

BONEGRINDER GARGANT



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Hurled Boulder	☼	1	4+	2+	-2	D6

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Gargantuan Club	3"	☼	3+	3+	-1	2
Thunderous Stomp	2"	1	3+	3+	-2	D6

DAMAGE TABLE			
Wounds Suffered	Move	Hurled Boulder	Gargantuan Club
0-4	12"	18"	3D6
5-8	10"	16"	2D6
9-12	8"	14"	2D6
13-16	7"	12"	D6
17+	6"	10"	D6

DESCRIPTION

A Bonegrinder Gargant is a single model. The sheer size, stupidity and propensity for drunken, ill-tempered violence of a Bonegrinder Gargant makes others of their kind seem positively mundane by comparison. Bonegrinder Gargants carry a Gargantuan Club of one sort or another with which to sweep aside entire ranks of soldiery, and can deliver a Thunderous Stomp to crush their puny foes beneath their feet. Bonegrinder Gargants are also fond of squishing their prey with Hurlled Boulders (though uprooted trees or screaming horses are just as handy as improvised missiles).

ABILITIES

Longshanks: Such is its vast size that a single step for a Bonegrinder Gargant can cover an astonishing distance. When piling in, a Bonegrinder Gargant may move up to 6".

I'll Bite Yer 'Ead Off!: A Bonegrinder Gargant's cavernous mouth makes for an especially deadly weapon should it fancy a light snack during a battle. After piling in with a Bonegrinder Gargant, pick an enemy model other than a **MONSTER** within 2" of it and then roll 2D6. If the roll is double or higher than the enemy model's Wounds characteristic, the enemy model is slain.

Timber!: Should a gargant fall, it will likely crush those in its path under the weight of its enormous body. If a Bonegrinder Gargant is slain, or you roll a double when making a charge roll for a Bonegrinder Gargant, it will fall over (the charge automatically fails). Both players roll a dice, and whoever rolls highest decides in which direction the Bonegrinder Gargant falls (the player commanding the model wins any ties). Pick a point on the battlefield within 8" of the Bonegrinder Gargant and draw an imaginary straight line 1mm wide between that point and the closest part of the Bonegrinder Gargant. Every unit (friend or foe), apart from the Bonegrinder Gargant, that has models beneath this line suffers D6 mortal wounds.

KEYWORDS DESTRUCTION, GARGANT, MONSTER, BONEGRINDER GARGANT

BROOD HORROR



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Prehensile Tail	3"	3	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rancid Fangs	1"	5	3+	3+	-1	2
Mauling Claws	1"	6	4+	3+	-1	1

DESCRIPTION

A Brood Horror is a single model. A frightening mutation, this hulking, fecund creature has attained its monstrous size by devouring its kin. It can shear its victims in half with Rancid Fangs and wrack anything it can grasp with its Mauling Claws, all the while lashing at them with its Prehensile Tail.

ABILITIES

Regenerating Monstrosity: A monstrous masterpiece from the breeding pits of the Clans Moulder, the flesh of a Brood Horror can reknit in battle almost as fast as it can be torn. In each of your hero phases, heal D3 wounds that have been allocated to this model.

KEYWORDS CHAOS, SKAVEN, MOULDER, MONSTER, BROOD HORROR

EXALTED GREATER DAEMON OF KHORNE



MISSILE WEAPONS

Lash of Khorne

Range

8"

Attacks

*

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

MELEE WEAPONS

Mighty Axe of Khorne

Range

2"

Attacks

8

To Hit

3+

To Wound

*

Rend

-2

Damage

3

DAMAGE TABLE

Wounds Suffered	Move	Lash of Khorne	Mighty Axe of Khorne
0-4	12"	5	2+
5-8	10"	4	2+
9-12	9"	4	3+
13-16	8"	3	3+
17+	7"	3	4+

DESCRIPTION

An Exalted Greater Daemon of Khorne is a single model. It wields a barbed Lash of Khorne in one hand and a Mighty Axe of Khorne in the other.

FLY

An Exalted Greater Daemon of Khorne can fly.

ABILITIES

Drawn in for the Kill: Bloodthirsters often use their barbed lashes to entangle worthy opponents and draw them closer in order to savour the killing blow. If an Exalted Greater Daemon of Khorne hits an enemy **HERO** or **MONSTER** with its Lash of Khorne but does not kill it, roll a dice at the end of the shooting phase and move the model that many inches directly towards the Daemon. The model can be moved to within 3" of the Daemon.

The Land Rebels: The ground around an Exalted Greater Daemon of Khorne becomes cracked and broken beneath its stomping hooves, causing molten rock to bubble up from deep below. At the beginning of your hero phase, roll a dice for each enemy unit within 8" of this model. On a 5+, that unit suffers a mortal wound and halves its Move characteristic until your next hero phase.

COMMAND ABILITY

Rejoice in Exalted Slaughter: An Exalted Greater Daemon of Khorne is an unobtrusive leader, driving its subjects into the enemy in great numbers. If you use this command ability, then until your next hero phase friendly **KHORNE DAEMON** units within 24" of this model can move up to 6" when they pile in.

MAGIC

CHAOS WIZARDS know the Summon Exalted Greater Daemon of Khorne spell, in addition to any other spells they know.

SUMMON EXALTED GREATER DAEMON OF KHORNE

Summon Exalted Greater Daemon of Khorne has a casting value of 11. If successfully cast, you can set up an Exalted Greater Daemon of Khorne within 18" of the caster and more than 9" from any enemy models. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, KHORNE, MONSTER, HERO, BLOODTHIRSTER, EXALTED GREATER DAEMON OF KHORNE

EXALTED GREATER DAEMON OF NURGLE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Torrent of Noxious Bile	7"	2D6	3+	*	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Bilesword	2"	*	3+	3+	-2	3

Wounds Suffered	DAMAGE TABLE		
	Move	Torrent of Noxious Bile	Massive Bilesword
0-4	6"	2+	4
5-8	5"	3+	4
9-11	5"	3+	3
12-13	4"	4+	3
14+	4"	4+	2

DESCRIPTION

An Exalted Greater Daemon of Nurgle is a single model. It carries a Massive Bilesword and can vomit forth a Torrent of Noxious Bile.

ABILITIES

Blubber and Bile: The dubious reward for piercing the blubbery hide of a Great Unclean One deep enough to actually cause it harm is to be showered by acidic bile and putrid toxins. Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ the wound is negated. In addition, if the roll is 6+ and it is the combat phase, the attacking unit suffers 1 mortal wound after all of its attacks have been made.

Corpulent Mass: Great Unclean Ones bear Nurgle's gift of fecund new life, enabling their bodies to swiftly regrow damaged flesh and tissue despite their rotten composition. In your hero phase, you can heal D3 wounds that have been allocated to this model.

Mountain of Loathsome Flesh: Such is the size and girth of a Great Unclean One that it can simply run over its foes, crushing or asphyxiating them beneath its monstrous bulk as it does so. Roll a dice for each enemy unit that is within 1" of this model after this model completes a charge move. On a 4+ the enemy unit suffers D3 mortal wounds.

COMMAND ABILITY

Grandfather's Exalted Joy: At the Great Unclean One's command, Nurgle's children are inspired to fight with even greater exuberance. If you use this command ability, pick a friendly **NURGLE DAEMON** unit within 28" of this model. Add 1 to the Attacks characteristic of all melee weapons used by that unit until your next hero phase.

MAGIC

An Exalted Greater Daemon of Nurgle is a **WIZARD**. It can attempt to cast two different spells in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Plague Wind spells.

PLAGUE WIND

The Exalted Greater Daemon of Nurgle summons a whirlwind of maggots and filth, basking in its feculence for a moment before spewing it forth. Plague Wind has a casting value of 7. If successfully cast, pick a point on the battlefield within 14" of the caster and draw an imaginary straight line 1mm wide between that point and the closest part of the caster. Every unit (friend or foe) that has models beneath this line suffers D3 mortal wounds. However, each **NURGLE** unit that has models beneath this line heals D3 wounds that have been allocated to that unit instead.

CHAOS WIZARDS know the Summon Exalted Greater Daemon of Nurgle spell, in addition to any other spells they know.

SUMMON EXALTED GREATER DAEMON OF NURGLE

Summon Exalted Greater Daemon of Nurgle has a casting value of 11. If successfully cast, you can set up an Exalted Greater Daemon of Nurgle within 18" of the caster and more than 9" away from any enemy models. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, NURGLE, MONSTER, HERO, WIZARD, GREAT UNCLEAR ONE, EXALTED GREATER DAEMON OF NURGLE

EXALTED GREATER DAEMON OF SLAANESH



MELEE WEAPONS

Razor-sharp Claws

Elegant Greatblade

Range

Attacks

To Hit

To Wound

Rend

Damage

2"

*

3+

3+

-1

2

2"

4

3+

*

-2

3

DAMAGE TABLE

Wounds Suffered

Move

Razor-sharp Claws

Elegant Greatblade

0-3

14"

7

2+

4-7

12"

6

2+

8-10

10"

5

3+

11-13

8"

4

3+

14+

6"

3

4+

DESCRIPTION

An Exalted Greater Daemon of Slaanesh is a single model. It fights with its Razor-sharp Claws and an Elegant Greatblade.

ABILITIES

Dark Temptations: To heed the whispered promises of a Keeper of Secrets is to flirt with eternal damnation. In your opponent's hero phase, an Exalted Greater Daemon of Slaanesh can tempt a single enemy **HERO** with a gift of power. If your opponent accepts this gift of power they can pick one melee weapon carried by that model and add up to 6 to the Attacks characteristic of that weapon for the rest of the turn. However, if your opponent accepted the gift of power and any of the hit rolls for that hero's weapon are a 1 (before any modifiers are applied), their soul is devoured by the Exalted Greater Daemon of Slaanesh and it is slain after all of its attacks have been carried out.

Delicate Precision: A Keeper of Secrets has an innate knowledge of where to strike their prey in order to inflict the greatest amount of pain. Re-roll wound rolls of 1 for this model.

COMMAND ABILITY

Exalted Excess of Violence: Keepers of Secrets can whip their followers into an ecstatic frenzy. If you use this command ability, pick a **SLAANESH DAEMON** unit within 18" of this model. In your next combat phase, that unit can be picked to pile in and attack twice.

MAGIC

An Exalted Greater Daemon of Slaanesh is a **WIZARD**. It can attempt to cast two different spells in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Cacophonic Choir spells.

CACOPHONIC CHOIR

The Exalted Greater Daemon of Slaanesh screams a sanity-shattering chorus of magical sound. Cacophonic Choir has a casting value of 6. If successfully cast, roll 2D6; any enemy units within 6" of the caster that have a Bravery characteristic less than the roll suffer 3 mortal wounds.

CHAOS WIZARDS know the Summon Exalted Greater Daemon of Slaanesh spell, in addition to any other spells they know.

SUMMON EXALTED GREATER DAEMON OF SLAANESH

Summon Exalted Greater Daemon of Slaanesh has a casting value of 11. If successfully cast, you can set up an Exalted Greater Daemon of Slaanesh within 18" of the caster and more than 9" away from any enemy models. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, SLAANESH, MONSTER, HERO, WIZARD, KEEPER OF SECRETS, EXALTED GREATER DAEMON OF SLAANESH

EXALTED GREATER DAEMON OF TZEENTCH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Tzeentch	3"	4	4+	*	-	3
Curved Beak and Wicked Talons	1"	6	4+	3+	-1	2

Wounds Suffered	DAMAGE TABLE		
	Move	Staff of Tzeentch	Infernal Gateway
0-4	12"	2+	2 or more
5-8	10"	2+	3 or more
9-12	9"	3+	3 or more
13-16	8"	3+	4 or more
17+	7"	4+	4 or more

DESCRIPTION

An Exalted Greater Daemon of Tzeentch is a single model. It carries a Staff of Tzeentch, and can tear at its foes with its Curved Beak and Wicked Talons.

FLY

An Exalted Greater Daemon of Tzeentch can fly.

ABILITIES

Mastery of Magic: Tzeentch's Daemons are manifestations of the magic in its rawest form; thus can the mightiest of their kind wield sorcerous power with the same ease that a mortal breathes air. When you make a casting or unbinding roll for an Exalted Greater Daemon of Tzeentch, change the result of the lowest dice so that it matches the highest.

Spell-thief: Lords of Change share an insatiable appetite for sorcerous knowledge; greedily gleaning insight from enemy sorcery, they dissipate and instinctively replicate it as if they had spent a lifetime mastering its intricacies. If the result of an unbinding roll for an Exalted Greater Daemon of Tzeentch is 9 or more, it learns the spell that is being cast, and can cast it in subsequent turns.

COMMAND ABILITY

Exalted Beacon of Sorcery: Spreading its arms wide, the Exalted Greater Daemon of Tzeentch saturates the area with magic. If you use this command ability, then until your next hero phase you can add 1 to all casting and unbinding rolls made for **TZEENTCH DAEMON WIZARDS** that are within 24" of the Exalted Greater Daemon of Tzeentch.

MAGIC

An Exalted Greater Daemon of Tzeentch is a **WIZARD**. It can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Infernal Gateway spells.

INFERNAL GATEWAY

The Exalted Greater Daemon of Tzeentch opens a portal to the Realm of Chaos, pulling warriors to their doom. Infernal Gateway has a casting value of 7. If successfully cast, pick a unit within 18" of the caster and visible to it and roll 9 dice. For each roll that equals or beats the number shown on the damage table above, the unit suffers 1 mortal wound.

CHAOS WIZARDS know the Summon Exalted Greater Daemon of Tzeentch spell, in addition to any other spells they know.

SUMMON EXALTED GREATER DAEMON OF TZEENTCH

Summon Exalted Greater Daemon of Tzeentch has a casting value of 11. If successfully cast, you can set up an Exalted Greater Daemon of Tzeentch within 18" of the caster and more than 9" from any enemy models. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, TZEENTCH, MONSTER, HERO, WIZARD, LORD OF CHANGE, EXALTED GREATER DAEMON OF TZEENTCH

MOURNGUL



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Nightmarish Claws and Fangs	2"	*	3+	3+	-1	2

Wounds Suffered	DAMAGE TABLE	
	Move	Nightmarish Claws and Fangs
0-2	12"	8
3-4	10"	7
5-6	9"	6
7-8	8"	5
9+	7"	4

DESCRIPTION

A Mourngul is a single model. A terrifying, inhuman spectre of monstrous size, the Mourngul attacks with its Nightmarish Claws and Fangs in a frenzied hunger for flesh and souls.

FLY

A Mourngul can fly.

ABILITIES

Devourer of Flesh and Souls: The unholy essence of a Mourngul is nourished by the souls of those it devours. If a Mourngul slays any models, at the end of that combat phase, heal D3 wounds that have been allocated to it.

Ghastly Apparition: Mourngul are a soul-searing horror to look upon, radiating an aura of supernatural terror, unutterable despair and ravenous hunger. Subtract 1 from hit rolls for attacks made by enemy units while they are within 6" of any models with this ability.

Haunter of the Dark: Mourngul are spectral creatures, made more of shadow and icy fogs than physical substance. Ignore the attacking weapon's Rend characteristic when making save rolls for this model. In addition, roll a dice each time you allocate a wound or mortal wound to this model. On a 5+, the wound is negated.

Ravenging Onslaught: Once a Mourngul begins a blood-mad feeding frenzy, there is almost no stopping it. Each time you roll a hit roll of 6+ for a Mourngul's Nightmarish Claws and Fangs, add 1 to the weapon's Damage characteristic for that attack.

MAGIC

DEATH WIZARDS know the Summon Mourngul spell in addition to any other spells they know.

SUMMON MOURNGUL

Summon Mourngul has a casting value of 10. If successfully cast, you can set up a Mourngul within 18" of the caster and more than 9" from any enemy models. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, MONSTER, MOURNGUL

SKAVEN WARLORD ON BROOD HORROR



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brood Horror's Prehensile Tail	3"	3	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brood Horror's Rancid Fangs	1"	5	3+	3+	-1	2
Brood Horror's Mauling Claws	1"	6	4+	3+	-1	1
Warpforged Blade	1"	3	3+	3+	-2	D3

DESCRIPTION

A Skaven Warlord on Brood Horror is a single model. The Warlord is armed with a polearm-mounted Warpforged Blade with which to slash at his foes, whilst his Brood Horror mount can tear its victims in half with Rancid Fangs and wrack anything it can grasp with its Mauling Claws, all the while lashing at them with its Prehensile Tail.

ABILITIES

Imposing Mount: The sight of the Warlord riding such an imposing and blessed beast into battle does wonders for the uncertain loyalty of the Skaven around them. Add 1 to the Bravery characteristic of friendly **VERMINUS** models while they are within 13" of any Skaven Warlord on Brood Horror models.

Regenerating Monstrosity: A monstrous masterpiece from the breeding pits of the Clans Moulder, the flesh of a Brood Horror can reknit almost as fast as it can be torn in battle. In each of your hero phases, heal D3 wounds that have been allocated to this model.

COMMAND ABILITY

Gnash-gnaw on their Bones!: The Warlord ushers forth his minions to gouge, bite and tear at their prey with murderous intensity. If you use this command ability, pick one friendly **VERMINUS** unit within 13" of this model. Until your next hero phase, all models in that unit make one extra attack with each of their melee weapons.

KEYWORDS

CHAOS, SKAVEN, VERMINUS, MONSTER, HERO, SKAVEN WARLORD ON BROOD HORROR

SQUIG GOBBA



MISSILE WEAPONS

Spit-Squigs!

MELEE WEAPONS

Grots' Stickers and Bashers

Cavernous Maw

Range	Attacks	To Hit	To Wound	Rend	Damage
18"	2D6	4+	3+	-	D3
Range	Attacks	To Hit	To Wound	Rend	Damage
1"	3	5+	5+	-	1
1"	3	3+	3+	-2	D3

DESCRIPTION

A Squig Gobba is a single model, consisting of an especially large and jowly Squig along with its Grot handlers, who prod, provoke and generally do their best to encourage their enormous charge to do its job. The Gobba itself can, with an extremely varied degree of success, fire narcotically infused Spit-Squigs in the rough direction of the enemy. Thanks to their force-fed diet of noxious mushrooms, these unfortunate – if oblivious – creatures explode into poisonous slime when they crash down amongst their victims. If any foes should stray too close, the Grots who attend it will attempt to defend their charge with a variety of Stickers and Bashers; that is, assuming the Squig Gobba itself doesn't gobble them up first with its Cavernous Maw!

ABILITIES

Arcing Spit: Once gobbled forth, the flailing Spit-Squigs soar in an uncharacteristically graceful, saliva-trailing arc before messily splatting amongst their victims. This model can shoot at enemy units that are not visible to it.

Spittin' Beast: The Grot 'crew' tether their Squig Gobba to the ground with stakes to provide a rudimentary form of stability, and relocating the enormous creature takes time and inevitably disrupts the spittin' process. The Squig Gobba cannot make charge moves or pile-in moves. In addition, add 1 to hit rolls made for this model's Spit-Squigs on a turn in which it did not move.

KEYWORDS DESTRUCTION, GROT, MOONCLAN, SQUIG GOBBA

TROGGOTH HAG



MISSILE WEAPONS

Copious Vomit

Range

10"

Attacks

*

To Hit

3+

To Wound

3+

Rend

-2

Damage

D3

MELEE WEAPONS

Deadwood Staff

Range

2"

Attacks

4

To Hit

4+

To Wound

*

Rend

-1

Damage

3

Crushing Bulk

1"

D3

4+

3+

-1

D3

DAMAGE TABLE

Wounds Suffered	Move	Copious Vomit	Deadwood Staff
0-4	8"	6	2+
5-8	6"	5	3+
9-11	6"	4	3+
12-13	5"	3	4+
14+	4"	2	4+

DESCRIPTION

A Troggoth Hag is a single model. A colossal river troggoth, the Troggoth Hag is both rapaciously hungry and all but impossible to kill. As well as being far more clever and dangerous than her kin, she is possessed not only of malign cunning but also innate arcane power drawn from the foetid rivers and swamps in which she dwells. The Troggoth Hag can pulverise her victims with her Deadwood Staff and squash them beneath her Crushing Bulk. An even worse fate awaits those the Troggoth Hag sprays with her Copious Vomit – they are condemned to a horrific, agonising death as their armour, flesh and bone are dissolved by her noxious bile.

ABILITIES

Hag Regeneration: All Troggoths share an innate ability to regenerate even the most grievous of injuries, and in the case of a Troggoth Hag this trait is augmented further still by the arcane energies coursing through her hulking physique. In each of your hero phases, heal D6 wounds that have been allocated to this model.

Spell-spite: Troggoth Hags carry many strange fetishes and weird and gory relics of their past victims, often held in a decaying fisherman's net repurposed as a sack. These fetishes and carrion fragments serve as a focus for their cursed powers and can bring down a malignant hex upon those that would dare wield any hostile magic against them. Each time you successfully unbind a spell with this model, roll a dice; on a 4+ the wizard that cast that spell immediately suffers D3 mortal wounds.

Terrible Stench: So foul is the foetid smell given off by Troggoth Hags that even the most doughty warrior will retch uncontrollably in their presence. Subtract 1 from hit rolls for melee weapons that target this model.

MAGIC

A Troggoth Hag is a **WIZARD**. She can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Troggoth Hag's Curse spells.

TROGGOTH HAG'S CURSE

The cackling curses of the Troggoth Hag are insidious and vile, robbing her victims of strength and shackling them with ill fortune; all the better to prevent her victims from escaping. The Troggoth Hag's Curse has a casting value of 7. If successfully cast, pick an enemy unit that is within 12" of the caster and visible to her. Subtract 1 from any hit rolls and save rolls made for that unit until your next hero phase.

KEYWORDS

DESTRUCTION, TROGGOTH, FELLWATER, MONSTER, HERO, WIZARD, TROGGOTH HAG