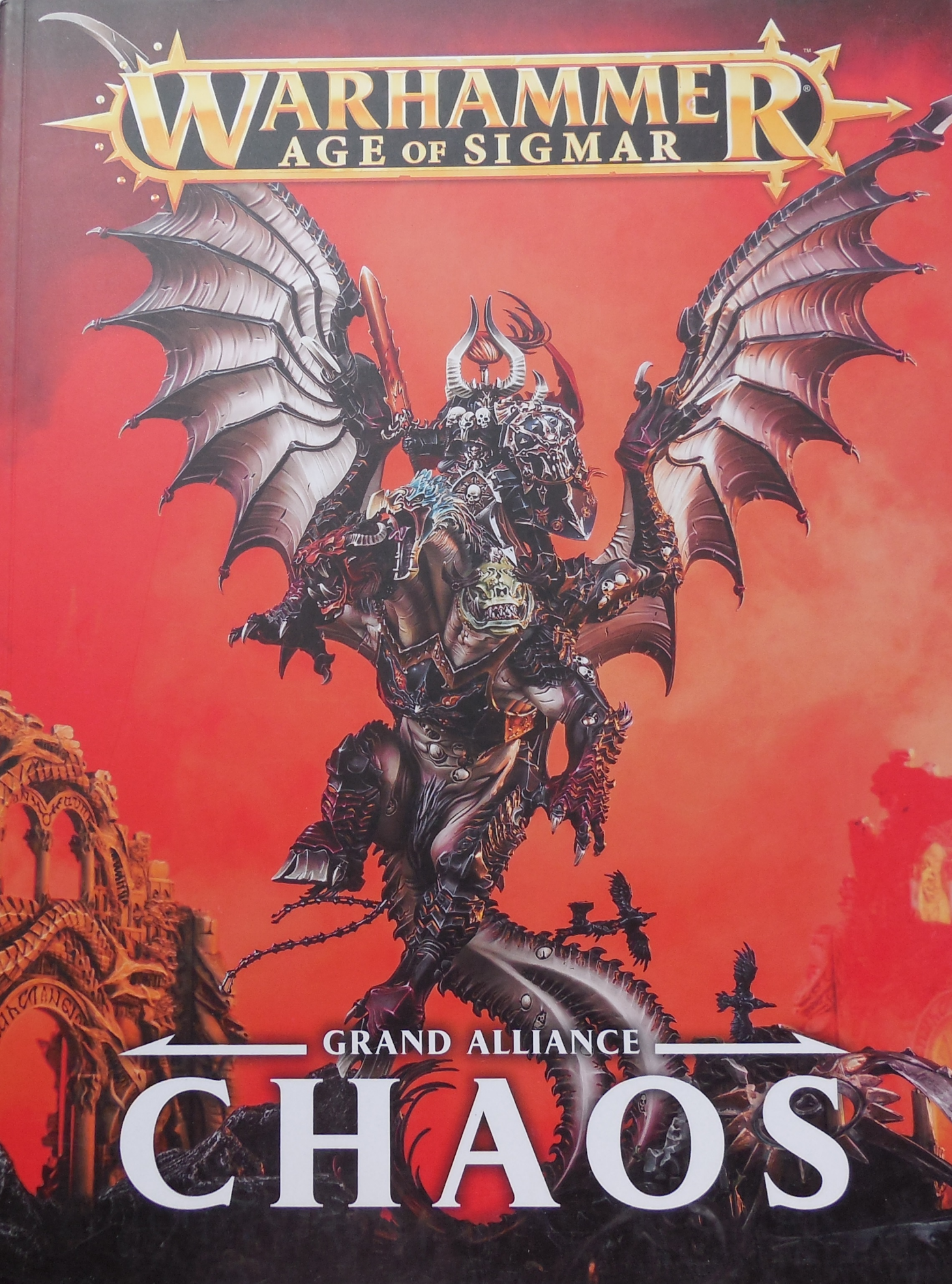
WARHAMMER AGE OF SIGMAR



GRAND ALLIANCE

CHAOS



WARHAMMER AGE OF SIGMAR

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.

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DESIGNED BY GAMES WORKSHOP IN NOTTINGHAM

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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Games Workshop Ltd., Willow Road, Lenton, Nottingham, NG7 2WS, United Kingdom

Printed by C&C in China.

games-workshop.com

HOW TO USE THIS BOOK

The hordes of Chaos are vast, their ranks thick with daemons, glory-seeking mortals, and rampaging monstrous beasts. Devious skaven scurry forward to engulf the enemy and the gods' chosen warriors butcher everything that moves, while over all looms the terrifying form of the Everchosen.

Grand Alliance: Chaos details the many different factions that make up the mighty hordes of Chaos at the dawn of the Age of Sigmar. From terrifying daemon legions to glory-seeking mortal warbands, scurrying swarms of back-stabbing skaven to rampaging bands of mutants and monsters, the servants of the Chaos Gods are incredibly varied and diverse. This book provides an insight into the background and character of each faction, showing how many of them organise themselves for war and describing the reasons that they fight. In this way, *Grand Alliance: Chaos* provides in-world context for your collection of Citadel Miniatures, and shows you how to mass them into a warband fit to win the regard of the Dark Gods themselves.

Within the pages of this book, you will find a broad range of warscrolls covering all of the individual units and characters available to Chaos collectors. You will also find a number of warscroll battalions that provide guidelines and exciting in-game bonuses for collecting such formations as a Tallyband of Nurgle or one of the Clans Skryre.

With this eldritch tome in hand, you can gather your grim and evil hordes and lead them to battle against the defenders of the Mortal Realms. The victory of the Chaos Gods is surely at hand, so amass your army of glory-seekers and set out to seek your rewards upon the field of battle.



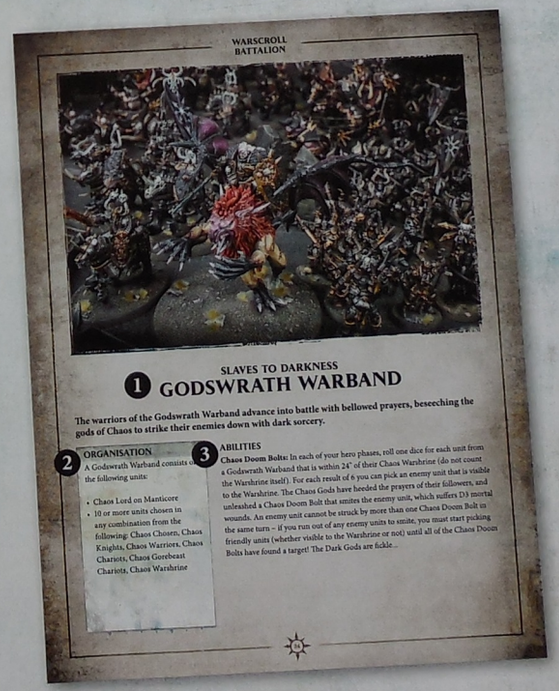
WARSCROLL BATTALIONS

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.


WARSCROLL BATTALION

SLAVES TO DARKNESS

1 GODSWRATH WARBAND

The warriors of the Godswrath Warband advance into battle with bellowed prayers, beseeching the gods of Chaos to strike their enemies down with dark sorcery.

2 ORGANISATION

A Godswrath Warband consists of the following units:

- Chaos Lord on Manticore
- 10 or more units chosen in any combination from the following: Chaos Chosen, Chaos Knights, Chaos Warriors, Chaos Chariots, Chaos Gorebeast Chariots, Chaos Warshrine

3 ABILITIES

Chaos Doom Bolts: In each of your hero phases, roll one dice for each unit from a Godswrath Warband that is within 24" of their Chaos Warshrine (do not count the Warshrine itself). For each result of 6 you can pick an enemy unit that is visible to the Warshrine. The Chaos Gods have heeded the prayers of their followers, and unleashed a Chaos Doom Bolt that smites the enemy unit, which suffers D3 mortal wounds. An enemy unit cannot be struck by more than one Chaos Doom Bolt in the same turn – if you run out of any enemy units to smite, you must start picking friendly units (whether visible to the Warshrine or not) until all of the Chaos Doom Bolts have found a target! The Dark Gods are fickle...

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 and any restrictions that may apply to the models that you can include.

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.

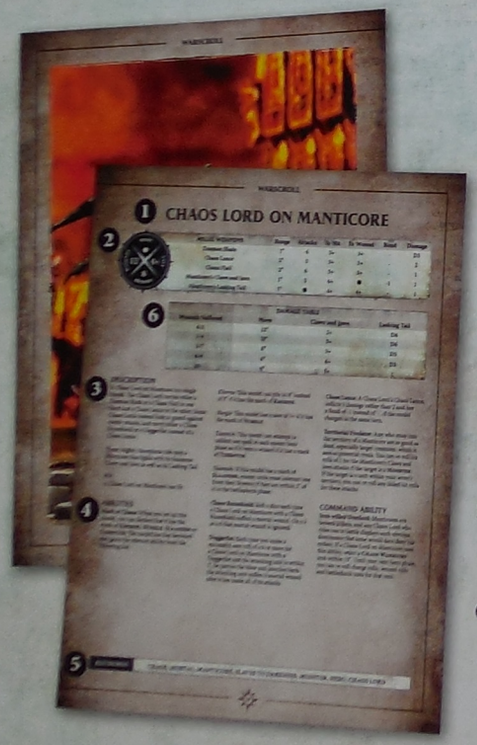
WARSCROLLS

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

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.

Generate any random values for a weapon (except Damage) each time it is chosen as the weapon for an attack. Roll once and apply the result to all such weapons being used in the attack. The result applies for the rest of that phase. For Damage, generate a value for each weapon that inflicts damage.

When to Use Abilities: Abilities that are used at the start of a phase must be carried out before any other actions. 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 **Khorne Daemons**'. This means that it would apply to models that have the Khorne and Daemon keywords 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 a Khorne Daemon army, just use models that have the Khorne and Daemon keywords.

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.

Weapons: Some models can be armed with two identical weapons. When the model attacks with these weapons, do not double the number of attacks that the weapons make; usually, the model gets an additional ability instead.

EVERCHOSEN

Archaon is the Supreme Grand Marshal of Chaos. He is the will of the Dark Gods writ large, and the lord of every mortal and daemonic warrior of Chaos to march to battle across the Mortal Realms. All fear Archaon, for he is the apocalypse given terrible physical form.

There is no mortal champion of Chaos more powerful than Archaon. Sat astride his vast daemonic mount, Dorghar, wielding the Slayer of Kings to scythe down his foes, Archaon is the death of all who face him. He commands armies beyond number, mortals and daemons of every description marching at his imperious command. The shadow of Archaon stretches long and dark across the Mortal Realms, blotting out hope and life and ushering in the end of days.

Archaon is the Everchosen, the ultimate champion of the Chaos Gods, marked with the favour of each, yet beholden to no single deity. Others have born this title in the past, but none had the success Archaon has had. Supremely cunning, unutterably evil, and possessing his own labyrinthine plans for glory, Archaon has already destroyed whole worlds while bearing the mantle of Everchosen, and he seeks to destroy more still. So powerful has this Everchosen become that the gods of Chaos themselves have tried to kill him more than once, sending their greatest champions to cast him down for fear that he might devote himself solely to the glory of one of their hated rivals. Archaon has killed every challenger, fighting the greater war against the Mortal Realms even when the gods themselves lost sight of their goals. Archaon has even resisted the gift of daemonhood, no matter how many times it is offered, for he sets his sights higher still and will not submit to being the puppet of any godly master. The Everchosen remains the greatest nemesis of Sigmar and the tattered remnants of his once Great Alliance, and the Everchosen will not consider his victory complete until all lie broken at his feet.

Though he stands at the very apex of power, Archaon is not alone in his endless war. Every Chaos warlord and daemonic general must bow to him, or else pay the bloody price, but more than this, Archaon has his impressive lieutenants in the Varanguard and the Gaunt Summoners.

The Varanguard rise from amongst the greatest mortal champions of Chaos, and must complete many trials to prove their worthiness. Those who survive these punishing ordeals become Archaon's personal heralds, enforcers and destroyers. Mounted upon towering steeds of Chaos, armed and armoured with the most nightmarish wargear the forges of the gods can provide, the Varanguard are Archaon's ultimate weapon.

These monstrously powerful shock cavalry form eight distinct circles, each great in number and possessed of its own broad remit. Some are assassins who strike down key enemy heroes, while others serve as the punishers who make examples of those who fail the Everchosen. Whatever their role, they are a nigh-unstoppable force, who sweep all before them.

The Gaunt Summoners are potent daemonic sorcerers of Tzeentch, and are amongst Archaon's greatest servants. It is said that he outwitted these beings long ago, binding them to his will through the power of their true names. He uses them as spies and seers, prophets of what will come to pass and magical messengers who manipulate the very fabric of reality to ensure that Archaon's will is enacted across endless battlefields in every region of the Mortal Realms.

Archaon's fortress is the Varanspire, a hellish fastness that dominates the fabled Eightpoints. He has not set foot within it for many centuries, however, and has vowed not to sit on its throne of darkness until final victory is won.







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.



ARCHAON



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



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).

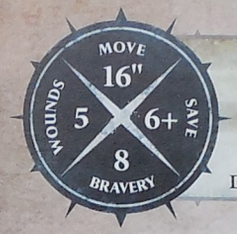
Favoured of the Everchosen: You can add 1 to all hit rolls made for Varanguard if Archaon is on the battlefield. In addition, if Archaon uses his Warlord Without Equal command ability, all Varanguard are inspired by their dark master's presence: you can re-roll the dice in the subsequent charge phase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



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

SLAVES TO DARKNESS

The Age of Chaos has lasted for long and terrible centuries, drowning the Mortal Realms in endless war. Though many mortals have fought to their last breath against the invaders, many more have instead chosen to worship the Chaos Gods as their masters, and to follow the perilous path to glory.

When the Slaves to Darkness march to war, they bring with them all the cruelty and power of the rapacious Gods of Chaos. Barbaric marauder tribesmen and armour-clad warriors pour across the lands, ragged banners waving above them emblazoned with hellish runes that burn with inner power. Cruel horsemen and thundering chariots crash into battle at their fore, while from amidst the marching hordes rise twisted shrines dedicated to the Dark Gods, and monstrous beasts drawn from the worst nightmares of mortals. At the head of these fearsome armies stride the champions of Chaos, warriors elevated to levels of inhuman power as a reward for their service to the gods. These lords of Chaos wield their armies like vast and terrible weapons, using them to hack and smash at the surviving bastions of order and light across the Mortal Realms. They lay waste to all who oppose them, and for their brutal efforts they are rewarded richly.

To join the ranks of the Slaves to Darkness, a warrior need only dedicate himself to one or all of the Gods of Chaos. Some go freely into such damnation. The mad, the heartless, the damaged and the deranged, all willingly trade away their souls in exchange for the promise of otherworldly power. But many more, whole tribes, cities, and nations, fall to the worship of the Chaos Gods through a desperate need to survive. As the Dominion of Chaos spread ever further across the Mortal Realms, life became darker and more horrific for those beneath its shadow. For many, the choice was simple; submit to the will of Chaos or be slain by those who did. The Dark Gods are no saviours, however. Those who swore to serve Chaos soon found themselves tearing down the very things they held dear, often the very things they had made their devil's bargain to protect. Lost to the corruption and madness of the path to glory, most no longer cared.





So have the ranks of the Slaves to Darkness swollen until their blight covers all the lands. One who begins their journey as a tribal chieftain, or even a humble warrior of the rank and file, kills and conquers their way swiftly to a position of power. As word spreads about their glorious exploits, bands of tribesmen, charioteers and armour-clad knights hasten to swear themselves to this champion's cause. Bit by bit the horde grows, further warbands joining the first as the tales of glorious slaughter spread further afield. Soon enough, what began as a mere raiding party has sprawled into a vast army, led by a singularly powerful warlord.

The obsession of all such chaotic overlords is the same. They wish to please their chosen deity, and in so doing, prove themselves worthy of his gifts. This is the path to glory, the lonely and selfish road that all aspiring champions of Chaos must walk if they wish to earn the ultimate reward. To proceed along this metaphysical path, a champion must destroy all who stand in their way, and make such offerings of carnage and corruption that, for the briefest of moments, they succeed in catching the eye of a god. Even should a champion earn the boons of their chosen patron, these rewards can themselves spell their doom. For every Chaos champion who rises, burning with dark might, to claim immortality as a Daemon Prince, there are countless others whose bodies twist and buckle under a bombardment of freakish mutation. Muscles bulge, through tearing skin, and skeletons sprout hideous nests of spines until their bodies are reduced to crawling nightmares. Finally the minds of the former champions snap altogether and they become gibbering Chaos Spawn.

No matter the terrible dangers they face, countless warriors swell the ranks of Dark Gods' armies with every passing day. In such dire times as these, they reason that it is better to wear the iron-shod boot of the oppressor than to be the weak and terrified victim upon whose neck it presses.

KRAVOTH'S REAVERS

Gifted with immortality and daemonic might, the once-mortal Kravoth the Black leads his terrifying Chaos Horde into battle in the name of the Dark Gods. This vast host of killers seek glory and plunder, sweeping all before them in a storm of violence and bloodshed.

From the Howling Mountains to the depths of the Forest of Twilight, the name of Kravoth's Reavers is whispered with dread. They are a curse and a threat, a dark cloud that shrouds hope and blackens the land wherever they march. They have torn down cities, massacred mighty armies, and exterminated entire nations of people in order to please the Gods of Chaos, and still their endless rampage continues.

Once, Kravoth the Black was a mortal Lord of Chaos who covered himself in glory and the blood of countless slain foes. Kravoth's army grew by the season and his list of victories grew along with it. Finally, after he slew Orvogdos the Corpulent and lopped the head from his Toad Dragon, Kravoth received the ultimate reward. He was transformed into a Daemon Prince, huge and mighty with horns thrusting up from his skull and great, dark wings spreading from his muscle-bound shoulders.

From that day, the slaughter wrought by Kravoth's Reavers redoubled. Word of the lord's daemonhood spread, and ever more warbands gathered beneath his banner. As the horde burned and slew their way across Dorvadia, they were joined by the armoured warriors of the Hellbound Brotherhood. After their sacking of the Carmine Fortress, the chariot-riding host of Egril the Butcher swore fealty to Kravoth. Another Lord of Chaos, Magnos Infernil, became one of Kravoth's Champions of Ruin during the vicious fighting across the Cyclopean Span, wreaking untold havoc in the opposing Stormcast battle line atop his terrifying Manticore.

With every battle Kravoth's Reavers fight, with every victory they win, their numbers grow greater still. Their bloody progress across the Mortal Realms is inexorable, their goal simply to bring misery and annihilation to whatever enemies or innocents they find in their path. The warriors of this Chaos Horde revel in battle, murder and destruction for their own sake, for they and their daemonic master understand that such is the will of the gods of Chaos.

KRAVOTH'S CHAOS HORDE

GODSWORN OVERLORD
Daemon Prince Kravoth the Black, Scourge of Lethradel

CHAMPIONS OF RUIN
Kravoth's personal elite, comprising black-hearted regiments of Chaos Chosen, Chaos Knights, Exalted Heroes and Chaos Sorcerer Lords, all competing for their master's favour.

GODSWRATH WARBAND OF LORD DORGOTH MURDERBLADE
Chaos Lord on Manticore
10 mighty regiments of Chaos Chosen, Chaos Knights, Chaos Warriors, Chaos Chariots, Chaos Gorebeast Chariots, and several Chaos Warshrines

RUINBRINGER WARBAND OF LORD EGRIL THE BUTCHER
Chaos Lord on Daemonic Mount
5 thundering regiments of Chaos Chariots, Chaos Gorebeast Chariots, and bloodthirsty Chaos Marauder Horsemen

FELLRUIN WARBAND OF LORD DAEMONICUS THE DESTROYER OF HOPE
Lord of Chaos
5 cruel regiments of Chaos Knights, Chaos Warriors, Chaos Marauders, Chaos Chariots, and Chaos Gorebeast Chariots

DARK DEVOTED WARBAND OF LORD RAPCION THE DEVOURER
Lord of Chaos
5 regiments of fanatically faithful Chaos Warriors, Chaos Marauders, and unholy Chaos Warshrines

The Slaves to Darkness mass to the banners of the greatest champions of Chaos. The stronger the warrior who leads them, the greater the chance of plunder, glory, and the favourable regard of the Dark Gods. Thus a truly powerful warlord will rise to command not only his own black-hearted warband of marauding warriors, but a mighty Chaos Horde that consists of many warbands gathered as one. A champion of such incredible might is known as a Godsworn Overlord, for the dark oaths he has made to the Chaos powers to ascend to such heady heights of power. So it is with the Daemon Prince Kravoth the Black, who has handpicked a band of killers known as the Champions of Ruin to act as his lieutenants. Many Godsworn Overlords do this, though each names their elite cadre differently, be it a Murdercircle or a Court of Black Hearts. The gods of Chaos respect strength and ambition above all things, and these elite bands always include those who seek to supplant the one they serve. Occasionally some mighty aspirant may even succeed, stepping up to take control of the Chaos Horde over the cooling corpse of the former overlord. Below this warrior elite serve as many warbands as have been drawn to the Overlord's banner. Kravoth is served by the Godswrath Warband of Lord Dorgoth Murderblade, Egril the Butcher's Ruinbringer Warband, and others, but each Godsworn Overlord will accrue his own great train of black-hearted followers to destroy his foes.



SLAVES TO DARKNESS

GODSWORN CHAMPIONS OF RUIN

Surrounded by the Champions of Ruin, the Godsworn Overlord searches for the greatest of the enemy's champions in order to slay them in the name of Chaos.

ORGANISATION

A Godsworn Champions of Ruin battalion consists of the following units:

- 1 Daemon Prince, Lord of Chaos or Chaos Sorcerer Lord. A Lord of Chaos or Chaos Sorcerer Lord can be mounted on a Manticore
- 3-8 units chosen in any combination from the following: Chaos Warriors, Chaos Chosen, Chaos Knights, Chaos Spawn, Exalted Hero of Chaos, Chaos Sorcerer Lord

ABILITIES

Unholy Challenge: In each of your hero phases, one unit from the Godsworn Champions of Ruin that is within 3" of an enemy **HERO** or **MONSTER** can issue an unholy challenge, calling upon the Dark Gods to give them the power to smite down the foe. This call is answered, allowing your unit to immediately pile in and then attack as if it were the combat phase.



SLAVES TO DARKNESS

GODSWRATH WARBAND

The warriors of the Godswrath Warband advance into battle with bellowed prayers, beseeching the gods of Chaos to strike their enemies down with dark sorcery.

ORGANISATION

A Godswrath Warband consists of the following units:

- Chaos Lord on Manticore
- 10 or more units chosen in any combination from the following: Chaos Chosen, Chaos Knights, Chaos Warriors, Chaos Chariots, Chaos Gorebeast Chariots
- 1 or more Chaos Warshrines

ABILITIES

Chaos Doom Bolts: In each of your hero phases, choose one Chaos Warshrine from this Godswrath Warband. Roll one dice for each unit from the warband that is within 24" of that Chaos Warshrine (do not count the Warshrine itself). For each result of 6 you can pick an enemy unit that is visible to the Warshrine. The Chaos Gods have heeded the prayers of their followers, and unleashed a Chaos Doom Bolt that smites the enemy unit, which suffers D3 mortal wounds. An enemy unit cannot be struck by more than one Chaos Doom Bolt in the same turn – if you run out of any enemy units to smite, you must start picking friendly units (whether visible to the Warshrine or not) until all of the Chaos Doom Bolts have found a target! The Dark Gods are fickle...



SLAVES TO DARKNESS

RUINBRINGER WARBAND

The thunderous pound of iron-shod hooves shakes the ground as the Ruinbringer Warband charges into battle, and screaming warriors vanish beneath the hurtling Chaos attackers in sprays of blood.

ORGANISATION

A Ruinbringer Warband consists of the following units:

- Chaos Lord on Daemonic Mount
- 5 or more units chosen in any combination from the following: Chaos Knights, Chaos Chariots, Chaos Gorebeast Chariots, Chaos Marauder Horsemen

ABILITIES

Devastating Charge: Once per battle, in any of your hero phases, a Ruinbringer Warband can hurl itself forward in a bone-shattering charge, banners and icons held high as they chant praises to their dark masters. When it does so, all of the units in the battalion immediately attempt to make a charge move as if it were a charge phase. After any charges have been made, any enemy units within 3" of any models from the battalion are crushed under the weight of the charge, and suffer D3 mortal wounds. Enemy units within 3" of more than 10 models from the battalion suffer D6 mortal wounds instead.



DAEMON PRINCE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Daemonic Axe	2"	4	4+	3+	-2	D3
Hellforged Sword	2"	4	3+	3+	-1	D3
Malefic Talons	1"	3	4+	3+	-	2

DESCRIPTION

A Daemon Prince is a single model. It cleaves the foe with a Daemonic Axe or Hellforged Sword and rends them apart with its Malefic Talons. Some Daemon Princes have been blessed with the ability to fly.

FLY

A Daemon Prince that can fly has a Move of 12" instead of 8".

ABILITIES

Cursed Soul-eater: A Daemon Prince that is not dedicated to one of the Chaos Gods heals 1 wound at the end of any combat phase in which it killed any models. If it killed any **Heroes** or **Monsters**, it heals D3 wounds instead.

Immortal Champion: When you set up this model, you can declare that it is dedicated to **Khorne**, **Nurgle**, **Tzeentch** or **Slaanesh**. If you do, the Daemon Prince replaces its Cursed Soul-eater ability with the relevant ability from the following list:

Khorne Daemon Princes, their veins running with liquid fire, are blood-crazed champions. You can add 1 to all hit rolls made for a Khorne Daemon Prince.

Nurgle Daemon Princes are bloated with disease, and are unnaturally resistent to harm. A Nurgle Daemon Prince has a save of 3+.

Tzeentch Daemon Princes are surrounded by a nimbus of magical light. A Tzeentch Daemon Prince is a wizard. It can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. A Tzeentch Daemon Prince knows the Arcane Bolt and Mystic Shield Spells.

Slaanesh Daemon Princes are impossibly quick. When your opponent selects a unit within 3" of the Daemon Prince to pile in and attack in the combat phase, you can immediately select the Daemon Prince to pile in and attack before the enemy unit, even though it is not your turn to do so. This model can only do this if it has not already attacked in this phase.

MAGIC

Chaos Wizards know the Summon Daemon Prince spell, in addition to any others they know.

SUMMON DAEMON PRINCE

Summon Daemon Prince has a casting value of 8. If successfully cast, you can set up a Daemon Prince within 16" of the summoner and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

DAEMON PRINCE

KEYWORDS	CHAOS, DAEMON, MONSTER, HERO, DAEMON PRINCE

DAEMON PRINCE OF KHORNE

KEYWORDS	CHAOS, DAEMON, KHORNE, MONSTER, HERO, DAEMON PRINCE

DAEMON PRINCE OF NURGLE

KEYWORDS	CHAOS, DAEMON, NURGLE, MONSTER, HERO, DAEMON PRINCE

DAEMON PRINCE OF TZEENTCH

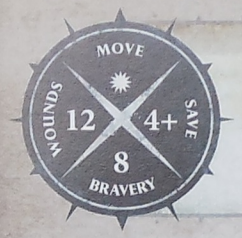
KEYWORDS	CHAOS, DAEMON, TZEENTCH, MONSTER, HERO, WIZARD, DAEMON PRINCE

DAEMON PRINCE OF SLAANESH

KEYWORDS	CHAOS, DAEMON, SLAANESH, MONSTER, HERO, DAEMON PRINCE



CHAOS LORD ON MANTICORE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Daemon Blade	1"	4	3+	3+	-	D3
Chaos Lance	2"	3	3+	3+	-	2
Chaos Flail	2"	6	3+	3+	-	1
Manticore's Claws and Jaws	1"	5	4+	✹	-1	1
Manticore's Lashing Tail	3"	✹	4+	4+	-	1

	DAMAGE TABLE		
Wounds Suffered	Move	Claws and Jaws	Lashing Tail
0-2	12"	2+	D6
3-4	10"	3+	D6
5-7	8"	3+	D3
8-9	6"	4+	D3
10+	4"	5+	1

DESCRIPTION

A Chaos Lord on Manticore is a single model. The Chaos Lord carries either a Daemon Blade or a Chaos Flail in one hand and a Chaos Lance in the other. Some Chaos Lords instead look to guard against enemy attacks, and carry either a Chaos Runeshield or a Daggerfist instead of a Chaos Lance.

These mighty champions ride atop a Manticore that fights with its fearsome Claws and Jaws as well as its Lashing Tail.

FLY

A Chaos Lord on Manticore can fly.

ABILITIES

Mark of Chaos: When you set up this model, you can declare that it has the mark of **Khorne**, **Nurgle**, **Slaanesh** or **Tzeentch**. The model has that keyword and gains the relevant ability from the following list:

Khorne: This model can pile in 6" instead of 3" if it has the mark of **Khorne**.

Nurgle: This model has a save of 3+ if it has the mark of **Nurgle**.

Tzeentch: This model can attempt to unbind one spell in each enemy hero phase as if it were a wizard if it has a mark of **Tzeentch**.

Slaanesh: If this model has a mark of **Slaanesh,** enemy units must subtract one from their Bravery if they are within 3" of it in the battleshock phase.

Chaos Runeshield: Roll a dice each time a Chaos Lord on Manticore with a Chaos Runeshield suffers a mortal wound. On a 5 or a 6 that mortal wound is ignored.

Daggerfist: Each time you make a successful save roll of a 6 or more for a Chaos Lord on Manticore with a Daggerfist and the attacking unit is within 1", he parries the blow and punches back; the attacking unit suffers a mortal wound after it has made all of its attacks.

Chaos Lance: A Chaos Lord's Chaos Lance inflicts 3 damage rather than 2 and has a Rend of -1 instead of '-', if the model charged in the same turn.

Territorial Predator: Any who stray into the territory of a Manticore are as good as dead, especially larger creatures, which it sees as potential rivals. You can re-roll hit rolls of 1 for the Manticore's Claws and Jaws attacks if the target is a **Monster**. If the target is a unit within your army's territory, you can re-roll any failed hit rolls for these attacks.

COMMAND ABILITY

Iron-willed Overlord: Manticores are berserk killers, and any Chaos Lord who rides one to battle displays such obvious dominance that none would dare deny his orders. If a Chaos Lord on Manticore uses this ability, select a **Chaos Warriors** unit within 15". Until your next hero phase, you can re-roll charge rolls, wound rolls and battleshock tests for that unit.

KEYWORDS CHAOS, MORTAL, MANTICORE, SLAVES TO DARKNESS, MONSTER, HERO, CHAOS LORD



CHAOS SORCERER LORD ON MANTICORE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sorcerous Reaping Staff	2"	2	4+	3+	-	D3
Manticore's Claws and Jaws	1"	5	4+	✸	-1	1
Manticore's Lashing Tail	3"	✸	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Claws and Jaws	Lashing Tail
0-2	12"	2+	D6
3-4	10"	3+	D6
5-7	8"	3+	D3
8-9	6"	4+	D3
10+	4"	5+	1

DESCRIPTION

A Chaos Sorcerer Lord on Manticore is a single model. The Chaos Sorcerer carries a Sorcerous Reaping Staff to battle. His Manticore mount fights with its fearsome Claws and Jaws as well as its Lashing Tail.

FLY

A Chaos Sorcerer Lord on Manticore can fly.

ABILITIES

Mark of Chaos: If you wish, when setting up this unit, you can pick one of the following keywords to assign to it for the duration of the battle: **Tzeentch**, **Nurgle** or **Slaanesh**.

Oracular Visions: In your hero phase, pick either the Chaos Sorcerer Lord on Manticore or a unit within 10" to receive the gift of foresight. Until your next hero phase, you can re-roll save rolls of 1 for that unit.

Territorial Predator: Any who stray into the territory of a Manticore are as good as dead, especially larger creatures, which it sees as potential rivals. You can re-roll hit rolls of 1 for the Manticore's Claws and Jaws attacks if the target is a **Monster**. If the target is a unit within your army's territory, you can re-roll any failed hit rolls for these attacks.

MAGIC

A Chaos Sorcerer Lord is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Wind of Chaos spells.

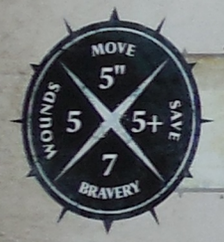
WIND OF CHAOS

The Sorcerer summons the raw power of Chaos and sends a vortex of fell energies screaming across the battlefield. Wind of Chaos has a casting value of 7. If successfully cast, pick a visible unit within 18". Roll a number of dice equal to the total casting roll that was rolled for this spell (for example, if Wind of Chaos was cast with a casting roll of 8, roll 8 dice). For each roll of 5, the target unit suffers one mortal wound. For each roll of 6, the target unit suffers D3 mortal wounds.

KEYWORDS CHAOS, MORTAL, MANTICORE, SLAVES TO DARKNESS, MONSTER, HERO, WIZARD, CHAOS SORCERER LORD



CHAOS SORCERER LORD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chaos Runestaff	2"	1	4+	3+	-1	D3
Chaos Runesword	1"	1	4+	4+	-	1
Chaos Steed's Flailing Hooves	1"	2	4+	5+	-	1

DESCRIPTION

A Chaos Sorcerer Lord is a single model, armed with a Chaos Runestaff. Many Chaos Sorcerer Lords also carry a Chaos Runesword to battle.

CHAOS STEED

Some Chaos Sorcerer Lords ride to battle on Chaos Steeds; these models have Move 10" instead of 5" and gain the Chaos Steed's Flailing Hooves attack.

ABILITIES

Oracular Visions: In your hero phase, pick either the Chaos Sorcerer Lord or a unit within 10" to receive the gift of foresight. Until your next hero phase, you can re-roll save rolls of 1 for that unit.

Mark of Chaos: If you wish, when setting up this model, you can pick one of the following keywords to assign to it for the duration of the battle: **Tzeentch**, **Nurgle** or **Slaanesh**.

MAGIC

A Chaos Sorcerer Lord is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Daemonic Power spells.

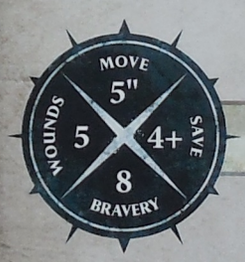
DAEMONIC POWER

The Sorcerer bestows his followers with daemonic essence, boosting their skill, strength and resilience to unholy levels. Daemonic Power has a casting value of 5. If successfully cast, pick the caster or a unit within 18". Until your next hero phase, you can re-roll any hit rolls of 1, wound rolls of 1 and save rolls of 1 made for that unit.

KEYWORDS CHAOS, MORTAL, SLAVES TO DARKNESS, HERO, WIZARD, CHAOS SORCERER LORD



EXALTED HERO OF CHAOS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chaos Death-blades	1"	D6	4+	3+	-1	1

DESCRIPTION

An Exalted Hero of Chaos is a single model. He can unleash a rain of blows upon his enemies with his pair of Chaos Death-blades. He also carries a Thrice-damned Dagger that is used to carve the still-beating heart from defeated foes. Some Exalted Heroes carry great Chaos Runeshields into battle.

ABILITIES

Mark of Chaos: If you wish, when setting up this model, you can pick one of the following keywords to assign to it for the duration of the battle: **Khorne**, **Tzeentch**, **Nurgle** or **Slaanesh**.

Trail of Red Ruin: If an Exalted Hero of Chaos charges, he can pile in and attack two times in the following combat phase instead of only once. The second pile in move and attacks are made immediately after the first set of attacks is completed.

Glory-hungry Bladesman: Add 1 to the hit rolls for an Exalted Hero of Chaos if the target is a **Hero** or a **Monster**.

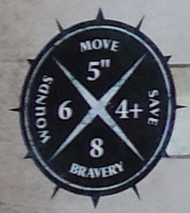
Thrice-damned Dagger: An Exalted Hero can use his Thrice-damned Dagger at the end of a combat phase to cut the heart from one enemy **Hero** or **Monster** slain by his Death-blades in that phase. If he does so, he can double the number of attacks he makes with his Chaos Death-blades in the next combat phase.

Chaos Runeshield: Roll a dice each time an Exalted Hero with a Chaos Runeshield suffers a mortal wound. On a 5 or a 6 that mortal wound is ignored.

KEYWORDS CHAOS, MORTAL, SLAVES TO DARKNESS, HERO, EXALTED HERO OF CHAOS



LORD OF CHAOS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Daemon-possessed Reaperblade	2"	3	3+	3+	-2	2
Chaos Sword	1"	3	3+	3+	-	1

DESCRIPTION

A Lord of Chaos is a single model, unsurpassed in battle. Each is armed with a Daemon-possessed Reaperblade, and carries a Chaos Sword at their hip.

ABILITIES

Glory or Damnation: A Lord of Chaos is one step from becoming a Daemon Prince – and just as close to spawndom! If a Lord of Chaos slays the opposing army general, then you can choose to replace him with a Daemon Prince model. On the other hand, if a Lord of Chaos is slain, you can replace him with a Chaos Spawn model. In either case, the new model has its full complement of starting Wounds.

Mark of Chaos: When you set up this model, you can declare that it has a mark of **Khorne**, **Nurgle**, **Slaanesh** or **Tzeentch**. The model has that keyword and gains the relevant ability from the following list:

Khorne: You can re-roll hit rolls of a 1 made for a Lord of Chaos with a mark of **Khorne**.

Tzeentch: You can re-roll save rolls of 1 for a Lord of Chaos with a mark of **Tzeentch**.

Slaanesh: A Lord of Chaos with a mark of **Slaanesh** can run and charge in the same turn.

Nurgle: You can re-roll wound rolls of 1 for a Lord of Chaos with a mark of **Nurgle**.

Reaperblade: Once during the battle, before attacking with the Lord of Chaos' Reaperblade, you can say that he will unleash the fury of the daemon that possesses it. If you do, it makes only 1 Attack, but inflicts 2D6 Damage.

COMMAND ABILITY

Aided by the Gods: If a Lord of Chaos uses this ability, pick a **Slaves to Darkness** unit within 10" that has the same mark of Chaos as the Lord. Until your next hero phase, that unit receives the same benefit as the Lord of Chaos receives for his mark of Chaos.

KEYWORDS CHAOS, MORTAL, SLAVES TO DARKNESS, HERO, LORD OF CHAOS



CHAOS LORD ON DAEMONIC MOUNT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Warhammer	1"	4	3+	3+	-1	2
Daemonic Mount's Mighty Hooves	1"	3	4+	3+	-	1

DESCRIPTION

A Chaos Lord on Daemonic Mount is a single model. He wields a Cursed Warhammer and bears a Chaos Runeshield. The Lord takes to battle atop a Daemonic Mount that thunders forth to strike down enemies with its Mighty Hooves.

ABILITIES

Eye of the Gods: The life of a Chaos Lord is a quest for power, and with each mighty foe slain he takes one step closer to immortality. Each time this model slays a **Monster** or **Hero**, roll a dice. If the result is 2 or more, this model heals D3 Wounds. If this model is already at full health, increase his Wounds by 1 instead.

Mark of Chaos: When you set up this model, you can declare that it has a mark of **Khorne**, **Nurgle**, **Slaanesh** or **Tzeentch**. The model has that keyword and gains the relevant ability from the following list:

Khorne: You can re-roll all hit rolls of a 1 for this model's Cursed Warhammer if it has a mark of **Khorne**.

Nurgle: If this model has a mark of **Nurgle**, it has 8 Wounds instead of 7.

Tzeentch: You can re-roll failed save rolls for a this model if it has a mark of **Tzeentch**.

Slaanesh: This model can run and charge in the same turn if it has a mark of **Slaanesh**.

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

COMMAND ABILITIES

The Knights of Chaos: If a Chaos Lord on Daemonic Mount uses this ability, select a unit of **Chaos Knights**, **Chaos Chariots** or **Gorebeast Chariots** from your army within 15". Until your next hero phase you can re-roll charge rolls for that unit and add 1 to any hit rolls for them in the combat phase.

KEYWORDS CHAOS, DAEMON, MORTAL, SLAVES TO DARKNESS, HERO, CHAOS LORD ON DAEMONIC MOUNT



CHAOS WARRIORS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chaos Hand Weapon	1"	2	3+	4+	-	1
Chaos Halberd	2"	2	4+	4+	-	1
Chaos Greatblade	1"	2	4+	3+	-1	1

DESCRIPTION

A unit of Chaos Warriors has 10 or more models. Some units wield either Chaos Hand Weapons or Halberds and carry Chaos Runeshields. Some units eschew defence, hefting double-handed Chaos Greatblades or entering battle with a Chaos Hand Weapon in each hand.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of all its models.

ASPIRING CHAMPION

The leader of this unit is the Aspiring Champion. Add 1 to the result of any hit rolls for an Aspiring Champion.

HORNBLOWER

Models in this unit can be Hornblowers. If the unit includes any Hornblowers, add 1 to its run and charge rolls.

ABILITIES

Chaos Runeshields: Roll a dice each time this unit suffers a mortal wound. On a 5 or a 6 that mortal wound is ignored.

Mark of Chaos: If you wish, when setting up this unit, you can pick one of the following keywords to assign to it for the duration of the battle: **Khorne**, **Tzeentch**, **Nurgle** or **Slaanesh**.

Berserk Fury: Chaos Warriors who wield a blade in each hand batter aside the enemy's defences. You can re-roll hit rolls of 1 for Chaos Warriors wielding a pair of Chaos Hand Weapons.

Legions of Chaos: You can re-roll save rolls of 1 for this unit if it contains 20 or more models.

KEYWORDS CHAOS, MORTAL, SLAVES TO DARKNESS, CHAOS WARRIORS



CHAOS CHOSEN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chaos Greataxe	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Chaos Chosen has 5 or more models. Chaos Chosen wield mighty double-handed Chaos Greataxes that can cleave a warrior in half with one blow.

EXALTED CHAMPION

The leader of this unit is the Exalted Champion. An Exalted Champion makes 4 attacks rather than 3.

ICON BEARER

Models in this unit may be Icon Bearers. If the unit includes any Icon Bearers, add 1 to the Bravery of all its models.

SKULL DRUMMER

Models in this unit can be Skull Drummers. If the unit includes any Skull Drummers, add 1 to its run and charge rolls.

ABILITIES

Mark of Chaos: If you wish, when setting up this unit, you can pick one of the following keywords to assign to it for the duration of the battle: **Khorne**, **Tzeentch**, **Nurgle** or **Slaanesh**.

Slaughter-leaders: Chaos Chosen lead their kin in battle through excessive bloodshed and violence. If a model from this unit slays an enemy model, you can re-roll failed wound rolls for other **Slaves to Darkness** units from your army within 8" of this unit until the end of the phase.

Chaos Greataxe: If the wound roll for a Chaos Greataxe is a 6 or more that attack inflicts a mortal wound on the target instead of its normal damage.

KEYWORDS CHAOS, MORTAL, SLAVES TO DARKNESS, CHAOS CHOSEN



CHAOS MARAUDERS

MOVE	WOUNDS	SAVE	BRAVERY
6"	1	6+	5

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbarian Axe	1"	1	4+	4+	-	1
Barbarian Flail	1"	1	5+	3+	-	1

DESCRIPTION

A unit of Chaos Marauders has 10 or more models. Units of Marauders wield either Barbarian Flails or Barbarian Axes. Some units of Marauders also carry Darkwood Shields.

MARAUDER CHIEFTAIN

The leader of this unit is the Marauder Chieftain. He makes 2 attacks rather than 1.

ICON BEARER

Models in this unit may be Icon Bearers. Icon Bearers bear either a Damned Icon or a Tribal Banner.

DRUMMER

Models in this unit can be Drummers. If the unit includes any Drummers, add 1 to its run and charge rolls.

ABILITIES

Barbarian Hordes: Roll a dice before a unit of Chaos Marauders piles in. Add 1 to the roll if the unit includes 20 or more models. If the result is 4 or more, add 1 to the result of any hit rolls for the unit's attacks until the end of the phase. If the result is 6 or more, add 1 to the result of any wound rolls as well.

Darkwood Shield: Units carrying Darkwood Shields have a Save of 5+ rather than 6+.

Damned Icon: You can re-roll hit rolls of 1 for models in a unit that contains any Damned Icons.

Tribal Banner: If this unit includes any Tribal Banners, add 1 to the Bravery of all its models.

Mark of Chaos: If you wish, when setting up this unit, you can pick one of the following keywords to assign to it for the duration of the battle: KHORNE, TZEENTCH, NURGLE or SLAANESH.

KEYWORDS CHAOS, MORTAL, SLAVES TO DARKNESS, CHAOS MARAUDERS



CHAOS MARAUDER HORSEMEN

MOVE	WOUNDS	SAVE	BRAVERY
12"	2	6+	5

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Marauder Javelin	9"	2	4+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Barbarian Axe	1"	1	4+	4+	-	1
Marauder Javelin	2"	1	5+	4+	-	1
Barbarian Flail	1"	1	5+	3+	-	1
Chaos Steed's Flailing Hooves	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Chaos Marauder Horsemen has 5 or more models. Many units of Marauder Horsemen are armed with Barbarian Axes, but some prefer to wield Barbarian Flails instead. Some units instead carry Marauder Javelins which they can hurl at the foe and use as spears in close combat. Many units also carry Darkwood Shields. They ride swift Chaos Steeds, which strike at the enemy with their Flailing Hooves.

HORSEMASTER

The leader of this unit is the Horsemaster. Add 1 to hit rolls for a Horsemaster.

ICON BEARER

Models in this unit may be Icon Bearers. Icon Bearers bear either a Damned Icon or a Tribal Banner.

HORNBLOWER

Models in this unit can be Hornblowers. If the unit includes any Hornblowers, add 1 to its run and charge rolls.

ABILITIES

Darkwood Shield: Units carrying Darkwood Shields have a Save of 5+ rather than 6+.

Feigned Flight: This unit can shoot and charge even if it retreated in the same turn.

Damned Icon: You can re-roll hit rolls of 1 for a unit that contains any Damned Icons.

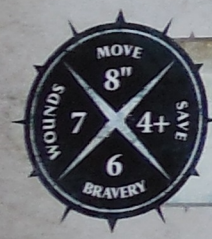
Tribal Banner: If this unit includes any Tribal Banners, add 1 to the Bravery of all its models.

Mark of Chaos: If you wish, when setting up this unit, you can pick one of the following keywords to assign to it for the duration of the battle: KHORNE, TZEENTCH, NURGLE or SLAANESH.

KEYWORDS CHAOS, MORTAL, SLAVES TO DARKNESS, CHAOS MARAUDER HORSEMEN



CHAOS CHARIOTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lashing Whip	2"	2	4+	4+	-	1
Chaos Greatblade	2"	3	4+	3+	-1	1
Chaos War-flail	2"	D6	4+	3+	-	1
War Steeds' Roughshod Hooves	1"	4	4+	4+	-	1

DESCRIPTION

A unit of Chaos Chariots consists of any number of models. Each chariot is an imposing fighting platform drawn by a pair of War Steeds that attack with their Roughshod Hooves, and is driven by a charioteer who cracks a Lashing Whip at any who draw near. A second charioteer wields a hellforged weapon; some might carry Chaos Greatblades, while others prefer Chaos War-flails.

EXALTED CHARIOTEER

The leader of this unit is the Exalted Charioteer. His attacks with a Chaos Greatblade or Chaos War-flail hit on 3+ rather than 4+.

ABILITIES

Don't Spare the Lash: Before this unit moves in the movement phase, the charioteers can lash their War Steeds to gain more speed. Roll a dice, and add that many inches to this unit's Move characteristic for the rest of the phase.

Mark of Chaos: If you wish, when setting up this unit, you can pick one of the following keywords to assign to it for the duration of the battle: **Khorne**, **Tzeentch**, **Nurgle** or **Slaanesh**.

Swift Death: Chaos Chariots are at their most deadly on the charge, where their considerable bulk and bladed wheels can cause devastation amid the enemy. You can add 1 to all hit and wound rolls for the War Steeds' Roughshod Hooves if this unit charged in the same turn.

KEYWORDS CHAOS, MORTAL, SLAVES TO DARKNESS, CHAOS CHARIOTS



CHAOS GOREBEAST CHARIOTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lashing Whip	2"	2	4+	4+	-	1
Chaos Greatblade	2"	3	4+	3+	-1	1
Chaos War-flail	2"	D6	4+	3+	-	1
Gorebeast's Brutish Fists	1"	3	4+	3+	-	2

DESCRIPTION

A unit of Chaos Gorebeast Chariots consists of any number of models. Each chariot is drawn by a hulking Gorebeast which pummels its prey with Brutish Fists, and is driven by a charioteer who cracks a Lashing Whip at the foe. A second charioteer wields a hellforged weapon; some might carry Chaos Greatblades, while others prefer Chaos War-flails.

EXALTED CHARIOTEER

The leader of this unit is the Exalted Charioteer. His attacks with a Greatblade or War-flail hit on 3+ rather than 4+.

ABILITIES

Explosive Brutality: There is little as terrifying or destructive as the sudden bursts of rage that characterise Gorebeasts. If this unit makes a charge move, and the result of the charge roll was 8 or more, all Gorebeasts in the unit make 6 attacks with their Brutish Fists rather than 3 until the end of the turn.

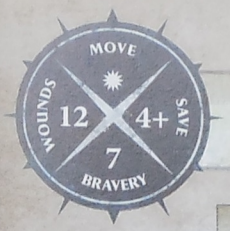
Gorebeast Charge: Gorebeast Chariots thunder into enemy formations in a rampage of destruction. After this unit has finished a charge move, roll a dice for each enemy model within 2"; for each roll of 6 that model's unit suffers a mortal wound as a warrior is pounded into the dirt, impaled on metal horns or eviscerated by spinning wheel-blades.

Mark of Chaos: If you wish, when setting up this unit, you can pick one of the following keywords to assign to it for the duration of the battle: **Khorne**, **Tzeentch**, **Nurgle** or **Slaanesh**.

KEYWORDS CHAOS, MORTAL, SLAVES TO DARKNESS, CHAOS GOREBEAST CHARIOTS



CHAOS WARSHRINE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sacrificial Blade	1"	4	4+	4+	-	1
Clubbed Fists	1"	✸	4+	3+	-	2

DAMAGE TABLE			
Wounds Suffered	Move	Clubbed Fists	Protection of the Dark Gods
0-2	8"	6	9"
3-4	7"	D6	7"
5-7	6"	D6	5"
8-9	5"	D3	3"
10+	4"	1	1"

DESCRIPTION

A Chaos Warshrine is a single model. A Shrinemaster stands atop the Warshrine, wielding a Sacrificial Blade and shouting prayers to the gods, while a pair of huge mutant Shrine Bearers fight with gigantic Clubbed Fists.

ABILITIES

Dedicated to Chaos: When you set up this model, you can declare that it is dedicated to **KHORNE**, **NURGLE**, **SLAANESH** or **TZEENTCH**. The Warshrine has that keyword for the duration of the battle.

Protection of the Dark Gods: Roll a dice each time a **MORTAL** model from your army suffers a wound or a mortal wound whilst within range of a Warshrine's Protection of the Dark Gods ability. The range of this Warshrine's ability is shown in the damage table above. On a 6, that attack has been turned aside by the fell power of Chaos and is ignored.

Favour of the Ruinous Powers: In your hero phase, the Shrinemaster can pray to the Dark Gods to bless his followers with the Favour of Chaos. If the Warshrine has been dedicated to a particular Chaos God, the Shrinemaster instead prays to his patron for their favour. When a Shrinemaster prays, pick a **MORTAL** unit within 16" and roll a dice. On a 3 or more his prayer is answered and its effects take place until your next hero phase:

Favour of Chaos: The Shrinemaster carves the symbol of Chaos into his chest, urging his followers to redouble their efforts and kill in the name of the Dark Gods. You can re-roll hit rolls of 1 and wound rolls of 1 for the unit.

Favour of Khorne: Raising an axe in a white-knuckled fist, the Shrinemaster leads his kin in a howl of battle-lust, urging them onward to spill the enemy's blood. You can re-roll hit rolls of 1 for the unit. If you picked a **MORTAL KHORNE** unit, you can instead re-roll all failed hit rolls.

Favour of Tzeentch: The Shrinemaster recites passages from a forbidden tome and the air turns thick with magical energy that deflects fatal blows. You can re-roll save rolls of 1 for the unit. If you picked a **MORTAL TZEENTCH** unit, you can instead re-roll all failed save rolls.

Favour of Nurgle: Cracking a rotting head open on the altar and feasting on the viscid matter within, the Shrinemaster blesses his followers' blades with foul contagions. You can re-roll wound rolls of 1 for the unit. If you picked a **MORTAL NURGLE** unit, you can instead re-roll all failed wound rolls.

Favour of Slaanesh: The Shrinemaster casts sickly-sweet incense into the shrine's braziers and lets out a sensuous cry, driving those nearby into frenzied, ecstatic bliss. You can re-roll failed charge rolls and battleshock tests for the unit. If you picked a **MORTAL SLAANESH** unit, you can re-roll failed charge rolls for the unit and it does not need to take battleshock tests.

KEYWORDS CHAOS, MORTAL, SLAVES TO DARKNESS, TOTEM, PRIEST, CHAOS WARSHRINE



CHAOS KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ensorcelled Weapon	1"	3	3+	4+	-	1
Chaos Glaive	1"	2	4+	3+	-	1
War Steed's Roughshod Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Chaos Knights has 5 or more models. Some units wield Ensorcelled Weapons, while others bear Chaos Glaives. In either case, they carry Chaos Runeshields. They ride War Steeds which slay the enemy with great sweeps of their Roughshod Hooves.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of all its models.

DOOM KNIGHT

The leader of this unit is the Doom Knight. You can add 1 to any hit roll for a Doom Knight.

HORNBLOWER

Models in this unit can be Hornblowers. If the unit includes any Hornblowers, add 1 to its run and charge rolls.

ABILITIES

Chaos Runeshields: Roll a dice each time this unit suffers a mortal wound. On a 5 or a 6 that mortal wound is ignored.

Impaling Charge: This unit's Chaos Glaives inflict 2 damage rather than 1 and have a Rend of -1 instead of '-', if it charged in the same turn.

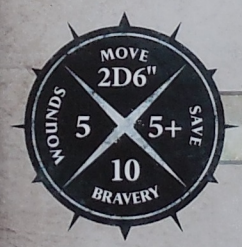
Mark of Chaos: If you wish, when setting up this unit, you can pick one of the following keywords to assign to it for the duration of the battle: KHORNE, TZEENTCH, NURGLE or SLAANESH.

Terrifying Champions: Subtract 1 from the Bravery of any enemy units within 3" of any Chaos Knights in the battleshock phase.

KEYWORDS CHAOS, MORTAL, SLAVES TO DARKNESS, CHAOS KNIGHTS



CHAOS SPAWN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Freakish Mutations	1"	2D6	4+	4+	-	1

DESCRIPTION

A unit of Chaos Spawn has any number of models. They are armed with a variety of Freakish Mutations.

ABILITIES

Cursed of the Dark Gods: If you wish, when setting up this unit, you can pick one of the following keywords to assign to this unit for the duration of the battle: KHORNE, TZEENTCH, NURGLE or SLAANESH.

Writhing Tentacles: If you roll a double when determining the number of attacks made by a Chaos Spawn's Freakish Mutations, resolve those attacks with a To Hit and To Wound characteristic of 3+, instead of 4+.

KEYWORDS CHAOS, MORTAL, SLAVES TO DARKNESS, CHAOS SPAWN

KHORNE BLOODBOUND

Like a tide of boiling gore, the Bloodbound spill across the Mortal Realms. They scream praise to mighty Khorne as they butcher everything in their path, harvesting skulls and shedding blood in the name of their furious warrior god.

The Bloodbound are Khorne's chosen warriors in the Mortal Realms, gore-drenched slaughterers who desire everlasting war in the Blood God's name. It is the Bloodbound who reap the greatest tally of skulls for Khorne, and before their ferocity, nations are swept away, fortresses are tumbled and vast armies are reduced to mountains of carrion. These gruesome monuments can be found throughout the realms, offered up as tribute to the Lord of Skulls by his bloodthirsty disciples.

To become one of the Bloodbound is to undertake one or more of the dread trials of Khorne. Some warriors must claim a worthy skull with each passing day, and those who fail lop off their own heads rather than face the Blood God's monstrous punishments. Others fight until they are so drenched in clotted gore that it transmutes into brazen armour, while a few even feast upon the flesh of their own battle-slain dead. While many seek out the favour of Khorne on their own, not all who undertake these trials do so intentionally. Khorne delights in martial strength and boundless slaughter, and he bestows his gifts upon those who fight the hardest and kill the most, even if they are pure-hearted champions defending their homes. More than one victory for the forces of Order has been turned to hideous defeat as their greatest champion has rampaged screaming through their own ranks, eyes blazing with a battle-madness that only Khorne can bestow.





However they take their first steps upon that bloody road, those who become Bloodbound gain strength and ferocity beyond mortal measure. The price for such gifts is steep, for Khorne expects constant battle and a never-ending tribute in skulls from his mortal warriors. Once on the path of the Bloodbound, a warrior slaughters friend and foe alike until the day he ascends to ultimate power, or becomes just one more skull at the foot of the Blood God's throne.

Only a truly powerful mortal leader can unite the frenzied berserkers and bloodthirsty cannibals that make up the Bloodbound tribes. These are the Mighty Lords of Khorne, and each leads a vast army of wild-eyed killers known as a Warhorde. Surrounded by the handpicked killers of his Gorechosen, marching at the head of warband after warband of brass-clad warriors and daemon-mounted cavalry, the Lords of Khorne lead their Warhordes in never-ending battle from one realm to the next.

There are countless tribes of Bloodbound making war on an endless variety of battlefields across the realms. These tribes come in all sizes and compositions, though they tend to organise themselves into groups of eight – a number sacred to Khorne. Some, such as the Goretide or the Skullfiends, are vast nations of killers who blanket the land with their numbers. Others are smaller armies, or even single warbands, who are no less terrifying for their smaller numbers. On occasion, a Warhorde will be made up of a single tribe's warriors, but just as often, it will be a monstrous amalgamation of warbands from many different tribes, drawn together by the promise of carnage and slaughter greater than they could possibly wreak alone. It is only this guarantee that holds Bloodbound Warhordes together at all; Khorne cares not from whence the blood flows, and without a constant supply of suitable enemies, his worshippers will turn upon each other soon enough in an effort to claim worthy skulls.

The campaign of violence wrought by the Bloodbound will not end until every Mortal Realm is reduced to charnel plains of flame-lit skulls fractured by vast rivers of boiling blood. Already, these fearsome warriors have eradicated much that was good and pure from existence, but they will not stop until even the Heavens themselves lie in blackened ruins about the toppled remains of Sigmar's throne.



KHORNE BLOODBOUND
GOREBLADE WARBAND

The lords of Khorne surround themselves with those devoted to the Blood God's creed. When a Goreblade Warband joins the fray, each retinue strives to outdo the others in the slaughter.

ORGANISATION

A Goreblade Warband consists of the following units:

- 1 Mighty Lord of Khorne
- 1 Bloodsecrator
- 1 Bloodstoker
- 1 unit of Blood Warriors
- 1 unit of Bloodreavers
- 1 unit of Khorgoraths

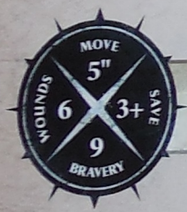
ABILITIES

Blood Rivals: You can re-roll charge rolls for the Goreblade Warband if any of its units made a successful charge in the same phase.

Khorne Cares Not From Whence The Blood Flows: If any units are wiped out during the combat phase, you can add 1 to the Attacks characteristic of all melee weapons used by the Goreblade Warband for the remainder of that combat phase.



MIGHTY LORD OF KHORNE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Axe of Khorne	1"	3	3+	3+	-1	D3
Flesh Hound's Blood-dark Claws	1"	4	3+	4+	-	1

DESCRIPTION

A Mighty Lord of Khorne is a single model. He is armed with an Axe of Khorne, and accompanied by a Flesh Hound. The Flesh Hound fights with fearsome Blood-dark Claws.

ABILITIES

Collar of Khorne: A Flesh Hound has a collar of Khorne, which allows its owner to unbind spells in the same manner as a wizard.

Reality-splitting Axe: At the end of the combat phase, roll a dice for each enemy model that suffered one or more wounds inflicted by the Axe of Khorne in that phase but was not slain. On a roll of 5 or more, the axe cleaves a rent in the fabric of reality, hurling the victim to Khorne's realm. The model being rolled for is slain.

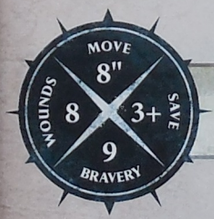
COMMAND ABILITY

Gorelord: If this model is your general and uses this ability, pick up to 3 **MORTAL KHORNE** units in your army within 24" of this model in your hero phase. Until your next hero phase, when you make charge rolls for this model or any of the units you picked, roll 3 dice rather than 2 dice, and use the 2 dice with the highest rolls to determine the charge move of the unit being rolled for.

KEYWORDS CHAOS, MORTAL, KHORNE, HERO, MIGHTY LORD OF KHORNE



LORD OF KHORNE ON JUGGERNAUT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wrathforged Axe	1"	3	3+	3+	-1	D3
Juggernaut's Brazen Hooves	1"	3	3+	3+	-	1

DESCRIPTION

A Lord of Khorne on Juggernaut is a single model. He is armed with a Wrathforged Axe, carries a Brass-clad Shield and rides a Juggernaut. The Juggernaut tramples the foe with its Brazen Hooves.

ABILITIES

Brass-clad Shield: If this model suffers any wounds or mortal wounds as the result of a spell, roll a dice. If the result is 4 or more, the wounds are ignored.

Murderous Charge: Roll a dice for each enemy unit within 1" of this model after it completes a charge move. On a roll of 4 or more, that unit suffers D3 mortal wounds as the Juggernaut crushes warriors with its brazen bulk.

Daemonic Axe: If the wound roll for an attack made with the Wrathforged Axe is 6 or more, the daemon bound within awakens and guides the strike. The attack inflicts 3 wounds rather than D3.

COMMAND ABILITY

Blood Stampede: If this model is your general and uses this ability, pick up to 3 **MORTAL KHORNE** units within 24" of him. Until your next hero phase, add 1 to the wound rolls made in the combat phase for this model and any units you picked, as long as they charged in the same turn.

KEYWORDS CHAOS, MORTAL, KHORNE, HERO, LORD OF KHORNE ON JUGGERNAUT



EXALTED DEATHBRINGER

MOVE	WOUNDS	SAVE	BRAVERY
5"	5	4+	8

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ruinous Axe	1"	3	4+	3+	-1	2
Bloodbite Axe	1"	6	3+	4+	-	1

DESCRIPTION

An Exalted Deathbringer is a single model. Some Exalted Deathbringers wield a Ruinous Axe and carry a Skullgouger, while others enter battle armed with a Bloodbite Axe and carrying a Runemarked Shield.

ABILITIES

Blooded Lieutenant: This model makes 2 additional attacks whilst he is within 12" of a KHORNE general.

Runemarked Shield: If an Exalted Deathbringer carrying a Runemarked Shield suffers any wounds or mortal wounds as the result of a spell, roll a dice. If the result is 2 or more, the wounds are ignored.

Skullgouger: Each time you make a save roll of 6 or more in the combat phase for an Exalted Deathbringer with a Skullgouger, he turns aside the attack and delivers a brutal counterblow, inflicting D3 mortal wounds on the attacking unit.

COMMAND ABILITY

Brutal Command: If this model is your general and uses this ability, all MORTAL KHORNE units in your army within 12" of the Exalted Deathbringer can use his Bravery characteristic instead of their own until your next hero phase. If there is a unit from your army within 1" of the Exalted Deathbringer when he uses this ability, you can inflict D3 mortal wounds on that unit to increase its range from 12" to 24".

KEYWORDS CHAOS, MORTAL, KHORNE, HERO, EXALTED DEATHBRINGER



SKARR BLOODWRATH

MOVE	WOUNDS	SAVE	BRAVERY
5"	5	4+	9

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodstorm Blades	3"	5	2+	3+	-1	1

DESCRIPTION

Skarr Bloodwrath is a single model. He is armed with the Bloodstorm Blades.

ABILITIES

The Slaughterborn: Skarr Bloodwrath has died countless times, but each time, he has been reborn amid the clash of blades and the screams of dying men. After he has been slain, roll a dice at the start of each battleshock phase if at least 8 models have been slain during the turn. On a roll of 4 or more, the Slaughterborn rises from a swirling pool of blood; set up Skarr Bloodwrath anywhere on the battlefield more than 9" from the enemy.

Slaughterstorm: When faced with a horde of foes, Skarr Bloodwrath can make a slaughterstorm attack instead of attacking normally, swinging the Bloodstorm Blades in wide arcs and claiming countless skulls for his master. To do so, select a target unit and make one attack against it for each model that is within range. Repeat this for each enemy unit that is within range of the Bloodstorm Blades.

KEYWORDS CHAOS, MORTAL, KHORNE, HERO, SKARR BLOODWRATH



ASPIRING DEATHBRINGER

MOVE	WOUNDS	SAVE	BRAVERY
5"	5	4+	7

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodaxe	1"	3	3+	4+	-	1
Wrath-hammer	3"	D3	3+	4+	-	1

DESCRIPTION

An Aspiring Deathbringer is a single model. He is armed with a Bloodaxe and a Wrath-hammer.

ABILITIES

Thirst for Glory: If a **KHORNE HERO** is slain within 6" of this model, you can re-roll failed hit rolls and save rolls for this model for the rest of the battle.

COMMAND ABILITY

Slaughter Incarnate: If this model is your general and uses this ability, then until your next hero phase you can add 1 to the Attacks characteristic of all melee weapons used by **MORTAL KHORNE** units in your army while they are within 6" of this model.

KEYWORDS CHAOS, MORTAL, KHORNE, HERO, ASPIRING DEATHBRINGER



SKULLGRINDER

MOVE	WOUNDS	SAVE	BRAVERY
5"	5	4+	8

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brazen Anvil	2"	2	3+	2+	-1	3

DESCRIPTION

A Skullgrinder is a single model. He swings a heavy Brazen Anvil with terrifying ease, which he uses to obliterate the Blood God's enemies.

ABILITIES

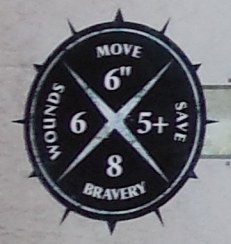
Favoured by Khorne: Add 1 to the Bravery of all **MORTAL KHORNE** units in your army that are within 6" of this model.

Altar of Skulls: If a **HERO** or **MONSTER** is slain by the Skullgrinder's Brazen Anvil, the Skullgrinder and all **MORTAL KHORNE** units in your army within 8" are blood-blessed for the rest of the battle. If a hit roll for an attack made by a blood-blessed model is 4 or higher, make two wound rolls rather than one.

KEYWORDS CHAOS, MORTAL, KHORNE, HERO, SKULLGRINDER



SLAUGHTERPRIEST



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

DESCRIPTION

A Slaughterpriest is a single model. He is armed with a Bloodbathed Axe, a ritual cleaver the height of a lesser man.

ABILITIES

Scorn of Sorcery: As walking avatars of the Blood God's fury, Slaughterpriests share their master's distaste for magic and those that use it. This model can unbind spells in the same manner as a wizard.

Bloodfuelled Prayers: In your hero phase, a Slaughterpriest can pray to Khorne for aid. Pick one of the prayers on the right, then roll a dice, adding 1 to the result if the Slaughterpriest slew any enemy models in the previous turn. If the result is 4 or higher, the prayer is answered, and its effect takes place. If the result is 1, the Slaughterpriest's supplication is seen as unworthy of a follower of the Blood God, and he suffers D3 mortal wounds.

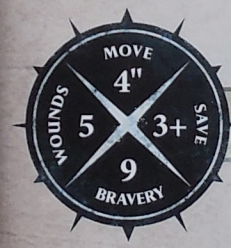
Blood Boil: Pick an enemy unit within 16". That unit suffers D6 mortal wounds, its warriors screeching in agony as super-heated blood jets from their bodies.

Blood Bind: The Slaughterpriest fires the blood in his targets' veins, urging them to succumb to bloodlust. Pick an enemy unit that is within 16" and not within 3" of any of your units. All models in the unit must run as far as possible towards your nearest unit, as if it were their movement phase.

KEYWORDS CHAOS, MORTAL, KHORNE, HERO, PRIEST, SLAUGHTERPRIEST



BLOODSECRATOR



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

DESCRIPTION

A Bloodsecrator is a single model. He is armed with an Ensorcelled Axe. He carries a Portal of Skulls, a blessed icon of Khorne.

ABILITIES

Portal of Skulls: In your hero phase, you can declare that this model opens the Portal of Skulls. If you do, until your next hero phase you may not move the model, but it has the following abilities:

Loathsome Sorcery: Both sides must re-roll successful casting rolls for wizards within 18" of this model, before any unbinding rolls are made.

Rage of Khorne: This ability affects all KHORNE units in your army within 18" of this model at the start of the combat phase. When they attack, add 1 to the Attacks characteristic of all melee weapons used by these units. In addition, players do not have to take battleshock tests for any KHORNE units within 18" of this model at the start of the battleshock phase.

KEYWORDS CHAOS, MORTAL, KHORNE, HERO, TOTEM, BLOODSECRATOR



BLOODSTOKER

MOVE 6" | WOUNDS 5 | SAVE 4+ | BRAVERY 8

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Torture Blade	1"	3	3+	3+	-	1
Blood Whip	3"	3	3+	4+	-	1

DESCRIPTION

A Bloodstoker is a single model. He is armed with a Torture Blade and Blood Whip.

ABILITIES

Whipped to Fury: In your hero phase, pick one KHORNE unit from your army within 12" of this model. Until your next hero phase, you can add 3" to all run or charge rolls for that unit, and can re-roll wound rolls of 1 for models from that unit.

KEYWORDS CHAOS, MORTAL, KHORNE, HERO, BLOODSTOKER



VALKIA THE BLOODY

MOVE 12" | WOUNDS 5 | SAVE 3+ | BRAVERY 9

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slaupnir	2"	6	3+	3+	-2	1

DESCRIPTION

Valkia the Bloody is a single model. She wields the spear Slaupnir, and fends off her foes' attacks with the fell artefact known as the Daemonshield.

FLY

Valkia the Bloody can fly.

ABILITIES

The Gaze of Khorne: MORTAL KHORNE units in your army are under the gaze of Khorne while they are within 12" of Valkia the Bloody, and will strive not to fail before their god. You can re-roll battleshock tests for these units, but if any models flee after the re-roll, a further D3 from that unit are slain as the Blood God punishes them for their cowardice!

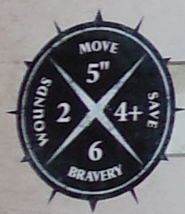
The Spear Slaupnir: Valkia's great spear is at its deadliest as she descends from the sky to strike at her target's heart. Its Damage characteristic is D3 rather than 1 if Valkia charged in the same turn.

Daemonshield: Adorned with the head of a daemon prince that was foolish enough to earn Valkia's ire, this shield is a powerful relic. Subtract 1 from any wound rolls for attacks that target Valkia the Bloody in the combat phase.

KEYWORDS CHAOS, MORTAL, KHORNE, HERO, VALKIA THE BLOODY



BLOOD WARRIORS



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

DESCRIPTION

A unit of Blood Warriors has 5 or more models. Some units of Blood Warriors take to the battlefield with a Goreaxe in each hand, while others prefer to use a single Goreaxe so that they can also carry a Gorefist. 1 in every 10 models may instead be armed with a Goreglaive.

CHAOS CHAMPION

The leader of this unit is a Chaos Champion. A Chaos Champion makes 3 attacks rather than 2.

ICON BEARER

Models in this unit may be Icon Bearers. If the unit includes any Icon Bearers, add 1 to the Bravery of all its models.

ABILITIES

No Respite: If a model from this unit is slain in the combat phase, you can make a pile in move and then attack with the model before you remove it.

Goreaxes: You can re-roll hit rolls of 1 for models armed with more than one Goreaxe.

Gorefists: Each time you make a successful save roll for a unit that contains any models carrying Gorefists, and the attacking unit is within 1" of this unit, roll a dice. For each roll of a 6, the attacking unit suffers 1 mortal wound after all of its attacks have been made.

KEYWORDS CHAOS, MORTAL, KHORNE, BLOOD WARRIORS



BLOODREAVERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Reaver Blades	1"	1	4+	4+	-	1
Meatripper Axe	1"	1	4+	4+	-1	1

DESCRIPTION

A unit of Bloodreavers has 10 or more models. Some units of Bloodreavers fight with Reaver Blades, while others prefer to use Meatripper Axes.

CHIEFTAIN

The leader of this unit is a Chieftain. A Chieftain makes 2 attacks rather than 1.

ICON BEARER

Models in this unit may be Icon Bearers. If the unit includes one or more Icon Bearers, add 1 to the Bravery of all its models.

HORNBLOWER

Models in this unit may be Hornblowers. If the unit includes one or more Hornblowers, add 1 to its run and charge rolls.

ABILITIES

Frenzied Devotion: If this unit is within 12" of a model with the **CHAOS** and **TOTEM** keywords when it is selected to attack, then all models in this unit make 2 attacks rather than 1, and the Chieftain makes 3 attacks rather than 2.

Reaver Blades: You can re-roll hit rolls of 1 for models armed with Reaver Blades.

KEYWORDS CHAOS, MORTAL, KHORNE, BLOODREAVERS



WRATHMONGERS

MOVE 5" | WOUNDS 3 | SAVE 5+ | BRAVERY 7

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

DESCRIPTION

A unit of Wrathmongers has 5 or more models. They are armed with Wrath-flails.

WRATHMASTER

The leader of this unit is a Wrathmaster. A Wrathmaster makes 5 attacks rather than 4.

ABILITIES

Wrath-flails: Add 1 to any hit rolls made for a model attacking with Wrath-flails if that model charged in the same turn.

Crimson Haze: All models (friend or foe) within 3" of a Wrathmonger in the combat phase are overcome with a murder-frenzy and make 1 more attack with each of their melee weapons. This does not affect WRATHMONGERS, who are already in this state of blood-lust.

Bloodfury: Each time a Wrathmonger is slain in the combat phase, the spilt blood drives the enemy into a berserk rage in which they can no longer tell friend from foe; you can choose an enemy model that is within 2" of the slain model. Immediately attack with the enemy model you chose as though it was part of your army. The model can attack its own unit, and even itself! No enemy model can be chosen in this way more than once in a phase.

KEYWORDS CHAOS, MORTAL, KHORNE, WRATHMONGERS



MIGHTY SKULLCRUSHERS

MOVE 8" | WOUNDS 5 | SAVE 4+ | BRAVERY 6

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ensorcelled Axe	1"	2	3+	3+	-	1
Bloodglaive	1"	2	4+	3+	-1	1
Juggernaut's Brazen Hooves	1"	3	3+	3+	-	1

DESCRIPTION

A unit of Mighty Skullcrushers has 3 or more models. Some units of Mighty Skullcrushers take to the battlefield wielding Bloodglaives, while others clutch Ensorcelled Axes. They carry Brass-clad Shields and ride Juggernauts, which trample the foe with their Brazen Hooves.

SKULLHUNTER

The leader of this unit is a Skullhunter. He makes 3 attacks with his Ensorcelled Axe or Bloodglaive rather than 2.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes one or more Standard Bearers, add 1 to the Bravery of all its models. After this unit has slain an enemy and soaked their standards in blood, add 3 to their Bravery instead.

HORNBLOWER

Models in this unit may be Hornblowers. If the unit includes one or more Hornblowers, add 1 to its run and charge rolls.

ABILITIES

Brass-clad Shield: If this unit suffers any wounds or mortal wounds as the result of a spell, roll a dice. If the result is 4 or more, the wounds or mortal wounds are ignored.

Murderous Charge: After this unit completes a charge move, roll a dice for each enemy unit within 1". On a roll of 4 or more that unit suffers D3 mortal wounds.

KEYWORDS CHAOS, MORTAL, KHORNE, MIGHTY SKULLCRUSHERS



KHORGORATHS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bone Tentacles	6"	3	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Claws and Fangs	1"	5	3+	3+	-1	1

DESCRIPTION

A Khorgorath unit can have any number of models. They lash their enemies with nightmarish Bone Tentacles and fight with vicious Claws and Fangs.

ABILITIES

Horrific Predator: If this unit inflicts damage on one or more enemy units in the combat phase, then you must subtract 1 from the Bravery of all enemy units within 12" of this unit in the battleshock phase of the same turn.

Taker of Heads: If the attacks made by this unit in the combat phase result in one or more enemy models being slain, then you can heal 1 wound suffered by a model from this unit.

KEYWORDS CHAOS, MONSTER, KHORNE, KHORGORATHS



SCYLA ANFINGRIMM



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brutal Fists	2"	2D6	4+	3+	-1	1
Serpentine Tail	3"	2	3+	3+	-1	D3

DESCRIPTION

Scyla Anfingrimm is a single model. Any who oppose him are either crushed by his Brutal Fists or torn apart by his snapping Serpentine Tail.

ABILITIES

Brass Collar of Khorne: The Brass Collar of Khorne embedded into Scyla's neck allows him to unbind spells in the same manner as a wizard.

Raging Fury: When you roll to see how many attacks Scyla makes with his Brutal Fists, add 1 to the result for each wound he has suffered.

Bestial Leap: Scyla's bestial form is capable of great leaps that take him over the heads of lesser foes. When Scyla piles in, he can move up to 6" and can move over enemy models. Furthermore, he does not have to move towards the closest enemy model, as long as he ends his move within 2" of more enemy models than before he piled in.

KEYWORDS CHAOS, MORTAL, MONSTER, KHORNE, SCYLA ANFINGRIMM

SKULLREAPERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gore-slick Blades	1"	3	3+	3+	-	1
Daemonblades	1"	3	4+	3+	-	1
Spinecleaver	1"	2	3+	3+	-1	2
Soultearer	1"	2	4+	3+	-1	2
Vicious Mutation	1"	1	3+	4+	-1	D3

DESCRIPTION

A unit of Skullreapers has 5 or more models. Some units of Skullreapers are armed with Gore-slick Blades, while others show Khorne's favour by wielding Daemonblades. 1 in every 5 models may instead be armed with a Spinecleaver or a Soultearer.

SKULLSEEKER

The leader of this unit is a Skullseeker. A Skullseeker attacks with a Vicious Mutation in addition to his other weapons.

ICON BEARER

Models in this unit may be Icon Bearers. If the unit includes any Icon Bearers, add 1 to the Bravery of all its models.

ABILITIES

Trial of Skulls: Keep a running total of the number of enemy models slain by this unit's attacks. If the running total is greater than the number of models in this unit, you can re-roll failed hit rolls for this unit. If the running total is at least double the number of models, you can also re-roll failed wound rolls.

Daemonforged Weapons: When a model attacks with a Daemonblade or Soultearer, and the hit roll is 6 or higher, the daemon bound inside the blade awakens. If that attack's wound roll is successful, then the target suffers a mortal wound in addition to any other damage. If the wound roll is a 1, the attacking unit suffers a mortal wound instead!

Frenzied Attacks: Skullreapers attack in a blood-crazed frenzy, their blades whirling in deadly arcs that are all but impossible to parry. You can re-roll hit rolls of 1 for models armed with Gore-slick Blades or Daemonblades.

Murderous to the Last: Skullreapers do not fear death, but they are determined to not breathe their last as long as there are worthy skulls to be harvested. If a model from this unit is slain in the combat phase, roll a dice. If the result is 4 or 5, the attacking unit suffers a mortal wound; if it is 6, the attacking unit suffers D3 mortal wounds instead.

KEYWORDS CHAOS, MORTAL, KHORNE, SKULLREAPERS



DAEMONS OF KHORNE

The daemonic legions of Khorne are slaughter and bloodshed given form. They are the infernal foot soldiers of the Blood God, and each one is a murderous echo of their hellish lord's eternal rage and insatiable lust for battle.

The sheer savage ferocity of the daemons of Khorne beggars belief. Pouring across the battlefield in a gore-drenched tide, these hellish hordes raise terrifying warcries to the churning skies above. They sprint towards the enemy like pack beasts, every unnatural fibre of their beings burning to hack heads from necks and spill oceans of blood in the name of their god.

Brass-collared Flesh Hounds lope upon the flanks of the horde, monstrously large canine fiends that exist to hunt down and slaughter Khorne's prey. Skull Cannons rumble amidst the onrushing droves, pausing only to spit volleys of blazing skulls high into the air. Where this infernal ordnance crashes down, it explodes with tremendous force, gouging wounds in the land itself and hurling broken bodies in all directions. Juggernaut-mounted daemons thunder into battle at the head of wave upon wave of hissing Bloodletters, while above the surging daemon tide swoop the most terrifying creatures of all. Leathery wings beat with booms like thunder, casting vast and terrible shadows across the battlefield below. Heaving breaths bring forth snarls of endless rage and licking tongues of sulphurous flame. Massive fists clutch enormous, hell-forged weapons with white-knuckled intensity. Enemies point to the skies and cower in terror as Khorne's greatest servants fly overhead. Then, with bellowed warcries that stop mortal hearts dead, the Bloodthirsters plunge down into battle even as their daemonic foot soldiers slam headlong in the enemy's front ranks.

The sheer impact of the Khornate daemons' charge is enough to shatter most enemy battle lines in seconds. Brave warriors with many years of war behind them are as fumbling children before the daemons' appalling martial skill and unrestrained fury. Hellblades hack through armour and flesh again and again, spraying blood into the air until it falls like rain. Blood Thrones smash their way through defensive formations, grinding the enemy beneath their churning wheels or hurling broken bodies into the gore-clotted mud. Brave enemies fight back, holding their lines as best they can and battling to weather the storm of blades. With their Bloodthirster masters hacking a red path of ruin at the fore, the daemons of Khorne butcher their way through the enemy ranks with relentless savagery until nothing remains but mangled corpses, lakes of gore, and mounds of severed heads. Then the hellish horde sets off once more in search of fresh victims.



Such is the nature of Khorne's daemonic legions, whose number is beyond count and whose thirst for blood is never-ending. They do not fight to claim territory or plunder the dead for their treasures. They do not make war for honour, or for glory, or because they are protecting something that they hold dear. They do not even unleash their fury upon their victims for enjoyment. Instead, the daemons of Khorne fight, and kill, and butcher, because it is the singular purpose of their existence. Compelled by the bellowing cries of the Blood God that echo through their otherworldly minds, they will never, ever stop the slaughter.







THE SKULLHUNGER HOST

This mighty daemonic Blood Host of Khorne has been unleashed upon countless battlefields across the Mortal Realms and beyond. Many times have they exterminated their enemies to the last, yet their unbridled murderlust is never satisfied.

The Skullhunger Host are one of the most prolific of Khorne's daemonic armies. Their list of victories is so vast that an entire mountainside in Khorne's realm is graven with the tally of those they have slain and battlefields they have left carpeted in the butchered remains of their foes. Since the earliest days of the Age of Chaos this berserk horde of daemons has rampaged across the Mortal Realms, building pyramids from the severed heads of their victims and shedding oceans of blood in the name of Khorne.

When an enemy army proves especially troublesome, or a fortification particularly resistant to the advance of the Blood God's armies, the Skullhunger Host are despatched to obliterate the obstacle. It was this force that brought the gates of the Ineffable Fortress crashing down after others had spent a century attempting to breach them. It was the Skullhunger Host that charged the lines of the so-called Teregrathian Immortals during the fall of the Sunsword Peninsula and put the lie to the warrior tribesmen's epithet. This Blood Host overran the duardin guns to seize the Titanhammer Realmgate, reduced the sylvaneth Starglade to sap-spattered ashes, and dragged down the vast godbeast Lagrathax, hacking the impossibly huge draconic demigod apart with their hellforged blades.

It is not strategic cunning that has won the Skullhunger Host these impressive victories, but sheer, unstoppable ferocity. It is said that, when this host charges to battle, the very stars turn their eyes away in horror from the bloodshed they unleash. No matter the casualties they suffer, no matter the enemy that opposes them, the Skullhunger Host launch themselves headlong into the teeth of the enemy with such shocking aggression that their charge simply cannot be withstood. Many times have their ranks been winnowed almost to the last during these savage actions, yet always Khorne restores his faithful servants to life, for he is much pleased with the bounty of skulls they lay at his feet.

BLOOD HOST OF KHORNE

BLOODTHIRSTERS OF THE INFERNAL HOSTS

1. Exalted
2. Lord of Murder
3. Wrath of Khorne
4. Apoplectic Ire
5. Seething Frenzy
6. Insensate Rage
7. Executioner of Khorne
8. Unfettered Fury

Amongst Khorne's legions there exist no fewer than eight tiers of Bloodthirster, each with their own titles, duties and ranks within the Blood God's infernal hosts. Beneath mighty Khorne himself are the Bloodthirsters of the first host, the Exalted. Each of these Exalted commands eight Bloodthirsters of the second host, who in turn command eight Bloodthirsters of the host below them, and so on down to the Bloodthirsters of Unfettered Fury. No matter their ranks, these demigods of war are amongst the most deadly creatures to plague the Mortal Realms.

BLOODTHIRSTER		
BLOODMASTER	BLOODLETTERS	BLOODLETTERS
SKULLMASTER	BLOODLETTERS	BLOODLETTERS
SKULL CANNONS	FLESH HOUNDS	BLOODCRUSHERS
BLOOD THRONE	BLOODLETTERS	BLOODLETTERS
SKULL CANNONS	SKULL CANNONS	BLOODCRUSHERS

The martial regimentation of Khorne's Blood Hosts is not immediately apparent due to their exceptional ferocity. Yet beneath the howling charges and deranged battlelust lies an unwavering, if arcane, organisational structure that he Blood Hosts of Khorne obey. At the head of each cohort fights a Bloodthirster, drawn from one of the eight different infernal hosts.

This lord of annihilation is compelled to gather seven other regiments and Khornate Heralds beneath his aegis. The precise composition changes from one Blood Host to another, but always the sacred number eight is observed. Should the daemon warband be reinforced, it will always be by eight additional martial elements. Not even the daemons of Khorne know why this should be, but it is an immutable law.



DAEMONS OF KHORNE

BLOOD HOST OF KHORNE

Hissing and roaring, the Blood Host of Khorne charges across the battlefield to butcher their foes, driven to ever greater battle-frenzy as blood falls like monsoon rain.

ORGANISATION

A Blood Host of Khorne consists of the following units:

- 1 BLOODTHIRSTER
- 7 or more units chosen in any combination from the following list: BLOODLETTER HERO, BLOODTHIRSTER, Bloodletters, Bloodcrushers, Skull Cannons, Flesh Hounds

ABILITIES

Cometh the Slaughter: For the daemonic minions of the Blood God, the harvest of skulls is never-ending. In each of your hero phases, pick D3 units from the Blood Host of Khorne that are within 3" of the enemy. All models in the units you pick can immediately pile in and attack with one of their melee weapons. Increase the number of units that can attack from D3 to D6 if there are sixteen or more units in the battalion at the start of the hero phase.



SKARBRAND



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slaughter	2"	✹	4+	3+	-2	3
Carnage	2"	1	4+	—	See below	—

DAMAGE TABLE			
Wounds Suffered	Rage	Slaughter	Carnage
0-3	Angry	4	Total carnage on a 5+
4-6	Furious	5	Total carnage on a 4+
7-9	Seething	6	Total carnage on a 3+
10-12	Enraged	7	Total carnage on a 2+
13+	Incandescent	8	Total carnage on a 1+

DESCRIPTION

Skarbrand is a single model. He carries two axes, one called Slaughter and the other Carnage, which he uses with deadly effect in combat. As the battle progresses, Skarbrand's rage grows, making him an increasingly dangerous opponent – and wounding him only makes him angrier.

ABILITIES

Skarbrand's Rage: The angrier that Skarbrand gets, the more dangerous he becomes, as shown on his damage table above. Skarbrand starts the battle Angry, but this will change during the course of the battle as his rage increases or he vents his fury to fuel his attacks.

In each of your hero phases, look on Skarbrand's damage table to see his current level of rage. If Skarbrand was not able to attack in at least one of the combat phases of the previous battle round, he is always Incandescent, regardless of the wounds he has remaining – nothing makes Skarbrand angrier than not being able to fight!

Skarbrand can use his rage to fuel one or more of the following abilities. Each can only be used once per battle round. The effects of these abilities last until your next hero phase (with the exception of a Roar of Total Rage, which is resolved immediately). If Skarbrand is Angry he can use one ability, if he is Furious he can use two abilities, if he is Seething he can use three, if he is Enraged he can use four and if he is Incandescent he can use five.

- Make a Roar of Total Rage (see below).
- Re-roll the dice to determine Skarbrand's charge distance.
- Re-roll all failed hit rolls made for Slaughter.
- Re-roll all failed hit rolls made for Carnage.
- Re-roll all failed wound rolls made for Slaughter.
- Re-roll the dice rolled to see if Skarbrand inflicts Total Carnage.

Roar of Total Rage: When Skarbrand roars, his anger breaks the bounds of reason, causing the blood of those near him to boil in their veins, or their heads to explode in apocalyptic, eye-bulging fury!

If Skarbrand makes a Roar of Total Rage, pick a unit within 8". Roll one dice if Skarbrand is Angry, two dice if he is Furious, three if he is Seething, four if he is Enraged and five if he is Incandescent. Each roll of 4 or more inflicts 1 mortal wound on the unit.

Total Carnage: Roll a dice each time Skarbrand hits a target with the axe Carnage; if the roll is greater than or equal to the result shown in the damage table, the hit has caused total carnage and one enemy model in the target unit loses 8 wounds (or is slain if it has 8 wounds or fewer remaining). No saves can be taken against total carnage – there's no escaping the axe's wrath! If the roll is less than the result shown in the table, the hit inflicts one mortal wound on the target unit instead.

KEYWORDS CHAOS, DAEMON, KHORNE, MONSTER, HERO, BLOODTHIRSTER, SKARBRAND



BLOODTHIRSTER OF UNFETTERED FURY



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lash of Khorne	8"	✹	4+	3+	-1	D3
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Mighty Axe of Khorne	2"	6	3+	✹	-2	D3

DAMAGE TABLE			
Wounds Suffered	Move	Lash of Khorne	Mighty Axe of Khorne
0-3	10"	4	2+
4-6	9"	3	3+
7-9	8"	3	3+
10-12	7"	2	4+
13+	6"	1	4+

DESCRIPTION

A Bloodthirster of Unfettered Fury is a single model. It wields a barbed Lash of Khorne in one hand and a Mighty Axe of Khorne in the other.

FLY

A Bloodthirster of Unfettered Fury can fly.

ABILITIES

Drawn In for the Kill: If a Bloodthirster of Unfettered Fury 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 Bloodthirster. The model can be moved to within 3" of the Bloodthirster.

The Land Rebels: The ground around a Bloodthirster of Unfettered Fury 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". On a 6, that unit suffers a mortal wound and halves its Move until your next hero phase.

COMMAND ABILITY

Rejoice in the Slaughter: A Bloodthirster of Unfettered Fury is an unsubtle leader, driving its subjects into the enemy in great numbers. If a Bloodthirster of Unfettered Fury uses this ability, then until your next hero phase **Khorne Daemon** units within 8" of this model when they pile in can move up to 6" instead of 3".

MAGIC

Chaos Wizards know the Summon Bloodthirster of Fury spell, in addition to any others they know.

SUMMON BLOODTHIRSTER OF FURY

Summon Bloodthirster of Fury has a casting value of 10. If successfully cast, you can set up a Bloodthirster of Unfettered Fury within 16" 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 OF UNFETTERED FURY



BLOODTHIRSTER OF INSENSATE RAGE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Axe of Khorne	2"	✹	4+	2+	-2	D6

DAMAGE TABLE			
Wounds Suffered	Move	Great Axe of Khorne	Outrageous Carnage
0-3	10"	4	3 mortal wounds
4-6	9"	4	D3 mortal wounds
7-9	8"	3	D3 mortal wounds
10-12	7"	3	1 mortal wound
13+	6"	2	1 mortal wound

DESCRIPTION

A Bloodthirster of Insensate Rage is a single model. It wields a gigantic Great Axe of Khorne in both hands.

FLY

A Bloodthirster of Insensate Rage can fly.

ABILITIES

Rage Unbound: You can re-roll hit rolls of 1 for a Great Axe of Khorne if this model charged this turn.

Outrageous Carnage: A Great Axe of Khorne strikes with the boundless rage of the Blood God himself. As the unfortunate target is pulverised, those nearby are thrown backwards, their brains exploding from their skulls as they are struck by a bow wave of incredible force. If the wound roll for a Great Axe of Khorne is 6 or more, each enemy unit within 8" of the Bloodthirster suffers a number of mortal wounds. The number of mortal wounds suffered is shown in the damage table above.

COMMAND ABILITY

Bloodthirsty Charge: If a Bloodthirster of Insensate Rage uses this ability, then in your next charge phase, you can re-roll the dice when determining the charge distance for any **Khorne Daemon** units within 8".

MAGIC

Chaos Wizards know the Summon Bloodthirster of Rage spell, in addition to any others they know.

SUMMON BLOODTHIRSTER OF RAGE

Summon Bloodthirster of Rage has a casting value of 10. If successfully cast, you can set up a Bloodthirster of Insensate Rage within 16" 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 OF INSENSATE RAGE



WRATH OF KHORNE BLOODTHIRSTER



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hellfire Breath	8"	1	See below			
Bloodflail	12"	1	3+	3+	-1	✹
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Mighty Axe of Khorne	2"	6	3+	✹	-2	D3

DAMAGE TABLE			
Wounds Suffered	Move	Bloodflail	Mighty Axe of Khorne
0-3	10"	6	2+
4-6	9"	3	3+
7-9	8"	3	3+
10-12	7"	D3	4+
13+	6"	D3	4+

DESCRIPTION

A Wrath of Khorne Bloodthirster is a single model. It wields a murderous Bloodflail in one hand and a Mighty Axe of Khorne in the other.

FLY

A Wrath of Khorne Bloodthirster can fly.

ABILITIES

Hellfire Breath: In the shooting phase, a Wrath of Khorne Bloodthirster can breathe a roaring blast of hellfire. Pick a unit within range that is visible to the Bloodthirster; that unit suffers D3 mortal wounds.

Relentless Hunter: You can re-roll any failed hit rolls for attacks made by this model against **Heroes** or **Monsters**.

Rune-crown of Khorne: A Wrath of Khorne Bloodthirster can attempt to unbind one spell in each enemy hero phase as if it were a wizard. Add 2 to the result of any unbinding rolls made for it.

COMMAND ABILITY

Lord of the Blood Hunt: If a Wrath of Khorne Bloodthirster uses this ability, select a unit of **Khorne Daemons** within 16". Until your next hero phase, that unit can run and charge in the same turn and you can add 1 to its run and charge rolls.

MAGIC

Chaos Wizards know the Summon Bloodthirster of Wrath spell, in addition to any others they know.

SUMMON BLOODTHIRSTER OF WRATH

Summon Bloodthirster of Wrath has a casting value of 10. If successfully cast, you can set up a Wrath of Khorne Bloodthirster within 16" 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, WRATH OF KHORNE BLOODTHIRSTER



SKULLTAKER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Slayer Sword	1"	3	3+	3+	-1	3

DESCRIPTION

Skulltaker is single model. He is armed with the murderous Slayer Sword, and wears his infamous Cloak of Skulls.

ABILITIES

Cloak of Skulls: You can re-roll failed save rolls for Skulltaker.

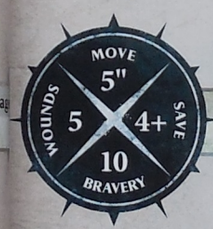
Decapitating Strike: If the hit roll for the Slayer Sword is 6 or more, that blow inflicts 3 mortal wounds instead of its normal damage.

Skulls for Khorne: You can re-roll all failed hit and wound rolls when Skulltaker targets a HERO.

KEYWORDS CHAOS, DAEMON, BLOODLETTER, KHORNE, HERO, SKULLTAKER



BLOODMASTER, HERALD OF KHORNE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blade of Blood	1"	4	3+	3+	-1	1

DESCRIPTION

A Bloodmaster, Herald of Khorne is a single model that wields a ruinous Blade of Blood.

ABILITIES

Decapitating Blow: If the hit roll for a Blade of Blood is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

The Blood Must Flow: After a Bloodmaster attacks in the combat phase, you can pick another BLOODLETTER unit within 8". That unit can immediately pile in and attack if it is within 3" of the enemy and has not already attacked this phase.

MAGIC

CHAOS WIZARDS know the Summon Bloodmaster spell, in addition to any others they know.

SUMMON BLOODMASTER

Summon Bloodmaster has a casting value of 5. If successfully cast, set up a Bloodmaster, Herald of Khorne within 16" of the caster and more than 9" from any enemy models. The Bloodmaster is added to your army but cannot move in the following movement phase.

KEYWORDS CHAOS, DAEMON, BLOODLETTER, KHORNE, HERO, BLOODMASTER



SKULLMASTER, HERALD OF KHORNE

MOVE 8" | WOUNDS 6 | SAVE 4+ | BRAVERY 10

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blade of Blood	1"	4	3+	3+	-1	1
Juggernaut's Brazen Hooves	1"	3	3+	3+	-	1

DESCRIPTION

A Skullmaster, Herald of Khorne is a single model. The Herald wields a ruinous Blade of Blood, and rides atop a mighty Juggernaut of Khorne that gores and tramples its victims to death beneath its Brazen Hooves.

ABILITIES

Slaughter and Ruin: You can re-roll all failed hit rolls for this model if it charged in the same turn.

Decapitating Blow: If the hit roll for a Blade of Blood is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

Murderous Charge: After this model completes a charge move, roll a dice for each enemy unit within 1". On a roll of 4 or more that unit suffers D3 mortal wounds.

MAGIC

Chaos Wizards know the Summon Skullmaster spell, in addition to any others they know.

SUMMON SKULLMASTER

Summon Skullmaster has a casting value of 5. If successfully cast, you can set up a Skullmaster, Herald of Khorne within 16" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS CHAOS, DAEMON, BLOODLETTER, KHORNE, HERO, SKULLMASTER



BLOOD THRONE

MOVE 8" | WOUNDS 7 | SAVE 4+ | BRAVERY 10

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blade of Blood	1"	4	3+	3+	-1	1
Hellblades	1"	2	4+	3+	-1	1
Gnashing Maw	1"	1	4+	3+	-1	D3

DESCRIPTION

A Blood Throne is a single model. The Herald riding the Blood Throne wields a deadly Blade of Blood, and the Bloodletter Charioteers carry glowing Hellblades. The Blood Throne itself rolls forward to maul the foe with its Gnashing Maw.

ABILITIES

Gorefeast: The Blood Throne heals a wound at the end of the combat phase for each wound that was inflicted by its Gnashing Maw.

Decapitating Blow: If the hit roll for a Blade of Blood or a Hellblade is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

MAGIC

Chaos Wizards know the Summon Blood Throne spell, in addition to any others they know.

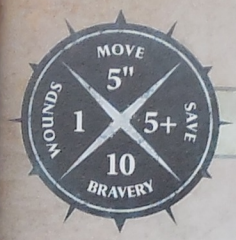
SUMMON BLOOD THRONE

Summon Blood Throne has a casting value of 8. If successfully cast, you can set up a Blood Throne within 16" of the caster and more than 9" from any enemy models. This model is added to your army but cannot move in the following movement phase.

KEYWORDS CHAOS, DAEMON, BLOODLETTER, KHORNE, HERO, BLOOD THRONE



BLOODLETTERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hellblade	1"	1	4+	3+	-1	1

DESCRIPTION

A unit of Bloodletters has 10 or more models. They each wield a murderous Hellblade.

BLOODHUNTER

The leader of this unit is the Bloodhunter. A Bloodhunter makes 2 attacks rather than 1 with its Hellblade.

ICON BEARER

Models in this unit may be Icon Bearers. Icon Bearers bear either a Gore-drenched Icon or a Bloodsoaked Banner.

HORNBLOWER

Models in this unit can be Hornblowers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Hornblowers.

ABILITIES

Decapitating Blow: If the hit roll for a Hellblade is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

Gore-drenched Icon: If you roll a 1 when making a battleshock test for a unit that includes any Gore-drenched Icons, reality blinks and the daemonic horde is bolstered. Add D6 Bloodletters to the unit.

Bloodsoaked Banner: Daubed in the blood of champions, a Bloodsoaked Banner drives its bearers on in the name on Khorne. Each time a unit containing any Bloodsoaked Banners slays a **Hero**, add 1 to any charge rolls you make for it for the rest of the battle.

Locus of Fury: You can re-roll hit rolls of 1 for this unit if there is a **Daemon Hero** of **Khorne** from your army within 8".

Murderous Tide: Bloodletters attacking en masse are a terrifying prospect, swarming forward to eviscerate foes with their Hellblades. You can add 1 to hit rolls made for a Bloodletter if its unit contains 20 or more models.

MAGIC

Chaos Wizards know the Summon Bloodletters spell, in addition to any others they know.

SUMMON BLOODLETTERS

Summon Bloodletters has a casting value of 6. If successfully cast, you can set up a unit of up to 10 Bloodletters within 16" 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. If the result of the casting roll was 11 or more, set up a unit of up to 20 Bloodletters instead.

KEYWORDS CHAOS, DAEMON, KHORNE, BLOODLETTERS



BLOODCRUSHERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hellblade	1"	1	4+	3+	-1	1
Juggernaut's Brazen Hooves	1"	3	3+	3+	-	1

DESCRIPTION

A unit of Bloodcrushers has 3 or more models. The Bloodletter riders wield deadly Hellblades, while their Juggernaut mounts trample the foe with their Brazen Hooves.

BLOODHUNTER

The leader of this unit is the Bloodhunter. A Bloodhunter makes 2 attacks with its Hellblade instead of 1.

ICON BEARER

Models in this unit may be Icon Bearers. If you roll a 1 when taking a battleshock test for a unit that includes any Icon Bearers, reality blinks and the daemonic horde is bolstered. Add D3 Bloodcrushers to the unit.

HORNBLOWER

Models in this unit can be Hornblowers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Hornblowers.

ABILITIES

Decapitating Blow: If the hit roll for a Hellblade is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

Murderous Charge: After this unit completes a charge move, roll a dice for each enemy unit within 1". On a roll of 4 or more that unit suffers D3 mortal wounds.

Locus of Wrath: You can re-roll all failed hit rolls for this unit if it charged this turn and there is a **Daemon Hero** of **Khorne** from your army within 8".

MAGIC

Chaos Wizards know the Summon Bloodcrushers spell, in addition to any others they know.

SUMMON BLOODCRUSHERS

Summon Bloodcrushers has a casting value of 6. If successfully cast, you can set up a Bloodcrusher within 16" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase. If the result of the casting roll was 10 or more, set up a unit of up to 3 Bloodcrushers instead.

KEYWORDS CHAOS, DAEMON, BLOODLETTER, KHORNE, BLOODCRUSHERS



FLESH HOUNDS

MOVE	WOUNDS	SAVE	BRAVERY
8"	2	5+	10

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blood-dark Claws	1"	4	3+	4+	-	1

DESCRIPTION

A unit of Flesh Hounds has 5 or more models. They tear their victims to pieces with their Blood-dark Claws.

ABILITIES

Collars of Khorne: This unit can unbind one spell in each enemy hero phase as if it were a wizard. Add 1 to the unbinding roll if the unit contains 10 or more models.

Tireless Hunters: You can re-roll failed charge rolls for this unit.

Locus of Abjuration: You can re-roll failed unbinding attempts for this unit if it is within 8" of a **Daemon Hero** of **Khorne** from your army.

MAGIC

Chaos Wizards know the Summon Flesh Hounds spell, in addition to any others they know.

SUMMON FLESH HOUNDS

Summon Flesh Hounds has a casting value of 6. If successfully cast, you can set up a unit of up to 5 Flesh Hounds within 16" 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. If the result of the casting roll was 11 or more, set up a unit of up to 10 Flesh Hounds instead.

KEYWORDS CHAOS, DAEMON, KHORNE, FLESH HOUNDS



KARANAK

MOVE	WOUNDS	SAVE	BRAVERY
8"	5	4+	10

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gore-slick Claws	1"	4	3+	4+	-	1
Savage Maws	1"	2	4+	3+	-1	D3

DESCRIPTION

Karanak is a single model who rips his prey to shreds with Gore-slick Claws and consumes the remnants with his three Savage Maws.

ABILITIES

Brass Collar of Bloody Vengeance: Karanak can unbind one spell in each enemy hero phase as if he were a wizard. If he successfully unbinds a spell, the caster immediately suffers D3 mortal wounds.

Prey of the Blood God: After set-up is complete, you can pick one **Hero** to be Karanak's quarry. You can re-roll failed hit and wound rolls for Karanak when he attacks this model.

Call of the Hunt: Once per game, if Karanak is within 8" of his quarry during your hero phase, you can set up a unit of Flesh Hounds anywhere within 8" of Karanak. This unit is added to your army but cannot move in the following movement phase.

KEYWORDS CHAOS, DAEMON, KHORNE, FLESH HOUND, KARANAK



SKULL CANNONS

MOVE	WOUNDS	SAVE	BRAVERY
8"	7	4+	10

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Burning Skull	30"	1	3+	3+	-2	D6
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Hellblades	1"	2	4+	3+	-1	1
Gnashing Maw	1"	1	4+	3+	-1	D3

DESCRIPTION

A unit of Skull Cannons can have any number of models. Each is ridden by a pair of Bloodletter crew that carry glowing Hellblades, whilst the cannon itself swallows victims with its Gnashing Maw and launches their Burning Skulls from its great, fanged barrel.

ABILITIES

Skull Cannon: When a Skull Cannon shoots a Burning Skull, add 1 to the hit roll if the target contains 10 or more models.

Grind their Bones, Seize their Skulls: Enemies seized by a Skull Cannon's jaws are used to power the infernal machine, their skulls taken and used as fiery munitions. If the Skull Cannon's Gnashing Maw causes any wounds in the combat phase, at the end of that phase you can make a Burning Skull attack as though it were your shooting phase.

Decapitating Blow: If the hit roll for a Hellblade is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

MAGIC

Chaos Wizards know the Summon Skull Cannon spell, in addition to any others they know.

SUMMON SKULL CANNON

Summon Skull Cannon has a casting value of 8. If successfully cast, you can set up a Skull Cannon within 16" 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, BLOODLETTER, KHORNE, SKULL CANNONS

TZEENTCH ARCANITES

Wielding the infernal magics of change unbound, the Arcanites enact Tzeentch's will upon the Morta Realms. They are the chosen warriors of the Changer of Ways, wielding spellcraft and cunning as readily as blade and claw in their battle to control the strands of fate for their enigmatic god.

A bombardment of sorcerous destruction heralds the attack of the Arcanites. Brave warriors are blasted into swirling motes of light, transmuted to screaming crystal, or mutated beyond reason into heaving masses of seething flesh. Illusion and misdirection see whole regiments marching to their destruction over cliff edges or into raging fires, while any attempt to fight back is met with crackling shields of magical power that spark and flare as blade and bolt rebound harmlessly from them. Sorcery is the Arcanites' greatest weapon, and they wield it well.

Compared to the chosen warriors of the other Chaos Gods, the Arcanites often appear few in number. How much of this is illusion and subterfuge? How great could the strength and numbers of the Arcanites truly be? These are questions that trouble the enemies of Chaos greatly, and the answers are veiled behind labyrinthine layers of deception and trickery.

Tzeentchian Arcanites tend to operate in covens, the sorcerous might and prophetic powers of which more than compensate for their lack of numbers. Many Arcanites are seen acting as the leaders of bands of Slaves to Darkness or as the sorcerous advisor to other great and powerful lords of Chaos. The followers of Tzeentch relish such roles, manipulating wave after wave of lesser warriors into battle for their own devious ends. All Arcanites ultimately serve the will of Tzeentch, no matter whose commands they might profess to follow. Their every action is calculated to further the schemes of their god. Each Arcanite knows that they are but another cog in a machine that turns across time and reality itself, yet each plays his part with guile, hoping the rewards of victory will be his alone.





TZEENTCH CHAOS LORD ON DISC OF TZEENTCH

MOVE	WOUNDS	SAVE	BRAVERY
16"	6	4+	8

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fireglaive of Tzeentch	2"	3	3+	4+	-	D3
Disc of Tzeentch's Protruding Blades	1"	D3	4+	4+	-	1

DESCRIPTION

A Tzeentch Chaos Lord on Disc of Tzeentch is a single model. He wields a Fireglaive of Tzeentch, carries a Soulbound Shield, and rides a Disc of Tzeentch that assails the foe with its Protruding Blades.

FLY

A Tzeentch Chaos Lord on Disc of Tzeentch can fly.

ABILITIES

Soulbound Shield: If this model suffers any wounds or mortal wounds as the result of a spell, roll a dice. If the result is 4 or more, the wounds are ignored.

Hovering Disc of Tzeentch: Add 2 to the result of any save rolls for this model in the combat phase unless the attacker can fly.

COMMAND ABILITY

Lord of Fate: Tzeentch's chosen disciples can affect the destiny of those around them. If a Tzeentch Chaos Lord on Disc of Tzeentch uses this ability, roll a dice. Until your next hero phase, any time you make a dice roll for this model or a **MORTAL TZEENTCH** unit within 9", and the result matches that on the dice you rolled in the hero phase, you can choose to re-roll it.

KEYWORDS CHAOS, MORTAL, DAEMON, TZEENTCH, HERO, TZEENTCH CHAOS LORD



TZEENTCH SORCERER LORD



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tzeentchian Runestaff	18"	1	3+	4+	-	D3
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Warpsteel Sword	1"	1	4+	4+	-	1

DESCRIPTION

A Tzeentch Sorcerer Lord is a single model. It is armed with a Warpsteel Sword, and looses bolts of flickering energy from its Tzeentchian Runestaff.

ABILITIES

Magic-touched: Tzeentch Sorcerer Lords are attuned to magical energy like no other. If the result of a casting roll for this model is a double, whether or not the spell is successfully cast, it can attempt to cast another spell this turn.

MAGIC

A Tzeentch Sorcerer Lord is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Bolt of Change spells.

BOLT OF CHANGE

The sorcerer hurls a coruscating bolt of energy at the foe, causing their flesh to run like wax and remould into a more pleasing form. Bolt of Change has a casting value of 7. If successfully cast, pick a visible enemy unit within 18". That unit suffers D3 mortal wounds. Roll a dice for each model slain by Bolt of Change; if any of the results are a 4 or more, you can set up one Chaos Spawn model within 3" of the target unit. The Chaos Spawn is added to your army.

KEYWORDS CHAOS, MORTAL, TZEENTCH, HERO, WIZARD, TZEENTCH SORCERER LORD



CURSELING, LORD OF TZEENTCH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blazing Sword	1"	3	3+	4+	-1	1
Threshing Flail	1"	3	4+	3+	-	1
Staff of Tzeentch	2"	1	5+	4+	-	D3

DESCRIPTION

A Curseling, Lord of Tzeentch, is a single model. He wields a Blazing Sword, a Threshing Flail and a Staff of Tzeentch.

ABILITIES

Vessel of Chaos: Each time a Curseling successfully unbinds an enemy spell, he can immediately attempt to cast it himself, even though it is your opponent's hero phase. If this spell is cast, your opponent cannot attempt to unbind it.

MAGIC

A Curseling, Lord 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. He knows the Arcane Bolt, Mystic Shield and Glean Magic spells.

GLEAN MAGIC

The Curseling reaches into his adversary's mind, and steals arcane knowledge to use for his own ends. Glean Magic has a casting value of 3. If successfully cast, pick an enemy **WIZARD** within 24", choose one of the spells from their warscroll and roll two dice. If the result is equal to or greater than the casting value of the chosen spell, the Curseling learns that spell and can use it for the rest of the battle.

KEYWORDS CHAOS, MORTAL, TZEENTCH, HERO, WIZARD, CURSELING





DAEMONS OF TZEENTCH

Tzeentch is the great manipulator, the Changer of Ways and Architect of Fate. His daemons embody the sorcerous power, boundless cunning and constant change that are his greatest strengths. Truly they are the strangest of all the hordes of Chaos.

Kaleidoscopic madness is unleashed upon the field of battle as the daemons of Tzeentch attack. Capering and gibbering, tumbling and leaping, these multicoloured monstrosities flow towards their enemies amid sprays of weird light and sound. Babbling, giggling, riddling and singing, the daemons of Tzeentch create a riotous cacophony that is enough to drive mortal minds to madness. They weave sorcerous symbols in the air with their twist-fingered hands and flickering claws, conjuring illusory images to confuse their foes and summoning up barrages of mutagenic fire. The fires of Tzeentch burn in every colour imaginable, and some that are not, and twist everything they touch into new forms. Time flows like candle-wax – warriors might age to dust in moments or revert to mewling infants. Air becomes rock becomes glass becomes flowing flesh. Enemy soldiers engulfed by these pyrotechnic hurricanes are transmuted into molten gold, transformed into swarms of scattering fireflies, or turned inside out with wet, sucking pops. Others find their bodies mutating in terrifying ways, and the truly fortunate might actually be healed of their wounds by the touch of Tzeentch's fires. Such is the nature of the Changer of Ways, for many of the deeds his daemons perform seem illogical or even counter-productive. This is only true to mortal minds, however, for the intellect of Tzeentch is so vast and sprawling that not one thing occurs beneath his sight that is not a part of his greater plan.

The daemons of Tzeentch are his most malleable tools in effecting the twists and turns of his endless schemes, and they are shaped from the essence of their god's infinite cunning so that they might better serve his needs. The hideous Lords of Change that rule the Tzeentchian hosts are powerful seers, able to scry the tides of the future and see what may come to pass. Coupled with their potent sorcerous powers and fearsome physical and mental might, this makes these greater daemons amongst the most dangerous beings in existence. Beneath these avian monstrosities serve vast hordes of magically empowered Horrors, weird pink-skinned beings that cackle and cavort amid the madness of battle. Should such a daemon be struck a mortal blow, it splits in two, becoming a pair of morose and foul tempered Blue Horrors. Though weird, this is as nothing to the freakish aberrations that are the Flamers of Tzeentch. With rangy, muscular bodies that resemble animate fungus covered in howling, chattering faces, these awful things propel themselves towards their bewildered enemies in great leaps. The spectacle could almost be bizarrely amusing, at least until they raise their long, fang-mawed limbs and spray great jets of mutagenic flame across the battlefield. Even the skies are not safe from the daemons of Tzeentch, for soaring upon currents of purest magic come their Burning Chariots and shoals of predatory Screamers.



Between the swiftness of their attack, the utter unpredictability of their insane sorcery, and their fearsome precognitive skills, the daemons of Tzeentch outwit and outmanoeuvre their luckless foes before subjecting them each to an inventive end.



THE HELLISH CONVOCATION

Led by the infamous Lord of Change Kairos Fateweaver, the Changehost known as the Hellish Convocation has but recently been set loose upon the Mortal Realms. Its every sorcerous victory furthers the great schemes of the Changer of Ways.

The Hellish Convocation is a powerful Tzeentchian Changehost whose actions are guided by the scrying powers of Kairos Fateweaver. Though he cannot see the precise moment in which he exists, this strange two-headed Lord of Change perceives the strands of past and future with incredible clarity and is able to weave the two together into a tapestry of fate that spans the ages. Though foiled in his most recent devious plans, Kairos remains high in Tzeentch's favour, or at the very least uniquely useful. So it is that he now leads the Hellish Convocation on a quest of manipulation and destruction that spans realities, and seeks to atone for his past mistakes.

The Hellish Convocation wield the fires of change as their weapon, using them to mutate and burn away their enemies in spectacular magical firestorms. To any outsider, their victims for this terrible fate seem selected at random. One moment the Hellish Convocation are in the Realm of Metal, burning a duardin hold out of existence. The next they appear deep within the shrouded Ulgulands, loosing their mutagenic magics against the great beasts that roam the lightless wastes.

This is no gleeful rampage, however, no meandering path of destructive whimsy. Kairos and his attendant daemons are seeking very specific quarries, following the strands of fate that Tzeentch demands and eliminating those who, for whatever reason, may jeopardise his plans in the future.

Weirder still, Kairos is attempting to exterminate those whose deaths might alter the past, rewriting fate and reality itself in an attempt to unmake the defeat that he suffered at the hands of Sigmar's Stormcast Eternals.

Thus the Hellish Convocation comes and goes across the Mortal Realms, striking without warning and departing just as suddenly. Sometimes they leave nothing behind them but glowing cinders. At others, they depart mid-battle, the moment their victim is slain, leaving their enemies with the unsettling sense that what appears to be victory is in fact nothing of the sort.

CHANGEHOST OF TZEENTCH

LORDS OF CHANGE

The Lords of Change are the commanders and seers of Tzeentch's daemonic armies. These enigmatic beings are as ever-changing as the nature of the god that created them, and as such, the number of Lords of Change in existence fluctuates constantly. At times, there may be but nine such daemons in all of the realms, while at others their numbers swell to nine thousand, nine hundred and ninety-nine or even more. Always they number in multiples of nine, the sacred number of Tzeentch.

Lord of Change

Herald	Flamers	Flamers
Herald	Horrors	Horrors
Burning Chariots	Screamers	Screamers
Horrors	Screamers	Screamers
Exalted Flamers	Herald	Herald
Horrors	Screamers	

Just like the Lords of Change, the daemonic Changehosts of Tzeentch are always divisible by the number nine in their martial organisation. In its basic form, a Changehost will see a Lord of Change leading eight Heralds or units of daemons.

Should the Changehost be reinforced, or march out to battle in greater numbers, those additional elements will once again number nine, be this bounding mobs of Flamers, cackling covens of Horrors, comet-like Burning Chariots or whatever other strange beings join the host. In this way, Tzeentchian daemon armies rapidly become great sprawling affairs, psychedelic masses of sorcerous beings and predatory monstrosities sweeping down upon their foes like a rolling firestorm.



DAEMONS OF TZEENTCH

CHANGEHOST OF TZEENTCH

Trickery and malicious misdirection are the hallmarks of the Changehost of Tzeentch. They emerge from behind curtains of illusion, bewildering the enemy with their utter unpredictability.

ORGANISATION

A Changehost of Tzeentch consists of the following units:

- 1 Lord of Change
- 8 or more units chosen in any combination from the following list: **Horror Hero**, Pink Horrors, Flamers, Exalted Flamers, Screamers, Burning Chariots

ABILITIES

Deceive and Dismay: Nothing is ever quite as it seems when fighting against Tzeentch. In the blink of an eye, the foe you are fighting will shimmer and disappear from sight, only to be replaced with a different adversary. In each of your hero phases, you may pick a pair of units from this battalion that are within 27" of the battalion's Lord of Change. The pair of units will swap places. Take one model from each unit, and have them swap places on the battlefield. Then remove all of the other models from the two units, and set them back up within 9" of the model from their unit that first swapped places. If there are 9 or more units in the battalion at the start of the hero phase, then two different pairs of units can swap places rather than only one. If there are 18 or more units in the battalion at the start of the hero phase, then three different pairs of units can swap places rather than only one or two.



LORD OF CHANGE



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

DAMAGE TABLE			
Wounds Suffered	Staff of Tzeentch	Beak and Talons	Infernal Gateway
0-2	2+	4	3 or more
3-4	3+	3	4 or more
5-6	3+	3	4 or more
7-8	4+	2	5 or more
9+	4+	2	5 or more

DESCRIPTION

A Lord of Change is a single model. It carries a Staff of Tzeentch, and can tear at its foes with its Curved Beak and Wicked Talons.

FLY

A Lord of Change can fly.

ABILITIES

Mastery of Magic: When you make a casting or unbinding roll for a Lord of Change, change the result of the lowest dice so that it matches the highest.

Spell-thief: If the result of an unbinding roll for a Lord of Change is 9 or more, it learns the spell that is being cast, and can cast it in subsequent turns.

COMMAND ABILITY

Beacon of Sorcery: Spreading its arms wide, the Lord of Change saturates the area with magic. If a Lord of Change uses this 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 18" of the Lord of Change.

MAGIC

A Lord of Change is a wizard. It 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. It knows the Arcane Bolt, Mystic Shield and Infernal Gateway spells.

INFERNAL GATEWAY

The Lord of Change 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" that is visible to the caster and roll 9 dice. For each roll that equals or beats the number shown on the damage table above, the unit suffers a mortal wound.

Chaos Wizards know the Summon Lord of Change spell, in addition to any others they know.

SUMMON LORD OF CHANGE

Summon Lord of Change has a casting value of 9. If successfully cast, you can set up a Lord of Change 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



KAIROS FATEWEAVER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Tomorrow	3"	D6	4+	✹	-1	2
Beaks and Claws	1"	✹	4+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Staff of Tomorrow	Beaks and Claws	Gift of Change
0-2	2+	5	D6 mortal wounds
3-4	3+	4	D6 mortal wounds
5-6	3+	4	D3 mortal wounds
7-8	4+	3	D3 mortal wounds
9+	4+	3	1 mortal wound

DESCRIPTION

Kairos Fateweaver is a single model. He carries the arcane Staff of Tomorrow, and can tear at his foes with his sharp Beaks and Claws.

FLY

Kairos Fateweaver can fly.

ABILITIES

Mastery of Magic: When you make a casting or unbinding roll for Kairos Fateweaver, change the result of the lowest dice so that it matches the highest.

Oracle of Eternity: Once per game, you can change the result of a single dice roll to the result of your choosing.

MAGIC

Kairos Fateweaver 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, Mystic Shield and Gift of Change spells. Kairos also knows the spells of all other **WIZARDS** from your army that are within 18" of him.

GIFT OF CHANGE

Kairos makes a burning sigil in the air and gifts his foes with the boon of mutating flesh. Gift of Change has a casting value of 8. If successfully cast, pick a visible enemy unit within 18". That unit suffers a number of mortal wounds as shown in the damage table, above. If any models were slain by this spell, you can set up a Chaos Spawn within 3" of that unit. This model is added to your army.

KEYWORDS CHAOS, DAEMON, TZEENTCH, MONSTER, HERO, WIZARD, LORD OF CHANGE, KAIROS FATEWEAVER



THE CHANGELING

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Trickster's Staff	2"	1	4+	3+	-1	D3

DESCRIPTION

The Changeling is a single model. It is armed with the Trickster's Staff.

ABILITIES

Arch Deceiver: At the start of the battle, you can set up the Changeling in your opponent's territory as though he were part of their army. Enemy units treat him as part of their own army – they can move within 3" of him but they cannot target him with spells or attacks, and so on. If he attacks, casts or unbinds a spell, or is within 3" of an enemy HERO in your opponent's hero phase, he is revealed, and this ability no longer has an effect.

Puckish Misdirection: Until the Changeling is revealed, you can pick one unit within 9" of the Changeling in the enemy's hero phase. That unit halves its Move until your next hero phase.

Formless Horror: Instead of using the Trickster's Staff in the combat phase, you can pick a melee weapon wielded by the target unit and attack with that weapon, using its profile.

MAGIC

The Changeling is a wizard. He can cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt and Mystic Shield spells. The Changeling also knows the spells of any WIZARD that is within 9" of him.

KEYWORDS CHAOS, DAEMON, HORROR, TZEENTCH, HERO, WIZARD, THE CHANGELING



HERALD OF TZEENTCH



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	18"	2	4+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Staff of Change	2"	1	4+	3+	-1	D3
Ritual Dagger	1"	2	4+	4+	-	1

DESCRIPTION

A Herald of Tzeentch is a single model. It is armed with a Staff of Change or a Ritual Dagger, and carries an Arcane Tome. It can also hurl Magical Flames at its foes.

ABILITIES

Arcane Tome: Once per game, the Herald can read from its Arcane Tome before attempting to cast a spell. You can roll three dice instead of two for that casting attempt.

Fortune and Fate: If you roll a 9 or more for a Herald of Tzeentch's casting roll, it can attempt to cast one extra spell this hero phase (it must be a different spell).

MAGIC

A Herald of Tzeentch is a wizard. It can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Pink Fire of Tzeentch spells.

PINK FIRE OF TZEENTCH

Pink Fire of Tzeentch has a casting value of 9. If successfully cast, a tide of writhing warpflame engulfs the foe. Pick a visible enemy unit within 18". That unit suffers D6 mortal wounds.

CHAOS WIZARDS know the Summon Herald of Tzeentch spell, in addition to any others they know.

SUMMON HERALD OF TZEENTCH

Summon Herald of Tzeentch has a casting value of 5. If successfully cast, you can set up a Herald of Tzeentch within 18" of the caster and more than 9" from any enemy models. The Herald is added to your army but cannot move in the following movement phase.

KEYWORDS CHAOS, DAEMON, HORROR, TZEENTCH, HERO, WIZARD, HERALD OF TZEENTCH



HERALD OF TZEENTCH ON BURNING CHARIOT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Change	2"	1	4+	3+	-1	D3
Ritual Dagger	1"	2	4+	4+	-	1
Screamers' Lamprey Bites	1"	6	4+	3+	-	1

DESCRIPTION

A Herald of Tzeentch on Burning Chariot is a single model. The Screamers pulling the chariot attack with their vicious Lamprey Bites, while the Herald of Tzeentch strikes out with a Staff of Change or Ritual Dagger, and reads aloud from an Arcane Tome.

FLY

A Herald of Tzeentch on Burning Chariot can fly.

ABILITIES

Arcane Tome: Once per game, the Herald can read from its Arcane Tome before attempting to cast a spell. You can roll three dice instead of two for that casting attempt.

Sky-sharks: Screamers that manage to latch their teeth into a larger creature will not let go easily, eventually tearing out huge chunks of bloodied flesh. The Screamers' Lamprey Bites attack inflicts D3 Damage if the target is a **Monster.**

Wake of Fire: After a Burning Chariot of Tzeentch moves in the movement phase, you can pick an enemy unit that it moved across. Roll a dice; on a roll of 4 or more, the unit suffers D3 mortal wounds.

MAGIC

A Herald of Tzeentch is a wizard. It can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spells in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Tzeentch's Firestorm spells.

TZEENTCH'S FIRESTORM

Searing balls of scarlet flame begin to whip around the caster before spiralling outwards to engulf nearby enemies. Tzeentch's Firestorm has a casting value of 9. If successfully cast, roll a dice for each enemy unit within 9". If the result is 4 or more, that unit suffers D3 mortal wounds.

Chaos Wizards know the Summon Burning Herald spell, in addition to any others they know.

SUMMON BURNING HERALD

Summon Burning Herald has a casting value of 7. If successfully cast, you can set up a Herald of Tzeentch on Burning Chariot 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, HORROR, TZEENTCH, HERO, WIZARD, HERALD ON BURNING CHARIOT



HERALD OF TZEENTCH ON DISC



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	18"	2	4+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Staff of Change	2"	1	4+	3+	-1	D3
Ritual Dagger	1"	2	4+	4+	-	1
Disc of Tzeentch's Teeth and Horns	1"	D3	4+	3+	-1	D3

DESCRIPTION

A Herald of Tzeentch on Disc is a single model. The Herald wields a Staff of Change or a Ritual Dagger, and carries an Arcane Tome. The Herald can also hurl Magical Flames at his foes, and its Disc can attack with its piercing Teeth and Horns.

FLY

A Herald of Tzeentch on Disc can fly.

ABILITIES

Arcane Tome: Once per game, the Herald can read from its Arcane Tome before attempting to cast a spell. You can roll three dice instead of two for that casting attempt.

MAGIC

A Herald of Tzeentch is a wizard. It can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spells in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Blue Fire of Tzeentch spells.

BLUE FIRE OF TZEENTCH

Blue Fire of Tzeentch has a casting value of 4. If successfully cast, a tide of iridescent mutating flame gouts forth. Pick an enemy unit within 18" that is visible to the caster. Roll 9 dice while your opponent rolls one dice. The target unit suffers a mortal wound each time one of your dice matches the score rolled by your opponent.

Chaos Wizards know the Summon Herald on Disc spell, in addition to any others they know.

SUMMON HERALD ON DISC

Summon Herald on Disc has a casting value of 5. If successfully cast, you can set up a Herald of Tzeentch on Disc 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, HORROR, TZEENTCH, HERO, WIZARD, HERALD ON DISC



EXALTED FLAMERS OF TZEENTCH

MOVE 9" | WOUNDS 4 | SAVE 5+ | BRAVERY 10

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Billowing Warpflame	18"	6	4+	3+	-	D3
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Flaming Maw	2"	4	5+	3+	-	1

DESCRIPTION

A unit of Exalted Flamers of Tzeentch can have any number of models. An Exalted Flamer spouts Billowing Warpflame as it floats past the enemy or leaps to savage them with its Flaming Maw.

FLY

Exalted Flamers propel themselves across the battlefield in great leaps and bounds. Exalted Flamers of Tzeentch can fly.

ABILITIES

Capricious Warpflame: Roll a dice at the end of the shooting phase for each unit that suffered wounds from an Exalted Flamer's Billowing Warpflame. On a 4 or more, that unit suffers an additional D3 mortal wounds as the mutating flames refuse to die. On a 1, Tzeentch's fickle nature reveals itself and one model in that unit heals D3 wounds instead.

MAGIC

Chaos Wizards know the Summon Exalted Flamer spell, in addition to any others they know.

SUMMON EXALTED FLAMER

Summon Exalted Flamer has a casting value of 6. If successfully cast, you can set up an Exalted Flamer of Tzeentch within 18" of the caster and more than 9" from any enemy models. This model is added to your army but cannot move in the following movement phase. If the casting roll was 11 or more, you can set up a unit of up to 3 Exalted Flamers instead.

KEYWORDS CHAOS, DAEMON, FLAMER, TZEENTCH, EXALTED FLAMERS



THE BLUE SCRIBES

MOVE 16" | WOUNDS 5 | SAVE 5+ | BRAVERY 10

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sharpened Quills	1"	2	5+	5+	-	1
Disc's Many-fanged Mouths	1"	D3	4+	4+	-	1

DESCRIPTION

The Blue Scribes are a single model. One of the Scribes, P'tarix, transcribes pages of magical sigils, halting only to stab at approaching enemies with his Sharpened Quills, while Xirat'p reads his twin's scrawl, casting spells hither and yon. They ride a Disc of Tzeentch which attacks with its Many-fanged Mouths.

FLY

The Blue Scribes can fly.

ABILITIES

Frantic Scribbling: Roll a dice each time a **Wizard** within 18" of the Blue Scribes successfully casts a spell (whether or not it is unbound); on a 4 or more the Blue Scribes learn that spell and can attempt to cast it in subsequent turns.

Scrolls of Sorcery: Once in each of your hero phases, the Blue Scribes can attempt to read from their Scrolls of Sorcery instead of making a casting attempt. If they do, roll a dice; on a 1, they can't decipher the scrawls and the casting attempt automatically fails, but on a 2 or more, that spell is successfully cast and can only be unbound on a roll of a 9 or more.

MAGIC

The Blue Scribes can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. They know the Arcane Bolt, Mystic Shield and Boon of Tzeentch spells.

BOON OF TZEENTCH

The Blue Scribes reach forth, tapping into an unseen hoard of arcane power. Boon of Tzeentch has a casting value of 4. If successfully cast, you can re-roll failed casting rolls made for **Tzeentch Wizards** within 18" of the Blue Scribes for the rest of the hero phase.

KEYWORDS CHAOS, DAEMON, HORROR, TZEENTCH, HERO, WIZARD, THE BLUE SCRIBES



FLAMERS OF TZEENTCH

MOVE 9" | WOUNDS 2 | 5+ SAVE | BRAVERY 10

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpflame	18"	3	4+	3+	-	D3
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Flaming Maw	1"	2	5+	3+	-	1

DESCRIPTION

A unit of Flamers of Tzeentch has 3 or more models. They spout searing gouts of Warpflame from their many mouths and gnash at their foes with Flaming Maws.

FLY

Flamers of Tzeentch propel themselves across the battlefield in great leaps and bounds. Flamers can fly.

PYROCASTER

The leader of this unit is the Pyrocaster. A Pyrocaster makes 4 attacks with its Warpflame rather than 3.

ABILITIES

Capricious Warpflame: Roll a dice at the end of the shooting phase for each unit that suffered wounds from a Flamer's Warpflame. On a 4 or more, that unit suffers an additional D3 mortal wounds as the mutating flames refuse to die. On a 1, Tzeentch's fickle nature reveals itself and one model in that unit heals D3 wounds instead.

Locus of Transmogrification: Roll a dice each time a model in this unit is slain within 9" of a **Daemon Hero** of **Tzeentch** from your army; on a 6, add two Flamer models to this unit.

MAGIC

Chaos Wizards know the Summon Flamers of Tzeentch spell, in addition to any others they know.

SUMMON FLAMERS OF TZEENTCH

Summon Flamers of Tzeentch has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Flamers 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. If the result of the casting roll was 11 or more, set up a unit of up to 6 Flamers of Tzeentch instead.

KEYWORDS CHAOS, DAEMON, TZEENTCH, FLAMERS



SCREAMERS OF TZEENTCH

MOVE 16" | WOUNDS 3 | 5+ SAVE | BRAVERY 10

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lamprey Bite	1"	3	4+	3+	-	1

DESCRIPTION

A unit of Screamers of Tzeentch has 3 or more models, which tear into their prey with their Lamprey Bites.

FLY

Screamers of Tzeentch can fly.

ABILITIES

Sky-sharks: Screamers that manage to latch their teeth into a larger creature will not let go easily, eventually tearing out huge chunks of bloodied flesh. A Screamer's Lamprey Bite attacks inflicts D3 Damage if the target is a **Monster**.

Slashing Fins: After a unit of Screamers moves in the movement phase, you can pick an enemy unit that it moved across. Roll a dice for each Screamer that passed across it; for each roll of 6, that unit suffers a mortal wound.

Locus of Change: Whilst this unit is within 9" of any **Daemon Heroes** of **Tzeentch** from your army, they are surrounded by a twisting aura of change; if an enemy model targets such a unit your opponent must treat any hit rolls of a 6 as hit rolls of a 1 instead.

MAGIC

Chaos Wizards know the Summon Screamers spell, in addition to any others they know.

SUMMON SCREAMERS

Summon Screamers has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Screamers 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. If the result of the casting roll was 11 or more, set up a unit of up to 6 Screamers of Tzeentch instead.

KEYWORDS CHAOS, DAEMON, TZEENTCH, SCREAMERS



PINK HORRORS OF TZEENTCH



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	18"	1	4+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Grasping Hands	1"	1	5+	4+	-	1

DESCRIPTION

A unit of Pink Horrors of Tzeentch has 10 or more models. They hurl Magical Flames at their enemies, and strangle them with their Grasping Hands.

IRIDESCENT HORROR

The leader of this unit is the Iridescent Horror. An Iridescent Horror makes 2 attacks rather than 1 with its Grasping Hands.

ICON BEARER

Models in this unit may be Icon Bearers. If you roll a 1 when making a battleshock test for a unit that includes any Icon Bearers, reality blinks and the daemonic horde is bolstered. Add D6 Pink Horrors to the unit.

HORNBLOWER

Models in this unit can be Hornblowers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Hornblowers.

ABILITIES

Flickering Flames: You can add 1 to hit rolls made for a Pink Horror's Magical Flames attack if its unit contains 20 or more models.

Locus of Conjuration: You can add 1 to any casting rolls made for this unit if it is within 9" of any **Daemon Heroes** of **Tzeentch** from your army.

MAGIC

A unit of Pink Horrors can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. Pink Horrors know the Arcane Bolt and Mystic Shield spells.

Chaos Wizards know the Summon Pink Horrors spell, in addition to any others they know.

SUMMON PINK HORRORS

Summon Pink Horrors has a casting value of 6. If successfully cast, you can set up a unit of up to 10 Pink Horrors 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. If the result of the casting roll was 11 or more, set up a unit of up to 20 Pink Horrors instead.

KEYWORDS CHAOS, DAEMON, TZEENTCH, WIZARD, PINK HORRORS



BURNING CHARIOTS OF TZEENTCH



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Billowing Warpflame	18"	6	4+	3+	-	D3
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Flaming Maw	2"	4	5+	3+	-	1
Blue Horrors' Jabs	1"	3	5+	5+	-	1
Screamers' Lamprey Bites	1"	6	4+	3+	-	1

DESCRIPTION

A unit of Burning Chariots of Tzeentch can have any number of models. An Exalted Flamer stands atop each, spouting Billowing Warpflame as it careens past the enemy, or stopping to savage them with its Flaming Maw. Each Flamer is attended to by a trio of grumpy Blue Horrors, who jab at foes who are close enough. Each chariot is pulled by a pair of Screamers of Tzeentch that attack with their Lamprey Bites.

FLY

A Burning Chariot of Tzeentch can fly.

ABILITIES

Capricious Warpflame: Roll a dice at the end of the shooting phase for each unit that suffered wounds from this model's Billowing Warpflame. On a 4 or more, that unit suffers an additional D3 mortal wounds as the mutating flames refuse to die. On a 1, Tzeentch's fickle nature reveals itself and one model in that unit heals D3 wounds instead.

Sky-sharks: Screamers that manage to latch their teeth into a larger creature will not let go easily, eventually tearing out huge chunks of bloodied flesh. The Screamers' Lamprey Bites attack inflicts D3 Damage if the target is a **Monster**.

Wake of Fire: After a Burning Chariot moves in the movement phase, you can pick an enemy unit that it moved across. Roll a dice; on a roll of 4 or more, the unit suffers D3 mortal wounds.

MAGIC

Chaos Wizards know the Summon Burning Chariot spell, in addition to any others they know.

SUMMON BURNING CHARIOT

Summon Burning Chariot has a casting value of 8. If successfully cast, you can set up a Burning Chariot of Tzeentch within 18" of the caster and more than 9" from any enemy models. This model is added to your army but cannot move in the following movement phase.

KEYWORDS CHAOS, DAEMON, FLAMER, HORROR, TZEENTCH, BURNING CHARIOTS

NURGLE ROTBRINGERS

The chosen mortal warriors of Nurgle, the Rotbringers are foul beings whose bodies squirm with the fecund blessings of their overly generous god. Monstrously strong and nigh unkillable, the Rotbringers are some of the Plague God's greatest servants.

Nurgle is unusual amongst the gods of Chaos for his avuncular nature and almost grandfatherly fondness for those who serve him. To his enemies, Nurgle is a hateful force of unbound plague and corruption whose touch brings rot, decay, agony and misery. To his worshippers, however, Nurgle is a giver of bounteous life and manifold blessings, a patron who simply cannot resist raining down rancid gifts upon those who please him. Despite Nurgle's twisted generosity, it is no easy feat to join the ranks of the Rotbringers.

Countless mortals worship Nurgle, and of those, many bear the stigmata of his foul diseases. Still, only a fraction of those truly impress the Plague God and are marked as his chosen. There are many ways to earn such favour, though none are easy or pleasant. Some become Rotbringers by slaying a suitably powerful champion of one of Nurgle's hated rivals or, better yet, by infecting that champion with such bounteous corruption that they forsake their former master for Nurgle. Others succeed in spreading some foul pestilence or plague by infecting a great fortress, teeming city, or sacred site. The rewards are greater still should the aspirant achieve this by first infecting themselves and acting as the plague vector. For some, it is even enough simply to endure, as did the infamous Torglug the Despised who survived every malady Nurgle could thrust upon him until, at last, even his soul rotted and his body became bloated with might.



Not all who become Rotbringers start out as great warriors. Nurgle is just as happy to reward the plague doctor who infects his helpless patients, the quartermaster who taints an army's rations with pox, or the poet whose verses become so wholly unclean that they conjure forth the filth-ridden daemons of Nurgle. However they catch the Plague God's eye, once a mortal has become a Rotbringer, they win power beyond belief, though at a price many would consider repellant beyond endurance. Bodies swell and bloat with corruption, bulking up with layer upon layer of rancid flab and muscle until pitted skin strains and tears. Innards writhe with squealing parasites. Skin turns leprous white or rancid green, becoming tough as cured leather even as it breaks out in noxious boils and buboes that spread infection with every pop and splatter. Pain becomes a distant memory. Fear – and often sanity – is buried for good beneath the heaped beneficence of Nurgle, replaced by gallows humour and a fierce devotion to the grandfather who has shown them such favour.

So are the Rotbringers of Nurgle created, and when they form into suppurating warbands, they are a blight on the land unlike any other. Marching alongside such festering folk heroes as the Glottkin or the toweringly arrogant Gutrot Spume, great warbands of Putrid Blightkings drone out songs of war. They heft massive, rusting axes and maces dripping with filth, while corroded bells clang and peal from their banner poles and weapon hafts to tell of their coming. Spawn of Chaos reel and squirm alongside them, surging forward in a flail of fanged tentacles and rotting muscle to rip and tear at the enemy. Vile sorcerers conjure horrific maladies and agues that leave the enemy shuddering in the grip of killing fevers.

Wherever the Rotbringers march, corruption and disease follow close behind. Wading into battle with axes swinging, these chosen of Nurgle seek to spread bountiful corruption to every corner of the Mortal Realms in the name of their chortling daemonic patron.



NURGLE ROTBRINGERS
BLIGHTGUARD

Many Lords of Plagues go to war accompanied by a hand-picked Blightguard. Shrouded by blightflies, warded by vile sorcery and bearing wicked, rusted blades, these champions of decay are unstoppable.

ORGANISATION

A Blightguard battalion consists of the following units:

- 1 Lord of Plagues
- 1 Rotbringers Sorcerer
- 4 units of Putrid Blightkings

ABILITIES

Dense Cloud of Buzzing Blightflies: The swarm of flies surrounding the Blightguard is so dense that it all but shrouds them from the enemy's sight. Subtract 1 from the hit rolls of any attacks made against units from this battalion.

Rusted Blades: The blades of the Blightguard drip with corrosion and disease. You can re-roll wound rolls of 1 for Blightguard models in the combat phase.



THE GLOTTKIN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pestilent Torrent	12"	1	3+	4+	-2	✹
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Ghurk's Flailing Tentacle	3"	✹	4+	2+	-2	2
Ghurk's Lamprey Maw	2"	1	3+	2+	-1	D3
Otto's Poison-slick Scythe	2"	3	3+	3+	-1	D3

DAMAGE TABLE			
Wounds Suffered	Move	Pestilent Torrent	Ghurk's Flailing Tentacle
0-3	8"	2D6	6
4-6	7"	D6	5
7-10	6"	D3	4
11-14	5"	2	3
15+	4"	1	2

DESCRIPTION

The Glottkin are a single model. Ghurk Glott is a heaving mass of flesh, attacking with a Flailing Tentacle and scooping hapless victims into his Lamprey Maw. His brothers Ethrac and Otto ride upon his festering, boil-encrusted shoulders; Ethrac casts foul spells while Otto attacks with his Poison-Slick Scythe and unleashes a Pestilent Torrent of corrosive filth from his swollen gut.

ABILITIES

Mountain of Loathsome Flesh: Ghurk Glott's sheer bulk is in itself a devastating weapon. Roll a dice for each enemy unit within 1" of the Glottkin after they have completed making a charge move. On a roll of 4 or more the enemy unit suffers D3 mortal wounds.

Blessings of Nurgle: The Glottkin heal D3 wounds in each of your hero phases.

Horrific Opponent: Roll a dice for each enemy unit within 7" of this model at the start of a combat phase. The opposing player must subtract 1 for any hit rolls they make for the unit in that combat phase if the roll is greater than the highest Bravery characteristic in the unit.

MAGIC

Ethrac Glott is a wizard. He can attempt to cast two different spells in each of his own hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Fleshy Abundance spells.

FLESHY ABUNDANCE

Ethrac Glott generously bestows a growth spurt of the most repulsive kind upon his allies, and their bodies bloat with great wobbling mounds of grey-green fat. Fleshy Abundance has a casting value of 7. If successfully cast, pick this model or a friendly unit within 14". Until your next hero phase, add 1 to the Wounds characteristic of all models in the unit that you pick. At the start of your next hero phase, the target unit's Wounds characteristic is reduced to its original value, which may result in a model that has suffered wounds suddenly being slain!

COMMAND ABILITY

Lords of Nurgle: If this model is your general and uses this ability, then until your next hero phase, add 1 to the Attacks characteristic of any melee weapons used by the Glottkin and any other friendly NURGLE units that are within 14" of them.

KEYWORDS CHAOS, MORTAL, NURGLE, MONSTER, HERO, WIZARD, GLOTTKIN



MORBIDEX TWICEBORN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slabrous Tongues	6"	3	3+	✹	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Fleshreaper Scythe	2"	5	3+	3+	-1	2
Monstrous Claws	3"	✹	4+	2+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Slabrous Tongues	Monstrous Claws
0-2	10"	2+	5
3-4	8"	2+	4
5-7	6"	3+	4
8-9	6"	4+	4
10-11	4"	5+	3

DESCRIPTION

Morbidex Twiceborn is a single model. He is armed with the deadly Fleshreaper Scythe and rides the belligerent maggoth Tripletongue, which snatches its victims up with its Slabrous Tongues or gores them with its Monstrous Claws.

ABILITIES

Lord of Nurglings: Wherever Morbidex goes, Nurglings emerge from hiding places or tumble from his fleshy folds to caper along in his wake. In your hero phase, pick a unit of Nurglings within 7" and add D3 models to it. If there are none within range, set up a new unit of Nurglings that has D3 models anywhere within 7", more than 9" from the enemy.

Malicious Mites: Morbidex Twiceborn has a paternal affinity for the tide of mischievous Nurglings who surround him, and his favoured fellows reap the blessings of his putrid benevolence. Add 1 to all wound rolls made for Nurglings that are within 7" of Morbidex Twiceborn.

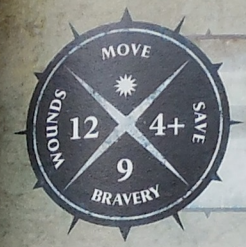
Nurgle's Rot: Nurgle's Rot is the most dreaded and contagious of all diseases, for it gnaws at the victim's soul as well as their mortal body. In your hero phase, roll a dice for each unit within 3" of any models with this ability. On the roll of a 6, that unit suffers D3 mortal wounds. **NURGLE** units are not affected by Nurgle's Rot.

Repugnant Regrowth: Roll a dice in your hero phase. If the result is 4 or 5, Morbidex Twiceborn's blubbery flesh knits itself back together and he heals 1 wound. If the result is 6, he heals D3 wounds instead.

KEYWORDS CHAOS, MORTAL, NURGLE, HERO, MONSTER, MORBIDEX TWICEBORN



BLOAB ROTSPAWNED



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bilespurter's Vile Bile	12"	D3	4+	✹	-2	D3
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Harvestman's Scythe	2"	3	3+	3+	-1	2
Bilespurter's Monstrous Claws	3"	✹	4+	2+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Vile Bile	Monstrous Claws
0-2	10"	2+	5
3-4	8"	3+	4
5-7	6"	3+	4
8-9	6"	4+	4
10+	4"	4+	3

DESCRIPTION

Bloab Rotspawned is a single model armed with an enormous Harvestman's Scythe. He rides the maggoth Bilespurter, which douses its victims with sprays of Vile Bile or tears them limb from limb with its Monstrous Claws.

ABILITIES

Daemon-flies: Bloab Rotspawned is always surrounded by a droning cloud of daemon-flies, showing his patron's favour. In your hero phase, roll a dice for every enemy unit within 7" of Bloab Rotspawned. On a roll of 4 or more, that unit is covered with a thick layer of flies. Subtract 1 from any hit rolls for that unit until your next hero phase.

Windspeaker Bells: Your opponent must subtract 1 from the casting rolls of any of his **WIZARDS** within 14" of Bloab Rotspawned.

MAGIC

Bloab Rotspawned is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Miasma of Pestilence spells.

MIASMA OF PESTILENCE

Bloab Rotspawned completes a complicated gesture in the air and a vile mist rises from the ground around his chosen target. Warriors cough and splutter, their throats burning, and even the lightest graze seems to turn gangrenous. Miasma of Pestilence has a casting value of 6. If successfully cast, pick an enemy unit within 14". Until your next hero phase, roll a dice at the end of each phase in which that unit suffered any wounds or mortal wounds. If the result is 2 or more, the unit suffers an additional D3 mortal wounds.

KEYWORDS CHAOS, MORTAL, NURGLE, MONSTER, HERO, WIZARD, BLOAB ROTSPAWNED



ORGHOTTS DAEMONSPEW



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Whippermaw's Grasping Tongue	6"	1	3+	✹	-1	D6
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
The Rotaxes	2"	5	3+	3+	-1	1
Whippermaw's Monstrous Claws	3"	✹	4+	2+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Grasping Tongue	Monstrous Claws
0-2	10"	2+	5
3-4	8"	3+	4
5-7	6"	4+	4
8-9	6"	5+	4
10+	4"	6+	3

DESCRIPTION

Orghotts Daemonspew is a single model armed with his trusty Rotaxes. He rides his maggoth steed, Whippermaw, which seeks out victims with its Grasping Tongue to drag them into its fang-lined maw, or crushes them with its Monstrous Claws.

ABILITIES

Acid Ichor: Each time Orghotts Daemonspew suffers a wound in the combat phase, roll a dice. On the roll of a 4 or more the attacking model's unit suffers a mortal wound after all of its attacks have been made.

Fury of the Halfblood: A deep rage simmers in Daemonspew's heart, born of his ongoing failures to transcend to daemonhood. As Orghotts Daemonspew attacks in the combat phase, keep count of the number of attacks that do not hit. After he has made all his attacks in the combat phase, he will fly into a rage if at least half of his attacks missed. Roll a dice; he can immediately make that many additional attacks with the Rotaxes. These are enraged swings, so add 1 to the result of any resulting wound rolls for them. Daemonspew will only fly into a rage once in each combat phase.

The Rotaxes: Even a scratch from these virulent blades will fester in seconds. At the end of the combat phase, roll a dice for each model that was wounded by the Rotaxes but was not slain. If the result is 4 or more, that model suffers a mortal wound.

COMMAND ABILITY

Fester and Rot: If Orghotts Daemonspew uses this ability, select a **NURGLE** unit within 14". Until your next hero phase, you can re-roll all failed wound rolls for that unit.

KEYWORDS CHAOS, MORTAL, NURGLE, MONSTER, HERO, ORGHOTTS DAEMONSPEW



HARBINGER OF DECAY

MOVE 7" | WOUNDS 7 | SAVE 4+ | BRAVERY 8

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Plague Scythe	1"	3	3+	3+	-1	D3
Daemonic Mount's Flyblown Bite	1"	D6	4+	4+	-	1

DESCRIPTION

A Harbinger of Decay is a single model. He wields a Plague Scythe, and carries a Rotsword and Soulbound Shield. His emaciated Daemonic Mount spreads diseases with its Flyblown Bite.

ABILITIES

Soulbound Shield: If this model suffers any wounds or mortal wounds as the result of a spell, roll a dice. If the result is 4 or more, the wounds or mortal wounds are ignored.

Rotsword: Merely drawing a Rotsword from its decaying scabbard can spark an epidemic. Once per battle, this model can draw its Rotsword in the hero phase, thrusting it at an enemy **HERO** within 1". Roll a dice; if the result is 2 or more, that **HERO** suffers D3 mortal wounds. Then roll a dice for each other unit, friend or foe, within 7" of that **HERO**. If the result is 4 or more, the unit suffers a mortal wound (**NURGLE** units are not affected).

COMMAND ABILITY

Morbid Vigour: When Nurgle turns his kindly gaze towards his devotees, they know that they are blessed. Though they may be eviscerated by blade or beast, little can stop them marching onwards in praise of their generous god. If a Harbinger of Decay uses this ability, then until your next hero phase roll a dice each time a **MORTAL NURGLE** unit from your army suffers a wound or mortal wound whilst within 7" of this model. If the result is a 5 or more, the wound is ignored.

KEYWORDS CHAOS, MORTAL, DAEMON, NURGLE, HERO, HARBINGER OF DECAY



GUTROT SPUME

MOVE 4" | WOUNDS 7 | SAVE 3+ | BRAVERY 9

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rot-pocked Axe	2"	4	3+	2+	-1	2
Flailing Tentacles	1"	D3	2+	4+	-	1

DESCRIPTION

Gutrot Spume is a single model. He is armed with a Rot-pocked Axe and grasps at his foe with a mass of Flailing Tentacles.

ABILITIES

Clutching Pseudopods: At the start of each combat phase, Gutrot Spume can attempt to ensnare an enemy model within 1". If he does so, pick a weapon carried by that model. You and your opponent then both roll a dice. If your opponent rolled the higher score, his model breaks free of the clutching pseudopods and suffers no adverse effects, otherwise his model's weapon is ensnared and it cannot make any attacks with it until the end of the phase.

COMMAND ABILITY

Towering Arrogance: If Gutrot Spume is your general and uses this ability, keep count of the number of wounds inflicted by him until your next hero phase. If he inflicts 7 or more wounds he has won Nurgle's favour, and heals all wounds he has suffered. If he inflicts 6 or fewer wounds, Nurgle punishes him for his arrogance and he suffers a mortal wound.

KEYWORDS CHAOS, MORTAL, NURGLE, HERO, GUTROT SPUME



FESTUS THE LEECHLORD

MOVE 4" | WOUNDS 6 | SAVE 5+ | BRAVERY 7

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

DESCRIPTION

Festus the Leechlord is a single model. He carries a toxin-laced Plague Staff to battle, and can force a dose of his deadly pestilent potion down the throats of his enemies.

ABILITIES

Healing Elixirs: Festus the Leechlord heals 1 wound in each of your hero phases.

Delightful Brews, Splendid Restoratives: Festus carries a staggering array of potent elixirs which he is keen to share with those around him. In your hero phase, Festus can choose any model within 1" to sample his wares. If he chooses a model from your army, they eagerly drain the alembic and heal D3 wounds. If he chooses an enemy unit, roll a dice. If the result is 2 or more, Festus seizes the warrior and pours a generous measure down their throat; that model's unit suffers D3 mortal wounds.

MAGIC

Festus the Leechlord is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Curse of the Leper spells.

CURSE OF THE LEPER

Curse of the Leper has a casting value of 7. If successfully cast, select a unit within 14". Subtract 1 from any save rolls for that unit for the rest of the game.

KEYWORDS CHAOS, MORTAL, NURGLE, HERO, WIZARD, FESTUS THE LEECHLORD



LORD OF PLAGUES

MOVE 4" | WOUNDS 7 | SAVE 4+ | BRAVERY 9

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Plague-ridden Great Blade	1"	3	3+	3+	-1	D3

DESCRIPTION

A Lord of Plagues is a single model. He wields a Plague-ridden Great Blade.

ABILITIES

Rotten Regeneration: The Lord of Plagues heals 1 wound in every hero phase.

Nurgle's Rot: Nurgle's Rot is the most dreaded and contagious of all diseases, for it gnaws at the victim's soul as well as their mortal body. In your hero phase, roll a dice for each unit within 3" of any models with this ability. On the roll of a 6, that unit suffers D3 mortal wounds. NURGLE units are not affected by Nurgle's Rot.

COMMAND ABILITY

Grandfather's Gift: If this model is your general and uses this ability, pick a unit within 21". That unit gains the Nurgle's Rot ability until the end of the phase.

KEYWORDS CHAOS, MORTAL, NURGLE, HERO, LORD OF PLAGUES



ROTBRINGERS SORCERER

MOVE 4" | WOUNDS 6 | SAVE 5+ | BRAVERY 7

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

ESCRIPTION

Rotbringers Sorcerer is a single model ed with a Rotwood Staff.

ILITIES

sed with Vitality: Each time the ringers Sorcerer successfully casts ll, roll a dice. If the result is 4 or e, he heals a wound. If he already has ull number of Wounds, add 1 to his nds instead.

MAGIC

A Rotbringers Sorcerer is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Stream of Corruption spells.

STREAM OF CORRUPTION

Opening his blistered mouth impossibly wide, the sorcerer vomits forth a powerful torrent of disease and filth. Stream of Corruption has a casting value of 6. If successfully cast, pick a visible enemy unit within 7". That unit suffers 3 mortal wounds.

YWORDS CHAOS, MORTAL, NURGLE, HERO, WIZARD, ROTBRINGERS SORCERER



PUTRID BLIGHTKINGS

MOVE 4" | WOUNDS 3 | SAVE 4+ | BRAVERY 8

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blighted Weapon	1"	3	3+	3+	-	1

DESCRIPTION

A unit of Putrid Blightkings has 5 or more models, armed with a variety of filth-encrusted Blighted Weapons.

BLIGHTLORD

The leader of this unit is a Blightlord. A Blightlord has 4 Wounds rather than 3.

ICON BEARERS

Models in this unit may be icon bearers. If the unit includes one or more icon bearers, add 1 to the Bravery of all its models.

SONOROUS TOCSIN

Models in this unit may carry a Sonorous Tocsin. If the unit includes one or more models carrying Sonorous Tocsins, add 1 to its run and charge rolls.

ABILITIES

Virulent Discharge: In your hero phase, roll a dice for this unit and each other unit within 3". On the roll of a 6, that unit suffers D3 mortal wounds, or heals D3 wounds if it is a **NURGLE** unit.

Blighted Weapons: If the hit roll for a Blighted Weapon is 6 or more, that attack scores D6 hits rather than 1 as the victim's flesh begins to blacken with necrosis and foul disease.

KEYWORDS CHAOS, MORTAL, NURGLE, PUTRID BLIGHTKINGS





DAEMONS OF NURGLE

A foul wind blows before the daemons of Nurgle, thick with infectious spores and buzzing plague flies. Relentless as a spreading sickness, the daemons advance to enact the will of their god with their weapons at the ready.

The daemons of Nurgle are the forces of plague, decay and entropy given physical form. They pervert the natural order by spreading daemonic diseases, accelerated decay and fecund rancidity far and wide; they are foul and filthy things that seek the utter corruption of all that is pure and unsullied. As they lurch, squirm and lumber into battle, their stench alone is enough to leave opposing armies weak and nauseous. Their war cries are droning dirges accompanied by the dolorous clanging of plague bells and the buzzing of a million fat-bodied flies.

Where the daemons of Nurgle tread, the land itself transforms into rot and ruin. Rivers thicken and congeal with jellied filth. Plant life withers and crumbles away, or else bulges obscenely with uncontrolled fecundity until it bursts asunder in showers of wormy pus. Metal rusts and stone crumbles, while all around billow clouds of parasitic fleas and diseased fume. Against such threats, many enemies perish before even a blow has been landed, their bodies crippled by sickness and their weapons blowing away as dust on the wind.

For those who do manage to stand and fight, a hideous battle awaits. The daemons of Nurgle are exceptionally resilient creatures, bloated with disease and able to withstand all but the most powerful and well-placed blows. At the head of these foul armies, Great Unclean Ones shamble forward through rains of arrows and magical projectiles. These living mountains of diseased blubber and running filth shrug off everything their enemies can fling at them while chortling merrily at their efforts. Around them flow tides of daemon mites, great swarms of Nurglings spilling forward to engulf the enemy with their fat bodies. No matter how many of these revolting little daemons are popped like blisters, there is no end to the swarm. Soon enough, even the greatest enemies are buried by giggling, jabbering tormentors.

Everywhere across a Nurgle-infested battlefield, similar tales of horror play out. Rank upon rank of mumbling Plaguebearers make up the core of the assault, counting the diseases set loose among the foe. Their cyclops eyes stare with sullen intensity and their plagueswords are ready to kill with the slightest nick or cut. Elsewhere, the revolting, slug-like forms of the Beasts of Nurgle bound and flollop into the enemy ranks, tentacles flailing happily as they mangle one playmate after another in their endless enthusiasm.

Overhead, the whine of huge insect wings fills the air. Moments later the Plague Drones sweep across the battlefield, spearing their victims on wicked stingers or sucking their heads from their necks with their diseased probosces. The Plaguebearers that ride upon the backs of these huge, fly-like monstrosities lob rotting heads into the midst of the foe – each macabre projectile is swollen to bursting with diseased filth that splatters across the enemy causing instantaneous outbreaks of myriad plagues, which the daemons of Nurgle then diligently record for their godly master.

Horror piles on top of horror as warriors are drowned in surging tides of vomit, swollen with rank fluids, and reduced to palsied helplessness by the sorcerous curses spilling from the daemons' rotting lips. Afterwards, there is little to show that a battle even took place, apart from sloughing heaps of putrid flesh and slicks of liquid filth in which fat daemon maggots roll and splash.

This is not the end of the cycle of corrupted life, for Nurgle delights in copious fecundity above all else. From these rancid wastes rises new life in the form of new and powerful diseases, bulbous plants that vomit noxious spores and weird beasts that feed on the living and spew out parasitic contagions. So do Nurgle's daemonic armies spread the endless bounty of his garden across the Mortal Realms, flourishing amidst the ravaged remains of entire civilisations and spilling ever outwards in an ebullient, repugnant tide.

THE BEFOULING HOST

Led by the jovial and utterly revolting Great Unclean One, Bul'gla'throx, the Befouling Host is a daemonic Tallyband entrusted by their god with a very specific task. They are spreaders of the seeds of corruption, and they take an obscene satisfaction in their work.

Within the Realm of Chaos lie strange and hideous sights beyond counting. One of the most profoundly disturbing of these is the Garden of Nurgle, for which the Befouling Host act as both caretakers and garrison. Within the crumbling metaphysical walls of this vast arboretum, diseased flora of every variety imaginable flourish in disgusting profusion. Everywhere there is another type of spore-retching fungus or wailing, infectious shrub. This garden is Nurgle's pride and joy, and it is the honoured duty of the Befouling Host not only to stand guard over it against the incursions of the armies of the other Dark Gods, but to spread its bounty to the Mortal Realms.

To this end, Nurgle has charged the Befouling Host with preparing the soil of the realms for planting with the seeds of his gruesome home. They see themselves as gardeners, the Plaguebearers diligently tilling the battlefields of the Mortal Realms and spreading the compost that will ensure Nurgle's beloved creations can flourish without difficulty. Every plague-ridden corpse trampled into the muck by giggling masses of Nurglings prepares the ground a little more. Every severed head stuffed with daemonic spores and flung by Plague Drone riders into the heaving mass of battle is another chance for the Garden of Nurgle to break through into the Mortal Realms. Sometimes, the Befouling Host do not even wait until their victims are dead to use them as nurseries for their grandfather's budding poxes. Bul'gla'throx in particular delights in vomiting out great spumes of mould and bile that infest those caught amidst the spray. The Great Unclean One bellows with laughter as his victims fall screaming to their knees, revolting fungi and waving fronds bursting from their eyes, mouths and writhing flesh. In its wake, the Befouling Host leaves weak spots in the veil of reality, and battlefields crawling with fecund new life of the most hideous nature. To Nurgle and his Befouling Host, these are beautiful trails of fresh blooming, beautifying the lands. To everyone else, they are toxic abominations that corrupt everything they touch.

TALLYBAND OF NURGLE

GREAT UNCLEAN ONES

The Great Unclean Ones are Nurgle's most favoured children. Each embodies aspects of their fecund patron, whether it be his jocular love of spreading disease, his genuine affection for the daemons who do his will, or his fastidious care in making sure infectious life spreads to every corner of the Mortal Realms. The Great Unclean Ones are also the most powerful of Nurgle's daemons, and so it is to them that the duty of commanding his trudging Tallybands falls. It is a duty they discharge with chortling relish.

GREAT UNCLEAN ONE

HERALD	PLAGUEBEARERS	BEASTS
HERALD	BEASTS	PLAGUEBEARERS
PLAGUEBEARERS	PLAGUEBEARERS	PLAGUE DRONES
PLAGUEBEARERS	NURGLINGS	PLAGUE DRONES
	PLAGUE DRONES	

The daemonic armies of Nurgle are known as Tallybands, partly for the continually droning count of diseases maintained by the Plaguebearers who make up the bulk of their ranks. Each of these rancid warbands is led by a Great Unclean One, beneath whom six other Heralds or daemon packs serve. As with the daemonic hosts of the other Chaos Gods, the Tallybands observe a sacred number in their infernal organisation, in this case multiples of seven. So it is that, should a Tallyband's ranks be swollen with reinforcements, they will come to number fourteen martial elements, then twenty-one, and so on. Such is the unholy will of Nurgle.

Each Tallyband has a task set to it within the Mortal Realms. In many cases, this is simply the spreading and cataloguing of all the terrible plagues Nurgle has set loose throughout reality. Other Tallybands seek to collect the choicest ingredients for their master's cauldron, or to defile with filth the sacred places of other gods so that even the deities of the enemy eventually sicken and die.



DAEMONS OF NURGLE

TALLYBAND OF NURGLE

The power of the Plague God congeals reality itself as the Tallyband of Nurgle marches to war, surging fecundity restoring the shambling daemons to life wherever the enemy strikes them down.

ORGANISATION

A Tallyband of Nurgle consists of the following units:

- 1 Great Unclean One
- 6 or more units chosen in any combination from the following list: PLAGUEBEARER HERO, Plaguebearers, Beasts, Nurglings, Plague Drones

ABILITIES

Impossible Resilience: The daemons of Nurgle are notoriously difficult to kill; their wounds heal in mere moments, allowing them to recover from blows that would slay any other creature. In each of your hero phases, each model from the Tallyband of Nurgle that is within 21" of their Great Unclean One heals D3 wounds. You can instead return D3 slain models to each unit of Plaguebearers from this battalion if they are within 21" of their Great Unclean One in your hero phase. Increase the number of wounds that can be healed/slain models that can be returned to D6 if this battalion has fourteen or more units at the start of the hero phase.



GREAT UNCLEAN ONE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Bile	7"	D6	3+	✸	-2	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Plague Flail	2"	3	3+	✸	-1	2
Massive Bilesword	2"	✸	4+	3+	-2	D3

DAMAGE TABLE			
Wounds Suffered	Noxious Bile	Plague Flail	Massive Bilesword
0-2	2+	2+	3
3-4	3+	3+	3
5-6	3+	3+	2
7-8	4+	4+	2
9+	5+	4+	1

DESCRIPTION

A Great Unclean One is a single model. It carries a large Plague Flail and a Massive Bilesword, and can vomit forth streams of Noxious Bile.

ABILITIES

Blubber and Bile: Roll a dice each time a Great Unclean One suffers a wound or mortal wound. If the result is 5 or more, the blow is lost amid the beast's numerous rolls of flesh, and the wound is ignored. If the result is 6 and it is the combat phase, the attacker's unit suffers a mortal wound as it is covered in spurting bile.

Corpulent Mass: A Great Unclean One heals D3 wounds in each of your hero phases.

COMMAND ABILITY

Grandfather's Joy: If a Great Unclean One uses this ability, then whenever you roll a 7 for a **Nurgle Daemon** unit in your next charge phase you can shout 'seven' in mirthful tones. If you do, that unit can make 1 extra attack with each of its melee weapons in the following combat phase.

MAGIC

A Great Unclean One is a wizard. It can cast one spell 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 Great Unclean One summons a whirlwind of maggots and filth, basking in its feculence for a moment before sending it forth. Plague Wind has a casting value of 7. If successfully cast, pick an enemy model within 14" and draw a straight line between it and the caster. That unit, and every other unit that this line passes over each suffer D3 mortal wounds. **Nurgle** units are instead invigorated by the Plague Wind; if it passes over them one model in the unit heals D3 wounds.

Chaos Wizards know the Summon Great Unclean One spell, in addition to any others they know.

SUMMON GREAT UNCLEAN ONE

Summon Great Unclean One has a casting value of 9. If successfully cast, you can set up a Great Unclean One within 14" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS CHAOS, DAEMON, NURGLE, MONSTER, HERO, WIZARD, GREAT UNCLEAN ONE



EPIDEMIUS

MOVE 4" | WOUNDS 7 | SAVE 4+ | BRAVERY 10

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Balesword	1"	3	4+	3+	-1	D3
Tiny Razor-sharp Teeth	1"	5	5+	5+	-	1

DESCRIPTION

Epidemius is a single model. He is armed with a malignant Balesword and is carried into battle atop his palanquin by a horde of Nurglings, which attack nearby enemies with their Tiny Razor-sharp Teeth.

ABILITIES

Disgustingly Resilient: Roll a dice each time Epidemius suffers a wound or mortal wound; on a 5 or more, the wound sloughs away rancid flesh but causes no real harm and is ignored.

Nurgle's Tallyman: Keep a tally of the number of enemy models that have been slain by NURGLE models during the battle. At the start of each of your hero phases, consult the following table to see what benefits are bestowed upon all NURGLE models on the battlefield:

Models Slain	Effect
Less than 7	No effect
7-13	Re-roll wound rolls of 1
14-20	Re-roll hit rolls of 1
21 or more	Add 1 to save rolls

These bonuses are cumulative, but are immediately lost if Epidemius is slain.

KEYWORDS CHAOS, DAEMON, PLAGUEBEARER, NURGLE, HERO, EPIDEMIUS



HERALD OF NURGLE

MOVE 4" | WOUNDS 5 | SAVE 4+ | BRAVERY 10

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

DESCRIPTION

A Herald of Nurgle is a single model. It wields a repulsive Balesword that weeps vile toxins.

ABILITIES

Disgustingly Resilient: Roll a dice each time a Herald of Nurgle suffers a wound or mortal wound; on a 5 or more, the wound sloughs away rancid flesh but causes no real harm and is ignored.

In Death There is Life: A Herald of Nurgle heals 1 wound each time a unit is wiped out within 7" of him.

MAGIC

CHAOS WIZARDS know the Summon Herald of Nurgle spell, in addition to any others they know.

SUMMON HERALD OF NURGLE

Summon Herald of Nurgle has a casting value of 5. If successfully cast, you can set up a Herald of Nurgle within 14" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS CHAOS, DAEMON, PLAGUEBEARER, NURGLE, HERO, HERALD OF NURGLE





Plaguebearers







Piper

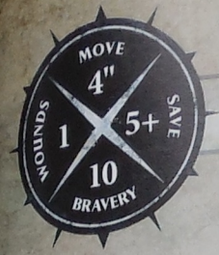


Plagueridden



Icon Bearer

PLAGUEBEARERS OF NURGLE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Plaguesword	1"	1	4+	3+	-	1

DESCRIPTION

A unit of Plaguebearers of Nurgle has 10 or more models. They are armed with vile Plagueswords.

PLAGUERIDDEN

The leader of this unit is the Plagueridden. A Plagueridden makes 2 attacks rather than 1.

ICON BEARER

Models in this unit may be Icon Bearers. If you roll a 1 when making a battleshock test for a unit that includes any Icon Bearers, reality blinks and the daemonic horde is bolstered. Add D6 Plaguebearers to the unit.

PIPERS

Models in this unit can be Pipers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Pipers.

ABILITIES

Cloud of Flies: Plaguebearers attract great clouds of flies that buzz about them, obscuring them from view. Your opponent must subtract 1 from any hit rolls made in the shooting phase that target a unit of Plaguebearers. If this unit contains 20 or more models, your opponent must instead subtract 2 from these hit rolls, as well as subtracting 1 from any hit rolls that targets it in the combat phase.

Disgustingly Resilient: Roll a dice each time this unit suffers a wound or mortal wound; on a 5 or more, the wound sloughs away rancid flesh but does no real harm and is ignored.

Locus of Fecundity: You can re-roll save rolls of 1 for this unit if it is within 7" of any **Daemon Heroes** of **Nurgle** from your army.

MAGIC

Chaos Wizards know the Summon Plaguebearers spell, in addition to any others they know.

SUMMON PLAGUEBEARERS

Summon Plaguebearers has a casting value of 6. If successfully cast, you can set up a unit of up to 10 Plaguebearers within 14" 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. If the result of the casting roll was 11 or more, set up a unit of up to 20 Plaguebearers instead.

KEYWORDS CHAOS, DAEMON, NURGLE, PLAGUEBEARERS



PLAGUE DRONES OF NURGLE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Death's Head	14"	1	4+	3+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Plaguesword	1"	1	4+	3+	-	1
Prehensile Proboscis	1"	3	3+	4+	-	1
Venomous Sting	1"	1	4+	3+	-1	D3

DESCRIPTION

A unit of Plague Drones of Nurgle has 3 or more models. The Rot Flies attack with their Prehensile Proboscises and Venomous Stings, while their Plaguebearer riders swing Plaguesswords and throw virulent Death's Heads.

FLY

Plague Drones of Nurgle can fly.

PLAGUEBRINGER

The leader of this unit is the Plaguebringer. A Plaguebringer makes 2 attacks rather than 1 with its Plaguesword.

ICON BEARER

Models in this unit may be Icon Bearers. If you roll a 1 when taking a battleshock test for a unit that includes any Icon Bearers, reality blinks and the daemonic horde is bolstered. Add D3 Plague Drones to the unit.

BELL TOLLERS

Models in this unit can be Bell Tollers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Bell Tollers.

ABILITIES

Disgustingly Resilient: Roll a dice each time this unit suffers a wound or mortal wound; on a 5 or more, the wound sloughs away rancid flesh but does no real harm and is ignored.

Locus of Contagion: If the result of a wound roll made for this unit is a 6 or more, and this unit is within 7" of a **Daemon Hero** of **Nurgle** from your army, that wound turns septic and flyblown in moments, inflicting a mortal wound on the target unit in addition to any other damage.

MAGIC

Chaos Wizards know the Summon Plague Drones spell, in addition to any others they know.

SUMMON PLAGUE DRONES

Summon Plague Drones has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Plague Drones within 14" 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. If the result of the casting roll was 11 or more, set up a unit of up to 6 Plague Drones instead.

KEYWORDS CHAOS, DAEMON, PLAGUEBEARER, NURGLE, PLAGUE DRONES



BEASTS OF NURGLE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws and Tentacles	1"	D6	4+	3+	-	1
Slobbering Tongue	2"	1	4+	3+	-	D3

DESCRIPTION

A unit of Beasts of Nurgle has any number of models. Beasts of Nurgle batter their victims with their Claws and Tentacles, and shower them with affection by enveloping them with their Slobbering Tongues.

ABILITIES

Attention Seekers: Beasts of Nurgle are always looking for new friends to play with. Beasts of Nurgle can charge in the same turn in which they ran or retreated.

Slime Trail: After an enemy unit makes a charge move, roll a dice for each of its models that are within 1" of any Beasts of Nurgle; for each roll of a 6 that model's unit suffers a mortal wound as a warrior slips in the toxic slime trail surrounding the daemons.

Locus of Virulence: If the result of a wound roll made for this unit is a 6 or more, and this unit is within 7" of a DAEMON HERO of NURGLE from your army, that attack inflicts double damage.

MAGIC

CHAOS WIZARDS know the Summon Beasts of Nurgle spell, in addition to any others they know.

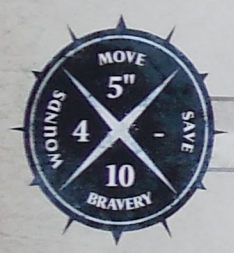
SUMMON BEASTS OF NURGLE

Summon Beasts of Nurgle has a casting value of 6. If successfully cast, you can set up a Beast of Nurgle within 14" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 3 Beasts of Nurgle instead.

KEYWORDS CHAOS, DAEMON, NURGLE, BEASTS OF NURGLE



NURGLINGS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tiny, Razor-sharp Teeth	1"	5	5+	5+	-	1

DESCRIPTION

A unit of Nurglings has 3 or more models. Nurglings attack with their Tiny, Razor-sharp Teeth.

ABILITIES

Disease-ridden Demise: At the end of the combat phase, roll a dice for each enemy unit that suffered any wounds inflicted by Nurglings in that phase but was not slain. On a roll of 5 or more the unit begins to succumb to the virulent maladies carried by the Nurglings and suffers D3 mortal wounds.

Endless Swarm: During each player's battleshock phase, any Nurgling models that have suffered Wounds that turn but have not been slain are immediately healed to their starting number of Wounds.

MAGIC

Chaos Wizards know the Summon Nurglings spell, in addition to any others they know.

SUMMON NURGLINGS

Summon Nurglings has a casting value of 6. If successfully cast, you can set up a unit of up to 3 models of Nurglings within 14" 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. If the result of the casting roll was 11 or more, set up a unit of up to 6 models of Nurglings instead.

KEYWORDS CHAOS, DAEMON, NURGLE, NURGLINGS

HOSTS OF SLAANESH

None can say what has become of the Chaos God Slaanesh, Dark Lord of Excess and Prince of Perversion. Thus, since the earliest memory in the Age of Myth, Slaanesh's devotees have searched for their wayward deity, or else sought to supplant him.

After the fall of the world-that-was, Slaanesh vanished from the Realm of Chaos. Legends tell how the other gods were at first mystified, then suspicious, then eventually filled with cruel delight at the vanishment of their sibling rival. Had Slaanesh departed upon some quest or scheme for power? Or had some other agency taken a hand, perhaps the Horned Rat, or even one of the other gods, enacting a well-laid plan to remove the Dark Prince? There are tales that claim Slaanesh slumbers and will awaken more powerful than ever before, while others assert that the god of excess has been slain. Surely this last could not be true, for how can a Chaos God ever truly die? Yet the fact remains that Slaanesh is nowhere to be found. The Dark Prince's monstrous throne sits empty. No commands reach his followers, and no battle plans for the eternal war in the Realm of Chaos, nor schemes for domination of the realms, are heard by his mortal servants. The worshippers of Slaanesh are left bereft of guidance, betrayed by a silence so total it is terrifying. It seemed for a time as though Slaanesh's kingdom, his daemon armies and mortal followers, would all be destroyed by Khorne, Nurgle and Tzeentch.

This fate did not come to pass, for the power of Slaanesh persists even though the Dark Prince himself is absent. Mortals still indulge their desires and obsessions beyond all sense of decency, and they still glory in forbidden excess. While such horrors persist, so too will the followers of Slaanesh. Where once the Dark Prince compelled his subjects to ever greater depths of depravity, his greater daemons now rule in his stead. Mortal champions of Slaanesh still grow in power and gain blessings and gifts, but whether these are bestowed by the Keepers of Secrets or from some other, hidden source, none can be sure. The grotesque circles of sin that made up the Dark Prince's kingdom in the Realm of Chaos remain, continuing to inflict hellish bliss of every stripe upon the mortal souls trapped within.



The disappearance of Slaanesh divided his followers, daemonic and mortal alike, into several factions. The first were the Pretenders, those lords both daemonic and mortal who believed that the throne of Slaanesh lay open for conquest. Many Keepers of Secrets stood forward, proclaiming themselves to be the new Slaanesh, and even some champions from the Mortal Realms swore that they would ascend to become the next god of excess. Gathering warbands around themselves, these Pretenders begin their quests for power. Some of the first – those who have not met a hideous fate – are questing still.

Then there are the Seekers. Just because the Dark Prince is gone, he is neither forgotten nor forsaken. Led by charismatic daemons or mortal lords, the Seeker cavalcades strike out to find their god and return him to his rightful place of power. They form fast-moving caravans of cruelty and slaughter that race across the Realm of Chaos and the Mortal Realms, hunting for any hint as to the whereabouts of Slaanesh and murdering all who stand in their way.

Finally there are the Invaders. Comprising mortal warbands and daemon legions only interested in carnage and excess, the Invaders care not who rules, so long as they can continue to dominate and torment with total abandon, wreaking indiscriminate havoc with little thought for anything but the moment in which they exist.

HEDONIST WARBANDS

PRETENDERS

Each warband of Pretenders is inevitably led by a suitably powerful and charismatic individual. In many cases, this will be a Keeper of Secrets. Surely, they assert, as the greater daemons of Slaanesh, it should be from amongst their exalted ranks that the new god of excess ascends. Other warbands may be led by an especially arrogant, vain or ambitious mortal champion. More than one such individual has been raised up to daemonhood, after all, and it is not so much greater a leap to assume that one might seize the power of a god. Whatever the case, the Pretender surrounds themselves with the most powerful warriors they possibly can. Claiming the throne of Slaanesh is no small undertaking, and most Pretenders accept that they will require overwhelming military strength to see their plans to fruition. Powerful daemonic allies and whole bodyguards of mortal lords are commonplace, though the Pretender must always have a care to watch for challengers rising from amidst the most arrogant and ambitious of those they lead.

SEEKERS

Above all, the warbands of Slaaneshi Seekers require speed and keen senses. Their warbands are often entirely mounted affairs, thundering cavalcades of cruel-eyed hedonists galloping along on steeds of Slaanesh or atop whirl-bladed chariots. Those who cannot keep up with such a fast-moving caravan are soon left in the dust amid the mocking catcalls of their former comrades, or worse, slain for sport so as to avoid them slowing the hunt. The Seekers strain their hyper-attuned senses to breaking point, eyes bulging and ears straining for the slightest hint of their god's whereabouts. They ride down and torture any who they believe might be able to tell them what has happened to Slaanesh. As they have no idea where their god might have gone, or who in all the realms, chaotic or mortal, would possess the information they require, this means that anyone who crosses the Seekers' path is fair game. Trilling and shrieking, laughing and groaning, the Seekers sweep down upon their prey in a wild mass, giving less thought to strategy than they do to the exhilarating joy of the hunt.

INVADERS

Amongst all the warbands who worship Slaanesh, the Invaders are the most anarchic and varying in their nature. They also tend to be the largest, as sprawling masses of mortals and daemons band together for the sheer joy of spreading excess, pain and mayhem across the Mortal Realms. The Invaders believe that they are the truest servants of Slaanesh, for instead of trying to seize their god's throne or chase down his whereabouts, they simply continue with his works in as indulgent and extravagantly violent a fashion as they are able. Typically a warband of Invaders will have at least one Keeper of Secrets, daemonic Herald or mortal lord to lead it, though if it is large enough, it may include multiple warlords vying with one another for control. Below these figureheads fight a whirling riot of mortal warriors and Slaaneshi daemons that follow their masters' commands only insofar as they must, in order to vent their darkest desires upon their unfortunate foes.

THE UNBOUND REVEL

Counted amongst the most powerful of the Invaders, the Keeper of Secrets Xia'slae'shesos is dedicated utterly to the expression of his most twisted urges upon mortal flesh. He has surrounded himself with an army of degenerate pleasure seekers, whom he leads in monstrous rampages across the realms.

The Unbound Revel strive with their every action to embody their warband's name. No sensation or pleasure is denied, no savage act of torment or cruelty shied away from. To the warriors of the Unbound Revel, mortal foes are but canvasses of flesh and blood upon which to work their excruciating arts of delight.

The Keeper of Secrets who leads this endless celebration of sadism is Xia'slae'shesos, an ancient and immeasurably cruel being whose towering vanity and deep-rooted cruelty echo those of his missing god. This greater daemon sees all other beings as playthings with which to toy until he becomes bored, and breaks them out of petulant spite.

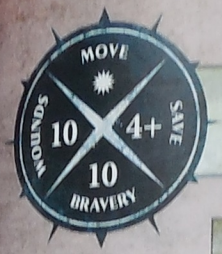
In battle the greater daemon leads a vast host of degenerate handmaidens, pack after pack of Daemonettes who scramble to outdo one another in their acts of violence. Driven to a wild frenzy by the knowledge that their master's eye is upon them, the handmaidens whirl through the enemy ranks, bestowing caresses of absolute lethality and beguiling their dull-witted victims before eviscerating them in the most inventive of ways.

Around this cauldron of savagery surge the Hellstriders and Seeker Chariots. They thrust deep into the ranks of the foe, weapons slick with the blood of those unfortunate enough to catch their eyes. The whirling blades of the chariots send delicate sprays of blood droplets high into the air, and the handmaidens dance and twirl as they patter back to the ground like coppery rain.

This horrifying warband of Slaaneshi daemons and their depraved mortal followers has wrought havoc from the Frostbite Reach in Aqshy to the Plunging Chasm of deepest Ghur, leaving only desecration behind them, but their lust for carnage remains insatiable. So long as there are foes to face in battle and excesses to inflict upon the luckless living, the Unbound Revel will continue to carve a path of slaughter across the Mortal Realms and beyond.



KEEPER OF SECRETS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razor-sharp Claws	2"	*	3+	3+	-1	2
Elegant Greatblade	2"	2	3+	*	-2	D3

Wounds Suffered	DAMAGE TABLE		
	Move	Razor-sharp Claws	Elegant Greatblade
0-2	14"	6	2+
3-4	12"	5	3+
5-6	10"	4	3+
7-8	8"	3	4+
9+	6"	2	4+

DESCRIPTION

A Keeper of Secrets is a single model. It fights with its Razor-sharp Claws and an Elegant Greatblade.

ABILITIES

Dark Temptations: In your opponent's hero phase, a Keeper of Secrets can tempt an enemy **HERO** with a gift of power. If the tempting offer is accepted, that Hero can make up to 6 extra attacks with one of its weapons this turn. However, if the Hero accepted the gift of power and any of its hit rolls for that weapon are a 1 (before modifiers), its soul is immediately devoured by the Keeper of Secrets and it is slain.

Delicate Precision: You can re-roll wound rolls of 1 made for a Keeper of Secrets.

COMMAND ABILITY

Excess of Violence: If a Keeper of Secrets uses this ability, select a **SLAANESH DAEMON** unit within 12". In your next combat phase, that unit can be selected to pile in and attack twice, instead of only once.

MAGIC

A Keeper of Secrets is a wizard. It can cast one spell in each of your own 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 Keeper of Secrets screams a sanity-shattering chorus of magical sound. Cacophonic Choir has a casting value of 6. If successfully cast, roll two dice; each enemy unit within 6" of the caster suffers D3 mortal wounds if their Bravery is less than the total rolled.

CHAOS WIZARDS know the Summon Keeper of Secrets spell, in addition to any others they know.

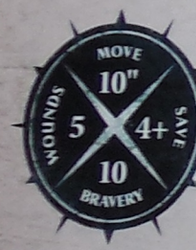
SUMMON KEEPER OF SECRETS

Summon Keeper of Secrets has a casting value of 9. If successfully cast, you can set up a Keeper of Secrets within 12" 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, SLAANESH, MONSTER, HERO, WIZARD, KEEPER OF SECRETS



THE MASQUE OF SLAANESH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Serrated Claws	1"	6	3+	4+	-1	1
Staff of Masks	1"	1	3+	5+	-	1

DESCRIPTION

The Masque is a single model, armed with a pair of wickedly sharp Serrated Claws and the Staff of Masks.

ABILITIES

Unnatural Reflexes: At the start of the combat phase, roll a dice. Whenever an enemy model targets the Masque in the combat phase and your opponent's hit roll matches your dice roll, that attack automatically misses as the Masque nimbly dances aside.

The Endless Dance: If the Masque's Move characteristic is equal to that of her target when you roll the dice for her attacks in the combat phase, you can re-roll any failed hit rolls. If her Move characteristic is greater than that of her target, you can re-roll any failed wound rolls as well.

Infernal Choreographer: It is impossible to stand still while in the presence of the Masque. The noblest warriors find themselves capering and twirling, caught up in elaborate spectacles without ever really knowing how or why. Enemy units that start their movement phase within 12" of the Masque of Slaanesh halve their Move that turn.

KEYWORDS CHAOS, DAEMON, DAEMONETTE, SLAANESH, HERO, THE MASQUE



HERALD OF SLAANESH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ravaging Claws	1"	6	3+	4+	-1	1
Steed's Poisoned Tongue	1"	2	4+	4+	-	1

DESCRIPTION

A Herald of Slaanesh is a single model that attacks with its Ravaging Claws.

STEED OF SLAANESH

Some Heralds of Slaanesh ride upon lithe Steeds. These have Move 12" instead of 6" and gain the Steed's Poisonous Tongue attack.

ABILITIES

Deadly Grace: Each time you make a hit roll of 6 or more for a Herald of Slaanesh's Ravaging Claws, you can immediately make one extra attack using the same weapon.

Quicksilver Dodge: You can re-roll failed save rolls for a Herald of Slaanesh in the combat phase.

MAGIC

Chaos Wizards know the Summon Herald of Slaanesh spell, in addition to any others they know.

SUMMON HERALD OF SLAANESH

Summon Herald of Slaanesh has a casting value of 5. If successfully cast, you can set up a Herald of Slaanesh within 12" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS CHAOS, DAEMON, DAEMONETTE, SLAANESH, HERO, HERALD OF SLAANESH



HERALD OF SLAANESH ON SEEKER CHARIOT

MOVE 12" | WOUNDS 6 | SAVE 5+ | BRAVERY 10

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Herald's Flensing Whips	2"	6	3+	4+	-	1
Daemonette's Piercing Claws	1"	2	4+	4+	-1	1
Steeds' Poisoned Tongues	1"	4	4+	4+	-	1

DESCRIPTION

A Herald of Slaanesh on Seeker Chariot of Slaanesh is a single model. The Herald wields murderous Flensing Whips, whilst a Daemonette charioteer attacks with cruel Piercing Claws. The steeds drawing the chariots attack with their Poisoned Tongues.

ABILITIES

Deadly Grace: Each time you make a hit roll of 6 or more for this model's Flensing Whips or Piercing Claws, it can immediately make one extra attack using the same weapon.

Impossibly Quick: When this model runs, there is no need to roll a dice; it always counts as having rolled a 6.

Excess of Blades: After this model makes a charge move, roll a dice for each enemy model within 1". On a roll of 4 or more, that model's unit suffers a mortal wound.

Disturbing Beauty: Your opponent must subtract 1 from all hit rolls made for **Heroes** when they target this model.

MAGIC

Chaos Wizards know the Summon Seeker Herald spell, in addition to any others they know.

SUMMON SEEKER HERALD

Summon Seeker Herald has a casting value of 7. If successfully cast, you can set up a Herald of Slaanesh on Seeker Chariot within 12" 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, DAEMONETTE, SLAANESH, HERO, SEEKER CHARIOT



HELLFLAYERS OF SLAANESH

MOVE 12" | WOUNDS 6 | SAVE 5+ | BRAVERY 10

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Alluress' Piercing Claws	1"	3	4+	4+	-1	1
Daemonettes' Flensing Whips	2"	4	4+	4+	-	1
Steeds' Poisoned Tongues	1"	4	4+	4+	-	1

DESCRIPTION

A unit of Hellflayers of Slaanesh can have any number of models. An Alluress is mounted on the carriage of each, attacking with her wicked Piercing Claws, while a pair of Daemonettes wield barbed Flensing Whips. The steeds at the front of the chariots strike out with their flicking Poisoned Tongues.

ABILITIES

Deadly Grace: Each time you make a hit roll of 6 or more for this model's Piercing Claws or Flensing Whips, you can immediately make one extra attack using the same weapon.

Soulscent: As a Hellflayer's whirling blades mow down the enemy, it transmutes their souls into an exhilarating incense that drives its riders into an ecstatic frenzy. After this unit has finished a charge move, roll a dice for each enemy model within 1"; for each roll of 4 or more that model's unit suffers a mortal wound. If any mortal wounds are caused in this way, you can re-roll failed hit rolls for the Alluress' Piercing Claws and the Daemonettes' Flensing Whips until the end of the turn.

MAGIC

Chaos Wizards know the Summon Hellflayer spell, in addition to any others they know.

SUMMON HELLFLAYER

Summon Hellflayer has a casting value of 7. If successfully cast, you can set up a Hellflayer of Slaanesh within 12" of the caster and more than 9" from any enemy models. This model is added to your army but cannot move in the following movement phase.

KEYWORDS CHAOS, DAEMON, DAEMONETTE, SLAANESH, HELLFLAYERS



HERALD OF SLAANESH ON EXALTED SEEKER CHARIOT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Herald's Flensing Whips	2"	6	3+	4+	-	1
Daemonettes' Piercing Claws	1"	6	4+	4+	-1	1
Steeds' Poisoned Tongues	1"	8	4+	4+	-	1

DESCRIPTION

A Herald of Slaanesh on Exalted Seeker Chariot of Slaanesh is a single model. A trio of Daemonettes crew the chariot, attacking with their cruel Piercing Claws. The steeds drawing it make darting attacks with their Poisoned Tongues. The Herald of Slaanesh attacks with her lightning-fast Flensing Whips.

ABILITIES

Swirling Shapes and Unholy Hues: Your opponent must add 1 to the result of any battleshock tests made for units within 3" of any Exalted Seeker Chariots that charged that turn.

Exalted Excess of Blades: After this model makes a charge move, roll a dice for each enemy model within 1". On a roll of 4 or more, that model's unit suffers D3 mortal wounds.

Deadly Grace: Each time you make a hit roll of 6 or more for this model's Flensing Whips or Piercing Claws, it can immediately make one extra attack using the same weapon.

Disturbing Beauty: Your opponent must subtract 1 from all hit rolls made for **Heroes** when they target this model.

MAGIC

Chaos Wizards know the Summon Exalted Herald spell, in addition to any others they know.

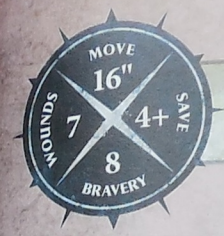
SUMMON EXALTED HERALD

Summon Exalted Herald has a casting value of 7. If successfully cast, you can set up a Herald of Slaanesh on Exalted Seeker Chariot within 12" 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, DAEMONETTE, SLAANESH, HERO, EXALTED SEEKER CHARIOT



LORD OF SLAANESH ON DAEMONIC MOUNT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Quicksilver Glaive	2"	4	3+	3+	-	2
Daemonic Mount's Poisoned Tongue	1"	3	4+	4+	-	1

DESCRIPTION

A Lord of Slaanesh on Daemonic Mount is a single model. He wields an elegant Quicksilver Glaive and carries a Chaos Runeshield. The Lord of Slaanesh rides upon a Daemonic Mount that lashes the foe with its Poisoned Tongue.

ABILITIES

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

Lord of Forbidden Pleasure: It is wise not to gaze long upon the splendour of a Lord of Slaanesh, lest terrible notions begin to form. If an enemy unit finishes its pile in move within 3" of a Lord of Slaanesh, they are in danger of being beguiled. Subtract 1 from any of their hit rolls which target this model for the remainder of the phase.

COMMAND ABILITY

Hellish Swiftness: Devoted followers of Slaanesh seem to move in a blur, often as a result of soporific musks and perception-altering auras. If a Lord of Slaanesh on Daemonic Mount uses this ability, select a **MORTAL SLAANESH** unit within 12" to receive the boon of hellish swiftness. In your next combat phase, that unit can be selected to pile in and attack twice, instead of only once.

KEYWORDS CHAOS, MORTAL, DAEMON, SLAANESH, HERO, LORD OF SLAANESH



CHAOS LORD OF SLAANESH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Quicksilver Sword	1"	6	3+	3+	-1	1

DESCRIPTION

A Chaos Lord of Slaanesh is a single model. He wields a Quicksilver Sword and carries a Chaos Runeshield.

ABILITIES

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

Strive for Perfection: Chaos Lords of Slaanesh are accomplished swordsmen, ever eager to test their skills with the blade against great foes. You can add 1 to hit rolls for this model's Quicksilver Blade when targeting a **Hero** or a **Monster**.

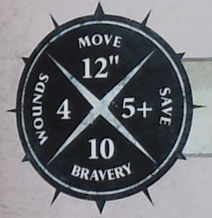
COMMAND ABILITY

Lord of Excess: If a Chaos Lord of Slaanesh uses this ability, select a **Mortal Slaanesh** unit within 12". Until your next hero phase, each time you roll a 6 or more to hit with a model in that unit, that model can immediately make one extra attack using the same weapon.

KEYWORDS CHAOS, MORTAL, SLAANESH, HERO, CHAOS LORD OF SLAANESH



FIENDS OF SLAANESH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deadly Pincers	1"	4	4+	4+	-	1
Barbed Stinger	2"	1	4+	3+	-1	D3

DESCRIPTION

A unit of Fiends of Slaanesh has any number of models. They attack with a flurry of blows using their Deadly Pincers, and deliver lethal strikes with their Barbed Stingers.

ABILITIES

Vicious Pincers: If the wound roll for a Fiend's Deadly Pincers is 6 or more, the attack has a Rend of -2.

Soporific Musk: Your opponent must subtract 1 from any hit rolls that target a Fiend of Slaanesh in the combat phase.

Locus of Grace: You can re-roll hit rolls of 1 for this unit if it is within 6" of a **Daemon Hero** of **Slaanesh** from your army.

MAGIC

Chaos Wizards know the Summon Fiends of Slaanesh spell, in addition to any others they know.

SUMMON FIENDS OF SLAANESH

Summon Fiends of Slaanesh has a casting value of 6. If successfully cast, you can set up a Fiend of Slaanesh within 12" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 3 Fiends of Slaanesh instead.

KEYWORDS CHAOS, DAEMON, SLAANESH, FIENDS





DAEMONETTES OF SLAANESH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Piercing Claws	1"	2	4+	4+	-1	1

DESCRIPTION

A unit of Daemonettes of Slaanesh has 10 or more models, each armed with deadly Piercing Claws.

ALLURESS

The leader of this unit is the Alluress. An Alluress makes 3 attacks rather than 2.

ICON BEARER

Models in this unit may be Icon Bearers. If you roll a 1 when taking a battleshock test for a unit that includes any Icon Bearers, reality blinks and the daemonic horde is bolstered. Add D6 Daemonettes to the unit.

HORNBLOWER

Models in this unit can be Hornblowers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Hornblowers.

ABILITIES

Lithe and Swift: Daemonettes can run and charge in the same turn.

Graceful Killers: Each time you make a hit roll of 6 or more for a Daemonette's Piercing Claws, that model can immediately make one extra attack. Daemonettes can make one extra attack with their Piercing Claws each time you make a hit roll of 5 or more if their unit contains 20 or more models.

Locus of Beguilement: In the combat phase, your opponent must re-roll hit rolls of 6 or more against units of Daemonettes that are within 6"of any **Daemon Heroes** of **Slaanesh** from your army.

MAGIC

Chaos Wizards know the Summon Daemonettes spell, in addition to any others they know.

SUMMON DAEMONETTES

Summon Daemonettes has a casting value of 6. If successfully cast, you can set up a unit of up to 10 Daemonettes within 12" 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. If the result of the casting roll was 11 or more, set up a unit of up to 20 Daemonettes instead.

KEYWORDS CHAOS, DAEMON, SLAANESH, DAEMONETTES



SEEKERS OF SLAANESH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Piercing Claws	1"	2	4+	4+	-1	1
Poisoned Tongue	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Seekers of Slaanesh has 5 or more models. They attack with Piercing Claws, and ride lithe steeds that plunge Poisoned Tongues into their prey.

HEARTSEEKER

The leader of this unit is the Heartseeker. A Heartseeker makes 3 attacks rather than 2 with its Piercing Claws.

ICON BEARER

Models in this unit may be Icon Bearers. If you roll a 1 when making a battleshock test for a unit that includes any Icon Bearers, reality blinks and the daemonic horde is bolstered. Add D6 Seekers to the unit.

HORNBLOWER

Models in this unit can be Hornblowers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Hornblowers.

ABILITIES

Graceful Killers: Each time you make a hit roll of 6 or more for a Seeker of Slaanesh's Piercing Claws, you can immediately make one extra attack using the same weapon.

Quicksilver Speed: When a unit of Seekers of Slaanesh runs, roll two dice and add them together instead of rolling a single dice. This unit can run and charge in the same turn.

Locus of Swiftness: Add 1 to all charge and run rolls for this unit if it is within 12" of any **Daemon Heroes** of **Slaanesh** from your army.

MAGIC

Chaos Wizards know the Summon Seekers spell, in addition to any others they know.

SUMMON SEEKERS

Summon Seekers has a casting value of 8. If successfully cast, you can set up a unit of up to 5 Seekers of Slaanesh within 12" 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. If the result of the casting roll was 11 or more, set up a unit of up to 10 Seekers of Slaanesh instead.

KEYWORDS CHAOS, DAEMON, DAEMONETTE, SLAANESH, SEEKERS



SEEKER CHARIOTS OF SLAANESH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Alluress' Flensing Whips or Claws	2"	3	4+	4+	-	1
Daemonette's Piercing Claws	1"	2	4+	4+	-1	1
Steeds' Poisoned Tongues	1"	4	4+	4+	-	1

DESCRIPTION

A unit of Seeker Chariots of Slaanesh can have any number of models. An Alluress commands each chariot, attacking with a pair of Flensing Whips or Claws, whilst a Daemonette charioteer impales her foes with cruel Piercing Claws. The steeds drawing the chariots attack with Poisoned Tongues.

ABILITIES

Impossibly Quick: When this unit runs, there is no need to roll a dice; it always counts as having rolled a 6.

Exenterating Blades: After this unit makes a charge move, roll a dice for each enemy model within 1". On a roll of 4 or more, that model's unit suffers a mortal wound.

Deadly Grace: Each time you make a hit roll of 6 or more for this model's Piercing Claws or Flensing Whips or Claws, you can immediately make one extra attack using the same weapon.

MAGIC

Chaos Wizards know the Summon Seeker Chariot spell, in addition to any others they know.

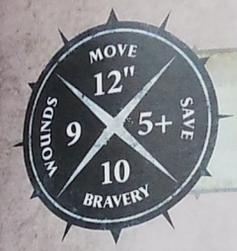
SUMMON SEEKER CHARIOT

Summon Seeker Chariot has a casting value of 7. If successfully cast, you can set up a Seeker Chariot within 12" 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, DAEMONETTE, SLAANESH, SEEKER CHARIOTS



EXALTED SEEKER CHARIOTS OF SLAANESH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Alluress' Flensing Whips or Claws	2"	3	4+	4+	-	1
Daemonettes' Piercing Claws	1"	6	4+	4+	-1	1
Steeds' Poisoned Tongues	1"	8	4+	4+	-	1

DESCRIPTION

A unit of Exalted Seeker Chariots of Slaanesh can have any number of models. A trio of Daemonettes crews each, attacking with cruel Piercing Claws. The steeds drawing the chariots make darting attacks with their Poisoned Tongues. An Exalted Alluress perches atop each chariot, lashing out with a pair of Flensing Whips or Claws.

ABILITIES

Swirling Shapes and Unholy Hues: Your opponent must add 1 to the result of any battleshock tests made for units within 3" of any Exalted Seeker Chariots that charged that turn.

Exalted Excess of Blades: After this unit makes a charge move, roll a dice for each enemy model within 1". On a roll of 4 or more, the model's unit suffers D3 mortal wounds.

Deadly Grace: Each time you make a hit roll of 6 or more for this model's Piercing Claws or Flensing Whips or Claws, that model can immediately make one extra attack using the same weapon.

MAGIC

Chaos Wizards know the Summon Exalted Chariot spell, in addition to any others they know.

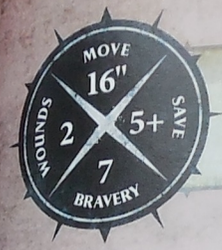
SUMMON EXALTED CHARIOT

Summon Exalted Chariot has a casting value of 8. If successfully cast, you can set up an Exalted Seeker Chariot within 12" 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, DAEMONETTE, SLAANESH, EXALTED SEEKER CHARIOTS



HELLSTRIDERS OF SLAANESH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claw-spear	2"	1	4+	4+	-1	1
Hellscourge	3"	1	3+	4+	-	1
Steed of Slaanesh's Poisoned Tongue	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Hellstriders of Slaanesh has 5 or more models. Some units are blessed with a mutated Claw-spear, whilst others instead wield a barbed Hellscourge. Many Hellstriders also carry a Chaos Runeshield for protection. They ride lithe Steeds of Slaanesh, which caress the enemy with Poisoned Tongues.

HELLREAVER

The leader of this unit is the Hellreaver. A Hellreaver makes 2 attacks rather than 1 when using a Claw-spear or Hellscourge.

ICON BEARER

Models in this unit may be Icon Bearers. Some Icon Bearers carry an Icon of Excess, while others sport an Enrapturing Banner.

HORNBLOWER

Models in this unit can be Hornblowers. If the unit includes any Hornblowers, add 1 to its run and charge rolls.

ABILITIES

Soul Hunters: At the end of each combat phase, roll a dice. If the result is lower than the number of models slain by this unit this phase, the Hellstriders are gifted with Intoxicating Energies; add 1 to the Attacks characteristic of the unit's Claw-spears or Hellscourges for the rest of the battle.

Impaling Strike: You can add 1 to the wound roll for a Claw-spear if the Hellstriders charged in the same turn.

Chaos Runeshields: Roll a dice each time this unit suffers a mortal wound. On a 5 or a 6 that mortal wound is ignored.

Icon of Excess: Some Hellstriders carry icons that glorify the Dark Prince. If a unit contains any Icons of Excess, you can re-roll the dice to see whether the unit is gifted with Intoxicating Energies (see Soul Hunters).

Enrapturing Banner: Cut from luxurious silks and embroidered with profane symbols, few can look upon an Enrapturing Banner and retain their composure. Subtract 1 from the hit rolls of enemy models within 6" of a unit that contains any Enrapturing Banners.

KEYWORDS CHAOS, MORTAL, DAEMON, SLAANESH, HELLSTRIDERS OF SLAANESH

DAEMONS OF CHAOS

There are daemonic entities within the Realm of Chaos who do not belong to the legions of the gods. Some are feral scavengers, beneath the notice of the dark brothers, while others are mortal beings elevated unto daemonhood. Whatever their origins, these creatures strive for power above all things.

The vast majority of the hellish daemon legions that march out to torment the Mortal Realms are beings of magic and malice. They are echoes of their patron gods, slaved absolutely to the will of the deity that created them and intent only upon their master's goals. But these are not the only daemons to fight from the Realm of Chaos.

Chief among the dispossessed are the Daemon Princes, mighty champions who once were human but who earned the reward of immortality. Among the barbarous tribes of the realms, these creatures are demigods, symbols of the ultimate reward awaiting at the end of the Path to Glory. To the greater daemons, however, they are but lieutenants, powerful without a doubt, but still beings that were once mortal. Some are harder to define, like the malicious Be'lakor who was first of the Everchosen, but who turned aside from his path at the last in order to pursue his own selfish agenda.

Others are creatures trapped in a state of bondage. Deep within the Realm of Chaos the hellish furnaces of the soul forge burn eternally, smelting flesh, metal and animus to create hideous fusions of daemon and war engine. The Soul Grinders are such creations, warped machines of destruction powered by trapped daemonic essences that must claim an ever-escalating tally of souls to earn freedom from this purgatorial torment.

Lastly there are the parasitic wretches too debased to be claimed by any given god. Most common amongst these lesser beings are the winged Furies that swarm like vultures after the daemon armies and devour what scraps of flesh and soul are left in their wake.





FURIES

MOVE	WOUNDS	SAVE	BRAVERY
12"	1	5+	10

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hooked Claws	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Furies can have any number of models. Furies dive down to attack their prey with their Hooked Claws.

FLY

Furies can fly.

ABILITIES

Shadows of the Dark Gods: If you wish, when setting up this unit, you can pick one of the following keywords to apply to this unit for the duration of the battle: **Khorne**, **Tzeentch**, **Nurgle** or **Slaanesh**.

Prey Upon Terror: Roll a dice every time an enemy unit fails a battleshock test within 12" of any Furies. On a roll of 4 or more an additional model from the same unit is pounced upon and devoured by the Furies.

MAGIC

Chaos Wizards know the Summon Furies spell, in addition to any others they know.

SUMMON FURIES

Summon Furies has a casting value of 6. If successfully cast, you can set up a unit of up to 5 Furies within 16" 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. If the result of the casting roll was 11 or more, set up a unit of up to 10 Furies instead.

KEYWORDS CHAOS, DAEMON, FURIES



DAEMON PRINCE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Daemonic Axe	2"	4	4+	3+	-2	D3
Hellforged Sword	2"	4	3+	3+	-1	D3
Malefic Talons	1"	3	4+	3+	-	2

DESCRIPTION

A Daemon Prince is a single model. It cleaves the foe with a Daemonic Axe or Hellforged Sword and rends them apart with its Malefic Talons. Some Daemon Princes have been blessed with the ability to fly.

FLY

A Daemon Prince that can fly has a Move of 12" instead of 8".

ABILITIES

Cursed Soul-eater: A Daemon Prince that is not dedicated to one of the Chaos Gods heals 1 wound at the end of any combat phase in which it killed any models. If it killed any **HEROES** or **MONSTERS**, it heals D3 wounds instead.

Immortal Champion: When you set up this model, you can declare that it is dedicated to **KHORNE**, **NURGLE**, **TZEENTCH** or **SLAANESH**. If you do, the Daemon Prince replaces its Cursed Soul-eater ability with the relevant ability from the following list:

KHORNE Daemon Princes, their veins running with liquid fire, are blood-crazed champions. You can add 1 to all hit rolls made for a Khorne Daemon Prince.

NURGLE Daemon Princes are bloated with disease, and are unnaturally resistent to harm. A Nurgle Daemon Prince has a save of 3+.

TZEENTCH Daemon Princes are surrounded by a nimbus of magical light. A Tzeentch Daemon Prince is a wizard. It can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. A Tzeentch Daemon Prince knows the Arcane Bolt and Mystic Shield Spells.

SLAANESH Daemon Princes are impossibly quick. When your opponent selects a unit within 3" of the Daemon Prince to pile in and attack in the combat phase, you can immediately select the Daemon Prince to pile in and attack before the enemy unit, even though it is not your turn to do so. This model can only do this if it has not already attacked in this phase.

MAGIC

CHAOS WIZARDS know the Summon Daemon Prince spell, in addition to any others they know.

SUMMON DAEMON PRINCE

Summon Daemon Prince has a casting value of 8. If successfully cast, you can set up a Daemon Prince within 16" of the summoner and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

DAEMON PRINCE

KEYWORDS CHAOS, DAEMON, MONSTER, HERO, DAEMON PRINCE

DAEMON PRINCE OF KHORNE

KEYWORDS CHAOS, DAEMON, KHORNE, MONSTER, HERO, DAEMON PRINCE

DAEMON PRINCE OF NURGLE

KEYWORDS CHAOS, DAEMON, NURGLE, MONSTER, HERO, DAEMON PRINCE

DAEMON PRINCE OF TZEENTCH

KEYWORDS CHAOS, DAEMON, TZEENTCH, MONSTER, HERO, WIZARD, DAEMON PRINCE

DAEMON PRINCE OF SLAANESH

KEYWORDS CHAOS, DAEMON, SLAANESH, MONSTER, HERO, DAEMON PRINCE



SOUL GRINDER



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Harvester Cannon	16"	✸	4+	3+	-1	1
Phlegm Bombardment	20"	1	4+	3+	-2	3
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Piston-driven Legs	1"	✸	4+	3+	-1	1
Hellforged Claw	2"	1	4+	3+	-2	D6
Warpmetal Blade	2"	2	4+	3+	-2	3
Daemonbone Talon	2"	4	3+	3+	-1	D3

DAMAGE TABLE			
Wounds Suffered	**Move**	**Harvester Cannon**	**Piston-driven Legs**
0-3	12"	D6	6
4-6	10"	D6	5
7-10	8"	D3	4
11-13	7"	D3	3
14+	6"	1	2

DESCRIPTION

A Soul Grinder is a single model. It is armed with a fearsome Harvester Cannon, Piston-driven Legs and a Hellforged Claw, and can spit a horrific Phlegm Bombardment. Some Soul Grinders also wield a Warpmetal Blade, while others have a Daemonbone Talon.

ABILITIES

Daemon Engine of the Dark Gods: If you wish, when setting up a Soul Grinder, you can pick one of the following keywords to apply to this unit for the duration of the battle: **Khorne**, **Tzeentch**, **Nurgle** or **Slaanesh**.

Implacable Advance: A Soul Grinder can shoot even if it ran in its movement phase.

Caught by the Claw: Each time a Hellforged Claw attack hits a **Hero** or a **Monster**, you and your opponent both secretly use a dice to select a number and hide it underneath your hand. Reveal the dice on the count of three; if they are the same, the model grabbed by the claw suffers 6 mortal wounds instead of resolving the damage normally.

MAGIC

Chaos Wizards know the Summon Soul Grinder spell, in addition to any others they know.

SUMMON SOUL GRINDER

Summon Soul Grinder has a casting value of 10. If successfully cast, you can set up a Soul Grinder within 16" 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, MONSTER, SOUL GRINDER



BE'LAKOR, CHAOS DAEMON PRINCE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blade of Shadows	1"	6	3+	3+	-2	2

DESCRIPTION

Be'lakor is a single model. He wields the sinister Blade of Shadows.

FLY

Be'lakor can fly.

ABILITIES

Shadow Form: Ignore the weapon's Rend when making save rolls for Be'lakor.

The Dark Master: After set-up is complete, secretly note down a unit in the enemy army – unbeknownst to your opponent, Be'lakor has been manipulating that unit for some time. At the start of one of your opponent's hero phases you can reveal your choice. For the rest of that battle round your opponent must roll a dice each time that unit attempts to cast a spell, move, charge or attack; on a 4 or more that action can be performed normally, otherwise they have fallen foul of Be'lakor's machinations and it cannot.

Lord of Torment: If any models flee from a unit within 10" of Be'lakor, he is reinvigorated by their suffering and immediately heals D3 wounds.

MAGIC

Be'lakor 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, Mystic Shield and Enfeeble Foe spells.

ENFEEBLE FOE

Enfeeble Foe has a casting value of 6. If successfully cast, pick one visible enemy unit within 18". Until your next hero phase, the opposing player must subtract 1 from any wound rolls he makes for that unit in the combat phase.

KEYWORDS CHAOS, DAEMON, MONSTER, HERO, WIZARD, DAEMON PRINCE, BE'LAKOR

BRAYHERDS

Wild and bestial, Brayherds worship the Gods of Chaos through blood sacrifice, raiding settlements and ambushing marching armies. They are twisted monsters that dwell in the dark and shadowed corners of the realms.

The first sign of an attacking Brayherd is the rising dirge of warhorns. These croaking notes echo from all around, a discordant rallying cry that spreads fear and confusion through the enemy ranks. Warriors cower in fear, eyes wild as they look for their attackers amidst gnarled woodlands or shadowed crags. Steeds rear and shriek as the stink of monsters fills their nostrils. When the Brayherd finally attacks, it does so from every side, closing with the sudden savagery of a beast's jaws.

Some believe that the gor-kin of the Brayherds are mutant creatures, barbarian tribesmen transformed into twisted monsters by the pervading powers of Chaos. Others claim that they are creatures native to the Realm of Chaos, who have spilled into the Mortal Realms along with the invading daemon armies. Still others claim the Brayherds suffer under some terrible curse, or are the corporeal manifestations of all the nightmares of those within the dominion of Chaos.

Whatever the truth of their origins, these bestial hordes are present across every Mortal Realm in great number, and their constant raids are a threat to those who stand against the forces of Chaos. The Brayherds are primitive and territorial, claiming wild areas and incessantly attacking all who stray close. When a Chaos champion rises, Brayherds may be drawn to his banner, abandoning their monolithic herdstones to rampage in search of bloodshed.



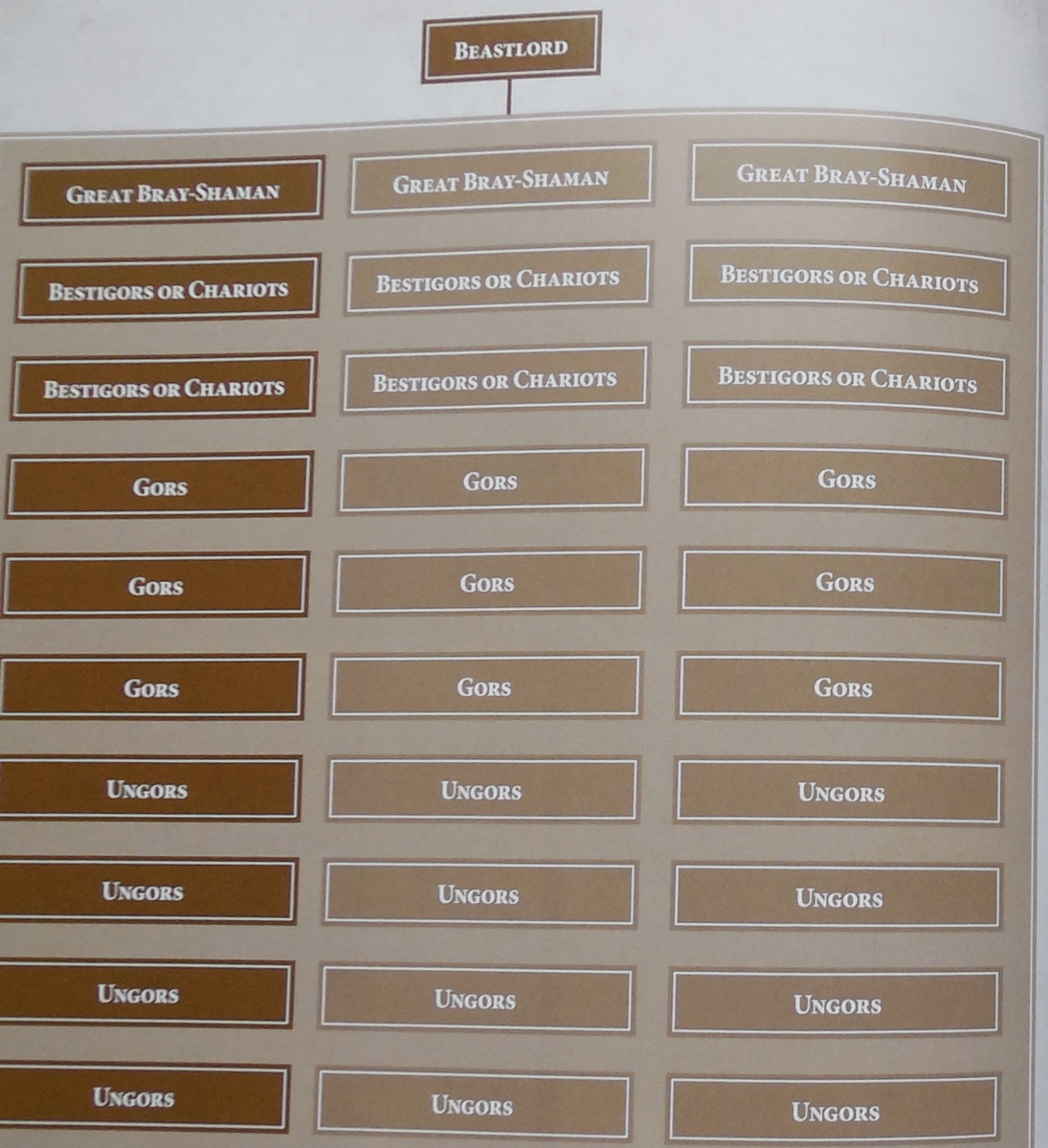


The gor-kin are crude and base creatures, with desires to match. They have little skill of their own for the crafting of things, with the exception of the lumpen war machines they build and the dark, blood-daubed herdstones they raise. Whether cowardly ungor or iron-thewed Beastlord, all such warriors like to kill, to feast, to rut, and to tear down and destroy all signs of ordered society. They are creatures of Chaos by nature, and their revulsion for the trappings of civilisation goes beyond mere instinct. Culture of any kind evokes a disgust and contempt in the gor-kin that is all consuming. To the Brayherds, such things are signs of revolting weakness, and must be smashed asunder.

There is another side to the constant raiding of the Brayherds. These primitive creatures hate and fear the Gods of Chaos as much as they worship and adore them. Their Bray-Shamans read the gods' desires in spilled innards and crude runes, omens and signs. Those desires are always the same; blood sacrifice. The Brayherds ever seek worthy victims to be brought before the herdstones and forced down onto the warpstone altars that smoulder in their shadows. There the luckless victims have their throats slit, their hearts torn out, and their corpses strung up so that the Dark Gods might be appeased for another day. The gor-kin have no love even for their own, for they are spiteful and bitter creatures. Their treatment of their foes is worse by far, and has earned the Brayherds a dark reputation for brutality.

The weak and feeble in gor-kin society are swiftly devoured. Their way of life is utterly without mercy, and no gor-kin long survives that is not a capable warrior of some description. Thus while the hunched ungors are used as slinking scouts and vicious bowmen, the gors and Bestigors make up the massed herds of the Brayherd battle line. Led by monstrous Beastlords and sorcerous Great Bray-Shamans, and with rumbling chariots sweeping around their flanks, the Brayherds charge into battle bellowing their hatred for all living things. Their attacks are anarchic and brutal in the extreme, stampedes of wild animals tearing at their victims and bludgeoning them into the gore-stained mud. Such mayhem works in the Brayherd's favour, for it makes mounting an organised defence against them nightmarishly difficult for the beleaguered defenders. Soon enough they are left as gristle, crushed beneath the gor-kin's cloven hooves.

WILDSTALKER BRAYHERD



Chaotic creatures like the gor-kin give little thought to formal structures of organisation. Despite this, most Brayherds tend to follow a similar pattern, simply due to the great numbers of certain types of warrior compared with others. Always led by a Beastlord and his Great Bray-Shamans, the rest of the horde consists of a great mass of ungors, a core of gors, and an elite cadre of Bestigor or chariots.



BRAYHERDS

WILDSTALKER BRAYHERD

Pouring into battle from all sides, the Wildstalker Brayherd fall upon their victims from ambush and tear them limb from limb with animalistic savagery.

ORGANISATION

A Wildstalker Brayherd consists of the following units:

- 1 Beastlord
- 1-3 Great Bray-Shamans
- 2-6 units of Bestigors and/or Tuskgor Chariots
- 3-9 units of Gors
- 4-12 units of Ungors and/or Ungor Raiders

ABILITIES

Primal Fury: Goaded on by their chieftains and shamans, the beastmen become consumed by a savage fury, tearing apart the hated foe. Models from a Wildstalker Brayherd make one extra attack with each of their melee weapons whilst they are within 16" of their Beastlord. You can also re-roll wound rolls of 1 made for these models whilst they are within 16" of both their Beastlord and a Great Bray-Shaman from the same battalion.

Brayherd Ambush: Endowed with the cunning of the hunting pack, a Wildstalker Brayherd is adept at encircling the foe and attacking from an unexpected direction. Instead of setting up the units in a Wildstalker Brayherd on the battlefield, you can place them to one side. In your first movement phase you must set up all of these units wholly within 6" of the edges of the battlefield, and more than 9" from any enemy models. This is the unit's move for that movement phase.



BEASTLORD

MOVE 6" | WOUNDS 5 | SAVE 4+ | BRAVERY 7

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Man-ripper Axe	1"	6	3+	3+	-1	1
Man-render Great Axe	1"	3	3+	3+	-2	2

DESCRIPTION

A Beastlord is a single model. Some Beastlords are armed with two Man-ripper Axes, while others carry a single Man-render Great Axe to better cleave their foe; others enter battle armed with a Man-ripper Axe in one hand and carrying a heavy Brayshield in the other.

ABILITIES

Dual Axes: An extra weapon allows a warrior to brutally hack at the foe, making it harder for the target to evade the hit. You can re-roll hit rolls of 1 for a model armed with more than one Man-ripper Axe.

Brayshield: A Beastlord with a Brayshield has a save of 3+ in the combat phase.

Hatred of Heroes: You can re-roll failed wound rolls for a Beastlord when it targets a HERO.

COMMAND ABILITY

Grisly Trophy: A Beastlord can use this ability if any attacks it made in the previous turn resulted in an enemy model being slain. If it does so, then until your next hero phase, all BRAYHERD units in your army can add 1 to their charge, run and hit rolls whilst they are within 16" of the Beastlord.

KEYWORDS CHAOS, GOR, BRAYHERD, HERO, BEASTLORD



GREAT BRAY-SHAMAN

MOVE 6" | WOUNDS 5 | SAVE 6+ | BRAVERY 6

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

DESCRIPTION

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

ABILITIES

Infuse with Bestial Vigour: All BRAYHERD units from your army that are within 8" of a Great Bray-Shaman at the start of your movement phase can move an extra 3" that phase.

MAGIC

A Great Bray-Shaman is a wizard. It can attempt to cast 1 spell in each of your own hero phases, and attempt to unbind 1 spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Savage Dominion spells.

SAVAGE DOMINION

The shaman sends its mind winging into the wilds and possesses the largest creature it can find and bend to its will. Savage Dominion has a casting value of 9. If successfully cast, you can summon one CHAOS MONSTER and add it to your army. Set up the summoned model within 6" of the edge of the battlefield and more than 9" from any enemy models. This counts as its move for the upcoming movement phase.

KEYWORDS CHAOS, GOR, BRAYHERD, HERO, WIZARD, GREAT BRAY-SHAMAN



GORS

MOVE 6" | WOUNDS 1 | SAVE 5+ | BRAVERY 5

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

DESCRIPTION

A unit of Gors has 10 or more models. Some units wield two Gor Blades, while others fight with a Gor Blade and Beastshield.

FOE-RENDER

The leader of this unit is a Foe-render. A Foe-render makes 2 attacks rather than 1.

BRAYHORN

Models in this unit may have Brayhorns. A unit that includes any Brayhorns can run and charge in the same turn.

BANNER BEARER

Models in this unit may be Banner Bearers. While a Banner Bearer still stands, its unit can move an extra 1" each time it runs or piles in.

ABILITIES

Rend and Tear: Wielding two weapons gives a warrior a better chance of landing a blow. You can re-roll hit rolls of 1 for models armed with more than one Gor Blade.

Beastshields: Units with Beastshields have a save of 4+ in the combat phase.

Anarchy and Mayhem: Roll a dice before this unit piles in. Add 1 to the roll if the unit is within 8" of any **BRAYHERD HERO** from your army, and add a further 1 if the unit has 20 or more models. If the result is 4 or more, you can add 1 to all wound rolls for the unit in that combat phase. If the result is a 6 or more, all models in the unit make 1 extra attack with their Gor Blades as well.

KEYWORDS CHAOS, BRAYHERD, GORS



UNGORS

MOVE 6" | WOUNDS 1 | SAVE 6+ | BRAVERY 4

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

DESCRIPTION

A unit of Ungors has 10 or more models. Units of Ungor go to war armed either with Ungor Mauls or Ungor Shortspears, and carrying Half-shields.

HALFHORN

The leader of this unit is a Halfhorn. A Halfhorn makes 2 attacks rather than 1.

BANNER BEARER

Models in this unit may be Banner Bearers. While a Banner Bearer still stands, its unit can move an extra 1" each time it runs or piles in.

BRAYHORN

Models in this unit may have Brayhorns. A unit that includes any Brayhorns can run and charge in the same turn.

ABILITIES

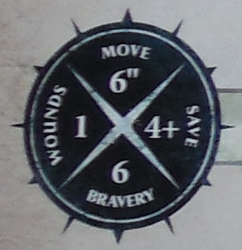
Baying Hatred: You can re-roll hit rolls of 1 for Ungors in the combat phase if the unit has 20 or more models, or re-roll hit rolls of 1 and 2 if it has 30 or more models.

Half-shields: Units with Half-shields have a save of 5+ in the combat phase.

KEYWORDS CHAOS, BRAYHERD, UNGORS



BESTIGORS



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

DESCRIPTION

A unit of Bestigors has 5 or more models. They are armed with Bestigor Great Axes.

GOUGE-HORN

The leader of this unit is a Gouge-horn. A Gouge-horn makes 3 attacks rather than 2.

BANNER BEARER

Models in this unit may be Banner Bearers. While a Banner Bearer still stands, its unit can move an extra 1" each time it runs or piles in.

BRAYHORN

Models in this unit may have Brayhorns. A unit that includes any Brayhorns can run and charge in the same turn.

ABILITIES

Despoilers: You can add 1 to the hit roll made for a Bestigor if it is attacking a model carrying a **Totem** or a unit that includes any standard bearers, banner bearers, icon bearers or flag wavers.

KEYWORDS CHAOS, GOR, BRAYHERD, BESTIGORS



UNGOR RAIDERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Raider Bow	18"	1	4+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Ungor Dagger	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Ungor Raiders has 10 or more models. They are armed with Raider Bows and Ungor Daggers.

HALFHORN

The leader of this unit is a Halfhorn. You can add 1 to hit rolls made for a Halfhorn.

BRAYHORN

Models in this unit may have Brayhorns. An Ungor Raiders unit that includes any Brayhorns can run and shoot in the same turn.

BANNER BEARER

Models in this unit may be Banner Bearers. While a Banner Bearer still stands, its unit can move an extra 1" each time it runs or piles in.

ABILITIES

Vile Invaders: After set-up is complete, you can make a bonus move with this unit as if it were moving in the movement phase.

Baying Anger: You can re-roll hit rolls of 1 for Ungor Raiders in the shooting phase if the unit has 20 or more models, or re-roll hit rolls of 1 and 2 if it has 30 or more models.

KEYWORDS CHAOS, UNGOR, BRAYHERD, UNGOR RAIDERS



TUSKGOR CHARIOTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bestigor Crew Great Axe	1"	2	4+	3+	-1	1
Ungor Crew Shortspear	2"	1	5+	4+	-	1
Tuskgors' Tusks and Hooves	1"	4	4+	3+	-	1

DESCRIPTION

A unit of Tuskgor Chariots has any number of models. Each chariot is crewed by a Bestigor armed with a bloody Great Axe and an Ungor with a Shortspear, and is pulled into battle by blood-frenzied Tuskgors that maul their enemies with their Tusks and Hooves.

ABILITIES

Tuskgor Charge: You can re-roll charge rolls for Tuskgor Chariots. In addition, you can re-roll all failed hit rolls made for a Tuskgor Chariot if its unit charged this turn.

KEYWORDS CHAOS, GOR, UNGOR, BRAYHERD, TUSKGOR CHARIOTS

WARHERDS

Huge and hulking, the monstrous warriors of the Warherds are driven by animal fury and an insatiable lust for hot flesh and blood. Nomadic and supremely destructive, the Warherds rampage across the Mortal Realms, annihilating everything in their path.



Led by their towering Doombulls and drawn together by the monstrous bloodgreed that burns through their bodies, Warherds smash through everything in their path. Castle walls are hammered flat in showers of sundered stone. Towers are toppled and villages ripped apart like matchwood. Warriors courageous enough to stand against a Warherd are not just slain, but rent to shreds and gobbled down like sweetmeats to satisfy the endless blood thirst of the bullgors.

Warherds do not stay in one place long enough to be territorial. They care nothing for possessions beyond their weapons and perhaps a few scraps of battered armour. The monstrous warriors of the Warherd need only to feed upon their slaughtered foes. Their savage hunger drives them on to kill and kill, gulping down blood gushing straight from the artery and swallowing chunks of still-twitching meat even as they hack their way into the next rank of the foe. It is something truly horrifying for those battling a Warherd when it dawns upon them that they are fighting not just to defeat a powerful enemy, but simply to avoid being torn apart and devoured while still conscious and screaming.

Many believe that the Warherds are some strange cousin to the gor-kin of the Brayherds. Certainly the



two factions share many physical similarities, and they are often seen fighting alongside one another. The Brayherds are not the only chaotic faction who fight alongside the Warherds, however – many Champions of Chaos see the value of a Warherd as a blunt instrument for breaking the enemy's lines. Those willing to risk the indiscriminate violence that a Warherd will unleash tend to offer a Doombull the dubious honour of leading their charging forces into battle. Payment of these savage mercenaries is an easy matter, for the prospective employer need only offer the mangled corpses of the dead for them to devour.

Many hideous creatures gather to the call of the Warherds, gangle-limbed Cygors and monstrous Ghorgons following the ragged banners of the bullgors. These bestial horrors exult in the pounding beat of the bullgors' flesh-drums and the bellowing warcries of the Bloodkine.

To face the onslaught of a Warherd is to face down a charging mass of muscle, bone, metal and rock that is all but unstoppable. As the Warherd drop their heads and charge, the very ground shudders beneath their pounding hooves. Enemies break ranks and flee rather than face the stampede, but this will not save them – once the Warherd has smashed headlong through the weakened enemy lines, they run down those who have fled without mercy.

Worst is the fate of those brave heroes who – believing they may stop the terrifying slaughter being wrought upon their followers – seek to meet the Warherd's Doombull in single combat. The fate of such intrepid unfortunates is often so unimaginably violent that by the time the Doombull devours their shattered carcass it is no longer recognisable.

It is fortunate for the denizens of the Mortal Realms that Warherds have no real coherency or strategy. Were these monstrous warbands ever to unite with a single purpose, they would wreak unimaginable destruction upon all of the Mortal Realms.

'Not since my Reforging have I known such all-consuming ferocity. Their charge hit us like a tidal wave, and we were hard pressed to hold it back.'

– Lord-Celestant Bordustrian, the Hammers of Sigmar



DOOMBULL



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

DESCRIPTION

A Doombull is a single model. Some Doombulls charge at their foe with a Doombull Axe, carrying a Bullshield in their other hand; others storm enemy lines with a pair of Doombull Axes, or hack the mightiest foes apart with a massive Doombull Great Axe.

ABILITIES

Bloodgreed: Each time you roll a wound roll of 6 or more for a Doombull's attack it becomes filled with bloodgreed and can immediately make 1 extra attack with its melee weapon.

Slaughter Storm: An extra weapon allows a Doombull to brutally hack through even more foes. A Doombull equipped with a pair of Doombull Axes makes 5 attacks instead of 4.

Bullshield: A Doombull with a Bullshield has a save of 4+ in the combat phase.

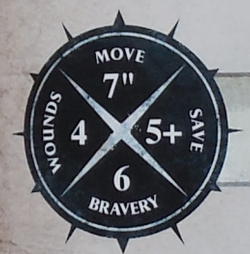
COMMAND ABILITY

Slaughterer's Call: If a Doombull uses this ability, then until your next hero phase you can add 1 to all wound rolls made for **WARHERD** units in your army that are within 16" of this model when they attack in the combat phase.

KEYWORDS CHAOS, BULLGOR, WARHERD, HERO, DOOMBULL



BULLGORS



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

DESCRIPTION

A unit of Bullgors has 3 or more models. Some units of Bullgors hew down their foes with Bullgor Great Axes; other units wield Bullgor Axes and towering Bullshields, while some storm the foe with a Bullgor Axe in each hand.

BLOODKINE

The leader of this unit is a Bloodkine. A Bloodkine makes 4 attacks rather than 3 with a Bullgor Axe, and makes 3 attacks rather than 2 with a Bullgor Great Axe.

WARHERD DRUMMER

Models in this unit may be Warherd Drummers. Add 1 to the charge rolls of a unit that includes any Warherd Drummers for each enemy unit within 12".

WARHERD BANNER BEARER

Models in this unit may be Warherd Banner Bearers. Add 1 to the Bravery of a unit that includes any Warherd Banner Bearers for each enemy unit within 12".

ABILITIES

Bloodgreed: Each time you roll a wound roll of 6 or more for a Bullgor's attack it can immediately make 1 extra attack with its melee weapon.

Dual Axes: You can re-roll hit rolls of 1 for models armed with more than one Bullgor Axe, as they have a better chance of landing a blow.

Bullshields: Units with Bullshields have a save of 4+ in the combat phase.

KEYWORDS CHAOS, WARHERD, BULLGORS



GHORGON



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ghorgon Blades	2"	✹	3+	3+	-1	3
Huge Slavering Maw	1"	1	4+	✹	-1	D6

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

DESCRIPTION

A Ghorgon is a single model. It is armed with massive Ghorgon Blades that it uses to hack an enemy apart, and it has a Huge Slavering Maw that can devour a foe in a single bite.

ABILITIES

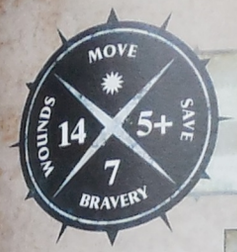
Ravenous Bloodgreed: Each time you roll a wound roll of 5 or more for a Ghorgon's attack it becomes filled with bloodgreed and can immediately make 1 extra attack with the same melee weapon.

Strength from Flesh: A Ghorgon heals D3 wounds at the end of any combat phase in which it inflicted any wounds with its Huge Slavering Maw.

KEYWORDS CHAOS, BULLGOR, WARHERD, MONSTER, GHORGON



CYGOR



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

DAMAGE TABLE

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

DESCRIPTION

A Cygor is a single model. Though practically blind, Cygors Hurl Boulders, chunks of rock or the remnants of fallen buildings at nearby foes, often targeting wizards, who blaze like beacons before their unnatural sight. A Cygor also sports Massive Horns that it uses to gore the enemy to death.

ABILITIES

Soul-eater: A Cygor can attempt to unbind 2 spells in each enemy hero phase in the same manner as a wizard. If it unbinds a spell, then the caster of the spell suffers 1 mortal wound and the Cygor heals a wound.

Ghostsight: You can re-roll all failed hit rolls for a Cygor if the target of the attack is a WIZARD.

KEYWORDS CHAOS, BULLGOR, WARHERD, MONSTER, CYGOR

MONSTERS OF CHAOS

Howling and roaring, the horrific monsters of Chaos pour across the battlefield to tear their victims apart. Ranging from hunting packs of mutant hounds and galloping herds of centigors to great lumbering horrors, these terrifying monsters are red in tooth and claw.

The coming of Chaos has done terrible things to the Mortal Realms. Nature has been sent haywire, perverted out of true by insidious energies. The further the dominion of Chaos spreads, and the more corrupted the realms become, the more their denizens suffer the same fate. Predatory beasts that were once part of the natural cycles of life become rapacious horrors, swollen to many times their normal size and writhing with the stigmata of chaotic corruption. Great and noble beasts are twisted by the hands of the gods into aberrant shapes, their minds broken or filled with an insatiable bloodlust. Chaos twists and ruins all it touches, and so the wild beasts of the Mortal Realms have become horrific creatures deserving only of a swift and violent end.



Worse are the terrifying creatures that spill from the Realm of Chaos itself to infest the realms. From the drunken and sadistic centigor herds to the rampaging apex-predators known as Slaughterbrutes, these unnatural monsters have claimed great swathes of the realms as their hunting grounds. Woe betide those who stray into the lairs of such creatures, for many of these horrors will do worse than just kill their unwitting prey. Beasts like the Mutalith Vortex Beast are capable of corrupting the very fabric of reality, reducing any who might stand against them – whether brave hero or hapless tribesman – to gibbering heaps of writhing flesh and flailing tentacles in the blink of an eye.

The monsters of the Mortal Realms would be dangerous enough were they but mindless beasts roaming the wilderness. This is not the case. A warlord with sufficient willpower and force of personality can find a way to yoke one or more such monstrous horrors and thus strengthen the ranks of their warband for battle. Whether controlling the creatures through sorcerous means, dominating them and bringing them to heel, or taming them through sheer cruelty, many commanders will use whatever means necessary to acquire such deadly beasts. To do this is not without considerable risk, for many of these horrific creatures possess hidden powers that are deadly to friend and foe alike, transmuting warriors to stone or driving them mad in the blink of an eye. Yet still the carnage they cause amongst the enemy ranks makes the risk seem worthwhile.

Chaos hounds bay wildly as they flood around the enemy's flanks to rip and tear with fang-filled jaws. Razorgors plough headlong through phalanxes of armoured enemy warriors, tossing broken corpses through the air as their mad, unstoppable charge continues. Shrieking harpies swoop high above the battlefield, diving down with claws bared to snatch up the unwary and carry them screaming into the clouds.

Worst are those times when a whole herd of such terrifying beasts gathers. Falling upon armies on the march, springing from lairs amidst lost ruins or smashing their way into fortified camps, the monsters of Chaos rampage across the battlefield, warriors dying in droves beneath their ripping claws and piercing fangs. Soon enough the battlefield resembles an abattoir, torn and broken corpses scattered like rags in the wake of the monsters' passing. And still, as the mad-eyed beasts sate their endless hunger, the slaughter continues...





CENTIGORS

MOVE 12" | WOUNDS 2 | SAVE 5+ | BRAVERY 3

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

DESCRIPTION

A unit of Centigors has 5 or more models. Centigors bear Centigor Spears and carry Beastbucklers.

GOREHOOF

The leader of this unit is a Gorehoof. A Gorehoof makes 3 attacks rather than 2.

CENTIGOR BANNER BEARER

Models in this unit may be Centigor Banner Bearers. You can re-roll charge rolls for a unit that includes any Centigor Banner Bearers.

BRAYHORN

Models in this unit may have Brayhorns. A unit that includes any Brayhorns can run and charge in the same turn.

ABILITIES

Beastbucklers: Units with Beastbucklers have a save of 4+ in the combat phase.

Charging Spear: You can re-roll failed wound rolls for Centigors attacking with Centigor Spears if they charged in the same turn.

Drunken Courage: Roll a dice for this unit in each battleshock phase. Add the result of the roll to their Bravery until the end of that phase.

KEYWORDS CHAOS, CENTIGORS



RAZORGORS

MOVE 10" | WOUNDS 4 | SAVE 5+ | BRAVERY 6

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tusks and Hooves	1"	4	4+	3+	-1	1

DESCRIPTION

A unit of Razorgors has any number of models. They attack with gore-encrusted Tusks and Hooves.

ABILITIES

Uncontrollable Stampede: Razorgors must charge if their unit is within 12" of any enemy models in the charge phase. You can re-roll charge rolls for this unit. In addition, add 1 to all hit rolls for models in this unit if they charged earlier in the same turn.

KEYWORDS CHAOS, RAZORGORS



CHAOS WARHOUNDS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slavering Jaws	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Chaos Warhounds has 5 or more models. They attack with fearsome Slavering Jaws.

ABILITIES

Outrunners of Chaos: When this unit runs, add 6" to its Move rather than rolling a dice.

KEYWORDS CHAOS, CHAOS WARHOUNDS



HARPIES



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws and Fangs	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Harpies has 5 or more models. They are armed with razor-sharp Claws and Fangs.

FLY

Harpies can fly.

ABILITIES

Prey Upon the Weak: Roll a dice every time an enemy model flees within 16" of any Harpies. On a roll of 6 an additional model from the same unit is pounced upon and devoured by the Harpies.

KEYWORDS CHAOS, HARPIES



JABBERSLYTHE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slythey Tongue	9"	1	3+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Vorpal Claws	1"	✸	3+	3+	-2	1
Spiked Tail	3"	1	4+	✸	-1	D3

DAMAGE TABLE			
Wounds Suffered	**Move**	**Vorpal Claws**	**Spiked Tail**
0-1	12"	6	3+
2-3	10"	5	3+
4-5	8"	4	4+
6-7	6"	3	4+
8+	4"	2	5+

DESCRIPTION

A Jabberslythe is a single model. It attacks its prey with its horrible Slythey Tongue, unstoppable Vorpal Claws, and crushing Spiked Tail.

FLY

Jabberslythes can fly.

ABILITIES

Aura of Madness: Roll a dice for each enemy unit that is within 6" of this model at the beginning of your hero phase. On a roll of 6, the unit is overcome by madness until your next hero phase. That unit can't be selected to cast spells, move, attack, charge or pile in.

Spurting Bile Blood: Roll a dice for each wound inflicted upon this model in the combat phase. The unit that made the attack suffers D3 mortal wounds for each roll of 4 or more.

KEYWORDS CHAOS, MONSTER, JABBERSLYTHE



CHIMERA



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Draconic Head's Fiery Breath	14"	1	See below			
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Avian Head	1"	2	3+	4+	✸	D3
Draconic Head	1"	2	4+	4+	-1	2
Leonine Head	1"	2	4+	3+	-1	✸
Mauling Claws and Fiend Tail	2"	4	4+	3+	-	1

	DAMAGE TABLE		
Wounds Suffered	**Fiery Breath**	**Avian Head**	**Leonine Head**
0-2	D6 mortal wounds	-3	D6
3-4	D3 mortal wounds	-2	D3
5-7	D3 mortal wounds	-2	D3
8-9	1 mortal wound	-1	1
10+	1 mortal wound	-1	1

DESCRIPTION

A Chimera is a single model. It attacks with its three heads – one Avian, one Draconic and one Leonine – as well as its Mauling Claws and Fiend Tail. A Chimera can also roar a Fiery Breath from its Draconic Head, immolating its prey.

FLY

A Chimera can fly.

ABILITIES

Draconic Head's Fiery Breath: Whipping its Draconic Head back to inhale deeply, the Chimera unleashes a gout of deadly flame at a nearby enemy. When a Chimera attacks with its Fiery Breath in the shooting phase, pick a visible target within range. That unit suffers a number of mortal wounds as shown in the damage table above.

Vicious Charge: Chimerae are single-minded in their need to close with their prey and rip it asunder. You can add 2 to the total when determining how far a Chimera can charge.

KEYWORDS CHAOS, MONSTER, CHIMERA



SLAUGHTERBRUTE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razor-tipped Claws	2"	*	4+	3+	-1	D3
Mighty Jaws	1"	2	4+	*	-	3
Lesser Claws	1"	2	4+	3+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Razor-tipped Claws	Mighty Jaws
0-2	10"	6	2+
3-4	8"	5	3+
5-7	8"	4	3+
8-9	6"	3	4+
10+	4"	2	4+

DESCRIPTION

A Slaughterbrute is a single model. It tears its way through the enemy with a pair of Razor-tipped Claws and its Mighty Jaws. Some Slaughterbrutes also sport a set of Lesser Claws, rendering them even deadlier. Slaughterbrutes are typically bound by means of a lengthy ritual to the will of a mighty Chaos Champion, their minds and actions under the control of a warrior born.

ABILITIES

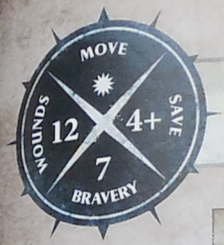
Runes of Binding: By carving runes of domination into a Slaughterbrute's back and driving daggers of binding into its flesh, the monster's will can be bound to a Champion of Chaos. When you set up a Slaughterbrute, you can pick a **Slaves to Darkness Hero** in your army to be its master (a model cannot be the master of more than one Slaughterbrute – the effort required would be fatal). As long as the Slaughterbrute's master is on the battlefield, the Slaughterbrute's melee weapons hit on rolls of 3+ rather than 4+.

Beast Unbound: A Slaughterbrute without a master is a terrifying force of destruction, running rampant and attacking anything that comes near. If a Slaughterbrute does not have a master on the battlefield in the charge phase, roll a dice. If the result is 3 or less it lashes out in a wild berserk fury at the nearest model, friend or foe, within 3". That model's unit immediately suffers D3 mortal wounds.

KEYWORDS CHAOS, MONSTER, SLAUGHTERBRUTE



MUTALITH VORTEX BEAST



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crushing Claws	2"	4	4+	✸	-1	D3
Betentacled Maw	2"	✸	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Crushing Claws	Betentacled Maw
0-2	10"	2+	3D6
3-4	8"	3+	2D6
5-7	8"	3+	D6
8-9	6"	4+	D3
10+	4"	4+	1

DESCRIPTION

A Mutalith Vortex Beast is a single model. It attacks its prey with its massive Crushing Claws and its writhing Betentacled Maw. A roiling orb of Chaos magic rages above the Mutalith's back, warping and twisting everything nearby.

ABILITIES

Aura of Mutation: Merely standing in the presence of a Mutalith can have horrific consequences. In your hero phase, you can pick a unit within 15". Roll a dice and consult the chart below to see what effects befall the hapless unit:

1. *Hideous Disfigurements*: Reduce the Bravery of each model in the target unit by 1 for the rest of the battle, as their faces are disfigured by the mutating touch of Chaos.

2. *Trollbrains*: For the rest of the battle, the controlling player must roll a dice at the start of each of their hero phases. On the roll of a 1, the target unit has completely forgotten what they are supposed to do and can't be selected to cast spells, move or attack until their next hero phase.

3. *Gift of Mutations*: Reduce the Move of each model in the target unit by 1 for the rest of the battle, as their legs mutate into twisted parodies of animals' limbs.

4. *Tide of Transmogrification*: The target unit suffers D3 mortal wounds as their own spines suddenly grow and burst from their backs or their flesh melts and falls off their bones.

5. *Maelstrom of Change*: The target unit suffers D6 mortal wounds as its warriors are instantly changed into gleaming crystal statues or piles of squirming three-eyed fish.

6. *Spawnchange*: The target unit suffers D6 mortal wounds. For each model that is slain as a result, set up a Chaos Spawn within 3" of the target unit. All Chaos Spawn created as a result of Spawnchange are added to your army.

Mutant Regeneration: A Mutalith Vortex Beast heals D3 wounds in each of your hero phases.

KEYWORDS CHAOS, MONSTER, MUTALITH VORTEX BEAST



COCKATRICE

MOVE 12" | WOUNDS 8 | SAVE 6+ | BRAVERY 5

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Petrifying Gaze	10"			See below		
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Vicious Beak	2"	2	4+	3+	-1	D3
Sword-like Talons	1"	D6	4+	4+	-	1

DESCRIPTION

A Cockatrice is a single model. It is a hideous creature that attacks its prey with its Vicious Beak and its clawed feet and tail, which are tipped with Sword-like Talons. However, its most dangerous attack is its Petrifying Gaze which can turn flesh into stone.

FLY

A Cockatrice can fly.

ABILITIES

Petrifying Gaze: The magical gaze of a Cockatrice can transfix foes where they stand, turning them to stone. In your shooting phase, pick a visible unit within range and roll a dice. If the result is 4 or more, the target unit is caught in the Cockatrice's gaze and suffers D6 mortal wounds.

Maddened Ferocity: A Cockatrice is not a bold creature, but it can fly into a berserk frenzy when it attacks. A Cockatrice makes 2D6 attacks rather than D6 with its Sword-like Talons if it charged that turn.

KEYWORDS CHAOS, MONSTER, COCKATRICE

CHAOS GARGANTS

Bellowing primitive warcries from maws crammed with rotten, jagged fangs, the Chaos Gargant tribes lumber to war. Corrupted by the hideous powers they worship, these beings are twisted perversions of their former selves, monsters dedicated to killing for Chaos.

The ground shakes beneath the pounding footfalls of the Chaos Gargants. Cloven hooves the size of boulders stamp and trample. Blood-red eyes glare mindless hate at the diminutive warriors scattering before their thunderous tread. Twisted limbs and writhing knots of tentacles heft blackwood clubs and rune-etched boulders, swinging these crude weapons with brutal force to hurl whole ranks of enemies through the air. Before the onslaught of such monstrous and unstoppable attackers, few armies can hold their ground for long.



When the Age of Chaos began, there were thousands of Gargant tribes scattered across the Mortal Realms. Some were barbaric raiders, while others sought solitude in the wilds, or even strove to aid Sigmar's Grand Alliance in their own crude ways. Just as with the other denizens of the realms, the coming of Chaos would be the ruin of many of these Gargant tribes. Some were overrun by the servants of Chaos, dragged down and torn apart even as they fought to the last. Others chose a darker path, bowing their heads to the Gods of Chaos and offering their brutish service. The rewards for those who dedicated themselves to the Dark Gods were plunder and battle in abundance, enough booze and red meat to gorge themselves insensible, and enough shiny gewgaws to keep the Gargants pliant. Not to mention, of course, their lives. But for the sake of such riches, the Gargants lost so much more.

The touch of Chaos corrupts all, and the Gargant tribes who turned to the worship of the Dark Gods were no exception. Many soon showed the stigmata of mutation upon their bodies, from cloven hooves and festering boils to jagged horns that burst from their skulls. The skin of many turned strange hues, or became covered in writhing patterns or thick scales. Fangs grew tusk-like and jutted from their mouths, while their faces became ever more twisted and bestial. Even more aberrant were their auras of crackling power or droning clouds of flies, drawn by the slow rotting of their souls.

Worse still, the corrupted Gargants felt their minds twisting and changing under the warping influence of Chaos. A rare few became more intelligent as a result of this change, either growing shrewd and cruel enough to lead their kin or else gaining the horrific self-awareness needed to see the ruin they had wrought upon themselves and go swiftly and irrevocably mad. The rest descended into savagery, their crude but earthy character eroding to leave little more than animal hatred. The Chaos Gargant tribes became notorious for wanton destruction, trampling across the lands with abandon and killing anything unfortunate enough to be in their path. Some craved the taste of blood above all things, others the sensations of slaughter or the inevitable filth and sickness that spread in the wake of such carnage. These hollow creatures cared nothing for each other, fighting as tribes only in order to further the misery and ruin they could inflict, and gladly turning upon and devouring one another at the slightest provocation. The Chaos Gargants might have saved their lives by bending the knee to Chaos, but in doing so they had sacrificed their souls.

Now the Chaos Gargants are slaves to the Dark Gods and their mortal warlords. Chaos Champions use Gargants as doughty shock troops. Hurled into battle to be peppered with shot and spell-blast, the Chaos Gargants lumber on all the same, thralled to the desperate need to kill and devour. Too stupid or deranged to feel the pain of the wounds they suffer, these towering slabs of muscle and raw aggression crash through the enemy lines, tearing them asunder.





CHAOS GARGANT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Club	3"	✹	3+	3+	-1	1
'Eadbutt	1"	1	4+	3+	-3	✹
Mighty Kick	2"	1	3+	3+	-2	D3

DAMAGE TABLE			
Wounds Suffered	Move	Massive Club	'Eadbutt
0-2	8"	3D6	D6
3-4	6"	2D6	D6
5-7	5"	2D6	D3
8-9	4"	D6	D3
10+	3"	D6	1

DESCRIPTION

A Chaos Gargant is a single model. Gargants are armed with Massive Clubs, and can also smash the foe by delivering a thunderous 'Eadbutt and a Mighty Kick.

ABILITIES

Timber!: If a Chaos Gargant is slain, both players roll a dice, and whoever rolls highest decides in which direction the Gargant falls (the player commanding the model wins any ties). Place the Gargant on its side in the direction in which it falls – any unit (friend or foe) it lands on suffers D3 mortal wounds. Remove the Gargant after resolving any damage caused by its falling body.

Stuff 'Em In Me Bag: Immediately before a Gargant makes its attacks in the combat phase, pick an enemy model within 1" and then roll a dice. If the result is at least double the enemy model's Wounds characteristic, it is grabbed and stuffed in the Gargant's bag 'for later'. The enemy model is treated as being slain.

Drunken Stagger: If you roll a double when making a charge roll for a Gargant, it immediately falls over instead of making the charge move. Determine the direction the Gargant falls and the damage it causes as if it had been slain (see Timber!), but instead of removing the Gargant after resolving the damage caused by its falling body, stand the model back up again as the Gargant drunkenly regains its feet!

KEYWORDS CHAOS, GARGANT, ALEGUZZLER, MONSTER

THUNDERSCORN

Mighty beast-warriors of Chaos, the Thunderscorn marry draconic strength and resilience with the brutality of ogors. They are ancient and terrible creatures who bask upon mountaintops in the lightning of the most ferocious storms and use its power to slaughter their foes.

Long ago, in the world-that-was, the ancient ancestors of the Thunderscorn made a terrible pact with the Chaos Gods and received eternal life for everlasting servitude. They have fought for Chaos ever since, immortal but for the strike of an enemy's blade in battle. They revel in their power, but long for freedom from their bondage.



It is said that the Thunderscorn believed their freedom would be earned when the world-that-was met its end. None can say why, but this long awaited emancipation never came to pass. Instead, the Thunderscorn still fight for the armies of Chaos, either descending upon their victims in tribal raiding parties led by hulking Shaggoths or acting as draconic shock-troops for the armies of Chaos warlords.

The Thunderscorn are known by many as the sons of the storm, for they inhabit the highest mountain peaks and bask in the magical storms that wreathe them. A Dragon Ogor or Shaggoth struck by bolts of storm-wrought power can draw those energies into itself, knitting wounded flesh and scale back together amid leaping arcs of light. By this unnatural act they pervert the natural order of the realms, spreading corruption and siphoning off the magics of reality itself for their own bitter and selfish ends.



DRAGON OGORS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancient Weapons	1"	4	4+	3+	-	1
Draconic War-glaive	2"	4	4+	3+	-1	1
Draconic Crusher	1"	3	4+	3+	-	2
Wracking Foreclaws	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Dragon Ogors has 3 or more models. Some units take to the field armed with a pair of Ancient Weapons, while others wield Draconic War-glaives or smash aside their enemies with great Draconic Crushers. However they are armed, Dragon Ogors also tear at their foes with their Wracking Foreclaws.

ABILITIES

Furious Attack: Some Dragon Ogors fight with an Ancient Weapon in each hand, smashing aside defences before landing a killing blow. Re-roll hit rolls of 1 for models armed with a pair of Ancient Weapons.

MAGIC

WIZARDS from your army know the Summon Lightning spell while they are within 20" of this unit.

SUMMON LIGHTNING

Summon Lightning has a casting value of 5. If successfully cast, lightning forks down to strike a **DRAGON OGOR** unit within 20" of the wizard. That unit immediately heals D3 wounds and is robed in crackling energy until your next hero phase. Until then, you can re-roll any failed wound rolls for the unit.

KEYWORDS CHAOS, DRAGON OGORS



DRAGON OGOR SHAGGOTH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Leviathan Axe	2"	✸	3+	3+	-1	3
Sweeping Tail	3"	D3	4+	3+	-	1
Taloned Forelimbs	1"	2	3+	✸	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Leviathan Axe	Taloned Forelimbs
0-2	12"	4	3+
3-4	10"	3	3+
5-6	9"	3	4+
7-8	7"	2	4+
9+	6"	2	5+

DESCRIPTION

A Dragon Ogor Shaggoth is a single model. It is armed with a massive Leviathan Axe, but also swipes at foes with its Sweeping Tail and skewers them with its Taloned Forelimbs.

ABILITIES

Beneath the Tempest: Shaggoths only come down from their mountaintop lairs to march under cover of the wildest storms. If the roll to see who goes first in a battle round is a tie, great bolts of lightning split the sky. Roll a dice for each **Dragon Ogor** unit on the battlefield; if the result is 4 or more, one model in the unit heals D3 wounds.

MAGIC

Wizards from your army know the Summon Lightning spell whilst they are within 20" of a Shaggoth.

SUMMON LIGHTNING

Summon Lightning has a casting value of 5. If successfully cast, lightning forks down to strike a **Dragon Ogor** unit within 20" of the wizard. That unit immediately heals D3 wounds and is robed in crackling energy until your next hero phase. Until then, you can re-roll any failed wound rolls for the unit.

KEYWORDS CHAOS, DRAGON OGOR, MONSTER, HERO, SHAGGOTH

MASTERCLAN

Even amongst a race as devious and self-serving as the skaven, there are those with minds so cunning that they are able to manipulate the rest into doing their bidding. Such is the nature of the Masterclan, whose seers and daemons direct their teeming species on the road to ultimate victory.

Through sorcerous might, force of arms, and a dizzying array of trickery, back-stabbing, bribery and deceit is the skaven race ruled. Hunched upon their monstrous thrones at the heart of Blight City, the shadowy Council of Thirteen issue their edicts to all of skavendom across the Mortal Realms. These all-powerful arch Verminlords must be obeyed, for theirs is the will of the Horned Rat himself. But the skaven race is numerous beyond mortal ability to count, and scattered far and wide in tunnels and burrows and strongholds all across the realms. Thus it falls to the Masterclan, the agents of the council, to ensure compliance.

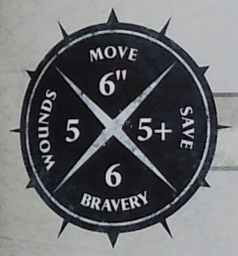


Though small compared to the other great clans of the skaven, the Masterclan is incredibly powerful. Every Grey Seer is a potent sorcerer in his own right, possessed of incredible intellect and a rabid desire for power and control. They are arch-manipulators, hated and feared in equal measure by the rest of their race. Many ride to battle upon ancient Screaming Bells, malevolent war machines whose shuddering peals can tear apart the very fabric of reality. More terrifying still are the daemonic Verminlords, avatars of the Horned Rat's will with the physical and sorcerous might to slaughter entire armies.

The Masterclan enacts the will of the Council of Thirteen, yet like all skaven they are not immune to the lure of politicking and the pursuit of personal power. Orders can be misinterpreted, after all, or misunderstood by dullard underlings who – through no fault of the Grey Seer or Verminlord's – end up perpetrating massacres or fleeing from battles that benefit certain interested parties. The rivalries between Grey Seers, and even Verminlords, are legendary, and the power games these supposed leaders engage in with one another can see invasions derailed and clans exterminated wholesale. Such is the nature of the skaven race, with every creature seeking only to supplant those above him while destroying his rivals to prove his obvious superiority.



GREY SEER



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

DESCRIPTION

A Grey Seer is a single model. He carries a Warpstone Staff to battle and a stash of Warpstone Tokens.

ABILITIES

Warpstone Tokens: When a Grey Seer attempts to cast a spell he can consume a piece of unrefined warpstone. If he does so, roll a dice; on a 2 or more you can re-roll the subsequent casting attempt if it fails. On the roll of a 1, the warpstone ravages the Grey Seer's body and he suffers a mortal wound.

MAGIC

A Grey Seer is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Vermintide spells.

VERMINTIDE

The Grey Seer summons a tide of voracious rats that scurry forth and gnaw a swathe of ruin across the battlefield. Vermintide has a casting value of 6. If successfully cast, select an enemy unit that is within 26" of the caster. Roll a dice for each model in the selected unit; it suffers a mortal wound for each result of a 6 you roll.

COMMAND ABILITY

'Underlings Will not Flee, must Fight-fight!': If a Grey Seer uses this ability, then until your next hero phase you can roll a dice whenever a SKAVEN model from your army flees whilst within 26" of the Grey Seer. On a 4 or more that model is more scared of the Grey Seer's wrath than the enemy and does not flee.

KEYWORDS CHAOS, SKAVEN, MASTERCLAN, HERO, WIZARD, GREY SEER



THANQUOL AND BONERIPPER



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

DAMAGE TABLE			
Wounds Suffered	**Move**	**Crushing Blows**	**Casting Value**
0-3	10"	6	6
4-5	9"	5	7
6-8	8"	4	8
9-10	7"	3	9
11+	6"	2	10

DESCRIPTION

Thanquol and Boneripper is a single model that comprises the scheming Grey Seer Thanquol and the latest (and enormous!) incarnation of his loyal Rat Ogor bodyguard, Boneripper. Thanquol is armed with the Staff of the Horned Rat and bears a Warp-amulet. He also has a stash of Warpstone Tokens that he uses to boost his magical powers (and feed his addiction).

Boneripper can be equipped either with deadly Warpfire Projectors that burn a swathe of death at range, or with Warpfire Braziers that trail green flame as they wreak utter havoc in melee. Either way, Boneripper can also attack using his sheer physical bulk, pulverising the foe with Crushing Blows.

ABILITIES

Warp-amulet: Thanquol and Boneripper heal 1 wound in each of your hero phases.

Warpfire Projectors: When firing Boneripper's Warpfire Projectors, pick a unit within range; it suffers 2D6 mortal wounds.

Warpstone Addiction: When Thanquol attempts to cast a spell he must consume a piece of unrefined warpstone. When he does so, roll a dice; on a 2 or more you can re-roll the subsequent casting attempt if it is failed. On the roll of a 1, the Warpstone Token has no effect (other than to heighten Thanquol's sense of megalomania and paranoia).

MAGIC

Thanquol 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, Mystic Shield and Scorch spells. Thanquol also knows the spells of any **SKAVEN WIZARD** that is within 13" in the hero phase (but only whilst he remains within 13" of that wizard).

SCORCH

Thanquol thrusts out his paw and his foes (or his underlings) are roasted alive by a gout of magical flame. Scorch has a casting value shown in the damage table, above. If successfully cast, select a visible unit within 26". That unit suffers D3 mortal wounds. If Thanquol targets a **SKAVEN** unit with this spell, it suffers D6 mortal wounds instead.

COMMAND ABILITY

Blessings of the Horned Rat: If Thanquol uses this ability, select a **SKAVEN** unit within 13". Until your next hero phase, roll a dice whenever that unit suffers a wound or mortal wound. Add one to the result if the unit has 13 or more models. On a 6 or more, the Horned Rat saves his minion from harm and that wound or mortal wound is ignored.

KEYWORDS CHAOS, SKAVEN, MASTERCLAN, HERO, WIZARD, GREY SEER, THANQUOL AND BONERIPPER



LORD SKREECH VERMINKING



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Prehensile Tails	6"	✸	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Doom Glaive	3"	4	3+	3+	-1	3
Plaguereaper	1"	✸	3+	3+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Prehensile Tails	Plaguereaper
0-2	12"	5	5
3-4	10"	4	5
5-7	8"	3	4
8-9	6"	2	4
10+	4"	1	3

DESCRIPTION

Lord Skreech Verminking is a single model. He wields a Doom Glaive and Plaguereaper and can lash out with his long Prehensile Tails.

ABILITIES

The Thirteen-headed One: In each of your hero phases, Lord Verminking can call upon his knowledge of the stealth of the Eshin clans, the flesh-crafting skills of the Moulder clans, the plague-craft of the Pestilens clans, the technological insight of the Skryre clans, the warrior skills of the Verminus clans or the arcane lore of the Grey Seers. Depending on the option you choose, he gains the following benefit, which lasts until your next hero phase:

Eshin Clans: Your opponent must subtract 1 from any hit rolls that target Lord Verminking.

Moulder Clans: Lord Verminking heals D3 wounds.

Pestilens Clans: You can add 1 to all wound rolls for Lord Verminking.

Skryre Clans: Lord Verminking's Doom Glaive inflicts an extra D3 Damage (for a total of D3+3).

Verminus Clans: You can add 1 to all hit rolls for Lord Verminking.

Grey Seers: You add 1 to all casting and unbinding rolls for Lord Verminking.

MAGIC

Lord Skreech Verminking is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. He knows Arcane Bolt, Mystic Shield and the Dreaded Thirteenth Spell.

THE DREADED THIRTEENTH SPELL

With a sickening lurch, the fabric of reality is torn open by the twisting, mutating power of the Great Horned Rat. The Dreaded Thirteenth Spell has a casting value of 8. If successfully cast, pick a visible enemy unit within 13" and roll 13 dice. For each roll of 4 or more that unit suffers a mortal wound. Each model slain by the spell is mutated into a skaven as follows: after resolving this spell you can set up a new **VERMINUS** unit within 9" of the target unit – set up one model in this new unit for each model slain by this spell. The unit may not move in the following movement phase.

COMMAND ABILITY

The Rat King: If Lord Skreech Verminking uses this ability, then until your next hero phase you can re-roll wound rolls of 1 for all **SKAVEN** units from your army that are within 13" of Lord Verminking when they attack in the combat phase.

KEYWORDS CHAOS, DAEMON, MASTERCLAN, HERO, WIZARD, MONSTER, VERMINLORD, LORD SKREECH VERMINKING



SCREAMING BELL



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpstone Staff	2"	3	4+	4+	-1	1
Rat Ogor's Claws	1"	4	4+	3+	-1	2
Rusty Wheels and Spikes	1"	D6	✸	3+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Rusty Wheels and Spikes	Peal of Doom Range
0-2	4"	2+	13"
3-4	4"	3+	11"
5-7	2"	4+	9"
8-9	2"	4+	7"
10+	1"	5+	5"

DESCRIPTION

A Screaming Bell is a single model crewed by a hulking Rat Ogor who heaves on a great chain to ring the dreaded bell. A Grey Seer perches atop the Screaming Bell, exhorting his minions and casting spells. He carries a Warpstone Staff. A brazier of warpstone burns at the fore of the Screaming Bell, disrupting the abilities of spellcasters unaccustomed to the baleful vapours. Any who come too close to the Screaming Bell meet a quick and messy end beneath its Rusty Wheels and Spikes or are pulverised by the Rat Ogor's Claws.

ABILITIES

Pushed Into Battle: For every 3 **Skaven** models that are within 1" of a Screaming Bell at the start of your movement phase, add 1" to its Move characteristic until the end of the phase. If there are at least 10 **Skaven** models within 1" of this model when you roll the dice to see how far it can charge, it makes 2D6 attacks with its Rusty Wheels and Spikes in the following combat phase rather than D6.

Warpstone Brazier: The fell stench of burning warpstone disrupts the flow of many spellcasters. All **Wizards** must subtract 1 from their casting rolls if they are within 6" of any Screaming Bells. This does not affect **Chaos Wizards**.

Peal of Doom: In your hero phase, the Screaming Bell tolls. Roll two dice, add the scores together and consult the table below to see what happens (no modifiers can be applied to this roll). If a result says that it effects units 'within range of the Peal of Doom', consult the Damage Table above to see the current range of that effect.

2 *Magical Backlash:* The Screaming Bell immediately suffers 1 mortal wound.

3-4 *Unholy Clamour:* The Screaming Bell can move an extra 6" in its next movement phase.

5-6 *Deafening Peals:* Roll a dice for every enemy unit within range of the Peal of Doom. On a 4 or more, that unit suffers a mortal wound.

7 *Avalanche of Energy:* Add 1 to all casting rolls for **Skaven Wizards** that are within range of the Peal of Doom during this hero phase.

8-9 *Apocalyptic Doom:* Roll a dice for every enemy unit within range of the Peal of Doom. On a 4 or more, that unit suffers D3 mortal wounds.

10-11 *Wall of Unholy Sound:* All **Skaven** models from your army that are within 13" of the Screaming Bell when they attack in your next combat phase make one extra attack with each of their melee weapons.

12 *A Stirring Beyond the Veil:* The bell summons a Verminlord to the battlefield. Set up a single **Verminlord** anywhere on the battlefield that is more than 9" from any enemy model. The Verminlord cannot move in its next movement phase.

13 *Improbable Victory!:* Against all probability and reason, you immediately win the battle (and are hereafter branded a cheat – not that that should bother a true skaven general).

MAGIC

The Grey Seer atop a Screaming Bell is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Cracks Call spells.

CRACKS CALL

With an arcane incantation, the Grey Seer causes the very ground to split asunder. Cracks Call has a casting value of 6. If successfully cast, select a unit within 18" and roll two dice; that unit suffers a mortal wound for each point by which the total score exceeds its Move characteristic (for example, if you rolled a 7, and the unit's Move was 4", it would suffer 3 mortal wounds). Cracks Call has no effect on units that can fly.

COMMAND ABILITY

The Altar of the Horned Rat: If the Grey Seer atop the Screaming Bell uses this ability, then until your next hero phase you can add one to the Move and Bravery of all **Skaven** units from your army that can see the Screaming Bell.

KEYWORDS CHAOS, SKAVEN, MASTERCLAN, HERO, WIZARD, GREY SEER, SCREAMING BELL



VERMINLORD WARPSEER



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Prehensile Tails	6"	✸	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Doom Glaive	3"	4	3+	✸	-1	3

DAMAGE TABLE			
Wounds Suffered	Move	Prehensile Tails	Doom Glaive
0-2	12"	5	2+
3-4	10"	4	2+
5-7	8"	3	3+
8-9	6"	2	3+
10+	4"	1	4+

DESCRIPTION

A Verminlord Warpseer is a single model. It wields a Doom Glaive, carries an eldritch Scry-orb and can lash out with its long Prehensile Tails.

ABILITIES

Scry-orb: You can re-roll failed save rolls for a Verminlord Warpseer with a Scry-orb. Once per battle, in your shooting phase, the Verminlord Warpseer can choose to throw its Scry-orb. If it does so, select a unit within 13". That unit suffers D6 mortal wounds (the unit suffers 6 mortal wounds instead if has a Move of 5" or less). Once the Scry-orb has been thrown you can no longer re-roll failed save rolls for the Verminlord Warpseer.

MAGIC

A Verminlord Warpseer 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 Howling Warpgale spells.

HOWLING WARPGALE

The Verminlord gestures and the heavens broil with storm clouds while the foe is battered with fierce gales and struck by bolts of warp lightning. Howling Warpgale has a casting value of 6. If successfully cast, select a visible unit within 26". That unit suffers D3 mortal wounds (it suffers 3 mortal wounds instead if it can fly). Until your next hero phase, that unit cannot run or fly, and halves the distance of any charge move it makes.

COMMAND ABILITY

Forth-forth, Children of the Horned Rat!: If a Verminlord Warpseer uses this ability, you can summon a unit of Giant Rats to the battlefield. Set up a unit of 3D6 Giant Rats anywhere within 13" of the Verminlord Warpseer and more than 9" from any enemy models. The unit is added to your army but cannot move in your next movement phase.

KEYWORDS CHAOS, DAEMON, MASTERCLAN, HERO, WIZARD, MONSTER, VERMINLORD, VERMINLORD WARPSEER

THE CLANS VERMINUS

The strength of the innumerable Clans Verminus is in their teeming swarms of Clanrats and Stormvermin, hordes of ratmen that pour across the battlefield with chittered warcries to engulf the foe in a heaving mass of lank-furred bodies and rusted blades.

Thousands of beady eyes glint in the dark, glowing with hatred and hunger as the Clans Verminus mass for the attack. A cacophony of chittering voices and scrabbling claws drowns out all rational thought, getting louder by the moment. Carried on the breeze comes a verminous stench, so acrid and cloying that enemies clutch at their throats and struggle to breathe. Worst of all is the sight of wave upon wave of flea-ridden bodies scurrying forward, a living tide of fur and fangs and blades and claws fit to sweep away everything in its path, no matter the cost in skaven lives.

Broken ratmen are hurled into the air like geysers from amidst the swarm, blasted skyward by enemy fire and bolts of sorcerous destruction. Rains of shot and bolts of lightning lash their way through the Verminus ranks, reducing one skaven after another to charred or bloodied corpses. The swarm slows not at all, the fallen vanishing beneath the flood and being trampled into bloody paste. Raging monsters are set loose, ploughing into the skaven packs with claws swinging and fangs bared. Carnage ensues, yet the chittering ratmen flow around and over these monstrous impediments, dragging them down with sheer weight of numbers and gnawing them away until there is nothing left. Cavalry charges are buried by chittering masses of Stormvermin and Clanrats. Shield walls are driven back, overwhelmed, wriggled under, until they fracture and collapse amid shrieking, stabbing floods of skaven. Even those mighty heroes who wade into the fight, hoping to turn the tide with strength of arms, soon find themselves beset from every side.



No skaven leader worth their fangs is foolish enough to charge to battle in the front ranks. Instead the chieftains and Verminlords wait until the enemy force is completely swarmed with their underlings before launching their own attacks. Victims are carefully selected, it being ever preferable to stab a distracted enemy in the back or finish off one who is wounded rather than facing a fresh and determined foe. Warlords exhort their followers to ever more frenzied efforts as they strut arrogantly through the battle, hacking and stabbing with warpforged blades at the choicest enemy targets. The looming Verminlord Warbringers charge to battle with long, loping strides, moving with a speed both obscene and unsettling in such huge creatures. Nothing can stand before the stabbing blades and lashing tails of these monstrosities, and many foes – already hard pressed and surrounded by horrors – will turn and flee or lose their minds with fear at the onset of such a daemon.

With chittering hordes on every side, their comrades dying by the second, and their leaders reduced to rat-gnawed corpses, the last shreds of enemy morale collapse. Some foes stand grimly until the last, fighting back to back in an ever-diminishing circle. Many turn and flee for their lives. In doing so they only seal their doom, for the skaven are swift and savage, delighting in bearing their panicked enemies to the ground and ripping them apart with chisel fangs and rusted blades. So perish those who stand against the Clans Verminus, overcome by their sheer weight of numbers and ground down by attritional warfare until nought remains of them but splintered bone and shreds of tattered cloth.





VERMINLORD WARBRINGER



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Prehensile Tails	6"	✸	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Doom Glaive	3"	4	3+	3+	-1	3
Punch Dagger	1"	4	✸	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Prehensile Tails	Punch Dagger
0-2	12"	5	2+
3-4	10"	4	3+
5-7	8"	3	3+
8-9	6"	2	4+
10+	4"	1	4+

DESCRIPTION

A Verminlord Warbringer is a single model. It wields a Doom Glaive and Punch Dagger, and can lash out with its long Prehensile Tails.

ABILITIES

Verminous Fury: You can re-roll failed hit rolls for a Verminlord Warbringer if it charged in the same turn.

MAGIC

This model is a wizard. It can cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Death Frenzy spells.

DEATH FRENZY

Gesticulating wildly, the Verminlord gifts his minions with a rabid and frothing rage that even death does not cool. Death Frenzy has a casting value of 5. If successfully cast, select a **VERMINUS** unit within 13". Until your next hero phase, each time a model from that unit is slain in the combat phase, you can make a pile in move and then attack with it before removing it.

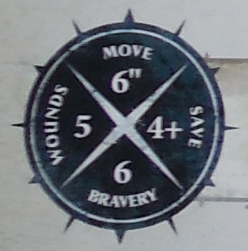
COMMAND ABILITY

Tyrants of Battle: If a Verminlord Warbringer uses this ability, you can re-roll hit rolls and wound rolls of 1 for **VERMINUS** models from your army that are within 13" of the Verminlord when they attack in the combat phase.

KEYWORDS CHAOS, DAEMON, MASTERCLAN, VERMINUS, MONSTER, HERO, WIZARD, VERMINLORD, VERMINLORD WARBRINGER



SKAVEN WARLORD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpforged Blade	1"	3	3+	3+	-2	D3
War Halberd	2"	3	3+	3+	-1	1
Barbed Blade	1"	5	3+	4+	-	1

DESCRIPTION

A Skaven Warlord is a single model. Some Skaven Warlords enter battle wielding only a dreaded Warpforged Blade. Others prefer to fight with a pair of Barbed Blades, whilst yet others wield a War Halberd in one hand and a Barbed Blade in the other. Some Skaven Warlords also carry a Clanshield into battle.

ABILITIES

Strike and Scurry Away: After a Skaven Warlord has attacked in the combat phase, he can attempt to scurry away from any retaliation. If he does so, roll a dice; on a 4 or more the Skaven Warlord can immediately retreat as if it were the movement phase.

Flurry of Rusted Steel: You can re-roll failed hit rolls of 1 for a Skaven Warlord carrying a pair of Barbed Blades, as he has a better chance of landing a blow.

Clanshield: You can add 1 to save rolls for a Skaven Warlord with a Clanshield against attacks that have Damage 1.

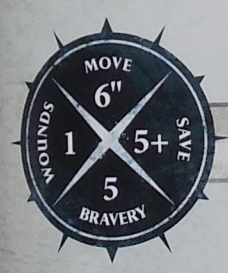
COMMAND ABILITY

Gnash-gnaw on their Bones!: If a Skaven Warlord uses this ability, pick one **VERMINUS** unit within 13". Until your next hero phase, all models in that unit make one extra attack with each of their melee weapons.

KEYWORDS CHAOS, SKAVEN, VERMINUS, HERO, SKAVEN WARLORD



STORMVERMIN



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

DESCRIPTION

A unit of Stormvermin has 10 or more models. Units of Stormvermin are armed with Rusty Halberds. Some units of Stormvermin also carry Clanshields into battle.

FANGLEADER

The leader of this unit is the Fangleader. A Fangleader makes 3 attacks with his Rusty Halberd rather than 2.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, it can retreat and still charge in the same turn.

PACK DRUMMERS

Models in this unit may be Pack Drummers. If the unit includes any Pack Drummers, it can move an extra 2" whenever it runs or retreats.

ABILITIES

Clanshields: You can add 1 to the save rolls for a unit with Clanshields against attacks that have Damage 1.

Murderous Ferocity: You can add 1 to the hit rolls for a Stormvermin if it targets a unit that has fewer models than its own unit.

KEYWORDS CHAOS, SKAVEN, VERMINUS, STORMVERMIN



CLANRATS

MOVE 6" | WOUNDS 1 | SAVE 6+ | BRAVERY 4

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rusty Spear	2"	1	5+	4+	-	1
Rusty Blade	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Clanrats has 10 or more models. Some units are armed with Rusty Spears, while others wield Rusty Blades. Many units also carry Clanshields.

CLAWLEADER

The leader of this unit is the Clawleader. A Clawleader makes 2 attacks rather than 1.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, it can retreat and still charge in the same turn.

BELL CHIMERS

Models in this unit may be Bell Chimers. If the unit includes any Bell Chimers, it can move an extra 2" whenever it runs or retreats.

ABILITIES

Clanshields: You can add 1 to the save rolls for a unit with Clanshields against attacks that have Damage 1.

Strength in Numbers: You can add 1 to the wound rolls for Clanrats if their unit has 20 or more models. If the unit has 30 or more models, you can add 1 to their hit and wound rolls.

KEYWORDS CHAOS, SKAVEN, VERMINUS, CLANRATS

THE CLANS SKRYRE

The skaven are cunning creatures, capable of great feats of ingenuity. Amongst their teeming masses there are no greater or more deranged inventors than the Warlocks of the Clans Skryre, who craft deadly engines of skaven supremacy for the highest bidder.

Boilers hiss and pipes rattle, gears whirr and lightning crackles as the terrifying war engines of the Clans Skryre rumble into battle. Huge brass cannons suck sorcerous energies from pulsing warpstone before spitting leaping arcs of energy into the enemy ranks. Multibarrelled guns whine up to speed before churning out storms of shot that cut even the heaviest armoured foes to ribbons. Gas globes shatter, spreading corrosive fumes across the battlefield while hideous contraptions of pipes and valves vomit great sheets of green-black fire that immolates everything it touches. These are the terrifying wonder weapons of the Clans Skryre.

There are many Clans Skryre scattered across the Mortal Realms, varying from small bands of Warlock Engineers and their scurrying servants to massive, millions-strong hordes that inhabit sprawling fortified burrow complexes. They gnaw out their workshop spaces inside craggy mountains or rumbling volcanoes, beneath ruined cities or running through the innards of the divine machineries of the realms themselves. These factory-burrows are hellish places, crammed with spinning gears, giant, roaring furnaces, thundering steam engines and towering crystal tubes that dance with caged green lightning. Unstable alchemical apparatus bubbles furiously amongst crates of machine parts and untidy heaps of explosive munitions. The weird machines of the warren-laboratories require vast amounts of power, generated by thousands of slaves who run inside huge wooden wheels until they drop dead from exhaustion. Barely-controlled chaos reigns as construction lines of cogs and gears and pistons churn out terrifying devices. Vast and strange are the engines of war created by these hellish factories, and though the Clans Skryre sell many of their contraptions to the highest bidder they always keep the best weapons for themselves.

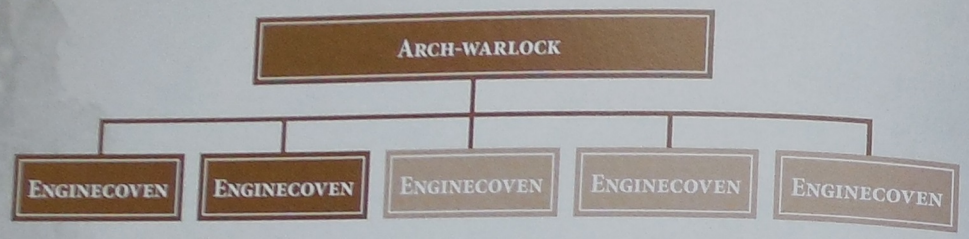


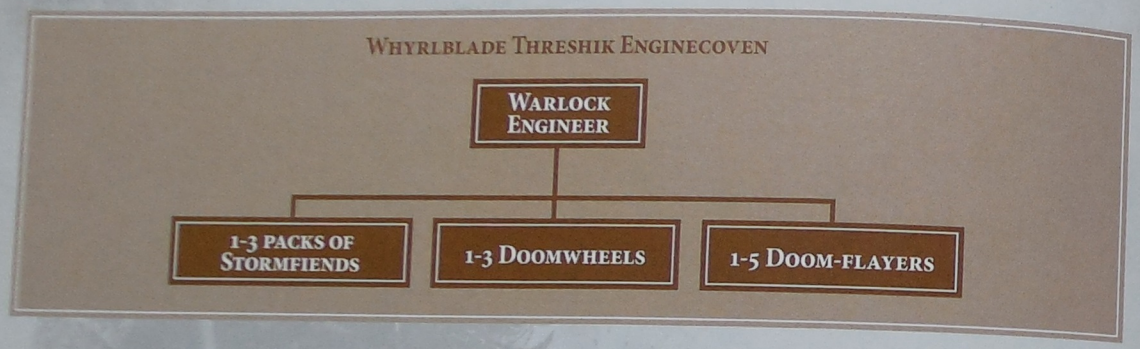
Barring catastrophic mishap, all this frenzied labour and unwilling sacrifice creates great stockpiles of deadly munitions. The sale of these stockpiles has made many of the Clans Skryre very rich, in turn allowing them to afford ever more excessive workshops and weapons. Some of the most successful Skryre clans possess weapons of incredible power, from walking war-cities to giant Warp Lightning Cannons capable of splitting mountains in two. Clans that have built such terrifying contraptions are feared and hated in equal measure by the rest of skavendom.

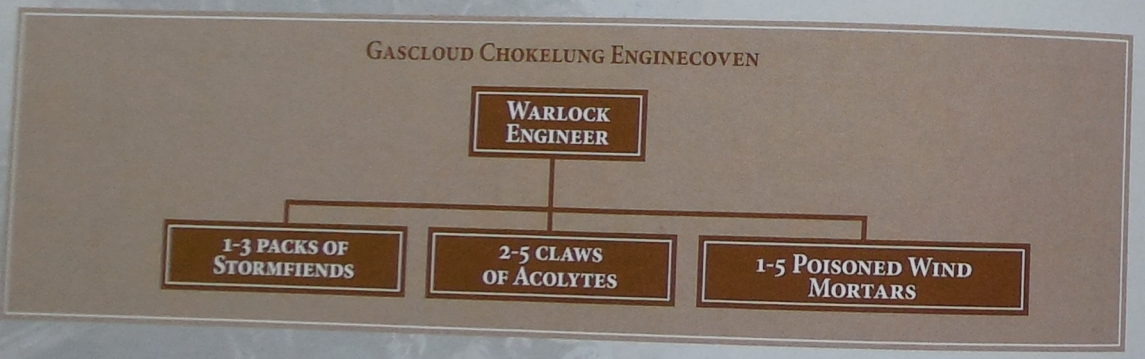
When one of the Clans Skryre goes to war in its own right, its engineers are divided into Enginecovens that specialise in particular types of mechanised warfare. The Whyrlblade Threshik, for example, build great rumbling war machines to crush the foe to bloody ruin, while the Gautfyre Skorch create hideous firethrowers and the Arkhspark Voltik fashion batteries of lightning cannons.

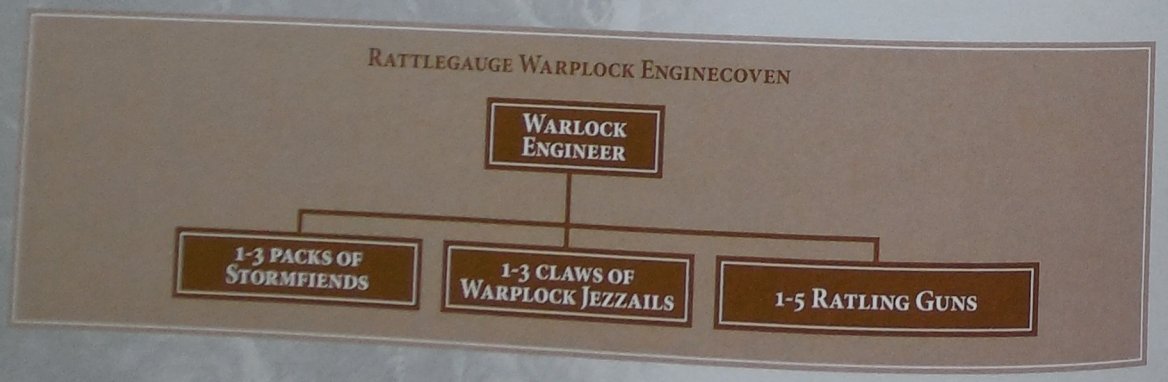
Any number of Enginecovens may be drawn together into a single swarming horde, the efforts of which are coordinated by the insane genius of an Arch-warlock. These swaggering sorcerer-engineers are amongst the most powerful beings in the hierarchy of the Clans Skryre, and as such are forever politicking and manoeuvring to avoid the often highly explosive assassination attempts of their jealous underlings.

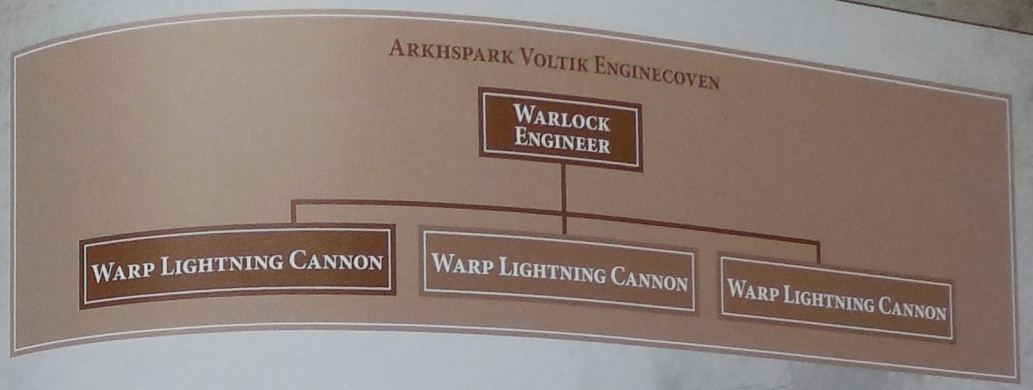
CLAN SKRYRE

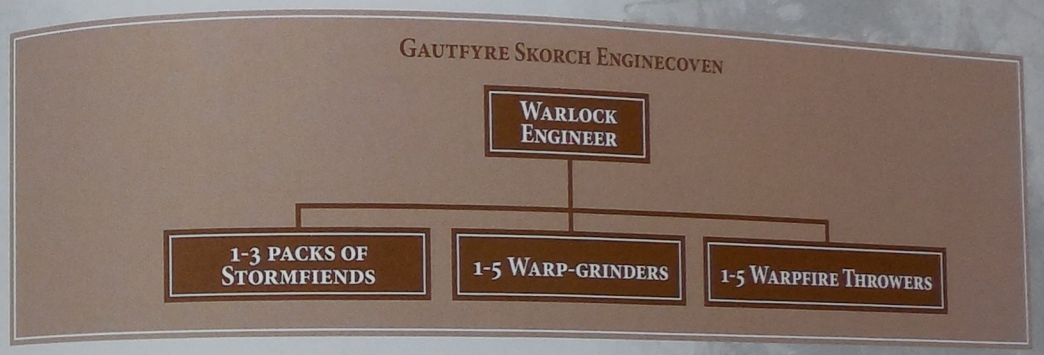












Even the smallest Clans Skryre boast a pair of Enginecovens, ruled by a powerful Arch-warlock. Greater Clans inevitably consist of larger numbers of Enginecovens, which in turn are likely to comprise larger numbers of Stormfiends and diabolical war engines. The mightiest of the Skryre clans are ruled by whole conclaves of Arch-warlocks, each of whom commands a great army in his own right.

The strongholds of the Clans Skryre are seething, fume-filled hives of constant industry as the rival Enginecovens work on their latest contraptions. Though they fight as a single – albeit constantly backbiting – army upon the field of battle, within the bounds of their warren-foundries and work-burrows each Warlock Engineer rules his own private domain. Surrounded by crackling warpvolt capacitors, bubbling leadglass tubes, and workbenches overflowing with half-built experimental paraphernalia, each crazed genius works feverishly upon his next invention. Each is convinced that this will be the superweapon that raises him to supreme mastery of skavendom. Spying and sabotage is common, especially between those Enginecovens with especially fierce rivalries such as exists between Whyrlblade Threshik and Gascloud Chokelung. Warlock Engineers resort to all manner of armed guards, automated defences and cunningly hidden booby traps to defend their secrets. The latter, in particular, are high amongst the reasons that the Clans Skryre suffer so high a rate of worker attrition.

While many Clans Skryre take a wide range of weaponry into battle, some prefer a particular type of manufacture, filling their ranks with Enginecovens of that sort. Clan Ektrik, for example, have more Arkhspark Voltik Enginecovens than anything else, while the pyromaniac Arch-warlock of Clan Blakkyn insists on leading only Gautfyre Skorch Enginecovens to war.





SKAVEN SKRYRE

CLAN SKRYRE

The Clans Skryre go to war amid the hiss, whirr, clatter and roar of their many unstable yet deadly war machines. From hails of bullets to blasts of ensorcelled flame, they unleash myriad forms of death.

ORGANISATION

A Clan Skryre consists of the following units:

- 1 Arch-warlock
- 2-5 Enginecovens chosen in any combination from the following:

Whyrlblade Threshik: 1 Warlock Engineer, 1-3 units of Stormfiends, 1-3 Doomwheels, 1-5 Doom-flayers

Arkhspark Voltik: 1 Warlock Engineer, 1-3 Warp Lightning Cannons

Gascloud Chokelung: 1 Warlock Engineer, 1-3 units of Stormfiends, 2-5 units of Skryre Acolytes, 1-5 Poisoned Wind Mortars

Rattlegauge Warplock: 1 Warlock Engineer, 1-3 units of Stormfiends, 1-3 units of Warplock Jezzails, 1-5 Ratling Guns

Gautfyre Skorch: 1 Warlock Engineer, 1-3 units of Stormfiends, 1-5 Warpfire Throwers, 1-5 Warp-grinders

ABILITIES

Whyrlblade Threshik: In your hero phase, the Warlock Engineer of a Whyrlblade Threshik Enginecoven can screech an order at one Doomwheel or Doom-flayer from the Enginecoven that is within 13". Roll two dice – the unit can move up to that many inches as though it were the movement phase (it cannot choose to run). However, if the roll is a double, power overloads and warp lightning arcs back through the arcane devices, dealing D3 mortal wounds to the unit once it has moved.

Gascloud Chokelung: In your hero phase, the Warlock Engineer of a Gascloud Chokelung Enginecoven can order the use of an experimental bomb by a unit of Skryre Acolytes or a Poisoned Wind Mortar from the Enginecoven that is within 13". Roll a dice. On a result of 1 the graceless rodents drop the valuable payload, and the unit suffers D3 mortal wounds. On a result of 2 or more they can fling it at an enemy unit that is within range of their missile weapon. The unfortunate target suffers D6 mortal wounds.

Rattlegauge Warplock: In your hero phase, the Warlock Engineer of a Rattlegauge Warplock Enginecoven can point a gnarled claw at a unit of Warplock Jezzails or a Ratling Gun from the Enginecoven that is within 13" and order it to increase its rate of fire – no matter the cost! The unit can immediately attack as though it were the shooting phase. Once the attack has been resolved, the unit suffers D3 mortal wounds.

Arkhspark Voltik: In your hero phase, the Warlock Engineer of a Arkhspark Voltik Enginecoven can order a Warp Lightning Cannon from the Enginecoven that is within 13" to supercharge the generator and open fire. That Warp Lightning Cannon can immediately attack as though it were the shooting phase. Once the attack has been resolved, roll a dice. On a result of 1, 2 or 3 the Warp Lightning Cannon suffers D6 mortal wounds.

Gautfyre Skorch: Instead of setting up a Gautfyre Skorch Enginecoven on the battlefield, you can place it to one side and declare that it is constructing an elaborate network of tunnels beneath the surface. In any of your hero phases, the Enginecoven can surface under the watchful eye of its Warlock Engineer. Set up one of the Warp-grinder Weapon Teams anywhere on the battlefield, then set up each other unit from the Enginecoven within 8" of it. Any unit that is set up within 3" of the enemy suffers D6 mortal wounds.

Arch-warlock: In each of your hero phases, the Arch-warlock has a maniacal insight that lets you re-roll any one dice for him during that hero phase. If you wish, he can pass off his insight to a Warlock Engineer from his battalion. If he does so, you can use the re-roll for that Warlock Engineer, or any model from its Enginecoven, during the hero phase.



ARCH-WARLOCK

MOVE 6" | WOUNDS 6 | SAVE 3+ | BRAVERY 6

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpfire Gauntlet	8"			See below		
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Piston Claw	1"	1	4+	3+	-2	3
Stormcage Halberd	2"	2	3+	3+	-1	D3

DESCRIPTION

An Arch-warlock is a single model. They carry deadly Stormcage Halberds, and can crush victims with their Piston Claws. Each Arch-warlock wears a mighty device of his own design known as an iron frame, into which is built a Warpfire Gauntlet which can be fired in emergencies.

ABILITIES

Warpfire Gauntlet: Once per battle, in your shooting phase, the Arch-warlock can shoot warpfire from his gauntlet. Pick a unit within 8"; it suffers D3 mortal wounds.

MAGIC

An Arch-warlock is a wizard. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Warpstorm spells.

WARPSTORM

With the aid of his Stormcage Halberd, the Arch-warlock summons a tempest of warp lightning to kill-smite his foes. Warpstorm has a casting value of 7. If successfully cast, select up to three different visible units within 18". Roll a dice for each of these units; on a 2 or more that unit suffers D3 mortal wounds.

KEYWORDS CHAOS, SKAVEN, SKRYRE, HERO, WIZARD, ARCH-WARLOCK



WARLOCK ENGINEER

MOVE 6" | WOUNDS 5 | SAVE 5+ | BRAVERY 5

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warplock Pistol	9"	1	3+	4+	-1	D3
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Warlock-augmented Blade	1"	1	4+	3+	-1	2

DESCRIPTION

A Warlock Engineer is a single model. They wield Warlock-augmented Blades and carry Warplock Pistols. They are also equipped with backpacks used to accumulate Warp-power.

ABILITIES

Warp-power Accumulator: When a Warlock Engineer attempts to cast Warp Lightning, he can super-charge his Warp-power accumulator. If he does so, and the casting attempt is successful, the spell inflicts D6 mortal wounds instead of D3. However, if the casting attempt fails, the Warlock Engineer is struck by the lightning he was attempting to control and he suffers D6 mortal wounds.

MAGIC

A Warlock Engineer is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Warp Lightning spells.

WARP LIGHTNING

The skaven points his claw and bolts of greenish-black lightning arc outwards. Warp Lightning has a casting value of 5. If successfully cast, select one visible unit within 18". That unit suffers D3 mortal wounds.

KEYWORDS CHAOS, SKAVEN, SKRYRE, HERO, WIZARD, WARLOCK ENGINEER



POISONED WIND MORTAR WEAPON TEAM

MOVE	WOUNDS	BRAVERY	SAVE
6"	3	4	6+

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poisoned Wind Mortar	6-22"	1	4+	4+	-2	D6
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Crew's Rusty Knives	1"	2	5+	4+	-	1

DESCRIPTION

A Poisoned Wind Mortar Team is a single model consisting of two skaven carrying a Poisoned Wind Mortar that fires deadly, warpstone gas-filled orbs. The crew can also lash out with their Rusty Knives.

ABILITIES

High-arcing Shot: A Poisoned Wind Mortar Team can shoot at enemy units that are not visible to them.

More-more Range: Before firing a Poisoned Wind Mortar, the crew can attempt to lob their payload further. If they do so, roll a dice; on a 1 the model immediately suffers D3 mortal wounds as, in their excitement, they drop an orb. On a 2 or more the maximum range of the attack is increased to 30".

Wind Mortar Gas Cloud: You can add 1 to any hit rolls for a Poisoned Wind Mortar attack if the target unit has 10 or more models. In addition, if the target unit has 20 or more models, increase the damage of the attack from D6 to 6.

KEYWORDS CHAOS, SKAVEN, SKRYRE, POISONED WIND MORTAR WEAPON TEAM



DOOM-FLAYER WEAPON TEAM

MOVE	WOUNDS	BRAVERY	SAVE
6"	3	4	5+

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doom-flayer	1"	D3	3+	3+	-2	D3
Crew's Rusty Knives	1"	2	5+	5+	-	1

DESCRIPTION

A Doom-flayer Weapon Team is a single model consisting of a motorised iron ball of whirling blades crewed by two maniacal skaven who add to the general carnage with their Rusty Knives.

ABILITIES

Whirling Death: Add 1 to all hit rolls for a Doom-flayer in a turn in which this model charges.

More-more Whirling Death: Before rolling to see how many attacks are made by a Doom-flayer, the skaven crew can kick the warpstone generator into overdrive. If they do so, roll a dice; on a 1 the model immediately suffers D3 mortal wounds. On a 2 or more the Doom-flayer makes D6 attacks rather than D3.

KEYWORDS CHAOS, SKAVEN, SKRYRE, DOOM-FLAYER WEAPON TEAM



RATLING GUN WEAPON TEAM

MOVE 6" | WOUNDS 3 | SAVE 6+ | BRAVERY 4

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ratling Gun	18"	2D6	4+	4+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Crew's Rusty Knives	1"	2	5+	5+	-	1

DESCRIPTION

A Ratling Gun Weapon Team is a single model that consists of a pair of bold (or reckless!) skaven carrying a large, multibarrelled gun that fires a clattering hail of warpstone bullets. The team can also lash out with their Rusty Knives.

ABILITIES

So Close, Can't Miss: You can add 1 to all hit rolls for a Ratling Gun in the shooting phase if the target is within 9".

More-more Hot Warplead: Before rolling to see how many shots are fired by a Ratling Gun, the skaven crew can crank the gears into overdrive. If they do so, roll a dice; on a 1 the model immediately suffers D3 mortal wounds as the frenetic crew trap their claws in the gun's mechanisms. On a 2 or more, the Ratling Gun fires 4D6 shots, instead of 2D6.

KEYWORDS CHAOS, SKAVEN, SKRYRE, RATLING GUN WEAPON TEAM



WARPFIRE THROWER WEAPON TEAM

MOVE 6" | WOUNDS 3 | SAVE 6+ | BRAVERY 4

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpfire Thrower	8"	See below				
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Crew's Rusty Knives	1"	2	5+	5+	-	1

DESCRIPTION

A Warpfire Thrower Weapon Team is a single model consisting of two skaven carrying a large vat of pressurised fuel and a nozzle that spews bursts of unnatural flame. The crew can also lash out with their Rusty Knives.

ABILITIES

Warpfire Thrower: When firing a Warpfire Thrower, pick a unit within range; it suffers D3 mortal wounds.

More-more Flaming Death: Before firing a Warpfire Thrower, the skaven crew can attempt to pump through even more warp-laced fuel. If they do so, roll a dice; on a 1 the model immediately suffers D3 mortal wounds as the fuel ignites prematurely, knocking the crew off their feet. On a 2 or more, the Warpfire Thrower inflicts D6 mortal wounds instead of D3.

KEYWORDS CHAOS, SKAVEN, SKRYRE, WARPFIRE THROWER WEAPON TEAM



WARP-GRINDER WEAPON TEAM

MOVE	WOUNDS	SAVE	BRAVERY
6"	3	6+	4

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp-grinder	1"	1	4+	3+	-2	3
Crew's Rusty Knives	1"	2	5+	5+	-	1

DESCRIPTION

A Warp-grinder Weapon Team is a single model consisting of two skaven carrying a warpstone-tipped drill and Rusty Knives.

ABILITIES

Tunnel Skulkers: Instead of setting this unit up on the battlefield, you can place it to one side as the drill tunnels underground. You can also place one accompanying **SKAVEN** unit to one side as they follow the drill into the tunnel. In any of your movement phases, the Warp-grinder Weapon Team may attempt to dig to the surface. It if does so, roll a D6. On the roll of a 1 or 2, the Warp-grinder Team (and accompanying unit) is lost – it does not resurface this turn but you can try rolling again in your next movement phase. On the roll of a 3 or more, set up the Warp-grinder Weapon Team anywhere on the battlefield more than 9" from any enemy models, and if there is an accompanying unit, set it up anywhere within 3" of the Warp-grinder Weapon Team and 9" from any enemy models. This counts as each unit's move for that movement phase.

KEYWORDS CHAOS, SKAVEN, SKRYRE, WARP-GRINDER WEAPON TEAM



SKRYRE ACOLYTES

MOVE	WOUNDS	SAVE	BRAVERY
6"	1	6+	4

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poisoned Wind Globe	9"	1	4+	4+	-2	D3
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Notched Knife	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Skryre Acolytes has 5 or more models. Units of Skryre Acolytes wield Notched Knives and carry Poisoned Wind Globes which they hurl at their foes to choke them with deadly warpstone gas.

ABILITIES

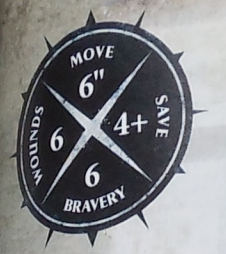
Wind Globe Gas Cloud: You can add 1 to any hit rolls for a Poisoned Wind Globe attack if the target unit has 10 or more models.

Volley From the Back: A Skryre Acolyte can shoot at enemy units that are not visible to it.

KEYWORDS CHAOS, SKAVEN, SKRYRE, SKRYRE ACOLYTES



STORMFIENDS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ratling Cannons	12"	3D6	4+	4+	-1	1
Windlaunchers	16"	2	4+	4+	-2	D3
Warpfire Projectors	8"	See below				

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doomflayer Gauntlets	1"	2D3	3+	3+	-2	D3
Grinderfists	1"	4	4+	3+	-2	3
Shock Gauntlets	1"	4	4+	3+	-1	2
Clubbing Blows	1"	4	4+	3+	-	2

DESCRIPTION

A unit of Stormfiends has 3 or more models. Each Stormfiend is armed with a set of dangerous Skryre clan weapons. Some enter battle with whirring Doomflayer Gauntlets to smash aside the foe, whilst some are equipped with Shock Gauntlets to electrocute their prey as they pound them. Other Stormfiends have had their claws replaced with drill-like Grinderfists to tunnel through solid rock (and anything else, of course).

Many Stormfiends are instead equipped with deadly ranged weapons. Some are fitted with a set of Warpfire Projectors that issue sheets of deadly flame, whilst others are equipped with Windlaunchers that lob globes of poisonous gas into the enemy ranks. Some Stormfiends are instead equipped with motorised Ratling Cannons that spit a hail of warp bullets at the foe.

Stormfiends armed with Ratling Cannons, Warpfire Projectors or Windlaunchers can use the sheer bulk of these weapons to make Clubbing Blows in the combat phase. Stormfiends armed with Doom-flayer Gauntlets or Shock Gauntlets are protected by heavy plates of Warp-laced Armour to sustain them whilst they are tearing apart the foe.

ABILITIES

Warp-laced Armour: A model with Warp-laced Armour has 7 Wounds rather than 6.

Doomflayer Gauntlets: Add 1 to all hit rolls for attacks made with Doomflayer Gauntlets in a turn in which the Stormfiend charges.

Windlauncher Gas Cloud: You can add 1 to any hit rolls for attacks made with Windlaunchers if the target unit has 10 or more models.

Windlauncher's Arcing Barrage: A Windlauncher can shoot at enemy units that are not visible to the Stormfiend firing it.

Grinderfist Tunnelers: If a unit of Stormfiends includes any models equipped with Grinderfists, you can place the unit to one side instead of setting it up on the battlefield as the Stormfiends tunnel underground. In any of your movement phases, the Stormfiends may attempt to resurface onto the battlefield. If they do so, roll a dice. On the roll of a 1 or 2, the Stormfiends have become lost – they do not resurface this turn but you can try rolling again in your next movement phase. On the roll of a 3 or more, set up the Stormfiends anywhere on the battlefield more than 9" from any enemy models. This is the unit's move for that movement phase.

Shock Gauntlets: If the hit roll for an attack made by a Shock Gauntlet is a 6 or more, that attack scores D6 hits rather than 1 as the electrical discharge arcs between targets.

Warpfire Projectors: When firing Warpfire Projectors, pick a unit within range; it suffers 2D3 mortal wounds.

KEYWORDS CHAOS, SKAVEN, MOULDER, SKRYRE, STORMFIENDS



WARP LIGHTNING CANNON

MOVE 3" | WOUNDS 6 | 5+ SAVE | BRAVERY 4

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp Lightning Cannon	24"			See below		
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Crew's Tools and Knives	1"	D6	5+	5+	-	1

DESCRIPTION

A Warp Lightning Cannon is a single model consisting of a giant, warpstone-powered gun mounted on a ramshackle scaffold, crewed by a trio of Skryre skaven. The cannon's power output is notoriously unpredictable, but when the crew get it working right it can shoot bolts of pure warp lightning that scour all caught in their path. The crew will defend their war machine with a variety of Tools and Knives.

ABILITIES

Ponderous War Machine: A Warp Lightning Cannon cannot make charge moves. However, you can add 1 to all save rolls for a Warp Lightning Cannon in the shooting phase.

Warp Lightning Cannon: To fire the Warp Lightning Cannon, first select an enemy unit as the target then roll a dice; the result of this dice determines the power of the warp lightning shot. Next, roll six more dice. Each time one of these dice equals or beats the result of the power dice, the target unit suffers a mortal wound. For example, if the first dice rolled was a 2, the target would suffer a mortal wound for each of the next six dice rolled that score a 2 or more.

KEYWORDS CHAOS, SKAVEN, SKRYRE, WAR MACHINE, WARP LIGHTNING CANNON



DOOMWHEEL

MOVE 2D6" | WOUNDS 8 | 4+ SAVE | BRAVERY 5

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp Lightning	13"	D6	4+	4+	-1	D3
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Giant Wheel and Ram Spikes	1"	D6	3+	3+	-1	1
Crew and Rat Horde's Teeth	1"	6	5+	5+	-	1

DESCRIPTION

A Doomwheel is a single model. Each is crewed by a Warlock Engineer and their apprentice, while the device's great wheel is powered by a scurrying, screeching Rat Horde. Both the crew and Rat Horde tear at the foe with their gnawing Teeth. The Doomwheel itself will mercilessly crush and skewer anything in its path with its Giant Wheel and Ram Spikes. Those that try and evade its bulk are zapped with bolts of Warp Lightning discharged from its crackling conductors.

ABILITIES

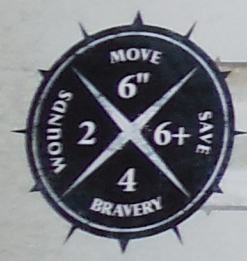
Rolling Doom: When a Doomwheel moves in the movement phase it can move within 3" of enemy models and even roll over them! The first model a Doomwheel moves over each turn is likely to be ground to paste; that model's unit suffers D3 mortal wounds as the Doomwheel rolls over it. A Doomwheel may still not finish its 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.

More-more Speed: A Doomwheel cannot run. Instead, before rolling to see how far a Doomwheel can move, the skaven crew can goad the Rat Horde to run faster. If they do so, you can move twice the total distance rolled, but if you roll a double, the crew momentarily lose control and your opponent can move the Doomwheel in this phase instead.

KEYWORDS CHAOS, SKAVEN, SKRYRE, WAR MACHINE, DOOMWHEEL



WARPLOCK JEZZAILS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warplock Jezzail	30"	1	4+	3+	-2	2
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Rusty Blade	1"	2	5+	4+	-	1

DESCRIPTION

A unit of Warplock Jezzails has 3 or more models. Each model consists of a pair of skaven. One wields the Warplock Jezzail itself. The other carries a large Pavise (which provides cover as well as a rest for the long-barrelled gun), and a Rusty Blade with which to stab-stab any foes that come too close.

ABILITIES

Pavise: If a Warplock Jezzail does not move in your movement phase, you can re-roll hit rolls of 1 for it in your next shooting phase so long as no enemy model is within 3". In addition, if the entire unit does not move in your movement phase, its save is 4+ against enemy shooting attacks until your next movement phase.

Warpstone Snipers: If you roll a 6 or more to hit with a Warplock Jezzail in the shooting phase you do not need to make a wound roll for that shot – the target automatically suffers 2 mortal wounds instead of the normal damage.

KEYWORDS CHAOS, SKAVEN, SKRYRE, WARPLOCK JEZZAILS

THE CLANS MOULDER

The Clans Moulder are the beastmasters of the skaven race, twisters of the natural order who create monstrous abominations to loose upon the battlefield. Their rapacious war-beasts are greatly feared across the Mortal Realms.

Even among such a cruel and deranged race as the skaven, the Clans Moulder have a dark reputation. Their Master Moulders use weird alchemy, crude surgery, and blasphemous dark magic to meld disparate creatures together and thereby create terrible aberrations.

From vast albino monstrosities that rend tunnels through the bedrock of the realms, to seething tides of flea-infested fiends that devour everything in their path, the Clans Moulder are responsible for the creation of some of the most hideous monstrosities employed by any race in war. Winged scrabblings, voracious rat-lizard hybrids and packs of chisel-fanged wolfrats have all met with success upon the fields of war, yet there are certain favoured breeds of warbeast that have secured the reputation of the Clans Moulder as a real power in skavendom. Most popular of all are their packs of Giant Rats and Rat Ogors, outsized predatory beasts with small minds, large appetites, and all the uncontrolled savagery of a warpstone-fuelled berserker. Giant Rats spill across the battlefield in swarms of scabrous fur and scrabbling talons. Each beast is as large as a hunting hound, and attacking together these rabid creatures engulf their prey in leaping, biting bodies and rip them to bloody tatters. Rat Ogors are a more brutal breed, muscle-bound monsters that dwarf their Packmasters and can easily rip their way through an enemy battle line with mighty swings of their blade-like claws or blasts of warpfire from weapons crudely grafted to their truncated limbs.





More horrific than either of these deadly war breeds are the infamous Hell Pit Abominations. Each Abomination is a sickening mass of flesh, muscle, stitches and sinews. Their many heads mewl and hiss, roar and squeal as they lurch unstoppably across the battlefield. Dozens of limbs – from vestigial nubs to muscle-bound battering rams of flesh and bone – flail and grab at anything that strays close.

The obscene resilience of these hideous creatures is the stuff of dark legend, for their pallid, blubbery flesh flows and re-knits itself even as wounds are hacked and gouged in it. To kill a Hell Pit Abomination takes flights of arrows, hails of shot and blades beyond number. Even then, should the horrible beasts fall, they may simply refuse to stay dead, or spill tides of rats from their bloated corpses.

The secrets behind the creation of these abhorrent flesh-hulks are amongst the most valuable that the Clans Moulder possess, and countless spies from other clans have found themselves used as breeding fodder for daring to try to steal them.

The Packmasters and Master Moulders of the Clans Moulder are renowned as surly and crude individuals, more akin to the brutish beasts they herd than the rest of their cunning race. Many are tainted and twisted by the warpstone-based procedures they use to create their war beasts. Such individuals may be bloated and hairless, have glowing eyes and fangs, be constantly and voraciously hungry, or display such freakish mutations as additional tails or limbs.

The Clans Moulder are just as conniving and selfish as the rest of skavendom, but what their rival clans might seek to achieve through cunning and trickery, the Packmasters often do by brute force. Why waste time scurrying about in the shadows trying to off a rival, they ask, when you can simply feed him to your latest monstrous creation?

'Release the Abomination, quick-quick. Better it feast on them than us, yes?'

– Master Moulder Skurritch during the siege of Rancid Pit



PACKMASTER

MOVE 6" | WOUNDS 3 | SAVE 6+ | BRAVERY 5

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Herding Whip and Blade	2"	3	3+	4+	-	1
Herding Whip and Things-catcher	2"	2	4+	4+	-	D3
Shock-Prod	2"	1	4+	3+	-1	3

DESCRIPTION

A Packmaster is a single model. Many wield a Herding Whip and Blade to keep the Moulder clans' monsters under control, whilst others carry an aptly named Things-catcher alongside their trusty whip. A few Packmasters instead prefer the zapping power of a Shock-Prod, which packs a punch powerful enough to get the attention of any rampaging Rat Ogor. It is also quite common for a Packmaster to enter battle accompanied by a prized and vicious Wolf Rat.

ABILITIES

Herded into the Fray: In your hero phase, pick one **MOULDER** unit within 6". Until your next hero phase, you can add 1" to all run and charge rolls for that unit, and add 1 to all hit rolls made by that unit in the combat phase.

Wolf Rat: If a Packmaster is accompanied by a Wolf Rat, roll a dice in each of your hero phases if there are enemy models within 3". On a 5 or 6, the Wolf Rat inflicts a mortal wound on the nearest enemy unit.

Packmaster: MOULDER units from your army that are within 6" of a Packmaster in the battleshock phase double their Bravery.

KEYWORDS CHAOS, SKAVEN, MOULDER, HERO, PACKMASTER



GIANT RATS

MOVE 8" | WOUNDS 1 | SAVE - | BRAVERY 3

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Vicious Teeth	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Giant Rats has 5 or more models. They latch onto their victims with their Vicious Teeth before ripping off chunks of exposed flesh and tearing open jugular veins.

ABILITIES

Wave of Rats: If a unit of Giant Rats has 10 or more models, you can add 1 to their hit rolls. If the unit has 20 or more models, you can add 2 to their hit rolls instead and they each make 2 attacks. If the unit has 30 or more models, you can add 3 to their hit rolls instead and they each make 3 attacks.

KEYWORDS CHAOS, MOULDER, GIANT RATS



RAT SWARMS

MOVE 6" | WOUNDS 4 | SAVE - | BRAVERY 10

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gnawing Teeth	1"	5	5+	5+	-	1

DESCRIPTION

A unit of Rat Swarms has any number of models. Units of Rat Swarms attack with dozens upon dozens of Gnawing Teeth.

ABILITIES

Endless Tide of Rats: In each of your hero phases you can add one extra Rat Swarm model to this unit.

KEYWORDS CHAOS, MOULDER, RAT SWARMS



RAT OGORS

MOVE 6" | WOUNDS 4 | SAVE 5+ | BRAVERY 5

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpfire Gun	16"	1	5+	3+	-1	D3
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Tearing Claws, Blades and Fangs	1"	4	4+	3+	-1	2

DESCRIPTION

A unit of Rat Ogors has 2 or more models. Rat Ogors fight with Tearing Claws, Blades and Fangs. Any Rat Ogor can be equipped with a Warpfire Gun, which is grafted onto one of their limbs.

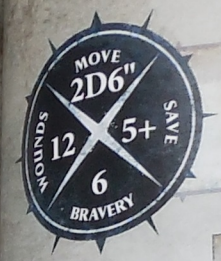
ABILITIES

Rabid Fury: On a turn in which a unit of Rat Ogors charges, they are in such a frenzied state that each time you roll a 6 or more to wound for their Tearing Claws, Blades and Fangs, that model can immediately make one extra attack.

KEYWORDS CHAOS, SKAVEN, MOULDER, RAT OGORS



HELL PIT ABOMINATION



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gnashing Teeth	1"	6	3+	4+	✸	2
Flailing Fists	2"	✸	4+	3+	-1	3
Avalanche of Flesh	1"	D6	✸	3+	-	1

DAMAGE TABLE			
Wounds Suffered	Gnashing Teeth	Flailing Fists	Avalanche of Flesh
0-2	-2	6	2+
3-4	-2	5	3+
5-6	-1	4	4+
7-8	-1	3	5+
10+	-	2	6+

DESCRIPTION

A Hell Pit Abomination is a single model. Each of these hideous mutant creations attacks its prey with dozens of Gnashing Teeth and a multitude of Flailing Fists. Hell Pit Abominations are so large that they can also crush their foes beneath an Avalanche of Flesh. Some Master Moulders have driven Warpstone Spikes into Hell Pit Abominations, the substance giving off a fell aura that disturbs the flow of many magic users.

ABILITIES

Regenerating Monstrosity: A Hell Pit Abomination heals D3 wounds in each of your hero phases.

Warpstone Spikes: WIZARDS within 12" of a Hell Pit Abomination with Warp Spikes must subtract one from all their casting rolls. This does not affect CHAOS WIZARDS.

Too Horrible to Die: The first time a Hell Pit Abomination is slain, roll a dice and consult the chart below:

1-2 – *Dead*: Remove this model from play as normal.
3-4 – *The Rats Emerge*: All units within 3" of this model immediately suffer D3 mortal wounds. Then remove this model from play as normal.
5-6 – *It's alive!*: The model is not slain. Instead, it immediately heals D6 wounds.

KEYWORDS CHAOS, MOULDER, MONSTER, HELL PIT ABOMINATION





THE CLANS PESTILENS

Spreaders of disease and ruination across the Mortal Realms, the Clans Pestilens worship the Horned Rat in his aspect as the Great Corruptor. They seek the thirteen Great Plagues, that they might bring about the final withering and the destruction of all.

The Virulent Processions of the Clans Pestilens flow out across the Mortal Realms like rivers of filth. Foul plague fumes hang around them in jaundiced clouds, shrivelling flora and fauna with their deathly touch. Bells and gongs raise a furious clangour, their notes combining with the screeches of a rabid swarm to create a cacophony that echoes across the lands. Pack upon pack of rag-robed Plague Monks scurry forward, rotted staves and rusted knives clutched in their sore-pocked talons. Before them whirl the Plague Censer Bearers, frothing lunatics whose minds and souls are rotted by the noxious gasses that spill from their cursed weapons.

Great war engines are heaved along on wheeled carriages, rising from amidst the horde like rotting bergs upon a sea of corruption. Plagueclaws are dragged into position, their gnarled throwing arms ready to be loaded with noisome slop and used to send diseased matter hurtling into the enemy's midst as their crews screech praise to the Great Corruptor. From atop lurching Plague Furnaces the Plague Priests shriek and rant, exhorting their followers to ever greater devotion while at their backs the great censers of their mobile pulpits swing back and forth, each groaning arc sending clouds of toxic fume billowing into the air, choking the unfaithful. Presiding over these congregations come the Verminlord Corruptors, scabrous rat-daemons whose pestilent forms loom over their fanatical followers like the spectre of death itself.

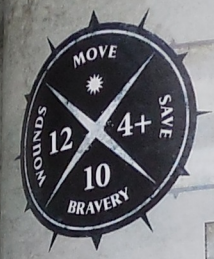
There are countless Clans Pestilens scattered across the Mortal Realms. They infest putrid hellholes and rancid strongholds from the Scaldmarshes of Chamon to Festering Stump in Ghyran. While the eldest clans – ancient hotbeds of virulence and evil like Feesik and Morbidus – may number their faithful in the billions, the Clans Pestilens are fractious and prone to religious schism. All obey the dogma of the Great Corruptor, known as the Withered Word, but on almost every tenet there is a Plague Priest who differs in his interpretation. Should boils be red, or yellow? Must a victim dying of Rotfleas first vomit up their innards, or suffer the weals of unholy agony before they do so? Within any given Clan Pestilens, those who believe in different versions of the Withered Word divide into individual Churches of Contagion, and over such matters of faith do these Churches go to war with one another. So it is that the Clans Pestilens are forever riven by schism and infighting, and this in turn gives rise to their constant fracturing and division.

For whatever bizarre reasons of faith – themselves cause for rabid debate and much bloodshed – the Clans Pestilens must always divide in threes, and so should one Church of Contagion be driven off to start its own clan, another will seize its opportunity to do so or else be forced out in order to placate the Great Corruptor. Thus do the Clans Pestilens spread across the lands like a sickness, splitting and splitting again until they infect every realm with their presence.

On one thing only do all the Clans Pestilens agree. They believe that it is their sacred duty to bring about the final sickening and withering of all life across the Mortal Realms, to create a perpetual wasteland in which only the faithful of the Great Corruptor will flourish amidst the death and despair. To this end they hunt for the greatest maladies in existence, the fabled thirteen Great Plagues. No simple illnesses are these, but metaphysical blights inimical to all life, great and foul diseases that destroy body, soul, and even the stuff of reality itself. Already, the Clans Pestilens have seven of the Great Plagues in their possession. Should they acquire all thirteen, all life across the Mortal Realms – and perhaps even beyond – may well face its doom.



VERMINLORD CORRUPTOR



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Prehensile Tail	6"	✹	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Plaguereapers	1"	✹	3+	3+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Prehensile Tail	Plaguereapers
0-2	12"	5	10
3-4	10"	4	9
5-7	8"	3	8
8-9	6"	2	7
10+	4"	1	6

DESCRIPTION

A Verminlord Corruptor is a single model. It wields Plaguereapers, and can lash out with its long Prehensile Tail.

ABILITIES

Plaguereapers: You can re-roll failed hit rolls for a Verminlord Corruptor's Plaguereapers.

Plaguemaster: If an enemy model suffers a wound from a Verminlord Corruptor but is not slain, roll a dice at the end of the turn. On a 2 or more, that model suffers a mortal wound as its injuries become infected with an extremely virulent contagion.

MAGIC

A Verminlord Corruptor is a wizard. It can attempt to cast two different spells in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Plague spells.

PLAGUE

With a gurgling rasp the Verminlord Corruptor unleashes one of the thirteen blessed diseases. Plague has a casting value of 6. If successfully cast, pick an enemy unit within 13" of this model. Roll a dice for each model in the enemy unit. For each roll of a 6, the enemy unit suffers a mortal wound. After resolving the spell's effects, roll another dice to see whether the plague spreads. On the roll of a 4 or higher you can pick a different unit (friend or foe) within 7" of the previous one and resolve the spell's effects against that unit. Continue doing this until you roll 3 or lower when rolling to see whether the plague spreads, or until there are no more units within range that have not already been affected by the spell this phase.

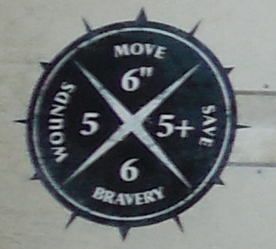
COMMAND ABILITY

Gouge-tear their Eyes!: If this model is your general and uses this ability, select this model or one SKAVEN unit within 18". Until your next hero phase, when that unit is selected to attack in the combat phase, you can add 1 to the attacks characteristic of all its melee weapons.

KEYWORDS CHAOS, DAEMON, MASTERCLAN, NURGLE, PESTILENS, MONSTER, HERO, WIZARD, VERMINLORD, VERMINLORD CORRUPTOR



PLAGUE PRIEST



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

DESCRIPTION

A Plague Priest is a single model. He is armed with a Warpstone-tipped Staff and carries a censer filled with pestilent magic.

ABILITIES

Pestilence-filled Censer: The foul vapours in these censers cause spellcasters to retch and vomit. All **WIZARDS** must subtract 1 from their casting rolls if they are within 6" of any Plague Priests. This does not affect **NURGLE WIZARDS**.

Frenzied Assault: A Plague Priest makes 1 additional attack with its Warpstone-tipped staff if it charged in the same turn.

Pestilent Prayers: In your hero phase, a Plague Priest can pray for a foul disease to be unleashed upon his foes. Pick one of the prayers below then roll a dice. If the result is 3 or higher the prayer is answered, and its effect takes place. If the result is 1 the Plague Priest utters an incorrect phrase and suffers a mortal wound.

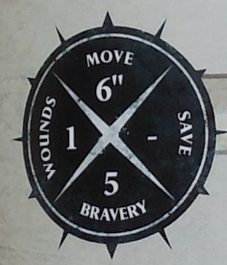
Pestilent Breath: The Plague Priest belches forth an impossibly foul cloud. Pick a point on the battlefield that is within 13". Roll a dice for each unit within 2" of that point. On a 4 or more, that unit suffers D3 mortal wounds. **NURGLE** units are only affected on the roll of a 6.

Wither: Pick a unit within 13". Until your next hero phase that unit is ravaged by a terrible wasting sickness; add 1 to all wound rolls made against that unit.

KEYWORDS CHAOS, SKAVEN, NURGLE, PESTILENS, HERO, PRIEST, PLAGUE PRIEST



PLAGUE CENSER BEARERS



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

DESCRIPTION

A unit of Plague Censer Bearers has 5 or more models. They wield Plague Censers – spiked metal balls filled with billowing, noxious filth that are attached to lengths of rusty chain. The frenzied monks flail these foul weapons around with a rabid fervour, breaking bones, rupturing organs and infecting those nearby with virulent contagions.

ABILITIES

Frenzied Assault: On a turn in which they charge, all models in this unit make 3 attacks with their Plague Censers, rather than 2.

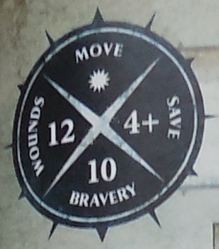
Poisonous Fumes: In your hero phase, roll a dice for each unit that is within 3" of any Plague Censer Bearers. If the result is 4 or more, the unit suffers 1 mortal wound. **NURGLE** units are not affected by the poisonous fumes and do not suffer any mortal wounds.

Plague Disciples: You can re-roll failed hit rolls for a Plague Censer Bearer if it is within 13" of any **PLAGUE MONKS** when chosen to attack in the combat phase. You can also choose to re-roll any battleshock test for this unit if it is within 13" of any **PLAGUE MONKS** in the battleshock phase.

KEYWORDS CHAOS, SKAVEN, NURGLE, PESTILENS, PLAGUE CENSER BEARERS



PLAGUE FURNACE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Censer	3"	See below				
Warpstone-tipped Staff	2"	3	4+	3+	-	D3
Rusty Wheels and Spikes	1"	D6	✸	3+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Great Censer Damage	Rusty Wheels and Spikes
0-2	4"	D6 mortal wounds	2+
3-4	4"	D3 mortal wounds	3+
5-7	2"	D3 mortal wounds	4+
8-9	2"	1 mortal wound	4+
10+	1"	1 mortal wound	5+

DESCRIPTION

A Plague Furnace is a single model crewed by a trio of fanatical Plague Monks, who chitter with delight as they send the smouldering Great Censer crashing into the enemy's ranks. At its fore stands a cackling Plague Priest wielding a Warpstone-tipped Staff that sparks with malign power. Any who come too close to the Plague Furnace meet a quick and messy end beneath its Rusty Wheels and Spikes.

ABILITIES

Great Censer: In the combat phase the chain holding the mighty swinging censer can be let loose, sending a giant spiked ball of death crashing through enemy formations. To resolve a Great Censer attack, pick a point on the battlefield within 3". Roll a dice for each unit (friend or foe) within 2" of that point other than the Plague Furnace itself. On a 4 or more, that unit is caught by the Great Censer attack and suffers a number of Mortal Wounds as shown in the Damage Table above.

Poisonous Fumes: The Plague Furnace is wreathed in a deadly fog. In your hero phase, roll a dice for each unit that is within 3" of this model. If the result is 4 or more, the unit suffers D3 mortal wounds. **Nurgle** units are not affected by the poisonous fumes and do not suffer any mortal wounds.

Pushed Into Battle: For every 3 **Skaven** models that are within 1" of a Plague Furnace at the start of your movement phase, add 1" to its Move characteristic until the end of the phase. If there are at least 10 **Skaven** models within 1" of this model when you roll the dice to see how far it can charge, it makes 2D6 attacks with its Rusty Wheels and Spikes in the following combat phase rather than D6.

Icon of the Horned Rat: The loathsome power of a Plague Furnace's fumes increases the devotion of nearby Plague Monks. Add 1 to the Bravery of all **Pestilens** units that are within 5" of a Plague Furnace.

Noxious Prayers: In your hero phase, the Plague Priest aboard a Plague Furnace can pray for diseases to bless his followers. Pick one of the prayers below then roll a dice. If the result is 3 or higher the prayer is answered, and its effect takes place. If the result is 1 the Plague Priest utters an incorrect phrase and the Plague Furnace suffers a mortal wound.

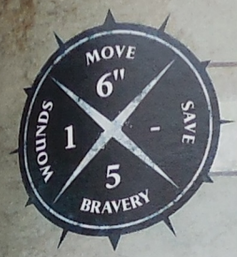
Rabid Fever: Select a **Pestilens** unit within 13". The Plague Priest bestows that unit with a brain fever that drives them into a rabid killing frenzy. Until your next hero phase, if a model from this unit is slain in the combat phase, it can make a pile in move and then attack with one of its weapons before you remove it.

Bless With Filth: Select a **Pestilens** unit within 13". A foul mist wraps around that unit's weapons and their blades begin to drip with toxic filth. You can re-roll all failed wound rolls for that unit until your next hero phase.

KEYWORDS CHAOS, SKAVEN, NURGLE, PESTILENS, HERO, PRIEST, PLAGUE PRIEST, PLAGUE FURNACE



PLAGUE MONKS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Foetid Blade	1"	2	4+	4+	-	1
Woe-stave	2"	1	4+	5+	-	1

DESCRIPTION

A unit of Plague Monks has 5 or more models. Some units of Plague Monks are armed with a pair of Foetid Blades, while others attack with a Foetid Blade in one claw and a Woe-stave in the other.

BRINGER-OF-THE-WORD

The leader of this unit is a Bringer-of-the-Word. Some Bringers-of-the-Word choose to wield a Foetid Blade and carry a Plague Scroll; others bear a Book of Woes in one claw and a Foetid Blade in the other.

ICON BEARERS

Models in this unit may be Icon Bearers. Some Icon Bearers carry Contagion Banners, while others sport an Icon of Pestilence.

PLAGUE HARBINGERS

Models in this unit may be Plague Harbingers. Some Plague Harbingers carry clanging Doom Gongs, whilst others go to war with dreaded Bale-chimes.

ABILITIES

Foetid Blades: You can re-roll all failed hit rolls for models that are armed with more than one Foetid Blade.

Frenzied Assault: On a turn in which they charge, all models in this unit make 3 attacks with their Foetid Blades rather than 2.

Plague Scroll: Once per battle, in your hero phase, a Bringer-of-the-Word with a Plague Scroll can chant a vile passage to weaken his foes with fevers and poxes. Pick an enemy unit within 13" of the Bringer-of-the-Word. Until your next hero phase, you can re-roll all wound rolls of 1 made against that unit.

Book of Woes: Once per battle, in your hero phase, a Bringer-of-the-Word with a Book of Woes can read aloud a corrupt prayer and release a stinking blast of diseased fury. Roll a dice for every unit within 13" of the Bringer-of-the-Word. On the roll of a 4 or more, that unit suffers a mortal wound. **Nurgle** units are only affected on the roll of a 6.

Icon of Pestilence: If a unit contains one or more Icons of Pestilence, the Plague Monks are infected with highly diseased blood. If an infected Plague Monk is slain in the combat phase, roll a dice; on a 6 the attacking unit suffers a mortal wound.

Contagion Banner: If a unit contains one or more Contagion Banners, then in one of your hero phases the Plague Monks can use their power to bless their weapons with even more contagious diseases. Until your next hero phase, whenever you roll a 6 or more to wound for this unit, roll an additional dice. On the roll of another 6, the target unit suffers a mortal wound in addition to any other damage.

Doom Gong: A Doom Gong causes those that hear it to stumble and vomit. Subtract 1 from the run or charge rolls of all enemy units within 12" of at least one unit that includes any Doom Gongs.

Bale-chime: If a unit includes one or more Bale-chimes, the clamour causes the enemy's armour to rust and rot. Each wound roll of 6 or more you roll when attacking with such a unit is resolved with a Rend characteristic of -1.



Icon of Pestilence

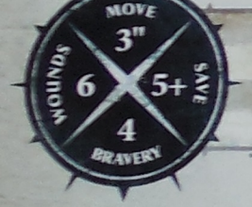


Contagion Banner

KEYWORDS CHAOS, SKAVEN, NURGLE, PESTILENS, PLAGUE MONKS



PLAGUECLAW



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Plagueclaw Catapult	6-31"	1	3+	3+	-2	D6
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Crew's Tools and Knives	1"	D6	5+	5+	-	1

DESCRIPTION

A Plagueclaw is a single model consisting of a deadly contraption crewed by a trio of fume-addled skaven. The catapult lobs a bubbling blend of semi-congealed poisons and diseases at the foe, and the crew defends their scaffold-like charge with a variety of Tools and Knives.

ABILITIES

Ponderous War Machine: A Plagueclaw cannot make charge moves. However, you can add 1 to all save rolls for a Plagueclaw in the shooting phase.

Arcing Shot: A Plagueclaw can shoot at enemy units that are not visible to it.

Barrage of Disease: If the target unit of a Plagueclaw's shooting attack has more than 10 models, you can add 1 to the hit roll, and the Damage of the shot is increased to 2D6. **Nurgle** units find the toxic payloads showering them rather refreshing, and only suffer damage from a Plagueclaw's shooting attack on a wound roll of a 6 or more.

KEYWORDS CHAOS, SKAVEN, NURGLE, PESTILENS, WAR MACHINE, PLAGUECLAW

THE CLANS ESHIN

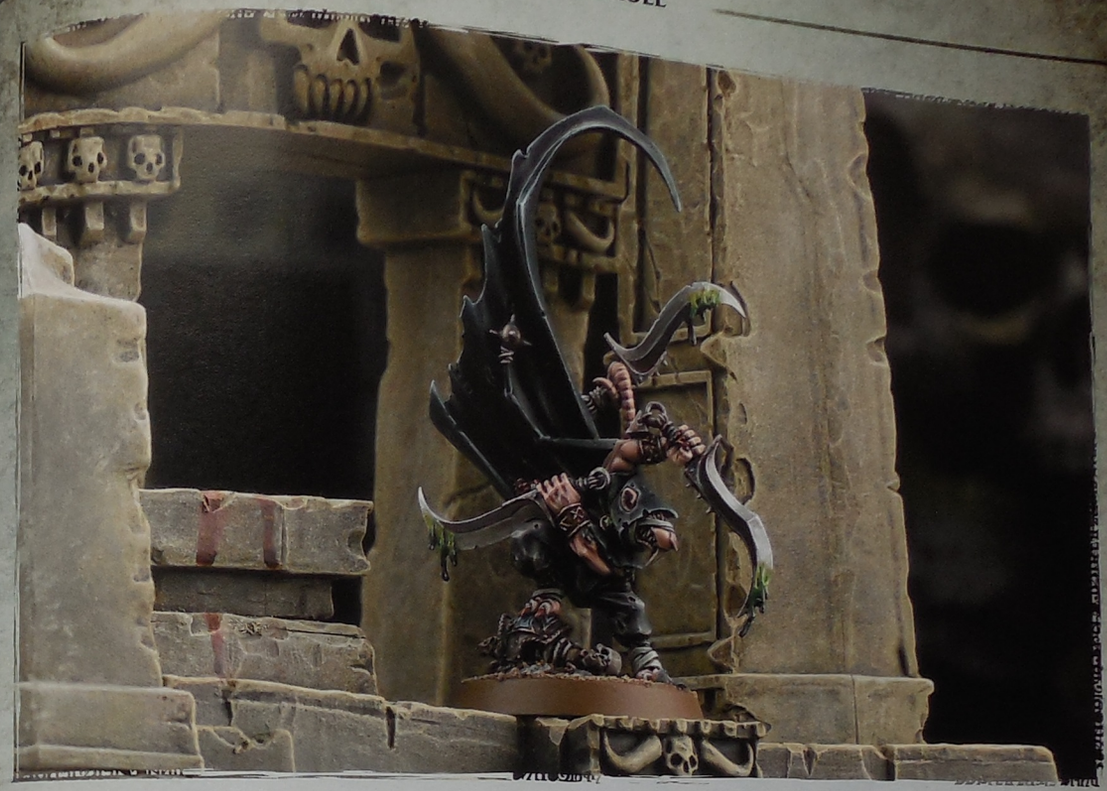
The most shadowy and mysterious of all the skaven, the Clans Eshin are versed in the arts of stealth and assassination, poison and spycraft. They are hired killers, slinking back-stabbers whose speed and skill make them feared and loathed throughout skavendom.

Not even the Masterclan know everything about the hidden enclaves and secret practices of the Clans Eshin. Where they hide their shadowy, heavily fortified burrows is a secret that many have died to protect. How they train their deadly killers or instil in them a discipline so utterly lacking in most skaven is a mystery. Who are their masters? What are their true goals? Why, when they have such lethal agents of assassination at their disposal, have they never made a bid for control of Blight City? These are questions that play upon the minds of all skaven who have dealings with the Clans Eshin, filling them with paranoia and outright fear.

In truth, such mystery and fear is just another weapon in the arsenal of the Clans Eshin. And they have many, many weapons. Inhumanly fast and incredibly agile, their agents are versed in the arts of unarmed combat, bladesmanship, explosives, poisons, firearms, throwing weapons, and any other art of death one could imagine. They strike when least expected, slipping past any defences and moving so fast that, to the naked eye, they are little more than a black blur.

If the Clans Eshin suffer from the sort of infighting that plagues the rest of their race, they have long kept it to themselves. Of course, with such skilfully secretive creatures as these, anything is possible…





SKAVEN ASSASSIN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poisoned Throwing Stars	12"	2	4+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Weeping Blades	1"	3	3+	3+	-1	D3
Fighting Claws	1"	5	3+	3+	-	1

DESCRIPTION

A Skaven Assassin is a single model. These stealthy skaven have been trained in the art of delivering death unseen – in battle, they often conceal themselves in swarms of lesser skaven before striking at the opportune moment, repeatedly stabbing enemy leaders with highly toxic Weeping Blades or exotic Fighting Claws. Some Skaven Assassins hurl Poisoned Throwing Stars, slaying their target in a flurry or razor-sharp projectiles before fading back into the shadows.

ABILITIES

Fighting Claws: You can re-roll hit rolls of 1 for a Skaven Assassin attacking with fighting claws.

Slay-slay Leader-prey: You can re-roll all failed hit rolls for Skaven Assassin when he targets a **Hero**.

Hidden Killer: Instead of setting up a Skaven Assassin normally, you can place him to one side and say that he is set up in hiding. If you do so, secretly note down one of your **Skaven** units for this unit to hide in. At the start of any combat phase you can reveal the Skaven Assassin; set him up within 1" of the unit you selected. The Assassin can then pile in and attack, even if it is your opponent's turn to select a unit to attack with. If the unit hiding the Assassin is destroyed before he is revealed, the Assassin is destroyed as well.

KEYWORDS CHAOS, SKAVEN, ESHIN, HERO, SKAVEN ASSASSIN



VERMINLORD DECEIVER



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doomstar	13"	1	3+	3+	-1	D3
Prehensile Tails	6"	✸	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Warpstiletto	1"	5	3+	✸	-3	D3

DAMAGE TABLE			
Wounds Suffered	Move	Prehensile Tails	Warpstiletto
0-2	12"	5	2+
3-4	10"	4	3+
5-7	8"	3	3+
8-9	6"	2	4+
10+	4"	1	4+

DESCRIPTION

A Verminlord Deceiver is a single model. It wields a Warpstiletto and Doomstar, and can lash out with its long Prehensile Tails.

ABILITIES

Doomstar: If a Doomstar hits a unit that has 10 or more models, it inflicts D6 Damage instead of D3.

Shrouded In Darkness: Your opponent must subtract 2 from any hit rolls he makes that target a Verminlord Deceiver in the Shooting phase.

MAGIC

A Verminlord Deceiver is a wizard. It can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Skitterleap spells.

SKITTERLEAP

The Verminlord Deceiver or one of his minions vanishes in a puff of smoke, only to reappear elsewhere on the battlefield an eye blink later. Skitterleap has a casting value of 3. If successfully cast, choose this model or another **Skaven Hero** from your army within 13".

You can remove the selected model from the battlefield, and then set it up again anywhere on the battlefield that is more than 6" from an enemy model. That model cannot move again in your next movement phase.

COMMAND ABILITY

Lord of Assassins: If a Verminlord Deceiver uses this ability, you can re-roll all failed wound rolls for **Eshin** models from your army that are within 13" when they attack in the combat phase. This ability lasts until your next hero phase.

KEYWORDS CHAOS, DAEMON, MASTERCLAN, ESHIN, HERO, WIZARD, MONSTER, VERMINLORD, VERMINLORD DECEIVER



NIGHT RUNNERS

MOVE 7" | WOUNDS 1 | SAVE 6+ | BRAVERY 4

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Throwing Stars and Slings	12"	1	4+	5+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Stabbing Blades	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Night Runners has 10 or more models. They carry a selection of Throwing Stars and Slings, and are armed with an assortment of Stabbing Blades.

NIGHTLEADER

The leader of this unit is the Nightleader. A Nightleader makes 2 attacks with his Stabbing Blades rather than 1.

ABILITIES

Stab-stab in the Back: Each wound roll of 6 or more for a Night Runner's Stabbing Blades is resolved with a Rend of -1. This is increased to a Rend of -2 instead if the unit has 20 or more models.

Slinking Advance: After set-up is complete, you can make a bonus move with this unit as if it were moving in the movement phase. This unit can run when making its bonus move.

Running Death: Night Runners can run and shoot in the same turn.

KEYWORDS CHAOS, SKAVEN, ESHIN, NIGHT RUNNERS



GUTTER RUNNERS

MOVE 7" | WOUNDS 1 | SAVE 5+ | BRAVERY 5

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Throwing Stars	12"	2	4+	5+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Punch Dagger and Blade	1"	2	3+	4+	-1	1

DESCRIPTION

A unit of Gutter Runners has 3 or more models. They each carry a supply of Throwing Stars and are armed with Punch Daggers and Blades.

ABILITIES

Sneaky Infiltrators: Instead of setting up the Gutter Runners on the battlefield, you can place them to one side. In your first movement phase set up all of the models in the unit within 6" of the edges of the battlefield, and more than 9" from any enemy models. This is the unit's movement for that movement phase.

Running Death: Gutter Runners can run and shoot in the same turn.

KEYWORDS CHAOS, SKAVEN, ESHIN, GUTTER RUNNERS

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
1	**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.
2	**Arcane:** Add 1 to the result of any casting or unbinding rolls made for a wizard within 3" of this terrain feature.
3	**Inspiring:** Add 1 to the Bravery of all units within 3" of this terrain feature.
4	**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.
5	**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.
6	**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.

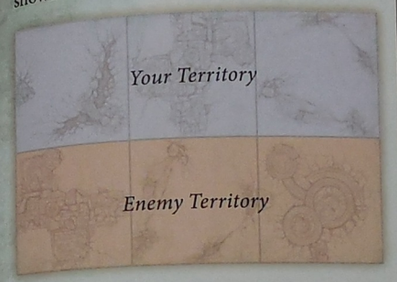
THE BATTLE BEGINS

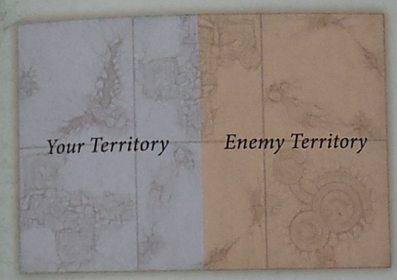
Thunder rumbles high above as the armies take to the battlefield.

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.

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.

INFLICTING 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!







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ISBN 978-1785815300
9 781785 815300

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PRINTED IN CHINA
60 04 02 99 061