



WARRIORS OF CHAOS



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

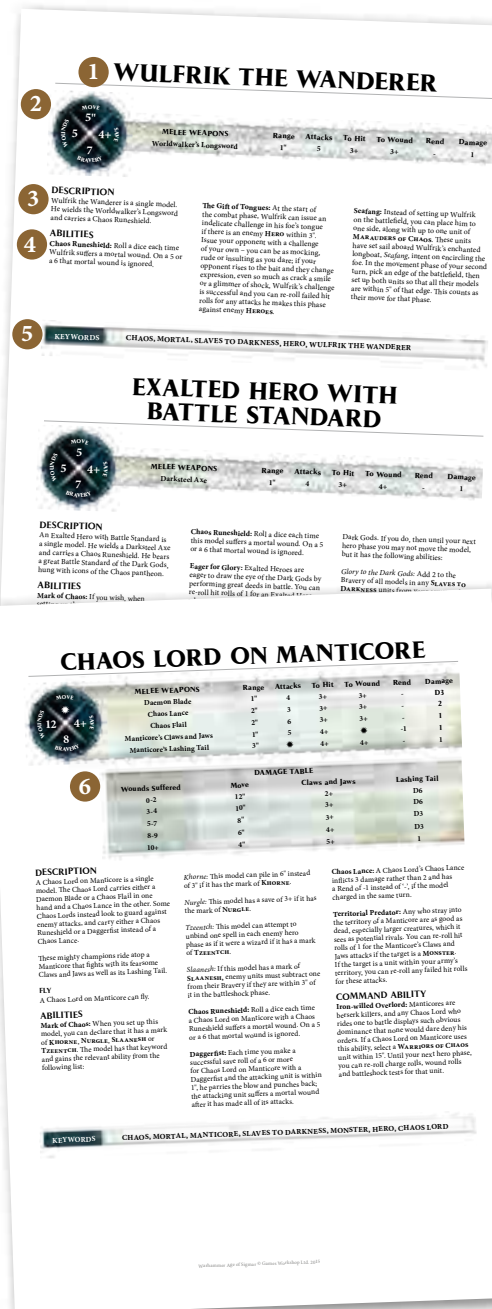
The mortal worshippers of Chaos gather together in warbands mighty enough to conquer entire nations. Though the tyrannical lords that lead the armoured hordes believe themselves to be warrior kings born to

rule the Mortal Realms with an iron fist, they are bound to higher powers in their turn. In truth, every murderer, monster and mutant in their armies is but a slave to darkness and a puppet of the Dark Gods.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** Each warscroll has a set of characteristics that tell 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 on their warscroll.
- 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.



ARCHAON, THE EVERCHOSEN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Slayer of Kings	1"	4	2+	3+	-1	3
Dorghar's Blazing Hooves	1"	4	3+	3+	-	1

DESCRIPTION

Archaon, the Everchosen, is a single model. He is armed with the Slayer of Kings and wears the Armour of Morkar, and carries an imposing Chaos Runeshield. He rides Dorghar, the Steed of the Apocalypse, which tramples the unworthy with its Blazing Hooves.

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 your opponent must 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 have a result of 6 or more, the daemon U'zuhl 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 for Archaon is 6 (before modifying the roll in any way), the attacking model's unit suffers a mortal wound.

The Crown of Domination: This ancient helm exudes an aura of palpable 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.

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

MAGIC

Archaon 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 and Mystic Shield spells.

COMMAND ABILITIES

Warlord Without Equal: Archaon's skill at battle is exceptional, unmatched by any who would stand against him. 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, TZEENTCH, SLAANESH, HERO, WIZARD, ARCHAON

BE'LAKOR, CHAOS DAEMON PRINCE



MELEE WEAPONS

Blade of Shadows

Range

1"

Attacks

6

To Hit

3+

To Wound

3+

Rend

-2

Damage

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, HERO, WIZARD, DAEMON PRINCE, BE'LAKOR

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**, **SLAANESH** or **TZEENTCH**. 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 resistant 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 lithe and exotic, their every movement 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

CROM THE CONQUERER



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Ensorcelled Sword	1"	3	3+	4+	-	1
Darksteel Axe	1"	3	4+	3+	-	1

DESCRIPTION

Crom the Conquerer is a single model. He is armed with an Ensorcelled Sword and a Darksteel Axe and carries a Chaos Runeshield.

ABILITIES

Immense Pride: Crom takes great pleasure in demonstrating his martial prowess, and is particularly keen to lay low enemy champions. When Crom attacks a **HERO**, you can add 1 to his hit rolls.

Defensive Stance: Crom is surprisingly deft with his shield, able to wield it defensively even though he carries a heavy blade in each hand. After he piles in but before he makes his attacks in the combat phase, Crom can adopt a defensive stance, which will last until the next time he makes his attacks in the combat phase. While he is in a defensive stance he cannot attack with his Darksteel Axe, but your opponent must subtract 1 from the result of any hit rolls that target him in the combat phase.

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

COMMAND ABILITY

Herald of the Everchosen: If Crom uses this ability, then until your next hero phase enemy units within 15" of him in the battleshock phase must subtract 1 from their Bravery. If **ARCHAON** is on the battlefield, subtract 2 instead.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, HERO, CROM THE CONQUERER

CHAOS LORD



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Hellforged Glaive	2"	2	3+	3+	-1	2
Ruinous Broadsword	1"	3	3+	4+	-	D3
Chaos Rune-axes	1"	6	3+	3+	-	1

DESCRIPTION

A Chaos Lord is a single model. Masters of armed combat, some Chaos Lords take to the field armed with a Hellforged Glaive and Ruinous Broadsword, while others land blow after blow with a pair of Chaos Rune-axes; these Chaos Lords also carry a Daemon-touched Dagger at their belt.

ABILITIES

Mark of Chaos: When you set up this model, you can declare that it has a mark of **KHORNE**, **NURGLE**, **SLAANESH** or **TZEENTCH**. The Chaos Lord has that keyword and gains the relevant ability from the following list:

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

Nurgle: A Chaos Lord with a mark of **NURGLE** has 7 Wounds instead of 6.

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

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

Eye of the Gods: The life of a Chaos Lord is a quest for power, and with each mighty foe slain they take one step closer to immortality. Each time a Chaos Lord 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 Characteristic by 1 instead.

Chaos Rune-axes: When wielding a Chaos Rune-axe in each hand, a Chaos Lord becomes a blur of furious attacks. You can re-roll failed hit rolls for a Chaos Lord armed with a pair of Chaos Rune-axes.

Daemon-touched Dagger: A weapon of last resort, a Daemon-touched Dagger has been the end of many a foe that thought its wielder defeated. Once per battle, immediately before an enemy unit within 1" makes its attacks (but after it has piled in), a Chaos Lord carrying a Daemon-touched Dagger can unsheathe it attempt to stab his foe. If he does so, roll a dice. If the result is 2 or more, the enemy unit immediately suffers D3 mortal wounds.

COMMAND ABILITY

Unending Legion: When a Chaos Lord marches to war, an ever-increasing number of followers marches in his wake, ready to throw themselves at any who oppose him. When a Chaos Lord uses this ability, roll a dice. If the result is 4 or more, set up a new **SLAVES TO DARKNESS** unit so that all its models are within 5" of one edge of the battlefield. This unit is added to your army as reinforcements.

KEYWORDS

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

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

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.

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.

COMMAND ABILITY

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 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 a 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 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 **WARRIORS OF CHAOS** 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



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

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 (or 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, CHAOS SORCERER LORD

WULFRIK THE WANDERER



MELEE WEAPONS
Worldwalker's Longsword

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	5	3+	3+	-	1

DESCRIPTION

Wulfrik the Wanderer is a single model. He wields the Worldwalker's Longsword and carries a Chaos Runeshield.

ABILITIES

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

The Gift of Tongues: At the start of the combat phase, Wulfrik can issue an indelicate challenge in his foe's tongue if there is an enemy **HERO** within 3". Issue your opponent with a challenge of your own – you can be as mocking, rude or insulting as you dare; if your opponent rises to the bait and they change expression, even so much as crack a smile or a glimmer of shock, Wulfrik's challenge is successful and you can re-roll failed hit rolls for any attacks he makes this phase against enemy **HEROES**.

Seafang: Instead of setting up Wulfrik on the battlefield, you can place him to one side, along with up to one unit of **MARAUDERS OF CHAOS**. These units have set sail aboard Wulfrik's enchanted longboat, *Seafang*, intent on encircling the foe. In the movement phase of your second turn, pick an edge of the battlefield, then set up both units so that all their models are within 5" of that edge. This counts as their move for that phase.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, HERO, WULFRIK THE WANDERER

EXALTED HERO WITH BATTLE STANDARD



MELEE WEAPONS
Darksteel Axe

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

DESCRIPTION

An Exalted Hero with Battle Standard is a single model. He wields a Darksteel Axe and carries a Chaos Runeshield. He bears a great Battle Standard of the Dark Gods, hung with icons of the Chaos pantheon.

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**.

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

Eager for Glory: Exalted Heroes are eager to draw the eye of the Dark Gods by performing great deeds in battle. You can re-roll hit rolls of 1 for an Exalted Hero when targeting a **HERO** or a **MONSTER**.

Battle Standard of the Dark Gods: In your hero phase, you can declare that this model will plant the Battle Standard of the

Dark Gods. If you do, then until your next hero phase you may not move the model, but it has the following abilities:

Glory to the Dark Gods: Add 2 to the Bravery of all models in any **SLAVES TO DARKNESS** units from your army within 20" of this model.

Onward, to Battle: When you make a charge roll for a **SLAVES TO DARKNESS** unit within 20" of this model, you can re-roll one or both of the dice.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, HERO, TOTEM, EXALTED HERO WITH BATTLE STANDARD

WARRIORS OF CHAOS



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 Warriors of Chaos 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.

ASPIRING CHAMPION

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

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.

HORNBLOWER

Models in this unit can be Hornblowers. If the unit includes any Hornblowers, 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**.

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

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

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, WARRIORS OF CHAOS

MARAUDERS OF CHAOS



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 Marauders of Chaos 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

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**.

Barbarian Hordes: Roll a dice before a unit of Marauders of Chaos 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.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, MARAUDERS OF CHAOS

FORSAKEN



MELEE WEAPONS

Freakish Mutations

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

D3

4+

4+

-

1

DESCRIPTION

A unit of Forsaken has 5 or more models. They fight with an assortment of Freakish Mutations, from spiked clubs and taloned hands to tentacles and crab-like claws.

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 it for the duration of the battle: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**.

Freakish Mutations: Forsaken writhe with uncontrollable mutation, making them as unpredictable as they are deadly. Before this unit makes its attacks, roll a dice to see how they are affected for the duration of this phase:

Roll Effect

- Writhing Tentacles:** The unit's Freakish Mutations have a Range of 3" instead of 1".
- Razor Talons:** The unit's Freakish Mutations have a Rend of -1 instead of '-'.
- Extra Arms:** The unit's Freakish Mutations make D3+1 Attacks rather than D3.

- Lashing Tongues:** Add 1 to the result of any hit rolls for the unit's Freakish Mutations.
- Venomous Fangs:** Add 1 to the result of any wound rolls for the unit's Freakish Mutations.
- Decapitating Claws:** Add 1 to the Damage of the unit's Freakish Mutations.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, FORSAKEN

CHAOS CHARIOTS



MELEE WEAPONS

Lashing Whip

Chaos Greatblade

Chaos War-flail

War Steeds' Roughshod Hooves

Range

Attacks

To Hit

To Wound

Rend

Damage

2"

2

4+

4+

-

1

2"

3

4+

3+

-1

1

2"

D6

4+

3+

-

1

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 charioteers in the unit 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

MARAUDER HORSEMEN



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 Marauder Horsemen has 5 or more models. Many units of Marauder Horsemen ride to battle 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 improvised spears in close combat. Many Marauder Horsemen units also carry sturdy 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 an 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

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**.

Feigned Flight: Marauder Horsemen can shoot and charge even if they retreated in the same turn.

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 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.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, MARAUDER HORSEMEN

CHOSEN



MELEE WEAPONS

Chaos Greataxe

Range

1"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Chosen has 5 or more models. 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: The 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, CHOSEN

CHAOS KNIGHTS



MELEE WEAPONS

Ensorcelled Weapon

Range

1"

Attacks

3

To Hit

3+

To Wound

4+

Rend

-

Damage

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 Chaos War Steeds which slay the enemy with great sweeps of their Roughshod Hooves.

DOOM KNIGHT

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

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.

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

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 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 charioteers in the unit 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

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**.

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.

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.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, GOREBEAST CHARIOTS

CHAOS WARSHRINE



MELEE WEAPONS

Sacrificial Blade

Clubbed Fists

Range

1"

1"

Attacks

4

☀

To Hit

4+

4+

To Wound

4+

3+

Rend

-

-

Damage

1

2

DAMAGE TABLE

Wounds Suffered

0-2

3-4

5-7

8-9

10+

Move

8"

7"

6"

5"

4"

Clubbed Fists

6

D6

D6

D3

1

Protection of the Dark Gods

9"

7"

5"

3"

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

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.

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.

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 Nurgle: Cracking a rotting head open on the altar and feasting on the viscid matter within, the blades of the Shrinemaster's followers begin to ooze 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 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 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

HELLCANNON

WAR MACHINE



MISSILE WEAPONS

Doomfire

Range

12-48"

Attacks

☀

To Hit

4+

To Wound

See below

Rend

Damage

MELEE WEAPONS

Daemonic Maw

Range

1"

Attacks

3

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

WAR MACHINE CREW TABLE

Crew within 1"

Caged Fury

Doomfire

3 models

2 or more

2

2 models

3 or more

2

1 model

4 or more

1

No models

Cannot cage fury

0

CREW



MELEE WEAPONS

Crew's Improvised Weapons

Range

1"

Attacks

1

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A Hellcannon is a single model that is attended by a unit of 3 Chaos Dwarf Crew. It is a mighty, daemonforged war machine that launches gout of Doomfire across the battlefield, and snatches the foe up into its Daemonic Maw. Its crew do their best to keep it under control, attacking any who come near with a variety of Improvised Weapons.

ABILITIES

Caged Fury: The crew of a Hellcannon are resolute in their duty, but even they cannot always control their charge. If the Hellcannon is not within 3" of the enemy at the start of your movement phase, roll a dice and consult the War Machine Crew Table above. If the dice roll is equal to or greater than the score shown, the crew have caged the Hellfire's fury this turn. Otherwise, the Hellcannon must move as far as it can towards the closest visible enemy unit.

Doomfire: The Hellcannon can only make Doomfire attacks if its crew are within 1" of the war machine in the shooting phase. To make a Doomfire attack, pick an enemy unit within range, even if it is not visible to the Hellcannon, and roll to hit. You can add 1 to the hit roll if the Hellcannon did not move in its preceding movement phase and add another 1 if the target unit contains 20 or more models. A unit hit by Doomfire suffers D6 mortal wounds.

Daemon-forged Cover: A Hellcannon's Crew can use their war machine as cover whilst they remain within 1" of it.

WAR MACHINE

KEYWORDS

CHAOS, DAEMON, WAR MACHINE, HELLCANNON

CREW

KEYWORDS

CHAOS, DUARDIN, SLAVES TO DARKNESS, CREW

CHAOS SPAWN



MELEE WEAPONS

Freakish Mutations

Range

1"

Attacks

2D6

To Hit

4+

To Wound

4+

Rend

-

Damage

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

VALKIA THE BLOODY



MELEE WEAPONS

Slaupnir

Range

2"

Attacks

6

To Hit

3+

To Wound

3+

Rend

-2

Damage

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

SKARR BLOODWRATH



MELEE WEAPONS

Bloodstorm Blades

Range

3"

Attacks

5

To Hit

2+

To Wound

3+

Rend

-1

Damage

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

SCYLA ANFINGRIMM



MELEE WEAPONS

Brutal Fists

Range

2"

Attacks

2D6

To Hit

4+

To Wound

3+

Rend

-1

Damage

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, KHORNE, MONSTER, SCYLA ANFINGRIMM

KHORNE LORD 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 Khorne Lord 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 in the combat phase for this model and any units you picked, as long as they charged in the same turn.

KEYWORDS

CHAOS, DAEMON, MORTAL, KHORNE, HERO, KHORNE LORD ON JUGGERNAUT

KHORNE EXALTED HERO



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Daemon Axe of Khorne	1"	6	3+	4+	-	1
Chain-flail	3"	D3	3+	4+	-	1

DESCRIPTION

A Khorne Exalted Hero is a single model. Each bears a Daemon Axe of Khorne, a dread weapon that houses a bound entity and can devour the very soul of its target. Some Exalted Heroes carry a Runemarked Shield, while others prefer the reach and lethality of a Chain-flail.

ABILITIES

Runemarked Shield: If a Khorne Exalted Hero bearing a Runemarked Shield 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.

Daemon Axe of Khorne: If the wound roll for this model's Daemon Axe of Khorne is 6 or more, the daemon bound at the axe's core awakens and guides the strike. The attack inflicts D3 damage rather than 1.

COMMAND ABILITY

Bloodlord: Letting loose a howl of rage, the Exalted Hero exhorts his followers to visit incomparable carnage upon their enemies. Until your next hero phase, add 1 to the Attacks characteristic of any melee weapons used by **MORTAL KHORNE** units in your army within 6" of this model.

KEYWORDS

CHAOS, MORTAL, KHORNE, SLAVES TO DARKNESS, HERO, KHORNE EXALTED HERO

WRATHMONGERS



MELEE WEAPONS

Wrath-flails

Range

2"

Attacks

4

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

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

WRATHMASTER

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

ABILITIES

Wrath-flails: Add 1 to any hit rolls 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

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 not to 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

SKULLCRUSHERS OF KHORNE



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 Skullcrushers of Khorne has 3 or more models. Some units of 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 the 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, DAEMON, MORTAL, KHORNE, SKULLCRUSHERS OF KHORNE

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 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 from 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 within 14" of them.

KEYWORDS

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

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.

Doombells: 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

MORBIDEX TWICEBORN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tripletongue's Scabrous Tongues	6"	3	3+	✱	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fleshreaper Scythe	2"	5	3+	3+	-1	2
Tripletongue's Monstrous Claws	3"	✱	4+	2+	-1	1

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

DESCRIPTION

Morbidity 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 Scabrous Tongues or gores them with its Monstrous Claws.

ABILITIES

Lord of Nurglings: Wherever Morbidity 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: Morbidity 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 for **NURGLINGS** within 7" of Morbidity 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 do not suffer wounds from Nurgle's Rot – they rejoice in the afflictions visited upon them by their putrescent god.

Repugnant Regrowth: Roll a dice in your hero phase. If the result is 4 or 5, Morbidity 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, MONSTER, HERO, MORBIDEX TWICEBORN

ORGHOTTS DAEMONSPREW



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 DAEMONSPREW

GUTROT SPUME



MELEE WEAPONS

Rot-pocked Axe
Flailing Tentacles

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	4	3+	2+	-1	2
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 higher, 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 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



MELEE WEAPONS

Plague Staff

Range	Attacks	To Hit	To Wound	Rend	Damage
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

NURGLE CHAOS LORD



MELEE WEAPONS
Plague-ridden Great Blade

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	3	3+	3+	-1	D3

DESCRIPTION

A Nurgle Chaos Lord is a single model. He wields a Plague-ridden Great Blade.

ABILITIES

Rotten Regeneration: Nurgle's heart brims with generosity, and his chosen heroes are resilient even to wounds that would slay a mortal man. A Nurgle Chaos Lord 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 do not suffer wounds from Nurgle's Rot – they rejoice in the afflictions visited upon them by their putrescent god.

COMMAND ABILITY

Grandfather's Gift: If this model 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, NURGLE CHAOS LORD

NURGLE LORD ON DAEMONIC MOUNT



MELEE WEAPONS
Plague Scythe

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

Daemonic Mount's Flyblown Bite

DESCRIPTION

A Nurgle Lord on Daemonic Mount is a single model. He wields a Plague Scythe, and carries a Rotsword and Soulbound Shield. His emaciated Daemonic Mount spreads vile 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 Nurgle Lord on Daemonic Mount 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, NURGLE LORD ON DAEMONIC MOUNT

NURGLE CHAOS SORCERER



MELEE WEAPONS

Rotwood Staff

Range

2"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

A Nurgle Chaos Sorcerer is a single model armed with a Rotwood Staff.

ABILITIES

Blessed with Vitality: Each time the Nurgle Chaos Sorcerer successfully casts a spell, roll a dice. If the result is 4 or more, he heals a wound. If he already has his full number of Wounds, add 1 to his Wounds instead.

MAGIC

A Nurgle Chaos 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.

KEYWORDS

CHAOS, MORTAL, NURGLE, HERO, WIZARD, NURGLE CHAOS SORCERER

PUTRID BLIGHTKINGS



MELEE WEAPONS

Blighted Weapon

Range

1"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-

Damage

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 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.

SONOROUS TOCSIN

Models in this unit may carry a Sonorous Tocsin. If the unit includes one or more 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

SIGVALD THE MAGNIFICENT



MELEE WEAPONS

Sliverslash	Range	Attacks	To Hit	To Wound	Rend	Damage
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1" 6 3+ 4+ -1 1

DESCRIPTION

Sigvald the Magnificent is a single model, armed with Sliverslash and carrying a Mirrored Shield.

ABILITIES

Mirrored Shield: If Sigvald 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 and the caster suffers a mortal wound as the spell's energies are reflected back.

Supreme Vanity: Sigvald is narcissism personified, unable to go more than a few moments without seeking a mirrored surface. You can re-roll failed save rolls for Sigvald if you can see your reflection or are holding a mirror when you roll the dice. However, if the result of any of these re-rolls is 1, Sigvald becomes entranced by his own perfection, and cannot pile in or make attacks for the rest of the phase.

COMMAND ABILITY

Favour of Slaanesh: A whispered prayer to the Dark Prince on his lips, Sigvald strikes a triumphant pose, filling his followers with wonder as they behold his flawless beauty. If Sigvald uses this ability, then until your next hero phase, you do not need to take battleshock tests for **MORTAL SLAANESH** units from your army within 24" of him.

KEYWORDS

CHAOS, MORTAL, SLAANESH, HERO, SIGVALD THE MAGNIFICENT

CHAOS LORD OF SLAANESH



MELEE WEAPONS

Quicksilver Sword	Range	Attacks	To Hit	To Wound	Rend	Damage
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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 Runeshields: 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

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, you can tell your opponent that they are in danger of being beguiled. From that point on, if your opponent looks you in the eye before the unit has made its hit rolls for that combat phase, subtract 1 from any of those rolls which target this model.

COMMAND ABILITY

Hellish Swiftmess: 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 swiftmess. 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

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.

HELLREAYER

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

GALRAUCH



MISSILE WEAPONS

Swathe of Dark Fire

Range

9"

Attacks

☀

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

Breath of Change

Range

9"

Attacks

1

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

MELEE WEAPONS

Warped Maws

Range

2"

Attacks

6

To Hit

3+

To Wound

☀

Rend

-1

Damage

2

Vicious Talons

Range

1"

Attacks

4

To Hit

4+

To Wound

3+

Rend

-

Damage

1

DAMAGE TABLE

Wounds Suffered

Move

Swathe of Dark Fire

Warped Maws

0-2

14"

2D6

2+

3-4

12"

2D6

3+

5-6

10"

D6

3+

7-8

8"

D6

4+

9+

6"

D3

4+

DESCRIPTION

Galrauch is a single model. One of the possessed dragon's heads belches Swathes of Dark Fire, while the other lets loose the Breath of Change. Up close, enemies are savaged by his Warped Maws or torn limb from limb by his Vicious Talons.

FLY

Galrauch can fly.

ABILITIES

Breath of Change: One of Galrauch's heads breathes a sorcerous mist that changes whatever it touches, bringing madness and mutation. In the shooting phase, Galrauch can change one enemy unit in range. That unit suffers D3 mortal wounds. Roll a dice for each model that is slain; if the result is 4 or more, the unit suffers a further mortal wound as warriors are driven insane or twisted beyond recognition by the Breath of Change.

MAGIC

Galrauch 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 Treason of Tzeentch spells.

TREASON OF TZEENTCH

Galrauch can cloud the minds of his enemies, causing them to attack each other or even turn their weapons upon themselves. Treason of Tzeentch has a casting value of 7. If successfully cast, pick an enemy unit within 18", then pick one melee weapon carried by that unit; each model in the unit equipped with that weapon uses it to make one attack against itself.

KEYWORDS

CHAOS, DAEMON, DRAGON, TZEENTCH, MONSTER, HERO, WIZARD, GALRAUCH

VILITCH THE CURSELING



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

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

ABILITIES

Vessel of Chaos: Each time Vilitch 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

Vilitch the Curseling 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

Vilitch 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, Vilitch learns that spell and can use it for the rest of the battle.

KEYWORDS

CHAOS, MORTAL, TZEENTCH, HERO, WIZARD, VILITCH THE CURSELING

TZEENTCH CHAOS LORD ON DISC OF TZEENTCH



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 a 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

Tzeentchian Runestaff

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

MISSILE WEAPONS

Warpsteel Sword

Range	Attacks	To Hit	To Wound	Rend	Damage
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

CHAOS WARHOUNDS



MELEE WEAPONS

Slavering Jaws

Range	Attacks	To Hit	To Wound	Rend	Damage
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, always add 6" to its Move characteristic, rather than D6".

KEYWORDS

CHAOS, CHAOS WARHOUNDS

CHAOS OGRES



MELEE WEAPONS
Brutal Blades and Clubs

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	3	4+	3+	-	2

DESCRIPTION

A unit of Chaos Ogres has 3 or more models. They wield a variety of Brutal Blades and Clubs.

OGRE MUTANT

The leader of this unit is the Ogre Mutant. An Ogre Mutant makes 4 attacks rather than 3.

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.

HORNBLOWER

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

ABILITIES

Fearsome Gluttony: Chaos Ogres are always looking for their next meal. Roll a dice each time a unit of Chaos Ogres slays a model; on a 6, an Ogre rips a chunk of meat and bone from its beaten prey and gobbles it down; one Chaos Ogre in the unit immediately heals a wound.

KEYWORDS

CHAOS, OGOR, CHAOS OGRES

THROGG



MISSILE WEAPONS

Copious Vomit

Range	Attacks	To Hit	To Wound	Rend	Damage
6"	D3	4+	3+	-2	2

MELEE WEAPONS

Enormous Club

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	4	4+	3+	-1	3

DESCRIPTION

Throgg is a single model. He carries an Enormous Club and can spray Copious Vomit over his prey. Throgg also wears the Wintertooth Crown over one crooked tusk.

ABILITIES

Mutant Regeneration: Throgg's flesh knits together as fast as his foes can pierce it. Throgg heals D3 wounds in each of your hero phases.

The Wintertooth Crown: The last remnant of a nobleman who sought to slay Throgg, this crown has become a symbol of his dominion over monsters. You can re-roll hit rolls of 1 for **CHAOS TROLLS**, **CHAOS OGRES** and **CHAOS MONSTERS** within 8" of Throgg.

COMMAND ABILITY

Lord of the Monstrous Host: If Throgg uses this ability, then until your next hero phase all **CHAOS TROLLS**, **CHAOS OGRES** and **CHAOS MONSTERS** in your army may use Throgg's Bravery instead of their own.

KEYWORDS

CHAOS, TROGGOTH, HERO, THROGG

CHAOS TROLLS



MISSILE WEAPONS

Disgusting Vomit

Range

Attacks

To Hit

To Wound

Rend

Damage

6"

1

3+

3+

-2

D3

MELEE WEAPONS

Scavenged Clubs and Axes

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

3

4+

3+

-1

2

DESCRIPTION

A unit of Chaos Trolls has 3 or more models. They wield a variety of Scavenged Clubs and Axes, and spray Disgusting Vomit over their foes.

ABILITIES

Regeneration: Like all of their kind, Chaos Trolls heal at an astonishing rate, flesh knitting together before the eyes of their horrified prey. In each of your hero phases, roll a dice. If the result is 2 or more, this unit heals D3 wounds.

Mutating Trollflesh: Chaos Trolls are incredibly susceptible to mutation – their bodies writhe and change as they attack. If the result of a hit roll for a Chaos Troll's melee attack is 6 or more, make an additional hit roll with the same weapon against the same target unit.

KEYWORDS

CHAOS, TROGGOTH, CHAOS TROLLS

GIANT



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 Giant is a single model. Chaos Giants 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 Giant is slain, both players roll a dice, and whoever rolls highest decides in which direction the Giant falls (the player commanding the model wins any ties). Place the Giant on its side in the direction in which it falls – any unit (friend or foe) it lands on suffers D3 mortal wounds. Remove the Giant after resolving any damage caused by its falling body.

Stuff 'Em In Me Bag: Immediately before a Giant 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 Giant'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 Giant, it immediately falls over instead of making the charge move. Determine the direction the Giant falls and the damage it causes as if it had been slain (see Timber!), but instead of removing the Giant after resolving the damage caused by its falling body, stand the model back up again as the Giant drunkenly regains its feet!

KEYWORDS

DESTRUCTION, GARGANT, ALEGUZZLER, MONSTER, GIANT

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

DRAGON OGRE 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 Ogre 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 OGRE** 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 OGRE** 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 OGRE, MONSTER, HERO, SHAGGOTH

DRAGON OGRES



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 Ogres 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 Ogres also tear at their foes with their Wracking Foreclaws.

ABILITIES

Furious Attack: Some Dragon Ogres 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 OGRE** 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 OGRES

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

SLAUGHTERBRUTE



MELEE WEAPONS

Razor-tipped Claws

Mighty Jaws

Lesser Claws

Range

Attacks

To Hit

To Wound

Rend

Damage

2"

✱

4+

3+

-1

D3

1"

2

4+

✱

-

3

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

COCKATRICE



MISSILE WEAPONS

Petrifying Gaze

Range

Attacks

To Hit

To Wound

Rend

Damage

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, look your opponent in the eye and roll a dice. Add one to the roll if your opponent blinks first and subtract one from the roll if you do. 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 FAMILIARS



MELEE WEAPONS

Knife or Club

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

6+

5+

-

1

DESCRIPTION

A unit of Chaos Familiars can have any number of models. Chaos Familiars vary widely in appearance. They are typically diminutive creatures that wield small but wicked Knives or Clubs.

ABILITIES

Arcane Power: Chaos Familiars are sources of magical power, and can memorise spells and canticles on their master's behalf, constantly rehearsing them until called upon to share their arcane knowledge. You can add 1 to any casting or unbinding rolls for **CHAOS WIZARDS** from your army within 6" of any Chaos Familiars.

KEYWORDS

CHAOS, CHAOS FAMILIARS

GREAT TAURUS



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Belch Fire	16"	6	4+	4+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Horns and Teeth	1"	1	4+	3+	-1	D3
Burning Hooves	1"	4	4+	3+	-	1

DESCRIPTION

A Great Taurus is a single model. It is a monster of rage wreathed in heat and fire; smoke curls from its nostrils and with each snorting exhalation it can Belch Fire at its foes. It gores and stamps its prey to death with its Horns and Teeth, and Burning Hooves.

FLY

A Great Taurus can fly.

ABILITIES

Blazing Body: In each hero phase, roll a dice for each unit that is within 3" of any Great Tauruses. On a 6, the shimmering heat and flames emanating from the Great Taurus can cause a warrior in that unit to burst into flames – it suffers a mortal wound. This ability cannot cause other Great Tauruses to burst into flames.

Blood Rage: You can re-roll failed wound rolls for a Great Taurus' Horns and Teeth attack if it charged in the same turn.

KEYWORDS

CHAOS, MONSTER, GREAT TAURUS

LAMMASU



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Horns and Teeth	1"	2	4+	3+	-1	1
Clawed Forelimbs	1"	4	4+	4+	-	1

DESCRIPTION

A Lammasu is a single model. It is a cruel monster possessed of potent spellcasting abilities. It gores its prey with its Horns and Teeth and swipes with its Clawed Forelimbs. A Lammasu is surrounded by a thick fog of black sorcery that befouls the magic of spellcasters unused to its noxious embrace.

FLY

A Lammasu can fly.

ABILITIES

Sorcerous Miasma: Subtract 1 from any casting rolls for any **WIZARDS** within 18" of any Lammasus in the hero phase. This ability does not affect **CHAOS WIZARDS**, who are unperturbed by the fell miasma.

MAGIC

A Lammasu 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. It knows the Arcane Bolt and Mystic Shield spells.

KEYWORDS

CHAOS, MONSTER, WIZARD, LAMMASU

WARRIORS OF CHAOS

CHAOS WARBAND

ORGANISATION

A Chaos Warband consists of the following units:

- 1 Chaos Lord, Chaos Lord on Daemonic Mount or Chaos Lord on Manticore
- 1 Chaos Sorcerer or Chaos Sorcerer Lord on Manticore
- 2 units of Warriors of Chaos
- 1 unit of Chaos Knights, Chaos Chariots or Gorebeast Chariots
- 1 unit of Chosen

ABILITIES

Path to Glory: The Lord of a Chaos Warband must seek out the mightiest enemies to slay if he wishes to earn the reward of immortality and daemonhood. Whenever a **HERO** from a Chaos Warband slays an enemy **HERO** or **MONSTER**, roll two dice. If the result is a double, you may replace your **HERO** with a **DAEMON PRINCE**.

Favour of the Dark Gods: The only currency that is recognised by the Chaos Gods is the slain bodies of their foes, and Chaos Warbands have fought hard to earn their patron's favour. Each time a unit from a Chaos Warband wipes out an enemy unit, pick one of the following boons (units that are dedicated to a specific god must take the boon of their patron). The boon applies to that unit for the rest of the game:

Boon of Slaanesh: The unit does not need to take battleshock tests.

Boon of Nurgle: You can re-roll failed save rolls for the unit.

Boon of Khorne: You can re-roll failed hit rolls for the unit.

Boon of Tzeentch: The unit can attempt to cast Arcane Bolt in each of your hero phases as if it were a wizard.

WARRIORS OF CHAOS

MARAUDER RAIDERS

ORGANISATION

A Marauder Raiders battalion consist of the following units:

- 3 units of Marauders of Chaos
- 2 units of Marauder Horsemen
- 1 Chaos Warshrine

ABILITIES

Raider Ambush: Instead of setting up a unit from this battalion at the start of the game, you can set it to one side and say that it is raiding the lands nearby. In the movement phase of your second turn, pick an edge of the battlefield and roll a dice for each unit you set aside; if the result is 3 or more, set up the unit so that all its models are within 5" of that edge. This counts as their move for that movement phase. If the result is 1 or 2, the unit does not arrive – roll again in the movement phase of your next turn.

Battle-hungry Barbarians: Marauder Raiders are battle-hungry tribesmen eager to leap into the midst of combat and prove their worth. You can re-roll the dice when determining how far units of Marauder Raiders can run or charge. Furthermore, you can add 1 to any wound rolls for a model in this battalion if it charged in the same turn.

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls listed below.

Unit	Warscroll
Archaon on foot	Chaos Lord
Chaos Lord on Barded Steed	Chaos Lord on Daemonic Mount
Chaos Lord on Steed of Slaanesh	Slaanesh Chaos Lord on Daemonic Mount
Chaos Lord on Palanquin of Nurgle	Nurgle Chaos Lord on Daemonic Mount
Chaos Lord on Chaos Dragon	Chaos Lord on Manticore
Chaos Lord on Chaos Chariot	Chaos Chariot
Chaos Lord on Gorebeast Chariot	Gorebeast Chariot
Chaos Lord on Chaos Warshrine	Chaos Warshrine
Chaos Lord of Tzeentch on foot	Chaos Lord with Mark of Tzeentch
Chaos Marauders	Marauders of Chaos
Chaos Sorcerer Lord on Disc of Tzeentch	Tzeentch Chaos Lord on Disc of Tzeentch
Chaos Sorcerer Lord on Steed of Slaanesh	Slaanesh Chaos Lord on Daemonic Mount
Chaos Sorcerer Lord on Palanquin of Nurgle	Nurgle Chaos Lord on Daemonic Mount
Chaos Sorcerer Lord on Chaos Dragon	Chaos Sorcerer Lord on Manticore
Chaos Sorcerer Lord on Chaos Chariot	Chaos Chariot
Chaos Sorcerer Lord on Gorebeast Chariot	Gorebeast Chariot
Chaos Sorcerer Lord on Chaos Warshrine	Chaos Warshrine
Chaos Sorcerer	Chaos Sorcerer Lord
Chaos Warriors	Warriors of Chaos
Champions of Chaos	Warriors of Chaos
Exalted Hero	Chaos Lord
Famous Familiars	Chaos Familiar
Kholek Suneater	Dragon Ogre Shaggoth