly GAVESPAWN HERO is slain, roll a dice before removing the model. On a 2+ one CHAOS SPAWN is added to your army. Set up the CHAOS SPAWN anywhere on the battlefield within 6" of the slain HERO. If the HERO had the KHORNE, NURGLE, SLAANESH or TZEENTCH keyword, the same keyword must be chosen for the CHAOS SPAWN. If they did not, you cannot use the Cursed of the Dark Gods ability to choose a keyword for that CHAOS SPAWN.

COMMAND ABILITY

Propagator of Devolution: *The Gavespawn view Chaos Spawn as holy creations of Morghur, and are driven to emulate their frenetic savagery.*

You can use this command ability at the start of the combat phase. If you do so, pick a friendly GAVESPAWN unit wholly within 12" of a friendly GAVESPAWN CHAOS SPAWN. Add 1 to the Attacks characteristic of that unit's melee weapons until the end of that phase.

COMMAND TRAIT

A GAVESPAWN general must have this command trait instead of one listed on pages 62-63.

Unravelling Aura: *In the presence of this alphabeast, magic devolves into anarchic Chaos energy.*

This general can attempt to unbind one spell in the enemy hero phase in the same manner as a WIZARD. If this general is already a WIZARD, they can attempt to unbind 1 additional spell in the enemy hero phase.

ARTEFACT OF POWER

The first artefact of power given to a GAVESPAWN HERO must be the Mutating Gnarlblade.

Mutating Gnarlblade: *This weapon writhes with coiled tentacles and fanged maws.*

Pick one of the bearer's melee weapons. Add 2 to the Damage characteristic of that weapon. However, each unmodified hit roll of 1 for attacks made with that weapon inflicts 1 mortal wound upon the bearer after all of the bearer's attacks have been made.

On their warpath through the Realm of Shadows, the Gavespawn encroach upon a domain of the Daughters of Khaine, lashing out at the secretive aelves with frenetic savagery.



BATTLEPLAN BLOOD SWAMP

When a beastherd encroaches on civilised lands and begins to carve a path of bloody slaughter, the inhabitants will often despatch a force into the wilds to locate and destroy the heart of their attackers' malign power – the Herdstone. Harried on every flank and led astray at every twist and turn, the desperate warriors pay in blood for each step they make. When at last they come before the Herdstone, most of their number scattered and lost, the survivors are ensnared by the Beasts of Chaos on all sides.

This battleplan tells one such tale. Those invading the beastherd's domain have ventured deep into the forsaken swamp that is the creatures' stamping ground. Now is their last chance to destroy the Herdstone, else all is lost.

THE ARMIES

Each player picks an army as described in the core rules. One player is the Beasts of Chaos player and their opponent is the Invader player. The Beasts of Chaos player must use a Beasts of Chaos army.

Each army has a unique command ability, described opposite.

BEASTS OF CHAOS COMMAND ABILITY

Guard the Herdstone: *The Herdstone is the symbol of your beastherd's strength – rally around it, and show these invaders the folly of attempting to cast it down!*

You can use this command ability once per battle at the start of your movement phase. If you do so, add 3" to the Move characteristic of friendly BEASTS OF CHAOS units until the end of that phase. In addition, friendly BEASTS OF CHAOS models must finish any move in this phase closer to the HERDSTONE than it was at the start of the move.

INVADER COMMAND ABILITY

The Final Charge: *At last, your quarry stands before you. Although your army is downtrodden and weary, one final push can see this foul megalith toppled.*

You can use this command ability once per battle, at the start of your charge phase. If you do so, pick a friendly HERO. You can re-roll charge rolls for friendly units that start the phase wholly within 12" of that HERO. In addition, all friendly units wholly within 12" of that HERO

at the start of the following combat phase fight before any other units. Fight with all eligible units one after the other, and then resolve any fights with any other units.

THE BATTLEFIELD

The battlefield represents the malevolent swamp in which the Beasts of Chaos have erected their Herdstone. The Beasts of Chaos player sets up any terrain as they see fit. Place a HERDSTONE within the Beasts of Chaos territory, as shown on the map below.

SET-UP

The Invader sets up their army first. The Invader's units must be set up wholly within their territory. Before each Invader unit is set up on the battlefield, the Invader rolls a dice. On a 1, 2 or 3 the unit is lost in the swamp, and is not placed on the battlefield. Instead, the unit is set up in reserve. If the Invader has any other abilities that allow models to be set up as reserve units, these abilities cannot be used.

The Beasts of Chaos player then sets up their army. They must set up as many units in ambush as possible (see Brayherd Ambush, page 61).





LOST IN THE SWAMP

The twisting paths through the swamp have led the invaders astray at every turn. Scattered and lost, they desperately need to rally together.

At the end of the Invader's movement phase, they can roll a dice for each of their reserve units. On a 4 or 5, the unit can be set up on the battlefield anywhere that is wholly within 6" of the Invader's short table edge and more than 9" from any enemy units. On a 6, the unit can be set up on the battlefield anywhere that is wholly within 6" of the Invader's long table edge and more than 9" from any enemy units. Any reserve units lost in the swamp that have not been set up on the battlefield before the start of the fourth battle round are slain.

BRAYHERD AMBUSH

The Beasts of Chaos player cannot set up any of their reserve units within 6" of either of the Invader's table edges.

CLOYING MISTS

Tendrils of thick fog hang above the swamp's waters, obscuring from sight everything further than a few paces away.

The range of missile weapons and spells is limited to 12". In addition, units can only attempt to make a charge move if they are within 12" of any enemy units. Starting from the second battle round, roll a dice at the start of each battle round. If the roll is less than the number of the current battle round (for example, a roll of 1 or 2 in the third battle round), the fog clears and this ability is no longer in effect.

SUNDERING THE HERDSTONE

The beastherd's malign obelisk is saturated with chaotic power, but weapons can still be brought against it to smash it asunder.

The Beasts of Chaos player's **HERDSTONE** is treated as an enemy unit by the Invader's army. Resolve any attacks against it as normal. It does not have a Save characteristic

and has a Wounds characteristic of 20. If the wounds allocated to that **HERDSTONE** equal 20, it is said to be sundered and the battle immediately ends.

GLORIOUS VICTORY

The Invader wins a **major victory** if the **HERDSTONE** is sundered. If all units in the Invader's army are destroyed, the Beasts of Chaos player wins a **major victory**. If neither player has won by the end of the fifth battle round, the Beasts of Chaos player wins a **minor victory**.



PATH TO GLORY

Path to Glory campaigns centre around collecting and fighting battles with a warband in the Age of Sigmar. Champions fight each other and gather followers to join them in their quest for glory, taking advantage of this age of unending battle to win glory and renown.

In order to take part in a Path to Glory campaign, you will need two or more players. All players will need to have at least one **HERO**, who is their champion, and must then create a warband to follow and fight beside their champion during the campaign.

The players fight battles against each other using the warbands they have created. The results of these battles will gain their warband favour. The warband will swell in numbers as more warriors flock to their banner, while existing troops become more powerful.

After gaining enough favour or growing your warband enough to dominate all others through sheer weight of numbers, you will be granted a final test. Succeed, and your glory will be affirmed for all time, and you will be crowned as the victor of the campaign.

CREATING A WARBAND

When creating a Path to Glory warband, do not select your army in the normal manner. Instead, your army consists of a mighty champion battling to earn the favour of the gods, and their entire band of loyal followers. As you wage war against other warbands, your own warband will grow, and existing units will become grizzled veterans.

WARBAND ROSTER

The details and progress of each warband need to be recorded on a warband roster, which you can download for free from games-workshop.com.

To create a warband, simply follow these steps and record the results on your warband roster:

1. First, pick an allegiance for your warband. Each allegiance has its own set of warband tables that are used to generate the units in the

warband and the rewards they can receive for fighting battles. The warband tables included in this battletome let you collect a warband with the Beasts of Chaos allegiance, but other Warhammer Age of Sigmar publications include warband tables to let you collect other warbands from the Grand Alliances of Order, Chaos, Death and Destruction.

2. Next, choose your warband's champion by selecting one of the options from your allegiance's champion table. The champion you choose will determine the number of followers in your warband. Give your champion a suitably grand name, and write this down on your warband roster.
3. Having picked your champion, the next step is to generate your starting followers. These can be chosen from the followers tables for your allegiance. If your allegiance has more than one followers table you can freely choose which ones you use, selecting all of your followers from a single table or from several. Instead of choosing, you can place your destiny in the hands of fate and roll on the followers tables instead. To make a followers roll, pick a column from one of the followers tables and then roll a dice.
4. Your followers need to be organised into units. The follower table tells you how many models the unit has. Follower units cannot include additional models, but they can otherwise take any options listed on their warscroll. Record all of the information about your followers on your warband roster.
5. Instead of generating a unit of followers, your champion can start the campaign with a Champion's Reward, or one of your units can

start with a Follower's Reward.

No champion or unit can start the Path to Glory campaign with more than one reward each.

6. Finally, give your warband a name, one that will inspire respect and dread in your rivals. Your warband is now complete, and you can fight your first battle. Good luck!

TO WAR!

Having created a warband, you can now fight battles with it against other warbands taking part in the campaign. You can fight battles as and when you wish, and can use any of the battleplans available for Warhammer Age of Sigmar. There are some battleplans, for example in the *General's Handbook*, that have been designed specifically for use in Path to Glory campaigns.



The units you use for a game must be those on your roster. Units can either be fielded at their full roster strength, or broken down into smaller units, as long as no unit is smaller than the minimum size shown on its warscroll.

Any casualties suffered by a warband are assumed to have been replaced in time for its next battle. If your champion is slain in a battle, it is assumed that they were merely injured, and they are back to full strength for your next game, thirsty for vengeance!

GAINING GLORY

All of the players in the campaign are vying for glory. The amount of glory they have received is represented by the Glory Points that the warband has accumulated. Glory can be increased by fighting and winning battles, as described next. As a warband's glory increases, it will also attract additional followers, and a warband's champion may be granted rewards.

Warbands receive Glory Points after a battle is complete. If the warband drew or lost the battle, it receives 1 Glory Point. If it won the battle, it receives D3 Glory Points (re-roll a result of 1 if it won a major victory).

Add the Glory Points you scored to the total recorded on your roster. Once you have won 10 Glory Points, you will have a chance to win the campaign, as described below.

REWARDS OF BATTLE

Each allegiance has its own set of rewards tables. After each battle you can take one of the three following options. Alternatively, roll a D3 to determine which option to take:

D3 Option

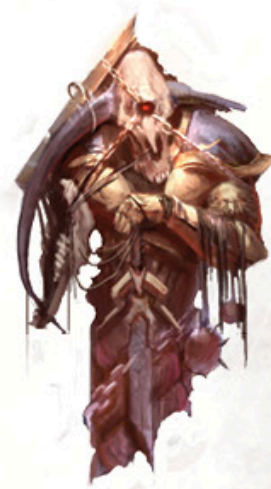
- 1 **Additional Followers:** More followers flock to your banner. Either select a new unit or roll for a random one from a follower table, then add it to your warband roster. You

can choose from any of your own follower tables, or from any of the follower tables from an allied warband table i.e. a warband table whose allegiance is from the same Grand Alliance as your own. In either case, if you wish to add a unit from a follower table that requires more than '1 roll', you must also reduce your Glory Points total by 1 (if you do not have enough Glory Points, you cannot choose a unit from such a table). Once 5 new units have joined your warband, you will have a chance to win the campaign, as described below.

- 2 **Champion's Reward:** Your champion's prowess grows. Roll on your allegiance's champion rewards table. Note the result on your warband roster. If you roll a result the champion has already received, roll again until you get a different result.
- 3 **Follower's Reward:** Your warriors become renowned for mighty deeds. Pick a unit of followers (not one from an allied warband table), then roll on your allegiance's followers rewards table. Note the result on your warband roster. If you roll a result the unit has already received, roll again until you get a different result.

ETERNAL GLORY

There are two ways to win a Path to Glory campaign; either by Blood or by Might. To win by Blood your warband must first have 10 Glory Points. To win by Might your warband must have at least 5 additional units of followers. In either case, you must then fight and win one more battle to win the campaign. If the next battle you fight is tied or lost, you do not receive any Glory Points – just keep on fighting battles until you either win the campaign... or another player wins first!



You can shorten or lengthen a campaign by lowering or raising the number of Glory Points needed to win by Blood, or the number of extra units that must join a warband to win by Might. For example, for a shorter campaign, you could say that a warband only needs 5 Glory Points before the final fight, or for a longer one, say that 15 are needed.

BEASTS OF CHAOS WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units which fight at their side, and the rewards they can receive after battle.

CHAMPION TABLE	
Champion	Followers
Tzaangor Shaman	3 units
Dragon Ogor Shaggoth	3 units
Doombull	4 units
Great Bray-Shaman	5 units
Beastlord	5 units

HERO FOLLOWERS TABLE	
D6	Followers
1-3	Beastlord
4-6	Great Bray-Shaman

RETINUE FOLLOWERS TABLE		
D6	Brayherds	Monstrous Beastherds
1	20 Ungors	Razorgor
2	5 Centigors	10 Chaos Warhounds
3	10 Ungor Raiders	10 Chaos Warhounds
4	10 Gors	2 Chaos Spawn
5	10 Gors	Cockatrice
6	Tuskgor Chariot	Jabberslythe



ELITE RETINUE FOLLOWERS TABLE (uses 2 rolls, or 1 roll and 1 Glory Point)			
D6	Brayherds	Warherds	Monstrous Beastherds
1-2	20 Gors	3 Bullgors	3 Dragon Ogors
3	10 Bestigors	3 Bullgors	3 Dragon Ogors
4	10 Tzaangors	3 Bullgors	3 Dragon Ogors
5	3 Tzaangor Enlightened	Cygor	Chaos Gargant
6	3 Tzaangor Skyfires	Ghorgon	Chimera

FOLLOWERS REWARDS TABLE

D6 Reward

- 1 Favoured of the Dark Gods:** *These warriors have caught the interest of the Ruinous Powers.*

Once per battle, in any phase, you can re-roll failed save rolls for attacks that target this unit until the end of that phase.

- 2 Hungry for Battle:** *These warriors thirst for slaughter.*

Add 2 to this unit's Move characteristic.

- 3 Renders of Flesh:** *These warriors have a dark reputation for butchery and violence.*

Once per battle, in the combat phase, you can re-roll failed hit rolls for attacks made by this unit until the end of that phase.

- 4 Bestial Resilience:** *The endurance of these beasts is legendary.*

Add 1 to save rolls for attacks that target this unit.

- 5 Enraged:** *These warriors rampage across the battlefield.*

When you make a charge move with this unit, add 2 to the charge roll.

- 6 Rip, Gore, Tear:** *Feared by their foes, these warriors unleash savage fury upon the battlefield.*

Once per battle, at the start of the combat phase, you can declare this unit will rip, gore and tear its foes apart. If you do so, until the end of the phase, each unmodified hit roll of 6 for attacks made by this unit inflicts 2 hits on that target instead of 1. Make a wound and save roll for each hit.

CHAMPION REWARDS TABLE

2D6 Reward

- 2 Shamed and Beaten:** *Your champion has been grievously wounded during a challenge to his position as alphabeast.*

You lose 1 Glory Point. In addition, subtract 1 from your champion's Wounds characteristic for the remainder of the campaign.

- 3 Ghastly Mutation:** *Your champion has been cursed with a transmutative flux. Though it sometimes results in debilitating spasms, its mutations make the warrior a formidable foe.*

Roll a dice at the start of your hero phase. On a 1, your champion cannot move, attack, cast spells or use any abilities until your next hero phase. On a 4+ you can re-roll hit and wound rolls of 1 for attacks made by your champion until your next hero phase.

- 4 Battle Roar:** *The savage bellows issued from your champion dispel all fear from those beasts that follow him.*

Add 2 to the Bravery characteristic of friendly units in the battleshock phase while they are wholly within 12" of your champion.

- 5 Frothing Hatred:** *Your champion bears scars from, and a grudge against, a particular enemy.*

Note down the name of the warband you fought the last battle against. Add 1 to hit and wound rolls for attacks made by your champion that target units from that warband for the rest of the campaign.

- 6 Gorge on Flesh:** *The flesh of his enemies fills your champion with strength as he devours their warm carcasses*

At the end of the combat phase, if any attacks made by your champion that phase resulted in an enemy model being slain, you can heal 1 wound allocated to your champion.

- 7 Dark Despoiler:** *This champion seeks to prove themselves superior to the most renowned of enemy warriors.*

You can re-roll failed hit rolls for attacks made by your champion that target an enemy HERO.

- 8 Goaded Fury:** *Your champion's hatred for the enemy prevents them from giving any quarter.*

Once per battle, at the end of the combat phase, you can pick your champion to pile in and attack with its melee weapons again.

- 9 Baneful Weapon:** *Pulsing with sickly green light, your champion's blade has been afflicted with a strange, malevolent malady.*

Pick one of your champion's melee weapons and note it down on your warband roster as being diseased. Add 1 to that weapon's Damage characteristic.

- 10 Rampager:** *The wild destruction wrought by your champion inspires fear in the enemy.*

Add 1 to the Glory Points you earn when you win a battle.

- 11 Heedless of Injury:** *Attacks that would kill a lesser warrior are shrugged off by your champion.*

Roll a dice each time you allocate a wound or mortal wound to your champion. On a 5+ the wound is negated.

- 12 Savage Blow:** *Your champion has become practised at waiting for the perfect moment to deliver a brutal killing strike.*

Once per battle, at the start of the combat phase, you can say your champion is attempting a savage blow instead of attacking normally. If you do so, pick an enemy model within 1" of your champion and roll a dice. On a 4 or 5, the target model suffers D3 mortal wounds. On a 6, the target model is slain.



WARSCROLLS

This section includes Beasts of Chaos warscrolls, warscroll battalions, endless spell and scenery warscrolls. Updated September 2018; the warscrolls printed here take precedence over any warscrolls with an earlier publication date or no publication date.

WARSCROLL BATTALION MARAUDING BRAYHERD



From twisted forests and desolate mountain ranges, mutated jungles and barren plains, the barbaric beastmen of the Brayherds pour forth to tear down the civilisations of the Mortal Realms. Any who stand in their way are cut down and trampled underhoof with animalistic savagery.

ORGANISATION

A Marauding Brayherd consists of the following units:

- 1 Beastlord
- 1-3 Great Bray-Shamans
- 2-6 units of Bestigors or Tuskgor Chariots in any combination
- 3-9 units of Gors
- 4-12 units of Ungors, Ungor Raiders or Centigors in any combination

Ferocious Despoilers: *To the blasting of brayhorns come the roaming Brayherds, stampeding from all directions to tear the enemy asunder.*

Add 1 to charge rolls for friendly **BRAYHERD** units from this battalion that were set up on the battlefield during the same turn.

WARSCROLL BATTALION

HUNGERING WARHERD

79



Drawn by the bellowing cries of an enraged Doombull, a Warherd on the hunt for fresh meat is an unstoppable whirlwind of unimaginable violence, a crashing mass of muscle, blades, fangs and horns driven into a rapacious frenzy by the scent of the foe's blood.

ORGANISATION

A Hungering Warherd consists of the following units:

- 1 Doombull
- 3 units of Bullgors
- 1-3 Cygors or Ghorgons in any combination

Bloodscent: *The herd's bloodgreed becomes all-consuming as they draw close to the enemy lines, impelling the beasts to fall upon their victims in a murderous frenzy.*

Units from this battalion can move an extra 3" when they pile in.



THUNDERSCORN STORMHERD



Storms rage in the skies above as the Thundercorn Stormherds march to war. It is rare that they descend from their mountain domains, but when they do the civilised lands are flooded by bitter rains, and deafened by the incessant clap of thunder mixed with the bellowed war cries of the Dragon Ogors.

ORGANISATION

A Thundercorn Stormherd consists of the following units:

- 1-3 Dragon Ogor Shaggoths
- 3-9 units of Dragon Ogors

Raging Storm: *As lightning arcs down to the battlefield, the Thundercorn are imbued with renewed vigour while their enemies are riven by lethal crackling energy.*

In your hero phase, you can roll a dice for each unit from this battalion that is on the battlefield. On a 4+ you can heal 1 wound allocated to that unit.

After rolling a dice for each unit from this battalion, roll a dice for each enemy unit within 1" of any models from this battalion. On a 4+ that enemy unit suffers 1 mortal wound.



WARSCROLL BATTALION

DESOLATING BEASTHERD

81



Since the Age of Myth, the Beasts of Chaos have rampaged across the Mortal Realms. They gather in teeming beastherds to lay waste to cities and fortresses and slaughter their inhabitants. They are the true children of Chaos, and do not bow before any of the Dark Gods.

ORGANISATION

A Desolating Beastherd consists of the following units:

- 1 Beastlord or Doombull
- 1-3 Great Bray-Shamans
- 1-3 units of Bestigors or Bullgors in any combination
- 1-3 units of Gors or Tuskgor Chariots in any combination
- 2-6 units of Ungors or Ungor Raiders in any combination
- 0-1 Ghorgon or Cygor

Bringers of the Wild: *The rampaging creatures of the beastherds are intent on despoiling the lands of their foes, and are never more ferocious than they are when surrounded by the detestable trappings of civilisation.*

If the unmodified hit roll for an attack made by a unit from this battalion that is wholly within enemy territory is 6, that attack scores 2 hits on that target instead of 1. Make a wound and save roll for each hit.



WARSCROLL BATTALION

BRASS DESPOILERS



Amongst the creatures of the warping wilds are those who find pure Chaos in the moment of slaughter, and who are filled with a desire to drown the realms in gore. These beasts often turn to the worship of Khorne, who they see as the Great Brass Bull. In his name, they stampede out from the wilderness, reaping the skulls of the civilised races and braying their praises to the Blood God. They are known as Brass Despoilers, and they carve paths of untold devastation through the ranks of their enemies.

Skullfrays consist entirely of Brass Despoilers, and they are bestowed with a portion of the Blood God's unquenchable fury. But Khorne also hones their wildest instincts, opening their savage minds to more refined and effective methods of butchering their foes. The Khornate beasts march to war in ordered formations, their gleaming blades arrayed for maximum carnage. They cut through the ranks of their foes with practised precision, lopping limbs and severing heads with brutal efficiency. Only when the battlefield is drenched in blood do they finally let loose their pent-up ferocity, finishing off their foes in an eruption of violence.

ORGANISATION

A Brass Despoilers battalion consists of the following units:

- 1-4 **HEROES** chosen in any combination from the following list:
 - Beastlord
 - Doombull
- 3-8 units chosen in any combination from the following list:
 - Bestigors
 - Bullgors
 - Gors
- 0-8 units chosen in any combination from the following list:
 - Centigors
 - Dragon Ogors
 - Tuskgor Chariots
- 0-2 Cygors or Ghorgons in any combination

Martial Ferocity: *The Brass Despoilers possess a Khorne-given wisdom of warfare, and attack with martial precision. As the blood of their enemies begins to flow, they allow their bestial fury to build up before unleashing it in a devastating burst of brutality.*

You can re-roll hit rolls of 1 for attacks made by units from this battalion while they are wholly within 9" of another unit from the same battalion. In addition, once per battle, in your hero phase, you can choose to unleash this battalion's bestial rage. If you do so, until your next hero phase you can re-roll failed wound rolls for attacks made by units from this battalion while they are wholly within 9" of another unit from the same battalion.

Followers of the Brass Bull: Units from this battalion gain the **KHORNE** keyword.



WARSCROLL BATTALION

PHANTASMAGORIA OF FATE

83



A Phantasmagoria of Fate is comprised of Beasts of Chaos who have given themselves to Tzeentch. They view their dark patron as the Beast with Many Forms, and through their twisted worship they are filled with an insatiable hunger – not for flesh, but for magic. They sniff out sites of power and places redolent with enchantments where they may sate their arcane appetites, and descend upon their foes amidst a mind-warping cacophony of braying war cries.

Often birthed within a Twistfray, the beasts of a Phantasmagoria of Fate are possessed of unnatural senses that allow them to perceive magic as it streams across a battlefield. As their enemies attempt to weave their spells, the Tzeentchian beasts hack and chomp at the coalescing energies, greedily devouring the arcane power before it can be shaped into a ward or destructive bolt. After they have laid waste to their enemies, the magic-engorged beasts return to their constantly morphing Herdstones. There they burn the tomes of knowledge pried from the mangled hands of dead wizards, and regurgitate the energies that they themselves have absorbed. In this way, they transform and taint the ordered magics of the civilised races.

ORGANISATION

A Phantasmagoria of Fate consists of the following units:

- 1-4 **BEASTS OF CHAOS HEROES** in any combination
- 3-9 units chosen in any combination from the following list:
 - Bestigors
 - Gors
 - Tzaangors
 - Ungors
 - Ungor Raiders
- 0-9 units chosen in any combination from the following list:
 - Bullgors
 - Centigors
 - Dragon Ogors
 - Tzaangor Enlightened
 - Tzaangor Skyfires
 - Tuskgor Chariots
- 0-2 Cygors or Ghorgons in any combination

Devourers of the Arcane: *The creatures that worship the Beast of Many Forms have a dark affinity with sorcery, devouring it in order to taint and transform it.*

Units from this battalion that do not have the **WIZARD** keyword can attempt to unbind one spell in the enemy hero phase in the same manner as a **WIZARD** if they are within 9" of the caster.

Covens of the Changer: Units from this battalion gain the **TZEENTCH** keyword.



WARSCROLL BATTALION

PESTILENT THRONG



The Nurgle-worshipping beasts of a Pestilent Throng see their god as the rotter of civilisations and the eroder of realms. They are the bearers of his disease, and the agents of his entropy. As they continue to worship him, their bodies become host to plagues and parasites, growing ever more bloated and corpulent. Their skin erupts in multitudinous pustules and their sagging flesh rots away to leave weeping open sores. To simply look at these creatures induces vomiting in many hardened warriors, and the stench of decay that hangs in thick clouds around them can take the breath out of their enemy's lungs.

Rotfrays are made entirely of Pestilent Throngs. Though riddled with poxes, the Nurglesque beasts lose none of their strength, and their warpaths through the civilised lands are devastating, and leave naught but rot and decomposing bodies in their wake. Where they are met with resistance, the warriors of a Pestilent Throng charge heedlessly into battle, determined to either hack apart the enemy or to die as martyrs. Those beasts who are cut down explode in showers of rancid flesh foetid pus, imparting their infections to their foes as a final dying gift.

ORGANISATION

A Pestilent Throng consists of the following units:

- 1-4 **HEROES** chosen in any combination from the following list:
 - Beastlord
 - Dragon Ogor Shaggoth
 - Doombull
 - Great Bray-Shaman
- 3-7 units chosen in any combination from the following list:
 - Bestigors
 - Gors
 - Ungors
 - Ungor Raiders
- 0-7 units chosen in any combination from the following list:
 - Centigors
 - Bullgors
 - Dragon Ogors
 - Tuskgor Chariots
- 0-2 Cygors or Ghorgons in any combination

Entropic Deluge: *The Pestilent Herd harbours all manner of foul poxes and contagions that they spread across the Mortal Realms.*

If a unit from this battalion is destroyed, roll a dice for each enemy unit within 7". On a 2+ that enemy unit suffers 1 mortal wound.

Vectors of the Plague God: Units from this battalion gain the **NURGLE** keyword.



WARSCROLL BATTALION

DEPRAVED DROVE

85



At orgiastic feasts in the warping wilds, the most hedonistic Beasts of Chaos give themselves over to Slaanesh, the Decadent Fiend, becoming part of a Depraved Drove. Entire Slakefrays consist of these excess-fuelled creatures, and when they look upon the armies of the civilised races, they are filled with insatiable jealousy. They lust after the baubles and ornaments created by skilled artisans, and in battle are most drawn towards those enemies who adorn themselves with ornate armour or hold aloft ancient gem-encrusted weapons. The Slaaneshi beasts surge towards such foes with uncontrolled fervour, tearing violently through those in their path before savagely mutilating the bearer of the lusted-after artefact.

Upon obtaining the objects of their obsession, the beasts of the Depraved Drove give in to their most animal urges. They trample ensorcelled staves into the ground, devour rune-etched ingots of precious metal and drape their horns with the tattered fragments of intricately woven banners. When battle is over, and there are no more treasures for them to ruin, the excessive beasts are filled with self loathing, and so set off in search of new wonders to despoil.

ORGANISATION

A Depraved Drove consists of the following units:

- 1-4 **HEROES** chosen in any combination from the following list:
 - Beastlord
 - Dragon Ogor Shaggoth
 - Doombull
 - Great Bray-Shaman
- 3-6 units chosen in any combination from the following list:
 - Centigors
 - Gors
 - Tuskgor Chariots
 - Ungors
 - Ungor Raiders
- 0-6 units chosen in any combination from the following list:
 - Bestigors
 - Bullgors
 - Dragon Ogors
- 0-2 Cygors or Ghorgons in any combination

Covetous Fury: *The beasts of a Depraved Drove both idolise and loathe the trappings of civilisation. Their bloodshot eyes are drawn ever towards exquisitely crafted weapons and luxuriant finery, while their Slaanesh-fuelled desire is to desecrate these trinkets and to slaughter those who bear them.*

You can re-roll failed charge rolls made for units from this battalion while they are within 12" of an enemy **HERO** with an artefact of power. In addition, you can re-roll hit rolls for attacks made with melee weapons by models from this battalion that target an enemy **HERO** with an artefact of power.

Marked by the Decadent Fiend: Units from this battalion gain the **SLAANESH** keyword.





BEASTLORD



Savage commanders and ferocious warriors, Beastlords are the alphabeasts of the Brayherds. They exert dominance over their snarling kin through acts of grisly violence, and lead ruinous stampedes into the civilised lands.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Paired Man-ripper Axes	1"	6	3+	3+	-1	1

DESCRIPTION

A Beastlord is a single model armed with Paired Man-ripper Axes.

ABILITIES

Dual Axes: Armed with two man-ripper axes, the Beastlord rains down blows upon the foe, hacking them apart with animalistic fury.

You can re-roll hit rolls of 1 for attacks made with Paired Man-ripper Axes.

Hatred of Heroes: Leaving weaker foes to his followers, a Beastlord reserves his prodigious strength and fury for the greatest of the enemy's champions.

You can re-roll failed wound rolls for attacks made by this model that target a **HERO**.

COMMAND ABILITIES

Grisly Trophy: With a roar of triumph, the Beastlord raises a severed head into the air.

You can use this command ability in the combat phase if any attacks made by a friendly

BEASTLORD with this command ability resulted in an enemy model being slain that phase. If you do so, until the end of that phase, you can re-roll wound rolls for attacks made by friendly **BRAYHERD** units wholly within 18" of that **BEASTLORD**. If any attacks made by that **BEASTLORD** resulted in an enemy **HERO** or **MONSTER** being slain that phase, you can re-roll both hit rolls and wound rolls for attacks made by friendly **BRAYHERD** units wholly within 18" of that **BEASTLORD** instead.

KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, HERO, BEASTLORD



GREAT BRAY-SHAMAN



Through profane sacrifices and malefic rituals, the Great Bray-Shamans harness the anarchic Chaos energies that emanate from the wilds to invigorate their bestial allies and unleash devastation upon their foes.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fetish Staff	2"	1	4+	3+	-1	D3

DESCRIPTION

A Great Bray-Shaman is a single model armed with a Fetish Staff.

ABILITIES

Infuse with Bestial Vigour: Raw chaotic energy emanates from the Bray-Shaman, imbuing surrounding beastmen with strength.

At the start of your movement phase, add 3" to the Move characteristic of models in friendly **BRAYHERD** units wholly within 12" of any friendly **GREAT BRAY-SHAMANS** until the end of that phase.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Devolve spells.

DEVOLVE

Delving into the minds of its enemies, the Bray-Shaman magnifies the savage and animalistic parts of the foes' psyche until they are little more than growling beasts.

Devolve has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them and not within 3" of any friendly units. Your opponent must move that unit up to 2D6" so that each model in the unit ends its move as close as possible to a model from the friendly unit that was closest to it at the start of the move.

KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, HERO, WIZARD, GREAT BRAY-SHAMAN



• WARSCROLL •

GORS



Born of Chaos mutation and filled with feral rage, Gors gather in massive herds and charge towards their enemies. They wield crude but brutal weapons with which they hack and rend the flesh of their foes.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gor Blade(s)	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Gors has any number of models. The unit is armed with one of the following weapon options: Gor Blade and Beastshield; or pair of Gor Blades.

FOE-RENDER: The leader of this unit is a Foe-render. Add 1 to the Attacks characteristic of a Foe-render's Gor Blade(s).

BRAYHORN: 1 in every 10 models in this unit can have a Brayhorn. A unit that includes any Brayhorns can run and still charge later in the same turn.

BANNER BEARER: 1 in every 10 models in this unit can be a Banner Bearer. A unit that includes any Banner Bearers can move an extra 1" when it runs or piles in.

ABILITIES

Rend and Tear: *The frenzied strikes of those gors armed with dual weapons are all but impossible to defend against.*

You can re-roll hit rolls of 1 for attacks made with a pair of Gor Blades.

Beastshields: *The primitive beastshields carried by some gors allow their wielders to contemptuously bat aside the desperate blows of their enemies.*

Add 1 to save rolls for attacks made with melee weapons that target a unit with Beastshields.

Anarchy and Mayhem: *When assembled in large herds, gors feed off each other's rage and strive to outdo their kin in the spilling of blood.*

Add 1 to the Attacks characteristic of this unit's melee weapons while it has 20 or more models.

KEYWORDS

CHAOS, BEASTS OF CHAOS, BRAYHERD, GORS



• WARSCROLL •

UNGORS



The smallest of the gor-kin, Ungors are vicious and spiteful creatures. They are the lowest creatures in the hierarchy of the wilds, subject to savage torments by the larger beastmen, and they take out their bitter hatred on the civilised races.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ungor Blade	1"	1	4+	4+	-	1
Gnarled Shortspear	2"	1	5+	4+	-	1

DESCRIPTION

A unit of Ungors has any number of models. The unit is armed with one of the following weapon options: Ungor Blade and Half-shield; or Gnarled Shortspear and Half-shield.

HALFHORN: The leader of this unit is a Halfhorn. Add 1 to the Attacks characteristic of a Halfhorn's Ungor Blade or Gnarled Shortspear.

BRAYHORN: 1 in every 10 models in this unit can have a Brayhorn. A unit that includes any Brayhorns can run and still charge later in the same turn.

BANNER BEARER: 1 in every 10 models in this unit can be a Banner Bearer. A unit that includes any Banner Bearers can move an extra 1" when it runs or piles in.

ABILITIES

Baying Hatred: *The bitter resentment and hatred felt by the ungors is only magnified when they gather in large herds.*

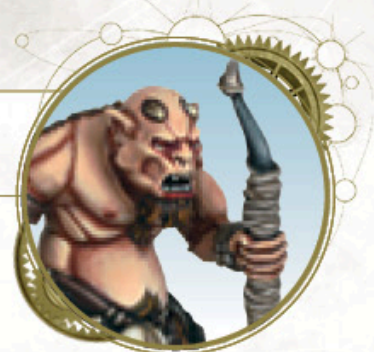
You can re-roll hit rolls of 1 for attacks made by this unit while it has 20 or more models, or re-roll hit rolls of 1 and 2 for attacks made by this unit while it has 30 or more models.

Half-shields: *Though crudely fashioned, the shields carried by ungor herds serve well enough to fend off their assailants' attacks.*

Add 1 to save rolls for attacks made with melee weapons that target this unit.

KEYWORDS

CHAOS, BEASTS OF CHAOS, BRAYHERD, UNGORS



UNGOR RAIDERS

What Ungor Raiders lack in strength they make up for in cruel cunning. They are the most man-like of all Beasts of Chaos, and with rudimentary bows they rain deadly hails of arrows down upon their enemies.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Raider Bow	18"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Jagged Shank	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Ungors has any number of models, each armed with a Raider Bow and Jagged Shank.

HALFHORN: The leader of this unit is a Halfhorn. Add 1 to hit rolls for attacks made with a Halfhorn's Raider Bow.

BRAYHORN: 1 in every 10 models in this unit can have a Brayhorn. A unit that includes any Brayhorns can run and still shoot later in the same turn.

BANNER BEARER: 1 in every 10 models in this unit can be a Banner Bearer. A unit that includes any Banner Bearers can move an extra 1" when it runs or piles in.

ABILITIES

Vile Invaders: *Ungor Raiders tend to range ahead of the beastherd, killing the enemy's sentries and positioning themselves for sudden ambushes.*

After armies are set up, but before the first battle round begins, this unit can move up to 6".

Baying Anger: *When assembled in larger herds, Ungor Raiders are capable of unleashing devastating volleys of arrows from their shortbows.*

You can re-roll hit rolls of 1 for attacks made by this unit with missile weapons while it has 20 or more models, or re-roll hit rolls of 1 and 2 for attacks made by this unit with missile weapons while it has 30 or more models.

KEYWORDS

CHAOS, UNGOR, BEASTS OF CHAOS, BRAYHERD, UNGOR RAIDERS



BESTIGORS

Bestigors are the elite warriors of the Brayherds, mighty creatures who arm themselves with the best weapons and armour plundered from the civilised lands. They serve as bodyguards to their Beastlord and as shock troops on the battlefield.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Despoiler Axe	1"	2	4+	3+	-1	1

DESCRIPTION

A unit of Bestigors has any number of models, each armed with a Despoiler Axe.

GOUGE-HORN: The leader of this unit is a Gouge-horn. Add 1 to the Attacks characteristic of a Gouge-horn's Despoiler Axe.

BRAYHORN: 1 in every 10 models in this unit can have a Brayhorn. A unit that includes any Brayhorns can run and still charge later in the same turn.

BANNER BEARER: 1 in every 10 models in this unit can be a Banner Bearer. A unit that includes any Banner Bearers can move an extra 1" when it runs or piles in.

ABILITIES

Despoilers: *Bestigors reserve the greatest part of their hatred for those who champion and defend the values of order and civilisation.*

Add 1 to hit rolls for attacks made by this unit that target enemy units with 10 or more models. In addition, you can re-roll hit rolls of 1 for attacks by this unit that target **ORDER** units.

Bestial Charge: *Always at the forefront of a Brayherd, Bestigors launch themselves at their foes with unbridled ferocity.*

Add 1 to the Attacks characteristic of this unit's melee weapons in a turn in which it made a charge move.

KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, BESTIGORS



TUSKGOR CHARIOTS



Crafted from scrounged lumber and twisted iron, Tuskgor Chariots race across the battlefield to outflank the foe or crash into their forward ranks. These ramshackle vehicles are driven by reckless beastmen who are eager to be first into the fray.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Despoiler Axe	1"	2	4+	3+	-1	1
Gnarled Spear	2"	1	4+	4+	-	1
Tusks and Hooves	1"	4	4+	3+	-	1

DESCRIPTION

A unit of Tuskgor Chariots has any number of models. Each Tuskgor Chariot has a crew of 1 Bestigor and 1 Gor. The Bestigor is armed with a Despoiler Axe, and the Gor is armed with a Gnarled Spear.

MOUNT: This unit's Tuskhors attack with their Tusks and Hooves.

ABILITIES

Tuskgor Charge: *Spurred on by merciless whipping, Tuskgor Chariots barrel into their foes with devastating force.*

You can re-roll charge rolls for this unit. In addition, add 1 to the Attacks characteristic of this unit's melee weapons in a turn in which it made a charge move.

Despoilers: *For all their contempt for order and civilisation, Bestigors reserve the greatest part of their hatred for those who champion and defend such values.*

Add 1 to hit rolls for attacks made with a Despoiler Axe that target enemy units with 10 or more models. In addition, you can re-roll hit rolls of 1 for attacks made with a Despoiler Axe that target **ORDER** units.

KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, TUSKGOR CHARIOTS



DOOMBULL



Doombulls are the dominant beasts of the Warherds, charging ahead of their stampeding kin and leading by brutal example. Like all bullgors, they are consumed by the bloodgreed, and they gluttonously devour the raw flesh of those they kill.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bullgor Horns	1"	2	4+	4+	-	1
Slaughterer's Axe	1"	3	3+	3+	-2	3

DESCRIPTION

A Doombull is a single model armed with a Slaughterer's Axe and Bullgor Horns.

ABILITIES

Bloodgreed: *Ravenous for blood, the Doombull descends upon its foes with unbridled ferocity.*

Each unmodified wound roll of 6 for attacks made by this unit inflicts 1 mortal wound on the target in addition to any normal damage.

COMMAND ABILITIES

Slaughterer's Call: *A feral roar by the Doombull alerts the Warherd to the scent of flesh on the wind, sending them into an attacking frenzy.*

You can use this command ability at the start of the combat phase. If you do so, pick a friendly **WARHERD** unit wholly within 12" of a friendly model with this command ability. Add 1 to wound rolls for attacks made by that unit until the end of that phase.

KEYWORDS

CHAOS, BULLGOR, BEASTS OF CHAOS, WARHERD, HERO, DOOMBULL



CYGOR



The cyclopean eye of a Cygor allows it to see the flows of magic that wend across the battlefield. As they tear their way through the ranks of the enemy, they feast upon spells as well as the sorcerous souls of those who cast them.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Desecrated Boulder	☀	1	4+	2+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Horns	2"	☀	4+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Desecrated Boulder	Massive Horns
0-3	8"	18"	8
4-6	6"	15"	7
7-9	5"	12"	5
10-12	4"	6"	4
13+	3"	3"	2

DESCRIPTION

A Cygor is a single model armed with Massive Horns and a Desecrated Boulder.

ABILITIES

Soul-eater: *Feeding off the swirling winds of magic, Cygors pose an incredible threat to spellcasters.*

This model can attempt to unbind 2 spells in the enemy hero phase in the same manner as a **WIZARD**. In addition, each time it unbinds a spell, the caster suffers 1 mortal wound and you can heal 1 wound allocated to this model.

Ghostsight: *Cygors are blind to all except sorcery, which appear as motes of blazing light in perpetual darkness.*

You can re-roll failed hit rolls for attacks made by this model that target a **WIZARD**.

KEYWORDS	CHAOS, BULLGOR, BEASTS OF CHAOS, WARHERD, MONSTER, CYGOR
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GHORGON



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Ghorgons are the largest Warherd creatures, warped to massive proportions by their rapacious bloodgreed. These colossal beasts slash at their foes with bladed limbs, reaching through carnage to grab those enemies whose flesh is most delectable.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Butchering Blades	2"	☀	3+	3+	-1	3
Huge Slaving Maw	1"	1	4+	☀	-1	D6

DAMAGE TABLE			
Wounds Suffered	Move	Butchering Blades	Huge Slaving Maw
0-3	8"	5	2+
4-6	6"	4	3+
7-9	5"	3	3+
10-12	4"	2	4+
13+	3"	1	4+

DESCRIPTION

A Ghorgon is a single model armed with Butchering Blades and a Huge Slaving Maw.

ABILITIES

Ravenous Bloodgreed: *The bloodgreed of Ghorgons exceeds even that which afflicts the rest of the Warherd, and drives them to terrifying violent acts of savagery.*

Each unmodified wound roll of 6 for attacks made by this model inflicts D3 mortal wounds on the target in addition to any normal damage.

Swallow Whole: *The huge, cavernous maw of a Ghorgon can swallow a man whole – a grisly fate for any warrior.*

Each time this model attacks, you can pick an enemy model within 1" of this model after all of this model's attacks have been resolved and roll a dice. If the roll is equal to or greater than that enemy model's Wounds characteristic, it is slain.

KEYWORDS

CHAOS, BULLGOR, BEASTS OF CHAOS, WARHERD, MONSTER, GHORGON

BULLGORS

Bullgors are hulking bestial warriors possessed of terrifying strength and unnatural resilience. They tower over other foot soldiers on the battlefield, and they cleave gore-soaked swathes through the armies of their enemies.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bullgor Axe(s)	1"	3	4+	3+	-1	2
Bullgor Great Axe	1"	2	4+	3+	-2	3
Bullgor Horns	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Bullgors has any number of models. The unit is armed with Bullgor Horns and one of the following weapon options: pair of Bullgor Axes; Bullgor Axe and Bullshield; or Bullgor Great Axe.

BLOODKINE: The leader of this unit is a Bloodkine. Add 1 to the Attacks characteristic of a Bloodkine's Bullgor Axe(s) or Bullgor Great Axe.

WARHERD DRUMMER: 1 in every 3 models in this unit can be a Warherd Drummer. Add 1 to charge rolls for a unit that includes any

Warherd Drummers.

WARHERD BANNER BEARER: 1 in every 3 models in this unit can be a Warherd Banner Bearer. Add 1 to the Bravery characteristic of a unit that includes any Warherd Banner Bearers for each enemy unit within 12" of that unit.

ABILITIES

Bloodgreed: *Ravenous for blood, bullgors descend upon their foes with unbridled ferocity.*

Each unmodified wound roll of 6 for attacks

made by this unit inflicts 1 mortal wound on the target in addition to any normal damage.

Dual Axes: *Bullgors unleash a whirlwind of fury when armed with an axe in each hand.*

You can re-roll hit rolls of 1 for attacks made with a pair of Bullgor Axes.

Bullshields: *Towering wooden shields protect bullgors from attacks.*

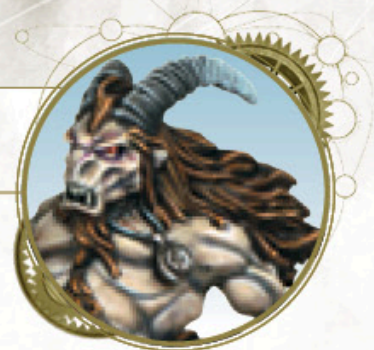
Add 1 to save rolls for attacks made with melee weapons that target a unit with Bullshields.

KEYWORDS

CHAOS, BEASTS OF CHAOS, WARHERD, BULLGORS

CENTIGORS

With man-like torsos and the bounding lower bodies of four-legged beasts, Centigors charge towards their foes in a drunken rage, braying loudly as they plunge their spears into the trembling ranks before them.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Centigor Spear	2"	2	4+	4+	-	1
Clawed Forelimbs	1"	2	5+	5+	-	1

DESCRIPTION

A unit of Centigors has any number of models, each armed with a Centigor Spear, Beastbuckler and Clawed Forelimbs.

GOREHOOF: The leader of this unit is a Gorehoof. Add 1 to the Attacks characteristic of a Gorehoof's Centigor Spear.

BRAYHORN: 1 in every 5 models in this unit can have a Brayhorn. A unit that includes any Brayhorns can run and still charge later in the same turn.

BANNER BEARER: 1 in every 5 models in this unit can be a Banner Bearer. A unit that includes any Banner Bearers can move an extra 1" when it runs or piles in.

ABILITIES

Beastbucklers: *These crude shields are used to deflect the enemies' blows in close quarters.*

Add 1 to save rolls for attacks made with melee weapons that target a unit with Beastbucklers.

Charging Spear: *Savage mockeries of conventional cavalry, Centigors are most deadly on the charge.*

You can re-roll failed wound rolls for attacks made with this unit's Centigor Spears if it made a charge move in the same turn.

Drunken Revelry: *Centigors drink with reckless abandon, even in the heat of battle.*

At the start of your hero phase, you can say that this unit is drinking wildly. If you do so, until your next hero phase, add 1 to hit rolls for attacks made by this unit and attacks that target this unit.

KEYWORDS

CHAOS, BEASTS OF CHAOS, BRAYHERD, CENTIGORS



DRAGON OGOR SHAGGOTH



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Lords of the highest mountain peaks, Dragon Ogor Shaggoths are truly ancient and enormous creatures, through whom the anarchic fury of the primordial storm is unleashed upon the denizens of the Mortal Realms.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Storm-wrought Axe	2"	3	3+	3+	-1	3
Sweeping Tail	3"	D3	4+	3+	-	1
Taloned Forelimbs	1"	2	3+	3+	-1	1

DESCRIPTION

A Dragon Ogor Shaggoth is a single model armed with a Storm-wrought Axe, Sweeping Tail and Taloned Forelimbs.

ABILITIES

Beneath the Tempest: *Dark clouds gather above the battlefield, threatening to unleash the fury of the tempest.*

If the roll-off at the start of a battle round to determine who takes the first turn is a tie, roll

a dice for each THUNDERSCORN unit on the battlefield. On a 4+ heal D3 wounds allocated to that unit.

MAGIC

This model is a WIZARD. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Summon Lightning spells.

Summon Lightning: *The Shaggoth calls down a fork of eldritch lightning to empower its allies.*

Summon Lightning has a casting value of 7. If successfully cast, pick a friendly THUNDERSCORN unit wholly within 20" of the caster and visible to them. You can heal D3 wounds allocated to that unit. In addition, you can re-roll failed wound rolls for attacks made by that unit until your next hero phase.

KEYWORDS

CHAOS, BEASTS OF CHAOS, THUNDERSCORN, DRAGON OGOR, MONSTER, HERO, WIZARD, SHAGGOTH



DRAGON OGORS



Brutal fusions of ogroid brute and draconic fiend, Dragon Ogors are both indomitable and deadly. They stampede to war to the sound of thunder and the flash of lightning, obliterating their enemies in a tempestuous rage.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Paired Ancient Weapons	1"	6	3+	3+	-	1
Draconic War-glaive	2"	4	3+	3+	-1	1
Draconic Crusher	1"	3	3+	3+	-	2
Raking Foreclaws	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Dragon Ogors has any number of models, each armed with Raking Foreclaws. In addition, each model is armed with one of the following weapon options: Paired Ancient Weapons; Draconic War-glaive; or Draconic Crusher.

ABILITIES

Storm Rage: *Akin to a storm front, Dragon Ogors display unmatched ferocity on the charge.*

You can re-roll hit rolls of 1 for this unit while it is wholly within 12" of a friendly DRAGON OGOR SHAGGOTH.

KEYWORDS

CHAOS, BEASTS OF CHAOS, THUNDERSCORN, DRAGON OGORS



CHAOS WARHOUNDS



Chaos Warhounds possess the ferocity and stature of wolves, while also bearing the stigma of Chaos mutation. They race towards their prey in slaving packs, their fanged maws snapping in anticipation of the kill.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slavering Jaws	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Chaos Warhounds has any number of models, each armed with Slavering Jaws.

ABILITIES

Outrunners of Chaos: *Packs of Chaos Warhounds close upon their prey with unnatural quickness.*

In your movement phase, if you declare that this unit will run, do not make a run roll. Instead, add 6" to the Move characteristic of all models in this unit for that phase.

KEYWORDS

CHAOS, BEASTS OF CHAOS, MONSTERS OF CHAOS, CHAOS WARHOUNDS



CHAOS SPAWN



Chaos Spawn are impossibly warped creatures, writhing wretches whose bodies are so twisted by mutation that they shamle mindlessly towards their enemies before lashing out with their many repulsive and lethal appendages.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Freakish Mutations	1"	2D6	4+	4+	-	1

DESCRIPTION

A unit of Chaos Spawn has any number of models, each armed with Freakish Mutations.

ABILITIES

Curse of the Dark Gods: *Chaos Spawn often bear the mark of their creator.*

You can choose one of the following keywords for this unit the first time it is set up: **KHORNE**, **NURGLE**, **SLAANESH** or **TZEENTCH**.

Writhing Tentacles: *The bodies of these creatures are ever in flux, making them wildly unpredictable.*

If you roll a double when determining the number of attacks made by a **CHAOS SPAWN**'s Freakish Mutations, add 1 to hit and wound rolls for attacks made by that model until the end of the phase.

KEYWORDS

CHAOS, BEASTS OF CHAOS, MORTAL, SLAVES TO DARKNESS, CHAOS SPAWN



• WARSCROLL •

JABBERSLYTHE



Grotesque conglomerations of monstrous body parts, Jabberslythes lurch forth from their swampy lairs to hunt. Their anarchic form drives those who look upon them to madness, while their corrosive blood melts those foolish enough to attack them.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slythey Tongue	9"	1	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Vorpai Claws	1"	6	3+	3+	-2	1
Spiked Tail	3"	1	4+	3+	-1	D3

DESCRIPTION

A Jabberslythe is a single model armed with a Slythey Tongue, Vorpai Claws and a Spiked Tail.

FLY: Jabberslythes can fly.

ABILITIES

Aura of Madness: Simply being in the presence of a Jabberslythe is enough to drive a seasoned warrior to insanity.

At the start of your hero phase, roll a dice for each enemy unit that is within 6" of any friendly JABBERSLYTHES. On a 6 that unit cannot attempt to cast or unbind spells, move, or attack until the start of your next hero phase.

Spurting Bile Blood: Jabberslythes are filled with deadly acidic blood that can cause horrific burns to those who dare attack them.

Roll a dice each time a wound is allocated to this model that was inflicted by a melee weapon. On a 4+ the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

KEYWORDS

CHAOS, BEASTS OF CHAOS, MONSTERS OF CHAOS, MONSTER, JABBERSLYTHE



• WARSCROLL •

COCKATRICE



Cockatrices flap and slither towards the enemy in a flurry of motion. Their piercing glare turns victims to stone, while their savage talons shred flesh and their cruel beaks snap clean through armour and bone.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Petrifying Gaze	10"	See below		See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Vicious Beak	2"	2	4+	3+	-1	D3
Sword-like Talons	1"	4	4+	4+	-	1

DESCRIPTION

A Cockatrice is a single model armed with a Petrifying Gaze, Vicious Beak and Sword-like Talons.

FLY: A Cockatrice can fly.

ABILITIES

Petrifying Gaze: The gaze of a Cockatrice can transfix foes where they stand, turning them to stone.

Do not use the attack sequence for an attack made with a Cockatrice's Petrifying Gaze. Instead, roll a dice. On a 4+ the target suffers D6 mortal wounds.

Maddened Ferocity: A Cockatrice is not a bold creature, but when it picks its moment to strike, it falls upon its prey in a berserk frenzy.

A Cockatrice has an Attacks characteristic of 8 instead of 4 with its Sword-like Talons if it made a charge move in the same turn.

KEYWORDS

CHAOS, BEASTS OF CHAOS, MONSTERS OF CHAOS, MONSTER, COCKATRICE



CHIMERA

A Chimera is a terrifying mixture of bestial body parts bound together by raw Chaos energy. From on high they eye the battlefield with their three heads, searching for prey amongst the trembling enemies below.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fiery Breath	14"	1	See below			
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Avian Head	1"	3	3+	4+	☀	D3
Draconic Head	1"	3	4+	4+	-1	2
Leonine Head	1"	3	4+	3+	-1	☀
Mauling Claws	2"	6	4+	3+	-	1

DAMAGE TABLE			
Wounds Suffered	Fiery Breath	Avian Head	Leonine Head
0-2	D6 mortal wounds	-3	D6
3-4	D3 mortal wounds	-2	D3
5-7	D3 mortal wounds	-2	D3
8-9	1 mortal wound	-1	1
10+	1 mortal wound	-1	1

DESCRIPTION

A Chimera is a single model armed with Fiery Breath, an Avian Head, a Draconic Head, a Leonine Head and Mauling Claws.

FLY: A Chimera can fly.

ABILITIES

Draconic Head's Fiery Breath: Whipping its draconic head back to inhale deeply, the Chimera unleashes a gout of flame at its foes.

Do not use the attack sequence for an attack made with a Chimera's Fiery Breath. Instead the target suffers the number of mortal wounds shown on the Damage table above.

Vicious Charge: Chimeras are single-minded in their need to close with their prey and rip it asunder.

Add 2 to charge rolls for this model.

KEYWORDS

CHAOS, BEASTS OF CHAOS, MONSTERS OF CHAOS, MONSTER, CHIMERA



CHAOS GARGANT



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Foul-tempered colossi that have become twisted by the warping energies of the wilds, Chaos Gargants lumber to war in a state of unthinking fury, bludgeoning and battering all before them.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Club	3"	☀	3+	3+	-1	1
Vicious 'Eadbutt	1"	1	4+	3+	-3	☀
Mighty Kick	2"	1	3+	3+	-2	D3

DAMAGE TABLE			
Wounds Suffered	Move	Massive Club	Vicious 'Eadbutt
0-2	8"	3D6	6
3-4	6"	2D6	D6
5-7	5"	2D6	D3
8-9	4"	D6	D3
10+	3"	D6	1

DESCRIPTION

A Chaos Gargant is a single model armed with a Massive Club, Vicious 'Eadbutt and Mighty Kick.

ABILITIES

Timber!: A dying gargant is indiscriminating in their choice of where – and on whom – their body falls.

If this model is slain, before removing the model from the battlefield the players must roll off. The player who wins the roll-off picks a point on the battlefield 3" from this model. Each unit within 2" of that point suffers D3 mortal wounds. This model is then removed from the battlefield.

Stuff 'Em In Me Bag: Gargants are known to grab hapless warriors and stuff them screaming into their bags 'for later'...

After this model piles in, you can pick an enemy model within 3" of this model and roll a dice. If the roll is equal to or greater than double that enemy model's Wounds characteristic, it is slain.

Drunken Stagger: Often inebriated in battle, gargants can be just as much a hazard to their allies as their enemies.

If a charge roll for this model is a double, this model cannot make a charge move that phase. In addition, the players must roll off. The player who wins the roll-off picks a point on the battlefield 3" from this model. Each unit within 2" of that point suffers D3 mortal wounds.

Whipped into a Frenzy: The leaders of a beastherd often intentionally wound gargants so as to send them into a berserk rage.

At the start of the combat phase, if this model is within 3" of any friendly **BEASTS OF CHAOS HEROES**, you can whip it into a frenzy. If you do so, this model suffers 1 mortal wound, but you can add 1 to the Attacks characteristic of this model's melee weapons until the end of that phase.

KEYWORDS

CHAOS, BEASTS OF CHAOS, MONSTERS OF CHAOS, GARGANT, MONSTER, CHAOS GARGANT



RAZORGORS



Wild swine warped to monstrous size, Razorgors follow the stampedes of the beasterds into battle, where they gouge and gore their way through the enemy lines, slowing only to gobble up the mangled remains of their victims.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Large Tusks and Hooves	1"	4	4+	3+	-1	1

DESCRIPTION

A unit of Razorgors has any number of models, each armed with Large Tusks and Hooves.

ABILITIES

Uncontrollable Stampede: *Barrelling forwards in a reeking mass of swollen muscle and jutting spines, Razorgors smash their prey asunder with the impact of their charge.*

You can re-roll charge rolls for this unit. In addition, if this unit made a charge move in the same turn, an unmodified hit roll of 6 for an attack made by this unit inflicts 1 mortal wound on the target in addition to any normal damage.

KEYWORDS

CHAOS, BEASTS OF CHAOS, MONSTERS OF CHAOS, RAZORGORS



TZAANGOR SKYFIRES



Tzaangor Skyfires soar across the battlefield raining death upon the foe. Able to catch glimpses of the future, the Skyfires send their Arrows of Fate on baffling trajectories, striking their targets' most vulnerable weak spots with confounding accuracy.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Arrow of Fate	24"	1	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bow Stave	1"	2	5+	5+	-	1
Vicious Beak	1"	1	4+	5+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

DESCRIPTION

A unit of Tzaangor Skyfires has any number of models, each armed with an Arrow of Fate, Vicious Beak and Bow Stave.

FLY: Tzaangor Skyfires can fly.

MOUNT: This unit's Discs of Tzeentch attack with their Teeth and Horns.

AVIARCH: The leader of this unit is an Aviarch.

Add 1 to hit rolls for attacks made with an Aviarch's Arrow of Fate.

ABILITIES

Guided by the Future: *These warriors' attacks are directed by glimpses of the future.*

In the combat phase, you can re-roll failed hit and wound rolls for attacks made by this unit if no enemy units within 3" of this unit have already fought in that phase.

Judgement from Afar: *To be struck by an Arrow of Fate is to be judged by destiny itself.*

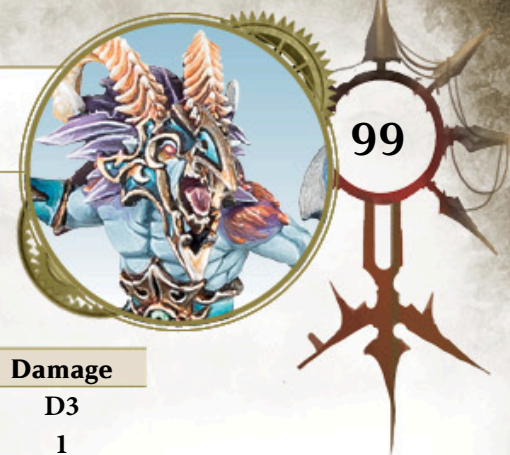
An unmodified hit roll of 6 for an attack made with an Arrow of Fate inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, DAEMON, TZEENTCH, ARCANITE, TZAANGOR SKYFIRES



TZAANGOR SHAMAN



A Tzaangor Shaman is an agent of change in Tzeentch's service. With dark magics the Shaman grants a boon of mutation to his foes, transforming them as they writhe and scream into a more pleasing form – that of a Tzaangor.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Change	2"	1	4+	3+	-1	D3
Ritual Dagger	1"	2	4+	4+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

DESCRIPTION

A Tzaangor Shaman is a single model armed with a Staff of Change and Ritual Dagger.

FLY: A Tzaangor Shaman can fly.

MOUNT: This model's Disc of Tzeentch attacks with its Teeth and Horns.

ABILITIES

Sorcerous Elixir: *Tzaangor Shamans drink strange concoctions in battle to augment their sorcerous might.*

Once per battle, in your hero phase, this model can attempt to cast one additional spell. If it does so, you can re-roll one or both of the dice when you make the casting roll for that spell.

Visions of the Future: *Seeing the battle unfold before them through prophetic visions, the shaman guides the aim of nearby Tzaangor Skyfires.*

Add 1 to hit rolls for attacks made with a friendly **TZAANGOR SKYFIRE** unit's Arrows of Fate while that unit is wholly within 12" of a friendly **TZAANGOR SHAMAN**.

Visions of the Past: *Through clacking litanies the Tzaangor Shamans enhance the bizarre senses of their Enlightened kin.*

Add 1 to hit rolls for attacks made with a friendly **TZAANGOR ENLIGHTENED** unit's Tzeentchian Spears and Vicious Beaks while that unit is wholly within 12" of a friendly **TZAANGOR SHAMAN**.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Boon of Mutation spells.

Boon of Mutation: *The Tzaangor Shaman curses its foes with the dubious gift of Tzeentch's mutagenic power, transforming its victims into a form more pleasing to the Changer of Ways.*

Boon of Mutation has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster and visible to them. That unit suffers D3 mortal wounds. For each enemy model slain by these mortal wounds, you can add 1 new **TZAANGOR** model to a single friendly **TZAANGORS** unit. Each new **TZAANGOR** model must be set up wholly within 12" of the caster and within 1" of the unit they are being added to.

KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, DAEMON, TZEENTCH, ARCANITE, HERO, WIZARD, TZAANGOR SHAMAN



TZAANGOR ENLIGHTENED



Tzaangor Enlightened wield ornate spears of a quality beyond the weaponry of their lesser kin. Able to perceive the strands of the past, the Enlightened reveal the hidden secrets, discovering their weaknesses before moving in to strike.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tzeentchian Spear	2"	3	4+	3+	-1	2
Vicious Beak	1"	1	4+	5+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

DESCRIPTION

A unit of Tzaangor Enlightened has any number of models, each armed with a Tzeentchian Spear and Vicious Beak.

MOUNT: This unit can be mounted on Discs of Tzeentch. If it is, the unit has the **DAEMON** keyword, a Wounds characteristic of 4 instead of 3, a Move characteristic of 16" instead of 6", and can fly. Discs of Tzeentch attack with their Teeth and Horns.

AVIARCH: The leader of this unit is an Aviarch. Add 1 to the Attacks characteristic of an Aviarch's Tzeentchian Spear.

ABILITIES

Babbling Stream of Secrets: *The dark truths revealed by the Tzaangor Enlightened utterly unnerve the foe.*

If an enemy unit fails a battleshock test within 9" of any friendly **TZAANGOR ENLIGHTENED** units, add 1 to the number of models that flee.

Guided by the Past: *These warriors see at once every moment that led to the present, and use this knowledge to deadly effect.*

In the combat phase, you can re-roll failed hit and wound rolls for attacks made by this unit if one or more enemy units within 3" of this unit have already fought in that phase.

KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, TZEENTCH, ARCANITE, TZAANGOR ENLIGHTENED



TZAANGORS



Tzaangors are savage, avian beastmen dedicated to Tzeentch who fall upon their foes in a flurried rush of blades and vicious stabs. Eager to impress their duplicitous god, the Tzaangors fight with lunatic energies, hoping to earn further gifts of change.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Savage Blade(s)	1"	2	4+	4+	-	1
Savage Greatblade	1"	1	4+	4+	-1	2
Vicious Beak	1"	1	4+	5+	-	1

DESCRIPTION

A unit of Tzaangors has any number of models, each armed with a vicious beak. In addition, each model in the unit is armed with one of the following weapon options: pair of Savage Blades; or Savage Blade and Arcanite Shield. 2 in every 5 models can replace their weapon option with a Savage Greatblade.

TZAANGOR MUTANT: 1 in every 5 models in this unit can be a Tzaangor Mutant armed with a pair of Savage Blades and a Vicious Beak. Add 1 to the Attacks characteristic of a Tzaangor Mutant's pair of Savage Blades.

TWISTBRAY: The leader of this unit is a Twistbray. Add 1 to hit rolls for attacks made with a Twistbray's melee weapons.

ICON BEARERS: 1 in every 10 models in this unit can be an Icon Bearer. While this unit has any Icon Bearers, it can use the Ornate Totems ability.

BRAYHORN: 1 in every 10 models in this unit can have a Brayhorn. A unit that includes any Brayhorns can run and still charge later in the same turn.

ABILITIES

Destined Mayhem: *Nearby leaders and champions of the Arcanites inspire Tzaangors to deliver killing blows upon the enemy.*

Add 1 to wound rolls for attacks made by this unit with melee weapons while this unit is wholly within 12" of any friendly **ARCANITE HEROES**.

Arcanite Shield: *This lavishly wrought shield can protect against both physical and magical attacks.*

Roll a dice each time you allocate a wound or mortal wound to a friendly **TZAANGORS** unit that has any models armed with Arcanite Shields. On a 6+ that wound or mortal wound is negated.

Paired Savage Blades: *Tzaangors armed with two savage blades have a better chance of landing a blow on the enemy.*

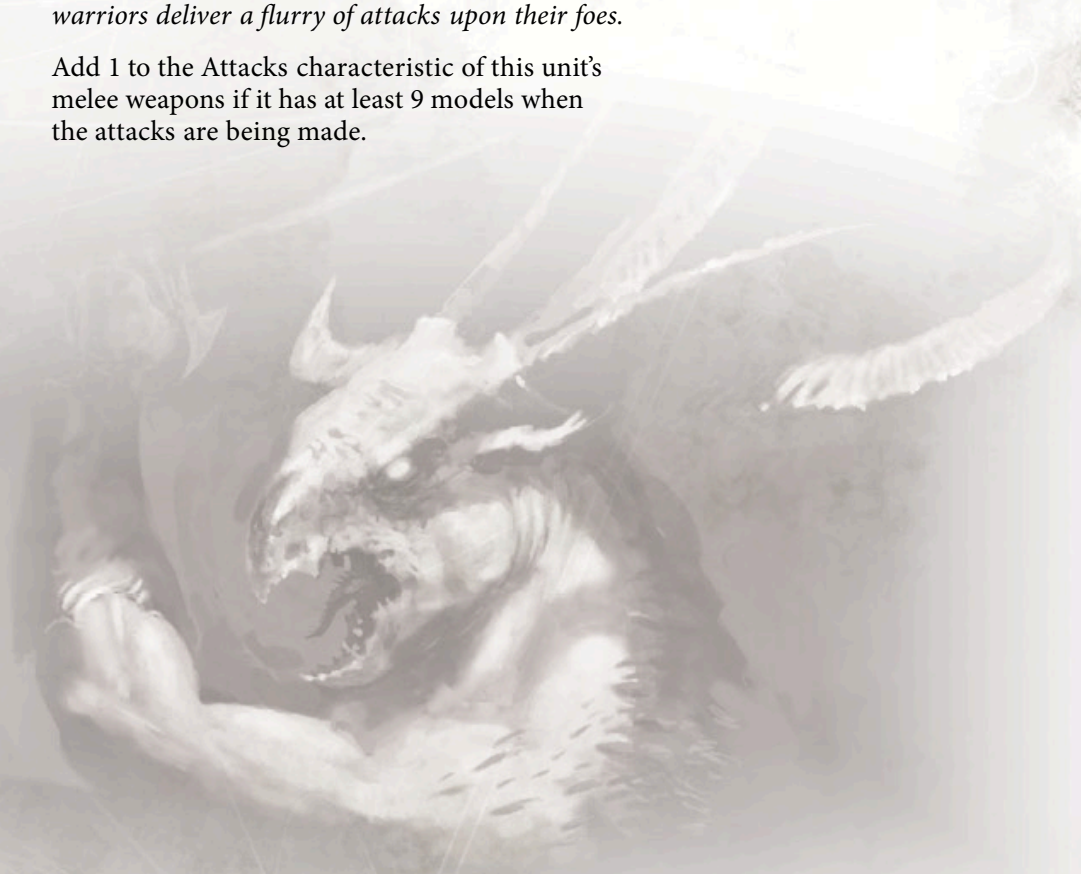
Add 1 to hit rolls for attacks made with a pair of Savage Blades.

Savagery Unleashed: *Favoured by their god, these warriors deliver a flurry of attacks upon their foes.*

Add 1 to the Attacks characteristic of this unit's melee weapons if it has at least 9 models when the attacks are being made.

Ornate Totems: *The icons carried by the Tzaangors can steal magical power from nearby wizards, and use it to blast the enemy.*

While this unit has one or more Icon Bearers, at the start of your hero phase you can pick an enemy unit within 18" of this unit and visible to it. Then, roll a number of dice equal to the number of **WIZARD** units that are within 9" of this unit. For each 4+ that enemy unit suffers 1 mortal wound.



KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, TZEENTCH, ARCANITE, TZAANGORS



RAVENING DIREFLOCK

The spectral crows of a Ravening Direflock are harbingers of doom, filling the minds of those who hear their piercing caws with an inescapable sense of dread. They circle over the battlefield, harrying those who try to flee the carnage. Left unattended they fly off to roost in the warping wilds, with some even nesting in the crenelations of the Varanspire.

DESCRIPTION

A Ravening Direflock consists of 3 models (if it is dispelled, remove all 3 models).

Summon Ravening Direflock: *Dark feathers borne on the wind coalesce to form the terrible shapes of the Ravening Direflock.*

Summon Ravening Direflock has a casting value of 5. Only **BEASTS OF CHAOS WIZARDS** can attempt to cast this spell. If successfully cast, set up a Ravening Direflock model wholly within 12" of the caster and more than 3" from any units, then set up the second and third Ravening Direflock models wholly within 6" of the first and more than 3" from any units.

ABILITIES

Harbingers of Dark Omens: *Those who hear the cawing of these fell creatures experience terrifying visions of their own impending doom.*

Subtract 2 from the Bravery characteristic of units while they are within 6" of any Ravening Direflock models. **BEASTS OF CHAOS** units are not affected by this ability.

Black-souled Cowardice: *Should a combatant approach the eldritch avians of the Direflock in the vain hope of ending the waking nightmares that afflict them, the birds will take wing, only to settle elsewhere on the battlefield and resume their dispiriting cawing.*

If a unit finishes a move within 1" of a Ravening Direflock model, remove that Ravening Direflock model from the battlefield. The player whose turn is taking place must set it up again exactly 3D6" from its previous location and more than 3" from any units, and then set up the two remaining Ravening Direflock models wholly within 6" of the first model and more than 3" from any units.

KEYWORDS

ENDLESS SPELL, RAVENING DIREFLOCK



DOOMBLAST DIRGEHORN

Wrought from coalesced Chaos energies, the Doomblast Dirgehorn emits an unending dolorous blast that drowns out all thought. The howling cacophony strips the minds of those in earshot of their sanity, reducing skilled warriors to fumbling fools who lash out in a state of animal stupor.

DESCRIPTION

A Doomblast Dirgehorn is a single model.

Summon Doomblast Dirgehorn: *Drawn from beneath the earth, animal bones are fused into the shape of a giant horn.*

Summon Doomblast Dirgehorn has a casting value of 6. Only **BEASTS OF CHAOS WIZARDS** can attempt to cast this spell. If successfully cast, set up a Doomblast Dirgehorn model wholly within 12" of the caster.

ABILITIES

Booming Cacophony: *In the terrible blasting of the Dirgehorn can be heard the bestial growls of a thousand beastherds.*

Subtract 1 from hit rolls for attacks made by units within 3" of this model. **BEASTS OF CHAOS** models are not affected by this ability.

Rising Discord: *The discomposing sound of the Dirgehorn grows ever louder until it reverberates across the entire battlefield.*

At the start of each battle round after this model is set up, add 3" to the range of this model's Booming Cacophony ability. If this model is dispelled, the next time it is set up on the battlefield, the range of this ability starts at 3".

KEYWORDS

ENDLESS SPELL, DOOMBLAST DIRGEHORN

WILDFIRE TAURUS

Wildfire Tauruses are summoned from the fires of the largest Herdstones. They take the shape of gargantuan flaming bulls, stampeding through massed ranks of armoured warriors without breaking stride, setting flesh ablaze and flattening those not consumed in the conflagration.

DESCRIPTION

A Wildfire Taurus is a single model.

Summon Wildfire Taurus: *Wisps of flame develop into a roaring, charging beast of black smoke and wildfire.*

Summon Wildfire Taurus has a casting value of 6. Only **BEASTS OF CHAOS WIZARDS** can attempt to cast this spell. If successfully cast, set up a Wildfire Taurus model wholly within 12" of the caster.

PREDATORY: The Wildfire Taurus is a predatory endless spell. It can move up to 12" and can fly.

ABILITIES

Raging Stampede: *From the moment it is manifested upon the battlefield, the Wildfire Taurus is an unstoppable force.*

When this model is set up, the player who set it up can immediately make a move with it.

Whirlwind of Destruction: *Warriors are sent sprawling, set aflame and trampled underhoof as the Wildfire Taurus charges headlong through their ranks.*

After this model has moved, each unit that it moved over, and each other unit that is within 1" of it at the end of its move, suffers D3 mortal wounds. If a unit has 10 or more models it suffers D6 mortal wounds instead. If this spell inflicts any wounds on a unit, that unit fights at the end of the next combat phase, after the players have picked any other units to fight in that phase.



KEYWORDS

ENDLESS SPELL, WILDFIRE TAURUS



HERDSTONE

Wrought from the Chaos-infused substance of the realms, Herdstones are the sites at which the Beasts of Chaos carry out their savage rituals. As the Greatfrays stampede further into civilised territories, they continue to erect Herdstones, from which the corruptive taint of the anarchic wilds bleeds freely into the land.

DESCRIPTION

A Herdstone is a single terrain feature. It is an obstacle.

SCENERY RULES

Entropic Lodestone: *As the corrupting influence of the Herdstone spreads, buildings, armour and other trappings of civilisation and order begin to crumble to dust.*

Subtract 1 from save rolls for attacks that target units within 6" of this terrain feature. At the start of each battle round after the first, add 6" to the range of this ability. **BEASTS OF CHAOS** units are not affected by this ability.

Locus of Savagery: *A Herdstone marks the domain of the Beasts of Chaos, and in its presence they fight with unfailing vigour.*

BEASTS OF CHAOS units wholly within 6" of this terrain feature do not take battleshock tests. At the start of each battle round after the first, add 6" to the range of this ability.

KEYWORDS

SCENERY, BEASTS OF CHAOS, HERDSTONE

PITCHED BATTLE PROFILES

The table below provides points, minimum unit sizes and battlefield roles for the warscrolls and warscroll battalions in this book, for use in Pitched Battles. Spending the points listed on this table allows you to take a minimum-sized unit with any of its upgrades. Understrength units cost the full amount of points. Larger units are taken in multiples of their minimum unit size; multiply their cost by the same amount as you multiplied their size. If a unit has two points values separated by a slash (e.g. '60/200'), the second value is for a maximum-sized unit. Units that are listed as 'Unique' are named characters and can only be taken once in an army. A unit that has any of the keywords listed on the Allies table can be taken as an allied unit by a Beasts of Chaos army. Updated September 2018; the profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

BEASTS OF CHAOS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Gors	10	30	80/210	Battleline	
Ungors	10	40	60/200	Battleline	
Chaos Gargant	1	1	180	Behemoth	
Chimera	1	1	240	Behemoth	
Cygor	1	1	180	Behemoth	
Ghorgon	1	1	200	Behemoth	
Jabberslythe	1	1	160	Behemoth	
Beastlord	1	1	90	Leader	
Doombull	1	1	120	Leader	
Dragon Ogor Shaggoth	1	1	180	Leader	
Great Bray-Shaman	1	1	100	Leader	
Tzaangor Shaman	1	1	180	Leader	
Bestigors	10	30	120/300		Battleline in Beasts of Chaos army if general is a Beastlord or Great Bray-Shaman
Bullgors	3	12	160		Battleline in Beasts of Chaos army if general is a Doombull
Centigors	5	20	80		
Chaos Spawn	1	6	50		
Chaos Warhounds	10	30	80/210		
Cockatrice	1	1	100		
Dragon Ogors	3	12	140		Battleline in Beasts of Chaos army if general is a Dragon Ogor Shaggoth
Razorgors	1	6	40		
Tuskgor Chariots	1	4	60		
Tzaangor Enlightened	3	9	100		
Tzaangor Enlightened on Discs of Tzeentch	3	9	140		
Tzaangor Skyfires	3	9	200		
Tzaangors	10	30	180/480	Battleline	Battleline in Beasts of Chaos army only if general is a Tzaangor Shaman
Ungor Raiders	10	40	80		
Thunderscorn Stormherd	-	-	190	Warscroll Battalion	
Brass Despoilers	-	-	190	Warscroll Battalion	
Desolating Beastherd	-	-	150	Warscroll Battalion	
Depraved Drove	-	-	150	Warscroll Battalion	
Pestilent Throng	-	-	200	Warscroll Battalion	
Phantasmagoria of Fate	-	-	200	Warscroll Battalion	
Hungering Warherd	-	-	150	Warscroll Battalion	
Marauding Brayherd	-	-	180	Warscroll Battalion	
Doomblast Dirgehorn	1	1	60	Endless Spell	
Ravening Direflock	1	1	40	Endless Spell	
Wildfire Taurus	1	1	100	Endless Spell	
Herdstone	1	1	0	Scenery	

CHAOS	ALLIES
Beasts of Chaos	Slaves to Darkness

WHAT'S NEXT?

From out of blackness they come, emerging from the depths of the realms' seas upon a surging tide of magic. These merciless raiders do not seek merely to slaughter or enslave. however, for they are the Idoneth Deepkin – they have come to take their victims' very souls.

