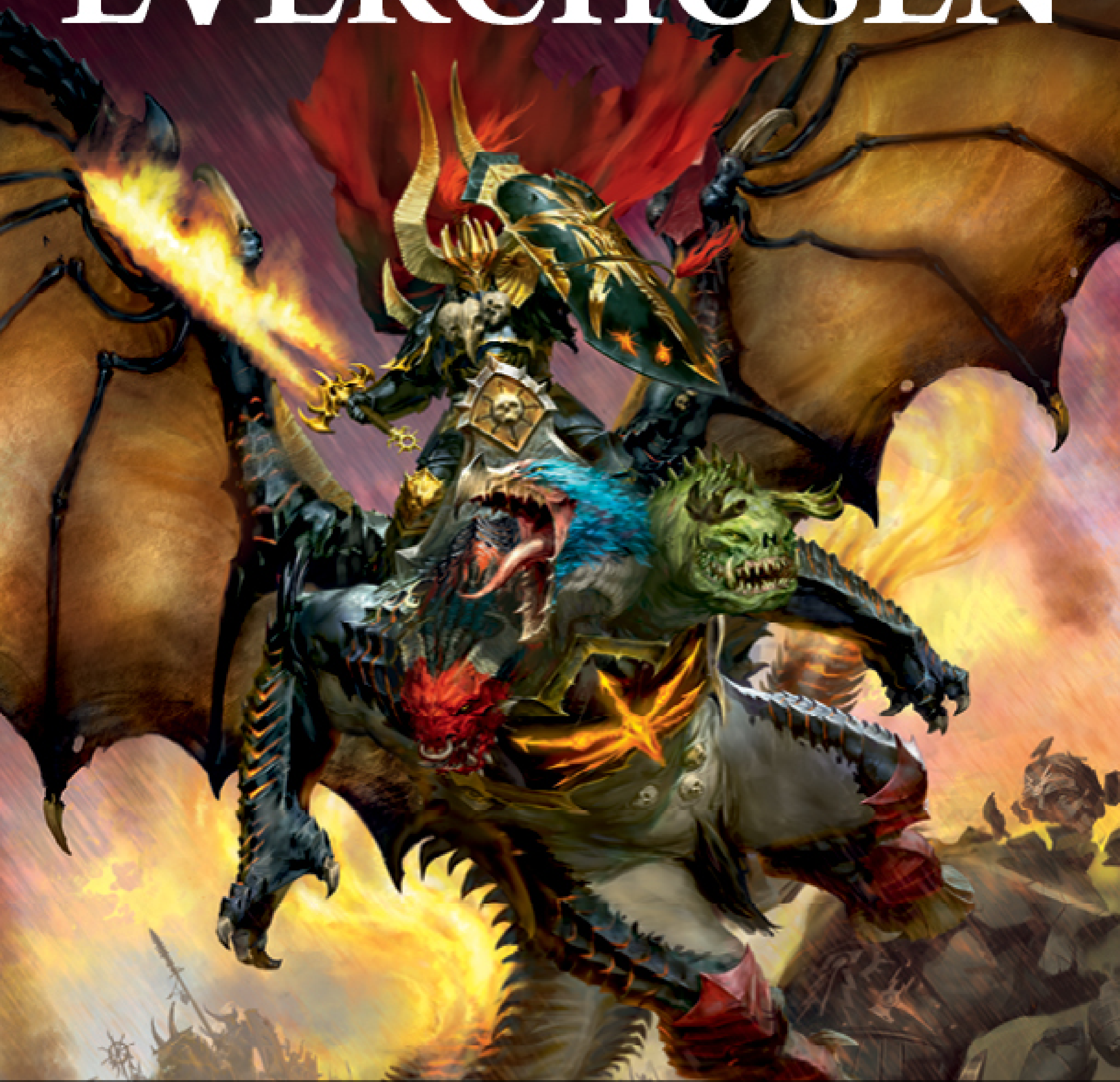


WARHAMMER

AGE OF SIGMAR

CHAOS BATTLETOME

EVERCHOSEN





From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.



AS THE EMBERS OF THE DEAD WORLD COOLED, THE THREE-EYED KING
BEHELD HIS DARK DESTINY IN THE REFORGED SHARDS OF THE
EYE OF SHEERIAN...





ENEMIES ARE
TWISTED TO THE
EVERCHOSEN'S ENDS, AND
ALLIES ARE TRANSFORMED ANEW...

THE DEVOURED BECOME THE DEVOURERS,
FEEDING UPON THE BELLY OF THE BEAST...

MIRRORS REFLECT THE REFLECTED UPON THEMSELVES, EYES
OF TERROR WIDE WITH MADNESS...





REALITY WEEPS AND EMPIRES BURN UNDER THE BLADE OF
THE THREE-EYED KING...

THE NEXUS OF WORLDS FALLS INTO DARKNESS BENEATH
SNAPPING EIGHT-STARRED STANDARDS...





AND SO THE GOD-KING WAS BROUGHT LOW BY THE RUINOUS POWERS AND
THEIR CHAMPION...

A DARK DAWN BROKE BEHIND THE EVERCHOSEN, ITS CHILL SPREADING ACROSS THE
LAND WITH THE PROMISE OF AN AGE OF TORMENT AND DEATH TO COME...







MASTER OF CHAOS

Archaon is the shadow of Chaos cast across the Mortal Realms. Warriors beyond number kneel before his dark majesty, and warlords and kings whisper his name in fear. For Archaon is the Everchosen, greatest of the Dark Gods' champions, and the doom of all men.

The indomitable will of Archaon the Everchosen grips the Mortal Realms like a mailed fist. Countless men live and die at his command, straining under the yoke of Chaos. None can equal the vast numbers vanquished or enslaved by Archaon, for every victory wrought by Chaos upon the Mortal Realms belongs to him.

Archaon is the Exalted Grand Marshal of the Apocalypse, and it is he who the Dark Gods have charged with conquering the realms. During the long centuries of the Age of Chaos, it was his cruel mastery of war and irresistible might that led to one savage victory after another for the Ruinous Powers. At his side march the feared Varanguard, and the terrible sorceries of the Gaunt Summoners are his to command. Wielding his legendary daemon sword the Slayer of Kings and mounted upon the three-headed daemon beast Dorghar, the Everchosen soars across the battlefield. Those foolish enough to cross blades with him soon seed the ground with their blood, for his combat prowess is unmatched.

Archaon's presence is such that he unites the howling armies of Chaos, transforming the myriad warriors of the Dark Gods into a single brutal force of domination. Before his wrath, all resistance is soon crushed.

Despite his many victories, however, Archaon craves yet more. An endless thirst for conquest seethes within his heart, driving him on to fresh wars. The ragged remnants of the Everchosen's enemies are hunted to extinction as his armies scour the far reaches of the realms for new foes to fight and nations to destroy. Soon there will be nothing left of the Mortal Realms but endless landscapes mutated by the touch of Chaos.

Seven of the Eight Realms already languish under the tyrannical dominion of Chaos. Mighty monuments to Archaon's glory loom over ruined cities, bone-covered plains



The mark of the Everchosen is bestowed by Archaon as a badge of honour to followers he deems worthy.

and broken mountains from Aqshy to Shyish, the ominous banners of the Everchosen snapping in a wind thick with the stench of death. Only Azyr, the Celestial Realm, remains unscathed. Its lord, the God-King Sigmar, long ago sealed its gates to protect it from the Everchosen's armies, after the Chaos general drove back the legions of Azyr and shattered their alliances. Archaon has sought the destruction of Sigmar and his kingdom for centuries, his warriors battering on the Gates of Azyr to no avail. An ancient enmity exists between these two great champions, and Archaon has taken pleasure in the knowledge that every soul he has claimed, every civilisation he has drowned in blood, Sigmar has borne witness to from his city of Sigmaron. Now that Sigmar's lightning-forged Stormcast Eternals have launched their war against the Ruinous Powers, a new age of battle has dawned – one the Everchosen welcomes with dark joy. At last, Archaon sees his chance to complete his war of annihilation.

As the Storm of Sigmar rolls out across the realms and the Stormhosts descend upon bolts of crackling lightning, Archaon rides out to meet them, and the united hosts of Chaos are his to command, in all their dark and terrible glory.







Archaon's brutal reputation spans the Mortal Realms.

All who dwell within them know of his dark legend, one that has become synonymous with death and destruction. In the wilds of the Screaming Hills, the beast people know of Archaon as the Thirsting Predator, who consumes prey without end. Upon the blasted plains of Galhatra, he is the Fire That Burns Eternal, turning the world to ash, while atop the glimmering mountains of Spyrholm, Archaon is the World Razor that endlessly cuts the realm's rocky flesh. In a thousand tongues, upon a thousand continents, the name of the Everchosen is a war cry on the lips of Chaos Warriors and a fearful scream torn from the throats of their foes.

Few who have heard tell of Archaon have witnessed his dark majesty up close, and those who have seldom live long enough to speak of it. Often, armies drop their weapons and flee at the mere rumour of the Three-Eyed King's coming and the grim fate that awaits them should they stand and fight. Such is the aura of rampant Chaos that surrounds Archaon that even the land rebels at his arrival – forests transmute into lakes of three-headed maggots and rivers boil away to screaming blood-mist as the eyes of the Dark Gods follow their champion. Archaon is the death of worlds and the slayer of empires, and in his unholy tread are the Mortal Realms unmade.



SHADOW OF THE DARK GODS

Archaon set out to conquer the Mortal Realms following a dark promise of glory. The lands of mortals – grown fat, complacent and ripe for the slaughter – would be a gift from the Chaos Gods to their chosen champion, a terrible prize of war which had no equal.

For long years, the minions of Chaos preyed upon the edges of the Mortal Realms. Like predators picking off the stragglers from a herd they tore at isolated kingdoms and remote lands. However, every great incursion was turned back by the God-King Sigmar and his pantheon. The strength of the united realms thwarted the ambitions of the Chaos Gods time and again throughout the long Age of Myth.

In their desire to see the Mortal Realms destroyed, the Chaos Gods turned to their greatest champion, Archaon, to whom they made a promise – if he turned from his wars within the Realm of Chaos and brought the dominion of the Dark Gods to the Eight Realms,

they would crown him as ruler of all he had seized. Whether it was the prospect of such a mighty gift or the call of fresh conquests that moved him to accept, only Archaon himself knows. Whatever the truth, the armies of Chaos were soon marching upon the realms.

Archaon has ever been a cunning general, able to discern the will of his foes. During the Battle of Burning Skies, he played upon Sigmar's pride to trick his foe into hurling Ghal Maraz into a rift in reality, denying the God-King his magical hammer. In the vicious struggle for the Allpoints, Archaon manipulated Nagash's self-serving nature to ensure that the Great Necromancer proved the downfall of

his allies, leading to the capture of the Allpoints by the Chaos forces. Piece by piece, Archaon fractured the alliances of his enemies. The Everchosen knew that the key to defeating the Mortal Realms lay in dividing them. Corrupting vital Realmgates, his warriors cut armies off from their lords and sealed their only means of escape.

By the time his enemies realised the extent of his plots, Archaon's armies had established a foothold in almost every realm. Realmgates were hung with the banners of the Everchosen and guarded by legions of Chaos worshippers. Free to strike at will throughout the Mortal Realms, Archaon's true war of annihilation could begin.

THE GOD-KING SIGMAR

Archaon and Sigmar are ancient enemies, and their past is marked by the ruins of civilisations and the corpses of empires. Sigmar is a champion of light and order, a great, hammer-wielding god who long ago united the peoples of the Mortal Realms and ushered in a golden age. In many ways, Archaon is Sigmar's dark reflection. Both are great generals and masterful warriors, and both unify the forces under their command. Where Sigmar forges and defends, however, Archaon destroys and corrupts. The enmity between God-King and Everchosen is bitter, stoked by centuries of war. Relics from the Age of Myth depict the two fighting over whole worlds – a glowing figure with hammer held high doing battle against a horned shadow that grips a snarling sword. It is a motif still found upon ruins and in ancient texts, a memory of a long-lost time of war. As the Age of Sigmar begins, this bitter rivalry between Archaon and Sigmar seems set to play out once more, a champion of light and a champion of darkness battling for the fate of the realms.



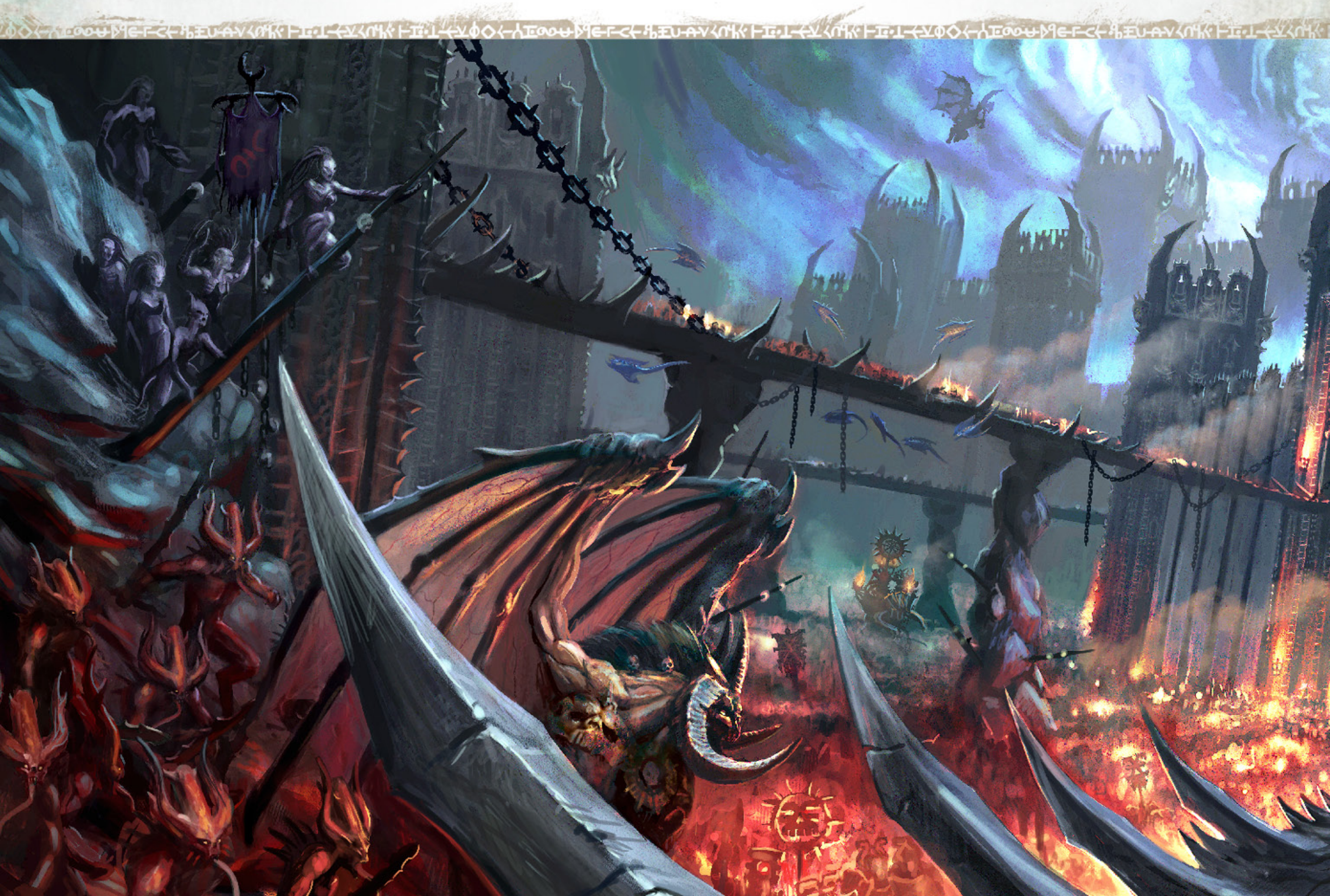
THE EMPTY THRONE

Archaon's vast empire is controlled from the Varanspire, a monumental fortress dominating a tortured landscape in the Realm of Chaos. It is to those twisting towers and colossal walls that his endless trail of spoils and trophies are brought, and it is here that stands Archaon's dark throne.

The Varanspire rises from the surrounding hellscape like a blade thrust into the chest of a corpse. Its spiked walls weep the blood of tormented prisoners, while jagged spires reach up into flame-wreathed skies, where maddening glimpses of the Mortal Realms at war flicker and fade. The Varanspire's bladed towers are filled with winged horrors, while its walls are stalked by hordes of warriors, daemons and monsters sworn to the Everchosen.

To reach the Varanspire from the Mortal Realms, one must travel through the magical anomaly known as the Eightpoints. Existing between worlds, this vast nexus of gateways and towers was once the jewel of the Eight Realms. Long ago conquered by Archaon, it holds a portal torn into the Realm of Chaos that leads directly to the Varanspire. Through this vital strategic confluence, Archaon can move his armies to wherever he needs them.

Within the Varanspire, beyond its yawning, tooth-lined gateways and hell-forged portcullises are miles of twisting corridors and cavernous chambers with only loose ties to recognisable natural laws. Some are filled with nests of writhing daemon-flesh, while others house sanity-rending shrines to the Chaos Gods. Many are bloodstained fighting pits where gore-covered champions duel endlessly for the favour of their cruel master.



At the Varanspire's heart lies the Chamber of the Vanquished. Here, amid a forest of pillars carved with the screaming faces of defeated foes, stands a throne of flowing darkness and ossified ambition. Forged from the souls of kings, it radiates unholy power, filling all who gaze upon it with dread.

It is a throne Archaon has never sat upon, set within a fortress he has not entered in an age. While he fights his constant wars of conquest, his Realm Lords gather before the throne to lay their triumphs and trophies. Under the gaze of his sorcerers, mortal and daemon lords bow in the throne's shadow, paying obeisance to it as they would the Everchosen himself.

Archaon's domain sprawls across seven of the eight Mortal Realms. Hundreds of generations are born and die cringing in fear from the lash, their pitiful lives spent building monuments to a master they will never lay eyes upon. In his name, countless Chaos lords rule these vast kingdoms, living in fear that he may one day return. In the wake of the Everchosen's triumphs, shrines dedicated to the gods of Order are brutally desecrated, Realmgates are corrupted and temples to Chaos are built upon the ruins of the fallen empires. The Gods' Eye in the Glimmerglass Mountains, the Bloodwell of Vos and the Daemontooth Bastion that stretches across the Steel Kingdoms are all locations where the roots of Chaos run deep. Here are the grim results of Archaon's victories apparent, reality itself crumbling under the relentless misery inflicted by the Everchosen's armies. In other places, like the Eyeless Vale, where decapitated corpses hang by their feet from weeping blood-trees, or the Splintershard River that still flows thick with bone fragments, none have walked since Archaon's wrath descended upon them— a reminder that what the Everchosen does not conquer, he destroys.





DESTROYER OF WORLDS

Little record exists of Archaon's history before the beginning of the Age of Myth, save tales of blood and conquest told by dark priests and gibbering daemons. It was a time of savagery beyond the minds of men to comprehend, and an age when the Everchosen travelled between worlds seeking slaughter.

For unrecorded aeons, Archaon rode across the Realm of Chaos. Whenever he marched out from the impossible lands of that cursed dimension, no world was safe from his armies, and in the name of the Dark Gods kingdoms and empires burned and bled. Each victory proved once more Archaon's mastery of war, and new trophies were heaped upon the idols of the Ruinous Powers. At his order whole worlds burned. Almost without counting were the grim legends forged in this time, and the Realm of Chaos still echoes to the dark tales of the Everchosen's crusade.

By the light of the Sick-thirst Moons, Archaon scourged the Yorndish Kingdoms and their so-called Indomitable Bloodline in the name of Khorne. A thousand howling Bloodletters watched as Archaon demonstrated his savagery, claiming the heads of all three hundred members of the Yorndish royal line in a night of wanton slaughter. By the time the moons set on the Yorndish palace, Archaon stood knee-deep in the tide of blood that flowed from its shattered gates, and a line of kings and queens that had endured for thousands of years was mercilessly eradicated.

Archaon brought the seven plagues of Nurgle to Shantor Isle and its protectors, the reputedly immortal Deepguard. Following the skaven of Clan Pestilens through holes gnawed in reality, his horde of daemons, infected mortals and ratmen spilled out into the island kingdom. The Everchosen led his rancid legions through the Coral-temples of Shantor, turning their halls black with decay. As they were cut down, the desperate Shantorian priests called upon their guardians, who were famed for their immunity to poison and disease. The Everchosen stood high in Nurgle's favour, however, and

when at last the Shantorian Deepguard staggered out to face Archaon's armies, their joints were already swollen with fluid and their eyes weeped pus.

When the three-souled serpent god Y'ulæ constructed the Star Crucible, Archaon forged an alliance between the Tzeentchian Sorcerers of Zyr and a cabal of Slaaneshi Spell-sirens, combining their powers to steal the celestial artefact. With a body made of light and fire, no blade nor hex could touch Y'ulæ, and the magic hurled against it was as wind passing through the branches of a tree. Goading the creature into battle, the Everchosen used Y'ulæ's monstrous arrogance against it, sacrificing scores of screaming witches and sorcerers to its wrath. As his minions perished, Archaon snatched their souls from the air and used them to weave a sorcerous cage of prismatic mirrors around the beast. Blazing bright in its rage, Y'ulæ's body exploded in a thousand brilliant



It is said the Slayer of Kings claims the souls of those it kills.

hues as the prisms channelled and dissipated its incorporeal form. As the creature's dying wails faded away, Archaon claimed the Star Crucible for his own dark ends.

Archaon fought the long war against the Hedonshi Emperors, daemon lieges of Slaanesh. Massively bloated, the Hedonshi feared no mortal weapon, and ruled over hundreds of grovelling kingdoms from the spires of their golden palaces. With practised guile Archaon brought the Hedonshi tribute, plying them with an army of slaves for use in their sadistic rituals. As the Everchosen watched on with grim pleasure, the gluttonous daemon lords gorged themselves on souls and scented flesh. For six hundred and sixty-six nights, terrified slaves were herded into the palaces until Archaon's 'gifts' did what no sword or spell could – the daemons ate uncontrollably until they burst, drowning their own vassals in torrents of noxious pink slime.

THE STEED OF THE APOCALYPSE

Dorghar is Archaon's daemon mount, his massive winged form swollen upon the souls of his vanquished foes. Such is the fell sorcery coursing through Dorghar's blood that the foes he consumes never truly die – instead, their souls are trapped within his gut and their tormented faces mark his hide. During Archaon's long war across the Realm of Chaos, each of the Dark Gods sent a daemon champion to slay him. As Archaon crushed each challenger in turn, Dorghar drank the soul from its shattered carcass. With each draught of malefic power he underwent horrific transformations, sprouting monstrous heads twisted into the likenesses of those he had slain. Only Slaanesh, in his mysterious absence, failed to send a champion.







THE KNIGHTS OF RUIN

Clad in hell-forged steel and tempered by hate, the Varanguard ride with the Everchosen. Champions all, they are among the greatest of Archaon's servants, having earned their place in his inner circle through brutal and bloody deeds, and by crushing all who would stand against Chaos.

The Varanguard are the blade that harvests the souls of men. They are the greatest of the Everchosen's warriors, and to look upon them is to see the face of death. As Archaon's chosen, they execute his will within the realms, and their coming often heralds the arrival of their master.

Only those deemed worthy by Archaon may serve within the Varanguard, for the Everchosen's favour is reserved for the mightiest servants of Chaos. Thus are the ranks of the Varanguard drawn from all who serve the Dark Gods – howling berserkers, devious changesons, befouled plague-knights and paladins of pleasure, all striving for the chance to fight beside the greatest general the realms have even known.

Before a warrior may attempt to prove themselves worthy of the Varanguard, they must be summoned by a sign of Chaos. This omen can take many forms – perhaps the likeness of the Everchosen in the flames of a burning keep as its defenders scream for death, Archaon's silhouette formed from a spray of arterial blood upon a carrion-littered battlefield, or the Everchosen's name howled in unison by the plague-choked throats of a hundred corpses. When a warrior sees such a sign, there can be no mistaking that they have been called into Archaon's service. None know for sure if these magical portents

are the work of the Dark Gods or the Everchosen, or even the sorceries of his Gaunt Summoners, but it is unwise to ignore them. Those who do are said to meet terrible fates, tormented by nightmares of Archaon's wrath and afflicted with wounds that bleed smoke which whispers of their doom as it dissipates on the wind.

Almost all warriors heed the call to serve in the Varanguard. In that moment, when the will of the Everchosen is made clear to them, they cast off all former allegiances and begin a fell pilgrimage. It goes by many names – the Walk of Blades, the Dark Choosing and the Red Path, to name

only a few – but it is without exception a long and brutal road. Before they may stand in the presence of Archaon, they must complete eight trials. These tasks vary with each aspirant, but all are harrowing and many do not survive them. Some journey to the Varanspire to seek supplication before the Dark Throne, some try to prove themselves in the fighting pits of the Eightpoints, while others claim the heads of great heroes or beasts to lay at the feet of their new lord. Some slay all of their old allies to prove their loyalty to the Everchosen. When they finally ride before Archaon, if they are worthy, he will place them in one of the Eight Circles of the Varanguard, depending on the outcome of their trials.

Of the thousands of Varanguard who serve Archaon, only a small percentage are chosen to ride within the First Circle of his retinue, the dreaded Swords of Chaos, and thus stand closest to their lord in battle. More likely, a Varanguard will find himself fighting among one of the other seven circles, such as the Scourges of Fate or the Blades of Desolation. These circles are no less terrifying than the First, however, as each has its own crucial role to fulfil in Archaon's realm-spanning strategies. Whether Third Circle or Eighth, all Varanguard stand equal beneath the pitiless might of the Everchosen himself.



The helmets of the Varanguard are often adorned with fell trophies.



ARCHAON

EXALTED GRAND MARSHAL
OF THE APOCALYPSE

GAUNT
SUMMONERS
OF
TZEENTCH

THE VARANGUARD

FIRST CIRCLE

The Swords of Chaos, First Circle of the Varanguard, ride into battle at the side of the Everchosen himself as his dark champions and brutal executors of his will.

SECOND CIRCLE

Torture and fear are the meat and drink of the Souls of Torment, Second Circle of the Varanguard. They are the slayers of hope and the bringers of despair.

THIRD CIRCLE

Shadows disgorge the Scions of Darkness, the dreaded Third Circle. Their black-souled riders are as the night given form and deadly purpose.

FOURTH CIRCLE

Burning nations and tortured peoples are reflected in the cruel helms of the Reavers of Chaos, Fourth Circle of the Varanguard and merciless pillagers of the realms.

FIFTH CIRCLE

The heads of kings and emperors hang from the saddles of the Scourges of Fate, Fifth Circle of the Varanguard, for none can escape their vengeful blades.

SIXTH CIRCLE

Fortresses crumble and armies scatter before the charge of the Blades of Desolation, Archaon's hell-forged hammer which he wields to break the realms asunder.

SEVENTH CIRCLE


The Bane Sons, Seventh Circle of the Varanguard, hold that Chaos grows stronger as it feasts upon itself, and so consume the flesh of enemies and allies alike.

EIGHTH CIRCLE

Archaon alone knows the name of the Eighth Circle of the Varanguard, and no man, monster or civilisation to have felt their wrath has ever lived to tell the tale.

LEGIONS OF CHAOS

The armies of the Everchosen are vast beyond mortal comprehension. Uncounted hordes of war-scarred tribesmen; legions of hulking, armour-clad murderers; blood-hungry beasts of claw and tentacle; multihued horrors and gore-drenched daemons; lumbering war-gargants with mutated flesh; thundering hosts of hell-forged knights – all are counted among the servants of Archaon.



Jorhades roared in triumph as he drove his sword into the Branchwraith's face, a cloud of sap and splinters bursting from the back of its head.

'In the shadow of the Everchosen, we ride for ruin!' Jorhades screamed as his armoured steed thundered onwards. He expertly swept up his blade, ready to strike again, his last victim's life fluids spraying from its edge. Everywhere, the Varanguard were smashing through the sylvaneth lines, the gnarled creatures reduced to scattered knots of resistance among the Chaos forces.

Jorhades felt only contempt for the twisted forest spirits and the dead Blood Warriors he rode across to reach them. It was fitting, he thought, that where a dozen Chaos tribes had failed to bring the sylvaneth to heel, the Varanguard now charged victorious over their broken remains.

'You are grist for the Gods' mill!' Jorhades growled, hacking apart a leaping Dryad with a downward chop and sending its two halves tumbling to the ground.

'We are the blade that cuts away the living flesh and paves the Red Path with corpses!' Again and again Jorhades' sword fell, reaping a terrible tally.

As the forest floor grew thick with their dead the sylvaneth broke, and all pretence of combat turned to butchery. Jorhades urged his mount on, laughing as he killed. At his side, a dozen other Varanguard of the Souls of Torment kept pace, though it was less than had begun their bloody charge only moments ago. This, too, was good, thought Jorhades, as war winnows the weak.

'Flee before the Varanguard you cowards! We are the heralds of the Everchosen, come to claim your souls!'

During the Nexus Wars, the Varanguard were the first of the Everchosen's warriors to set foot within the Allpoints, carving a bloody path through stubborn defenders as the first gates fell. During the brutal slaughter that followed, the knights of the Varanguard smashed their way through defender and attacker alike to run to ground the eight lords of the Allpoints. When, at last, the sounds of battle faded, the Varanguard presented Archaon with the lords' severed heads.

Such is the ferocious reputation of the Varanguard that even Chaos Lords – be they hulking brute seething with the red rage of Khorne or cunning sorcerer gifted with the arcane might of Tzeentch – know better than to stray into the knights' path. To merely question a Varanguard's authority is to court a swift and brutal death.

Often, however, simply staying out of the Varanguard's way is not enough to avoid their blades, especially when they come as messengers of the Everchosen. On the cusp of the destruction of the Weeping Keep, a hundred of the chosen knights rode into the Chaos encampment that surrounded the beleaguered fortress in order to convey Archaon's displeasure to the besiegers. For a year, the vast Chaos army of the Gorefaith Path had battered itself against the walls of the keep, while each of its twisted commanders bickered over who would be the one to claim the glory of its defeat. Archaon had grown tired of the delay in the stronghold's destruction, and so the Sixth Circle of the Varanguard, the Blades of Desolation, set about making an example of those who displeased their lord. By the dawn of the following day, when the Everchosen himself rode

into the camp, the Chaos host had been executed to a warrior. Their broken bodies were piled into a tangled ramp over which Archaon and the Blades of Desolation charged, before seeing to the Weeping Keep's fall.

When Archaon's armies finally batter down the Gates of Azyr, it is the Varanguard who will be the first to storm the walls of Azyrheim – an honour for which they have waited many long centuries. Though few among Sigmar's armies have crossed blades with the Varanguard, the knights' dark reputation has made its way even to high Sigmaron. Such are the grim tales surrounding Archaon's eight vast warrior circles and their chosen knights that Sigmar would be foolish not to see them for the dire threat that they are – second on the field of battle only to the Everchosen himself.



LORGORE THE CRUEL

Among the Swords of Chaos stands Lorgore the Cruel, favoured of the Everchosen and Anointed Knight of the Dark Gods. Lorgore's path to Archaon's side was littered with the mangled bodies and blood of the betrayed. He is both master swordsman and pitiless general, and his viciousness is legendary even among the ranks of his bloodthirsty brethren. When Lorgore claimed the head of the Perfumed King of the Versendai he allowed the monarch to name a hundred champions to fight in his stead, taking grim pleasure in killing each one and watching hope slowly die in their ruler's eyes. During the sundering of the Ocennia Sea Forts, rather than claim heads, he chained a thousand Knights Trident along the tidal defences of their keep, mocking their command of the sea as the waters rose up to drown them. It is Lorgore's mastery of not just defeating his foes but destroying them utterly that has earned him the title of 'the Cruel'. When Archaon wants a foe made a terrible example of, it is often to Lorgore that the duty falls.





LORDS OF SORCERY

The Gaunt Summoners are daemon sorcerers of Tzeentch, favoured by the Everchosen not only for their magical might but because of the iron grip he has upon their souls. With the aid of their magic Archaon coordinates his armies' movements across the realms and harvests the secrets of his foes.

The mysterious Gaunt Summoners hail from the Crystal Labyrinth deep inside the Realm of Chaos. Willowy creatures saturated with magic, each one appears as a robed figure. They are faceless save for a mouth lined with needle-like teeth, while a dozen glistening eyes blink from the sides of helms grotesquely melded into their flesh. In the gnarled grips of their three hands are strange gifts from their master Tzeentch, the Architect of Fate – arcane tomes, warptongue blades and enchanted changestaffs, which can set flesh to writhing like an enraged serpent at the merest touch.

Since time immemorial the Gaunt Summoners have built towering structures that conjoin the Mortal Realms and the Realm of Chaos – impossible fortresses, silver spires and twisting mazes which ensnare their foes in webs of madness. Among these architectural insanities stands the Whisperfane, a twisted stronghold of living nightmares and deadly illusions. Those who brave its mirrored ramparts find their own strength turned against them by its insidious magics – great warriors are driven mad with rage and cunning wizards are ensnared by their own spells.

Behind the walls of their keep, the Gaunt Summoners wove spells of mayhem and misdirection upon the Mortal Realms, changing the fate of kingdoms and unravelling empires for their own amusement. None but Tzeentch could compel them, for they took great and elaborate pains to obscure their true names, which held the power to bind and enslave them.

Archaon, impressed by the Summoners' abilities but not foolish enough to try to bargain with them, despatched his forces to the Whisperfane. First, he sent Torgrax Murderkin and his



Gorechosen to cow the Tzeentchian sorcerers. Consumed by their own fury, the Khornate warriors tore themselves to pieces long before they could lay an axe upon their foes. Next, Archaon sent Urglor Blackweal and his Putrid Blightkings. Where rage had undone Torgrax, it was decay that destroyed Urglor – the Nurgle champion and his warriors were reduced to nothing more than oozing puddles of pus and rancid meat. Lastly, the Everchosen sent forth Zybal and his Alter-coven, but they too fell, mutated into gibbering Chaos Spawn by their own spells of change. But Archaon had not sacrificed his champions in vain. As the Summoners mocked their attackers from atop their walls, the Everchosen had carefully studied the magic surrounding the Whisperfane, and teased out the identities of each Gaunt Summoner from the wards they had woven.

When Archaon finally stepped into the ensorcelled fortress, he cast a subtle spell of his own, wrought from the sorcerers' true names. Though they did not know it, the Gaunt Summoners' own doubts were thus turned against them, reflected and magnified by the eldritch properties of the Whisperfane. Crippled by their uncontrollable fear,



Warptongue blades writhe and twist with a life of their own.

the Gaunt Summoners struggled to cast their spells, and Archaon cut down their servants and brushed aside their ill-prepared sorceries with ease. Soon, the Gaunt Summoners could think only of escape from the prison of fear Archaon had fashioned around them. Only when they begged to be released did the Everchosen speak their names and finalise their subjugation.

Centuries of harsh servitude have taught the Gaunt Summoners strict obedience – at the Everchosen's command, they twist even the magic of Realmgates to his purpose. By their power are ghostly councils held, as they project Archaon's presence across the Mortal Realms or transport the souls of his minions so they might report their victories. If Archaon is pleased, he may even deign to allow their souls to be returned to their bodies...

THE MARCH OF CHAOS

The dominion of the Dark Gods marches relentlessly on under the iron gaze of Archaon the Everchosen. With each passing century more and more of the Mortal Realms is reduced to ruin, and the star of Chaos rises ever higher, eclipsing everything in its dark glory.

SHADOW OF THE DESTROYER

The Everchosen's sign began to appear across the realms, burned into the sky and carved into the earth.

TEARS OF GORE

Thousands of statues throughout Azyrheim wept tears of blood as seers and wise men were plagued by dreams of a great blade cleaving the realms. Of these omens the God-King Sigmar did not speak, returning to Sigmarron to brood upon his throne.

BENEATH BLOODY BANNERS

The city of Twelve Spires fell in a single night to an army that vanished before first light. As dawn broke across the city, a vast banner of freshly flayed human skin was revealed flying above the gates, the icon of the Everchosen seared into its surface.

WHISPERS IN THE VOID

Across the Eight Realms, all who ventured out at night heard whispered voices drifting from the darkness. For the most part, the words were unintelligible save for one phrase that was repeated again and again: 'the Everchosen comes!'.

THE GATES OF CHAOS

Realmgates shuddered from Ulgu to Hysh as Archaon and his armies arrived in force. This incursion from the Realm of Chaos was felt even in Azyrheim, where Sigmar was gathering his forces.

THE EIGHTPOINTS

Archaon knew that securing the Allpoints was the key to conquering the realms, and attacked all its gates simultaneously. Despite the strength of the Chaos forces, Sigmar's armies managed to hold out. However, the gate which Nagash was defending was soon taken, and the bridge finally fell. In its place, Archaon created a gateway to the Realm of Chaos, and the Allpoints was renamed the Eightpoints.

SUNDERED ALLIANCES

With the capture of the Allpoints, Sigmar's pantheon began to fracture. His godly allies returned to their own realms, concerned with the survival of their people and defending the vital gates between them from the encroaching Chaos forces. During this time, Archaon's spies and agents worked to break communications between Sigmar, Alarielle, Gorkamorka, Nagash and the other deities. Soon, the relentless tide of Chaos minions under Archaon's command faced a divided enemy, its gods and people ripe for conquest.



THE BATTLE OF BURNING SKIES

Sigmar faced Archaon's armies at the Battle of Burning Skies. Wielding Ghal Maraz, the God-King was nigh unstoppable as he strode through the fray, striking down Greater Daemons of each of the Dark Gods in turn. When Sigmar at last faced the Everchosen, Archaon's trickery robbed him of his hammer, turning the tide of battle in favour of Chaos and forcing Sigmar and his armies to retreat.

A DARK REFLECTION

The Gaunt Summoner known as the Tyrant of Eyes corrupted the river that runs through the kingdom of Vosh in the name of the Everchosen. All who looked into its waters were possessed by daemons, until Vosh drowned in madness and fire.

WINTER'S SIEGE

The Sun Kings of Atar held the Everchosen's armies at bay from within their Solar Bastion, fuelled by the golden orb overhead. Archaon ordered his wizards to weave a spell of winter across Atar, and by the time the bastion fell, the people of Atar were cowering in their frozen keeps, easy prey for the Everchosen.

WINGS OF CHAOS

The Skylords of Zepheria believed themselves safe in their aerial kingdom. Leading an army of flying daemons and champions on monstrous winged steeds, Archaon proved them sorely mistaken.

U'ZUHL UNLEASHED

The priests of Starholm called down a prayer of banishment upon Archaon, seeking to cast him back into the void. Much to their horror, the spell loosed U'zuhl from the Slayer of Kings and all of Starholm was reduced to embers before Archaon was able to recapture the daemon within his blade.

THE LOST GOD

Varanguard of the Souls of Torment aided Clepsyrian's cavalcade in their search for Slaanesh. Thousands were ground beneath the singing blades of Seeker Chariots and the hooves of mutated steeds as the stampede forged a path of ruin across the realms.

CURSE OF THE VANQUISHED

Millions fled before Archaon's army, forming a snaking line of ragged refugees that spanned the Mortal Realms. Only after Azyrheim welcomed them with open arms was it discovered that Archaon had infected the survivors with a sorcerous contagion. With a heavy heart, Sigmar ordered many refugees turned away, and many more within his realm destroyed.

THE GATES OF AZYR CLOSE

Such was the speed at which Archaon's armies rampaged across the Mortal Realms that Sigmar was forced to seal the Gates of Azyr for fear that they would reach Sigmaron itself. The God-King gave the order just as Archaon's banners crested the horizon. Denied his prize, Archaon turned his attention to the remaining realms, venting his wrath upon those peoples the God-King had abandoned.



THE RED CENTURY

Where Archaon's banners flew, the ground was thick with corpses, flies crawled upon the living and the light of suns was shrouded by the smoke of burning cities. Many champions swore oaths of vengeance to their gods that they would slay the Everchosen. One by one, their severed heads were hung from Archaon's trophy racks.

A GRUESOME FATE

Athesia, Immortal Champion of the Silver Citadel, was defeated by Archaon in single combat. Impressed by her prowess, the Everchosen fed the champion to his daemonic mount Dorghar. Centuries later, Archaon still takes pleasure from taunting Athesia's languishing soul and reminding the champion of her defeat.

TIDE OF FLAME

The duardin city of Razharim sealed its gates against the Everchosen. Rather than fighting a drawn-out siege, Archaon ruptured the city's lava dams, drowning his foes in molten rock.

PERILOUS ASCENSION

Kulgar Rhorgh of the Varanguard's First Circle was raised to daemonhood by the Blood God.

A SORCEROUS WEB

The Everchosen formed a great conclave of Gaunt Summoners and Chaos Sorcerers to lure the Starmaster Iquala and his seraphon army into an ambush. Not even the slann's arcane might could resist the resultant tempest of Chaos magic.

WAR AGAINST THE GODS

Sigmar's former godly allies, Alarielle, Gorkamorka, Nagash and many others, waged their own wars against Archaon, but remained divided in spirit and purpose. The Everchosen's armies claimed ever more of their realms, and with increasing frustration, they watched their domains fall under the onset of Chaos.

THE FATE OF AN EMPIRE

Over a century of blood, the Everchosen reduced the technologically advanced Lantic Empire to a handful of scattered, primitive tribes. Archaon took great satisfaction in the long and terrible fall from power of his foes.

SHADOWS OF WAR

The Umbral Deeps campaign was one of the few defeats the Everchosen suffered during the Age of Chaos. Archaon decided he must learn more of the mysterious ruler of Ulgu if his armies were to be victorious, and a clandestine war for the Realm of Shadows began.

THE CAGE OF BONES

In the aftermath of the Splintershard War, the Everchosen constructed the Cage of Bones from the remains of Nagash's armies. Bound by Chaos-forged fetters, the cage's innumerable corpses writhed uselessly as they tried to heed the summons of the Great Necromancer.

A WAR OF EXTERMINATION

Though the gods fought on, the mortal peoples of the realms had been mostly reduced to savage tribes and broken kingdoms. Despite the fact that their ragged armies were too weak to oppose his will, the Everchosen set about their ruthless extermination.

TIP OF THE SPEAR

A vast host of Chaos Knights and Chariots led by the Seventh Circle of the Varanguard, the Bane Sons, breached the Iron Gate of Drom, hanging it with the severed heads of every duardin defender.

HAMMER BLOW

In his first conflict with the Stormcast Eternals, Archaon faced the Hammers of Sigmar upon Mount Kronus. Many of Sigmar's finest were hewn apart by the Slayer of Kings.

CHAINS OF HATE

Archaon quickly realised Sigmar's plan to secure key Realmgates. In addition to reinforcing the Eightpoints, the Everchosen sabotaged many gateways with murder-spells. The Primal Vortex, Ironstar Gates and Crystal Portals of Hysh all became bloody battlegrounds as Stormcasts fell prey to the traps.

OLD ENEMIES STIR

The Storm of Sigmar roused the old gods to action. Alarielle, Nagash and Gorkamorka each gathered their armies to settle ancient scores with Archaon and the Ruinous Powers.

THE STORM OF SIGMAR

With a deafening crash, Sigmar's Tempest broke across the Mortal Realms, and from its roiling clouds came the Stormcast Eternals. Archaon reacted quickly to the threat, sending armies to their deaths so he could gauge the strength of this new foe. Though many thousands of screaming Chaos worshippers fell in these first battles, such losses were nothing to the endless hosts Archaon could call upon.

THE GRAND MUSTER

Archaon gathered his Realm Lords – the mortal and daemon generals of his armies – and upon a map stitched from the flayed skin of kings plotted the destruction of the Stormcast Eternals. At the behest of these twisted warlords, the hosts of the Dark Gods assembled, roaring, braying and screaming their allegiance to the Everchosen with a single, terrible voice.

MONSTROUS AMBITION

The ogor referring to himself as the Grand Tyrant of the World Stampede, along with his entire monstrous army, was cast into the Amber Gorge of Ghur by Archaon at the head of his own force of gigantic abominations.

FORCES OF THE EVERCHOSEN





ARCHAON THE EVERCHOSEN

None stand above Archaon in the hierarchy of Chaos save the Dark Gods themselves. Under his upraised blade the minions of Khorne, Nurgle, Tzeentch and Slaanesh bow low, the multitudinous legions of Chaos united into a single terrifying entity intent on the destruction of the Mortal Realms.

A dark vision of martial majesty and brutal strength, Archaon commands every creature of Chaos to walk, slither or fly across the Mortal Realms. He is the Exalted Grand Marshal of the Apocalypse, a title bestowed upon him by the Dark Gods themselves. More than this, he is the Everchosen, the champion who bears the mark of all four gods combined and who, by his very existence, does what even they cannot: unite the armies of Chaos. Such is the true and terrible power of this champion of champions.

Archaon embodies not just the might of a single god, but all four. In him, the servants of each of the powers see their paragon. He is the blood-drenched axe

of Khorne that harvests the skulls of empires. He is the perpetual plague of Nurgle, which infects the realms with its rampant corruption. He is the impossible grand scheme of Tzeentch, which twists and turns in upon itself. He is the murderous excess of Slaanesh that drives men into fits of terrifying madness and homicidal ecstasy.

To earn the mantle of the Everchosen, Archaon completed many harrowing quests and bested cunning foes to gather the powerful relics symbolic of his station: the Mark of Chaos upon his flesh; the Crown of Domination that spreads fear and dismay even as it strengthens his allies; the Eye of Sheerian that gifts him with future

sight; the Armour of Morkar that clads his mighty frame; and the Slayer of Kings, Archaon's sword, filled with the bound soul of the daemon U'zuhl.

The last and greatest of these treasures is the shape-shifting daemon-steed Dorghar. When first Archaon vaulted atop him, Dorghar burst into flame and fought his command, but such was the Everchosen's power that he broke the daemon's spirit and claimed him as a steed. Also known as Ghurshy'ish'phak, Yrontalie and the Steed of the Apocalypse, this daemoniac beast has since borne Archaon to victory on battlefields uncounted and brought low the mightiest of champions who thought to challenge his master.



EXALTED GRAND MARSHAL OF THE APOCALYPSE

Archaon's origins are little more than legend and rumour. Some believe he was once a mortal man, devout in his pursuit of righteousness, until he was set against his old gods by the lies of the Ruinous Powers. Others say Archaon was born at the same moment that Sigmar came into being, a dark reflection of the God-King cast into in the Realm of Chaos. There are even tales that Archaon is an immortal emperor who once ruled all of the realms before the arrival of Sigmar. Certainly, Archaon's path to glory has been arduous, for Chaos offers nothing without sacrifice. Before the Daemon Wars, when the Chaos powers once more turned upon themselves, the Dark Gods sent mighty champions against Archaon to demand his sole patronage, each fearing he would side with one of the others. After he slew all sent against him, Archaon continued to fight in the name of all four powers, who recognised him as their foremost champion once more, transforming him into a demigod capable of conquering all of the Mortal Realms.



THE VARANGUARD

The ground trembles under the thundering hooves of the Varanguard, their warped steeds carrying them into battle while the warriors roar the name of the Everchosen. These Knights of Ruin are Archaon's wrath unleashed upon the realms, and the ground is soaked in gore beneath their advance.

Under the pitiless gaze of the Dark Gods, only the strongest survive, and there are few more deserving of their favour than the Varanguard. Warlords in their own right, they have grown cruel and powerful over lifetimes of slaughter and conquest. It is fitting that these mighty champions of Chaos should be chosen by Archaon. They are his will, they are his might, and they are a scourge upon the realms.

Each Varanguard is a veteran of countless campaigns, the blood of vanquished empires dripping from his blade. Each is a legendary warrior,

and has risen through the ranks of the armies of Chaos upon the heaped corpses of his rivals.

Mortal lords and kings, Daemon Princes and Greater Daemons – all do well to respect the authority of the Varanguard. Even the most powerful emissaries of the Dark Gods have no thrall over them, for when the Knights of Ruin ride into battle it is by the bidding of the Everchosen alone. When a warrior joins the Varanguard, they forsake their allegiance to any but Archaon, and none are foolish enough to undermine his authority.

The warriors of the Varanguard are divided into the Eight Circles, each a numberless host that rides at the head of Archaon's endless hordes and leaves only desolation in its wake. The dark moods and destructive intentions of the Everchosen are reflected in the different circles and the way he uses them to fulfil his goal of total domination. The immense undertaking of subjugating the Mortal Realms means that Archaon must rely upon his Varanguard to win far-flung campaigns and succeed at tortuous endeavours on his behalf. This grand strategy of violence and cunning, destruction and dominance,



driven by the Three-Eyed King, can only result in final victory if all the pieces come together. To this end, the varied strengths and talents of the Eight Circles are deployed towards whatever conquests Archaon's plans require. Ever-shifting is the Everchosen's favour, however, and no circle is preeminent in his eyes for long. Such is the fickle nature of Chaos.

The First Circle, the Swords of Chaos, are Archaon's martial right hand, chosen to ride into battle alongside him whenever he takes to the field. Their black and gold regalia reflect their dark lord's countenance and speaks to the honour of their position.

Known as the Souls of Torment, the Second Circle are used by Archaon to spread terror and disorder before the advancing hosts of Chaos. These

grim warriors revel in the art of death, leaving behind grisly trophies of their kills. Such is the horror that their brutal practices evoke that many armies flee rather than face them in battle.

The Fifth Circle are the Scourges of Fate. No quarry has ever escaped their blades. No hidden fastness, towering bastion, nor enchanted gate can offer refuge from these deadly huntsmen. When Archaon singles out a target for annihilation, the Scourges of Fate will not return to their master until the object of his wrath has met its end.

Only Archaon himself knows the name of the Eighth Circle. Even amongst the Varanguard, the reputation of these ruthless warriors precedes them. When the Eighth ride out, no bodies nor ruins are left in their passing, no signs of life at all. Only dust.

'Tell your daemon-spawn lord, Krangrath, that I do not care for his outbursts. The Blood God may be appeased by skulls, but the Everchosen demands obedience. Tell him that if he does not immediately deploy his armies to the Cinderbite Expanse, I will personally nail his wings to the Varanspire and take his horns as a trophy, meagre as they are.'

*- Thaddorn Soulspear
of the Bane Sons,
Seventh Circle of the Varanguard*



GAUNT SUMMONERS OF TZEENTCH

The Gaunt Summoners stand high in the favour of Tzeentch, their spells able to twist the landscape and immolate armies in warpfire. At Archaon's command, each Summoner manipulates the fate of kings and the magic of Realmgates, guiding the Everchosen's armies to victory over his foes.

The Gaunt Summoners are an elite cabal of Tzeentchian sorcerers, perpetually shrouded by a maddening cloak of sorcerous deceptions. Even before Archaon turned them to his service, the Gaunt Summoners were dreaded for their reality-twisting incantations. Indeed, some of the most horrific atrocities of the Age of Chaos can be laid at their feet.

It was a Gaunt Summoner who seared the skies of Yithe during the Flayer War. For a year, leering faces spat multi-coloured, mutating fire from above to transform the Free Nations' armies to vast conjoined masses of screeching daemon-birds. When the twelve High Kings of Obsidia held

what would prove to be their last Great Incendine Council, it was a Gaunt Summoner who bewitched each of the monarchs so that the words of his peers were, to his ears, familial insults of staggering magnitude. The bloodbath which ensued and the vendettas sworn that day ensured that the royal line of Obsidia would never recover.

It is said that there are nine Gaunt Summoners, each one ordained by the Architect of Fate – certainly, it is rare for more than a single Summoner to appear at any one time. Some believe this too is a lie, and that the Gaunt Summoners are merely facets of a single entity of terrible cunning and magical might.

The Everchosen uses the Gaunt Summoners as weapons, pitting their searing warpfire against his foes or having them summon hordes of daemons to overwhelm enemy lines. Furthermore, the sorcerers scry the twisting paths of the future on their overlord's behalf, and through them is the Everchosen able to weave his own plans into the great web of fates.

Some futures are far from certain. Torn from the treacherous minds of daemons, the Summoners must wring out their meaning. However, they prophesy a time when the Mortal Realms will be consumed by the Realm of Chaos, and it is towards these dark days that the Gaunt Summoners strive.



SET'TYRA'EX, THE TONGUELESS LORD

Though none but Archaon know it, the Gaunt Summoner known as the Tongueless Lord is bound by his true name, Set'tyra'ex, and is forbidden to speak. After his voice was stolen by Archaon, the sorcerer turned his wrath upon the Mortal Realms, taking from his victims what had been taken from him. He draws endless pleasure from seeing his enemies struck mute, and often during the Age of Chaos the Tongueless Lord stood before an unnaturally silent battlefield, the agony of the dying and the rage of their killers painted upon faces with mouths open in soundless screams. Archaon has even been known to turn Set'tyra'ex's talents upon his own lords, ordering the wizard to steal their voices if he grows tired of their utterances. Then, should they continue to displease the Everchosen, the Gaunt Summoner calls upon his repertoire of mutating magic to warp their flesh, all in utter silence, save the deep rumble of Archaon's cruel laughter.







All armies of Chaos bend their knee to Archaon, Exalted Grand Marshal of the Apocalypse.

Possessed of boundless fury, the lords and warriors of Khorne bow down to Archaon's might. None are as strong in the eyes of the Blood God, and the skulls claimed by other mortals are as paltry mounds of dirt compared to mountains.

Masters of grand manipulation, even the followers of Tzeentch stand in awe of the Everchosen's plots and plans. None are as blessed in magic or treacherous in deed as Archaon, whose allies and enemies are often the same.

Rejoicing in the rot of the realms, the decayed minions of Nurgle look upon Archaon and see a blight upon creation. None are so tireless in their plague-making, or as gifted with disease as the Everchosen.

Overcome by the ecstasy of violence are the children of Slaanesh. In the absence of their god, Archaon fills the void of their adulation, for none are as depraved or as full of cruel pride as he.

BLADES OF ARCHAEON

Pounding, iron-shod hooves, clattering Chaos plate and harsh, bellowed oaths in honour of their master – this is the sound of the Varanguard as they slay Archaon's enemies. Drawn from countless warbands sworn to the worship of the Dark Gods, they now serve none but the Everchosen.



Kugorus Darkblood wears the black and gold armour of the Swords of Chaos – a symbol of honour within the ranks of the Varanguard and a reminder to others that he rides at the Everchosen's side.



Urgrun Heartripper of the First Circle bears the icon of the Everchosen upon his shield. The mutations he openly displays are seen as a blessing from the Dark Gods, and are common amongst the Varanguard's ranks.



If a warrior within Archaon's host exhibits sufficient cunning, bloodlust and brutality in battle, he might draw the eye of his overlord and earn the right to wear the icon of the Everchosen upon his armour. Wherever this mark is seen, the armies of Archaon are never far behind. The icon matches that upon the Slayer of Kings' hilt, and it is said that the daemon sword is used by Archaon to brand those followers closest to him.



Corvak Skullsplitter won the right to bear the icon of the Everchosen, marked out in white upon his shield, for claiming a thousand souls during the Battle of the Allpoints.

Kasgor Sturngar wields a brutal hammer he names the Fist of Ruin – a weapon he once used to shatter the leg of a gargant before staving in its skull with a single mighty blow, thus earning Archaon's favour.



As one of his eight allotted trials to become one of the Varanguard, Baelthor the Broken gouged out his own eyes and single-handedly slew an entire nest of Flesh-eaters and their ghoulish patriarch, all in pitch darkness.



Upon his ascension to the Varanguard, Slebb Runnelgut of the Swords of Chaos retained the virulent plaguesword granted to him by Nurgle – a weapon he puts to devastating use harvesting the enemies of the Everchosen.



Rorgor Blooddrinker rides with the Sixth Circle of the Varanguard, the Blades of Desolation, as signified by his crimson armour. Not only does he bear the icon of the Everchosen, he also wields a smouldering hellblade.



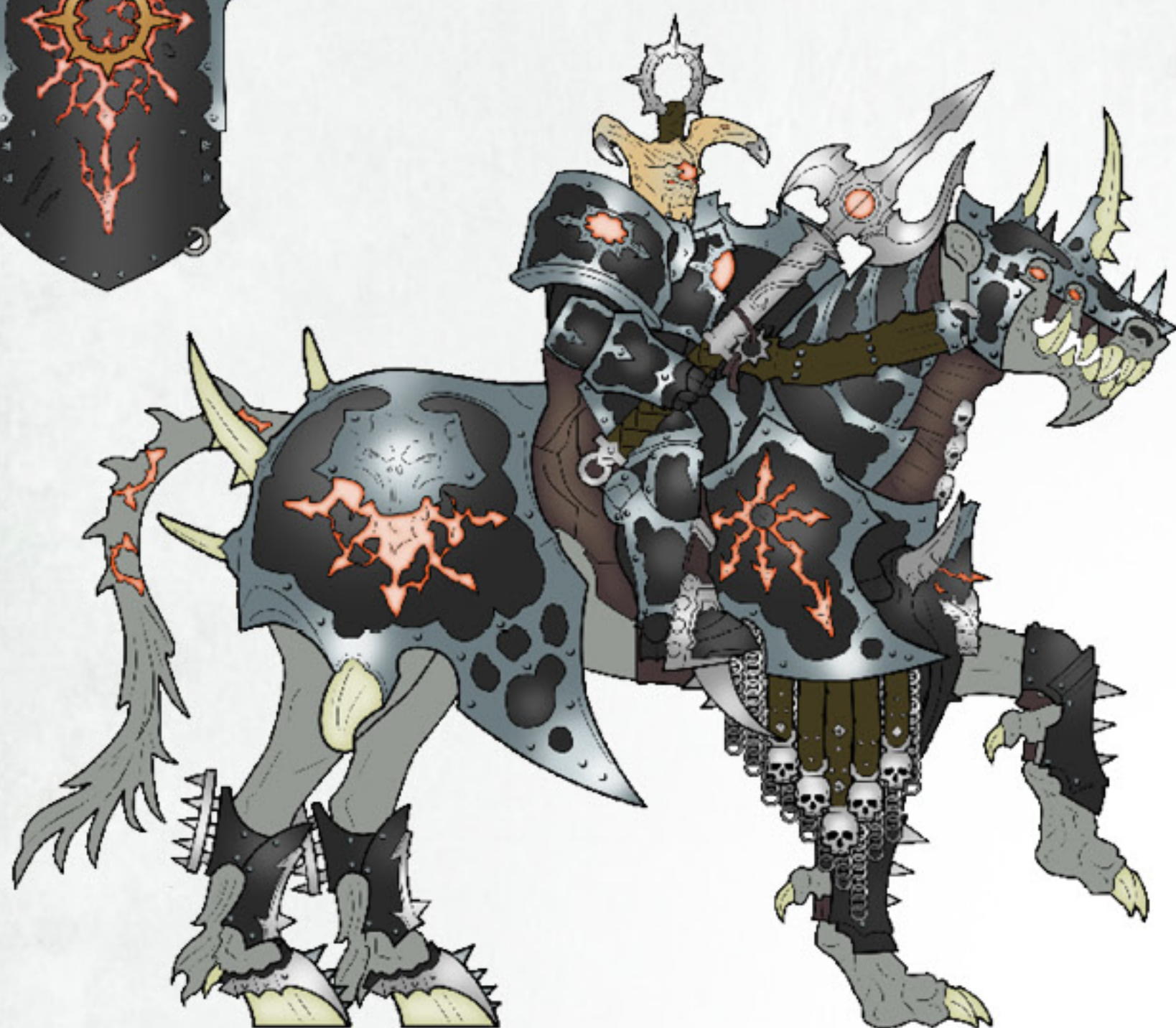
Gramm Headtaker of the Blades of Desolation was singled out by Archaon for claiming the head of the legendary Fyreslayer Ergrim-Grimnir during the gruelling Magma Wars.



Laelshy the Depraved fights for the Second Circle, the Souls of Torment. The gilded blue-steel plate of his armour panoply is synonymous with a circle infamous for its unspeakable acts of terror and brutality.



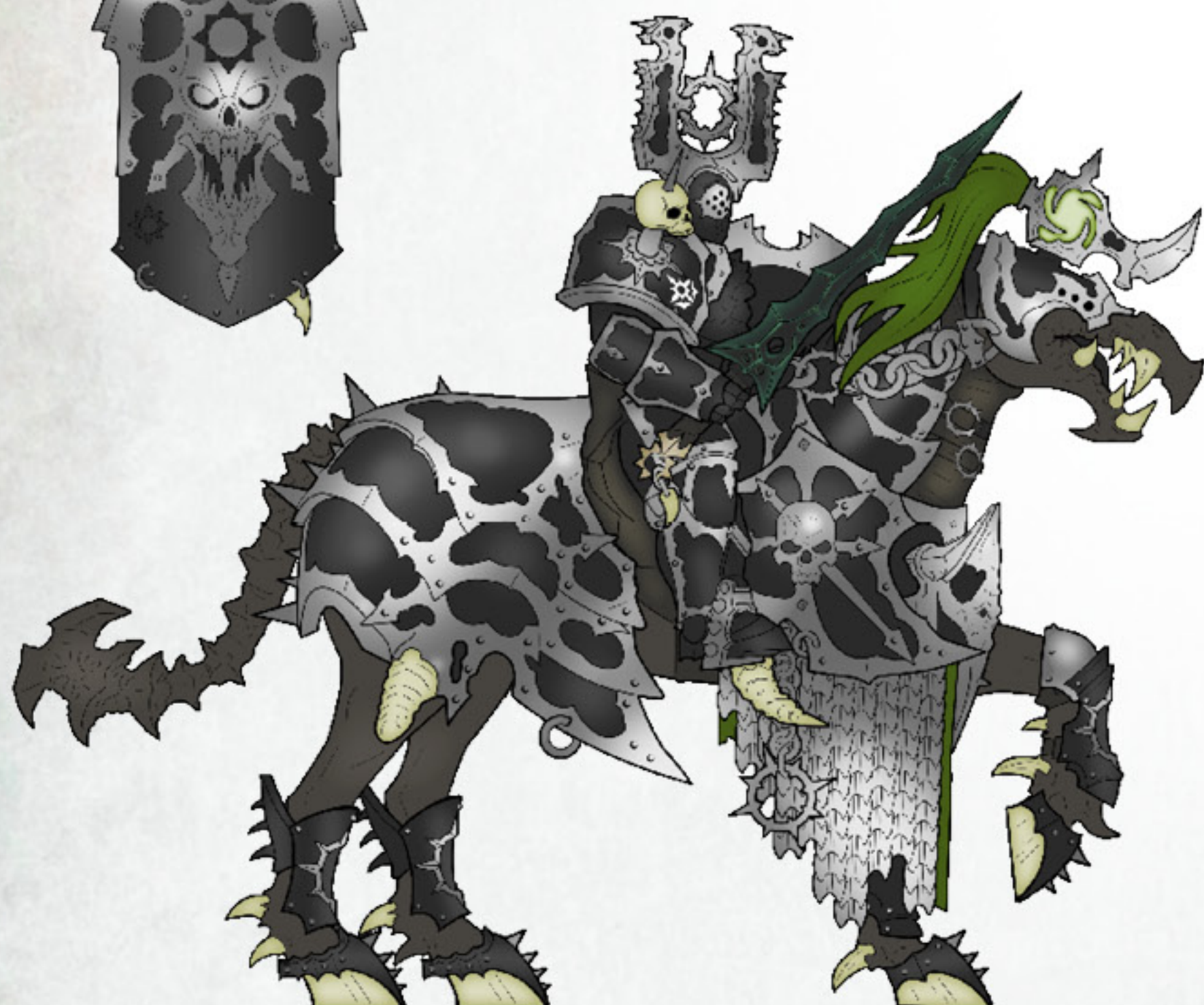
The name of Fyrgorn Drak of the Souls of Torment is known from the Soulshade Reaches of Ulgu to the Titan's Midden in Ghur. Few are possessed of such monstrous conceit, and the fathomless cruelty to match it.



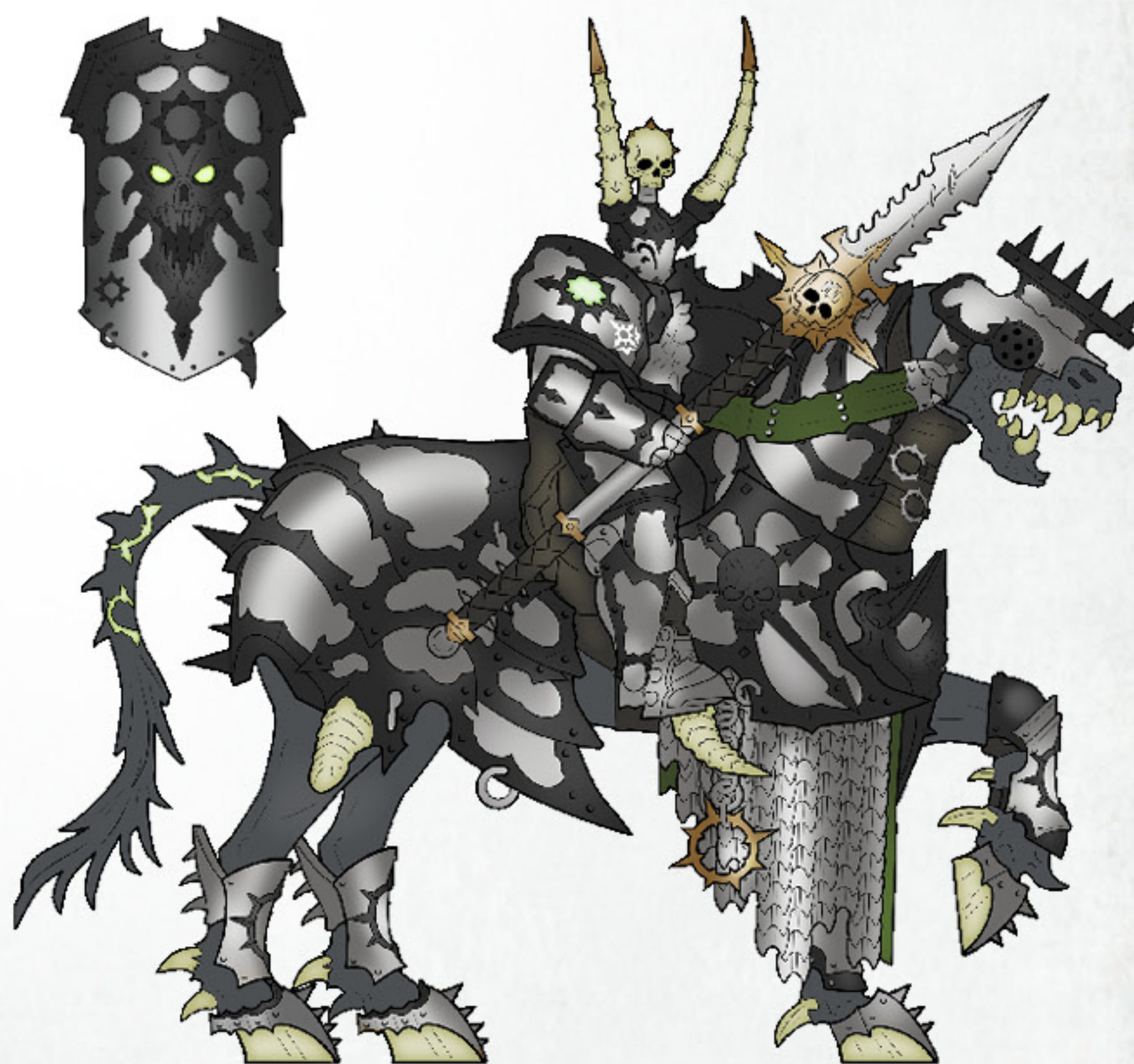
Zultor Balefire was chosen by Archaon to serve in the Scourges of Fate as one of the Everchosen's dreaded huntsmen. Countless are the mighty heroes of the Mortal Realms who have met their end beneath his twisted blade.



Xyr Wyrdbane belongs to the Fifth Circle of the Varanguard. Fell magic pulses around this grim knight and his screaming blade, its gnashing maw hungry to devour the souls of his quarry.

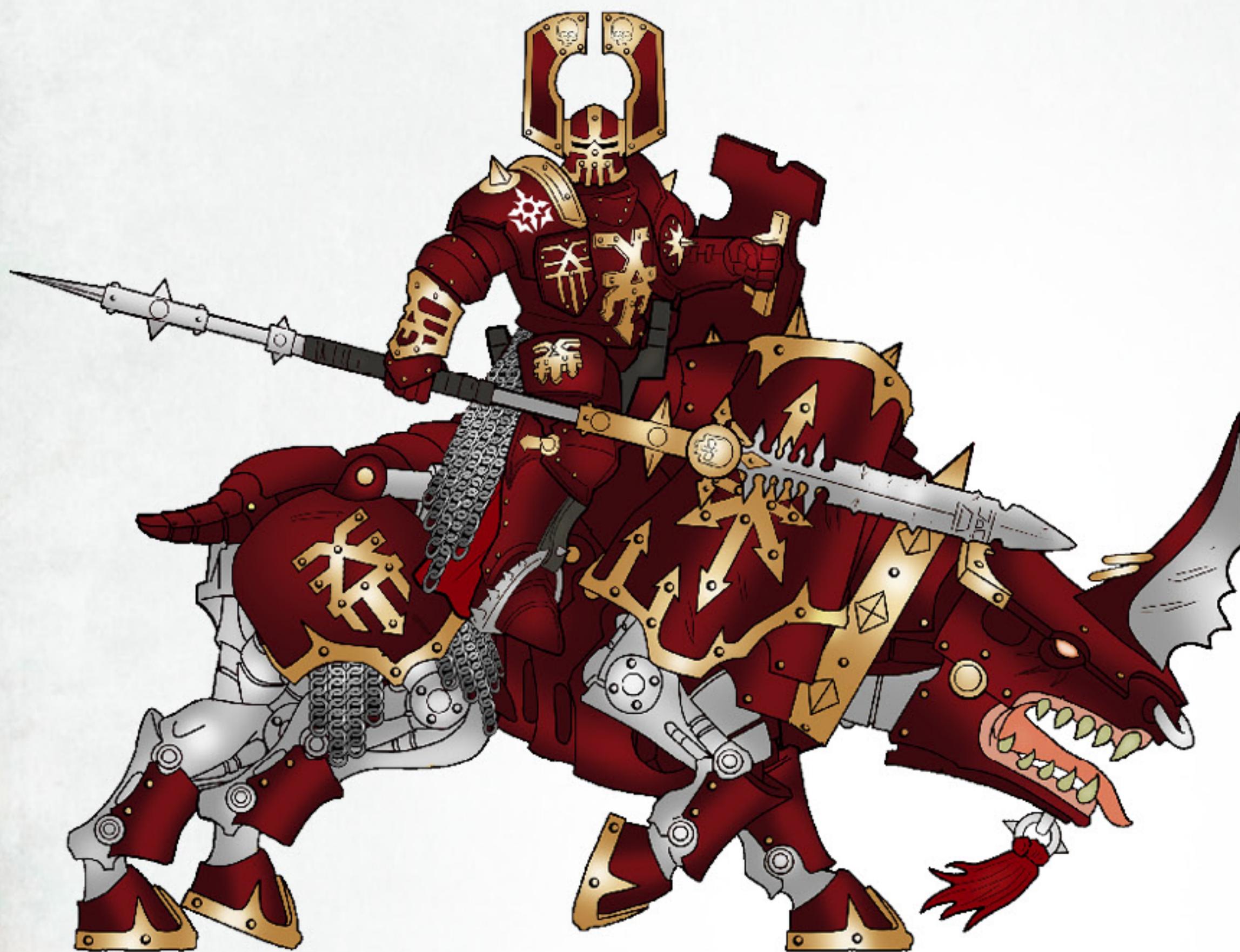


Though he now rides with the Scions of Darkness, Nurgle's touch lingers upon Grulgharr the Septicum. An unspeakable foulness clings to both him and his steed, and he wields a diseased-riddled blade in battle.



Corlak Shiverblade's armour adopts the sombre tones associated with the Third Circle of the Varanguard. A palpable aura of dread hangs about these Knights of Ruin, who appear as if from nowhere to crush Archaon's foes.

BLOODMARKED WARBANDS



Mighty Skullcrushers of Khorne need little encouragement to fight in Archaon's armies, and many earn the right to wear the icon of the Everchosen upon their armour for the fearsome tally of souls they reap in battle.



If an entire regiment proves worthy in Archaon's eyes, they may earn the right to carry a banner bearing the icon of the Everchosen.



This Blood Warrior has made his gory mark in Archaon's armies, as shown by the white icon on his armour.



This Wrathmonger of Ghorak Fellclaw's Bloodstorm fought for Archaon at the gruesome siege of Volad's Gate.

PLAGUETOUCHED WARBANDS



This Putrid Blightking's bone-coloured armour is discoloured by his suppurating body's emissions. To contrast with his armour, the icon of the Everchosen is displayed in black.

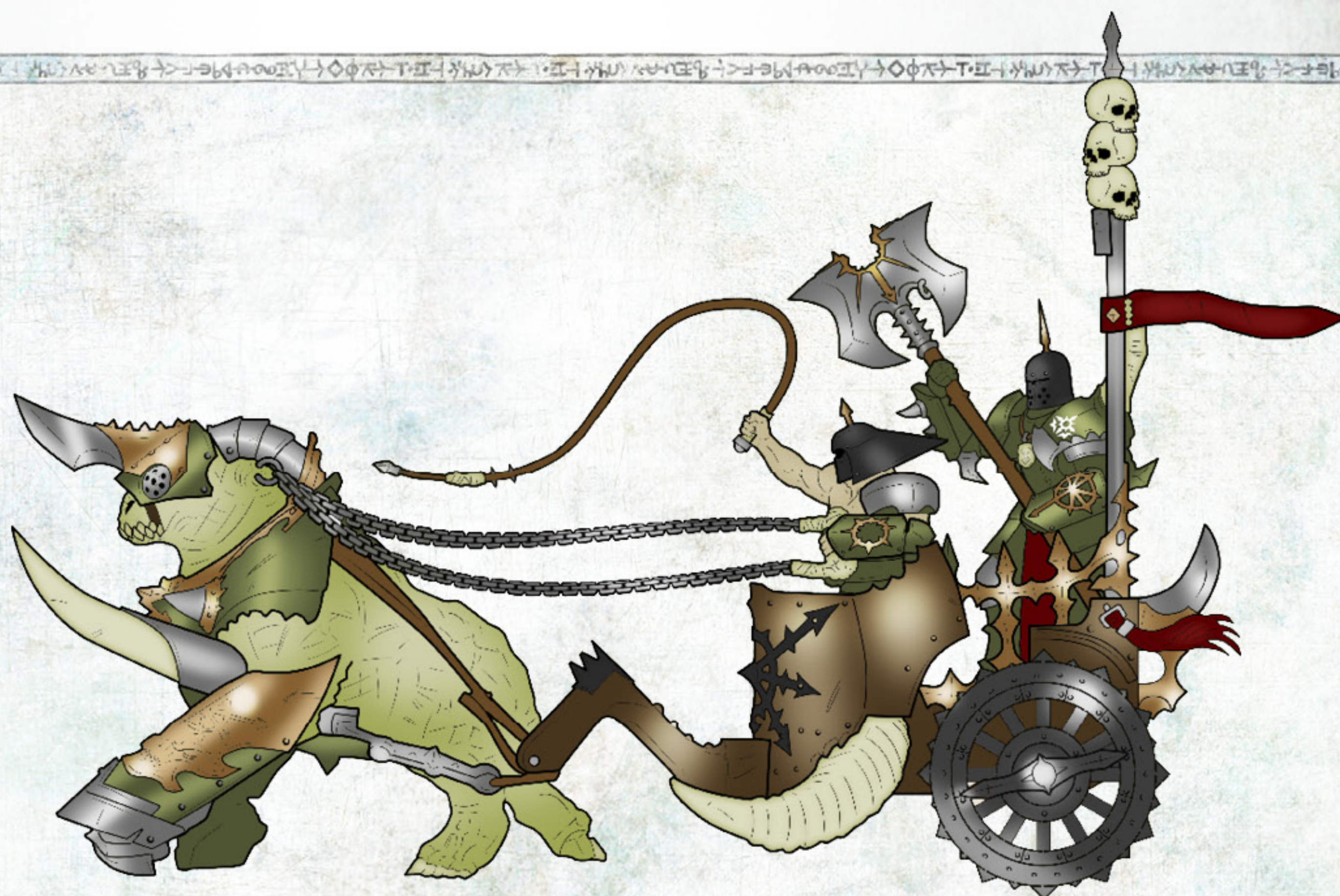


This Rotbringer's Plaguetoached Warband frequently fights in the Everchosen's armies. The bilious green of his armour has been supplemented by a single black panel.



Though this warrior clearly has Nurgle's favour, it did not prevent the Tongueless Lord from silencing his rumblings, and those of his warband, at the battle of Mute Curses.

Chaos Chariots are a common sight among the armies led by Archaon, for he knows well that their massed charges can crush the spirits of the foe early on in battle. This Gorebeast Chariot is part of a Plaguetoached Warband, its dedication evident in the sickly hue of its steed and the green armour of its crew.



FATESWORN WARBANDS



This horn-helmed Chosen bears the favour of both Archaon and the Changer of Ways, as shown by the silver-blue of his armour and the icon of the Everchosen marked upon it.



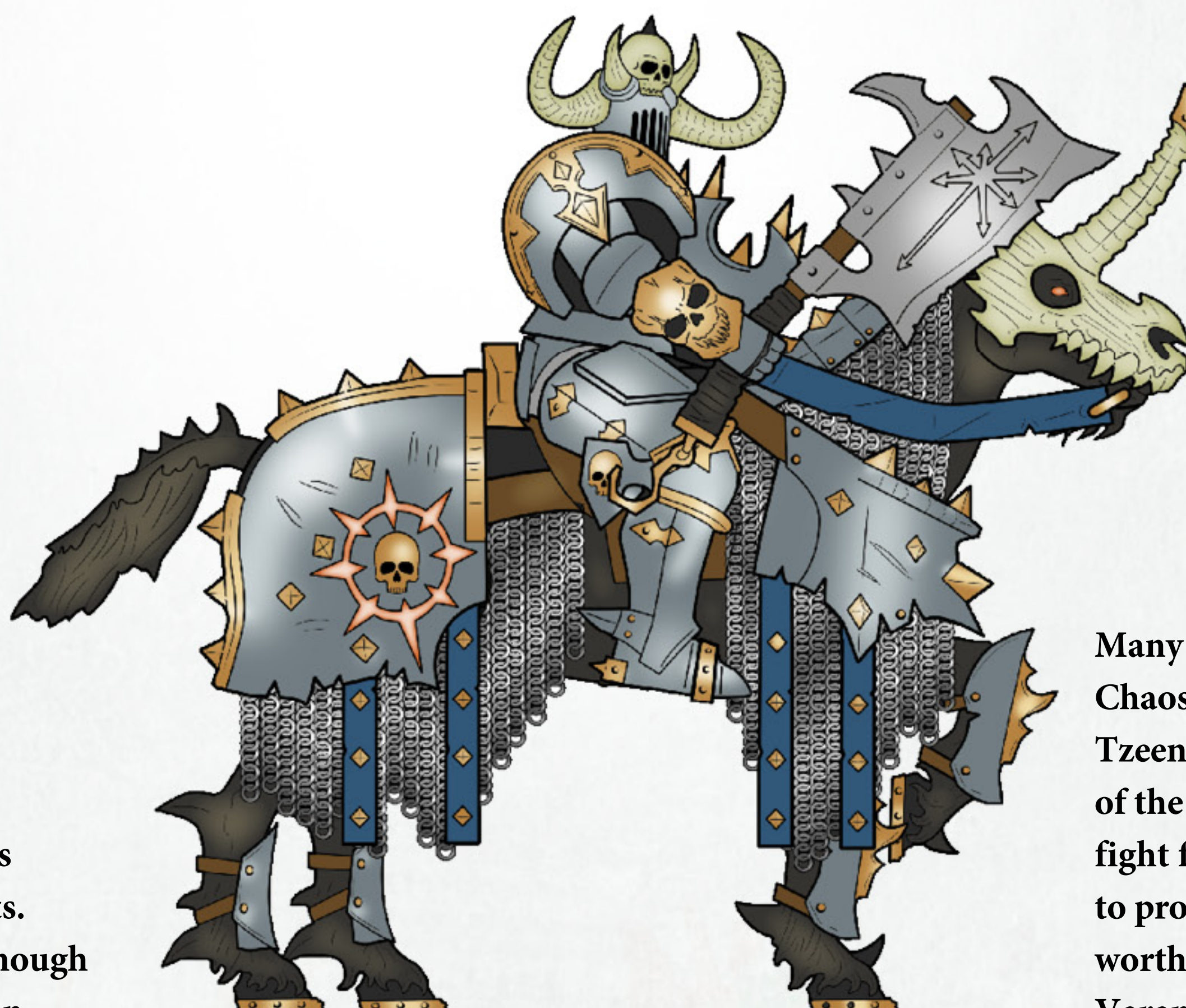
The Chaos runeshield carried by this warrior of the Gleaning Death is a trophy taken from the corpse of a fallen champion. Such practices are common among servants of Chaos.



The blackened armour of this Tzeentchian Chaos Warrior marks him out as part of the Vortifex Warband, who fought for Archaon upon the Pallador plain.



Sorcerers are drawn to Archaon's armies, hungry for arcane secrets. This wizard has survived long enough to earn the icon of the Everchosen.

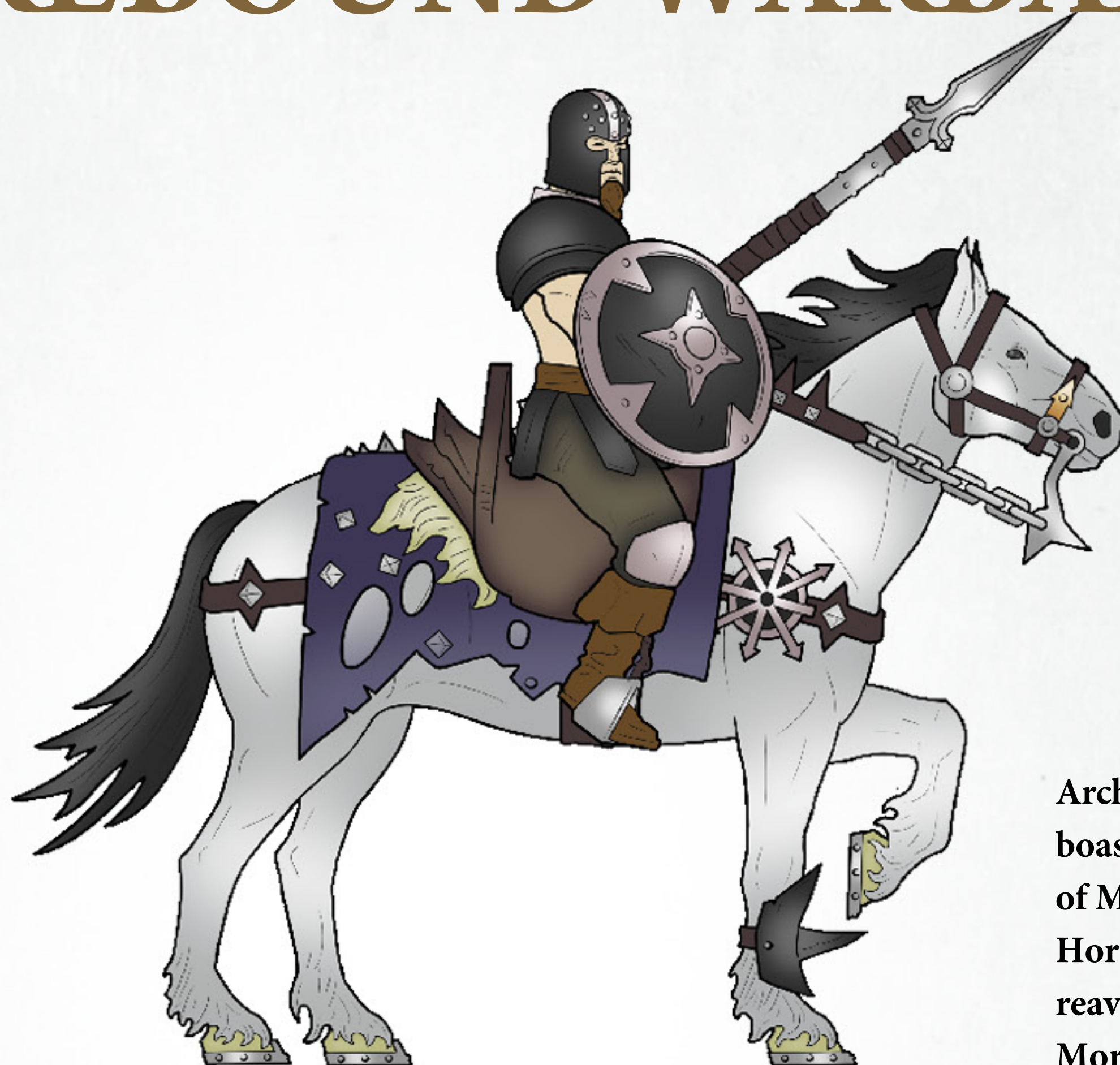


Many warriors of Chaos, such as this Tzeentchian knight of the Forked Path, fight for Archaon to prove themselves worthy of the Varanguard.

PLEASUREBOUND WARBANDS



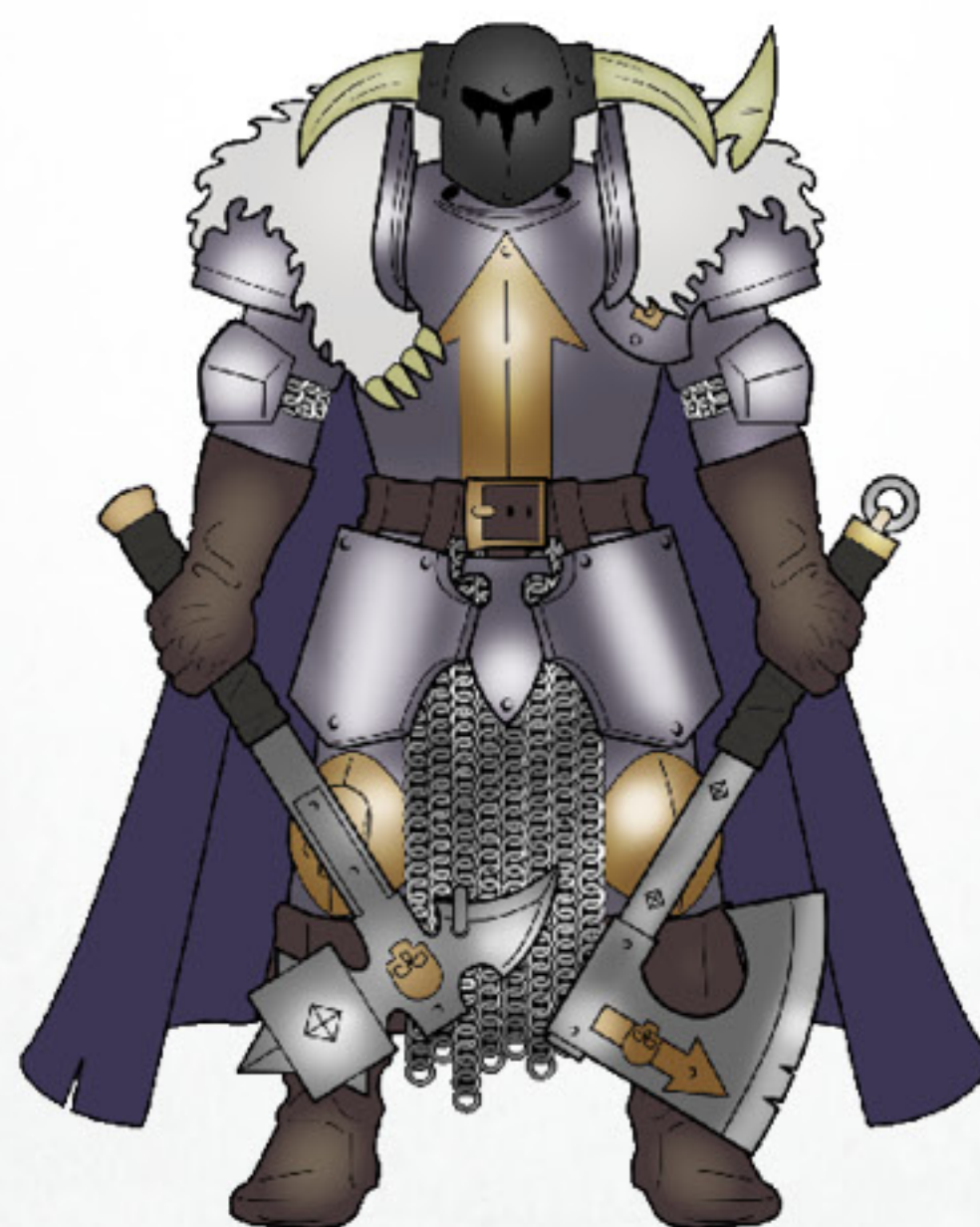
Zagroth, Slaaneshi Lord of Chaos, seeks his lost god by following the Everchosen to battle.



Archaon's hosts boast great hordes of Marauder Horsemen, pitiless reavers of the Mortal Realms.



The devotees of the Pleasurebound Warbands know well that, so long as they fight for Archaon, they are assured a supply of plunder and slaves for their depraved revelries.



This Slaaneshi warrior wears the purpled-hued armour and white furs that typify the Euphoric Doom tribe, who bask in the dark glory of fighting in Archaon's armies.



Hulgar the Ravenous of the Pale Tormentors earned the mark of the Everchosen when he dragged the broken corpse of the Balesun tribe's chief to the foot of the Dark Throne.

CHAMPIONS OF CHAOS











Armed with a changestaff and warptongue blade, a Gaunt Summoner is a dire foe indeed.



The Varanguard are encased in ornate Chaos armour and armed with mighty weapons.

















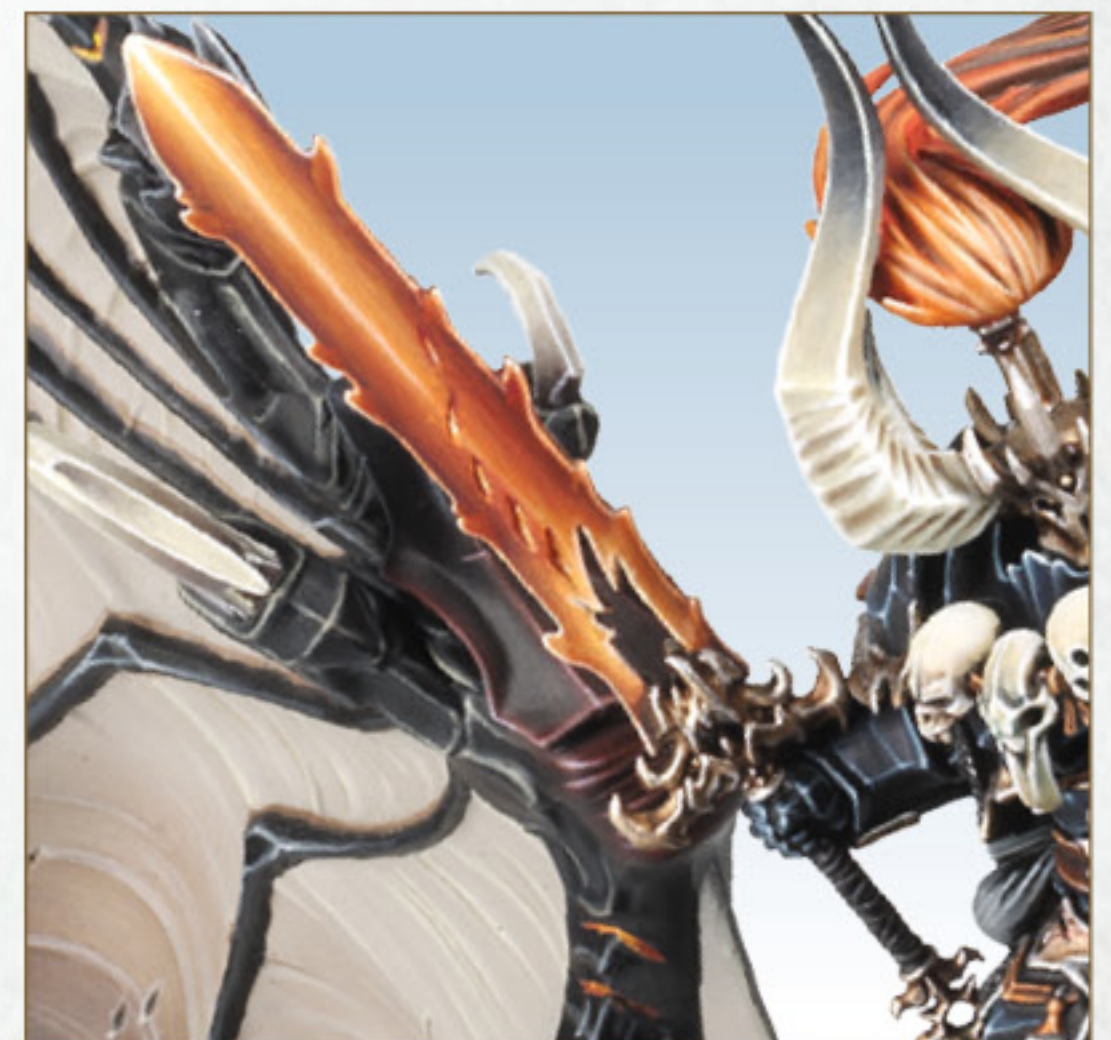
Archon looms over his legions whilst the three heads of Dorghar scent out their prey.



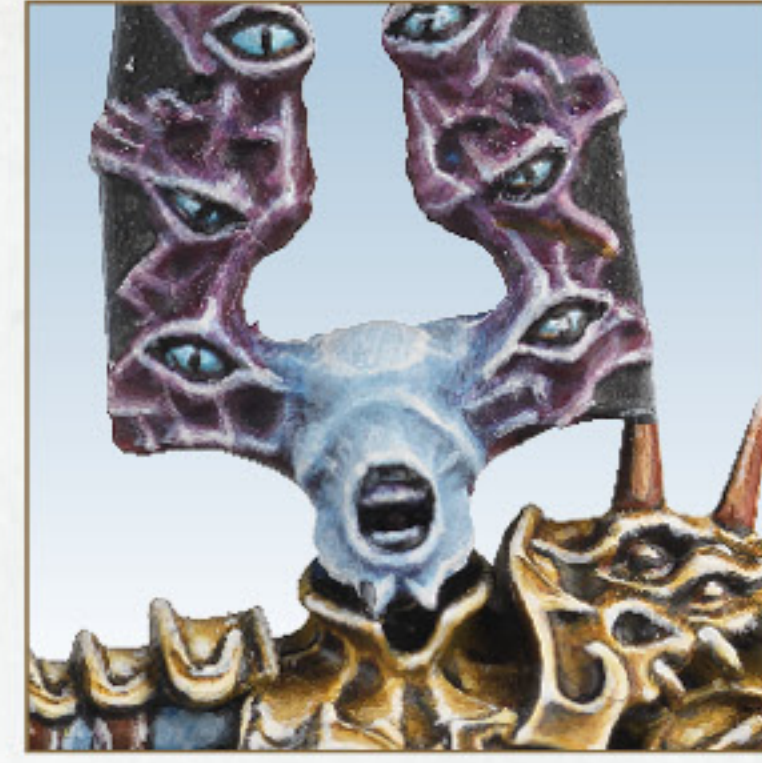
Gaunt Summoners are carried across the battlefield on bizarre discs of Tzeentch.



Archaon, Exalted Grand Marshal of the Apocalypse



'EAVY METAL

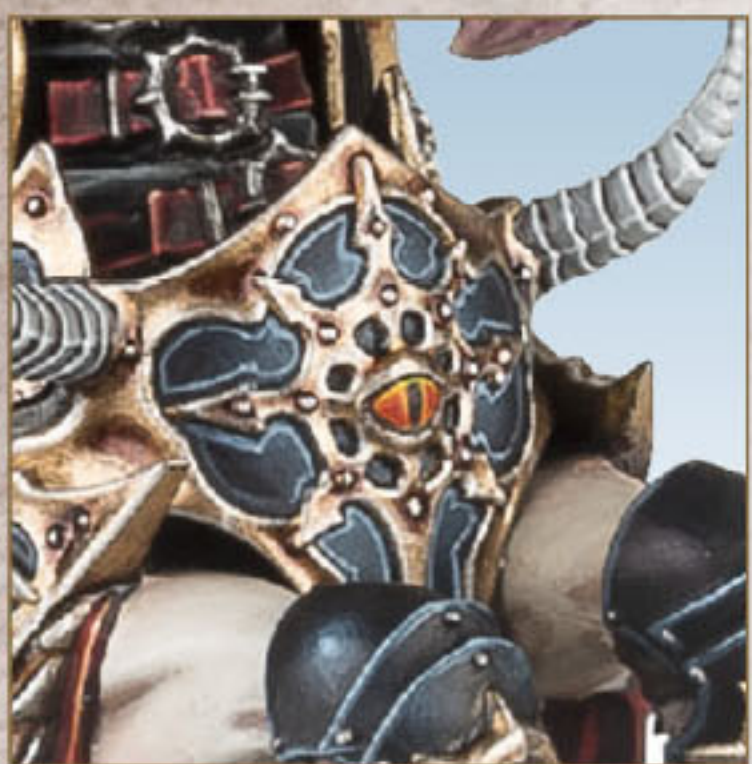


Gaunt Summoner of Tzeentch



Varanguard

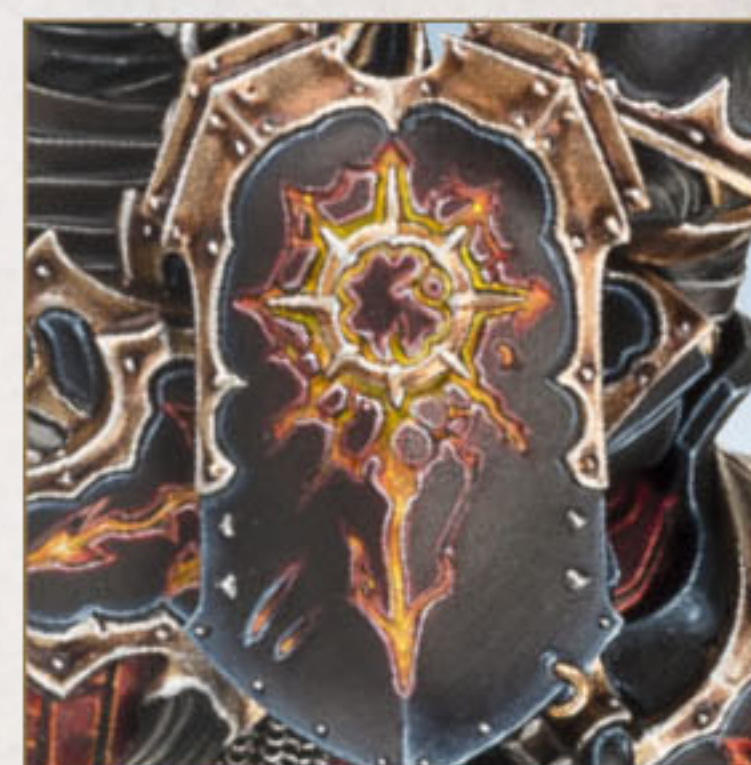
'EAVY METAL



Varanguard



Varanguard



THE REALMGATE WARS



THE TRIUMPH OF CHAOS


Archaon stands upon the cusp of victory over the Mortal Realms. Everywhere the armies of Chaos tear apart ruined empires like wolves feasting on their fallen prey. Soon the Dark Gods will have their prize, for few foes remain with the strength to stand against the Everchosen.

Plate-clad hordes cover the Mortal Realms. Under the pitiless gaze of Archaon's Realm Lords, countless Chaos forces wage a never-ending war upon any that dare offer resistance to the dominion of the Dark Gods. Howling tribes of madmen and vast legions of Chaos Warriors all heed the commands of Archaon, whether they know from whence their orders come or not. A keen-eyed demigod of war, the Everchosen has followed the progress of Chaos closely, no battle too small to avoid his notice. After long centuries, his enemies have been driven back and their armies decimated.

In Hysh, shadow-clad reavers hunted the Pale Warlocks from their final hiding places, while below the besieged Howling Cities, Chaos forces infiltrated the spider-haunted underways. Across the Brimstone Peninsula, Korghos Khul and the Goretide pressed on with their war of extinction, and even the tangled wilds of Ghyran moaned in agony as Nurgle's hosts sowed decay amongst their endless roots and boughs. Every day, new trophies were carried into the Chamber of the Vanquished, and Archaon's lords knelt before the Dark Throne to report their victories and the souls claimed in his name.

What should have been Archaon's moment of triumph was soon undone. Skies across the realms darkened, and lightning-chased clouds rolled out from the heavens. For the first time, Archaon's Gaunt Summoners were unable to peer into the shifting strands of time to discern the future, the meaning of the storms hidden from them. It did not take long, however, for this enemy to step forth. Fearsome golden warriors, they rode down from the heavens on crackling bolts of lightning. Archaon knew that, as sure as Chaos divides and destroys, this was the work of his old foe, Sigmar.





When word finally reached Archaon that Sigmar was opening the Gates of Azyr, the Everchosen felt nothing but cold satisfaction. After years of waiting, he would finally have his chance to claim the one realm to have avoided his blade. In the arrival of the Stormcast Eternals, the Everchosen sensed a new challenge. For the first time in an age, there was a worthy foe for his armies to crush beneath their advance.

Thus began the Realmgate Wars – Sigmar’s bold plan to reclaim the realms by securing key paths between them. The first great battles took place around the Gates of Azyr, pushing back the Chaos armies that had stood siege there for centuries. Several of Archaon’s Realm Lords cried out to their master to send warriors to their aid. The Daemon Prince Urglash urged the Everchosen to loose the daemoniac legions of

Nurgle upon the Stormcasts, while the Soulsynn Tzeentchian cabals promised that should reinforcements arrive in time they could drive a magical wedge into the gates, forcing them open for eternity.

Archaon, still dealing with usurpers and rebellions far from a captive portal to Azyr, considered the bold plans of his lords. If he committed to battle piecemeal, he was playing into Sigmar’s plans, allowing the numerically inferior Stormcasts to cut down his armies one by one. Worse, a reckless rush towards Azyr would leave the other realms vulnerable. With the callousness afforded by the vast numbers of warriors under his command, the Everchosen sent hordes of his minions to halt the Stormcasts – countless lives were expended to give Archaon time to muster his real army.

As wars spread out from Azyr like wildfire sweeping through a forest, Archaon marshalled his full strength. Dark favours and ancient debts of blood were honoured, bringing forth potent daemoniac allies, while within the Mortal Realms, countless warriors flocked to the Everchosen’s banners, swelling his already bloated legions.

Already, tens of thousands of Archaon’s warriors have fallen to the wrath of the Stormcasts’ righteous vengeance, but the realms are vast, and the Everchosen’s armies almost without number. Under skies of roiling flame and darkness, the Eightpoints echoes constantly to the sound of iron-shod boots and forge hammers. Here the massive armies of Chaos muster, and day by day, the hosts of Chaos grow – a sea of blades turned towards Sigmar, all thirsting for his blood.



WAR OF THE SPIDER EMPIRE

Into the underways below the Howling Cities marched the armies of the Everchosen, determined to claim the shadowy tunnels for the armies of Chaos. From the web-choked darkness scuttled Spittlegit and his many tribes of Spiderfang warriors, their countless eyes glittering in the gloom.

Feeble sunlight faded into shadow as Archaon's warhost marched deeper into the underways. Blood-mad berserkers howled into the darkness, and pustule-covered knights drank in the thick, wet smells that wafted up from the depths.

These cavernous roads linked the loose confederation of the Howling Cities scattered across the Beastplains. Chaos forces had besieged the stubborn cities for months on end, but the entrenched defenders seemed to have few weaknesses – until the underways

were discovered. For centuries, these tunnels had been abandoned, becoming a haven for the Spiderfang tribes and their nests of Arachnaroks. The cities' peoples knew better than to enter the underways, for only death dwelt within.

The Everchosen held no such fears, and so he led the way into the gloom to claim the tunnels. As his army plunged deeper into the underways, the First Circle of the Varanguard rode ahead. Fighting their way through a subterranean forest, its branches thick

with webs and desiccated corpses, the Swords of Chaos cleared a path for the rest of Archaon's host. Sunken trees and gnarled roots loomed from the shadows like the bars of a ghostly prison, skeletons and corpses grinning from their silken cages. Far beyond the torchlight of the Everchosen's army, the Spiderlord Spittlegit listened as the intruders entered his domain. With a whispered command, he called forth his war-tribes, and thousands of spider-mounted grots scuttled from their nests towards the invaders.



Descending on glistening cords, spiders and their riders snatched Chaos warriors from the ground or sank venomous fangs into their throats. Though many Spiderfangs fell to vengeful blades, they took their toll. However, with every step Archaon's army took into the forest, the strength and frequency of the attacks increased.

The Everchosen did not falter, ordering the Swords of Chaos to set the trees alight and burn the spiders out. The battle raged on under the hellish light of the flaming thickets. Archaon pressed forwards through the glow as burning Spiderfangs charged screeching from the fire-filled tunnels.

At last, amid the screams and curses of combat, Archaon and his Varanguard rode into a megalithic cavern, hordes of Bloodbound and Rotbringers following in their wake. In the centre of the cave, a massive nest hung from a root the size of an inverted castle tower.



Spiderfang warriors wear spider masks to strike fear into their foes.

Its bottommost branches brushed the canopy of the forest covering the cavern floor, the two connected by glistening bridges of web. This was the Everchosen's prize, and it would be destroyed. Taking to the air, Archaon commanded his Varanguard to cleanse the tunnels ringing the huge chamber. Meanwhile, the rest of the Chaos host spread out and advanced on the nest, blades and axes in hand.

Archaon's Bloodbound led the way. Their gore-slick skin reflected the light of their torches as they charged up one of the fibrous spans and surged into the nest, roaring oaths to Khorne.

Spiderfang warriors spilled out of the tangled nest and surged into the forest, hurling spears of sharpened chitin. Dozens of Bloodbound fell to the ground, convulsing and frothing as venom coursed through their veins, but hundreds more crashed into the horde of grots. Sprays of viscous ichor and steaming blood flowed together as the Bloodbound butchered their way into the nest, while those in the lead hurled torches or set the webs aflame with the heat of their own Khorne-fuelled rage.

Yet Arachnarok webs are not so easily destroyed, and the fires eventually sputtered and died. Even so, the flames had roused the huge spiders, which now descended on the Bloodbound, their fangs clacking in anticipation.

SPITTLLEGIT SPIDERKIN

Spittlegit is gifted with the spider-tongue – the ability to commune with the blessed Arachnaroks through the power of taste. By ingesting an arachnid's venom, Spittlegit can sense what strange thoughts lurk within its alien mind. However, consuming the toxic fluid is not without its perils, and more venom than blood now courses through Spittlegit's wiry frame. A lifetime of culinary experimentation has meant that the chieftain is bombarded with hallucinations of uniting all the Spiderfang tribes of Ghur into one massive nest. Spittlegit wants to build the Realm Web – a net of silvery cords that will cover all the known worlds, snaring them within its sticky strands. Fortunately for Spittlegit, the gifts bestowed by his spider-tongue have left the other tribes in awe of him, and hundreds of thousands of Spiderfang warriors have flocked to his banner. With these armies, Spittlegit has conquered the underways and raised a mighty Arachnarok nest. Soon, his tribes will surge from the underway, and the first strands of the Realm Web will be strung.





Kurlok blinked the blood from his eyes as another foe was reduced to crimson ruin beneath his axe. His red-tinted gaze took in the savaged remains of the greenskins and their pet spiders as he looked for new foes to slay. Nearby, one of his gore-soaked brethren pressed on into the nest, hurling a burning brand into the webs.

‘Blood for the – *urgk!*’

Kurlok turned to see the other Bloodbound impaled by a vast chitinous limb. The rage almost slipped from Kurlok’s mind as he watched the gargantuan spider descend upon a thread the width of a temple pillar. For a second, Kurlok was transfixed by the beast, the cooling blood on his face forgotten as he saw a dozen warriors torn apart.

‘Skulls for the Skull Throne!’ Kurlok bellowed, battle-lust burning through him. With all his might, he swung his axe at the beast, the blade smashing against iron-hard chitin but failing to reach the organs beneath. Then, swift as lightning, long mandibles plunged into his chest, pumping noxious venom like liquid flame into his heart. Vomiting greenish blood, Kurlok tried to raise his axe for another blow, but his strength was gone, his death throws reflected in a multitude of cold, arachnoid eyes.

His gigantic spider clinging to the apex of the nest, Spittlegit watched with glee as the last of the Bloodbound were devoured. His yellowed eyes then turned to Archaon, who circled high above the Chaos army upon Dorghar. Spittlegit wondered why the flying beast had yet to join the fray.

Around the base of the nest, a furious battle was unfolding. While the Bloodbound had climbed one of the ramps, the rest of the Chaos horde had held the Spiderfang tribes at bay. Now, that battle engulfed the cavern floor.

Spiderfang riders scuttled between plate-clad warriors, their spears jabbing and their mounts snapping, while Chaos warriors hacked apart their foes, turning the ground thick with ichor. Meanwhile, Spittlegit’s gargants had joined the battle. The drunken

giants staggered into the fray, crushing enemies under foot and fist, while those especially unfortunate met their end stuffed into reeking mouths.

A knot of Rotbringer Blightkings charged up a bridge of web and into the nest. The Nurgle warriors brought toxic contagions, spilling their acidic bile onto the webs. They fared no better than the devotees of Khorne had. The Arachnaroks turned upon the Blightkings, their crews hurling primitive missiles as the beasts charged. Distracted by the Nurgle assault, Spittlegit took his eyes from Archaon and hurried down to attack.

Plague-ruined voices breathed their last as the Blightkings were torn apart. Though the webbed floor of the nest was littered with Spiderfang corpses, even the blessed of Nurgle were no match for the mighty arachnids. Spittlegit personally drove a dripping blade into the final Blightking.

Then, the nest shuddered to its roots and tears opened at its base, sending giant spider spawn tumbling down into the battle below. Looking up, Spittlegit beheld Archaon, his daemoniac mount's talons wrapped around the thick strands that held the nest to the cavern roof. A pair of Arachnaroks surged up through the web-tangled branches with a speed that belied their prodigious bulk, Spittlegit close behind. Archaon would not be taken by surprise so easily, however. With a deafening triple-throated shriek, Dorghar plunged down to meet his attackers.

One monstrous spider lunged through the air, crossing a dozen yards in a moment to sink its fangs into Dorghar. Locked in a monstrous embrace, spider and daemon plummeted through the nest. As they fell, Dorghar's three heads tore into the Arachnarok's chitinous hide, and Archaon leaned from his saddle to sever one of the creature's legs with a deft blow from the Slayer

of Kings. With a terrible, wet ripping noise the massive spider's bloated abdomen came away, before the rest of its twitching body fell to the ground.

The other beast shot a tangle of web, but Dorghar deftly swooped away. Giving chase, the remaining Arachnarok charged up the nest, Spittlegit in its wake. Taking roost upon the very top of the great wriggling mass, Archaon raised his blade high, eyes locked upon his foes. His blow fell not upon his Arachnarok pursuer, however, but the root above.

In a thunderous roar of parting wood and web that drowned out the battle below, the nest fell. With a booming flap of his wings Dorghar carried the Everchosen clear, just in time to see the nest, Arachnaroks and Spittlegit crash into the ground and vanish under a thousand Chaos blades. The Arachnaroks' brood had fallen, and soon the underway would follow.

HARRADROTH GOREHAMMER

Harradroth has ridden in the Swords of Chaos through long years of slaughter. Before pledging his service to Archaon, Harradroth was a ferocious warrior of the Bloodbound whose talent for murder saw him rise high in Khorne's favour. When he claimed the skull of a Varanguard, however, he saw an opportunity for glory on a grander scale. Harradroth still carries the battered helm of the Varanguard he killed – a reminder that, in the service of Chaos, only the strongest survive.

During the Spider Empire War, Harradroth and the First Circle of the Varanguard fought through the underway with terrifying skill and fury as his lord assaulted the central Arachnarok nest. Leading the Swords of Chaos on a bloody rampage through the deep tunnels, Harradroth's natural talent for destruction saw whole tribes of Spiderfang grots hacked to pieces, cementing the Everchosen's dominion over the tunnels in the dried gore of his victims.



BATTLEPLAN EXTERMINATION



HOW TO USE BATTLEPLANS

This book contains three battleplans, each of which enables you to fight a battle based upon the exciting narrative that leads up to it. These battles should be fought using all of the rules on the *Warhammer Age of Sigmar* rules sheet unless the battleplan specifically indicates otherwise. Each of the battleplans includes a map reflecting the landscape on which the battle was fought; these maps usually show a battlefield that is 6 feet by 4 feet in size, but you can use a smaller or larger area if you wish.



Archaon personally led his armies into the Spider Empire, intent on opening the way between the vital Realmgates of the Howling Cities of Ghur. At the centre of a vast cavern, Archaon came upon a nesting ground – the lair of the Arachnarok spiders that wove the endless miles of webs used by the Spiderfang tribes to dominate the underways. If the nests were destroyed, the greenskins' power would be broken, and their empire would lie in ruins.

This battleplan can be used to recreate Archaon's determined assault on the Arachnarok nest, or similar battles where an attacker attempts to eradicate the underground lair of a monstrous foe.

THE ARMIES

One player commands Archaon's army, and the other commands the defenders of the nesting ground.

ARCHAON'S OBJECTIVES

You are Archaon, and the mighty army under your command has fought its way to the underground lair of a particularly resistant foe. All that remains is to find their nesting site, and your warriors will destroy it – along with any hapless creatures still inside – with sword and flame.

DEFENDER'S OBJECTIVES

The Everchosen has fought his way through all of your defences to the hidden nesting ground at the heart of your domain. Even now, his warriors are preparing to destroy your precious brood. The fate of your entire kingdom depends upon stopping this brutal horde from achieving their goal.

SPITTLLEGIT SPIDERKIN

The general of the defending army represents Spittlegit Spiderkin. He has the following additional abilities:

Venom Blood: Spittlegit's blood is laced with toxins ingested from the Arachnarok spiders under his command. Roll a dice each time a wound is inflicted on Spittlegit by a melee weapon. On a roll of 6, a mortal wound is inflicted on the unit that caused the wound.

Spiderkin: Spittlegit has a strange affinity with the spiders in his army, and can guide their attacks if they are nearby. He can use the Spiderkin command ability. If Spittlegit does so, then until his next hero phase you can re-roll failed hit rolls for any models from his army that have eight legs and are within 8" of him.

THE BATTLEFIELD

The battle takes place in a large underground cavern. The cave is so impossibly large that the entire battlefield is only a small part of it!

Around the edge of the battlefield are five entrances to adjoining caverns, any of which could hold the nesting site. Before set-up, the defender takes a dice, secretly places it so that it shows a number from 1 to 5, then hides it under an upturned cup or something similar. This number shows which cavern the nesting ground is in.

You can either generate the rest of the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map below.

GLOOM & DARKNESS

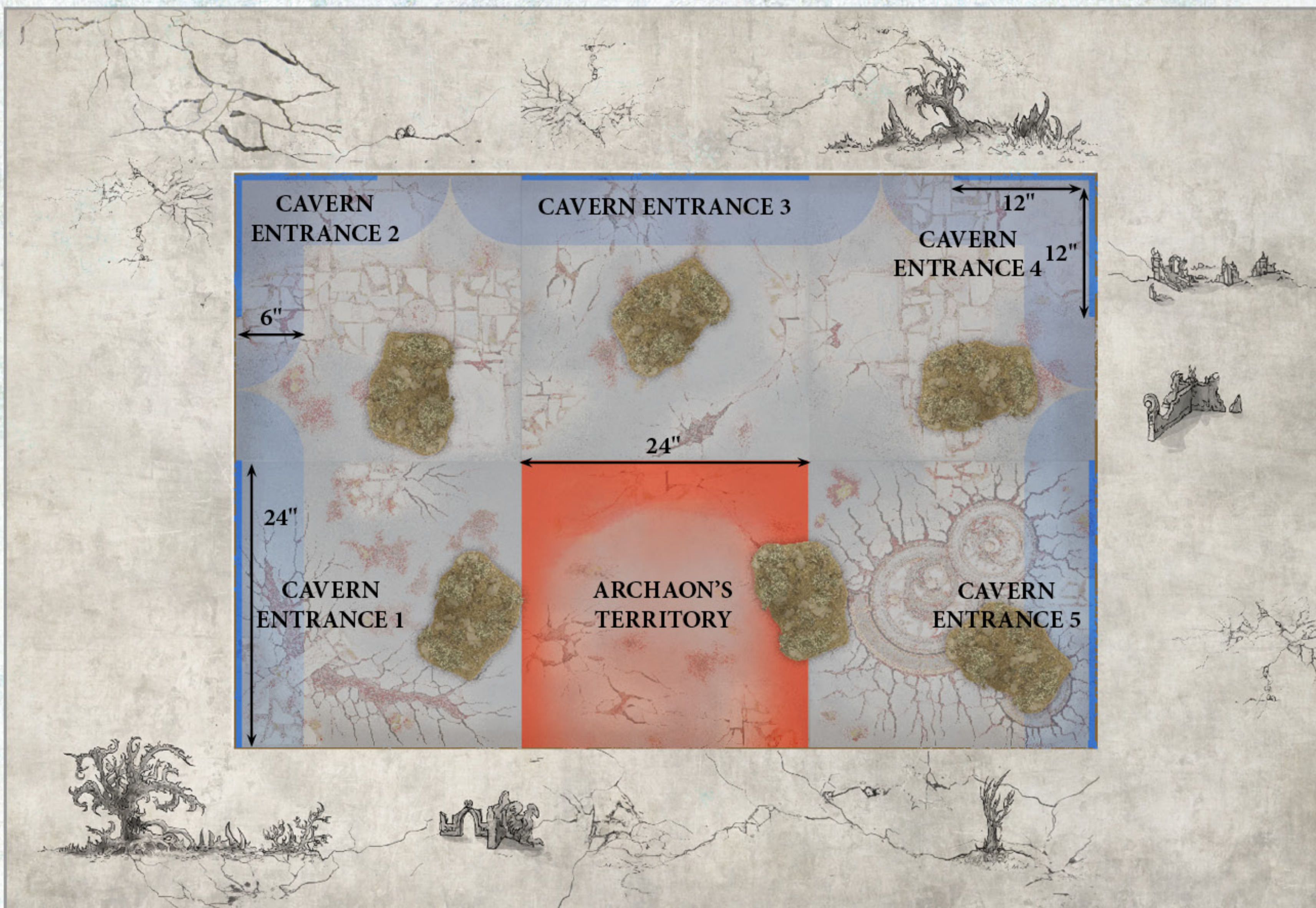
Due to the enveloping gloom of the cavern, the range of all attacks and spells is limited to a maximum range of 18". In addition, subtract 1 from the hit rolls of all attacks that target a unit more than 6" away.

SET-UP

Do not use the set-up rules from the *Warhammer Age of Sigmar* rules sheet. Instead, Archaon's army sets up first, anywhere in their territory. The defender then sets up their army in their territory – this is in several parts, comprising anywhere that is within 6" of one of the cavern entrances.

FIRST TURN

The player commanding Archaon's army decides who will take the first turn in the first battle round.





SEEKING THE NEST

As soon as a model from Archaon's army moves within 6" of one of the cavern entrances, the defender must either reveal the hidden dice if that is the true location of the nesting ground, or state that it is elsewhere.

PROTECT THE BROODLINGS!

Re-roll failed wound rolls for any attacks made by the defender's army against units within 6" of the nesting ground's true location.

HORRIFIC GUARDIANS

The defender can roll a dice in each of their movement phases, adding 2 to the result if the attacker had at least a third more models in their starting force. On a roll of 5 or 6, they can add a **MONSTER** to their army, setting it up within 6" of the nesting ground. This counts as the **MONSTER**'s move for that phase.

RAZE AND BURN

A model from Archaon's army that is within 3" of the cavern entrance that leads to the nest can attack the nest instead of piling in and attacking in the combat phase. It is treated as having a Save of 3+. Count up the number of wounds that are caused to it during the battle – the more wounds caused, the more likely Archaon is to claim victory!

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, at the end of the fifth battle round, the player commanding Archaon's army rolls two dice. If the total is lower than the number of wounds caused to the great nest, Archaon wins a **major victory**. Otherwise, his mission is a failure and the defender wins a **major victory** instead.

HINTS & TIPS

The defenders in this battle can take one of two approaches – they can either deploy to defend the nest, hoping to blunt Archaon's attack with a show of force, or spread out in the hope that he will waste time seeking the nest. Of course, if the defender wishes to summon the nest's horrific guardians, there will be very little question as to where the objective lies! The general commanding Archaon's force has only a short amount of time to complete their mission, so would be advised to deploy centrally, then use fast-moving units to scout out the nest's location before making a push in that direction.

THE CAGE OF BONES

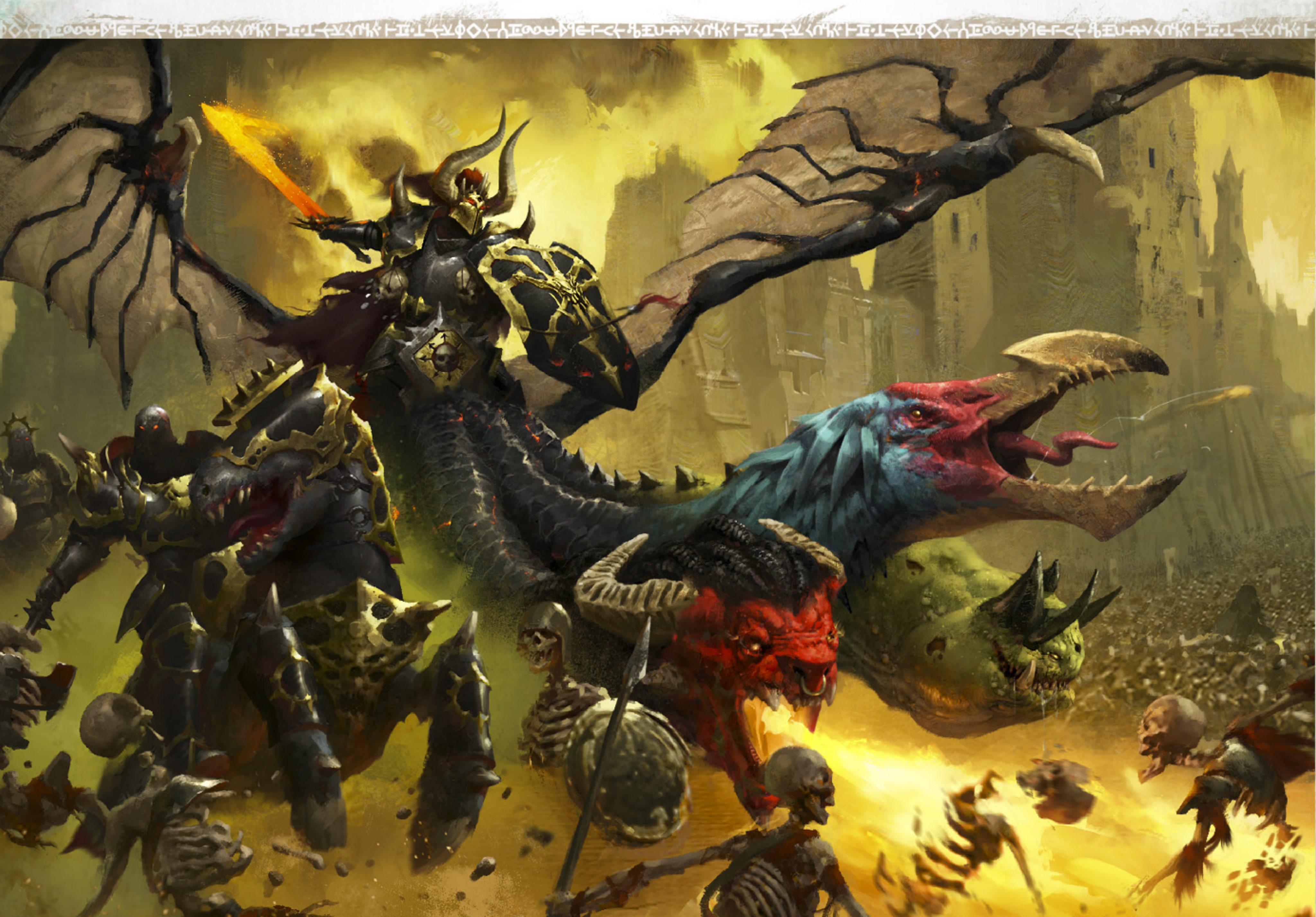
As Sigmar readied his Stormcast Eternals in high Azyr, the ancient Lord of Death arose to reclaim his realm from the dominion of Chaos. Perhaps sensing the impending storm, Archaon descended into the lands of the dead to crush Nagash's armies once more.

Atop a plateau of broken bodies stood the mighty Chaos bastion known as the Cage of Bones. Built from the fallen armies of Nagash, the Lord of Death, its gates were made of grasping skeletal claws and its ramparts fashioned from grinning skulls. After the Battle of Black Skies, Nagash had been banished to the underworlds by Archaon, and the remains of his vast undead host were fettered by Chaos-forged iron.

Yet Nagash seldom remains dormant for long, and after emerging from the Starless Gates he moved to take back his realm. He soon returned to the battlefield where the Cage stood, and began to unravel the fell runes that kept his undead warriors in check.

In a single night of slaughter and dark sorcery, the Cage of Bones rebelled against its garrison. A thousand Chaos

Warriors were dragged down into the animated fortress and the army of undead it had become, their ragged remains swelling the forces of Nagash. With the shackles of the Dark Gods broken, the deathless legions of the Great Necromancer rose up against the armies of the living once more. Forewarned of the assault by his Gaunt Summoners, Archaon was already marching upon the Cage of Bones.



From the glimmering pool known as the Forlorn Wells emerged Dorghar, bellowing in rage. With a single hissed command, Nagash sent forth his legions. Almost as soon as the Chaos forces charged out of the submerged Realmgate, they were met by a tide of shambling undead. Hell-forged blades sparked off age-worn steel, and blood sprayed across yellowed bone as the armies hacked each other apart.

Beyond a roiling sea of undead, atop the broken remains of the Cage of Bones, stood Nagash. From his staff, cords of dark magic arced down into the ruined fortress, raising yet more skeletons for his rapidly growing army.

Archaon knew only he could face the Lord of Death in combat, but all would be for naught if his army did not gain a foothold upon the shores of the Forlorn Wells. The ground around the watery Realmgate was already thick with Chaos fallen. Only the Bloodbound had made headway into the legions arrayed against them, and even they were slowing in their frenzied charge as bone giants and skeletal dragons descended upon the Khornate warriors.

Carefully tempering his wrath, Archaon turned his eyes from Nagash to his army below, ordering Dorghar down into the fray. Heads snapping and claws ripping, the daemon tore a great

furrow in the undead surrounding the Bloodbound. Archaon claimed the heads of moaning dead things and bat-winged horrors as they tried to drag him from his saddle. Nagash could have turned his spells upon the Everchosen, loosing a storm of darkness to tear the Chaos champion from the sky or steal the life from the daemoniac beast he rode. However, like Archaon, Nagash was far too skilled a general to allow pride or hatred to twist his plans. The Chaos army had come too soon, and the Great Necromancer's army was incomplete. There was still time to turn the tide, and so he poured his sorcery into the land, hoping to drown his foes in the dead. Despite the victories of





ENTROPIC
STORM

CAGE OF
BONES

BONEKEY
KEEP

THE RED
WEEP

BLOODKEY
KEEP

SANDWATCH
KEEP

TOWERS OF
TORMENT

MAWATCH
KEEP

FORLORN CITY
OF LOST SOULS

FORLORN
WELLS
(REALMGATE)

MORR'S
GULLET

WITHERGORE DELTA

the Bloodbound, hundreds of Chaos warriors had been hurled back into dark waters of the Realmgate, their sodden corpses spilling from its sister gateway in Aqshy. Bulling through the dead bodies came the Rotbringers to steady the Chaos lines, and the pestilent champions were soon surrounded by piles of shattered bone.

Dorghar set down among the Rotbringers. With Archaon in their midst, knots of Blightkings lumbered forwards, claiming an ever-widening salient from the undead. Bone and broken skulls crunching beneath iron-shod boots, the Chaos army gained a foothold around the wells. Then, Archaon called upon his Varanguard. Thousands strong, the First Circle surged from the watery Realmgate, their ornate armour dripping with shadowy energies from their passage between worlds. Forming up beneath their lord, the Swords of Chaos rode out into the storm of death. Following the path forged by the Bloodbound, they hacked and smashed their way towards Nagash.

Preoccupied with commanding his armies, Nagash despatched his Soulblight vampires to slow Archaon's advance. Clad in crimson plate, the vampires' lord rode forth atop his undead dragon, directing his Blood Knights into the advancing Varanguard. The vampire knights ploughed through the remnants of the Bloodbound host, fangs bared and eyes alight with hate, and with a thunderous crash of steel, the two sides met. As the two forces traded brutal blows below, Archaon swept overhead



Nagash's staff, Alakanash, is an ancient artefact of terrible power.

on Dorghar towards the vampire lord. The duel was fought with breathtaking skill, the vampire driving its lance into Dorghar's side as his mount tried to claw Archaon from the saddle. Horror given form, the undead noble moved with blinding speed, discarding his lance and drawing his blade to claim the Everchosen's life. Yet Archaon was no mere mortal, and even before the creature had charged, the Everchosen had seen its fate in the Eye of Sheerian. Expertly slipping past his foe's guard, Archaon drove the Slayer of Kings into the creature's shrivelled heart, watching with satisfaction as the vampire crumbled to dust on the wind.

A rchaon swooped through black skies upon gales of shadow, his gaze fixed upon the skeletal giant that stood atop the Cage of Bones. Below Dorghar's wings the battle was a sea of death, but the Everchosen ignored it. Only he could defeat the Great Necromancer – none that walked, crawled or scurried within his assembled armies were a match for the Lord of Death.

As the Everchosen dived down upon his foe Nagash looked up, twin points of witchfire blazing in his skull as dark magic and tortured spirits swirled around his outstretched arms. Archaon felt the gods' power shielding him from the torrent of sorcery. Then Dorghar crashed into Nagash, and Archaon rained down blows with the Slayer of Kings.

The Lord of Death turned away each attack, as for all the Everchosen's skill Nagash was still a god. Any other warrior would have perished in seconds, but the Ruinous Powers favoured Archaon. Looking through the Eye of Sheerian, Archaon could see possible futures, and each spell or strike Nagash levelled, the Everchosen countered. Archaon could not destroy Nagash, not with steel and sorcery alone, but here he did not need to. In the precious moments the Necromancer had spent trying to slay Archaon, the Chaos forces had reached the Cage of Bones, a trio of Bloodthirsters first to land at the Everchosen's side. Archaon allowed himself a cruel smile as Nagash called his armies to cover his retreat. In the Mortal Realms, he thought, death serves only the Dark Gods.





BATTLEPLAN

CLASH OF TITANS



Gathering his armies, Archaon marched forth once more to do battle with the Great Necromancer Nagash. The Supreme Lord of the Undead had broken his ancient army free of the fetters that had bound it, and was now ready to reclaim this portion of Shyish for himself.

The two lords of war met upon a vast plain of bones within the Realm of Death. As their armies clashed, Archaon sought out Nagash, swooping down and challenging him to immortal combat. The ground shook and the sky split as the two titans of the realms clashed with cursed steel and malefic spells.

This battleplan can be used to recreate the ferocious combat fought between Archaon and Nagash, or similar battles where two mighty heroes fight each other to decide the fates of kingdoms.

THE ARMIES

One player commands Archaon's army, and the other Nagash's deathly legions.

Both Archaon and Nagash have the Smite My Foe command ability described below, in addition to any other command abilities they have.

ARCHAON'S OBJECTIVES

You are Archaon. Over the centuries you have fought Nagash many times, and you know from bitter, hard-earned experience that the only sure way to defeat an army that he leads is to strike down the Great Necromancer himself. Swooping high over the battlefield on Dorghar's shoulders, you have found Nagash and moved to attack him. The result of the personal combat between you and one of your oldest foes will decide the battle.

NAGASH'S OBJECTIVES

The hated minions of the Chaos Gods had the effrontery to trap your army within the Cage of Bones and steal your kingdom. They should know by now that the dead cannot be bound for long! Now that you have freed your soldiers, you will have your revenge and take back that which is rightfully yours. However, as you prepare to do so, you are attacked by Archaon, the so-called 'Exalted Grand Marshal of the Apocalypse'. So much the better – once he is dead, the enemies that oppose you will flee in terror from your might.

PERSONAL COMBAT

No warrior would dare interfere in the combat between Archaon and Nagash unless commanded to do so. Units cannot approach within 6" of the two leaders, cast spells on them, or attack them in any way, unless either of them uses the command ability on the right.

SMITE MY FOE

If Archaon or Nagash uses this command ability, pick 1 unit from their army that is within 12" of the enemy general and more than 3" away from any other enemy units. All models in that unit can attack the enemy leader in their next combat phase as if they were within 1" of him. However, so brutal is the melee surrounding the leaders that the unit suffers 2D6 mortal wounds after its attacks have been carried out.



THE BATTLEFIELD

The battle takes place on a plain of cracked bone. You can either generate the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map below.

SET-UP

The battle starts at its height, just after Archaon has swooped down to attack Nagash. All around them their minions are locked in furious battle. Set up Archaon and Nagash within 3" of each other at the centre of the battlefield.

Each player then takes it in turn to set up one of the units in their army, starting with a unit from Nagash's army. Units can be set up anywhere on the battlefield, as long as all models in the unit are set up within 6" of the first model from the unit that is placed on the battlefield, and more than 6" away from either Archaon or Nagash. Units can be set up as close to the enemy as you want!

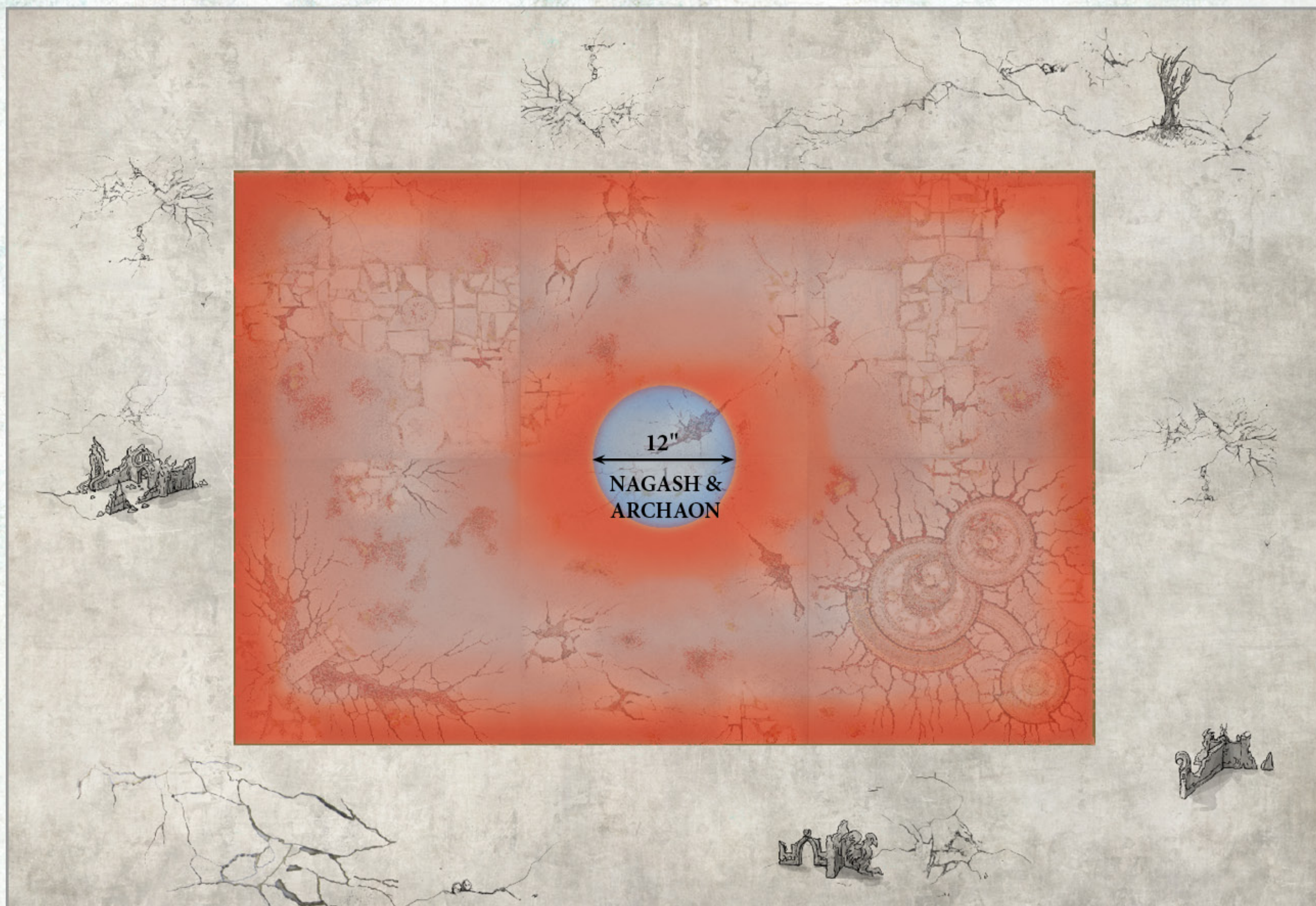
LOCKED IN COMBAT

Archaon and Nagash start this battle locked in combat. Such is their

concentration on defeating their mortal enemy that the only things they can do are use a command ability in their hero phase and attack in the combat phase using the combat matrix (the matrix and the rules for using it are shown opposite).

VICTORY

Do not use the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, Archaon wins if Nagash is slain, and Nagash wins if Archaon is slain. If both are slain at the same time, the battle is a draw.





COMBAT MATRIX

Archaon and Nagash’s titanic combat takes place before any others at the start of each combat phase. The players must each secretly choose one of the four combat options listed on the combat matrix below. The choices are then revealed and cross-referenced, and the result will state what attacks each model can make and in what order. Some results will even allow the model to use a ranged attack or a spell, even though it is the combat phase! Nagash and Archaon can only attack or cast spells at each other. After their attacks have been carried out, you can carry on with the rest of the combat phase as normal.

| OPPONENT’S CHOICE | YOUR CHOICE | | | |
|-------------------------------------|---|--|--|---|
| | All-out Attack | Defend and Counter-attack | Step Back and Unleash Ranged Attack | Mighty Blow |
| All-out Attack | Use all melee weapons. Add 1 to hit rolls. | Use one melee weapon. Add 1 to save rolls. Add 1 to hit rolls. | Use one melee weapon. | Use one melee weapon. Double the damage it inflicts. |
| Defend and Counter-attack | Use all melee weapons. Subtract 1 from hit rolls. | Use one melee weapon. Add 1 to save rolls. | Use one missile weapon. If your model is a wizard, it can attempt to cast Arcane Bolt instead. | Use one melee weapon. Subtract 2 from hit rolls. Double the damage it inflicts. |
| Step Back and Unleash Ranged Attack | Use all melee weapons. Add 1 to hit rolls. | Use one melee weapon. Add 1 to save rolls. | Use one missile weapon. If your model is a wizard, it can attempt to cast one spell instead. | Use one melee weapon. Double the damage it inflicts. |
| Mighty Blow | Use all melee weapons. | Use one melee weapon. Add 1 to save rolls. Add 1 to hit rolls. | Use one missile weapon. If your model is a wizard, it can attempt to cast Arcane Bolt instead. | Use one melee weapon. Double the damage it inflicts. |

Red: You attack second. **White:** Archaon attacks first; Nagash attacks second. **Turquoise:** You attack first.

UNDER CHAOS-TAINTED SKIES

At the bidding of Archaon, the Tyrant of Eyes sought to awaken the Palladhor, a nightmarish gateway between Chamon and the Realm of Chaos. As fell magic began to pry open the portal, the stars themselves turned against the Everchosen, and an ancient foe descended from above.

The Palladhor was a relic of ancient days – an arcane network of quicksilver spheres suspended over a sweeping expanse of grinding cog-works. As a portal to the Realm of Chaos, it was sealed during the Age of Myth and had lain dormant ever since. No servant of the Dark Gods had come close to breaching the fail-safes which bound the Palladhor’s might – until now.

Under the watchful gaze of the Everchosen, the Gaunt Summoner Xer’ger’ael wove a complex web of magic. Manipulating the gears of the Arcanabulum at the Palladhor’s heart, the sorcerer sought to bring the rippling globes suspended above it into alignment. As the Arcanabulum

moved, so too did the broken landscape into which it was set. The Summoner had foreseen this. What he had not anticipated, however, was how the stars in the heavens seemed to shift in response to the movements of the floating, mercurial spheres.

In the distance, the slann Laumqa coalesced upon the Palladhor’s shifting surface in a beam of celestial light. Moments later, the air echoed to a low growl, and from the light that spilled out of Laumqa’s eyes and mouth, an army of seraphon took shape.

His mind held half within the Realm of Chaos, Xer’ger’ael could spare no thought for the seraphon as he

wrestled with the magic of the spheres. It mattered not, for Archaon reacted swiftly to defend his servant.

Commanding his army to spread out around Xer’ger’ael, Archaon leapt into the air upon Dorghar, tearing the Slayer of Kings from its scabbard and holding the howling daemon blade aloft. The Everchosen’s gaze fell upon the distant slann, and he vowed to take the creature’s bloated head.

Laumqa was shrewd beyond mortal comprehension, however, and the fates were laid out before his mind’s eye long before he had journeyed to the Palladhor. In a thunder of beating wings, hundreds of ripperdactyls and



XER’GER’AEL, THE TYRANT OF EYES

It is thought that there are nine Gaunt Summoners, though none but Archaon know for sure. The one called Xer’ger’ael, the Tyrant of Eyes, is often at the Everchosen’s side, manipulating fates or peering into the future at his master’s behest. Even collared by Archaon’s will, the Gaunt Summoner instils fear in all who look upon his twisted face. Xer’ger’ael enjoys the taste of terror, especially when it flows from the strongest of the Dark Gods’ champions. Though the Summoner is careful not to invoke the ire of the Everchosen, others hold no such thrall over him, and many cold, eyeless corpses have been left in his wake. It is whispered among the minions of Chaos that when Archaon bested the Gaunt Summoners, he robbed each of them of one of their senses. Though magically conjured eyes peer out from Xer’ger’ael’s flesh-helm, he craves those that were scooped out of his head by the Everchosen. The Summoner’s silver tower is a testament to this madness, for its corridors are filled with mounds of dripping eyeballs tended by hundreds of blind slaves.

terradons were summoned by the slann, darkening the skies as they swept towards the Everchosen.

Saurus slammed into the Chaos lines like a scaled sledgehammer, and scores of mortal warriors fell under the razor-sharp teeth and hacking blades of their foe. Archagon's forces held under that ferocious impact, and iron-bound shields began to push back against a rising tide of savage reptilian foot soldiers. Every servant of Chaos fought furiously, either to prove their worth to the Everchosen or for fear of the consequences should they fail him.

As the two armies tore into each other, Laumqa began to weave his spells of unbinding, wresting control of the gateway from Xer'ger'ael. Both slann and Gaunt Summoner appeared motionless, beyond the concerns of the battle raging around them. However, the two wizards were locked in a sorcerous duel that transcended their physical surroundings.



In the mind-war that raged between the slann and sorcerer, Xer'ger'ael hurled bolts of blue fire into the writhing swarms of silver serpents that bore down on him. Each lick of azure flame transmuted knots of snakes into clouds of glittering dust, but more soon took their place.

The ground below Xer'ger'ael's feet was hazy and insubstantial, as were the outlines of the two armies. One was surrounded by an aura the colour of dried blood, while the other gleamed like starlight reflected off steel. Only the workings of the Palladhor and his slann foe held any form in this place.

Glimmering snakes sprang from the slann's eyes and hands as he traced ineffable geometric designs in the air with his long fingers. Xer'ger'ael's sorcery was barely enough to hold back the magical assault. For every tendril of magic the Gaunt Summoner sent forth, the slann vanquished it with dragon-like ghosts that consumed Xer'ger'ael's sorcerous flames.

With each moment, Xer'ger'ael's magical grip on the Arcanabulum was slipping as the ancient slann battered his spiritual form with waves of magic. Piece by piece, Xer'ger'ael could feel himself being burnt away by the slann's light.



Broken bodies fell like rain as Archaon scoured the skies of seraphon. Though the creatures disappeared in bursts of light before they hit the ground, their deaths still pleased the Everchosen. And yet, still the beasts came on. Even engaged in furious aerial combat, Archaon could read the flow of the wider battle – he knew he could not reach the slann by air before the odds were turned against him.

Swooping down into the fray, the Everchosen landed with a ground-shaking crash, a dozen seraphon crushed beneath Dorghar's mass. Taking in his surroundings, Archaon saw that the Chaos lines were being steadily pushed back as towering saurian war-beasts joined the battle.

Nearby, Xer'ger'ael was on his knees, dark blood gushing down his chin. If the slann was allowed to complete his spell, the seraphon army would not need to reach the Gaunt Summoner to end his life.

Dorghar carried Archaon close to where his Varanguard could lend their weight to his charge. United, the Everchosen and the Swords of Chaos forged a path of ruin towards Laumqa. At the tip of their attack, Archaon tore a ragged wound into the seraphon army, the air blazing as he sent the reptilian beasts back to the stars. Then, the battlefield shuddered and began to shift as Laumqa manipulated the Arcanabulum. The ground beneath the slann moved, carrying the Starmaster and his Saurus Guard away before Archaon could reach them.

The power Laumqa had sacrificed to move the Arcanabulum, however, gave Xer'ger'ael a fleeting reprieve. A moment was all the Summoner needed. Hurling his last reserves of magic into the Palladhor's spheres, Xer'ger'ael swung them at last into alignment, and the tides of battle changed immediately.

Azure stars turned the colour of freshly spilt blood, the ground groaned, and billions of maggots were spewed from between the cog-toothed workings of the Arcanabulum. The spheres merged, resolving themselves into a perfectly smooth, mirror-like portal from which a mutating gale blew forth, warping everything it touched with the power of Chaos.

Then, from the portal's depths, a gnashing horde of daemons poured out onto the fractured ground of the Palladhor. With the daemons came the dark magic of their realm, and Xer'ger'ael's sorcerous power returned to him a hundredfold.

The Gaunt Summoner shifted the workings of the Arcanabulum once more. The ground shattered and rocks were flung into the air, as warriors fell screaming into the gears below, ground to bloody mulch by their clanking mechanisms. As the landscape heaved, Archaon and the Varanguard were swift to take advantage of the shifting terrain, and thundered over a newly formed bridge towards the slann.

Upon a massive fragment of earth that hovered over the Palladhor's spinning gears, Archaon and his Varanguard hacked their way towards Laumqa. Saurus Guard closed ranks around their master, their locked shields slowing the Chaos charge for a precious moments.

Sensing the Starmaster's retreat, Xer'ger'ael wove spells of binding in an attempt to keep Archaon's prey in place. To a slann, however, magic holds few mysteries. Before the Slayer of Kings could claim his soul, Laumqa vanished in a burst of light, leaving his army to fight to the last. The slann's escape mattered not to the Everchosen, for the Palladhor was open, and his plans of conquest ever closer to fruition.



BATTLEPLAN

SORCEROUS DUEL



Obeying Archaon's command, the Gaunt Summoner Xer'ger'ael attempted to unlock the strategically vital Realmgate known as the Palladhor. This effort did not go unnoticed, and just as Xer'ger'ael's incantations were reaching their height, the slann Laumqa coalesced upon the battlefield at the head of an army of thousands of scaled warriors.

Battle was quickly joined, both in the physical realm between Archaon's Chaos Warriors and Laumqa's celestial host, and on the immaterial plane between the spirit forms of the two mighty sorcerers. Should either wizard win this magical duel, their armies on the material plane would receive a huge advantage.

This battleplan can be used to recreate the ethereal combat fought between Xer'ger'ael and Laumqa, or similar battles where two mighty wizards duel with each other to influence the outcome of a battle.

ARCHAON'S REINFORCEMENTS

Should Archaon's sorcerer succeed in opening the portal, legions of reinforcements can join the Everchosen's army. Until the portal is opened (see page 95), the Chaos player can set up 1 reinforcement in each of their movement phases. If the portal is opened, a gateway to the Realm of Chaos yawns wide and D3 reinforcements can be set up instead.

THE ARMIES

One player commands Archaon's army, and the other commands the force seeking to stop him from opening a portal to the Realm of Chaos. Each army must include a wizard.

In this battle, units from each player's army will be available as reinforcements that arrive as the battle progresses. The number of units that arrive as reinforcements each turn is described below.

ARCHAON'S OBJECTIVES

You are Archaon. You have ordered one of your sorcerous vassals to unlock an ancient portal to the Realm of Chaos which had long ago been sealed by potent sorceries. However, at the height of the ritual, a powerful enemy wizard has taken it upon itself to interfere with your plan. There is a very real danger that the foe's presence will distract your servant from his task and that the portal will remain locked for another age. This cannot be allowed to happen

– if your sorcerer cannot defeat his counterpart in a magical duel, you will slay the interloper yourself!

GATEKEEPER'S OBJECTIVES

You have come to this place to stop the servants of the Dark Gods from carrying out their plan to re-open an ancient Realmgate. Should they succeed, a new portal would be opened to the Realm of Chaos, and the Ruinous Powers would advance one more step towards the domination of all living things. The wizard attempting to unlock the Realmgate must be stopped at any cost, and his master taught a lesson he will not soon forget.

GATEKEEPER'S REINFORCEMENTS

So long as the magic caging the portal holds, Archaon's foes will continue to arrive in great numbers in an effort to stop him. Until the portal is opened (see page 95), the Gatekeeper can set up D3 reinforcements in each of their movement phases. If the portal is opened, rampant Chaos energies disrupt the Gatekeeper's army and only 1 reinforcement can be set up.



THE BATTLEFIELD

The battle takes place in the Realm of Metal upon a vast plain of Arcanabulums that can be manipulated to open a portal to the Realm of Chaos.

You can either set up the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map below.

CHAOTIC LANDSCAPE

As the Realm of Chaos spills through the portal, the landscape writhes and

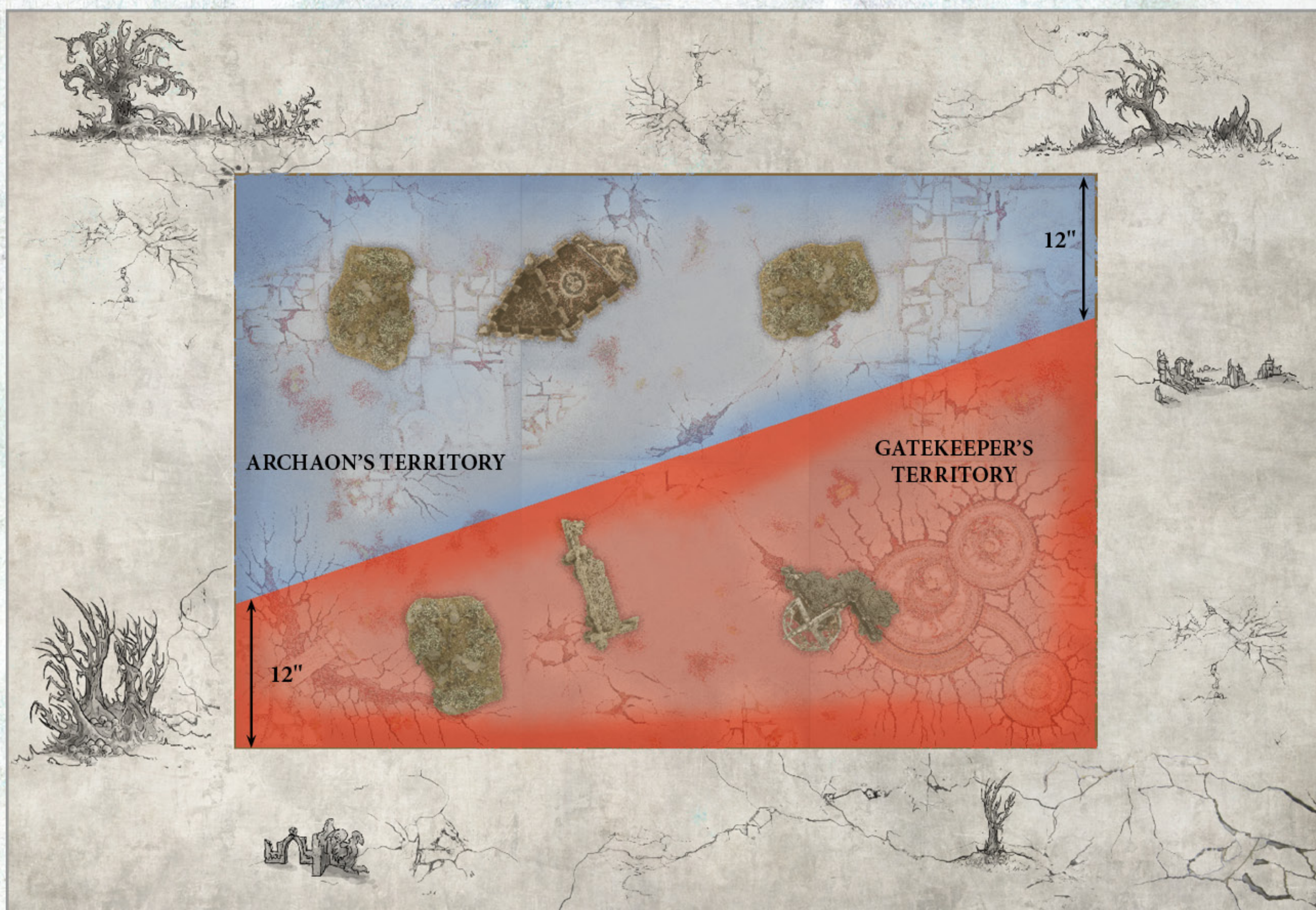
changes with hellish energies. If the portal is opened, models that do not have the **CHAOS** keyword subtract 1 from their Bravery. In addition, once the portal has been opened, roll a dice for any model that is in or on a piece of scenery at the end of its movement phase. If the result is 1, the model's unit suffers a mortal wound.

SET-UP

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two

equal-sized halves. Their opponent then picks one half to be their territory.

The players then alternate setting up one unit at a time, starting with the side that won the earlier dice roll. All units must be set up in their territory and more than 12" from enemy territory. Keep on setting up units until one player has set up half of the units in their army (rounding fractions up). The other player can set up one more unit, and then the battle begins. Any remaining units can be used as reinforcements.





DUEL FOR THE PORTAL

At the start of the battle, two wizards – one from each army – begin the game locked in a sorcerous duel. These wizards cannot move, attack, cast spells or use any of their abilities. At the start of each battle round, after rolling to see who takes the first turn, the players engage in a duel to control the portal to the Realm of Chaos.

To resolve the duel, each player takes five dice and secretly divides them between their hands, ensuring that each hand contains at least one dice. Those in their left hand will be used to harm the opponent, while those in their right will be used in an attempt to open or close the portal. If your wizard has been slain, you can still engage in the duel but you can only use two dice.

First, the players reveal the dice held in their left hand and then roll them. Then, the players keep their highest dice and discard the rest, so that each player has one dice remaining. If one player's score is higher than their opponent's, then their opponent's wizard suffers a number of mortal wounds equal to the difference between the two scores.

The players then roll the dice from their right hand, and add the results together. If the Chaos player scores higher, their wizard completes the first part of the ritual. If the Chaos wizard is able to do this a second time, in a subsequent battle round, then the ritual is completed and the portal to the Realm of Chaos opens with the effects described earlier.

The sorcerous duel comes to an end when the portal opens – the two wizards can act normally from then on.

VICTORY

Do not use the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the Chaos player immediately wins a **major victory** if the portal has been opened and the enemy General has been slain. The Chaos player wins a **minor victory** at the end of the fourth turn if the portal has been opened but the enemy general has not been slain. The Gatekeeper wins a **major victory** at the end of the fourth turn if the portal has not been opened.

ARMIES OF THE EVERCHOSEN



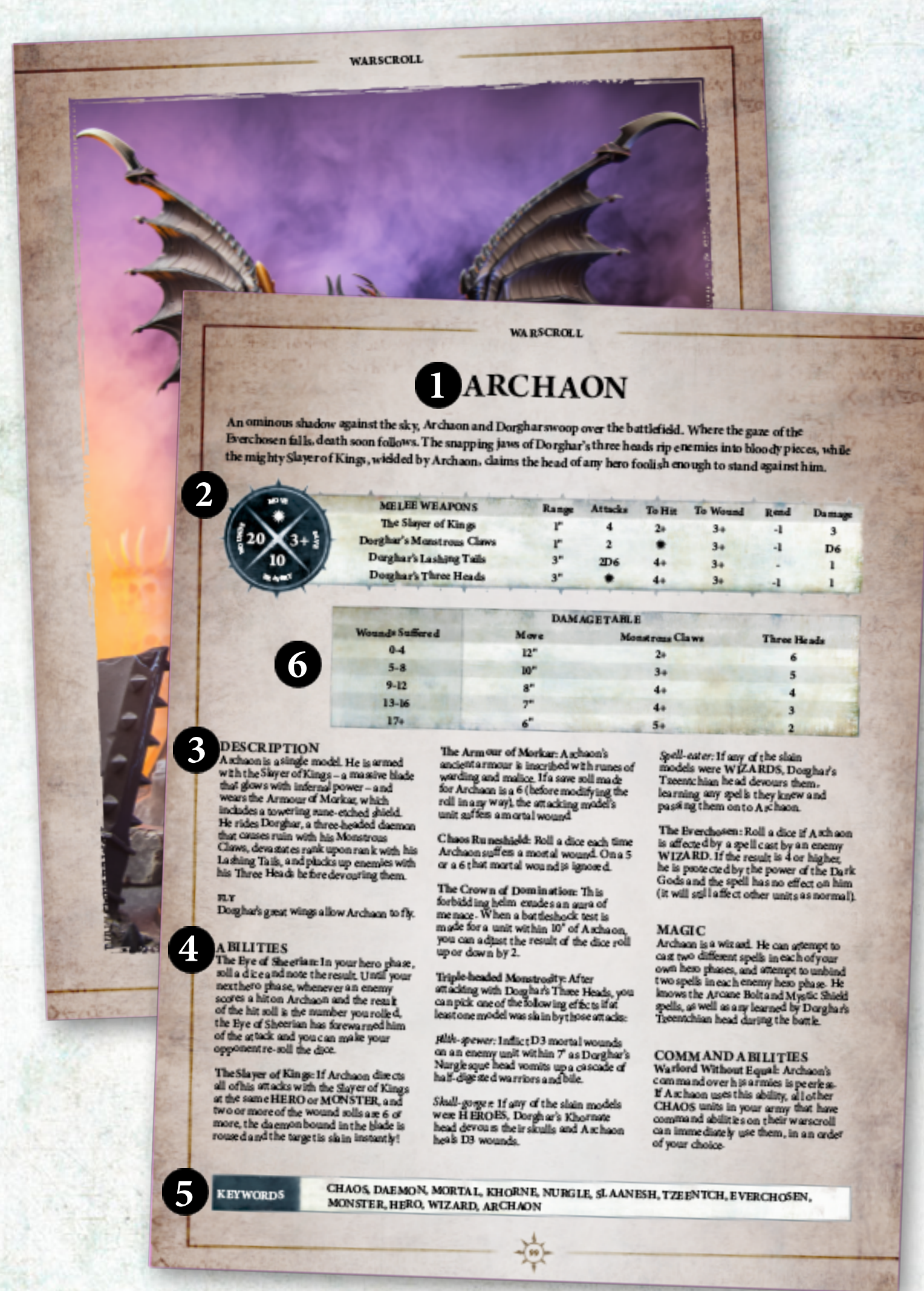
WARSCROLLS

The warriors and creatures that battle in the Mortal Realms are incredibly diverse, each one fighting with their own unique weapons and combat abilities. To represent this, every model has a warscroll that lists the characteristics, weapons and abilities that apply to the model.

Every Citadel Miniature in the Warhammer range has its own warscroll, which provides you with all of the information needed to use that model in a game of *Warhammer Age of Sigmar*. This means that you can use any Citadel Miniatures in your collection as part of an army as long as you have the right warscrolls.

When fighting a battle, simply refer to the warscrolls for the models you are using. Warscrolls for all of the other models in the *Warhammer Age of Sigmar* range are available from Games Workshop. Just visit our website at games-workshop.com for more information on how to obtain them.

The key below explains what you will find on a warscroll, and the *Warhammer Age of Sigmar* rules sheet explains how this information is used in a game. The warscroll also includes a picture of a unit of the models that the warscroll describes, and a short piece of text explaining the background for the models and how they fight.



1. **Title:** The name of the model that the warscroll describes.

2. **Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.

3. **Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).

4. **Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.

5. **Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.

6. **Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



HINTS & TIPS

The following hints and tips will help you get the most from your warscrolls:

Modifiers: Many warscrolls include modifiers that can affect characteristics. For example, a rule might add 1 to the Move characteristic of a model, or subtract 1 from the result of a hit roll. Modifiers are cumulative.

Random Values: Sometimes, the Move or weapon characteristics on a warscroll will have random values. For example, the Move characteristic for a model might be 2D6 (two dice rolls added together), whereas the Attacks characteristic of a weapon might be D6.

When a unit with a random Move characteristic is selected to move in the movement phase, roll the indicated number of dice. The total of the dice rolled is the Move characteristic for all models in the unit for the duration of that movement phase.

With the exception of Damage, generate any random values for a weapon each time it is chosen as the weapon for an attack. Roll separately for each weapon the unit is using. The result applies for the duration of that phase. For Damage, generate the value each time the weapon inflicts damage.

When to Use Abilities: Abilities that are used at the start of a phase must be carried out before any other actions. For example, abilities carried out at the start of the movement phase must be used before any models are moved. By the same token, abilities used at the end of the phase are carried out after all normal activities for the phase are complete.

If you can use several abilities at the same time, you can decide in which order they are used. If both players can carry out abilities at the same time, the player whose turn is taking place uses their abilities first.

Save of ‘-’: Some models have a Save of ‘-’. This means that they automatically fail all save rolls (do not make the roll, even if modifiers apply).

Keywords: Keywords are sometimes linked to (or tagged) by a rule. For example, a rule might say that it applies to ‘all **CHAOS** models’. This means that it would apply to models that have the Chaos keyword on their warscroll.

Keywords can also be a useful way to decide which models to include in an army. For example, if you want to field an army composed entirely of warriors dedicated to the Dark Gods, just use models that have the Chaos keyword.

Minimum Range: Some weapons have a minimum range. For example 6"-48". The weapon cannot shoot at an enemy unit that is within the minimum range.

ARCHAON

An ominous shadow against the sky, Archaon and Dorghar swoop over the battlefield. Where the gaze of the Everchosen falls, death soon follows. The snapping jaws of Dorghar’s three heads rip enemies into bloody pieces, while the mighty Slayer of Kings, wielded by Archaon, claims the head of any hero foolish enough to stand against him.



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|---------------------------|-------|---------|--------|----------|------|--------|
| The Slayer of Kings | 1" | 4 | 2+ | 3+ | -1 | 3 |
| Dorghar’s Monstrous Claws | 1" | 2 | ★ | 3+ | -1 | D6 |
| Dorghar’s Lashing Tails | 3" | 2D6 | 4+ | 3+ | - | 1 |
| Dorghar’s Three Heads | 3" | ★ | 4+ | 3+ | -1 | 1 |

| DAMAGE TABLE | | | |
|-----------------|------|-----------------|-------------|
| Wounds Suffered | Move | Monstrous Claws | Three Heads |
| 0-4 | 12" | 2+ | 6 |
| 5-8 | 10" | 3+ | 5 |
| 9-12 | 8" | 4+ | 4 |
| 13-16 | 7" | 4+ | 3 |
| 17+ | 6" | 5+ | 2 |

DESCRIPTION

Archaon is a single model. He is armed with the Slayer of Kings – a massive blade that glows with infernal power – and wears the Armour of Morkar, which includes a towering rune-etched shield. He rides Dorghar, a three-headed daemon that causes ruin with his Monstrous Claws, devastates rank upon rank with his Lashing Tails, and plucks up enemies with his Three Heads before devouring them.

FLY

Dorghar’s great wings allow Archaon to fly.

ABILITIES

The Eye of Sheerian: In your hero phase, roll a dice and note the result. Until your next hero phase, whenever an enemy scores a hit on Archaon and the result of the hit roll is the number you rolled, the Eye of Sheerian has forewarned him of the attack and you can make your opponent re-roll the dice.

The Slayer of Kings: If Archaon directs all of his attacks with the Slayer of Kings at the same **HERO** or **MONSTER**, and two or more of the wound rolls are 6 or more, the daemon bound in the blade is roused and the target is slain instantly!

The Armour of Morkar: Archaon’s ancient armour is inscribed with runes of warding and malice. If a save roll made for Archaon is a 6 (before modifying the roll in any way), the attacking model’s unit suffers a mortal wound.

Chaos Runeshield: Roll a dice each time Archaon suffers a mortal wound. On a 5 or a 6 that mortal wound is ignored.

The Crown of Domination: This forbidding helm exudes an aura of menace. When a battleshock test is made for a unit within 10" of Archaon, you can adjust the result of the dice roll up or down by 2.

Triple-headed Monstrosity: After attacking with Dorghar’s Three Heads, you can pick one of the following effects if at least one model was slain by those attacks:

Filth-spewer: Inflict D3 mortal wounds on an enemy unit within 7" as Dorghar’s Nurglesque head vomits up a cascade of half-digested warriors and bile.

Skull-gorger: If any of the slain models were **HEROES**, Dorghar’s Khornate head devours their skulls and Archaon heals D3 wounds.

Spell-eater: If any of the slain models were **WIZARDS**, Dorghar’s Tzeentchian head devours them, learning any spells they knew and passing them on to Archaon.

The Everchosen: Roll a dice if Archaon is affected by a spell cast by an enemy **WIZARD**. If the result is 4 or higher, he is protected by the power of the Dark Gods and the spell has no effect on him (it will still affect other units as normal).

MAGIC

Archaon is a wizard. He can attempt to cast two different spells in each of your own hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt and Mystic Shield spells, as well as any learned by Dorghar’s Tzeentchian head during the battle.

COMMAND ABILITIES

Warlord Without Equal: Archaon’s command over his armies is peerless. If Archaon uses this ability, all other **CHAOS** units in your army that have command abilities on their warscroll can immediately use them, in an order of your choice.

KEYWORDS

CHAOS, DAEMON, MORTAL, KHORNE, NURGLE, SLAANESH, TZEENTCH, EVERCHOSEN, MONSTER, HERO, WIZARD, ARCHAON



VARANGUARD

Like an avalanche of Chaos-forged steel, the Varanguard smash into their foes, scattering bodies before their charge. Under the hell-shod hooves of their steeds, and the barbed blades of their weapons, enemies are reduced to red ruin. They are the wrath of the Dark Gods united, and before them all men are but meat ready for the slaughter.



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|----------------------|-------|---------|--------|----------|------|--------|
| Ensorcelled Weapon | 1" | 6 | 3+ | 3+ | -1 | 1 |
| Fellspear | 1" | 3 | 3+ | 4+ | -1 | 2 |
| Daemonforged Blade | 1" | 4 | 3+ | 4+ | -1 | 1 |
| Steed's Jagged Fangs | 1" | 3 | 4+ | 3+ | - | 1 |

DESCRIPTION

A unit of Varanguard has any number of models. Each member of the Varanguard wields either an Ensorcelled Weapon, a Fellspear, or a Daemonforged Blade. Each warrior also carries a Warpsteel Shield and rides a mutated Steed of Chaos, which tears into the enemy with its Jagged Fangs.

ABILITIES

Relentless Killers: Varanguard have slaughtered foes beyond counting, butchering their way across the battlefields of the Mortal Realms without mercy. Once per battle, this unit can be chosen to pile in and attack for a second time during the same combat phase.

Impaling Charge: Warriors armed with Fellspears are utterly deadly on the charge, their weapons lowered to skewer the enemy upon their vicious points. A Fellspear has a To Wound characteristic of 3+ and a Rend characteristic of -2 if the wielder made a charge move in the same turn.

Daemonforged Blades: When a Varanguard attacks with a Daemonforged Blade and the hit roll is 6 or more, the daemon bound inside the blade awakens; roll a dice to see what happens instead of making a wound roll. On a 2 or more, that attack inflicts a mortal wound on the target as the daemonic weapon feeds upon its victim's soul, but on a 1, the attacking unit suffers a mortal wound instead as the daemon blade turns upon its wielder!

Warpsteel Shields: The great shields carried by the Varanguard are defence against even the most potent magical attacks. Roll a dice if this unit is affected by a spell cast by an enemy **WIZARD**. If the result is 4 or higher, the spell has no effect on the unit (although it will still affect other units as normal).

Favoured of the Everchosen: You can add 1 to all hit rolls made for Varanguard if Archaon is on the battlefield. In addition, if Archaon uses his Warlord Without Equal command ability, all Varanguard are inspired by their dark master's presence: you can re-roll the dice in the subsequent charge phase to see how far they can charge.

Archaon's Command: If Archaon is on the battlefield in your hero phase, he can bestow this unit of Varanguard with one of the following keywords: **KHORNE**, **NURGLE**, **TZEENTCH** or **SLAANESH**. This unit then has that keyword for the remainder of the battle, or until Archaon bestows a different one upon them during any of your following hero phases (at which point the new keyword replaces the previous one). Archaon can bestow each unit of Varanguard under his command with a different keyword if he so wishes.

KEYWORDS

CHAOS, MORTAL, EVERCHOSEN, VARANGUARD



GAUNT SUMMONER OF TZEENTCH

Fear and lies swirl around the Gaunt Summoners in a sorcerous miasma that spells death for their foes. Gliding over the battlefield upon strange Discs of Tzeentch, the Summoners unleash their wizardry, calling forth daemons from the Realm of Chaos or transforming enemies into quivering piles of mutated flesh.



| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|--|-------|---------|--------|----------|------|-----------|
| Changestaff | 18" | 1 | 3+ | 4+ | - | D3 |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Warptongue Blade | 1" | 1 | 3+ | 4+ | - | See below |
| Disc of Tzeentch's Blades and Stingers | 1" | D3 | 4+ | 4+ | - | 1 |

DESCRIPTION

A Gaunt Summoner of Tzeentch is a single model. He is armed with a Changestaff that can blast his enemies with the iridescent fires of Tzeentch, and a Warptongue Blade. He is never without a Book of Profane Secrets, with which he can call cohorts of daemons to the battlefield through a Realmgate. He rides a Disc of Tzeentch that can attack with its Blades and Stingers.

FLY

Gaunt Summoners of Tzeentch can fly.

ABILITIES

Hovering Disc of Tzeentch: The Summoner's Disc of Tzeentch keeps him out of reach of all but the largest opponents. Add 2 to the Summoner's save rolls in the combat phase unless the attacker is a **MONSTER** or can fly.

Book of Profane Secrets: If a Gaunt Summoner is within 9" of a **REALMGATE** at the start of its movement phase, it can summon a unit of **CHAOS DAEMONS** to the battlefield, adding it to your army. Place the unit so that all models are within 6" of the Realmgate and more than 9" away from any enemy units. This is the summoned unit's move for the movement phase.

Warptongue Blade: The body of anyone cut by a Warptongue Blade is wracked with sickening and uncontrollable mutations. If a Warptongue Blade inflicts damage on an enemy unit, roll two dice. If the roll is higher than the enemy unit's Bravery, one model in the unit is slain. Otherwise, the blade inflicts 1 wound.

MAGIC

A Gaunt Summoner of Tzeentch is a wizard. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. A Gaunt Summoner knows the Arcane Bolt, Mystic Shield, and Fractal Mindstorm spells.

FRACTAL MINDSTORM

Fractal Mindstorm turns an opponent's mental strengths against themselves. Before attempting to cast the spell, choose an enemy unit within 9" of the caster. The spell has a casting value equal to the Bravery of the unit you chose. If the spell is successfully cast, roll a number of dice equal to the unit's Bravery. It suffers 1 mortal wound for each dice that rolls 4 or more.

KEYWORDS

CHAOS, DAEMON, MORTAL, TZEENTCH, EVERCHOSEN, HERO, WIZARD, GAUNT SUMMONER OF TZEENTCH



WARSCROLL BATTALIONS

The warriors of the Mortal Realms often fight in battalions. Each of these deadly fighting formations consists of several units that are organised and trained to fight alongside each other. The units in warscroll battalions can employ special tactics on the battlefield, making them truly deadly foes.

If you wish, you can organise the units in your army into a warscroll battalion. Doing so will give you access to additional abilities that can be used by the units in the battalion. The information needed to use these powerful formations can be found on the warscroll battalion sheets that we publish for *Warhammer Age of Sigmar*. Each warscroll battalion sheet lists the units that make it up, and the rules for any additional abilities that units from the warscroll battalion can use.

When you are setting up, you can set up all of the units in a warscroll battalion instead of setting up a single unit. Alternatively, you can set up some of the units from a warscroll battalion, and set up any remaining units individually later on, or you can set up all of the units individually. For example, in a battle where each player takes it in turns to set up one unit, you could set up one, some or all of the units belonging to a warscroll battalion in your army.

On the following pages you will find a selection of warscroll battalions. Usually, a unit can only belong to one battalion, and so can only benefit from a single set of battalion abilities. However, some very large battalions include other, smaller battalions, and in this case it is possible for a unit to benefit from the abilities of two different battalions at the same time.



- 1. Title:** The name of the warscroll battalion and a short overview of the background for it and how it fights.
- 2. Organisation:** This section lists the units that make up the warscroll battalion, how many models each of the units must have, and any other restrictions that may apply to the models that you can include. If the number of models needed for a unit are not listed, the unit can have any number up to the maximum allowed by its warscroll.
- 3. Abilities:** Every warscroll battalion includes one or more abilities that some or all of the units from the battalion can use. The abilities listed for a warscroll battalion only apply to the units that make it up (even if there are other units of the same type in your army). These abilities are in addition to the abilities listed on the units' warscrolls.



EVERCHOSEN OVERLORDS OF CHAOS

Like the cruel hand of Chaos itself, Archaon and his overlords herald the doom of worlds. Attended to by his dread Varanguard and a Gaunt Summoner of Tzeentch, the Everchosen sees all and crushes all.

ORGANISATION

The Overlords of Chaos consists of the following units:

- Archaon
- 1 Gaunt Summoner of Tzeentch
- 1 unit of Varanguard

ABILITIES

Dark Vizier: If Archaon is within 3" of the Overlords of Chaos' Gaunt Summoner in your hero phase, he can demand a boon of a prophecy. When he does so, roll a dice; you can look at the result of this dice but you should keep it hidden from your opponent. At the start of the next battle round, reveal this dice instead of deciding which player will take the first turn in the usual way; if the hidden dice result is a 1, 2 or 3, your opponent takes the first turn; if it is a 4, 5 or 6, you take it. This foresight means that Archaon will know in advance who will take the first turn in the next battle round and can adjust his plans accordingly.

The Will of the Everchosen: Should Archaon mark an enemy for destruction, the Varanguard will ensure its fate is sealed. If Archaon is on the battlefield in your hero phase, pick a unit that is within 20" of him, or anywhere if the Overlords of Chaos' Gaunt Summoner is on the battlefield. Until your next hero phase, the Varanguard can re-roll failed hit and wound rolls when attacking that unit.



EVERCHOSEN

BLOODMARKED WARBAND

Those Bloodmarked Warbands that fight for the Everchosen reap life after life until their axes and faces are dripping with glistening gore, stoking their furnace-hot fury to ever greater heights.

ORGANISATION

A Bloodmarked Warband consists of the following units:

- 1 MORTAL KHORNE HERO
- 8 MORTAL KHORNE units

ABILITIES

Brand of the Blood God: Khorne's sacred number is 8, and he gifts those of his followers who revere it with a portion of his great strength. If the number of models in a unit from a Bloodmarked Warband is a multiple of 8 when it is first set up, you can re-roll wound rolls of 1 for the unit for the duration of the battle.

Blood Rage: If any **HERO** from a Bloodmarked Warband slays an enemy model in the combat phase, then all other units from that warband within 16" become filled with an unstoppable blood rage. Add 1 to the Attacks of any melee weapons used by those units for the rest of the combat phase.

Raised to Greatness: If a **HERO** from this warband is slain, pick another model in the warband that is not a **HERO**. That model adds 1 to the Attacks of all its melee weapons, becomes a **HERO**, and is treated as a separate unit for the rest of the battle.



EVERCHOSEN

PLAGUETOUCHED WARBAND

Those unfortunate enough to face one of the many Plaguetouched Warbands that swell Archaon's hosts are chopped apart by rusted blades, even as they choke on droning flies.

ORGANISATION

A Plaguetouched Warband consists of the following units:

- 1 MORTAL NURGLE HERO
- 7 MORTAL NURGLE units

ABILITIES

Grandfather's Favour: Nurgle's sacred number is 7, and those of his followers that adhere to it are rendered ripe with caustic bile. If the number of models in a unit from the Plaguetouched Warband is a multiple of 7 when it is first set up, its warriors are bile-swollen for the duration of the battle. In the combat phase, if the wound roll for an attack that targets one of these units is 6 or higher, the attacker's unit suffers a mortal wound after all its attacks have been made. Furthermore, when the leader of one of these Plaguetouched units attacks in the combat phase, pick an enemy unit within 1" and roll a dice. If the result is 4 or more, the leader vomits a thick spray of this bile and the target suffers a mortal wound.

Life Abundant: Those facing the Plaguetouched are blighted by clouds of droning flies that seek to burrow into their eyes, nostrils and mouths. Your opponent must subtract 1 from all hit rolls that target a unit in this warband in the combat phase.



EVERCHOSEN

FATESWORN WARBAND

Writhing coils of multi-hued magic surround Fatesworn Warbands. Spells fill the air above these warriors of Tzeentch, turning away blades and loosing blazing bolts of energy to immolate their foes.

ORGANISATION

A Fatesworn Warband consists of the following units:

- 1 MORTAL TZEENTCH HERO
- 9 MORTAL TZEENTCH units

ABILITIES

Scions of Change: Tzeentch's sacred number is 9, and fortune favours those of his followers that adhere to it. If the number of models in a unit from the warband is a multiple of 9 when it is first set up, roll a dice each time it suffers a wound or mortal wound. On a roll of 6, fate intervenes and the wound is ignored.

Conduits of Arcane Power: Tzeentch's followers thrum with magical energy and their weapons crackle with coruscating force. All weapons used by models in the Fatesworn Warband with a Rend of '-' have a Rend of -1 instead. In addition, **HEROES** in this warband can attempt to cast the Arcane Bolt spell in their hero phase as if they were a wizard. If the model is already a wizard, it can attempt to cast Arcane Bolt twice in each of its hero phases, once through the power granted by Tzeentch, and once more as one of the spells the model is normally allowed to cast.



EVERCHOSEN

PLEASUREBOUND Warband

Archaon's Pleasurebound Warbands are the tormenting lash of Slaanesh made manifest. Enemies scream in tortured ecstasy as they fall beneath gilded blades of these warriors of the Dark Prince.

ORGANISATION

A Pleasurebound Warband consists of the following units:

- 1 MORTAL SLAANESH HERO
- 6 MORTAL SLAANESH units

ABILITIES

Caress of the Dark Prince: Slaanesh's sacred number is 6, and those of his followers that adhere to it stride into battle to the sound of disturbing, otherworldly melodies and the heady scent of soporific musk, heedless of anything but their desire to transcend the limits of mortal sensation. If the number of models in a unit from a Pleasurebound Warband is a multiple of 6 when it is first set up, add 2 to its Bravery for the duration of the battle.

Perverse Yearnings: For a follower of Slaanesh, there is little as tormenting as watching another experience the ecstasy of pain but being too distant to feel it first-hand. If a model from a Pleasurebound Warband is slain in the combat phase, then until the end of the phase add 3" to the distance that models from the warband can move when they pile in.



EVERCHOSEN

ARCHAON'S GRAND HOST

An army that marches with the Everchosen at its head is followed closely by the gaze of the Dark Gods. Chaos Lords gather their hosts, while daemons flock to the banners of this dark alliance.

ORGANISATION

Archaon's Grand Host consists of the following battalions:

- Overlords of Chaos
- 4 of the following warscroll battalions, in any combination:
 - Bloodmarked Warband
 - Plaguetoached Warband
 - Fatesworn Warband
 - Pleasurebound Warband

ABILITIES

Daemonic Pacts: Such is the power of Archaon's Grand Host that daemons rip their way into the Mortal Realms to fight at the Everchosen's side. Roll a dice if Archaon is on the battlefield in your hero phase; on a 5 or more you can set up a **CHAOS DAEMON** unit within 10" of Archaon but more than 9" from any enemy units, adding it to your army and the Grand Host. This counts as the Daemon unit's move for the turn.

Dark Command: Archaon knows exactly when to strike and can rouse his Grand Host to crush all before them in a single surge of bloodshed and violence. Once per game, at the start of any combat phase, Archaon can use the Dark Command ability. When he does, all other units from the Grand Host within 10" can immediately pile in and attack. Once all these units have fought, the players then continue to alternate selecting units to attack with in the normal way.

THE RULES

Warhammer Age of Sigmar puts you in command of a force of mighty warriors, monsters and war engines. This rules sheet contains everything you need to know in order to do battle amid strange and sorcerous realms, to unleash powerful magic, darken the skies with arrows, and crush your enemies in bloody combat!

THE ARMIES

Before the conflict begins, rival warlords gather their most powerful warriors.

In order to play, you must first muster your army from the miniatures in your collection. Armies can be as big as you like, and you can use as many models from your collection as you wish. The more units you decide to use, the longer the game will last and the more exciting it will be! Typically, a game with around a hundred miniatures per side will last for about an evening.

WARSCROLLS & UNITS

All models are described by warscrolls, which provide all of the rules for using them in the game. You will need warscrolls for the models you want to use.

Models fight in units. A unit can have one or more models, but cannot include models that use different warscrolls. A unit must be set up and finish any sort of move as a single group of models, with all models within 1" of at least one other model from their unit. If anything causes a unit to become split up during a battle, it must reform the next time that it moves.

TOOLS OF WAR

In order to fight a battle you will require a tape measure and some dice.

Distances in *Warhammer Age of Sigmar* are measured in inches ("), between the closest points of the models or units you're measuring to and from. You can measure distances whenever you wish. A model's base isn't considered part of the model – it's just there to help the model stand up – so don't include it when measuring distances.

Warhammer Age of Sigmar uses six-sided dice (sometimes abbreviated to D6). If a rule requires you to roll a D3, roll a dice and halve the total, rounding fractions up. Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers to the roll (if any) are applied.

THE BATTLEFIELD

Be they pillars of flame, altars of brass or haunted ruins, the realms are filled with strange sights and deadly obstacles.

Battles in *Warhammer Age of Sigmar* are fought across an infinite variety of exciting landscapes in the Mortal Realms, from desolate volcanic plains and treacherous sky temples, to lush jungles and cyclopean ruins. The dominion of Chaos is all-pervading, and no land is left untouched by the blight of war. These wildly fantastical landscapes are recreated whenever you play a game of *Warhammer Age of Sigmar*.

The table and scenery you use constitute your battlefield. A battlefield can be any flat surface upon which the models can stand – for example a dining table or the floor – and can be any size or shape provided it's bigger than 3 feet square.

First you should decide in which of the seven Mortal Realms the battle will take place. For example, you might decide that your battle will take place in the Realm of Fire. Sometimes you'll need to know this in order to use certain abilities. If you can't agree on the realm, roll a dice, and whoever rolls highest decides.

The best battles are fought over lavishly designed and constructed landscapes, but whether you have a lot of scenery or only a small number of features doesn't matter! A good guide is at least 1 feature for every 2 foot square, but less is okay and more can make for a really interesting battle.

To help you decide the placement of your scenery, you can choose to roll two dice and add them together for each 2 foot square area of your battlefield and consult the following table:

| Roll | Terrain Features |
|-------|--------------------------------------|
| 2-3 | No terrain features. |
| 4-5 | 2 terrain features. |
| 6-8 | 1 terrain feature. |
| 9-10 | 2 terrain features. |
| 11-12 | Choose from 0 to 3 terrain features. |

MYSTERIOUS LANDSCAPES

The landscapes of the Mortal Realms can both aid and hinder your warriors. Unless stated otherwise, a model can be moved across scenery but not through it (so you can't move through a solid wall, or pass through a tree, but can choose to have a model climb up or over them). In addition, once you have set up all your scenery, either roll a dice on the following table or pick a rule from it for each terrain feature:

THE SCENERY TABLE

Roll Scenery

- Damned:** If any of your units are within 3" of this terrain feature in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase.
- Arcane:** Add 1 to the result of any casting or unbinding rolls made for a wizard within 3" of this terrain feature.
- Inspiring:** Add 1 to the Bravery of all units within 3" of this terrain feature.
- Deadly:** Roll a dice for any model that makes a run or charge move across, or finishing on, this terrain feature. On a roll of 1 the model is slain.
- Mystical:** Roll a dice in your hero phase for each of your units within 3" of this terrain feature. On a roll of 1 the unit is befuddled and can't be selected to cast spells, move or attack until your next hero phase. On a roll of 2-6 the unit is ensorcelled, and you can re-roll failed wound rolls for the unit until your next hero phase.
- Sinister:** Any of your units that are within 3" of this terrain feature in your hero phase cause fear until your next hero phase. Subtract 1 from the Bravery of any enemy units that are within 3" of one or more units that cause fear.

THE BATTLE BEGINS

Thunder rumbles high above as the armies take to the battlefield.

You are now ready for the battle to begin, but before it does you must set up your armies for the coming conflict.

SET-UP

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves; their opponent then picks one half to be their territory. Some examples of this are shown below.



The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory.

You can continue setting up units until you have set up all the units you want to fight in this battle, or have run out of space. This is your army. Count the number of models in your army – this may come in useful later. Any remaining units are held in reserve, playing no part unless fate lends a hand.

The opposing player can continue to set up units. When they have finished, set-up is complete. The player that finishes setting up first always chooses who takes the first turn in the first battle round.

THE GENERAL

Once you have finished setting up all of your units, nominate one of the models you set up as your general. Your general has a command ability, as described in the rules for the hero phase on the next page.

GLORIOUS VICTORY

In the Mortal Realms battles are brutal and uncompromising – they are fought to the bitter end, with one side able to claim victory because it has destroyed its foe or there are no enemy models left on the field of battle. The victor can immediately claim a **major victory** and the honours and triumphs that are due to them, while the defeated must repair to their lair to lick their wounds and bear the shame of failure.

If it has not been possible to fight a battle to its conclusion or the outcome is not obvious, then a result of sorts can be calculated by comparing the number of models removed from play with the number of models originally set up for the battle for each army. Expressing these as percentages provides a simple way to determine the winner. Such a victory can only be claimed as a **minor victory**. For example, if one player lost 75% of their starting models, and the other player lost 50%, then the player that only lost 50% of their models could claim a minor victory.

Models added to your army during the game (for example, through summoning, reinforcements, reincarnation and so on) do not count towards the number of models in the army, but must be counted among the casualties an army suffers.

SUDDEN DEATH VICTORIES

Sometimes a player may attempt to achieve a sudden death victory. If one army has a third more models than the other, the outnumbered player can choose one objective from the sudden death table after generals are nominated. A **major victory** can be claimed immediately when the objective is achieved by the outnumbered player.

TRIUMPHS

After any sudden death objectives have been chosen, if your army won a major victory in its previous battle, roll a dice and look up the result on the triumph table to the right.

THE SUDDEN DEATH TABLE

Assassinate: The enemy player picks a unit with the **HERO, WIZARD, PRIEST** or **MONSTER** keyword in their army. Slay the unit that they pick.

Blunt: The enemy player picks a unit with five or more models in their army. Slay the unit that they pick.

Endure: Have at least one model which started the battle on the battlefield still in play at the end of the sixth battle round.

Seize Ground: Pick one terrain feature in enemy territory. Have at least one friendly model within 3" of that feature at the end of the fourth battle round.

THE TRIUMPH TABLE

Roll Triumph

- 1-2 Blessed:** You can change the result of a single dice to the result of your choosing once during the battle.
- 3-4 Inspired:** You can re-roll all of the failed hit rolls for one unit in your army in one combat phase.
- 5-6 Empowered:** Add 1 to your general's Wounds characteristic.

BATTLE ROUNDS

Mighty armies crash together amid the spray of blood and the crackle of magic.

Warhammer Age of Sigmar is played in a series of battle rounds, each of which is split into two turns – one for each player. At the start of each battle round, both players roll a dice, rolling again in the case of a tie. The player that rolls highest decides who takes the first turn in that battle round. Each turn consists of the following phases:

1. Hero Phase

Cast spells and use heroic abilities.

2. Movement Phase

Move units across the battlefield.

3. Shooting Phase

Attack with missile weapons.

4. Charge Phase

Charge units into combat.

5. Combat Phase

Pile in and attack with melee weapons.

6. Battleshock Phase

Test the bravery of depleted units.

Once the first player has finished their turn, the second player takes theirs. Once the second player has also finished, the battle round is over and a new one begins.

RULES

PRE-BATTLE ABILITIES

Some warscrolls allow you to use an ability ‘after set-up is complete’. These abilities are used before the first battle round. If both armies have abilities like this, both players roll a dice, re-rolling in the case of a tie. The player that rolls highest gets to use their abilities first, followed by their opponent.

HERO PHASE

As the armies close in, their leaders use sorcerous abilities, make sacrifices to the gods, or give strident commands.

In your hero phase you can use the wizards in your army to cast spells (see the rules for wizards on the last page of these rules).

In addition, other units in your army may have abilities on their warscrolls that can be used in the hero phase. Generally, these can only be used in your own hero phase. However, if an ability says it can be used in every hero phase, then it can be used in your opponent’s hero phase as well as your own. If both players can use abilities in a hero phase, the player whose turn it is gets to use all of theirs first.

COMMAND ABILITY

In your hero phase, your general can use one command ability. All generals have the Inspiring Presence command ability, and some may have more on their warscroll.

Inspiring Presence: Pick a unit from your army that is within 12" of your general. The unit that you pick does not have to take battleshock tests until your next hero phase.

MOVEMENT PHASE

The ground shakes to the tread of marching feet as armies vie for position.

Start your movement phase by picking one of your units and moving each model in that unit until you’ve moved all the models you want to. You can then pick another unit to move, until you have moved as many of your units as you wish. No model can be moved more than once in each movement phase.

MOVING

A model can be moved in any direction, to a distance in inches equal to or less than the Move characteristic on its warscroll. It can be moved vertically in order to climb or cross scenery, but cannot be moved across other models. No part of the model may move further than the model’s Move characteristic.

ENEMY MODELS

When you move a model in the movement phase, you may not move within 3" of any enemy models. Models from your army are friendly models, and models from the opposing army are enemy models.

Units starting the movement phase within 3" of an enemy unit can either remain stationary or retreat. If you choose to retreat, the unit must end its move more than 3" away from all enemy units. If a unit retreats, then it can’t shoot or charge later that turn (see below).

RUNNING

When you pick a unit to move in the movement phase, you can declare that it will run. Roll a dice and add the result to the Move characteristic of all models in the unit for the movement phase. A unit that runs can’t shoot or charge later that turn.

FLYING

If the warscroll for a model says that the model can fly, it can pass across models and scenery as if they were not there. It still may not finish the move within 3" of an enemy in the movement phase, and if it is already within 3" of an enemy it can only retreat or remain stationary.

SHOOTING PHASE

A storm of death breaks over the battle as arrows fall like rain and war machines hurl their deadly payloads.

In your shooting phase you can shoot with models armed with missile weapons.

Pick one of your units. You may not pick a unit that ran or retreated this turn. Each model in the unit attacks with all of the missile weapons it is armed with (see Attacking). After all of the models in the unit have shot, you can choose another unit to shoot with, until all units that can shoot have done so.

CHARGE PHASE

Howling bloodcurdling war cries, warriors hurl themselves into battle to slay with blade, hammer and claw.

Any of your units within 12" of the enemy in your charge phase can make a charge move. Pick an eligible unit and roll two dice. Each model in the unit can move this number in inches. You may not pick a unit that ran or retreated this turn, nor one that is within 3" of the enemy.

The first model you move must finish within ½" of an enemy model. If that’s impossible, the charge has failed and no models in the charging unit can move in this phase. Once you’ve moved all the models in the unit, you can pick another eligible unit to make a charge, until all units that can charge have done so.

COMBAT PHASE

Carnage engulfs the battlefield as the warring armies tear each other apart.

Any unit that has charged or has models within 3" of an enemy unit can attack with its melee weapons in the combat phase.

The player whose turn it is picks a unit to attack with, then the opposing player must attack with a unit, and so on until all eligible units on both sides have attacked once each. If one side completes all its attacks first, then the other side completes all of its remaining attacks, one unit after another. No unit can be selected to attack more than once in each combat phase. An attack is split into two steps: first the unit piles in, and then you make attacks with the models in the unit.

Step 1: When you pile in, you may move each model in the unit up to 3" towards the closest enemy model. This will allow the models in the unit to get closer to the enemy in order to attack them.

Step 2: Each model in the unit attacks with all of the melee weapons it is armed with (see Attacking).

BATTLESHOCK PHASE

Even the bravest heart may quail when the horrors of battle take their toll.

In the battleshock phase, both players must take battleshock tests for units from their army that have had models slain during the turn. The player whose turn it is tests first.

To make a battleshock test, roll a dice and add the number of models from the unit that have been slain this turn. For each point by which the total exceeds the highest Bravery characteristic in the unit, one model in that unit must flee and is removed from play. Add 1 to the Bravery characteristic being used for every 10 models that are in the unit when the test is taken.

You must choose which models flee from the units you command.

ATTACKING

Blows hammer down upon the foe, inflicting bloody wounds.

When a unit attacks, you must first pick the target units for the attacks that the models in the unit will make, then make all of the attacks, and finally inflict any resulting damage on the target units.

The number of attacks a model can make is determined by the weapons that it is armed with. The weapon options a model has are listed in its description on its warscroll. Missile weapons can be used in the shooting phase, and melee weapons can be used in the combat phase. The number of attacks a model can make is equal to the Attacks characteristic for the weapons it can use.

PICKING TARGETS

First, you must pick the target units for the attacks. In order to attack an enemy unit, an enemy model from that unit must be in range of the attacking weapon (i.e. within the maximum distance, in inches, of the Range listed for the weapon making the attack), and visible to the attacker (if unsure, stoop down and get a look from behind the attacking model to see if the target is visible). For the purposes of determining visibility, an attacking model can see through other models in its unit.

If a model has more than one attack, you can split them between potential target units as you wish. If a model splits its attacks between two or more enemy units, resolve all of the attacks against one unit before moving onto the next one.

MAKING ATTACKS

Attacks can be made one at a time, or, in some cases, you can roll the dice for attacks together. The following attack sequence is used to make attacks one at a time:

1. Hit Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Hit characteristic, then it scores a hit and you must make a wound roll. If not, the attack fails and the attack sequence ends.

2. Wound Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Wound characteristic, then it causes damage and the opposing player must make a save roll. If not, the attack fails and the attack sequence ends.

3. Save Roll: The opposing player rolls a dice, modifying the roll by the attacking weapon's

Rend characteristic. For example, if a weapon has a -1 Rend characteristic, then 1 is subtracted from the save roll. If the result equals or beats the Save characteristic of the models in the target unit, the wound is saved and the attack sequence ends. If not, the attack is successful, and you must determine damage on the target unit.

4. Determine Damage: Once all of the attacks made by a unit have been carried out, each successful attack inflicts a number of wounds equal to the Damage characteristic of the weapon. Most weapons have a Damage characteristic of 1, but some can inflict 2 or more wounds, allowing them to cause grievous injuries to even the mightiest foe, or to cleave through more than one opponent with but a single blow!

In order to make several attacks at once, all of the attacks must have the same To Hit, To Wound, Rend and Damage characteristics, and must be directed at the same enemy unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls, and finally all of the save rolls; then add up the total number of wounds caused.

INFLECTING DAMAGE

After all of the attacks made by a unit have been carried out, the player commanding the target unit allocates any wounds that are inflicted to models from the unit as they see fit (the models do not have to be within range or visible to an attacking unit). When inflicting damage, if you allocate a wound to a model, you must keep on allocating wounds to that model until either it is slain, or no more wounds remain to be allocated.

Once the number of wounds suffered by a model during the battle equals its Wounds characteristic, the model is slain. Place the slain model to one side – it is removed from play. Some warscrolls include abilities that allow wounds to be healed. A healed wound no longer has any effect. You can't heal wounds on a model that has been slain.

MORTAL WOUNDS

Some attacks inflict mortal wounds. Do not make hit, wound or save rolls for a mortal wound – just allocate the wounds to models from the target unit as described above.

COVER

If all models in a unit are within or on a terrain feature, you can add 1 to all save rolls for that unit to represent the cover they receive from the terrain. This modifier does not apply in the combat phase if the unit you are making saves for made a charge move in the same turn.

WIZARDS

The realms are saturated with magic, a seething source of power for those with the wit to wield it.

Some models are noted as being a wizard on their warscroll. You can use a wizard to cast spells in your hero phase, and can also use them to unbind spells in your opponent's hero phase. The number of spells a wizard can attempt to cast or unbind each turn is detailed on its warscroll.

CASTING SPELLS

All wizards can use the spells described below, as well as any spells listed on their warscroll. A wizard can only attempt to cast each spell once per turn.

To cast a spell, roll two dice. If the total is equal to or greater than the casting value of the spell, the spell is successfully cast.

If a spell is cast, the opposing player can choose any one of their wizards that is within 18" of the caster, and that can see them, and attempt to unbind the spell before its effects are applied. To unbind a spell, roll two dice. If the roll beats the roll used to cast the spell, then the spell's effects are negated. Only one attempt can be made to unbind a spell.

ARCANE BOLT

Arcane Bolt has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. The unit you pick suffers D3 mortal wounds.

MYSTIC SHIELD

Mystic Shield has a casting value of 6. If successfully cast, pick the caster, or a friendly unit within 18" of the caster and which is visible to them. You can add 1 to all save rolls for the unit you pick until the start of your next hero phase.

THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as *Warhammer Age of Sigmar*, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems the most fun!). If no single solution presents itself, both of you should roll a dice, and whoever rolls higher gets to choose what happens. Then you can get on with the fighting!

WHAT'S NEXT?

Warhammer Age of Sigmar is a collecting, painting and gaming experience whose appeal and excitement lasts a lifetime. Whether it be assembling and painting a mighty horde of fantastical warriors or immersing yourself in the magical worlds and stories of the realms, *Warhammer Age of Sigmar* offers endless opportunities for enjoyment. Equally, if you hunger to launch your own crusade of conquest, you'll be hurling your armies into bloody battle before you know it.

INTO THE REALMS...

They say that every journey begins with a single step, and in the case of *Warhammer Age of Sigmar* there is no better first step than the starter set itself. Contained within this exceptional set is an impressive range of beautifully detailed Citadel Miniatures, excellent starting forces for the brave and noble Stormcast Eternals and the murderous Khorne Bloodbound. This starter set is the starting point of a truly

epic story, pitting Vandus Hammerhand and his Hammers of Sigmar against the daemon-worshipping Korghos Khul and his cruel Goretide warriors. As such, not only does this starter set get you off to a great start with your model collections, but it also represents an excellent way to learn the *Warhammer Age of Sigmar* rules and plunge straight into the story of the Age of Sigmar.



Another excellent avenue into *Warhammer Age of Sigmar* is the book of the same name. Providing the perfect companion volume to the contents of the starter set, this book is replete with beautiful artwork, helpful painting guides and showcases of models painted by the world-renowned 'Eavy Metal team – all in all, it's an excellent visual guide to the war across the realms. Furthermore, this book expands hugely upon the back

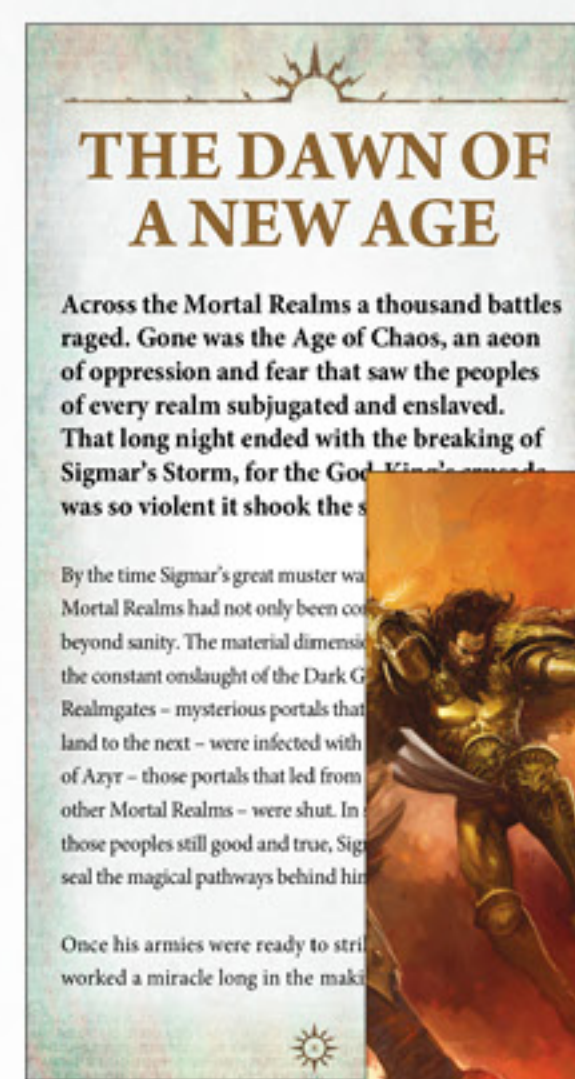
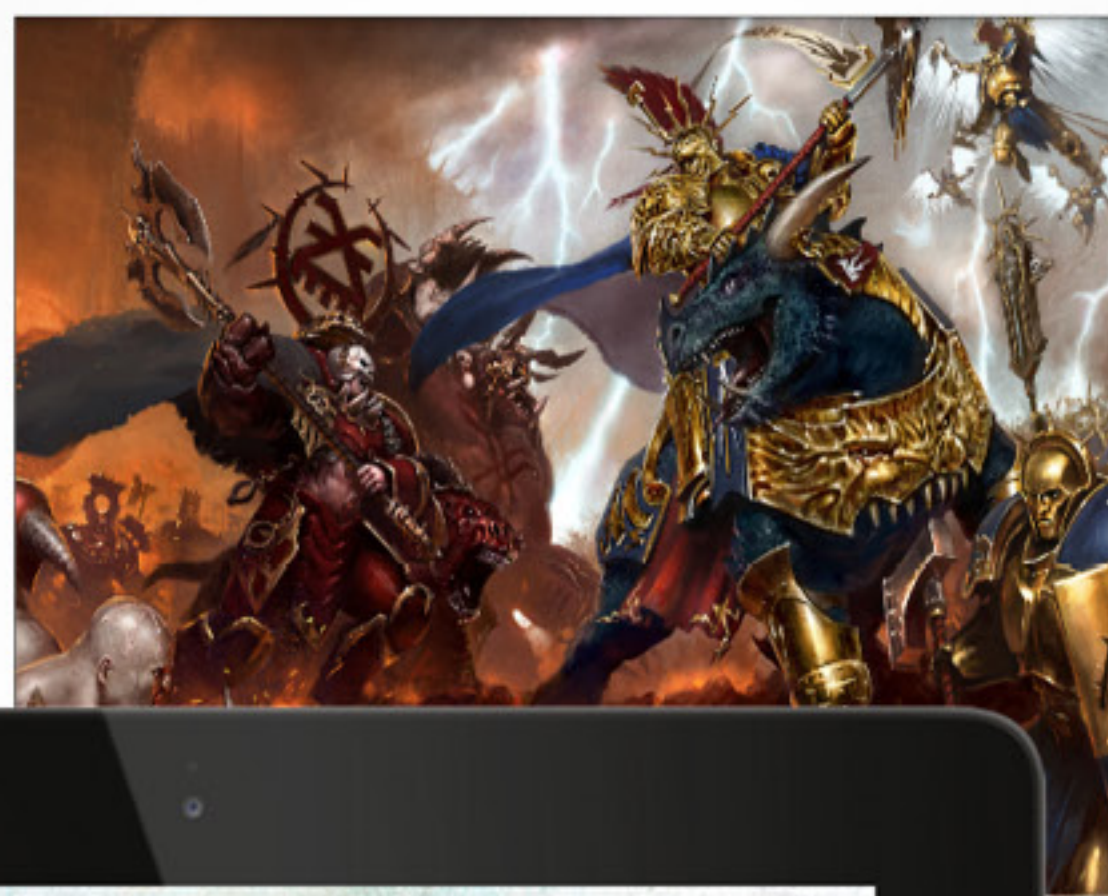
story of *Warhammer Age of Sigmar*, setting out the blood-soaked history of the Age of Chaos and revealing the opening moves of the God-King Sigmar's great gambit to defeat the Dark Gods. As if all this were not enough, it provides a wealth of warscrolls and battleplans allowing you to expand your own collections of miniatures, add new factions to your battles, and fight through many exciting new scenarios as your army grows.



THE REALMGATE WARS

A major feature of *Warhammer Age of Sigmar* is its grand, ongoing narrative. This is more than just a collecting and gaming experience, it is also an interactive saga of battle in which you play the lead role. Just as *Warhammer Age of Sigmar* helps you begin this journey, so your copy of *The Realmgate Wars: Quest for Ghal Maraz* plunges you deeper into this epic

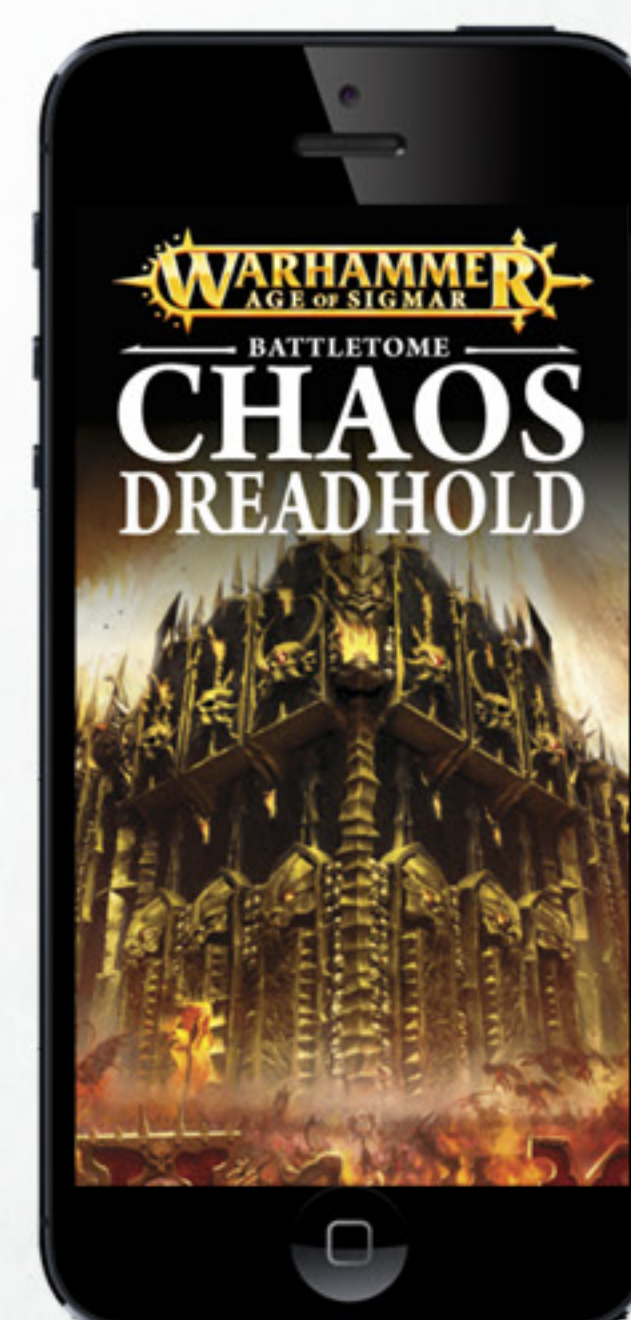
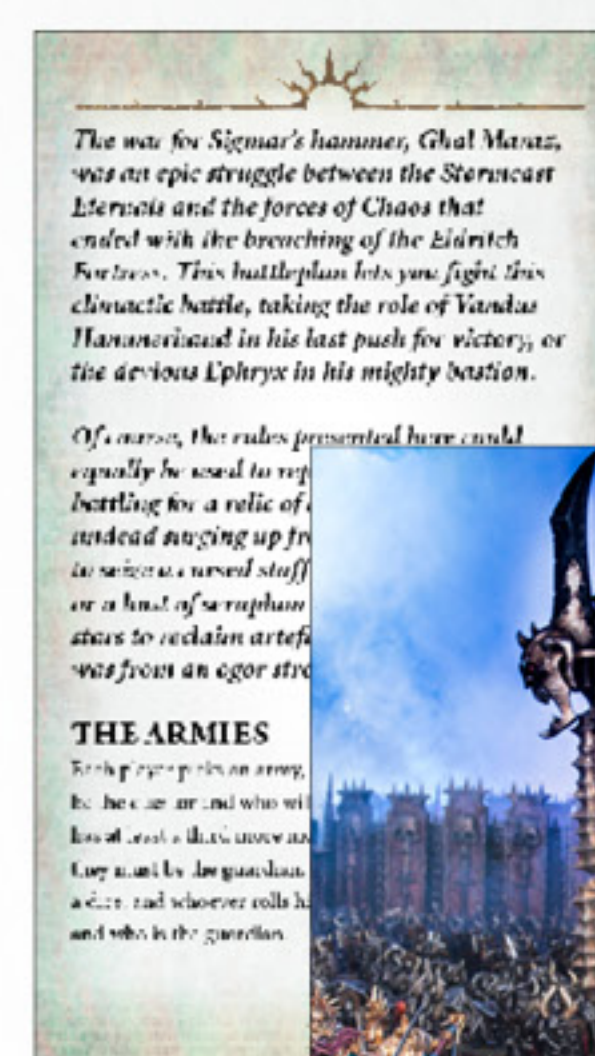
tale. This is an excellent next step down the collecting road, as this book details a plethora of new units to add to your armies and new battleplans for them to fight through. This is but the first in an ongoing series of narrative supplements, so as your collection of Citadel Miniatures grows and diversifies, so the stories you can tell on the battlefield grow ever more grand and exciting as well.



BATTLETOMES

Many collectors begin their journey with the miniatures from the *Warhammer Age of Sigmar* starter set, which provides all the excitement and satisfaction you need in your introduction to the battlefields of the Mortal Realms. Soon enough though, you will probably find that the many factions that wage war across the realms draw your eye. With their ever-growing miniatures ranges and inspiring stories, the races of the realms offer near-endless diversity for collectors; in each case, this history and model range is fully explored in the battletome

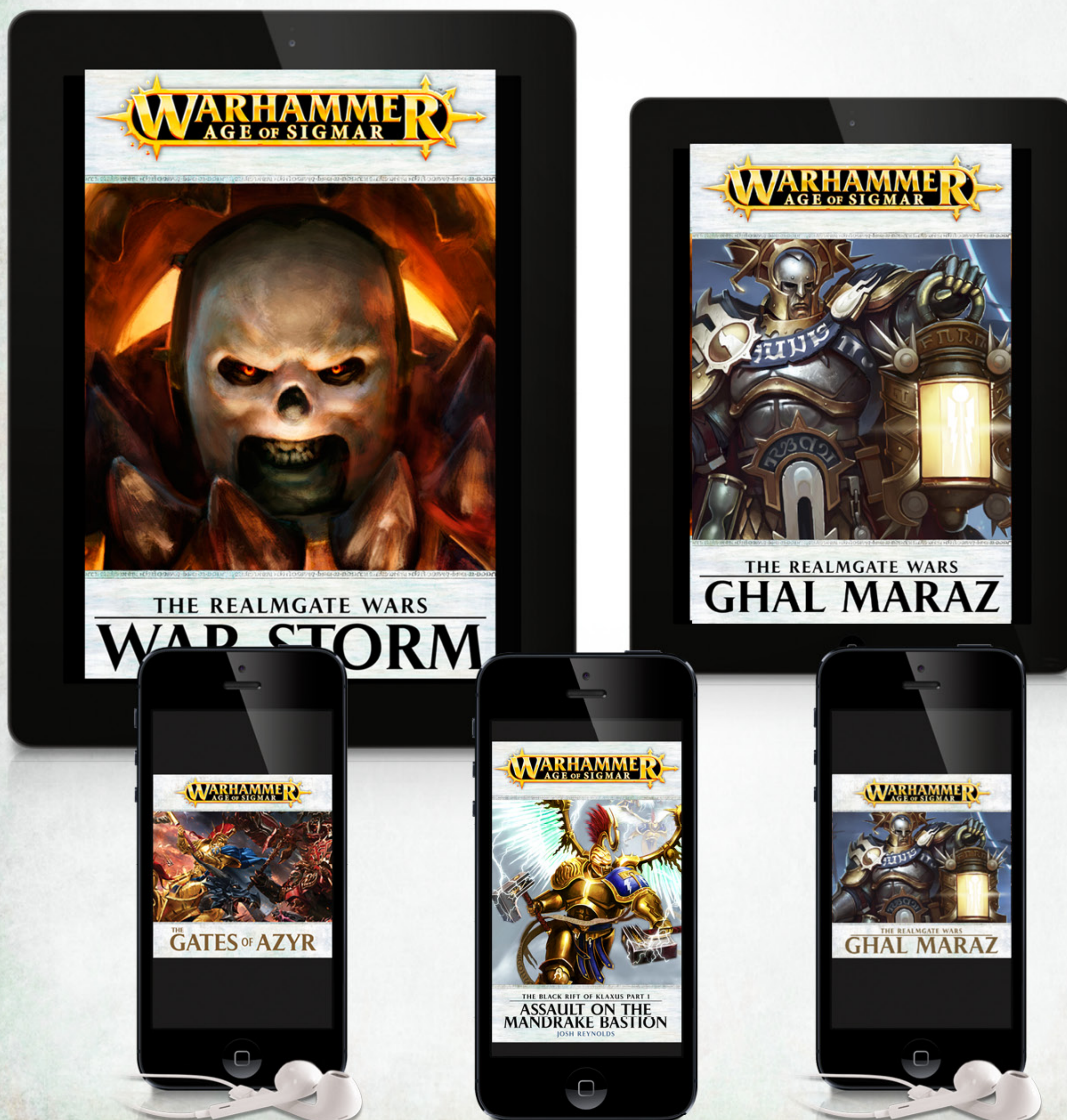
that accompanies that race. Whether it be the gore-drenched berserkers of the Khorne Bloodbound, the god-forged heroes of the Stormcast Eternals, the strange and otherworldly seraphon, or any of the other warlike races that populate the realms, the battletome will furnish you with everything you need to collect, organise, and tell stories upon the battlefield with that race. Thus, with each battletome you read, your knowledge of the races of *Warhammer Age of Sigmar* will grow, and most likely your miniatures collection along with it.



THE STORY CONTINUES

With such vast and thrilling worlds to explore, there's always scope for more stories and greater adventures. As a fantastic companion to the narrative presented in the *Warhammer Age of Sigmar* collecting and gaming supplements – and your own tabletop tales of war and glory – you can also read about the exploits of the heroes and villains of the realms in our accompanying novels. These books can be both an invaluable

source of inspiration for your collection, and a great way to live out the action of the Realmgate Wars and beyond, blow by visceral blow. Such exciting tales as *War Storm* and *Ghal Maraz* tie directly into the *Warhammer Age of Sigmar* narrative as it develops, giving you yet another route into the Mortal Realms and providing unique insights into the action that aren't available anywhere else.





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