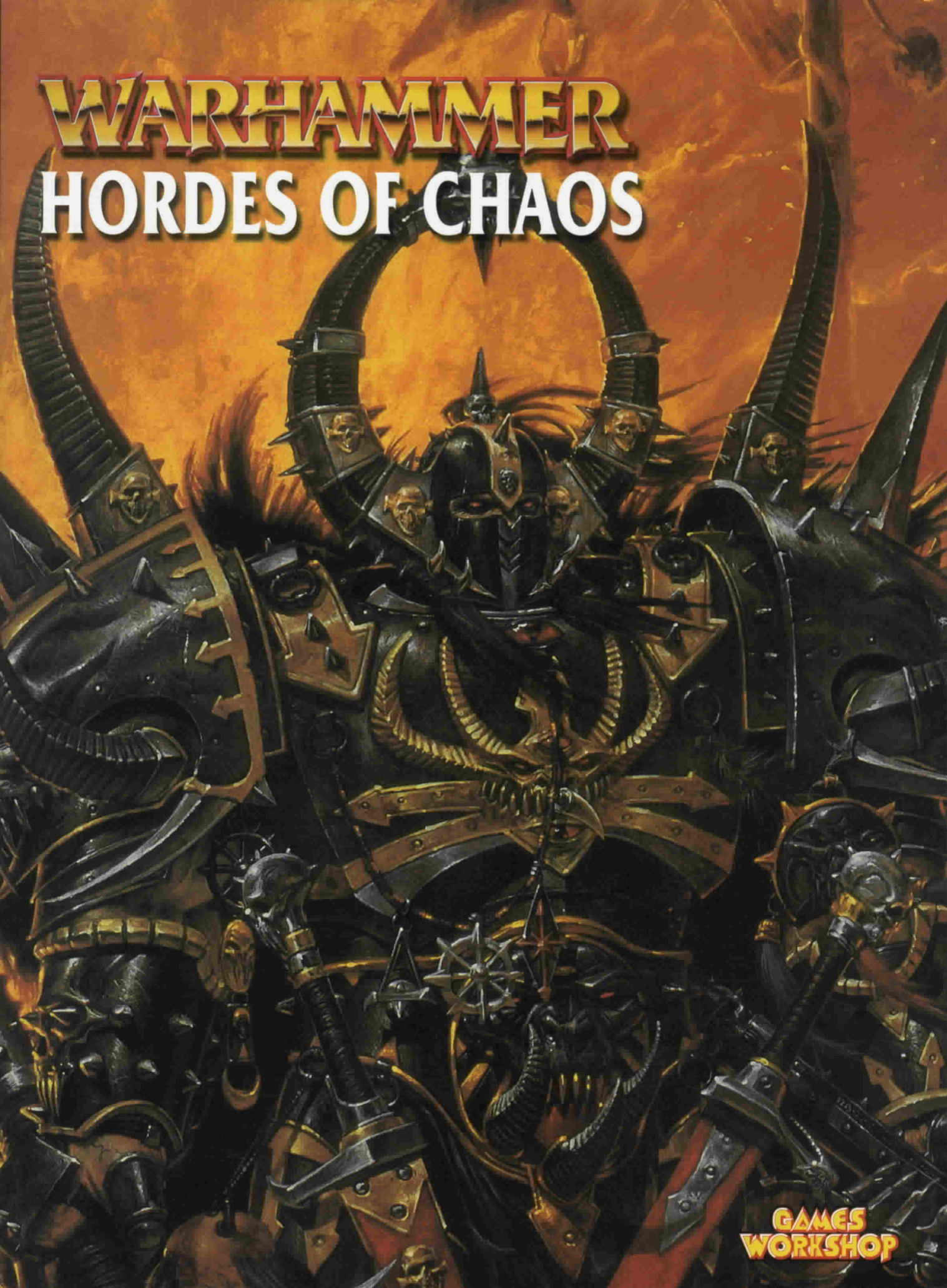


WARHAMMER

HORDES OF CHAOS



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"Fear me mortals, for I am the Anointed, the Favoured Son of Chaos, the Scourge of the World. The armies of the gods rally behind me, and it is by my will and by my sword that your weakling nations shall fall."

Archon, Lord of the End Times

HORDES OF CHAOS

An Armies Book of Malevolent Intent



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FOREWORD



Creating this latest incarnation of Chaos for Warhammer has been a hard, rocky road, but one that was well worth travelling. So worth travelling that everyone in the Design Studio has hurled themselves into the project with an enthusiasm and drive which makes even their normally superb work and sterling efforts seem but merely adequate. The reason for this dedication is simple: Chaos is at the very heart of Warhammer and it deserves the very best of everything. We have looked long and hard at every aspect of Chaos: the background, army lists, artwork and, of course, the miniatures. In many respects we have gone back to basics, examining everything we've published or made concerning Chaos before now.

There's one inescapable conclusion we came to – Chaos is big! Too big for one book, in fact. Chaos armies can incorporate so many different troop types, monsters, daemonic creatures and bizarre war machines that we felt that to do the whole thing justice we needed more than one volume. So that's what we've done. The book you are now holding details the (more or less) human followers of Chaos, and the daemonic entities of the Dark Gods. The rules and army list are the most flexible we've ever designed, allowing you to field all-mortal armies, hosts of daemons, or a mix of the two. On top of that, you can field your army themed to a particular god, or have a force that includes the whole wide range of different character and troop types.

But we've not only been concentrating on the rules. We've explored the barren Northlands and the Realm of Chaos, delved into the origins of the Chaos gods and their daemonic avatars, and looked at the history of Chaos in the Warhammer world. And all of this as seen by the followers of Chaos themselves. No more the ignorant slurs of Imperial scholars, nor the hidebound whining of Elven Loremasters. The warriors of Chaos now have a voice!

This book is the core of our range of Chaos supplements, but it is not the only one. As I write, plans are in motion for at least two companion volumes, the first of which is *Warhammer Armies: Beasts of Chaos*. In it you will find details of the savage Beastmen, as well as rules for many monstrous creatures such as Dragon Ogres, Chaos Trolls, Chimeras and Minotaurs. Not only will you be able to collect and play with a Beastmen army, you will be able to incorporate units from that list into your mortal or daemon army from this book (and vice versa!). All of this means that a Chaos army is the most flexible army for gamers and collectors in the Warhammer game, which is as it should be.

On top of this, White Dwarf magazine will continue to publish articles concerned with all aspects of Chaos, including rules, scenarios, modelling and painting advice, additional background, interesting variant army lists and new troops. These articles will be collected together in the Warhammer Annual each year, and perhaps even some specific Chaos compilations. Only Tzeentch, Lord of Change, truly knows where all this will end.

Happy Gaming!



INTRODUCTION

In the cold wastes of the north, the followers of the gods of Chaos gather in their thousands. Hordes of barbaric marauders and armour-clad warriors pour forth from the bleak wastelands to wage war against the soft-bellied wastrels who inhabit the rich lands of the south. Daemonic legions advance with them, proof that the Northmen are truly the favoured of the gods. There can be no bystanders in this eternal war, for the Dark Gods and their chosen servants will never rest until the world truly becomes a Realm of Chaos.

THE CHAOS ARMY

There is not one but several different armies of Chaos, for Chaos is variety embodied. However, whether it be a force of daemons from the Northern Wastes, or a horde of warbands led by mighty Chaos Champions, all armies of Chaos have something in common. They are extremely effective in close combat and relatively small in number compared to the serried ranks of, say, the Empire, or the multitudinous hordes of the Skaven or Orcs & Goblins. Chaos Lords, Greater Daemons, Marauders, Knights of Chaos, Bloodletters of Khorne, Spawn of Chaos, and many of the other varied troop types available to a Chaos general, excel at smashing the enemy at close quarters but are expensive in terms of points cost.

While the basic premise of a Chaos attack is relatively straightforward – charge headlong at the enemy and break them in *mêlée* – there are many subtle

variations, enabling a wide variety of tactics to be employed. Do you support your attack with fast moving Marauder Horsemen and Warhounds? Do you have powerful Sorcerers who pound the enemy with magic before the attack hits home? Commanding a Chaos army can be as simple or as complex as you like, from the most basic battleplan to complicated strategies that take full advantage of the eclectic mix of troops available to you.

Collecting a Chaos army couldn't be easier either. With a small number of units to paint, getting your Chaos army onto the battlefield is achievable in a fairly short space of time. Heavily armoured Chaos Warrior models in particular are quick to paint, so you will have a battle-ready force that looks the part in no time at all.

WHAT'S IN THIS BOOK

This book breaks down into the main sections listed below. Each illuminates a different area of creating your own Chaos force and getting it into action on the tabletop battlefield.

The Realm of Chaos. Containing information about the servants of Chaos, where they come from, the gods they worship and many other insights into this most deadly of threats to the Warhammer world.

Bestiary. Divided into Followers of Chaos, Beasts of Chaos and Daemons of Chaos, this section contains information on the unique troops and creatures of Chaos, and provides full details of their rules. Also you will find Chaos magic items, Marks of the Dark Gods and Daemonic Gifts.

Forces of Chaos. This contains all you need to choose your Chaos army to field in games of Warhammer, whether it is an army of mortal warriors, or a host of daemons.

Collecting a Chaos Army. Describes how to go about assembling and painting your force, including advice on choosing a colour scheme, painting techniques you can use, and also tips that will help make your Chaos army look a force to be reckoned with.

This 32 page full colour section also details more advanced painting and modelling techniques, with showcase pages of expertly painted and converted miniatures to inspire your own modelling creations.

Appendix & Summary. Details of special characters, additional background plus a full summary of rules and profiles.





A Smith

KARRIG STURN, DESPOILER OF TZESKAGRAD

THE REALM OF CHAOS

Far to the north of the lands of the Old World, the New World and Cathay lies the region known as the Realm of Chaos. It is the legendary home of the immortal gods and, so it is said, of infinitely worse things than gods: the numberless and nameless monstrosities that inhabit the eternal planes. In reality, it is this and incomprehensibly more besides. In terms of mere mortal understanding, the legend alone must suffice.

Were a cartographer to take his compass and inscribe a circle about the globe's northern pole, its circumference lying upon the northern shore of the Sea of Claws, then this would serve to roughly demarcate the boundaries of the Chaos Wastes.

As he approached the centre of the Wastes, a traveller would find himself labouring beneath a storm-shaken sky – a turbulent, broiling darkness pierced by lightning and blasted by roaring thunder. Here he would witness the rebellion of nature, where even the elements are said to be torn between the mortal and immortal worlds. Gargantuan pillars of black and broken stone stretch far to the left and right and beyond the horizon. These marker stones surround the angry blackness of Chaos

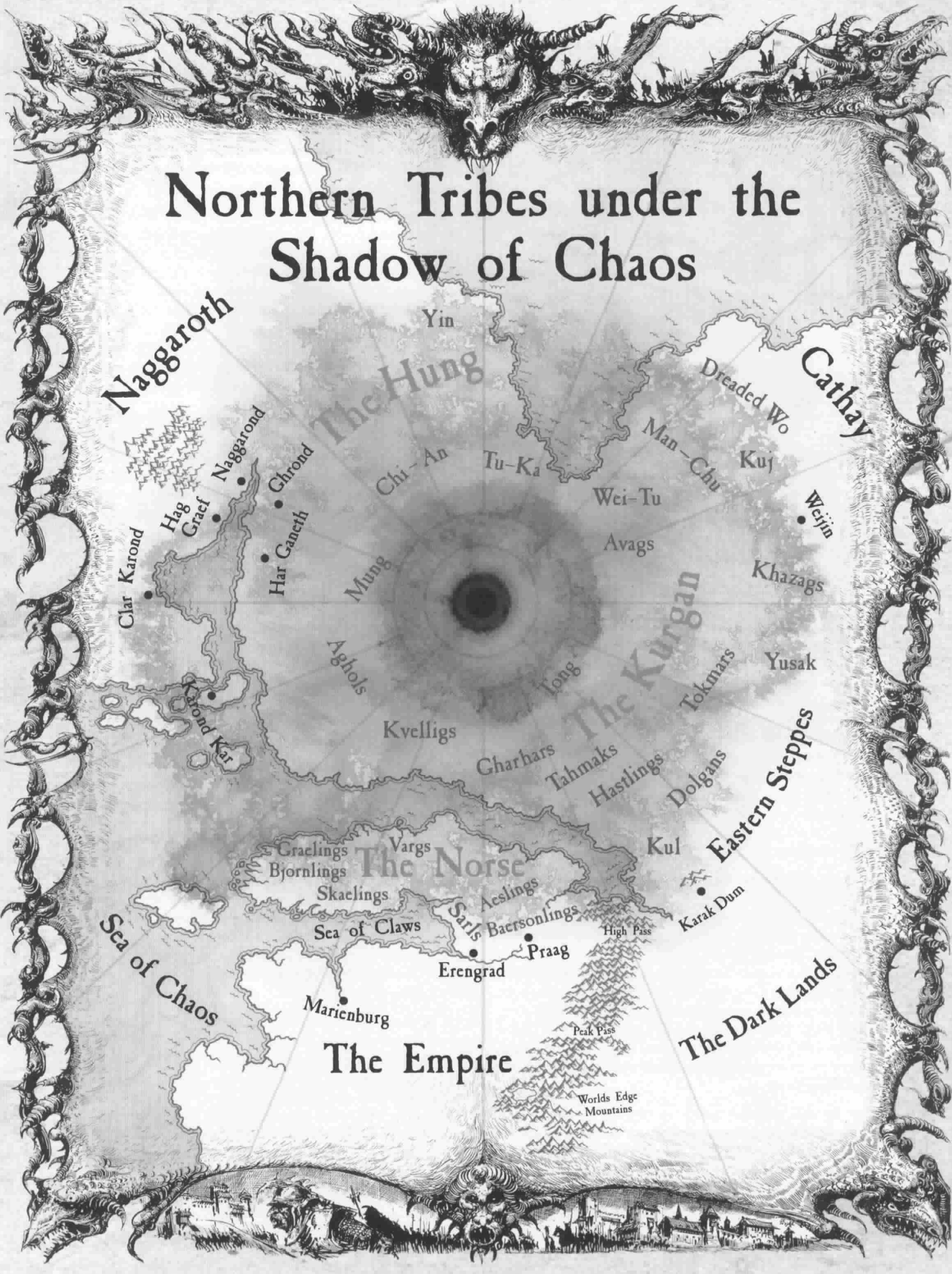
like gigantic teeth about the gaping maw of an impossibly titanic entity.

Were our traveller to step over that boundary, he would not find himself lashed by storm or shrouded by night but swallowed into a region of infinite space altogether removed from the mortal world. As words alone are incapable of describing that which lies beyond oblivion's veil, no more can mere mortal thought convey the weave in the fabric of the timeless multiverse. Thus we must leave our traveller at the Gates of Chaos where we are unable to follow, even in our imagination.

What we do know is that those who have taken that step remain forever afterwards haunted and yet driven by an understanding denied to other mortals. For surely it was not meant for mortals to wander at will in the company of gods, and no one who dares enter their realm is ever quite as once they were. The power of Chaos is to change both body and mind, as the power of fire is to burn and consume, and the winds that blow from that realm are not winds of air but of pure sorcery – the vital and uncaring energy of transmutation.



Northern Tribes under the Shadow of Chaos



Naggaroth

The Hung

Cathay

Clar Karond

Hag Grac

Naggarond

Chronod

Har Gancth

Chi-An

Tu-Ka

Wei-Tu

Avags

Dreaded Wo

Man-Chu

Weijin

Khazags

Yusak

Mung

Aghols

Kvelligs

Gharhars

Tahmaks

Hastlings

Dolgans

Tokmars

Tong

Eastern Steppes

Graclings

Bjornlings

Skaclings

Sea of Claws

Vargs

The Norse

Sarls

Baersonlings

Erengard

Praag

High Pass

Kul

Karak Dum

Sea of Chaos

Marienburg

The Empire

Peak Pass

Worlds Edge Mountains

The Dark Lands



THE NORTHLANDS

About the Realm of Chaos, the borderlands of the mortal world form a ring of shadow that surrounds the ultimate darkness within. For this reason, the lands of the north are also known as the Shadowlands, the Umbra Chaotica, or the Chaos Wastes. This broad region is part of the material world but inevitably tainted by the close proximity of Chaos. The Realm of Chaos radiates an intense and dangerous energy over the entire globe. This is the warping energy that wizards regard as the source of all magic. Lying close to the borders of Chaos, the Northlands are unavoidably saturated with this energy and only as the distance from the pole increases does the power of Chaos gradually weaken.

The men who dwell in the Northlands are, for the most part, barbarous and savage compared to those who live in the settled lands to the south. They are not physically unlike other men and, in times of peace, merchants from the north can be found trading their wares in the markets of cosmopolitan cities such as Marienburg in the west and Weijin in the east. Yet in other respects they are unlike other men, worshipping outlandish gods and living lives that are altogether harsher and more primitive. Most importantly of all, they live within the shadow of the Realm of Chaos and as such cannot wholly escape its power.

Even in the civilised southern lands, mutation and disfigurement are commonplace – in the Empire, mutant offspring are abandoned to die and folk showing even the slightest aberration of form are hunted down and burned by the dreaded Witch Hunters. In the far north, such mutations are so common as to be almost universal.

Though not always apparent at first glance, most bear some trace of Chaos upon their bodies. To the people of the north these are not curses or disfigurements but blessings bestowed upon them by the gods. Even the most horrific mutations are seen as irrefutable indication that an individual has been marked by a god – though whether for immortality or oblivion, it is impossible to say.

The northern tribes are almost universally bloodthirsty, barbaric and fierce. They are warrior peoples used to battling amongst themselves and against the softer civilised men of the south. War is their natural state and they wage it with neither prejudice nor malice, rejoicing in battle and strength at arms, honouring the brave of both sides and despising cowards likewise. Yet they are willing to forget local differences when called to fight on behalf of the gods – there is no greater honour than to conquer and perish in the armies of the immortals.

THE GODS OF THE NORTH

The men of the Northlands have many different gods and each tribe has its own special deities and spirits, but all recognise the four great gods of Chaos as the masters of all lesser gods. The Northmen do not think of their gods as evil, as do the superstitious men of the south, but as mighty and unknowable entities that are every bit as individual and unpredictable as mortals. They quite reasonably maintain that such powerful creatures are beyond the moral judgement of mere men. It is seen as every warrior's duty to honour the gods, and every god's right to reward and destroy according to his divine inclination. Such things are self-evident. To resent this state of affairs would be like resenting the sunset or moonrise or other forces of nature.

The four great gods are Khorne the Blood God, Nurgle the Lord of Decay, Tzeentch Changer of the Ways, and Slaanesh the Dark Prince. These four are called by many different names and titles throughout the north. Nonetheless, all tribes recognise the four gods no matter what their names, and almost all tribes take one of the four as their patron – the father and protector of their kindred. The lesser gods, of whom there are so many it might be better to think of them as spirits or daemons, are often peculiar to individual tribes. In many cases they were once great heroes of the tribe – chieftains or other individuals favoured by the gods whose deeds were so heroic that, instead of dying, they became immortals and now live with the god of their tribe in eternal glory.

All of these gods have their sorcerers and holy places, shrines, and temples throughout the north. Many of the northern tribes are nomadic and their temples are visited rarely, perhaps only once a year when great ceremonies are performed to honour the tribe's patron. Though these holy places stand empty for most of the time, no Northman would be so disrespectful or stupid as to desecrate a temple of Chaos. To the men of the north, their sorcerers are priests as well as warriors, and are amongst the most important of all the members of the tribe.

The God of the Snaegr

It was both yesterday and centuries ago that Urf sat at the head of the great table in the hall of Snaegr in the land of Norsca. Yesterday and centuries ago because, in the Realm of Chaos, time does not flow as time flows in the mortal world, but intersects with it in curious and unfathomable ways, so that time as he had once known it now seemed a slight and trivial thing. He flexed his wings, feeling ichor run through newly materialised veins. It had been centuries since he had felt a living pulse within his breast or the sensation of his own lungs working upon the air, or perhaps it had been but yesterday after all. He dismissed this curious notion and looked about him and knew that he stood once more in the hall of Snaegr in the land of Norsca – though the hall had decayed and been rebuilt many times over since he was here as a mortal man.

“What cause have you to bring me to the land of Men?” his voice boomed across the hall. Its inhabitants shrank back in terror at the inhuman sound, for his voice was that of a daemon not that of a man, and the voice of a daemon reverberates in dark corners of the mind that might otherwise remain best undisturbed.

Urf looked about him and saw the ranks of warriors armed for battle, amongst their numbers one or two bearing the favour of the gods. His eyes fell upon the sorcerer who had made the summonation and he reached out, feeling at once the bonds of magic that both held and sustained him within the runic circle. The sorcerer's eyes glimmered with ecstasy induced by the raw magic within his body – a body visibly marked by the passage of power and the favour of the gods. It was not the sorcerer who spoke now but the tall warrior sat at the head of the great table – the chieftain of the tribe.

“It is Grydal, Lord of the Snaegr, who calls upon Urfdaemonkin, for tomorrow we ride to war – and under the moon-time of Urf I ask for Daemon-blessing.”

Urf watched this man make his statement as he had also made his statement so long ago when he too was lord of Snaegr. Or maybe it was not so very long ago, for this man Grydal had something of the look of Urf's own son about him. Broad plaits of golden hair lay across his pale cheek as Urf's own hair had once done. Now Urf's mane was burning flame and his skin was as black as coal. His eyes were as red as embers and, as he spoke, the words tumbled from between tusks of gleaming iron. Such was the image drawn from the minds of his ancestral kin – and such therefore was the material form of his immortal spirit.

“You understand the bargain, Grydal, Lord of the Snaegr?” asked the daemon – it was the ritual response a thousand times as old as even he.

“I understand the bargain, Urfdaemonkin,” replied Grydal boldly, though Urf could taste the terror that oozed from his soul – there is little that a mortal can hide from a daemon and less still from a daemon that was once mortal himself.

“Then receive Khorne's blessing,” growled Urf, and the Lord of the Snaegr stepped forward to the edge of the runic circle, so close that the daemon could hear his heart beating and the warm red blood rushing through his fleshy body. Urf reached out a massive claw and touched the man upon the brow. It was the slightest of touches, his talon barely caressing the man's skin, but the sudden release of power from within the circle sent Grydal flying through the air as if struck by a bolt of lightning.

Grydal rose from the ground, his head pounding and his muscles aching with an agony a hundred times worse than any axe stroke he had ever suffered. The daemon was gone and where it had stood the ground was blackened as if by fire. He was aware of a strong bitter taint to the air that he had never smelled before. Every eye in the tribe was upon him and every mouth silently agape, except for that of the sorcerer Hama, who gibbered incoherently as he writhed in the dirt. Grydal's own axe lay where it had fallen and he reached out to take it, noticing for the first time the furrow of exposed flesh that ran across his forearm in the crude shape of a skull – the mark of Khorne. His hands closed around the axe – hands that were his own and yet no longer the strong, broad hands that he had borne. These were black and scaly with long taloned fingers, claws very much like those of Urfdaemonkin. As he grasped the axe, he felt a surge of energy within his breast and his head cleared, all sensation of pain falling from him. He rose to his full height – seemingly greater than before – and looked upon his warriors with a new confidence and new sense of purpose. He felt strong, he felt powerful, and he knew that he carried the blessing of his god as well as his mark. He raised the axe above his head.

“The bargain has been made!” he roared.



THE CHOSEN OF CHAOS

The Northmen are great warriors, and not only the men for there are many amongst their womenfolk whose strength at arms and ferocity far surpasses that of the soft races of the south. Their lives are a constant battle against each other and against nature – for the lands of the north are home to many fierce, heavily mutated and irrationally violent creatures. As these lands are for the most part cold and barren, what food there is must be caught or hunted. A tribe's continuing existence depends upon the strength and courage of its warriors. In times of dearth, the battle for survival is a battle indeed.

Thus it is the ambition of every young Northman to grow into a mighty warrior, and ultimately to face the judgement of the gods in a ceremony of summonation or by travelling to the far north itself. If he survives this ordeal, he is judged to have been found worthy of his god's service and of his tribe's respect. He is said to have been chosen by the god. These exalted warriors have the highest status amongst their tribe. They often bear the mark of their patron god in the form of a prominent tattoo, the brand of a heated iron or a pattern cut into their flesh.

Once a warrior has been chosen, his deeds are said to be observed and judged by his patron and sometimes by the other gods if he is especially powerful. He may start to mutate, often becoming bigger and stronger, whilst his skin may grow tough, leathery or even chitinous, forming a natural armour. These qualities are regarded very favourably as gifts of the gods that make a warrior more formidable as well as marking him for future greatness. Those who are especially favoured may return time and again to the Realm of Chaos or to certain holy places along the borderlands, where they commune with their gods and receive further gifts of this kind.

In the eyes of Northmen there is a natural and progressive distinction between the mass of roving warriors, those few favoured by the gods, and the very few whose extraordinary gifts mark them out as the leaders and most powerful of all their tribe. It is their enemies, rather than the Northmen, who draw a distinction between the youngest unmarked warriors, whom they call Marauders because of their raiding and roving lifestyle, the Chaos Warriors, whose superior armour and status make them easily recognisable, and Champions of Chaos, the leaders and greatest of all.



CHARGE OF THE KHAZAGS

Return of the Dolgans

This year the pickings had been rich and the tribe moved slowly, burdened with wagons and a long line of chained captives. Gurkhan drew aside from the column and watched as the horde moved steadily past him – the Dolgan riders were weighed down with booty and their horses plodded onwards under the strain of saddlebags that bulged visibly with gold. Gurkhan recalled how fiercely the Kislevites had fought. So many Dolgans had fallen to missile fire from their cursed armoured war wagons, bristling with small cannon and packed with warriors. He smiled inwardly, remembering how they had been destroyed with fire. Now hundreds of Kislevite captives marched slowly past, backs bent under the weight of chains and scarred by the whips of the slave drivers – men, women and children alike.

For many days Gurkhan led the tribe eastward at a pace that was as ponderous for the horsemen as it was gruelling for their captives, until at last the highlands of Zorn Uzkul began to give way to the hill country beyond. Yet even this was a barren land of rock and sparse dry grass, with little nourishment even for the tough little Kurgan ponies. The Dolgans had travelled these paths many times before and knew where to find water and where to hunt the scrawny wild goats that would sustain them until they reached the low country. Many prisoners stumbled on the march and their corpses were dragged along by the unrelenting pace of the column before a rider leapt from his horse to cut the mangled body free of its chains. Amongst the Dolgans too there were deaths as warriors succumbed to wounds suffered at the hands of their foes or each other – for the Dolgans were proud warriors; quick to take offense and faster still to take to arms to settle their differences.

After many weeks the tribe reached the head of a broad valley that Gurkhan knew well – a valley from the sides of which ran innumerable small streams that converged into a single, fast-flowing water stretching eastward and becoming a broad, dark river. From the valley top, the distant river could be seen twisting in the sun, and for many leagues beside its banks the land shone with succulent green grass. This was the pasture of the Dolgans – a land of respite that would replenish the tribe's stores and fatten their horses before it was time to move on to winter grounds further south. Before they reached those pastures, though, there was a sacred duty to perform. Gurkhan sensed the growing excitement amongst his people as the moon grew dark and the appointed time drew ever closer. If the prisoners guessed anything of what lay ahead they did not show it, but huddled in their chains and filth, mute and vacant like cattle.

As they rode eastward, the Dolgans' destination slowly rose from the plain below – a huge conical hill that lay in a bend of the river. It was a hill of perfect regularity that spoke of human artifice rather than the work of nature. Surrounding this great mound were many lesser mounds, much smaller and round-topped, filling all the land encompassed by the curve of the river – a curve so long as to almost form a circle before turning at the last moment to resume its eastward course. On the dawn of the second day after leaving the valley, Gurkhan saw dark smoke above the mound – a dark streak that rose vertically into the still air before dispersing high above into an even, grey

pall. At the sight of this, the warriors cheered and hailed the gods with great shouts so that the prisoners cowered in their uncertain terror. Gurkhan smiled in his grim, inscrutable fashion, only too aware of the dangers and rewards that the coming ceremony would bring.

For this was the culmination of the Dolgans' year, where a long night of reckoning would be made between tribe and gods. Sacrifices would be hurled upon the pyre that burned atop the great mound. Hundreds of souls would be offered, drawing the gods to earth to witness the deeds of the Dolgans and to make their judgement. In the flames the great god would come, and young warriors would be chosen and marked for greatness with iron brands heated in the fire of sacrifice. Old warriors would receive their rewards too – those who drank blood from skulls bound with gold and whose souls already walked at the heels of the gods in the brutal warrior paradise of Chaos. Most important of all would come the affirmation of the chieftain, where Gurkhan would face any who dared contest the leadership of the Dolgans under the watchful eye of the gods. Reward or damnation was a game which Gurkhan had played out nearly two score times already – yet in his old age he was as strong and unbowed as ever.

The drum beat ceased abruptly so that the crackle of fire and snap of splintering bones seemed suddenly and unexpectedly to fill the silence. All eyes were upon Gurkhan – for none dared look upon the shifting glittering shapes that rose and shimmered in the flames.

"I, Gurkhan, name the Dolgans as my people in the name of Tzeentch Changer of the Ways," he cried, drawing himself to his full height – towering above the tallest warrior by two yards, for over the years the gods had been kind to him after their fashion. His eyes, which were as numerous and bright as stars, swivelled upon their myriad stalks, but saw little sign of a challenger. He raised his arms, long and multiply segmented, into the air, claws clicking and long whiskery tendrils twitching as he spoke. And suddenly the flames blazed with a fierce and unholy joy, and a shape formed from pure fire, a shape reminiscent of Gurkhan himself in some strange inhuman way. Words formed in the flames and at that sound the Dolgans cried in pain and covered their ears, for the judgement of Tzeentch was ever agony to the ears of mortals.

"Child of Chaos, who art ever beloved of the fire, thy time upon this earth is done." At these words Gurkhan approached the flames, his segmented body glowing red before the gaping fire, his legs clawing uncertainly as if compelled by a will that was not his own. With a scream and a sudden hiss of vapour he was gone, consumed by his god, whose image amongst the flames grew, if anything, to resemble the fallen leader even more closely. A strong salty smell drifted over the dumbfounded Dolgans. The flames spoke out once more. "Gurkhan is with us now and sustains us – now it is time for the trial by combat – for Tzeentch decrees that there will be a new chieftain amongst the Dolgans and he shall be great in the eyes of Chaos, and the West will tremble before his name – it is written in the flames."

THE TRIBES OF CHAOS

The Shadowlands that lie about the Realm of Chaos are home to many different tribes of men. Close to the borders of the Realm of Chaos, life is impossible. The land is too cold and the mutating power of Chaos too strong. Nor is this borderland of fixed extent or uniform nature. The further from the pole, the weaker the radiant energy of Chaos – but that energy is constantly waxing and waning, spreading the power of Chaos southwards or temporarily loosening its grip.

To the north of the Old World live the Norse tribes: fierce barbarians, fur-clad and warlike – the very epitome of the warriors of Chaos. Their mountainous sea-bound land is haunted by all manner of twisted monstrous creatures, notably mutant Trolls and Giants, and by nameless things that live deep under the mountains. They are warriors at sea as well as on land – building longships in which they harass the southern lands and undertake journeys far to the west. The Norse have pale skin after the manner of men of the Empire. They are generally held to be especially tall and strong, and many have red or fair hair. Those that live the greatest distance from the Realm of Chaos are the least favoured of their gods – and the most likely to be seen openly in more civilised lands as a result.

To the east of Norsca lies the southern arm of the Frozen Sea and, east of that, the Northern Wastes, stretching many thousands of miles to the distant ocean. This cold and barren extension of the great northern steppes is home to fierce nomad peoples, of whom the greatest and most feared are the Kurgan to the west and the Hung to the east. These races are themselves divided into many inter-warring tribes, some more barbarous and bloodthirsty than others.

The Kurgan are a raven haired, dark-skinned and powerfully built race, quite unlike Old Worlders in appearance. They are said to be equally at home on foot or on horseback. When the armies of Chaos gather to

invade the Old World, it is the Kurgan that come most eagerly and in the greatest numbers, for they are a numerous people compared to the other tribes of Chaos. Their lordship extends far to the east and to the south beyond the shadow of Chaos. It is the warriors of the northernmost tribes who are the fiercest and most likely to be chosen by their gods.

The Hung are an oriental race – perhaps shorter and more squat than the people of Cathay but otherwise resembling them. They are reckoned the greatest of all horsemen and are said to learn to ride before they learn even to walk. Northwards, the land is too poor and mountainous to support their horses, and the steeds of the Hung are typically small, tough beasts that can survive where larger warhorses would quickly starve. Here the tribes hunt the mutant monsters amongst the snow-clad mountains, gathering their strength to raid the soft lands of Cathay to the south.

THE INCURSIONS OF CHAOS

When the gods of Chaos call for war, the tribes of the north gather. This power is most keenly felt by the chosen and by the most exalted champions of the gods, but even the youngest of warriors cannot fail to heed its call. The Realm of Chaos itself swells with energy, and from its edges snaking tentacles of power extend southwards. As space is warped by the incursion of the Realm of Chaos into the mortal lands, so the area of surrounding shadow is also pushed southwards. Beneath that shadow the armies of Chaos advance – or some say are driven – for as their homelands are swallowed by darkness, so the tribes are inevitably compelled southwards.

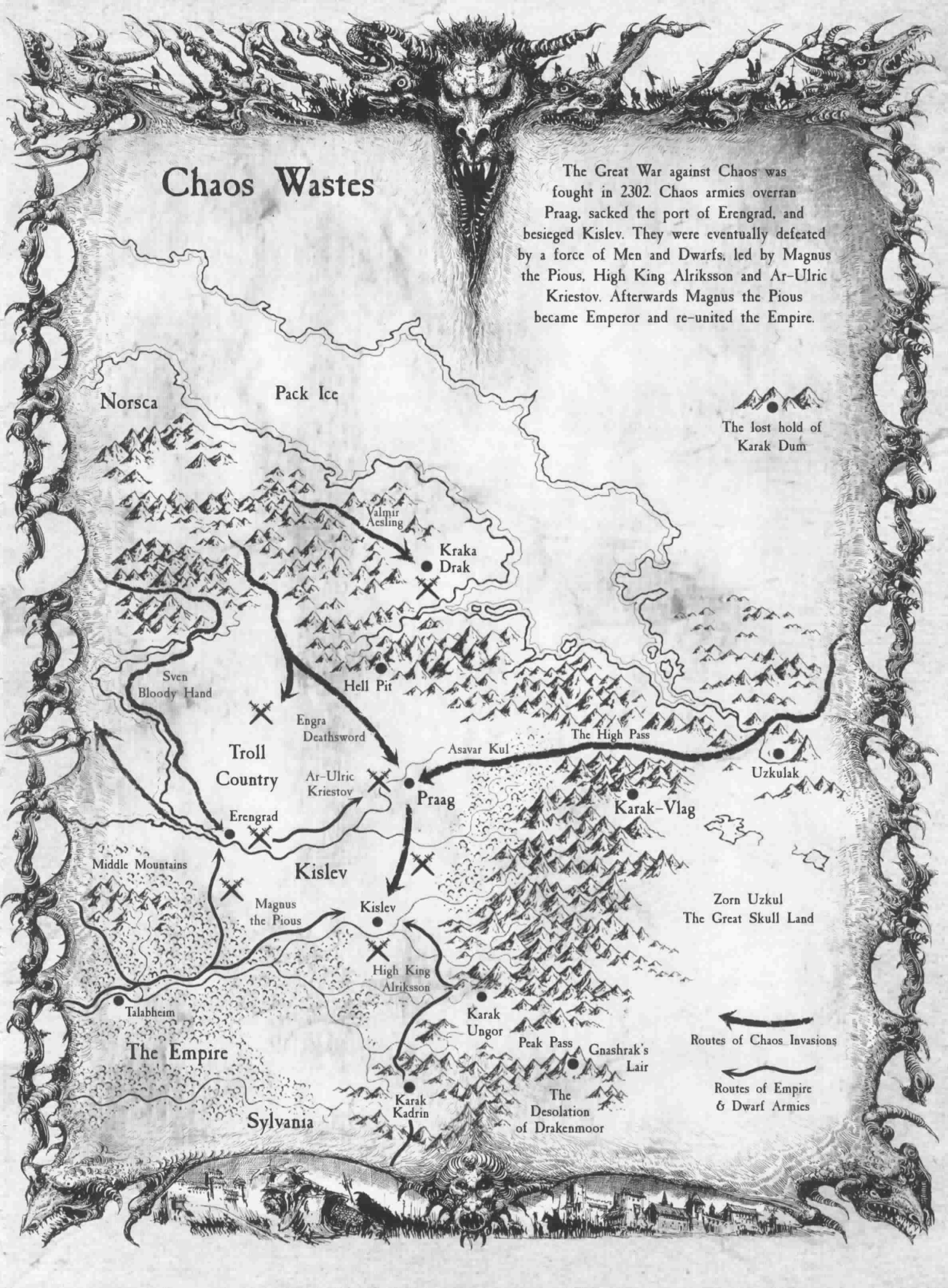
As the borders of the Realm of Chaos heave and flux, so the winds of magic blow hard and the raw power of magic flows into the world. It is said that the Chosen can sense this power as an ordinary man feels the wind or sees the waves upon the sea – and even in the southern lands it is commonly supposed that wizards are able to see sorcerous emanations invisible to others. Upon this wind ride creatures from the Realm of Chaos itself; daemons and spirits, the lesser gods of the tribes, and even, it is said, the gods of Chaos themselves; for spirits draw upon this force as men breathe air and fish water. It is only upon the most powerful and enduring gales of energy that the greatest and most dangerous creatures can endure the mortal world.


Fortunately for mortals, the power of Chaos has always waxed and waned, its tendrils extending and retreating, and for most of the time the shadows lie close against the pole and far distant from the lands to the south. Whether the ebb and flow of Chaos is itself a random and natural phenomenon, in so far as such an unnatural place is subject to natural laws, or whether it follows the direction of a greater intelligence, is impossible to say. The men of the north believe that the will of the gods is not a matter of concern for mere mortals, and perhaps they are right.



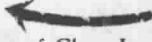
Chaos Wastes


The Great War against Chaos was fought in 2302. Chaos armies overran Praag, sacked the port of Erengard, and besieged Kislev. They were eventually defeated by a force of Men and Dwarfs, led by Magnus the Pious, High King Alriksson and Ar-Ulric Kriestov. Afterwards Magnus the Pious became Emperor and re-united the Empire.




The lost hold of
Karak Dum

Zorn Uzkul
The Great Skull Land


Routes of Chaos Invasions


Routes of Empire
& Dwarf Armies

The Empire

Sylvania

Norsca

Pack Ice

Engra
Deathsword

Troll
Country

Kislev

The Empire

Sylvania

Norsca

Pack Ice

Engra
Deathsword

Troll
Country

Kislev

Middle Mountains

Magnus
the Pious

Talabheim

Valmir
Aesling

Kraka
Drak

Hell Pit

Praag

High King
Alriksson

Karak
Kadrin

Karak
Ungor

Peak Pass
Gnashrak's
Lair
The
Desolation
of Drakenmoor

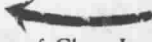
Asavar Kul


The High Pass

Karak-Vlag

Uzkulak

Zorn Uzkul
The Great Skull Land


Routes of Chaos Invasions


Routes of Empire
& Dwarf Armies

Magnus
the Pious

Talabheim

Valmir
Aesling

Kraka
Drak

Hell Pit

Praag

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Kadrin

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Peak Pass
Gnashrak's
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The
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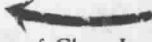
Asavar Kul


The High Pass

Karak-Vlag

Uzkulak

Zorn Uzkul
The Great Skull Land


Routes of Chaos Invasions


Routes of Empire
& Dwarf Armies

THE WERE OF FJIRGARD

Wilhelm Biel had seen much of the world and, though his primary interest was commerce, during his travels he had developed an enthusiasm for wonders both natural and man-made. In Bretonnia he had studied the ruins of Elven cities that lay beneath the modern town of L'Anguille; he had watched gigantic cephalopods in the Middle Sea and seen leviathan in the Great Western Ocean. Once, in a port in Araby, he had even seen a reptile that breathed fire, much to his astonishment and the discomfort of its captors. Now he had brought his ship northwards to the coast of Norsca in search of amber, and the fur of the fox, bear and marten.

It was early in the morning of the third day when he lay down upon the rocky hillside to break his fast and watch life stir below in the little village of Fjirgard. His companion, a young Norseman called Haubr, had spread out a handsome, thick fur for them to sit upon, and from a leather bag he'd produced a loaf of bread, cheese and some strips of smoked meat that Wilhelm understood to be bear meat. As they ate and chatted, the people of Fjirgard went about their early morning business. His own ship lay moored at the quayside and thick-set Norsemen were already loading it with bundles of fur and small but heavy sacks that contained his precious amber. Down in the village a herdsman noisily gathered his goats and drove them to the little meadow, whilst behind them a hunting party made its way up the steeply sided valley.

"Tell me, friend Haubr," said Wilhelm. "Each day now I have seen those women meet at dawn, as they do now, and, having assembled together, some dozen or so carry laden baskets high up the mountainside to what I perceive to be a cave somewhere in that black gully."

Below them the group of women, mostly elderly but some young and with children amongst them, reached the foot of the mountain path. This was but a thin thread of grey against the dark rock, for Fjirgard lay between the mountain and the sea in a little strip of steep land. It was a typical settlement in this respect, for the whole coast was rocky and in places the mountains fell sheer into the sea; only in little bays such as this was it possible to build anything like a village, let alone a town.

"They go to feed the Were," replied Haubr matter-of-factly. "Is it not so in your own town of, how do you say it, Ma-rec-in-berg?"

"Marienburg is quite correct - but we have no creatures of that name. What manner of beasts are these Were?"

"No Werekín?" exclaimed Haubr. "Or perhaps you know them by some other name in your land. The Were are those of their chosen champions whom the gods deem not yet worthy to join them as immortals. The Werekín live deep in the caves until war comes when they shall fight for one last time before rejoining the cycle of life." Haubr could not but notice the expression of incomprehension on the Marienburger's face and added, "It is no disgrace amongst us, you understand. Some are chosen for glory and some are cast down, but even those cast down have been chosen, and when they are reborn they shall be all the greater. It is better to be chosen than to live your whole life beyond the sight of the gods, is it not?"

"But," asked Wilhelm ignoring Haubr's question lest he risk offending the youth with views that regarded such beliefs as heresy, "Why do you confine these Werekín to the caves - are they dangerous?"

"Indeed yes - though once they were men, now they are like animals in both thought and form. Their bodies grow large and distorted and hairy like bears or horny like a troll. Some grow snarling teeth like wolves or claws like the fierce macalmacca that lives in the forest. Others grow scales like serpents, or tails or wings like bats of the moon-tide. They are monsters and many die in battle before ever they return home, or else run blindly in their terror and perish in the wilderness. Yet some come home and the womenfolk tend to them - their husbands and sons - for the bonds of kinship are strong and the Were do not attack their own."

"These creatures which you call Were sound like the mutants we call Chaos Spawn, for I have heard of such monsters in the armies of Chaos."

"Perhaps," replied Haubr cautiously. "The gods choose some for immortality and some for oblivion - is it not thus the whole world over?"

"Nay," Wilhelm shook his head. "I have never heard such a thing in all my travels - no Were and no immortals either."

"Then I pity you and all the world," said Haubr earnestly, "that of all the races of Men, the gods favour we Norse alone."



GODS AND DAEMONS


The gods inhabit a realm of pure energy and formless power that exists outside of space and time. This is not literally a realm, nor is it literally a place at all, but as no mortal can really visualise such a thing, it is convenient to think of it as a kind of coexistent space or alternate dimension. By the same token, its inhabitants are not creatures for they have neither bodies nor minds as those things are understood by mortals; they are elements of pure thought and pure emotion – concepts and impulses ordered by neither form nor reason. These entities, if we may call them such, are but reflections of the subconscious minds of mortals – a mirror of the heaving turmoil that is the sum of mortal hope, despair, rage and pleasure.

Thus are gods made real because they are created in the subconscious minds of men. The idea of gods gives them birth and endows them with power for good and ill. From the minds of men are born spirits of multitudinous kinds – some are the slaves of greater powers, some are of uncertain status, feeding upon and being consumed by others larger and more powerful still. All these spirits are but the creations of mortal vice and mortal virtue, of mortal strength and mortal frailty, from the greatest to the slightest, and from the most noble to the most base.

Of these gods, the greatest of all are the four that are called the Dark Gods. The unwitting creations of Mankind's most powerful subconscious, they may be summarised (if imperfectly) as rage, hope, despair, and pleasure. They are Khorne the Blood God whose bellows of rage echo across the multiverse, Tzeentch the Changer of the Ways and Master of the Weave of Time, Nurgle the Lord of Decay whose rotting carcass oozes corruption, and Slaanesh the Dark Prince, neither man nor woman, whose beauty is such that the merest glimpse is deadly to mortals. These are the greatest of the gods to whom all other gods – each and every one – are but portions or conjunctions.

Each of these Dark Gods is a great power in the realm of energy they inhabit. Just as the subconscious thoughts of men are complex and interwoven, so the Dark Gods are complex, often contradictory, entities whose motivations are not always logical or coherent. Just as Man's greatest fears are often accompanied by lesser terrors and minor irritations, so the Dark Gods are amalgams of many different ideas and concepts, each of which has its own subordinate existence within the whole. Such is the nature of the daemons of the Dark Gods – at once a portion of their master and at the same time entities in their own right. Thus may be imagined the dreaded Hounds of Khorne, the savage hunters of the Blood God, at once servants of Khorne and manifestations of his own relentless sense of vengeance.

The appearance of gods and daemons in the material world is not necessarily the appearance that those daemons have in their own existence – for there they have none at all. But in the thoughts of men they acquire shapes and attributes, and these things bind them into forms and mould their minds when they manifest themselves in the world of time and space. Even these



physical forms are not necessarily consistent – for neither is mortal expectation universally the same – but the traditions and beliefs of Mankind are powerful. Though even the Dark Gods have many names and multiple images and abilities amongst different peoples, all mortals recognise the common themes, appearance, and traits that mark the gods and daemons apart.

This is what daemons are – portions of a god's power made manifest, imbued with physical form and intelligence that is moulded by the expectations and traditions of mortals. They are sorcerous creatures whose bodies and minds are created from magical energy, and which will eventually dissolve back into magical energy. As such, daemons can only exist in magically saturated environments such as can be found in the extreme northern lands of the Warhammer world and within magical constructs such as pentagrams and vessels of containment. Only when magical power – the raw energy of Chaos – spills into the wider world can daemons wreak a greater havoc in the realms of mortals.

But to the men of the Warhammer world such knowledge is unthinkable – to the Northlanders the favour of their gods is a vital and glorious part of their lives. The Dark Gods are mighty forces that stand behind the tribes of Chaos, rewarding the brave, confounding their foes, and destroying the weakling gods of the southlands. To the men of the south, the Dark Gods are barbaric primal entities that stand in stark contrast to their own refined, sophisticated, and civilised deities. To imagine that those very deities were but shards of the infinitely more mighty thing that is Chaos would be too terrifying for any priest of Sigmar, Ulric, or priestess of Shallya to even contemplate. As the wiser and less sanctimonious Elves might counsel, it is best to put such thoughts aside and let such doubts remain unvoiced, for the alternative is to turn to darkness.



TZEENTCH, CHANGER OF THE WAYS

Tzeentch is the Changer of the Ways, and change is the essence of Chaos itself, as well as of the ever-mutating energy that is known to mortals as magic. Also known as Tchar among the barbarians of the north, Chen in the exotic east and Shunch in the steaming jungles of the south, his name is always a byword for change. Everywhere, though, he is the Great Schemer, a subtle manipulator with an all-encompassing knowledge. His plans are inevitably convoluted and vast, spanning across untold aeons, inexplicable and contradictory to all mortal minds. He is the Puppet Master, pulling the strings of fate and controlling the destiny of his followers and enemies alike. Tzeentch does not have a single form, normally manifesting himself as a cloud of light that constantly changes colour. His symbol is often a representation of the writhing serpent of change, and his daemons and champions are frequently gifted with eerie bird-like beaks, claws and multi-coloured feathers. Their skin and armour is in constant flow, changing shape and colour, forming grotesque cackling faces that mock their opponents, always repeating their words with new and disturbing nuances.

Tzeentch gifts those who honour him with superior magical powers that they craftily use to bend reality to their will. Among the northern tribes, shamans pray to him, asking for predominance over the warrior-chieftains and fortune in all their magical endeavours. Ultimately they will receive the gift of mutation far beyond others, or that when that time comes they will accept it with ecstatic abandon. In the Empire and the other kingdoms of Man, worshippers of Tzeentch gather in secret covens by which they use every means to increase their own personal standing and to expand the influence of their patron. The ones who are most vulnerable to the lure of the Great Mutator are wizards, scholars and other educated individuals who thirst for more knowledge and ultimately for power. These sects are normally led by a Magister, the most powerful sorcerer among the members, and divided into many different levels of affiliation. They are so secretive and complex that the only one who knows the identity of all the cultists is the Magister himself.

Few of the followers of Tzeentch can reach the end of the long road that leads to the title of Champion, but those few become the most awesome of all Champions of the Dark Gods. They are blessed with both exceptional warrior skills and the mighty magical powers of the Lord of Magic. This deadly combination makes them very dangerous foes – cunning leaders and awesome warriors who command their armies with unerring prescience. How is it possible to defeat an opponent who seems to know your every move in advance?





KHORNE, THE BLOOD GOD

Khorne is the Blood God, the Lord of Skulls, also known among many of the northern tribes as Arkhar or Kharnath, as well as a myriad other names. He is perceived as an angry, raging god of bestial strength and merciless battle prowess who rewards bravery, might at arms and conquest. In the few depictions of Khorne that exist, he is represented as an overly-muscled, beast-headed being, sitting on a massive brass throne atop a mountain of skulls, said to be the skulls of those slain by his Champions, as well as the heads of his followers who have fallen in battle.

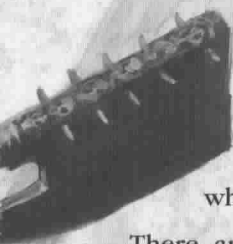
Chained to his throne are flesh hounds, and it is written in dark texts that a follower can call upon Khorne to let loose these merciless hunters upon a foe, in particular those craven enemies who refuse to fight in open battle.

There are no temples to Khorne and few true ceremonies in his name, for he is the God of War and is worshipped on the battlefield. The only known dedication is the bloodthirsty battle-cry roared by all his followers – “Blood for the Blood God!”

In the wider world beyond the Chaos Wastes, some worship the god Khaine, Lord of Murder, though whether the Elven god Khaine is Khorne by another name or a lesser power in his own right is debated over by scholars inclined to such heretical and dangerous subjects.

Khorne despises spellcasting and magic in general, although magical weapons and armour that aid the slaughter in his name are a different matter. There are no wizards dedicated to Khorne, for a Champion of Khorne is the embodiment of the warrior who battles his enemy face-to-face rather than blasts his foes from afar with magical bolts. Axes are favoured weapons of Khorne, and another common mark worn by his followers is the Collar of Khorne: a massive studded ring clasped around the neck in imitation of the collars worn by the Flesh Hounds.

Champions of Khorne are unpredictable fighters, for they believe that a day gone by without a death in Khorne's name is a day wasted. For this reason, they are as likely to attack friends as much as foes, particularly when true enemies are hard to come by. Khorne's Champions are highly competitive, and unless they believe that their god has brought them together for a grander battle to come, when two Champions meet it almost inevitably ends in bloodshed and the death of one or both of them.





NURGLE, LORD OF DECAY

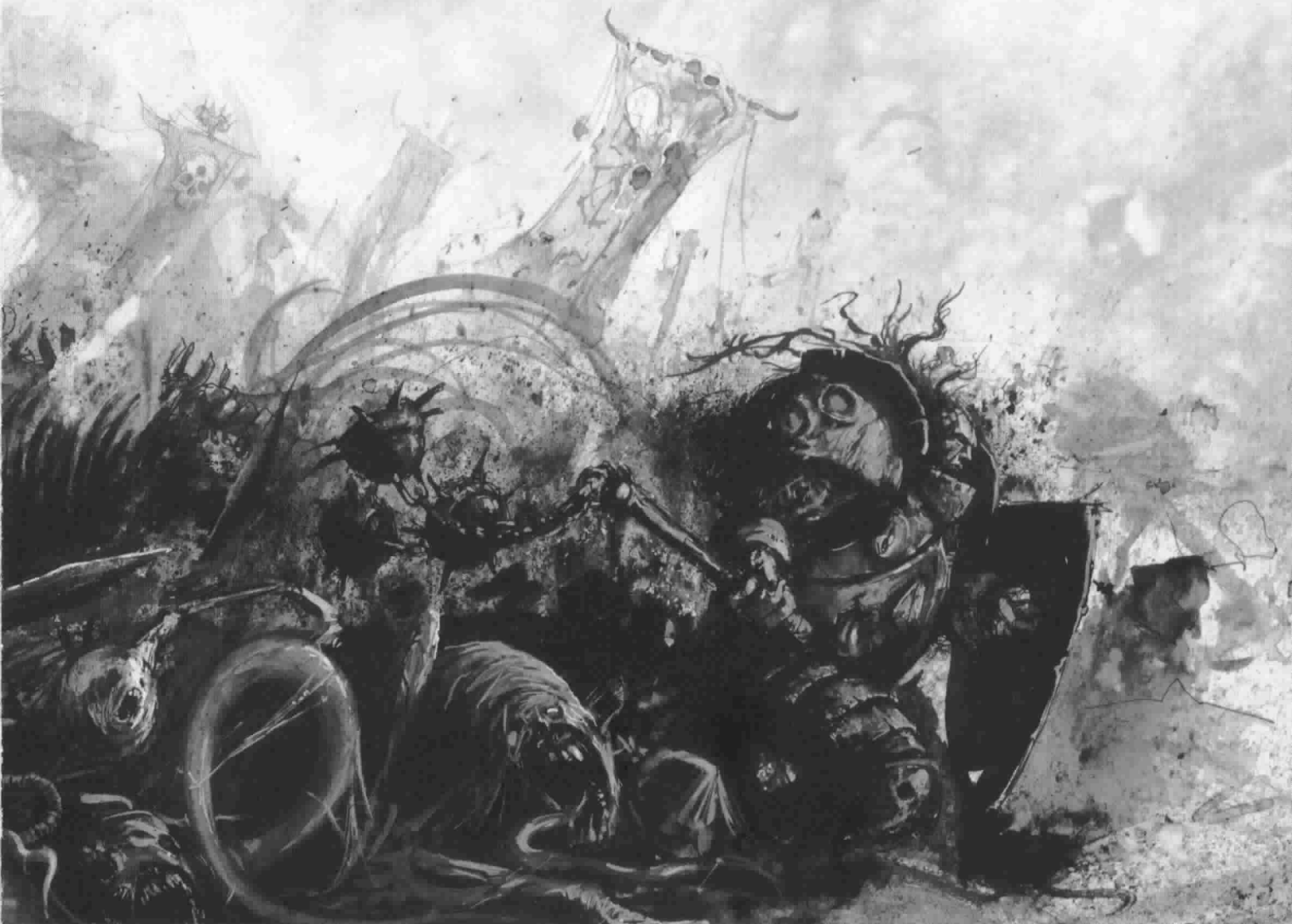
Known also as Nurglitch, Onogal, Neiglen and by many other titles, Nurgle is the Lord of Decay. It is he who unleashes famines and pestilence upon the world, and so it is to Nurgle that mortals turn when they wish protection from the ravages of disease, age and the inevitable decline brought by the passing years. When the crops are spoilt, when a child falls feverish and when wounds begin to fester on the field of battle, supplications are offered to Nurgle for him to stay his hand.

To his followers, Nurgle appears as a massively bloated creature, festering with boils, poxes and surrounded by a dark cloud of flies, each of which carries the symbol of the god upon its carapace. His skin is rent and torn, and from his exposed guts spill the Nurglings, the spiteful mites of Nurgle. Nurgle is said to delight in every new pox, every unique rash and blister, and of all the gods takes the most interest in the plight of his mortal followers.

Nurgle is portrayed as a kindly, almost jovial god, known often as Father or Grandfather Nurgle.

While foolish non-believers may moan and gnash their teeth and pull their hair when plague sweeps the lands, and villages and towns tumble into ruins, those dedicated to Nurgle laugh to see the great works of their master. They have accepted the futility of defying Nurgle and the inescapable dilapidation that he brings, and instead embrace the delights of decay and disease, the pleasures of entropy and ruin.

He bestows his gifts of pestilence and decay with a generous spirit. Nurgle's Champions, ravaged by disease, are themselves protected from such plagues, for they become inured to the pain and discomfort, and while their bodies may corrupt, the spirit of Nurgle sustains them when lesser mortals would die. Thus the Champions of Nurgle can endure wounds and afflictions that would cripple others, and yet still fight on in his name. They are horrific to look upon, more so even than other Champions of Chaos, for their peeling flesh, their stomachs bloated with corpse-gases and their charnel stench is a reminder of the fate that awaits all living creatures.





SLAANESH, THE DARK PRINCE

Slaanesh, the Dark Prince of Chaos, is the youngest of the four greater Chaos gods. Known under a multitude of names, including Shornaal and Lanshor, the Lord of Pleasure is patron of all things beautiful and seductive. Master of excess and creative power, his realms of influence include music, art and passion. The embodiment of indulgence in all its forms, Slaanesh's allure is highly addictive, and those who follow him are quickly overcome by the seductive vices of pride, arrogance and excess. Divinely beautiful and alluring, Slaanesh is portrayed as exuding a palpable and irresistible charm. Slender, long-limbed and elegant, the god is completely androgynous and defies the natural order of the world. He teases the souls of his enemies from their bodies as they gaze with adoration and longing into the hidden depths of his lustrous eyes.

Slaanesh in his many guises is honoured all through the Northlands, as well as within the Old World. The tribesmen of the north seek the favour of Slaanesh for personal gain, for the Dark Prince of Chaos has it within his power to instil his followers with a portion of his radiant glory, ensuring that mere mortals will fall at their feet in devotion. In ages past, a faction of the Elves of Ulthuan fell into perverted worship of the Lord of Pleasure, and this is what is rumoured

to have brought about the great division of that noble race. In hidden covens within the hearts of the greatest of cities and throughout the decadent upper classes of society, secretive cults thrive. How many have inadvertently slipped into the tender embrace of Slaanesh as they succumb to the sins of self-indulgence? How many great leaders of men have turned to the Dark Prince of Chaos to secure their position, or to gain the support and respect of their fellows? Slaanesh hungrily preys upon these mortal weaknesses, and delights in the devotion that is heaped upon him.

Champions of Slaanesh are majestic, charismatic leaders, who are adored by their followers and attract large warbands. Such adoration is easy to embrace, and as the Champion becomes more absorbed with his goal, he becomes more distant from his followers, his aloofness and otherworldly persona only fuelling their adoration. The glories of Slaanesh are great, and Slaaneshi Champions are immensely proud of the gifts bestowed upon them by the Dark Prince, bathing in the praise heaped upon them by lesser mortals. They are imposing individuals, with an allure and attraction that goes beyond mere physical beauty, and move with effortless grace and exquisite precision. The sheer presence of a Champion of Slaanesh is inspiring; they are surrounded by an aura that delights others and drives them to acts of great loyalty and sacrifice. They become removed from mortal concerns, so that pain, fear, loyalty and humanity are left behind, leaving them entirely focused on achieving their own ambitions. All other creatures become subservient to the will of the Champion, there merely to give adulation or be destroyed.



FOLLOWERS OF CHAOS

In this section of the Bestiary, we look at the mortal servants of Chaos: the Warriors and Marauders who make up the bulk of a Chaos Champion's warband, and who fall upon the lands of the south in search of glory.

WARRIORS OF CHAOS

Amongst the Northmen there are those who feel the pull of Chaos stronger than others. Their gods call to them. Such gifted men and women are said to tread the path of the gods, and head in search of glory, power and, ultimately, immortality. Once a warrior starts to tread this dangerous road it can end only in three ways, for there is no turning back. The brave fighter may die in glorious battle against the enemy of his gods, in which case his soul will go to join the essence of his deity, or be reborn into another mortal shell to serve the gods again. The Chaos power coursing through his body may overcome him and he becomes a deformed monstrosity known as a Spawn of Chaos. Alternatively, if he is strong enough, if he has strength of mind enough for the hard battles ahead, he may well achieve the goal of daemonhood and be blessed by the gods with great power and everlasting life.

Warriors of Chaos are awesome fighters, raised from strong Northman stock, their skills honed over the years by constant battle amongst themselves and against other races. They are held in fear and awe by the tribes of the north, and have great respect and authority amongst the tribes.

More favoured even than this elite are the Chosen of Chaos, whom the gods have marked out for greatness. The Chosen of Chaos have physical manifestations of their god's power, their bodies warped and strengthened by mutation. Chosen are ferocious fighters, towering above normal men, with Chaos-infused muscles, sometimes even sprouting massive claws, wolf-like fangs, and many other alterations and gifts of the gods.

Warriors of Chaos who leave their people gather together in warbands, led by the strongest amongst them, the true Champions of Chaos. These warbands roam the lands, butchering and pillaging, fighting the warbands of other Champions to prove their worthiness to their chosen gods. In this way, the strongest survive to serve their gods while the weak fall by the wayside, as has been the tradition in the north for untold generations.

When a Champion of Chaos becomes particularly powerful, his strength of mind and might at arms will be sufficient to forge an army, gathering together other Champions and their warbands from across a wide area, their common dedication to Chaos and their lord's own indomitable personality pushing aside their mutual enmity, for a short time at least.

	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	5	3	4	4	1	5	1	8
Champion	4	5	3	4	4	1	5	2	8
Knight	4	5	3	5	4	1	5	1	8
Knight Champ.	4	5	3	5	4	1	5	2	8
Aspiring Champion	4	6	3	5	4	2	6	3	8
Exalted Champion	4	7	3	5	4	2	7	4	8
Lord of Chaos	4	8	3	5	5	3	8	5	9
Chaos Steed	8	3	-	4	3	1	3	1	5

SPECIAL RULES

Marks of Chaos: Chaos characters and units of Chaos Warriors or Chaos Knights can be given Marks of the Dark Gods as listed on page 46.

CHAOS ARMOUR

All-enclosing suits of Chaos armour are the living gifts of the Dark Gods upon their Champions. They become part of the wearer's body, and can never be removed once put on.

Chaos armour gives a 4+ armour save. It can be combined with other equipment as normal. Sorcerers can wear this armour and cast spells.

CHAOS MARAUDERS

The tribes of Northmen that flock southwards with any Chaos invasion are known amongst those unfortunate enough to be in their path as Marauders. When not invading in such force, numerous bands of Marauders mercilessly pillage the farmsteads and villages of the Empire and Cathay. Chaos Marauders are natural fighters, born in hardship and forged by a life of battle. They look upon southerners as cowardly weaklings, no more suited to the battlefield than a newborn babe.

Marauder tribes are spread across the north of the world, some of them in rough settlements of log and stone, particularly in the snow-swept land of Norsca. When the shadow of Chaos spreads, the Norse leave their homes in force, guided by their gods, and join the Warriors and Knights of Chaos as they rampage south. Others tribes, like the Kurgan and Hung peoples, live a nomadic life across the wild steppes north of the Darklands, living in the saddle and setting camp wherever the will of the gods leads them.

Some tribes of Marauders hold horses in high esteem, while others regard them with fear and suspicion. To many Marauders, a horse is a sign of status and only the best warriors may ride them. These mounted raiders are a constant threat along the borders of more civilised lands, and when the Marauders gather in strength it is scouting parties of these riders that guide them to the richest settlements.

"From the harsh snowlands they come. Blond of hair they are, and blue of eye, and tattooed upon the arms and face and chest. Others are raven-haired, with cruel sneers, delighting in the pain and misery they herald. From the north and east come these savage marauders, with slaving dogs on whipping leashes. Their eyes are mad with bloodlust, for blood they thirst for, driven forth on the whims of the gods they seek to appease. Clad in but few garments and wielding clumsy and brutal axes and maces, they rage against the civilised lands of the south, burning, pillaging, looting all before them to offer up as sacrifice to their uncaring masters beyond the gates of hell in the northern wastes."

The Liber Chaotica, penned by Richter Kless, Priest of Sigmar, declared insane.

	M	WS	BS	S	T	W	I	A	Ld
Marauder	4	4	3	3	3	1	4	1	7
Chieftain	4	4	3	3	3	1	4	2	7
Warhorse	8	3	0	3	3	1	3	1	5

SPECIAL RULES

Fast Cavalry: Marauder Horsemen use their speed and manoeuvrability to strike at the enemy where they are weakest. They follow the rules for fast cavalry given on page 117 of the Warhammer rulebook.





The dark figure stomped into the centre of the encampment, his intricately designed and stylised black armour glinting in the flickering firelight. He wore a heavy fur pelt over his broad shoulders, and his face was obscured by a leering, bestial skull-helm. Swinging his head from side to side, he glared at the tribesmen, who fell back before his awesome presence.

He stamped his staff into the blackened earth, charms and bones rattling ominously. With one gauntleted hand, he reached up to his enclosed helm and pulled it free. A shock of jet-black hair fell to his shoulders. His face was pale and drawn and his cheeks covered in ritual scarring, intricate arcane designs that were carved deeply into his flesh. His eyes were completely black and reflective, and the hardened tribesmen flinched and looked away from his unearthly gaze.

Raising his staff high into the air, he roared at the night sky. Dark lightning flickered at the corners of his midnight eyes as the heavens answered his call, deep, rumbling echoes sounding over the plains. The darkness gathered around him like a whispering cloak, shadows coiling out from the surrounding gloom to hover behind him. The twisting blackness reached out with amorphous tendrils, their icy touch sucking the warmth from the warriors' bodies, and making the fire shrink out of existence.

In darkness the Sorcerer spoke, his voice as though there were a dozen people speaking the same words from his throat.

As one, the tribesmen fell to their knees before the sorcerer, one who was truly touched by the mightiest of gods.

SORCERERS OF CHAOS

Those who use the raw winds of magic to cast spells are known as Sorcerers, powerful spellcasters, able to unleash black bolts of energy from their fingertips, transport themselves from shadow to shadow, or flay their foes with burning fires.

But such potency comes at a cost, and the gods often demand a high payment for the power they bestow upon a Sorcerer, gradually eroding their sanity whilst their bodies twist and mutate with the energies coursing through them.

Sorcerers are seen amongst the Northmen as the oracles of the gods, and often act as advisors and counsellors to the northern tribes. They interpret the will of the Great Powers, divining with sacrifices and daemon summoning.

	M	WS	BS	S	T	W	I	A	Ld
Sorcerer	4	5	3	4	4	2	5	1	8
Exalted Sorcerer	4	5	3	4	4	3	5	2	8

SPECIAL RULES

Marks of Chaos: Sorcerers of Chaos can be given a Mark of the Dark Gods as listed on page 46.

Magic: All Sorcerers are Wizards. They may use spells from the Lore of Death, Shadow or Fire.

Alternatively, if they have the appropriate Mark, they must use spells from the Lore of Slaanesh or Nurgle.

Note that Tzeentch Wizards are all Champions not Sorcerers, which is why Sorcerers cannot choose the Lore of Tzeentch.

CHARIOTS OF CHAOS

The most successful Chaos Warriors ride to battle upon mighty chariots, crushing the foe beneath iron-shod wheels and running them down with flashing scythes. A heavy chariot at full speed is a devastating weapon, combining a bone-splintering impact with the flailing hooves and fangs of the creatures pulling it and the hacking and slashing of the warriors on board.

Chariots are more than just a machine of war, they are a symbol of status and power. Quite often a Champion will ride to battle upon a chariot festooned with icons and banners, proclaiming his victories and allegiance.

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	-	-
Warriors	-	5	-	4	-	-	5	1	8
Chaos Steed	8	3	-	4	-	-	3	1	-

SPECIAL RULES

Chariot: See the Chariot rules on pages 126-128 of the Warhammer rulebook.

Marks of Chaos: Chariots of Chaos can be given a Mark of the Dark Gods as listed on page 46.

BEASTS OF CHAOS

In this part of the Bestiary we look at the beasts and monsters which accompany the armies of Chaos: vicious, bloodthirsty creatures warped into unnatural growth by the power of Chaos.

SPAWN OF CHAOS

A Champion who is visited by too many gifts of the Dark Gods eventually succumbs to madness and mutation and becomes a Spawn of Chaos. To many Northmen this is seen as a great favour, for the Champion becomes a true creature of Chaos, warped beyond recognition, no longer fettered by mortal concerns of self-preservation, loyalty or even anything more than instinct. The fate of a Spawn is to die, either on the field of battle by axe or sword, torn apart in the wilds by even more savage creatures, or literally ripped asunder by the Chaos energy that continues to course through its twisted body.

Some Spawn of Chaos are even more remarkable, possessing particular traits of the gods. The Beasts of Nurgle drip with slime that burns the ground, their lashing tentacles and rasping tongues infecting their foes with a single caress. Spawn with long serpentine bodies and many writhing, sinuous tentacles are known as Fiends of Slaanesh. Such creatures race across the field of battle, ensnaring the enemies of Chaos with their flailing arms and vicious talons.

The Bloodbeasts of Khorne are masses of muscle and tendon, with pulsing veins and whip-cord sinew. Their many snapping jaws, razor-sharp claws and beweaponed tails decapitate and disembowel with a single sweep.

Most bizarre of all are the Firewyrms of Tzeentch, constantly rippling and shifting with the power of change. Their skin blisters into eyes, maws open on distended limbs, flames lick from screaming orifices and gout out in blasts of purple, red and blue, incinerating those close by.

	M	WS	BS	S	T	W	I	A	Ld
Spawn	2D6	3	0	4	5	3	2	D6+1	10

SPECIAL RULES

Special Movement: Spawn of Chaos are moved in the Compulsory Movement part of the Chaos player's Movement phase, moving 2D6" each turn. The player has no control over the distance moved, but must nominate in which direction the Spawn will move before rolling the dice (this must be in a straight line).

If the Spawn's movement is sufficient to take it into an enemy unit then it counts as charging, following all of the normal rules. The target may make a charge response as normal, counting the Movement value rolled as the Spawn's maximum charge distance (for the purposes of fleeing, standing and shooting, etc).

Special Attacks: Chaos Spawn have a random number of Attacks. This is rolled at the start of every Close Combat phase. Roll to hit and wound as normal.

Unbreakable: Chaos Spawn are mindless creatures with no sense of their own mortality. They are therefore Unbreakable as described on page 112 of the Warhammer rulebook.

Fear: Chaos Spawn are nightmarish creatures which fill mortals with loathing and dread. They cause *fear* as described on page 81 of the Warhammer rulebook.

Unit Strength: Chaos Spawn have a Unit Strength of 3.

Beasts of Nurgle: Beasts of Nurgle have poisoned attacks (see page 114 of the Warhammer rulebook).

Fiends of Slaanesh: A Fiend of Slaanesh has a Movement value of 3D6", instead of 2D6".

Bloodbeasts of Khorne: Spawn of the Blood God have +1 Strength (making them Strength 5).

Firewyrms of Tzeentch: These creatures breathe magical flames. They have a Strength 3 breath weapon (see page 114 of the Warhammer rulebook). If the Spawn is not engaged in combat, it will target the nearest enemy unit it can see (this is the Chaos player's choice in the case of two or more units being equally distant from the Spawn).



CHAOS DRAGONS

Once the proud and noble rulers of the skies, now split, changed and shredded by the forces of change, the terrible two-headed Dragons of Chaos are the offspring of the ancient drake Galrauch. Borne aloft on wings no longer merely of flesh and bone, its muscles and organs are open to the world. Wreathed in smoke and flame, the Chaos Dragon is the mightiest beast of the north, a terrifying nemesis of all order and sanity that can break the backs of armies with its steel claws and teeth. Chaos Dragons are invariably wicked creatures, as fickle as the god Tzeentch who originally spawned them.

In times of war the Chaos Dragons feel the call of the gods as much as all other creatures of Chaos, and some have been known to join the armies of the north as they march against the soft-bellied southerners. Only the most powerful Lords of Chaos can bend such a beast to their will and ride into battle mounted atop such a monster, and even then it is more an unholy alliance of destruction than a matter of master and servant.

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dragon	6	6	0	6	6	6	3	6	8

SPECIAL RULES

Terror: Chaos Dragons are horrific beasts that cause *terror* as described on page 81 of the Warhammer rulebook.

Scaly Skin: The tough scales of the Dragon give it a 3+ armour save (see page 112 of the Warhammer rulebook).

Fly: Chaos Dragons soar the skies and can *fly*.

Large Target: Dragons are amongst the largest creatures in the world. Chaos Dragons count as large targets.

Breath Weapons: Chaos Dragons have two different breath weapons (see page 114 of the Warhammer rulebook). A Chaos Dragon may use both in the same turn. Each turn, one head breathes fire, which is Strength 4 and the other breathes a cloud of corrosive gas, resolved at Strength 2 with a -3 to Armour saves.

WARHOUNDS OF CHAOS

Many Northmen tribes breed and train massive hounds for a variety of purposes, such as hunting and sport. Some Kurgan tribes delight in the spectacle of trained pit hounds fighting against bears, trolls and other creatures. Generations of selective breeding has created the most vicious and powerful hounds, which are more wolf than dog, and dedicated handlers rear these beasts to hunger for flesh and blood. These natural killers are made all the more horrifying by the warping effect of Chaos, causing them to sprout horns, tusks and spines.

	M	WS	BS	S	T	W	I	A	Ld
Warhound	7	4	0	3	3	1	3	1	5

Note: *Marauders train their Warhounds to use their weight of numbers to full advantage which means that, while they do not get the bonuses of fast cavalry, they will get a rank bonus in combat.*



DAEMONS OF CHAOS

The following pages of the Bestiary detail the daemonic forces of Chaos: otherworldly entities that defy natural law. Unless otherwise specifically stated, all characters, monsters and units described on the following pages follow the Daemonic special rules given below.

DAEMONIC SPECIAL RULES

The following rules apply to all Daemonic creatures. Non-Daemonic models may not join a Daemonic unit, and a Daemonic model may not join a non-Daemonic unit. The only exception to this is a character riding a Daemonic Mount, Steed of Slaanesh, Juggernaut of Khorne or Disc of Tzeentch.

Instability and Break Tests: When daemons lose a round of combat they must take a special Daemonic Instability test instead of a Break test. In multiple combats, each Daemonic unit must test separately. Use the following procedure to take a Daemonic Instability test:

1. Calculate combat resolution as normal.
2. Roll 2D6 and compare this to the daemons' Leadership value, with no combat resolution modifiers. If the roll is higher, the daemons lose their grip on the mortal world and disappear from the battlefield. They count as destroyed.
3. If the unit does not instantly disappear, compare the dice roll to their Leadership value, taking into account any modifiers for combat resolution. For each point the unit fails its Instability test by, the unit suffers one additional wound. No saves of any kind are allowed against these wounds, including Ward saves, regeneration, etc. If characters are present in the unit, the controlling player can decide how to allocate wounds between the character/s and the unit.
4. If a Daemonic unit is wiped out by instability in the first round of combat, the enemy may overrun as normal.

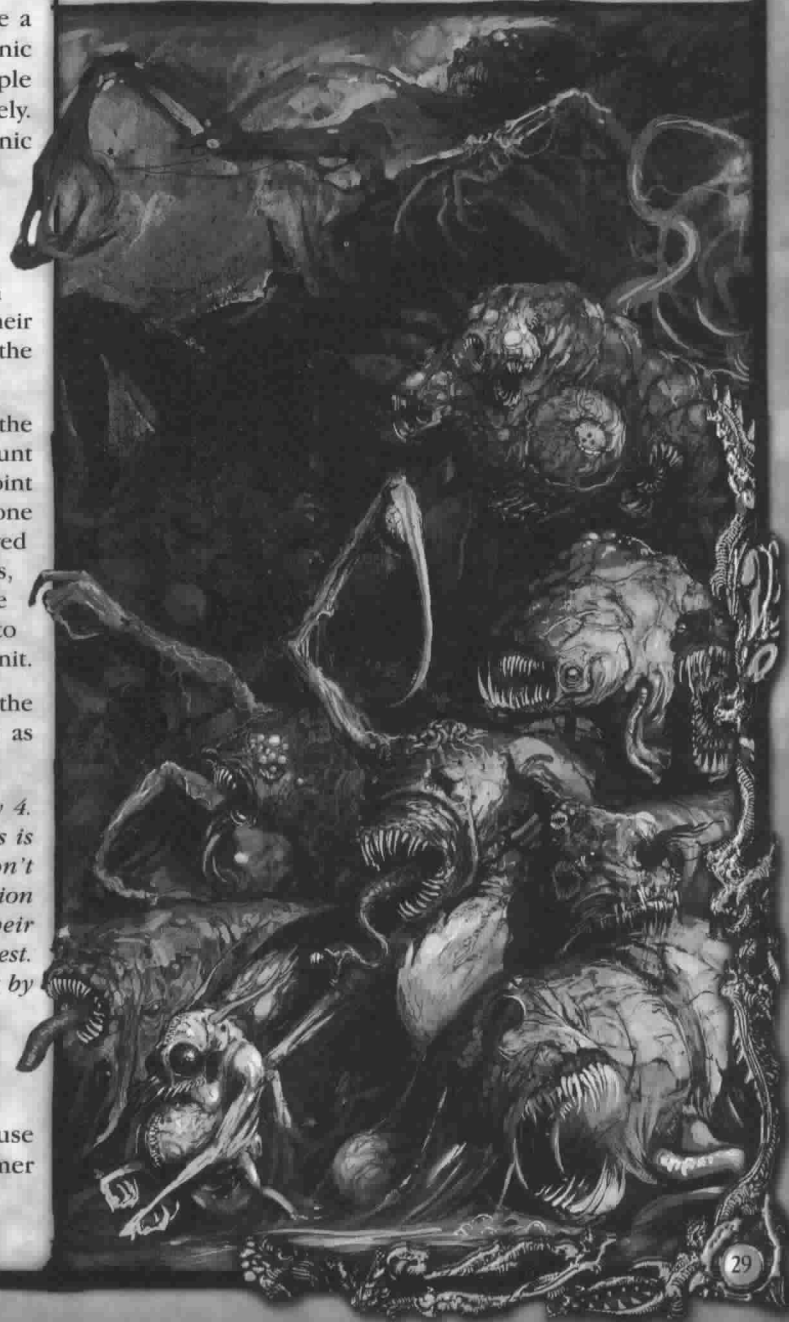
Example: A unit of Bloodletters loses a combat by 4. The controlling player scores 7 on his 2D6 roll. This is lower than their Leadership of 8, so they don't disappear totally. However, because combat resolution modifiers count for Daemonic Instability, their Leadership is reduced to 4 for the second part of the test. This means that the Bloodletters have failed the test by 3, and so the unit suffers three wounds.

Immune to Psychology: Daemons are immune to psychology.

Fear: Daemons are otherworldly entities that cause fear as described on page 81 of the Warhammer rulebook.

Daemonic Aura: Daemons are not of mortal flesh and have some immunity to mundane weapons. Daemons get a 5+ Ward save. However, this Ward save cannot be used against magical attacks (ie, spells and magic items).

Daemonic attacks: Being corporeal manifestations of Chaos, Daemons' attacks are magical and can wound ethereal creatures, etc. This includes any special or ranged attacks they may have.



The fell daemon lashed out with its dark blade, cutting down another warrior with a powerful blow that sliced through the puny mortal's steel armour with ease. The two halves of the man fell to the ground, blood fountaining in all directions. The daemon roared its pleasure as the blood flowed over its rippling muscles, a cry that was mirrored by thousands of its daemonic kin bathing in the joy of the slaughter.

Another heavily armoured man stepped forwards, his face a mask of resolve as he swung a heavy sword in both hands. The blade chopped deeply into the daemon's side, and steaming ichor dripped to the ground. Glancing disdainfully for a moment at the wound, the daemon raised its gaze to lock onto the eyes of the mortal warrior, who staggered as he felt a stab of pain sear through his head. A feral grin touched the creature's lips, exposing row upon row of needle-like teeth. Fire burned in the daemon's reflective eyes, and smoke rose from its throat as it reached out with a dark taloned hand. The immortal Daemon Prince grasped the man around his neck and twisted viciously. With a sharp crack, the mortal's body went limp and was thrown contemptuously to the ground. Smaller, insubstantial daemons leapt upon the fallen warrior, tearing him apart in their hunger.

The deep wound on the Daemon Prince sealed itself and it leapt into the air, great black-skinned wings unfurling from its back. With a powerful beat of its pinions, it propelled itself towards the few remaining mortal warriors. The red sky above roiled and twisted, and the air was filled with the horrified screams of the mortals and roars of pleasure tearing from inhuman throats.

DAEMON PRINCES & EXALTED DAEMONS

Daemonhood is the ultimate goal for those who tread the path of Chaos. It is the reward for decades of dedication to the Chaos gods, giving immortality and unimagined strength and power. Daemon Princes are considered by some to be even more dangerous than the Greater Daemons, for they still retain much of their individuality and independence, unlike other daemons which are merely vessels of their master's will. All of them are born aloft by huge wings, one of the signs of daemonhood, enabling them to fly across the battlefield, laying waste to the enemy with gigantic weapons imbued with raw chaos energy.

As well as being transformed into a Daemon Prince, a servant of the Dark Gods may well become possessed by the spirit of a daemon. Such creatures are not as powerful as Daemon Princes as they must expend much of their energy maintaining their hold on the mortal realm. These Exalted Daemons, as they are known, often follow Daemon Princes and Greater Daemons into battle, but it is also not unheard of for a mortal Champion to command an Exalted Daemon to his bidding.

Daemon Princes and Exalted Daemons are as varied as the Champions of Chaos from whose ranks they spring. Some are awesome warriors, particularly the Daemon Princes of Khorne, while followers of Tzeentch who are elevated to daemonhood are potent spellcasters. As they stand on the borders between mortal and daemon, Daemon Princes are known to command legions of either men or daemons. Some Daemon Princes leave behind their mortal followers and lead the daemonic hosts from the Realm of Chaos, sustaining them with their own unnatural energy. Others continue to lead their warband, who view their great leader as a demigod, which is not far from the truth.

In fact, some of the oldest and most powerful Daemon Princes are worshipped as deities in their own right. They become local gods for villages and tribes, acting as intermediaries for their patron deity - their words and deeds are treated as the words and deeds of the Dark Gods themselves. But, powerful as it may be, only a foolish Daemon Prince thinks itself mightier than the gods themselves.

	M	WS	BS	S	T	W	I	A	Ld
Daemon Prince	6	8	0	5	5	4	8	5	9
Exalted Daemon	6	7	0	5	5	3	7	4	8

SPECIAL RULES

Terror: Daemon Princes and Exalted Daemons are unholy creatures that cause *terror*, as described on page 81 of the Warhammer rulebook.

Fly: Daemon Princes and Exalted Daemons are gifted with immense wings which allow them to *fly*.

Marks of Chaos: Daemon Princes and Exalted Daemons were once mortal Champions and may well still carry the Mark of their patron god. See page 46 for details of Marks of Chaos.

Unit Strength: Daemon Princes and Exalted Daemons both have a Unit Strength of 3.



DAEMONIC MOUNTS

Known also as Steeds of the Gods, Daemonic Mounts are born of foul magicks and summoned to the world by ceremonies of sacrifice and appeasement. Daemonic Mounts have horns, bony plates and fangs of steel corrupting their immortal bodies, and their eyes burn with the fires of Chaos. Some are gigantic destriers, whose breath is like a pestilent cloud; others are massive, bear-like creatures with claws of iron that can disembowel a man with a single blow. Some are wasted, emaciated beasts, clinging to existence only through the immortal energies of Chaos. The ground itself blazes or weeps at their tread, the air around them shimmers with magical energy, and their roars and wails can send shivers down the spine of the bravest warrior. Only the most trusted and bravest Champions may ride a Daemonic Mount, for these creatures are intelligent and malevolent in their own right and do not normally allow mere mortals to ride them.

	M	WS	BS	S	T	W	I	A	Ld
Daem. Mount	8	4	0	5	5	3	3	2	8

SPECIAL RULES

Daemonic: Daemonic Mounts follow the Daemon rules detailed on page 29, with the exception of Instability tests. While their rider still lives, the will of their master binds them to the world and they do not suffer from instability. However, if their rider is killed, they become subject to the Daemonic Instability rules exactly as detailed.

CHAOS FURIES

The winged daemons known as Furies are not associated with any particular Chaos god, but are simply manifestations of Chaos Undivided. Because of this, they are perhaps the weakest of all daemons to terrorise the world, but are still more than a match for many mortals. They are essentially cowardly creatures, preferring to pick off isolated targets, descending in squabbling flocks on leathery wings to attack war machine crews and lone heroes isolated from their comrades.

	M	WS	BS	S	T	W	I	A	Ld
Chaos Fury	4	4	0	4	3	1	4	1	6

SPECIAL RULES

Flying Unit: Chaos Furies are a unit of *flyers* and follow the rules on page 106 of the Warhammer rulebook.

Piter raised his gaze to the sky, shielding his eyes from the glaring sun with his calloused hand. He frowned slightly as he saw the dark specks in the distance, unaware that his fate was already sealed. He clicked his tongue, urging his pack-mules forwards.

Glancing up again moments later, he saw the dark shapes had resolved into speeding unnatural forms, descending on leathery wings. His mules bucked and whinnied in terror as the hellish Furies descended, yet Piter found himself unable to move, his heart frozen in stupefying fear, even as the creatures ripped apart first his animals, then himself, limb from bloody limb...

BLOODTHIRSTERS OF KHORNE

A Greater Daemon of Khorne is known by many names. It is the Blooded One, the Lord of Skulls, the High-handed Slayer, War Given Form. Most commonly, it is as the Bloodthirster that it is known. Monstrous in its size, the daemon sweeps all before it with a rune-forged axe of screaming death, lashing the souls of its foes with a whip that burns with the fires of hell. On giant pinions, it soars across the battlefield, bellowing with immortal rage. Their bloodlust extends far beyond mortal comprehension, and they will attack anything within their reach with incredible ferocity. They do not know fear, other than of their dread master Khorne, and charge headlong into the foe, regardless of the cost or consequence, although the usual consequence is the deaths of those who stand before them rather than flee.

Bloodthirsters are walking demi-gods of death, and their mere presence drives their mortal and daemonic allies into a frenzy. They are hate-filled creatures, who bellow and scream challenges to their mortal adversaries, and few are the heroes of the world who can stand up to them and live for more than a heartbeat.

But the call to battle is never silenced for a Bloodthirster, no matter how many skulls are laid at the foot of Khorne's throne, no matter how many souls are severed from their weak mortal bodies by axe and whip. For Bloodthirsters are immortal warriors and they will fight until war itself no longer exists.

	M	WS	BS	S	T	W	I	A	Ld
Bloodthirster	6	10	0	6(7)	6	7	10	7	9

SPECIAL RULES

Terror: A Bloodthirster causes *terror*, as described on page 81 of the Warhammer rulebook.

Fly: A Bloodthirster has immense wings which allow it to *fly*.

Large Target: A Bloodthirster is an enormous creature which towers over the battlefield. It therefore counts as a large target.

Daemonic Gifts: A Bloodthirster has the Armour of Khorne, Axe of Khorne and Might of Khorne Daemonic Gifts (see page 49).

Frenzy: A Bloodthirster is affected by the rules for *frenzy*, even though normally immune to psychology.

Magical Resistance: As the embodiment of Khorne, a Bloodthirster is virtually immune to magical attacks and has Magic Resistance (2).

BLOODLETTERS OF KHORNE

Bloodletters are Lesser Daemons, known variously as the Footsoldiers of Khorne, the Warriors of Blood, the Teeth of Death, or the Horned Ones. Carrying blades quenched in the blood of a generation of fallen warriors, they march behind twisted banners that flutter in no earthly breeze, accompanied by the chanting of the names of those slain in battle. They are bestial creatures, with snarling, fanged mouths, whose skin drips constantly with blood, their matted manes shaped into spines with dried gore. Like the raging god from which they are born, Bloodletters have no desire but to shed blood on the field of battle. They are clad in fragments of armour, which is sometimes melded to their skin, and wield massive axes, the symbol of their lord and master, the God of War.

	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	5	0	5	3	1	4	1	8
Bloodhowler	4	5	0	5	3	1	4	2	8

SPECIAL RULES

Magical Resistance: Khorne despises magic in all its forms and so Bloodletters benefit from Magic Resistance (1) as described on page 114 of the Warhammer rulebook.

Frenzy: Bloodletters hunger for bloodshed and are subject to the rules for *frenzy*, even though immune to psychology (see page 84 of the Warhammer rulebook).



FLESH HOUNDS OF KHORNE

The Hunters of Blood come, unerringly stalking across the distant leagues, across seas and mountains, merciless predators who know the scent of every mortal creature. Flesh Hounds are brutal beasts with massive iron collars of Khorne around their necks, driven with spikes and studs. Their razor-sharp claws are like swords, their bloodied bodies ripple with unnatural sinew and muscle. As savage as their god, they prey upon any who stand in their path, existing purely for the thrill of the chase and the inevitable kill.

	M	WS	BS	S	T	W	I	A	Ld
Flesh Hound	7	5	0	4	3	1	4	1	8

SPECIAL RULES

Fast Cavalry: Flesh Hounds are extremely rapacious predators which chase down their enemies wherever they attempt to flee. They are counted as fast cavalry, see page 117 of the Warhammer rulebook.

Magical Resistance: Flesh Hounds benefit from the protection of their magic-hating god, embodied by the heavy iron collars they wear, and therefore have Magic Resistance (2) as described on page 114 of the Warhammer rulebook.

Frenzy: Flesh Hounds are insatiable hunters, and are subject to the rules for *frenzy*, even if otherwise immune to psychology.

JUGGERNAUTS OF KHORNE

The Steeds of Khorne, the Juggernauts, are massive armoured creatures that are part-dæmon and part-enchanted steel and sinew. They are mighty beasts of groaning iron and brass, standing taller than a man, rivetted and clad in sheets of metal, but with fire for blood and a beating daemonic heart. They are forged in dark fires and bound with dire runes, their primordial rage tamed within a shell of artificial metallic muscle and bone.

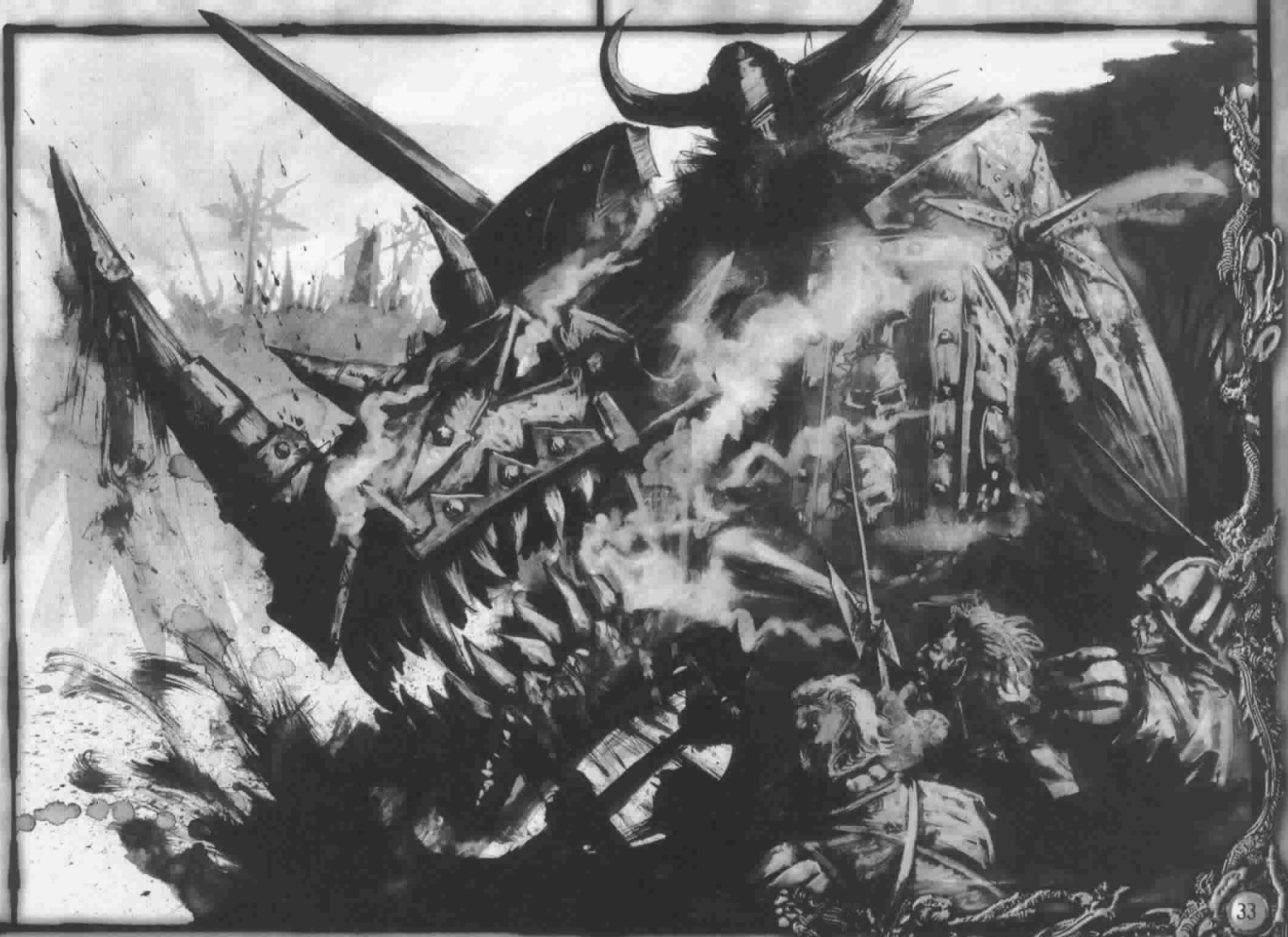
The most favoured Champions of Khorne ride atop a Juggernaut. The charge of a Juggernaut causes the ground itself to tremble, and few can stand before such an unholy union of awesome warrior and unnatural mount trampling into their midst.

	M	WS	BS	S	T	W	I	A	Ld
Juggernaut	7	5	0	5	5	3	2	2	8

SPECIAL RULES

Armoured: Juggernauts are covered with armoured plates over their iron-hard skin, and so have an armour saving throw of 4+

Daemonic: Juggernauts follow the Daemonic rules on page 29, with the exception of Instability tests. While their rider still lives, the will of their master binds them to the world and they do not suffer from instability. However, if their rider is killed, they become subject to the Daemonic Instability rules exactly as detailed.



SLAANESH KEEPERS OF SECRETS

Many-limbed and jewel-eyed, sensuous in movement yet deadly and fierce, a Keeper of Secrets is the Greater Daemon of Slaanesh. Delighting in exquisite pain, the caress of claw through skin and muscle, the delicate touch of blade on bone and organ, Keepers of Secrets are a terrifying foe to face. Despoilers of purity, corrupters of the faithful, guileful and insidious with their malign magicks, they delight in turning friend upon friend, enamouring and glamouring the foe with tricks and illusions to cloud the mind.

Formed of the stuff of Chaos and gifted with the subtle and insidious magic of the Dark Prince, a Keeper of Secrets is an accomplished spellcaster, wracking the enemy with spasms of agony, clouding their minds with dark whispers of glory, and creating illusions of their worst fears and greatest desires.

Like all Greater Daemons, a Keeper of Secrets towers above the battlefield, emanating an aura of sensuous beauty that hides its true nature. Its enormous razor-edged claws can tear apart an armoured knight with one graceful slash while its hands can crush limbs and smash through bone and sinew with ease.

These powerful daemons are sometimes referred to as the Feasters of Pain, for they delight in the torment and misery of others. As with all servants of Slaanesh, they have no fear of pain or injury themselves, and every sensation, be it painful or pleasurable, is met with exhilarated cries that deafen and confuse the foe. A Keeper of Secrets bestows care and attention on every blow it makes, turning a sensuous caress into a rib-crushing embrace, and a casual swipe into a drawn-out gouge which spills organs and blood upon the ground in pleasing patterns.

Those few brave mortals who face up to such a monster must be pure of heart and mind, for a Keeper of Secrets is surrounded by many enchantments that lull the mind and deaden the senses. In this way, many heroes have fallen beneath the wicked claws of this beast, enraptured by their own dreams, unable to resist their own primal urges and desires, while the Greater Daemon of Slaanesh toys with them, dismembering them with exhilarating slowness and precision.

Keeper	M	WS	BS	S	T	W	I	A	Ld
of Secrets	8	9	0	6	6	6	10	6	9

SPECIAL RULES

Terror: A Keeper of Secrets is a wholly unnatural and disturbing creature, causing *terror* as described on page 81 of the Warhammer rulebook.

Large Target: A Keeper of Secrets is an immense immortal which dominates the battlefield by its sheer presence. It therefore counts as a large target.

Daemonic Gift: A Keeper of Secrets has the Soporific Musk and Aura of Slaanesh Daemonic Gifts (see page 49).

Spellcaster: A Keeper of Secrets is a Level 4 Wizard and knows spells from the Lore of Slaanesh on page 45.

The deadly embrace,
The bliss of the knife's edge.
The flashing dark lips,
Awash in crimson triumph.
Tortured and delectable,
The release from mortal life.
The dance of the blades,
Swift and exquisite,
The pain that brings pleasures,
Heralds the ecstatic scream,
Ultimate, perpetual victory.
All are under Slaanesh's dominion,
Our Lord and Darkling Lover.

SLAANESH DAEMONETTES

Gifted with disturbing beauty, Daemonettes are the Lesser Daemons of Slaanesh. What unearthly delights they might pleasure your soul with none can say, but upon the reeking field of battle, pain is what they bring. Vicious, spiteful, yet loving in the fatal affections they lavish upon those who dare refuse their chaotic charms, Daemonettes are swift and deadly to all who cross their path. On lithe legs they surge across the battlefield, dancing from foe to foe, gifting each in turn with gaping wounds from their scythe-like talons.

Daemonettes are possessed of the alluring beauty and hypnotic glamour for which all daemons of Slaanesh are abhorred. To fight against them is to fight against your heart's desire, sapping strength from the limbs, befuddling the mind and eroding the will for battle. Thus these seemingly frail creatures can best the most hardened warriors sent to face them, turning the battlefield into a decadent arena of sport for the amusement of the Prince of Pleasure.

	M	WS	BS	S	T	W	I	A	Ld
Daemonette	5	4	0	4	3	1	5	2	8

SPECIAL RULES

Aura of Slaanesh: Daemonettes are surrounded by a near-tangible aura of seduction and acquiescence, distracting their foes. Any enemy unit in base contact with one or more models with the Aura of Slaanesh reduces its Leadership value by -1, to a minimum of 2.

STEEDS OF SLAANESH

These strange beasts are sometimes gifted to a particularly successful Champion of Slaanesh. Like all daemons of Slaanesh, the Steed has a perverse beauty, combining grace and elegance with a wholly unnatural appearance. It has a long, sinuous body that writhes sensuously as it speeds across the field of battle. A long, whip-like tongue flicks constantly from its mouth, and it is said that it can taste the winds of magic and seek out the souls of mortals, just as a natural beast senses odours on a drifting breeze. A Steed's eyes possess a disarming, intelligent quality, though it is little more than a beast, acting purely on the whims of the god from which it was created.

A Champion mounted on a Steed of Slaanesh is a foe to be greatly feared, for these beasts skitter and bound across the battlefield at astonishing speed, springing on unwary enemies and cutting them down with lashing, agonising cuts from its sharp tongue. For this reason, they are sometimes referred to as the Whips of Slaanesh, or Tongue-flayers.

	M	WS	BS	S	T	W	I	A	Ld
Slaanesh Steed	10	4	0	4	4	3	5	2	8

SPECIAL RULES

Daemonic: Steeds of Slaanesh follow the Daemonic rules detailed on page 29, with the exception of Instability tests. While their rider still lives, the will of their master binds them to the world and they do not suffer from instability. However, if their rider is killed, they become subject to the Daemonic Instability rules.



SWIFT AND DEADLY

MOUNTED DAEMONETTES ON THE WARHAMMER BATTLEFIELD

Daemonettes often ride into battle upon elegant mounts that are swifter than any mortal steed. Like all Slaaneshi creatures, these lithe daemonic mounts possess a disturbingly hypnotic appearance and unmistakable sinuous beauty.

While at rest subtle colours and hues play over the skin of the beast, beating out a hypnotic and seductive rhythm. As the creature moves, these patterns swirl and pulse in time with the skittering gait of the beast, smoothly and almost imperceptibly

flowing from one form to the next. Mounted Daemonettes are the hunters of the Darkling Prince – one lure among many that he uses to ensnare new souls. They will often stalk armies for days, preying upon the unwary, their haunting cries echoing in the dreams of those they hunt. These siren-hunters use the speed of their steed to toy with their mortal prey, oft-times delaying the moment of the kill in favour of prolonging the suffering of their quarry. The steeds themselves fight with a ferocity at odds with their lithe appearance. Their barbed tongues lash out with deadly accuracy and speed, while the Daemonette's claws and swords slash and tear with exquisite precision and grace.



If the General of your army is a Mortal or Beast then Mounted Daemonettes count as a Special choice. If your General is a Daemon (ie, he has the Daemonic special rule) then Mounted Daemonettes instead count as a Core choice. Mounted Daemonettes count as having the Mark of Slaanesh for the purposes of choosing an army.

Points/Model: 30

	M	WS	BS	S	T	W	I	A	Ld
Daemonette	5	4	0	4	3	1	5	2	8
Mount	10	3	0	3	3	1	5	1	8

Unit Size: 5+

SPECIAL RULES

Aura of Slaanesh: Daemonettes are surrounded by a near-tangible aura of seduction and acquiescence, distracting their foes. Any enemy unit in base contact with one or more models with the Aura of Slaanesh reduces its Leadership value by -1, to a minimum of 2.

Daemonic: Mounted Daemonettes are Daemonic creatures and are therefore subject to all the rules for Daemons included on the next page and on page 29 of the Hordes of Chaos Armies book.

Tongue Attack: The barbed tongue of the mount secretes an oily venom, a single drop of which can drive a man insane with delusions before killing him. Attacks from the mount count as Poisoned Attacks.

Swift Steed: Mounted Daemonettes count as Fast Cavalry. In addition, because of its preternatural dexterity, the mount always strikes first in close combat even against a charging enemy. If an opponent has the same ability, resolve the strikes in Initiative order – if these are the same, roll a D6 to see who strikes first. Note that this ability applies only to the mount, not to the Daemonette rider.

The following rules apply to all Daemonic creatures. Non-Daemonic models may not join a Daemonic unit, and a Daemonic model may not join a non-Daemonic unit. The only exception to this is a character riding a Daemonic Mount, Steed of Slaanesh, Juggernaut of Khorne or Disc of Tzeentch.

Instability and Break Tests: When daemons lose a round of combat they must take a special Daemonic Instability test instead of a Break test. In multiple combats, each Daemonic unit must test separately. Use the following procedure to take a Daemonic Instability test:

1. Calculate combat resolution as normal.
2. Roll 2D6 and compare this to the daemons' Leadership value, with no combat resolution modifiers. If the roll is higher, the daemons lose their grip on the mortal world and

disappear from the battlefield. They count as destroyed.

3. If the unit does not instantly disappear, compare the dice roll to their Leadership value, taking into account any modifiers for combat resolution. For each point the unit fails its Instability test by, the unit suffers one additional wound. No saves of any kind are allowed against these wounds, including Ward saves, regeneration, etc. If characters are present in the unit, the controlling player can decide how to allocate wounds between the character/s and the unit.
4. If a Daemonic unit is wiped out by instability in the first round of combat, the enemy may overrun as normal.

Example: A unit of Mounted Daemonettes loses a combat by 4. The controlling player scores 7 on his 2D6 roll. This is lower than their Leadership of 8, so they don't disappear totally.

However, because combat resolution modifiers count for Daemonic Instability, their Leadership is reduced to 4 for the second part of the test. This means that the Mounted Daemonettes have failed the test by 3, and so the unit suffers three wounds.

Immune to Psychology: Daemons are immune to psychology.

Fear: Daemons are otherworldly entities that cause *fear* as described on page 81 of the Warhammer rulebook.

Daemonic Aura: Daemons are not of mortal flesh and have some immunity to mundane weapons. Daemons get a 5+ Ward save. However, this Ward save cannot be used against magical attacks (ie, spells and magic items).

Daemonic attacks: Being corporeal manifestations of Chaos, daemons' attacks are magical and can wound ethereal creatures, etc. This includes any special or ranged attacks they may have.

GREAT UNCLEAN ONES OF NURGLE

Most foetid and plagued of all creations of the Dark Gods, the Great Unclean Ones are bulbous and bloated, with skin stretched taut over writhing guts, torn and rent in places by disease, pustuled and bloodied sores spot their thick hides. Some know them as the Stench Lords, for their very presence infects the air with every contagion known to man and beast.

Great Unclean Ones regard their flocks of Nurglings, Plaguebearers and mortal Champions in a fatherly way. They take great pride in the achievements of their fellow creatures, proclaiming vociferously the splendours of poxes and sores evidenced by those around them. They laugh heartily at the destruction wrought in Nurgle's name, for all death and destruction is pleasing to the Decayed Ones.

As this love of Nurgle and his creations brings them immense joy, so the Great Unclean Ones feel indignant anger when the petty-minded enemies of Chaos try to thwart Nurgle's grand designs. In battle they are truly horrifying, bellowing their

displeasure deafeningly across the battlefield. They lay about their enemies with mighty swords of corrupted iron, and butcher their way through opposing armies with swings of their great plague flails that smash through the foe, as unstoppable as the inevitable march of decline and decay itself.

	M	WS	BS	S	T	W	I	A	Ld
Gt. Unc. One	4	8	0	6	6	10	4	6	9

SPECIAL RULES

Terror: Even the mere appearance of a Great Unclean One induces physical nausea and dread. The creature causes *terror* as described on page 81 of the Warhammer rulebook.

Large Target: A Great Unclean One is a huge, bloated creature and counts as a large target.

Daemonic Gifts: A Great Unclean One has the Cloud of Flies and Stream of Corruption Daemonic Gifts (see page 49).

Spellcaster: A Great Unclean One is a Level 4 Wizard and can cast spells from the Lore of Nurgle on page 43.



*“Nurgle’s Children, our pretties, our pets...
How Nurgle loves his little children! How
Nurgle loves his little pets...”*

Extract from writings found scrawled bloodily from floor to ceiling in the locked study of a wealthy rural landowner on the outskirts of Nuln. The mewling wreck that was found gibbered and moaned ceaselessly, crippled in mind and mutilated in body. He cradled and caressed many self-inflicted wounds, but none dared to dwell upon the cause of his missing hands.

NURGLINGS

Nurgling swarms are chattering, screeching and squabbling carpets of filth spewed from the rancid guts of Father Nurgle himself. These diminutive daemons are like rotten boils with legs and teeth, that pick and tear, and infect with filth-encrusted claws. They delight in petty acts of vile mischievousness, curdling milk, souring cream and causing wounds to fester. A Nurgle host is accompanied by untold hundreds of the creatures, hiding in the folds of robes, nestling in gaping wounds, and hitching rides in the diseased stomachs of Chaos steeds and pestilent hounds. In battle they gather like coalescing puddles of noisy grime, surrounded by a miasma of filthy disease. They overwhelm their foes in a tide of tiny grabbing hands, plucking at eyes, biting and scratching until the enemy succumbs.

	M	WS	BS	S	T	W	I	A	Ld
Nurglings	4	3	0	3	3	4	2	4	8

SPECIAL RULES

Swarm: Swarms represent many creatures on a single 40mm x 40mm base. This base is treated as a single model with several Wounds and Attacks. A Nurgling base fights at full effect until it has taken 4 wounds, then it is removed. Nurglings cannot be joined by characters. Nurglings are not Unbreakable like other swarms, but follow the normal Daemonic Instability rules.

Skirmishers: A unit of Nurgling bases follows the same rules as for skirmishers.

Cloud of Flies: Nurglings are surrounded by a buzzing swarm of flies that gets in eyes and blocks noses, distracting the enemy. Any unit in close combat with a unit of Nurglings suffers a -1 modifier on its rolls to hit.

NURGLE PLAGUEBEARERS

Plaguebearers have distended, cyclopean faces that leer from atop famine-wasted frames and corpulent bellies, split from within by gushing organs. Sometimes known as the Tallymen of Plagues, they count the diseases of the world, numbering the poxes and contagions in sonorous chants that burble and echo from fanged mouths. Dripping with unnatural excretions, the Maggotkin feel no pain, for they are every lingering death, every moment of delirium and fevered starvation.

	M	WS	BS	S	T	W	I	A	Ld
Plaguebearer	4	4	0	4	4	1	4	1	8

SPECIAL RULES

Cloud of Flies: Any unit in close combat with a unit of Plaguebearers suffers a -1 modifier on its rolls to hit.

Stream of Corruption: Plaguebearers may choose to vomit forth a grotesque spew of entrails, maggots and filth. This is resolved differently to the Daemonic Gift of the same name. It is used in close combat instead of making normal attacks and allows the Plaguebearers to hit their opponents automatically. Attacks are resolved at Strength 3. All models in the unit must use the same kind of attack in a single combat round, although they may change their attack from round to round.

The Nurglings flocked to their master, squabbling and bickering in their impatience to nestle in the moist comfort of his decaying bosom.

"Ahhhh... My little pretties, my loving mites, my splendid pets," the Great Unclean One burbled contentedly in his deep, rolling voice. "Come to your father, my handsome pus spores, my playful scab-eaters."

The Nurglings tittered and pinched one another spitefully, chasing each other through the rotting innards of the Greater Daemon, each eager to attract the attention and praise of their lord.

With a broad and loving smile, the Great Unclean One raised a hand and plucked a Nurgling from where it had settled in a fold of gushing organs spilling from the massive daemon's chest. The Nurgling squealed and squirmed as the hand enveloped it, mewling with delight. Scabrous fingers caressed it for a moment before popping it whole into the Great Unclean One's mouth.



TZEENTCH LORDS OF CHANGE

No secret can be kept from the all-seeing gaze of a Lord of Change, for our own ambitions and woes are laid bare before its immortal stare. With bright, multi-coloured wings, and a gigantic bird-like face, a Lord of Change is the most bizarre of all Greater Daemons. Its skin writhes with unnatural energies - magic courses through its warping body as blood pumps through a mortal. Mutation, division, strife and discord are its goals, and many are the mortal, short-sighted fools who would follow the capricious Lord of Change, to be broken upon their own convoluted scheming.

As might be expected of a creature created from pure magic and bound to the will of the Master of Sorcery, a Lord of Change is a potent spellcaster. The winds of magic obey its every command, allowing it to summon whirling tempests of change and mutation, or blast the enemies of Tzeentch with bolts of multi-coloured fire.

Although a Lord of Change prefers to use magic and trickery to further its ends, it is still a fearsome fighter, with great scything claws that can pierce the thickest armour. Over the millennia, countless great heroes have underestimated these strange creatures, thinking their wiry frames and fluttering wings fragile, only for their lances and swords to shatter against its immortal skin, leaving them powerless.

As manifestations of the Grand Schemer, the Changer of the Ways, Greater Daemons of Tzeentch are hideously unpredictable and manipulative. They are the most readily summoned, but also most likely to give false or misleading advice and prophecies to further their own eternal schemes. Many Champions have made pacts with a Lord of Change and benefitted greatly, only for their plans and ambitions to disastrously come to nought and leave them as twisted, mewling spawn riven with mutation. But should a Champion be cunning enough to outwit such a creature, the rewards are almost limitless.

	M	WS	BS	S	T	W	I	A	Ld
Lord of Change	6	6	0	6	6	6	10	5	9

SPECIAL RULES

Terror: A Lord of Change is a monstrous vision and causes *terror* (see page 81 of the Warhammer rulebook).

Fly: A Lord of Change has immense wings which allow it to *fly*.

Large Target: A Lord of Change is a massive daemonic creature that dwarfs its mortal foes. It therefore counts as a large target.

Daemonic Gifts: A Lord of Change has the Spell Destroyer, Tzeentch's Will and Master of Sorcery Daemonic Gifts (see page 49).

Spellcaster: A Lord of Change is a Level 4 Wizard and can cast spells from the Lore of Tzeentch on page 44.

DISCS OF TZEENTCH

The daemonic mounts of Tzeentch are known as Discs. These bizarre creations are neither daemon nor construction, but a nightmarish blend of the two. Coruscating with mystical force, Discs hover several feet above the ground, skimming gently forwards upon the winds of magic themselves. While the gibbering hordes of the Changing One leap and gambol along the ground, the proud sorcerers of Tzeentch drift above them on the floating Discs, raining magical fire upon their foes. The Discs of Tzeentch themselves are not defenceless either, lashing out around themselves with bolts of magical lightning, or manifesting whirling tentacles or ripping claws to slash at enemies who approach too close.

	M	WS	BS	S	T	W	I	A	Ld
Disc	1	3	0	5	5	3	4	1	8

SPECIAL RULES

Daemonic: Discs follow the Daemonic rules detailed on page 29, with the exception of Instability tests. While their rider still lives, the will of their master binds them to the world and they do not suffer from instability. However, if their rider is killed, they become subject to the Daemonic Instability rules exactly as detailed.

Floats: Discs of Tzeentch hover above the ground, allowing the Sorcerer to hurl spells over the heads of friend and foe alike. For line of sight purposes only, a character on a Disc of Tzeentch counts as a large target. A Disc moves like a flyer, except that its maximum move is 15" rather than 20".



HORRORS OF TZEENTCH

To describe Horrors, the Lesser Daemons of Tzeentch, is all but impossible, for they are pure chaos unbound, given whirling, changing form, with boundless energy, writhing with power from the Dark God of Magic. Capering, ravaging, corrupting and seething with eldritch energy, they shriek and whine, dance upon the air, and unleash blue, green and purple fiery blasts from their fingertips. Their gangling limbs drip with magical flames, their chests erupt with gaping maws. Flashes of mystical energy trail sparks in their wake as they leap and bound across the battlefield. When they are struck, this bound magic is unleashed in spectacular and unpredictable fashion, splitting them into two smaller creatures or causing them to explode into a shower of fiery sparks or clouds of multi-coloured energy.

	M	WS	BS	S	T	W	I	A	Ld
Horrors	4	2	0	3	3	1	3	1	8

SPECIAL RULES

Spellcasters: Horrors can unleash the magical energies of their creator as blasts of power. These count as bound spells, as described on page 153 of the Warhammer rulebook. All of the power is generated by the Horrors themselves and no Magic dice are used. The casting value of the spell is equal to half the Horrors' current Unit Strength (rounding down, to a minimum of 1). The Horrors may cast one of the following spells at the start of their Magic phase:

Fire of Tzeentch: This is a *magic missile* with a range of 24". The range and line of sight are worked out from any model in the front rank. It inflicts D6 hits on the

target unit. The Strength of the hits depends on the size of the casting unit:

Unit Size	Strength of Hits
1 - 5	Strength 1
6 - 10	Strength 2
11 - 15	Strength 3
16 - 20	Strength 4
21+	Strength 5

Coruscation of Energy: The Horrors unleash magical energy across the battlefield in a whirling vortex of power. This spell may be targeted on a single enemy unit within 12" or, if they are in close combat, the Horrors must target one unit they are fighting. Every model in the enemy unit suffers a Strength 3 hit.

Uncontrollable Mutation: The Horrors warp the world around them, turning foes into twisted masses of pulsing flesh and bone before a newly born Horror springs from the corrupted mess. This can only be cast on a single enemy unit in base contact with the Horrors. Roll a D6 for each Horror in contact with the target unit. Each roll of a 6 slays an enemy model outright, with no armour saves allowed. These hits are distributed amongst the models of the target unit just like shooting.

The spell can only be cast on roughly man-sized or smaller opponents, and so cannot be cast on Ogres, Trolls, chariots, war engines (though the crew may be affected), monsters or characters riding monsters, etc. Normal cavalry models may be targeted.

Each enemy slain by this spell is turned into a Horror and added to the Horrors unit.





FLAMERS OF TZEENTCH

Flamers are amongst the strangest of all daemons. Their tubular bodies meld into gnashing faces or grimacing maws, while their gangly arms splay into orifices dripping with magical flame. They bound and slither across the battlefield, unleashing bursts of fire from their arms, incinerating the enemies of Tzeentch with blasts of burning magical energy.

	M	WS	BS	S	T	W	I	A	Ld
Flamer	6	2	4	4	4	1	4	2	8

SPECIAL RULES

Flames of Tzeentch: Each Flamer can fire magical firebolts in the Shooting phase. These are treated as a thrown weapon with a range of 8" and a Strength of 3. Each Flamer fires D6 bolts at the same target – roll to hit with each of them. Their bolts (as well as their close combat attacks) are flaming attacks.

Accompany Horrors: Flamers must be deployed at the same time and within 5" of the unit of Horrors they have been bought with. After that they are free to move as they like, and they count as a separate unit for the rest of the game (including for the purpose of calculating Victory points). If a Flamer is more than 5" away from a unit of Horrors at the end of any Chaos turn, it must immediately take a Leadership test. If the test is failed, the daemon is destroyed.

Single model: A Flamer is treated as a character model on foot for the purposes of movement and targeting it with missiles. Flamers have a Unit Strength of 1 and can never join units or characters.

TZEENTCH SCREAMERS

From the ether of Chaos come the Screamers, glimmering sky-sharks that ride upon the winds of magic as a bird glides upon the breeze. Festooned with fangs, horns and spurs, they dive, trailing multi-coloured tendrils in the air, their slashing blades tearing through the enemy, before they soar skywards once more. Screamers have no real conscious thought, existing merely on instinct and mindlessly hunting along the winds of magic for mortal souls. When a Chaos army gathers, they are drawn down from the Realm of Chaos by the pulses of emotion, attracted to battlefields by the carnage and hatred generated. Here they gather in shoals, diving down upon the enemy and feasting on the escaping souls of the slain.

	M	WS	BS	S	T	W	I	A	Ld
Screamer	1	3	0	4	4	2	4	2	8

SPECIAL RULES

Flying Unit: Screamers are a unit of *flyers* and follow the rules on page 106 of the Warhammer rulebook.

Slashing Attack: In any Chaos turn where the Chaos player hasn't declared a charge with them, Screamers can attack an enemy unit which is not inside a wood or a building by moving over it during the Remaining Moves part of their Movement phase. This inflicts an automatic Strength 3 hit per Screamer and the enemy cannot fight back – these hits count as missile hits and may force a Panic test. A Screamers unit may only use this special attack against one enemy unit per turn, even if they fly over more than one unit in that Movement phase.



A Smith.

KORPUS FESTERHEART, CHAMPION OF NURGLE

CHAOS MAGIC

Chaos Sorcerers use magic in its rawest form, drawing it straight from the Realm of Chaos where the winds of magic spill into the world. Chaos magic is powerful but dangerous to wield, more so than any other kind of magic, as it changes all those who deal with its corrupting essence. Only those with true willpower and strength of purpose can become accomplished with Chaos magic, for such contact brings about not only physical mutation, but also affects the sanity of the wizard, causing hysteria, paranoia, delusions and self-destructive megalomania.

On this and the following pages, we look at Chaos spellcasters, how they are used in the game, and the spells available to them. The following spell lores are treated exactly the same as those published in the Warhammer rulebook unless otherwise stated, and only Wizards whose rules say they may use these spell lores may generate spells from them.

Chaos is the root of all magic in the Warhammer world. The mystic winds that blow from the Northern Wastes provide the power for wizards and sorcerers of all races to channel and direct into spells.

In the time before the coming of the Elves and Dwarfs, the Old Ones ruled the globe. Their powers of magic verged on the godlike, and with it they shaped the continents and raised up the different races. But when catastrophe struck and the Gate to Heaven collapsed, the source of their power was rent open and raw chaos spilled into the world.

All magic users must tap into this source of magical energy for their power, but the sorcerers of Chaos, like the magic users of the Dark Elves, can use it in its raw form, binding it to their will with daemonic pacts

and unholy prayers to their powerful gods. Chaos magic is highly destructive, drawing upon the winds of death and shadows more than any other. Those truly gifted in the magical arts, those whose patron powers have bestowed gifts of knowledge and strength upon them, can further mould the winds of magic in more elaborate fashions.

The sorcerers of Nurgle use magic to pervert and corrupt nature, inflicting hideous diseases which cannot be cured. They can twist the bodies of their opponents and cause delirium in their foes. More subtle are the practitioners of the lore of Slaanesh. Suggestion, mind-altering illusions and spells of domination are their weapons.

Most powerful and feared of all are the dread champions of Tzeentch. These warrior-wizards are true Champions of Chaos, for they can fight with the strength of a madman, yet all the knowledge of the world is theirs to be had as well, giving them sorcerous powers unequalled by even the most accomplished sorcerers of other gods. Tzeentch Champions can channel the raw colours of magic, unleashing mutating flames, ripping apart the enemy with blazes of iridescent power.

USING CHAOS MAGIC IN YOUR BATTLES

The term 'Sorcerer' is used to describe Wizards who follow the Chaos gods. This also covers Exalted Sorcerers and Champions of Tzeentch. Sorcerers may wear Chaos armour or magic armour without it affecting their ability to cast spells.

Sorcerers without a Mark of Chaos may choose to generate spells from the Lores of Fire, Death or Shadow.

Sorcerers with the Mark of Nurgle generate their spells from the Lore of Nurgle, while Sorcerers with the Mark of Slaanesh use the Lore of Slaanesh.

Normal Sorcerers may not have the Mark of Tzeentch as this is reserved only for genuine Champions of Chaos as described in the army list. Thus, the Sorcerers of Tzeentch are both incredible fighters and deft magic users, which is as it should be. A Sorcerer of Tzeentch generates spells from the Lore of Tzeentch. Note that the Lore of Tzeentch has seven spells rather than six, and the only way to get Red Fire of Alteration is to swap another spell for it.



GIFTS OF THE PLAGUED ONE

LORE OF NURGLE

To randomly generate a spell from the Lore of Nurgle, roll a D6 and consult the chart below. If you roll the same spell twice, roll again. Any Sorcerer can automatically swap one spell for Magnificent Buboes if you wish.

D6	SPELL	DIFFICULTY
1	Magnificent Buboes	6+
2	Favoured Poxes	7+
3	Effulgent Boils	8+
4	Glistening Scabs	9+
5	Glorious Afflictions	10+
6	Sumptuous Pestilence	11+

BUBOES

CAST ON 6+

The Sorcerer bestows the gift of pus-filled buboes upon one of his enemies. Pick a single enemy model within line of sight and 18". This may be a character in a unit, a war engine crew member, a character's monstrous mount, etc. The model must pass a Toughness test or suffer one wound, with no armour saves allowed.

POXES

CAST ON 7+

Remains in play

Calling upon Nurgle to bless his enemies, the Sorcerer inflicts wave after wave of debilitating illnesses. Pick an enemy unit anywhere within 18", even one in close combat. The unit reduces its WS, BS, S and Ld by -1 (to a minimum of 1) whilst the spell lasts. Once it is cast, *Poxes* remains in play until the Sorcerer chooses to end it (which he can do at any time), it is dispelled, he attempts to cast another spell, or is slain.

BOILS

CAST ON 8+

The foes of Nurgle erupt with glistening boils, which split the skin and cause immense discomfort. Target one enemy unit within line of sight and 24" of the Sorcerer. The target suffers D6 Strength 4 hits, with no armour saves allowed.

SCABS

CAST ON 9+

The target's skin erupts with painful lesions and weeping sores. Pick a single character within line of sight and 18" (even if within a unit). The model reduces its Toughness by -1 for the remainder of the game (to a minimum of 1).

AFFLICTIONS

CAST ON 10+

Remains in play

The enemy is infected with an atrophying canker that twists their limbs and withers their muscles. Pick one enemy unit on the battlefield that is not in close combat. Whilst the spell remains, the unit halves its Movement value (rounding up). If the unit is mounted, then the Movement value of the mount is halved. Flying creatures affected by this spell may only use ground movement but do not halve their Movement. *Afflictions* remains in play until the Sorcerer chooses to end it (which he can do at any time), it is dispelled, he attempts to cast another spell, or he is slain.

PESTILENCE

CAST ON 11+

The enemy are gripped by a horrific disease that causes their eyes to bleed, their tongues to swell and their internal organs to bloat. Cast this spell on a single enemy unit within 24" and in line of sight. Although *Pestilence* is not a Remains in Play spell as such, the target unit is affected for the rest of the battle unless *Pestilence* is dispelled. At the start of each Magic phase (both the Chaos player's and his opponent's), the affected unit suffers D6 Strength 3 hits, with no armour saves allowed, distributed as shooting hits.



THE LORE OF CHANGE

LORE OF TZEENTCH

To randomly generate a spell from the Lore of Tzeentch, roll a D6 and consult the chart below. If you roll the same spell twice, roll again. Any Sorcerer can swap one spell for Red Fire of Alteration if you wish.

D6	SPELL	DIFFICULTY
0	Red Fire of Alteration	5+
1	Orange Fire of Transition	6+
2	Yellow Fire of Transformation	6+
3	Green Fire of Mutation	9+
4	Blue Fire of Metamorphosis	9+
5	Indigo Fire of Change	11+
6	Violet Fire of Tzeentch	12+

RED FIRE

CAST ON 5+

This is a *magic missile*, range 30", causing D6 hits with a Strength of D6.

ORANGE FIRE

CAST ON 6+

Remains in play

The flames that spring up around the Sorcerer contain scenes from the future, warning him of what is to come. The Sorcerer can re-roll all failed rolls to hit, to wound and all saves (armour, Ward, etc). Note that the rolls of the caster's mount are not affected by the spell. Once it is cast, *Orange Fire* remains in play until the Sorcerer chooses to end it (which he can do at any time), it is dispelled, he attempts to cast another spell, or he is slain.

YELLOW FIRE

CAST ON 6+

Remains in play

The Sorcerer is surrounded by a shield of fire that blocks enemy attacks. The Sorcerer, his mount and all models in any unit he joins have a 5+ Ward save. This replaces their Daemonic aura. Once it is cast, *Yellow Fire* remains in play until the Sorcerer chooses to end it (which he can do at any time), it is dispelled, he attempts to cast another spell, or he is slain.

GREEN FIRE

CAST ON 9+

Target one unengaged enemy unit within 24". A subtle whisper in their minds suddenly persuades many warriors to change their allegiance and attack their comrades. All the models in the unit immediately make one attack against the unit itself. Roll to hit, to wound and take saves as normal (counted as an ongoing combat, so no charging bonuses, weapon

rules only applicable in the first round of combat, etc). Characters who have joined the unit are not affected or attacked because of their strong will. All mounts are unaffected. After this moment of folly, the troopers revert to normal and the spell has no further effects, but if the unit suffers enough casualties, it must take a Panic test. Units immune to psychology or fleeing are not affected by this spell.

BLUE FIRE

CAST ON 9+

This is a *magic missile* with range 12", causing 2D6 hits with a Strength of D6+1.

INDIGO FIRE

CAST ON 11+

The foe is enveloped by mutating flames. Target one unengaged enemy unit within 18". All models in the enemy unit suffer a Strength 2 hit. All models killed by the spell turn into a Horror. New Horror models are placed in close combat to the front of the enemy, in exactly the same formation as their former comrades, and the two units are lined up centre to centre. The newly created unit of Horrors counts as charging in the ensuing Close Combat phase. This newly created unit does not award Victory points. If you have insufficient Horror models, then excess casualties are not transformed and are simply removed.

VIOLET FIRE

CAST ON 12+

Target one enemy character anywhere within 6" of the caster, even inside a unit or if mounted on a monstrous steed. The victim must pass a Leadership test or disappear into the Realm of Chaos to be instructed by his new master. The model counts as killed for all intents and purposes.

THE LORE OF PAIN & PLEASURE

LORE OF SLAANESH

To randomly generate a spell from the Lore of Slaanesh, roll a D6 and consult the chart below. If you roll the same spell twice, roll again. Any Sorcerer can automatically swap one spell for Blissful Throes if you wish.

D6	SPELL	DIFFICULTY
1	Blissful Throes	6+
2	Luxurious Torment	7+
3	Titillating Delusions	8+
4	Delectable Torture	9+
5	Enrapturing Spasms	10+
6	Delicious Excruciation	11+

BLISSFUL THROES

CAST ON 6+

A long whip of pure Chaos energy lashes out at the enemy with a delightful crack, leaving its victims wracked with pain, to the envy of the caster. This is a *magic missile* with 12" range, inflicting D6 Strength 6 hits.

LUXURIOUS TORMENT

CAST ON 7+

The targets are engulfed by a wave of hysteria and begin crying out and weeping, clawing at themselves and turning on their friends with their weapons. Cast on a single unit (friend or foe) within 24", which may be in close combat. The unit becomes subject to *frenzy* until defeated in combat (even if normally immune to psychology). In addition, while the unit is frenzied, it suffers D6 Strength 3 hits, distributed like shooting hits at the start of each subsequent turn (both players').

TITILLATING DELUSIONS

CAST ON 8+

Remains in play

Slaanesh creates an illusion of the enemy's deepest desire, and they find it impossible to resist the urge to capture it. This may be cast on an unengaged enemy unit within 24". Mark a point on the tabletop and within the unit's line of sight for the illusion to appear. In the 'Remaining Moves' part of their Movement phase the affected unit must move as directly and quickly as possible towards this point, but it will charge and fight any enemy unit that lies along this line of advance. The spell remains in play until the caster decides to end it (which he can do at any time), it is dispelled, the Sorcerer attempts to cast another spell, the caster is killed or the unit reaches the illusion marker.

DELECTABLE TORTURE

CAST ON 9+

May be cast on an unengaged enemy character within 24". He will immediately attack the unit he is with (no combat resolution, but a Panic test may be caused if enough casualties are scored). If the victim is not inside a unit, he will immediately use any missile weapon he has available against a single visible friendly unit chosen by the Chaos player. Mounts are not affected by this spell.

ENRAPTURING SPASMS

CAST ON 10+

Target an enemy unit within 18", even if engaged in combat. The models in the unit cannot voluntarily move in the Movement phase (though they can flee as normal) and cannot shoot, attack in close combat or cast spells (nor maintain Remains in Play spells, which will be immediately dispelled). They are hit automatically in close combat. The target unit is also immune to psychology as long as the spell is in play, but they take Break tests as normal and will flee if forced to. This spell has no effect on enemies already immune to psychology. The effects last until the start of the caster's next Magic phase.

DELICIOUS EXCRUCIATION

CAST ON 11+

Remains in play

Target a friendly or enemy unit within 24", even if engaged in combat. The unit is Unbreakable for as long as the spell is in effect. This replaces the Instability rules for Daemons. The spell remains in play until the caster decides to end it (which he can do at any time), it is dispelled, the Sorcerer attempts to cast another spell or the caster is killed. If cast on a unit that is fleeing, it automatically and immediately rallies.

MARKS OF THE DARK GODS

The proud warriors of the north are as diverse and varied in their beliefs as they are everything else. Some worship the Dark Gods with equal measure, glorying in the Chaos pantheon as a whole. Others choose one of the Dark Gods as their favoured deity, offering up praise to their patron above all others.

A Champion may be fortunate enough to be gifted in a particular way by their god, and upon their flesh, banner or armour they bear the sigil of their patron. This is known as the Mark of their god and is a demonstration of their dedication, as well as evidence of their god's favour.

Characters, units of Chaos Warriors and Chaos Knights, and Chaos Chariots are assumed to have the Mark of Chaos Undivided (see opposite page). They can replace the Mark of Chaos Undivided with the Mark of a specific Chaos God at the additional cost shown opposite. Each of the five Marks bestows its benefits on the character, unit or chariot bearing it. The Mark affects all models in the unit and only characters bearing the same Mark can join the unit/ride in the chariot.

Sorcerers with the Mark of a specific god also gain access to their god's spell lore (which they must use) and some characters may ride the daemonic mount of their god (see the Bestiary and Army List sections).

A character or unit may only be given a single Mark.

"Amidst that nightmarish host are those whose deeds in the service of the gods has been rewarded above all others. Those who have been chosen as great Champions, who have laid countless lives and souls at the altars of Chaos, and brought ruination and devastation to the forces of Order and Nature. Their skin is marked by their unholy patrons, their icons festooned with sigils and images of devotion, their armour inlaid with runes of allegiance, their weapons inscribed with blasphemous blessings."

*The Liber Chaotica, penned by Richter Kless,
Priest of Sigmar, declared insane.*



MARK OF CHAOS UNDIVIDED

The character, unit or chariot may re-roll failed Psychology tests.

MARK OF NURGLE

DAEMON PRINCE OF NURGLE 50 POINTS
The Daemon Prince has +1 Wound.

EXALTED DAEMON OF NURGLE 40 POINTS
The Exalted Daemon has +1 Wound.

LORD OF NURGLE 50 POINTS
The Lord causes *fear* and has +1 Wound.

HERO OF NURGLE 40 POINTS
The Hero causes *fear* and has +1 Wound.

REGIMENT OF NURGLE 50 POINTS
The unit causes *fear*.

CHARIOT OF NURGLE 15 POINTS
The chariot causes *fear*.

MARK OF KHORNE

DAEMON PRINCE OF KHORNE 35 POINTS
The Daemon Prince is subject to *frenzy* even if otherwise immune to psychology. In addition, its presence on the battlefield adds one dice to the player's Dispel dice pile.

EXALTED DAEMON OF KHORNE 30 POINTS
The Exalted Daemon is subject to *frenzy*, even if otherwise immune to psychology. In addition, its presence on the battlefield adds one dice to the player's Dispel dice pile.

LORD OF KHORNE 40 POINTS
The Lord is subject to *frenzy*. Remember that a ridden creature does not get an additional Attack if its rider is *frenzied*. In addition, his presence on the battlefield adds one dice to the player's Dispel dice pile.

HERO OF KHORNE 35 POINTS
The Hero is subject to *frenzy*. Remember that a ridden creature does not get an additional Attack if its rider is *frenzied*. In addition, his presence on the battlefield adds one dice to the player's Dispel dice pile.

REGIMENT OF KHORNE 45 POINTS
The unit is subject to *frenzy*. Remember that ridden creatures do not get an additional Attack if their riders are *frenzied*. In addition, its presence on the battlefield adds one dice to the player's Dispel dice pile.

CHARIOT OF KHORNE 30 POINTS
The chariot's crew is subject to *frenzy*. Remember that creatures pulling a chariot don't get an additional Attack if the crew is *frenzied*. In addition, its presence on the battlefield adds one dice to the player's Dispel dice pile.

MARK OF TZEENTCH

DAEMON PRINCE OF TZEENTCH 150 POINTS
The Daemon Prince is a Level 4 Sorcerer.

EXALTED DAEMON OF TZEENTCH 75 POINTS
The Exalted Daemon is a Level 2 Sorcerer.

LORD OF TZEENTCH 140 POINTS
The Lord is a Level 4 Sorcerer and can cast spells whilst wearing mundane and/or magic armour.

HERO OF TZEENTCH 70 POINTS
The Hero is a Level 2 Sorcerer and can cast spells whilst wearing mundane and/or magic armour.

REGIMENT OF TZEENTCH 20 POINTS
In each Chaos Magic phase, the unit generates an extra Power dice. No dice are generated if the unit is fleeing.

CHARIOT OF TZEENTCH 20 POINTS
In each Chaos Magic phase, the chariot generates an extra Power dice. No dice are generated if the chariot is fleeing.

MARK OF SLAANESH

DAEMON PRINCE OF SLAANESH 25 POINTS
The Daemon Prince always strikes first in close combat. If its opponent also has the ability to always strike first then resolve their attacks in normal Initiative order.

EXALTED DAEMON OF SLAANESH 20 POINTS
The Exalted Daemon always strikes first in close combat. If its opponent also has the ability to always strike first then resolve their attacks in normal Initiative order.

LORD OF SLAANESH 25 POINTS
The Lord is immune to psychology.

HERO OF SLAANESH 20 POINTS
The Hero is immune to psychology.

REGIMENT OF SLAANESH 20 POINTS
The unit is immune to psychology.

CHARIOT OF SLAANESH 10 POINTS
The chariot is immune to psychology.



DAEMONIC GIFTS

Many are the gifts bestowed upon them in their daemonhood, many are the weapons and magicks at their disposal to slay the enemies of Chaos, to befuddle their minds and terrify their souls. By these gifts are the Daemon Princes known, each individual from his dark brothers, a mighty warrior, a potent spellcaster, lord of the armies of the Chaos Wastes and heralds of the world's destruction.

Daemon Princes and Exalted Daemons may be given Daemonic Gifts. Each may only be chosen once per army. The Gifts that Greater Daemons get as standard do not count for this rule. A Daemon Prince or Exalted Daemon cannot take god-specific Gifts (ie, those which are for Khorne Daemons only) unless it has been given the Mark of Chaos for that god. Note that Gifts are not magic items per se and are therefore not affected by spells or any other attack that damages or neutralises magic items (the Law of Gold spell, for example).

ANY CHAOS POWER

CHAOS DISRUPTION 50 POINTS

The air around the Daemon seethes with chaotic energy, deflecting arrows and bolts. Any shooting at the Daemon or the unit it is with suffers an additional -1 to hit penalty.

BLADE OF THE ETHER 45 POINTS

The Daemon wields a hell-forged weapon that exists partly in other dimensions, bypassing armour. The Daemon's close combat attacks ignore armour saves.

RADIANCE OF DARK GLORY 40 POINTS

Raw Chaos power emanates from the Daemon, strengthening its presence in the material realm. The Daemon and any other Daemon unit within 6" suffers one less wound when defeated in combat. For example, if the Daemon fails its Instability test by 2, then it would only lose one wound.

SOUL HUNGER 25 POINTS

The Daemon craves the deaths of all mortal creatures. The Daemon may re-roll missed close combat attacks in the first round of any combat.

SPELL BREAKER 25 POINTS

The Daemon is able to drain away the power of enemy spells. Once per battle, the Daemon may automatically dispel one enemy spell, except one which has just been cast with Irresistible Force.

DIABOLIC SPLENDOUR 20 POINTS

The Daemon's grip on the mortal realm is particularly strong, protecting it against its normal vulnerabilities. Its Daemonic Aura becomes a normal Ward save and so can be used against magical attacks. This is also conferred to any Daemon unit which he joins.

MASTER OF MORTALS 5 POINTS

If the Daemon is the army General, Mortal units count as Core choices and Daemonic units count as Special.



KHORNE DAEMONS ONLY

COLLAR OF KHORNE 40 POINTS

The Daemon wears a heavy studded collar as a mark of Khorne's protection against magic. The Daemon has Magic Resistance (2).

AXE OF KHORNE 25 POINTS

The axe is the favoured weapon of Khorne, and this unholy blade screams with the power of the Daemon bound within it. A Daemon with an Axe of Khorne gains the Killing Blow ability. This gift cannot be combined with a *Blade of the Ether* gift.

ARMOUR OF KHORNE 25 POINTS

The Daemon wears armour fashioned from materials unknown to mortals. The Daemon has an armour save of 4+ in addition to its Daemonic aura.

MIGHT OF KHORNE 20 POINTS

The Daemon has +1 Strength on its profile.

TZEENTCH DAEMONS ONLY

TZEENTCH'S WILL 75 POINTS

The Daemon is party to Tzeentch's knowledge of the intricate strands of fate. The Daemon may re-roll a single D6 once per turn. The re-roll entitles the player to take a single D6 (including one of the dice rolled as part of a 2D6, 3D6, etc) and roll it again. Any D6 can be re-rolled and can potentially cause Irresistible Force or avoid a Miscast. Remember that you cannot re-roll a dice more than once.

SPELL DESTROYER 50 POINTS

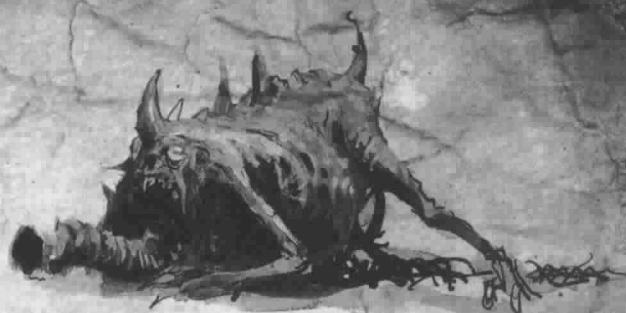
The Daemon can wrench magical power from its foes, using its own Chaos essence to attack the minds of enemy Wizards. Once per battle, the Daemon may automatically dispel one enemy spell, except one which has just been cast with Irresistible Force. In addition, roll a D6. On a roll of 4+, the enemy Wizard loses knowledge of that spell and may not cast it for the rest of the battle.

MASTER OF SORCERY 15 POINTS

The Daemon has great magical knowledge and knows one more spell from the Lore of Tzeentch than it is normally allowed.

POWER VORTEX 10 POINTS

The Daemon uses the magic binding its physical essence to the world to power its spells. At any point during the Chaos Magic phase, the Daemon may give up Wounds to generate Power dice (with no saves of any kind allowed, no Ward saves, no regeneration, etc). For each Wound sacrificed, the Daemon generates an extra D3 Power dice that turn which only it may use.



NURGLE DAEMONS ONLY

CLOUD OF FLIES 40 POINTS

A swarm of flies envelopes the Daemon, distracting the enemy by flying into eyes, ears and mouths, and crawling under armour and clothing. Any unit in close combat with one or more models with a Cloud of Flies suffers a -1 modifier on its rolls to hit.

STREAM OF CORRUPTION 30 POINTS

The Daemon spews forth a noxious stream of disease and filth. In any of the Chaos player's Shooting phases that the Daemon is not in combat, it may unleash its Stream of Corruption. This is a breath attack (see page 114 of the Warhammer rulebook). The attack is resolved at Strength 3, with a -2 armour saving throw modifier.

PLAGUE FLAIL 15 POINTS

The Daemon wields an immense ball and chain which instantly infects any wounds it inflicts. The Daemon's attacks count as poisoned attacks. This gift cannot be combined with a *Blade of the Ether* gift.

SLAANESH DAEMONS ONLY

AURA OF SLAANESH 30 POINTS

The Daemon is surrounded by a mind-altering aura that befuddles the enemy. Any enemy unit in base contact with one or more models with the Aura of Slaanesh reduces its Leadership by -1, to a minimum Leadership value of 2.

SOPORIFIC MUSK 30 POINTS

Enemies close to the Daemon find their minds confused, and their limbs heavy and slow. Any models in base contact with one or more Daemons with Soporific Musk halve their WS and 1 (rounding up).

GAZE OF ACQUIESCENCE 20 POINTS

Transfixed by the magical gaze of the Daemon, the enemy cannot bring themselves to strike. At the beginning of the Close Combat phase, select one model in base contact with the Daemon. The target must pass a Leadership test or may not make any attacks in that Close Combat phase. Models immune to psychology cannot be affected.

ARTIFACTS OF THE DARK GODS

On the following pages are additional magic items for Chaos armies. A Chaos character may choose items from the Common magic items list (summarised first) and from the Chaos magic items list as noted in their army list entry. Only characters from a Chaos army may take these items, and in addition there may be other limits (for example, certain items may only be taken by a character with the appropriate Mark of the Gods). 'One use only' weapons still count as a magic weapon, even if their special ability has already been used.

COMMON MAGIC ITEMS

SWORD OF STRIKING Weapon; +1 to hit.	30 POINTS
SWORD OF BATTLE Weapon; +1 Attack.	25 POINTS
SWORD OF MIGHT Weapon; +1 Strength.	20 POINTS
BITING BLADE Weapon; -1 armour save.	10 POINTS
ENCHANTED SHIELD Armour; 5+ armour save.	10 POINTS
TALISMAN OF PROTECTION Talisman; 6+ Ward save.	15 POINTS
DISPEL SCROLL One use only Arcane; Automatically dispel an enemy spell.	25 POINTS
POWER STONE One use only Arcane; +2 dice to cast a spell.	25 POINTS
STAFF OF SORCERY Arcane; +1 to dispel.	50 POINTS
WAR BANNER Banner; +1 combat resolution.	25 POINTS

MAGIC WEAPONS

CHAOS DAEMON SWORD **85 POINTS**
Models with a Mark of Chaos only
(except the Mark of Chaos Undivided)
This most deadly of all blades contains a bound daemon trapped inside. Although powerful, the Daemon Sword is fickle and treacherous and, if not guarded against, it will betray its wielder.

A character with a Daemon Sword has the same WS, S, I and A as the Greater Daemon of their patron god (eg, a Champion of Khorne would have Weapon Skill 10, Strength 7, Initiative 10 and Attacks 7). However, every roll of a 1 to hit in close combat means that the attack is resolved against the character instead of the enemy. Furthermore, the character can never re-roll an unmodified 1 to hit in close combat, regardless of the source of the re-roll.

SWORD OF CHANGE **75 POINTS**
The Sword of Change has the power to warp its foes and mutate them into vile monstrosities, dribbling mindless creatures known as Chaos Spawn.

Roll a D6 every time an enemy character or monster is slain by the Sword of Change. On a roll of 1, 2 or 3

nothing happens. On a roll of 4 or more, the model is turned into a Chaos Spawn controlled by the Chaos player! Replace the model with a Chaos Spawn model. If you do not have a spare Chaos Spawn model the model is slain, but the sword has no additional effect. If the enemy is in a unit, then the Spawn model is placed in contact with the unit on one of its free sides (bearer's choice) and will fight as normal in subsequent combat rounds. The Chaos Spawn starts with only D3 Wounds.

HELLFIRE SWORD **75 POINTS**
A blade forged in liquid fire so that the heat of its making never cools, but is released upon its victims as each blow is struck.

Any model wounded by the Hellfire Sword (after saves, etc) bursts into flames and suffers an additional D6 wounds with no armour saves allowed. Attacks from the Hellfire Sword count as flaming for the purposes of regeneration, etc.

CHAOS RUNESWORD **70 POINTS**
This evil blade was forged by the deluded Dwarf Runesmith Grugni Ironheart, a secret and embittered worshipper of the Chaos gods.

The wielder gains +1 Weapon Skill, +1 Strength and +1 Attack.



WHIP OF PLEASURE **50 POINTS**
Models with the Mark of Slaanesh only
This long whip writhe with its own power, its crack sounding out like a peal of thunder. The Whip of Pleasure lashes ahead of the wielder to strike the enemy at a distance, rasping flesh from bone.

The wielder gains +1 Attack, but he cannot carry a shield or banner. In addition, the wielder always strikes first in close combat. If any of the wielder's opponents also always strike first, revert to normal Initiative.

BERSERKER SWORD **40 POINTS**
The Berserker sword fills all who carry it with an unquenchable battle fury.

The wielder of the Berserker Sword may make additional attacks in every Close Combat phase. The number of additional attacks is equal to half the Unit Strength of all enemy models in base contact (rounding up). For example, a character in contact with two Ogres (combined Unit Strength of 6) would get 3 additional Attacks. If the bearer is involved in a challenge, only the Unit Strength of the opponent is counted.

RENDING SWORD 40 POINTS

The Rending Sword has gnarled teeth along its edge that rip and gnaw at armour and bone. As it is swung, the sword growls and snarls like a wild beast hungry for the taste of raw flesh.

A model wounded by the Rending Sword (after saves, etc) loses not one but D3 wounds.

BLADE OF BLOOD 35 POINTS

The Blade of Blood was forged by evil sorcerers and quenched in the blood of vampires. It retains a vampiric ability to sap the strength of its victims by draining their essence.

For each unsaved wound which the Blade of Blood causes, the wielder may take a Strength test. If the test is passed, the wielder gains +1 Wound. This may not increase his Wounds value above double its normal number of Wounds. If the test is failed, the wielder loses one Wound.

FILTH MACE 35 POINTS

Models with the Mark of Nurgle only

This heavy mace oozes pus and slime and contains a dark enchantment that can ensnare the souls of those it slays. The captured soul is bound to the weapon, and can be seen writhing in eternal agony.

All attacks with the Filth Mace count as poisoned attacks. In addition, if the bearer of the mace kills an enemy character in close combat, he will cause *terror* for the rest of the game.

SOUL CLEAVER 30 POINTS

This blade was forged over a fire of starving souls. Its edges are worked into a thousand tiny mouths, each studded with spiny teeth and rasping tongues. When it strikes a victim, its vitality is drained away by the Soul Cleaver's dark magic.

Any model wounded by the Soul Cleaver (after saves, etc) must pass a Toughness test or suffer an additional wound (with no saves allowed).

AXE OF KHORNE 25 POINTS

Models with the Mark of Khorne only

This axe is a sign of Khorne's blessing, unerringly seeking out skulls for Khorne's throne, severing heads with bloody sweeps.

Confers on the bearer the Killing Blow ability.

MAGIC ARMOUR

SPELLEATER SHIELD 75 POINTS

Models with the Mark of Khorne only

The Spelleater Shield is made from daemonhide and adorned with symbols of power. When spells are cast against the bearer, it drains away their power.

The Spelleater Shield is treated like a normal shield. In addition, it grants Magic Resistance (2) to the character and any unit he is with. Roll a D6 each time a spell is cast at the bearer of the Spelleater Shield and is dispelled. On a roll of 4 or more, the spell is destroyed and the enemy Wizard may not cast it for the rest of the battle.

CHAOS RUNESHIELD 50 POINTS

The Chaos Runeshield is covered with writhing carvings that have the power to destroy enemy magic.

The Chaos Runeshield is treated like a normal shield. It also negates the power of any magic weapons carried by models in base contact – treat them as ordinary non-magical weapons of their type.

ARMOUR OF TORTURED SOULS 40 POINTS

This suit of armour is fully enclosed. Nothing remains of the wearer except his spirit and the spirits of those who wore the armour before him.

The Armour of Tortured Souls is a suit of Chaos armour. The wearer counts as having +1 Toughness against mundane attacks (not against spells, magic items, etc).

ARMOUR OF DAMNATION 30 POINTS

This bigly ornate suit of Chaos armour shimmers with unnatural energies that distort the position of the wearer so that the enemy's blows miss their mark.

The Armour of Damnation is a suit of Chaos armour. In addition, any model attacking the wearer in close combat must re-roll successful rolls to hit.

BANE SHIELD 30 POINTS

The Bane Shield discharges a magic blast every time it is struck, rebounding the enemy's blows back at him.

The Bane Shield is treated like a normal shield. In addition, for each successful armour save in close combat, the shield inflicts a Strength 4 hit on the model that struck the blow.

CRIMSON ARMOUR OF DARGAN 20 POINTS

This armour emits a searing heat which blinds and burns those who dare raise a blade against it.

The Crimson Armour is a suit of Chaos armour. In addition, any model wishing to attack the wearer in close combat must first pass a Leadership test or they may not attack that combat round.

TALISMANS

THE BEGUILING GEM 75 POINTS

Characters with the Mark of Slaanesh only

The Beguiling Gem is an intricately carved talisman. Those who gaze upon it are transfixed by its otherworldly appearance.

All enemy models in base contact with the bearer of the Beguiling Gem must take a Leadership test at the start of every Close Combat phase. Any model which fails is transfixed and may not make any attacks that round, and any attacks made against it by the bearer will hit automatically.

CROWN OF EVERLASTING CONQUEST 50 POINTS

The warrior's helmet is crafted into a magnificent crown of spikes and horns which radiate invigorating dark power.

The model gains the Regenerate ability.

AMULET OF CHAOS 45 POINTS

The Amulet of Chaos surrounds the wearer with a seething miasma of magic that warps and mutates those close by.

At the start of every Chaos Magic phase, any enemy models in contact with the wearer must pass a Strength test or lose one wound, with no armour saves allowed.

GOLDEN EYE OF TZEENTCH 30 POINTS

Characters with the Mark of Tzeentch only

This arcane jewel glows brightly, hiding the wearer behind a nimbus of iridescent colours.

The model and his mount have a Ward save of 3+ against all normal and magical missiles.

GAZE OF THE GODS 30 POINTS

This wrought iron pendant shows that the wearer is particularly favoured and watched by the gods of Chaos. They will protect him if he serves them well, but if he fails them, he will be punished.

The model gains a 4+ Ward save. If the model is fleeing at the start of a Chaos Magic phase, for any reason, the wrath of the Chaos gods is immediately visited upon him and he is turned into a Chaos Spawn, with the same number of wounds remaining as the character had. If you do not have a Spawn model to replace the character then he simply counts as slain. For Victory points purposes, the character is not counted as slain or below half Wounds unless the Spawn he has turned into is slain or is below half Wounds.

COLLAR OF KHORNE 25 POINTS

Models with the Mark of Khorne only

The worshippers of Khorne are sometimes gifted with a heavy studded collar which wards away vile magic.

The model has Magic Resistance (2).

ARCANE ITEMS**STAFF OF CHANGE** 65 POINTS

Models with the Mark of Tzeentch only

The Staff of Change is a symbol of Tzeentch, Lord of Magic. It focuses Chaos energy, allowing the wielder to control the winds of magic with more precision than any normal sorcerer could ever hope for.

The bearer can re-roll any number of the dice rolled to cast or dispel a spell. The second result(s) stand. This can effectively negate the effects of a Miscast and cause an Irresistible Force (and the equivalent results when dispelling). If the bearer casts a spell with Irresistible Force using the staff's re-roll ability, the staff will exhaust its power and cease working for the rest of the battle.

SKULL OF KATAM 50 POINTS

The skull of the sorcerer Katam continues to whisper words of power in the ears of its owner.

The bearer adds +1 to all Casting rolls.

POWER FAMILIAR 50 POINTS

This familiar attracts raw magic power to its master.

The Familiar adds one dice to both the Power dice and Dispel dice pool of the bearer's side.

WARRIOR FAMILIAR 30 POINTS

A warrior familiar accompanies its master and fights to protect him. It usually takes the form of a diminutive Chaos warrior or tiny monstrous creature.

At the beginning of the Close Combat phase, before blows are struck, the Familiar inflicts one Strength 5 hit on a single model chosen by the Sorcerer from amongst those in base contact. Wounds inflicted do count towards combat resolution.

SPELL FAMILIAR 15 POINTS

A spell familiar memorises a spell on its master's behalf, offering the sorcerer a better choice of deadly magic to unleash in battle.

The Familiar's owner knows one more spell than is normal for his level. This does not increase his Magic Level.

ENCHANTED ITEMS**ROD OF CORRUPTION** 75 POINTS

Models with the Mark of Nurgle only.

Bound spell. Power Level 4. One use only.

The Rod of Corruption seethes with the foul energies of Nurgle's Rot. Its touch brings corruption and almost certain death.

Target any enemy unit on the tabletop. This unit becomes infected with *Nurgle's Rot* and suffers D6 Strength 2 hits, distributed as shooting hits amongst the models in the unit. At the start of the caster's next Magic phase, the unit takes 2D6 Strength 2 hits. At the start of the caster's Magic phase after that it takes 3D6 Strength 2 hits, and so on. Once cast, *Nurgle's Rot* cannot be stopped.

BINDINGS OF SLAANESH 50 POINTS

Models with the Mark of Slaanesh only.

The Champion is blessed with a series of writhing chains and leather straps that have burrowed deep into his flesh. In combat, these bindings lash out, wrapping around the limbs of the Champion's foes and drawing them within range of his weapons.

Whenever the bearer issues a challenge, the enemy cannot refuse it and the Chaos player may choose who will accept the challenge. The model forced to accept the challenge may be anywhere within the enemy unit, and even characters that would normally be in a position that would disallow them from accepting challenges (by not being in the fighting rank, for instance) may be forced into accepting the challenge. In the first round an enemy is ensnared, the bearer always strike last, regardless of any other factor, magic item or spell.

BOOK OF SECRETS 40 POINTS

Not models with the Mark of Khorne.

Non-Sorcerers only.

The Book of Secrets contains many secrets of power, but all too often the price of power is life itself.

The bearer is a Level 1 Sorcerer and knows a random spell from the Lore of Fire, Shadow or Death (Chaos player's choice). If the bearer miscasts, roll twice on the Miscast table and apply both results.

CHALICE OF CHAOS**35 POINTS****One use only.**

This chalice contains the boiling blood of a daemon which, when drunk, passes on much of the daemon's power. If the drinker survives, that is...

The bearer becomes daemonic and follows all of the rules outlined in the Bestiary section. If the bearer is the army's General, he must lead a daemonic army. Remember, a daemonic character cannot join non-daemonic units. At the start of the battle he must take a Toughness test (remember that rolls of 6 always fail). If the test is failed, the bearer reduces his Wounds and Toughness by -1.

DEATH'S HEAD**30 POINTS****Models with the Mark of Nurgle only.****One use only.**

The champion of Chaos carries the skull of one of his fallen enemies, filled with Nurgle's most virulent poxes and sealed with blood-laced wax.

The model may throw the Death's Head in the Shooting phase. It is treated as a thrown weapon with a range of 12". If the Death's Head hits, the enemy unit takes D6 hits, and affected models must pass a Toughness test or lose D3 wounds, with no armour saves allowed. Units taking any casualties from a Death's Head must take a Panic test.

SCEPTRE OF DOMINATION**25 POINTS****Models with the Mark of Slaanesh only.****Bound spell. Power Level 6. One use only.**

The bearer can seduce the minds of his foes, manipulating them to his will.

The Sceptre of Domination contains the bound Slaanesh spell *Delectable Torture*.

**HELM OF MANY EYES****25 POINTS**

This ornate helm has no eye holes, but is covered with wrought eyes all over its surface which, it is said, can see into the souls and minds of men.

The wearer always strikes first in close combat, even if charged or armed with a weapon that normally strikes last. If any of the wearer's opponents also strike first, revert to normal Initiative. The character is also subject to *stupidity* (even if immune to psychology) due to the random and conflicting images that confront him.

MIRROR OF KNOWLEDGE**20 POINTS****Models with the Mark of Tzeentch only.**

This double-sided mirror allows the Champion to look into the minds of others and learn their secrets.

The bearer can pick any enemy unit on the battlefield at the beginning of each of his Magic phases. The opponent must reveal everything that is not apparent about the unit (magic items and their bearers, hidden Assassins and Fanatics, etc).

PENDANT OF SLAANESH**20 POINTS****Models with the Mark of Slaanesh only.**

This pendant burrows deep into the flesh, and any pain inflicted on the champion feels like the touch of a lover's caress, invigorating him with sublime energy.

For each Wound the character loses (after saving throws, etc), he gains an extra Attack for the rest of the battle.

MAGIC BANNERS**BANNER OF THE GODS****125 POINTS****Mark of Chaos Undivided only**

Festooned with grisly trophies and bearing the symbols of all the four major powers, the Banner of the Gods induces dread in the enemy and suicidal courage in the servants of Chaos.

All non-daemonic friendly units within 6" of the banner become *stubborn* (even if normally immune to psychology).

BANNER OF RAGE**50 POINTS****Characters & units with the Mark of Khorne only**

This banner contains the souls of the Blood God's most bloodthirsty champions. It radiates bloodlust, driving those who fight beneath it into a frenzy of destruction.

The model and any unit he is with may re-roll failed Break tests and will not lose their *frenzy* if beaten in close combat.

PLAGUE BANNER**50 POINTS****Characters & units with the Mark of Nurgle only**

This putrid, rotting standard is surrounded by a miasma of decay that infects the enemy with Nurgle's Rot, the most virulent of all diseases.

Any enemy model in contact with the banner bearer at the start of the Chaos Magic phase must pass a Toughness test or suffer a wound. Armour saves are not allowed. This banner has no effect on models with the Mark of Nurgle or Clan Pestilens Skaven.

BLASTED STANDARD**50 POINTS****Characters and units with the Mark of Tzeentch only****Bound spell. Power Level 4.**

The Blasted Standard contains a mighty spell of protection. Those marching behind this banner are shielded by powerful magical flames.

The banner contains the bound Tzeentch spell *Yellow Fire of Transformation*.

BANNER OF WRATH**50 POINTS****Bound spell. Power Level 4.**

The Banner of Wrath contains a potent spell that lashes the enemy with forks of magical lightning.

The banner contains a bound *magic missile* with range 24", causing D6 Strength 4 hits.

RAPTUROUS STANDARD**50 POINTS****Characters or units with Mark of Slaanesh only**

Imprisoned within the Rapturous Standard are the souls of Slaanesh's most ardent worshippers.

The model and any unit he is with count as having the Daemonic Gift - Soporific Musk.

FORCES OF CHAOS

The purpose of an army list is to enable players with vastly different armies to stage games which are as fair and evenly balanced as it is possible to make them. The army list gives each individual model a points value which represents its capabilities on the tabletop. The higher a model's points value the better it is in one or more respects: stronger, tougher, faster, better leadership, and so on. The value of the army is simply the value of all the models added together.

As well as providing points costs, the army list also divides the army into its constituent units. It describes the weapons and equipment that troops can have and occasionally restricts the number of very powerful units an army can include. Obviously, it would be silly if an army were to consist entirely of Spawn of Chaos or Sorcerers. The resultant game would be a frustrating and unbalanced affair, if not a complete waste of time. We employ army lists to ensure that this does not happen!

USING THE ARMY LIST

Army lists enable two players to choose armies of equal points value to fight a battle, as described in the main body of the Warhammer rules. The following list has been constructed with this purpose in mind.

The list can also be used when playing specific scenarios, either those described in the Warhammer rulebook or others, including ones invented by the players. In this case, the list provides a framework which the players can adapt as required. It might, for example, be felt necessary to increase or decrease the number of characters or units allowed, or to restrict or remove options in the standard list such as magic items or monstrous mounts. If you refer to the Scenarios section of the Warhammer rulebook (pages 196-213), you'll find some examples of this kind.

ARMY LIST ORGANISATION

The following army list is divided into four sections:

CHARACTERS

These are the most potent characters in your army, such as Chaos Lords and Greater Daemons.

MORTAL UNITS

These are the living servants of Chaos, such as Warriors and Marauders, as well as beasts such as Warhounds.

DAEMONIC UNITS

The immortal servants in the form of daemons and daemoniac creatures.

RARE UNITS

Rare units represent unique units, uncommon creatures and horrific monsters.

CHOOSING AN ARMY

Both players choose armies to the same agreed points value. Most players find that 2,000 points is about right for a battle to last an evening. This value is the maximum number of points you can spend on your army. You may find it is impossible to use up every last point. Most 2,000 points armies will therefore be something like 1,998 points or 1,999 points, but they are still '2,000' points armies for our purposes. Once you have decided on a total points value it is time to choose your force.

CHOOSING CHARACTERS

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below.

Army Points Value	Max. Total Characters	Max. Lords	Max. Heroes
Less than 2,000	3	0	3
2,000 or more	4	1	4
3,000 or more	6	2	6
4,000 or more	8	3	8
Each +1,000	+2	+1	+2



An army does not have to include the maximum number of characters allowed. However, an army must always include at least one character: the General. An army does not have to include Lords, it can include all of its characters as Heroes if you prefer. At the beginning of the battle, choose one of the characters to be the General and make sure you let your opponent know which one it is.

For example, a 2,500 points army could include a Lord of Chaos (Lord), an Exalted Champion (Hero), and two Aspiring Champions (two Heroes). This is four characters in total, of which one is a Lord.

CHOOSING TROOPS

Troops are divided into Core, Special and Rare units. The number of each type of unit available depends on the army's points value, indicated on the chart below.

Army Points Value	Core Units	Special Units	Rare Units
Less than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1 minimum	+0-1	+0-1

In some cases other limitations may apply to a particular kind of unit. This is specified in the unit entry. For example, the Chaos Furies unit entry is 0-1, meaning you may have a maximum of one of these units in total.

THE CHAOS GENERAL

The character you nominate as your General is very important with a Chaos army. This is because he affects what other characters and units you can have in the rest of your army.

Firstly, you must decide if your General is Mortal or Daemonic. A character without the Daemonic special rule is Mortal, while a character with it is Daemonic.

If your General is Mortal then the Mortal units count as Core choices and Daemonic units count as Special choices. If the General is Daemonic, then this is reversed, with Daemonic units for your Core units, and Special choices made from the Mortal units.

In addition, whether your General has a Mark or not affects your army composition. If your General is sworn to a particular god, his choices will be more restricted than if he worships Chaos Undivided.

- If your General has the Mark of Khorne, Nurgle, Slaanesh or Tzeentch, then other characters and units in the army may only have the same Mark (or have no Mark at all and be Chaos Undivided).
- If your General worships Chaos Undivided then you may mix other Marks in your army freely, with the following exception – you may only give a Mark to a character if the army also contains a unit or chariot with the same Mark (other than a Spawn of Chaos).

- All Daemons and Spawn of Chaos of one of the four Greater Powers are assumed to have the Mark of their god, although they may not necessarily have the exact rules benefit associated with that Mark. For example, an army led by a Bloodthirster of Khorne may include only Undivided units and units with the Mark of Khorne (this includes Bloodletters, Flesh Hounds and Bloodbeasts).

UNIT ENTRIES

Profiles. The characteristics for the troops in each unit are given here. Where several profiles are required, these are also given even if they are optional.

Unit Sizes. Each entry specifies the minimum number of models that must be taken for each unit. In some cases, units also have a maximum size. Sometimes more than one unit can be included as a single choice. For example, up to two Chaos Spawn can be taken as one Rare choice, although in the game the models are separate units.

Weapons and Armour. Each entry lists the standard weapons and armour, if any, for that unit type. The value of these items is included in the points value.

Options. Lists the different weapons, armour and equipment options for the unit and any additional points cost for taking them. It may also include the option to upgrade a unit member to a Champion. While this model usually has a specific name (the Champion of a Bloodletters unit is called a Bloodhowler, for example) all the rules that apply to Champions apply to them. See the Warhammer rulebook for details (pages 108-109).

Special Rules. Many troops have special rules, described in full elsewhere in this book. These rules are also summarised for your convenience in the army list. Bear in mind that players should refer to the main rules for a full account.

DOGS OF WAR

Dogs of War are troops of other races prepared to fight in return for money, food, or some other reward. The most common type of Dogs of War units are the Regiments of Renown. Although the two terms are used to describe mercenary units, both work in the same way in the army list.

A selection of such regiments is available as part of the Dogs of War range of models. The descriptions and rules for these units can be found in White Dwarf magazine and are compiled in the Warhammer Annual.

The rules for individual Regiments of Renown detail exactly which armies may take them and which army list choices they use up. Most Dogs of War units take up a Rare choice, but some count as Special choices, or may take up more than one choice. This is detailed in the individual rules of the unit itself.

Note: Even the most foolhardy mercenary captain would have a hard time convincing his men to fight for a Bloodthirster, so only armies with a mortal General may include Dogs of War units!

LORDS

Lords are the most powerful characters in the army, and some of the most potent fighters and magic users in the Warhammer world. Lords cost quite a lot of points, but make the best generals.

The total number of characters you can field in your army can be found on page 54.

MORTAL & DAEMONIC GENERALS

If your General is a Daemon (ie, has the *Daemonic* special rule), Daemonic units count as Core choices and Mortal units count as Special choices in your army.

If your General is a mortal (ie, does not have the *Daemonic* special rule), Mortal units count as Core choices and Daemonic units count as Special choices in your army.

CHARACTER MOUNTS

CHAOS STEED

M	WS	BS	S	T	W	I	A	Ld
8	3	0	4	3	1	3	1	5

DRAGON OF CHAOS

M	WS	BS	S	T	W	I	A	Ld
6	6	0	6	6	6	3	6	8

A *Dragon of Chaos* uses up an additional Hero choice.

Special Rules: Large Target, Terror, Two Breath Weapons, Fly, Scaly Skin (3+).

DAEMONIC MOUNT

M	WS	BS	S	T	W	I	A	Ld
8	4	0	5	5	3	3	2	8

Special Rules: Daemonic.

STEED OF SLAANESH

M	WS	BS	S	T	W	I	A	Ld
10	4	0	4	4	3	5	2	8

Special Rules: Daemonic.

JUGGERNAUT OF KHORNE

M	WS	BS	S	T	W	I	A	Ld
7	5	0	5	5	3	2	2	8

Special Rules: Daemonic, 4+ armour save.

DISC OF TZEENTCH

M	WS	BS	S	T	W	I	A	Ld
1	3	0	5	5	3	4	1	8

Special Rules: Daemonic, Floats 15".

LORD OF CHAOS

Points/model: 210

	M	WS	BS	S	T	W	I	A	Ld
Lord of Chaos	4	8	3	5	5	3	8	5	9

Equipment: Hand weapon and Chaos armour.

Options:

- May choose either a great weapon (+6 pts), an additional hand weapon (+6 pts), a flail (+3 pts) or a halberd (+6 pts).
- May carry a shield (+3 pts).
- May choose a mix of magic items from the Common or Chaos magic items list, with a maximum total value of 100 pts.
- May swap the Mark of Chaos Undivided with the Mark of Tzeentch, Slaanesh, Khorne or Nurgle at the price indicated (see p. 47).
- May ride a Dragon of Chaos (+360 pts), a Daemonic Mount (+50 pts) or a barded Chaos Steed (+24 pts), or he can ride in a Chariot chosen as normal from the Mortal units section of the army list displacing one of the crew. Alternatively, a character with a Mark of Chaos may ride the Daemonic Mount of his god: Disc of Tzeentch (+45 pts), Juggernaut of Khorne (+55 pts), or Steed of Slaanesh (+40 pts).

EXALTED SORCERER OF CHAOS

Points/model: 235

	M	WS	BS	S	T	W	I	A	Ld
Exalted Sorcerer	4	5	3	4	4	3	5	2	8

Equipment: Hand weapon and Chaos armour.

Magic: An Exalted Sorcerer is a Level 3 Wizard. He can use spells from the Lores of Death, Fire and Shadow, or the Lores of Slaanesh or Nurgle if given the appropriate Mark.

Options:

- May be upgraded to a Level 4 Wizard for +35 points.
- May choose a mix of magic items from the Common or Chaos magic items list, with a maximum total value of 100 pts.
- May swap the Mark of Chaos Undivided with the Mark of Slaanesh or Nurgle at the price indicated (see p. 47).
- May ride a Daemonic Mount (+50 pts) or a barded Chaos Steed (+24 pts), or he can ride in a Chariot chosen as normal from the Mortal units section of the army list displacing one of the crew. Alternatively, a character with a Mark of Slaanesh may ride a Steed of Slaanesh (+40 pts).

DAEMON PRINCE

Points/model: 300

	M	WS	BS	S	T	W	I	A	Ld
Daemon Prince	6	8	0	5	5	4	8	5	9

A *Daemon Prince* counts as one Lord and one Hero choice.

Options:

- May choose up to 100 points worth of Daemonic Gifts
- May be a Sorcerer, at +40 points per Level, up to Level 4 (unless he has the Mark of Tzeentch or Khorne). If a Sorcerer, he may use the Lores of Shadow, Death or Fire, or the Lores of Slaanesh or Nurgle if given the appropriate Mark of Chaos.
- May swap the Mark of Chaos Undivided with the Mark of Tzeentch, Slaanesh, Khorne or Nurgle at the price indicated (see p. 47).

Special Rules: Daemonic; Terror; Fly; Unit Strength 3.

BLOODTHIRSTER *

Points/model: 650

	M	WS	BS	S	T	W	I	A	Ld
Bloodthirster	6	10	0	6(7)	6	7	10	7	9

Weapons: Axe of Khorne, Armour of Khorne.

Special Rules: Daemonic; Terror; Fly; Large Target; Armour of of Khorne; Axe of Khorne; Might of Khorne; Frenzy; Magic Resistance (2).

KEEPER OF SECRETS *

Points/model: 625

	M	WS	BS	S	T	W	I	A	Ld
Keeper of Secrets	8	9	0	6	6	6	10	6	9

Magic: A Keeper of Secrets is a Level 4 Wizard. It knows spells from the Lore of Slaanesh.

Special Rules: Daemonic; Terror; Large Target; Soporific Musk; Aura of Slaanesh.

LORD OF CHANGE *

Points/model: 665

	M	WS	BS	S	T	W	I	A	Ld
Lord of Change	6	6	0	6	6	6	10	5	9

Magic: A Lord of Change is a Level 4 Wizard. It knows spells from the Lore of Tzeentch.

Special Rules: Daemonic; Terror; Fly; Large Target; Tzeentch's Will; Master of Sorcery; Spell Destroyer.

GREAT UNCLEAN ONE *

Points/model: 600

	M	WS	BS	S	T	W	I	A	Ld
Great Unclean One	4	8	0	6	6	10	4	6	9

Magic: A Great Unclean One is a Level 4 Wizard. It knows spells from the Lore of Nurgle.

Special Rules: Daemonic; Terror; Large Target; Cloud of Flies; Stream of Corruption.

LORDS

Greater Daemons are the most destructive and unnatural creatures in the world, rivalled in power only by the mightiest of heroes and the ancient dragons.

The total number of characters you can field in your army can be found on page 54.

MORTAL & DAEMONIC GENERALS

If your General is a Daemon (ie, has the *Daemonic* special rule), Daemonic units count as Core choices and Mortal units count as Special choices in your army.

If your General is a mortal (ie, does not have the *Daemonic* special rule), Mortal units count as Core choices and Daemonic units count as Special choices in your army.

* A Greater Daemon counts as one Lord, one Hero and one Rare choice.

HEROES

Heroes are great fighters, and on the battlefield their presence can swing a closely fought combat. The total number of characters you can field in your army can be found on page 54.

MORTAL & DAEMONIC GENERALS

If your General is a Daemon (ie, has the *Daemonic* special rule), Daemonic units count as Core choices and Mortal units count as Special choices in your army.

If your General is a mortal (ie, does not have the *Daemonic* special rule), Mortal units count as Core choices and Daemonic units count as Special choices in your army.

EXALTED CHAMPION OF CHAOS *Points/model: 100*

Exalted Champion	M	WS	BS	S	T	W	I	A	Ld
	4	7	3	5	4	2	7	4	8

Equipment: Hand weapon and Chaos armour.

Options:

- May choose either a great weapon (+4 pts), an additional hand weapon (+4 pts), a flail (+2 pts) or a halberd (+4 pts).
- May carry a shield (+2 pts).
- May choose a mix of magic items from the Common or Chaos magic items list, with a maximum total value of 50 pts.
- May swap the Mark of Chaos Undivided with the Mark of Tzeentch, Slaanesh, Khorne or Nurgle at the price indicated (see p. 47).
May ride a Daemonic Mount (+50 pts) or a barded Chaos Steed (+16 pts), or he can ride in a Chariot chosen as normal from the Mortal units section of the army list displacing one of the crew. Alternatively, a character with a Mark of Chaos may ride the Daemonic Mount of his god: Disc of Tzeentch (+45 pts), Juggernaut of Khorne (+55 pts), or Steed of Slaanesh (+40 pts).

EXALTED DAEMON

Points/model: 230

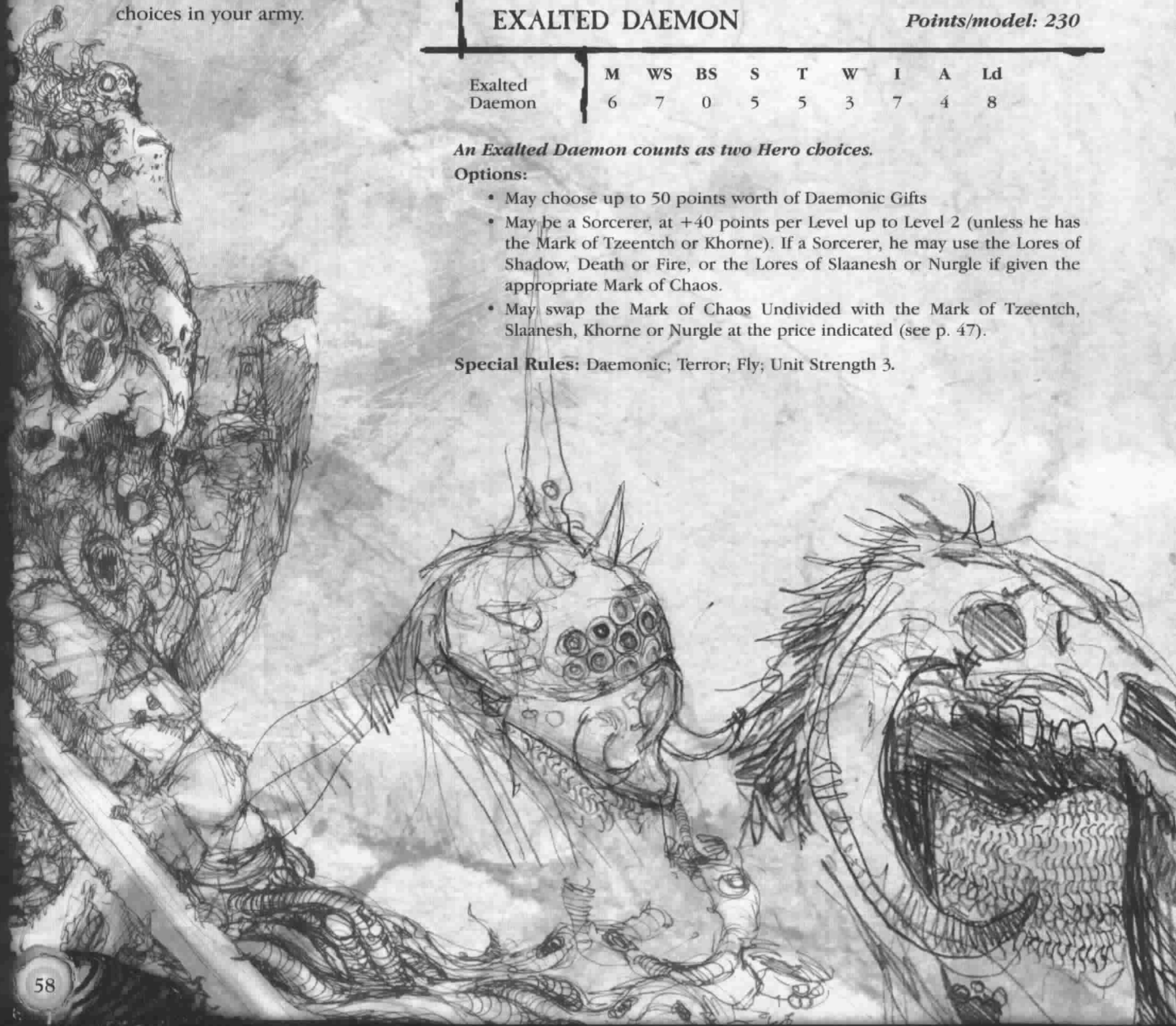
Exalted Daemon	M	WS	BS	S	T	W	I	A	Ld
	6	7	0	5	5	3	7	4	8

An Exalted Daemon counts as two Hero choices.

Options:

- May choose up to 50 points worth of Daemonic Gifts
- May be a Sorcerer, at +40 points per Level up to Level 2 (unless he has the Mark of Tzeentch or Khorne). If a Sorcerer, he may use the Lores of Shadow, Death or Fire, or the Lores of Slaanesh or Nurgle if given the appropriate Mark of Chaos.
- May swap the Mark of Chaos Undivided with the Mark of Tzeentch, Slaanesh, Khorne or Nurgle at the price indicated (see p. 47).

Special Rules: Daemonic; Terror; Fly; Unit Strength 3.



ASPIRING CHAMPION OF CHAOS** *Points/model: 80*

Aspiring Champion	M	WS	BS	S	T	W	I	A	Ld
	4	6	3	5	4	2	6	3	8

Equipment: Hand weapon and Chaos armour.

Options:

- May choose either a great weapon (+4 pts), an additional hand weapon (+4 pts), a flail (+2 pts) or a halberd (+4 pts).
- May carry a shield (+2 pts).
- May choose a mix of magic items from the Common or Chaos magic items list, with a maximum total value of 50 pts.
- May swap the Mark of Chaos Undivided with the Mark of Tzeentch, Slaanesh, Khorne or Nurgle at the price indicated (see p.47).
- May ride a barded Chaos Steed (+16 pts). Or he can ride in a Chariot chosen as normal from the Mortal units section of the army list. He will displace one of the crew.

HEROES

***ARMY BATTLE STANDARD**

One Aspiring Champion in the army may carry a Battle Standard for +25 pts.

The Champion carrying the Battle Standard cannot choose any extra weapons, nor can he use a shield.

If a Hero is carrying the Battle Standard, he can have any magic banner (no points limit), but if he carries a magic banner he cannot carry any other magic items.

*Aspiring Champions and Sorcerers cannot be the General if any other type of character is present.

SORCERER OF CHAOS* *Points/model: 85*

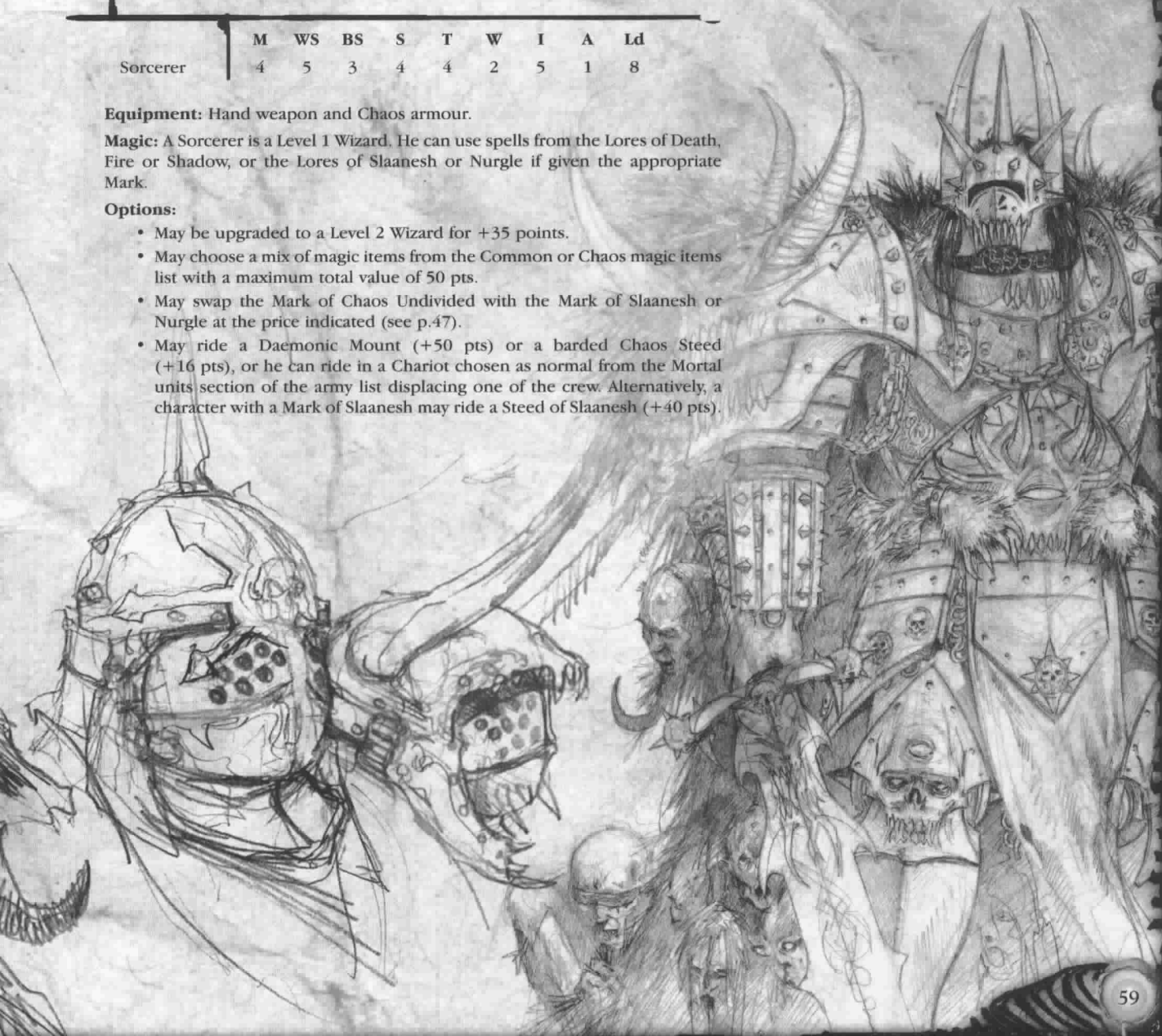
Sorcerer	M	WS	BS	S	T	W	I	A	Ld
	4	5	3	4	4	2	5	1	8

Equipment: Hand weapon and Chaos armour.

Magic: A Sorcerer is a Level 1 Wizard. He can use spells from the Lore of Death, Fire or Shadow, or the Lore of Slaanesh or Nurgle if given the appropriate Mark.

Options:

- May be upgraded to a Level 2 Wizard for +35 points.
- May choose a mix of magic items from the Common or Chaos magic items list with a maximum total value of 50 pts.
- May swap the Mark of Chaos Undivided with the Mark of Slaanesh or Nurgle at the price indicated (see p.47).
- May ride a Daemoniac Mount (+50 pts) or a barded Chaos Steed (+16 pts), or he can ride in a Chariot chosen as normal from the Mortal units section of the army list displacing one of the crew. Alternatively, a character with a Mark of Slaanesh may ride a Steed of Slaanesh (+40 pts).



MORTAL UNITS

The mortal followers of Chaos roam the lands in search of battle, constantly striving to gain the attention and favour of the gods.

MORTAL & DAEMONIC GENERALS

If your General is a Mortal (ie, does not have the *Daemonic* special rule), Mortal units count as Core choices.

If your General is a Daemon (ie, has the *Daemonic* special rule), Mortal units count as Special choices in your army.



WARRIORS OF CHAOS

Points/model: 14

	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	5	3	4	4	1	5	1	8
Champion	4	5	3	4	4	1	5	2	8

Unit Size: 10+

Equipment: Hand weapon & heavy armour.

Options:

- Any unit may be equipped with halberds (+2 pts/model), additional hand weapons (+3 pts/model), or great weapons (+2 pts/model).
- Any unit may be equipped with shields (+1 pt/model).
- May swap the Mark of Chaos Undivided with the Mark of Tzeentch, Slaanesh, Khorne or Nurgle at the price indicated (see p. 47).
- Upgrade one Warrior to a Musician for +6 pts.
- Upgrade one Warrior to a Standard Bearer for +12 pts.
- Promote one Warrior to a Champion for +12 pts.
- One unit may carry a magic standard worth up to 50 points.

CHOSEN

One unit of Chaos Warriors in the army can be upgraded to a unit of Chosen (+6 points per model). All models in a unit of Chosen wear Chaos armour (4+ save) and have an extra Attack on their profile.

MARAUDERS OF CHAOS

Points/model: 5

	M	WS	BS	S	T	W	I	A	Ld
Marauder	4	4	3	3	3	1	4	1	7
Chieftain	4	4	3	3	3	1	4	2	7

Unit Size: 10+

Equipment: Hand weapon.

Options:

- Any unit may be equipped with flails (+1 pt/model), or great weapons (+2 pts/model).
- Any unit may be equipped with light armour (+1 pt/model) and/or shields (+1 pt/model).
- Upgrade one Marauder to a Musician for +5 pts.
- Upgrade one Marauder to a Standard Bearer for +10 pts.
- Promote one Marauder to a Chieftain for +10 pts.

MARAUDER HORSEMEN

Points/model: 13

	M	WS	BS	S	T	W	I	A	Ld
Marauder	4	4	3	3	3	1	4	1	7
Chieftain	4	4	3	3	3	1	4	2	7
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Equipment: Hand weapon.

Options:

- Any unit may be equipped with spears (+1 pt/model) or flails (+2 pts/model).
- Any unit may be equipped with throwing axes (+4 pts/model) or throwing spears (treat as javelins, +4 pts/model).
- Any unit may be equipped with shields (+2 pts/model).
- Upgrade one Marauder to a Musician for +6 pts.
- Upgrade one Marauder to a Standard Bearer for +12 pts.
- Promote one Marauder to a Chieftain for +12 pts.

Special Rule: Fast Cavalry.

KNIGHTS OF CHAOS

Points/model: 33

	M	WS	BS	S	T	W	I	A	Ld
Knight	4	5	3	5	4	1	5	1	8
Champion	4	5	3	5	4	1	5	2	8
Chaos Steed	8	3	0	4	3	1	3	1	5

Unit Size: 4+

Equipment: Hand weapons, heavy armour, shield & barded Chaos Steed.

Options:

- May swap the Mark of Chaos Undivided with the Mark of Tzeentch, Slaanesh, Khorne or Nurgle at the price indicated (see p. 47).
- Upgrade one Knight to a Musician for +10 pts.
- Upgrade one Knight to a Standard Bearer for +20 pts.
- Promote one Knight to a Champion for +20 pts.
- One unit may carry a magic standard worth up to 50 points.

CHOSEN

One unit of Chaos Knights in the army can be upgraded to a unit of Chosen (+12 points per model). All models in a unit of Chosen wear Chaos armour (for a total armour save of 1+) and have an extra Attack on their profile.

CHARIOTS OF CHAOS

Points/model: 120

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	-	-
Warriors	-	5	-	4	-	-	5	1	8
Chaos Steed	8	3	-	4	-	-	3	1	-

Unit Size: 1

Crew: Two Chaos Warriors.

Equipment: The crew are equipped with halberds. The Chaos Steeds are barded (-1 Movement). The Chariot has scythed wheels.

Drawn by: Two Chaos Steeds.

Armour save: 3+

Options:

- May swap the Mark of Chaos Undivided with the Mark of Tzeentch, Slaanesh, Khorne or Nurgle at the price indicated (see page 47).
- When permitted, a Chariot can carry a single character, who displaces one crewman automatically. The displaced crewman is lost and his value is not refunded.

Special Rule: Chariot.

WARHOUNDS OF CHAOS

Points/model: 6

	M	WS	BS	S	T	W	I	A	Ld
Warhound	7	4	0	3	3	1	3	1	5

Warhounds do not count towards the minimum number of Core units you must include in your army

Unit Size: 5+

Equipment: None.

MORTAL UNITS

Core units are the most common warriors in the army. There is a minimum number that must be fielded, and this varies with the size of the army (see page 55). There is no maximum limit on the number of Core units that can be fielded.

There is a maximum number of Special units that can be fielded, and this varies with the size of the army (see page 55).

DAEMONIC UNITS

Daemons are magical, otherworldly beings beyond sane comprehension – the true manifestations of Chaos. When their armies are mustered, the world itself trembles in fear.

MORTAL & DAEMONIC GENERALS

If your General is a Daemon (ie, has got the *Daemonic* special rule), Daemonic units count as Core choices.

If your General is a mortal (ie, does not have the *Daemonic* special rule), Daemonic units count as Special choices in your army.



BLOODLETTERS

Points/model: 16

	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	5	0	5	3	1	4	1	8
Bloodhowler	4	5	0	5	3	1	4	2	8

Unit Size: 10+

Equipment: Light armour.

Options:

- Upgrade one Bloodletter to a Musician for +7 pts.
- Upgrade one Bloodletter to a Standard Bearer for +14 pts.
- Upgrade one Bloodletter to a Bloodhowler for +14 pts.

Special Rules: Daemonic; Frenzy; Magic Resistance (1).

FLESH HOUNDS OF KHORNE

Points/model: 16

	M	WS	BS	S	T	W	I	A	Ld
Flesh Hound	7	5	0	4	3	1	4	1	8

Flesh Hounds do not count towards the minimum number of Core units you must include in your army

Unit Size: 5+

Special Rules: Daemonic; Fast Cavalry; Magic Resistance (2); Frenzy.

PLAGUEBEARERS

Points/model: 16

	M	WS	BS	S	T	W	I	A	Ld
Plaguebearer	4	4	0	4	4	1	4	1	8

Unit Size: 10+

Special Rules: Daemonic; Cloud of Flies; Stream of Corruption.

0-1 NURGLINGS

Points/model: 40

	M	WS	BS	S	T	W	I	A	Ld
Nurplings	4	3	0	3	3	4	2	4	8

Unit Size: 1-5

Special Rules: Daemonic; Swarm; Cloud of Flies.

DAEMONETTES

Points/model: 15

	M	WS	BS	S	T	W	I	A	Ld
Daemonette	5	4	0	4	3	1	5	2	8

Unit Size: 10+

Special Rules: Daemonic; Aura of Slaanesh.

HORRORS

Points/model: 15

	M	WS	BS	S	T	W	I	A	Ld
Horror	4	2	0	3	3	1	3	1	8
Flamer	6	2	4	4	4	1	4	2	8

Unit Size: 10+

Options:

- The unit may be accompanied by up to four Flamers, at 25 pts each.

Special Rules

Horror: Daemonic; Spellcasters.

Flamers: Daemonic; Flames of Tzeentch; Accompany Horrors; Single Model.

0-1 SCREAMERS OF TZEENTCH

Points/model: 33

	M	WS	BS	S	T	W	I	A	Ld
Screamer	1	3	0	4	4	2	4	2	8

Unit Size: 3-20

Special Rules: Daemonic; Flying Unit; Slashing Attack.

0-1 CHAOS FURIES

Points/model: 15

	M	WS	BS	S	T	W	I	A	Ld
Chaos Fury	4	4	0	4	3	1	4	1	6

Unit Size: 5-20

Special Rules: Daemonic; Flying Unit.

DAEMONIC UNITS

Core units are the most common warriors in the army. There is a minimum number of Core units that must be fielded, and this varies with the size of the army (refer to page 55).

There is no maximum limit on the number of Core units that can be fielded.

There is a maximum number of Special units that can be fielded, and this varies with the size of the army (see page 55).

RARE UNITS

Chaos Rare units include the feared Spawn of Chaos, warriors so touched by the gods that they have mutated uncontrollably and become the true creatures of Chaos.

Mercenary Dogs of War regiments are often attracted to Chaos forces, driven by the promise of slaughter and looting.

There is a maximum number of Rare units that can be fielded in an army, depending in the size of the army (see page 55).

SPAWN OF CHAOS

Points/model: 60

	M	WS	BS	S	T	W	I	A	Ld
Spawn	2D6	3	0	4	5	3	2	D6+1	10

You may include up to 2 Spawn as a single Rare choice

Unit Size: 1

Options:

- Upgrade to Beast of Nurgle (poisoned attacks) for +15 points.
- Upgrade to Fiend of Slaanesh (Movement 3D6) for +15 points.
- Upgrade to Bloodbeast of Khorne (Strength 5) for +15 points.
- Upgrade to Firewurm of Tzeentch (Strength 3 breath weapon (see p. 27 for details)) for +15 points.

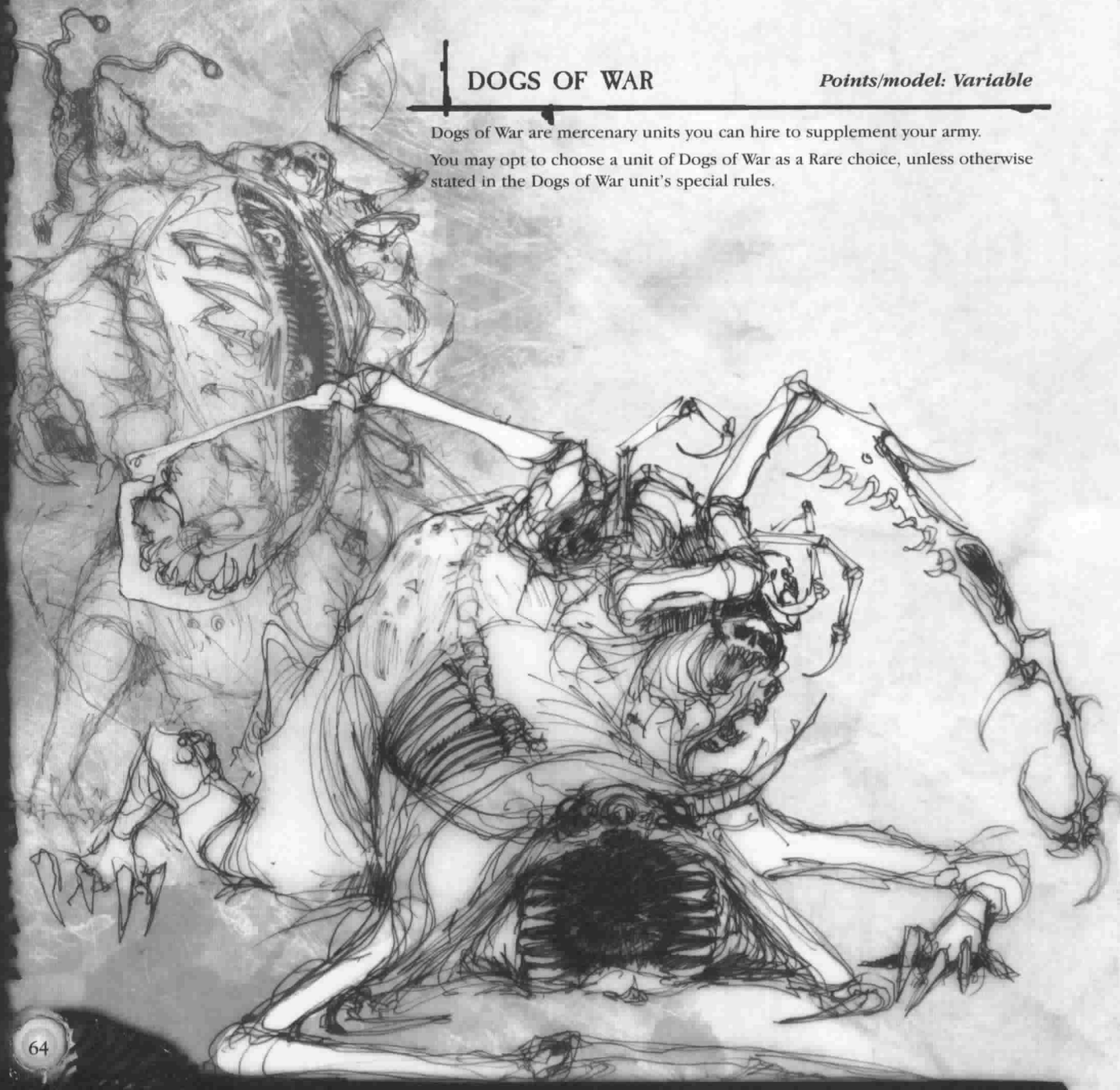
Special Rules: Special Movement; Special Attacks; Unbreakable; Fear; Unit Strength 3.

DOGS OF WAR

Points/model: Variable

Dogs of War are mercenary units you can hire to supplement your army.

You may opt to choose a unit of Dogs of War as a Rare choice, unless otherwise stated in the Dogs of War unit's special rules.





ENGRA DEATHSWORD - CHAMPION OF THE GODS, DESTROYER OF PRAAG

COLLECTING A CHAOS ARMY

The Chaos army is a particularly rewarding one to collect from almost any point of view. The troops themselves are powerful which means the force is compact and relatively easy to manoeuvre even for a novice. Well handled the army can be truly devastating. With fewer models than an equivalent points value of almost any other force, the Chaos army can also be speedily assembled and painted by players who are keen to get into action fast. On the other hand those who enjoy wielding the paint brush long into the early hours will find plenty of variety and detail to challenge their skills. More than any other, the Chaos army makes the ideal canvas for a special paint job – as we have attempted to demonstrate on the pages that follow.

No matter if your Chaos army is your first army or but the latest of many, we hope the examples and suggestions presented here will both inspire and inform. Whether you choose a simple, neat approach, something as mind-boggling as the machinations of Tzeentch, or anything in between, you can be confident of having one of the best looking and best fighting armies there is.



Warriors of Chaos



Sorcerer





Marauders



Champion of Khorne



Champion of Chaos



Horrors of Tzeentch



PAINING WARRIORS OF CHAOS

Here are some different methods you might consider using when modelling and painting your regiments of Chaos Warriors.

1. Undercoat your model with Chaos Black spray.
2. Paint Mithril Silver onto the armour, weapon and studs. If you make any mistakes, cover them up using Chaos Black.
3. Use Shining Gold to paint other areas of the armour, such as the tips of the horns.
4. To complete your model, paint the horns using Bleached Bone, and finish its base using sand and static grass.



This is the method used for our army. 1. Over a Chaos Black spray undercoat, paint your model with a mix of Chaos Black and Boltgun Metal.

2. Then paint the edges of the armour of your Warrior. Use Chainmail and Shining Gold for the banding, shield and helmet crest.

3. Lightly brush Chainmail across the head of the axe. Paint the horns of your model with Bleached Bone.

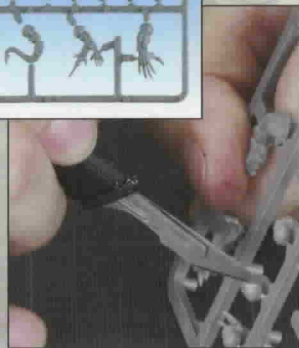
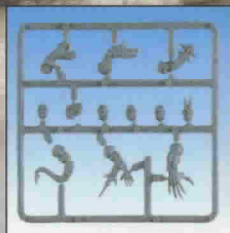
4. Apply a wash of Brown Ink to the gold areas. Apply more highlights to the axe with Mithril Silver. Use Scorched Brown and carefully add some detail to the base of the horns.

Despoilers of the North, by Anthony Reynolds



"To paint the black and bone armour for my Warriors, I first undercoated them with Chaos Black. The edges of the armour were painted with Snakebite Leather, which I then highlighted with Bleached Bone." Anthony's Chaos army is featured later in this section.





To make the heads from the Mutations frame fit neatly onto the Chaos Warrior bodies, you will need to cut the necks slightly. It is best to do this while the head is still on the frame, as this makes it easier to hold and get a straight cut.

The Warriors of Chaos regiment box comes with a Mutations frame which you can use to add extra variety to your models.



The armour on these models has been painted using drybrushing, ink washes or a combination of both techniques.

1. Boltgun Metal drybrushed over Chaos Black.
2. Brown Ink washed over Boltgun Metal.
3. Boltgun Metal and Shining Gold drybrushed over Chaos Black. Black Ink wash applied over the top.



Left: Jim Butler painted his Warriors in a Nurgle colour scheme. "I painted Snot Green over a white undercoat. Over this I applied three successive washes of Green Ink mixed with a little Black Ink and thinned with water."



Left: Mark Raynor painted his Warriors of Chaos as Slaanesh troops. "I undercoated the model black and applied a coat of gloss varnish. Next, I picked out details with Mithril Silver. The skull details were painted with Red Gore which was gradually mixed with Pallid Flesh for highlights."

Right: Dylan Owen first undercoated his model with Chaos Black. "I drybrushed this with Codex Grey and the metal areas with Chainmail. The shoulder pads I painted Red Gore and the shafts of the weapons Bestial Brown. Finally, some details were highlighted with Dwarf Bronze."



Right: Matt Hutson decided to paint his Warriors as Tzeentch troops. "After undercoating the model Chaos Black, I painted the armour with Boltgun Metal, leaving a black line where the plates met. A blue wash was then painted over the top before the armour was highlighted with Mithril Silver."



PAINTING MARAUDERS OF CHAOS

When painting these models you'll need to find a way to paint skin as well as armour. Here are some suggested techniques you might want to try out.

1. Spray your completed model using Chaos Black undercoat. Paint Dwarf Flesh onto the skin areas. 2. Paint the armour using Mithril Silver. 3. Paint the banding on the armour with Shining Gold. 4. To finish paint the horns and the skull with Bleached Bone, and use Bestial Brown to paint the loin cloth and weapon handle. Lastly, finish off the base.



1. After undercoating the model with Chaos Black spray, paint the skin areas with Vermin Brown, and the trousers and horns with Scorched Brown. Drybrush the boots, also using Scorched Brown.

2. Apply Dwarf Flesh to the raised areas of skin. Mix Bleached Bone and Scorched Brown to highlight the trousers in the same way. Paint the metal using Boltgun Metal and Shining Gold, and highlight the horns using Bestial Brown.

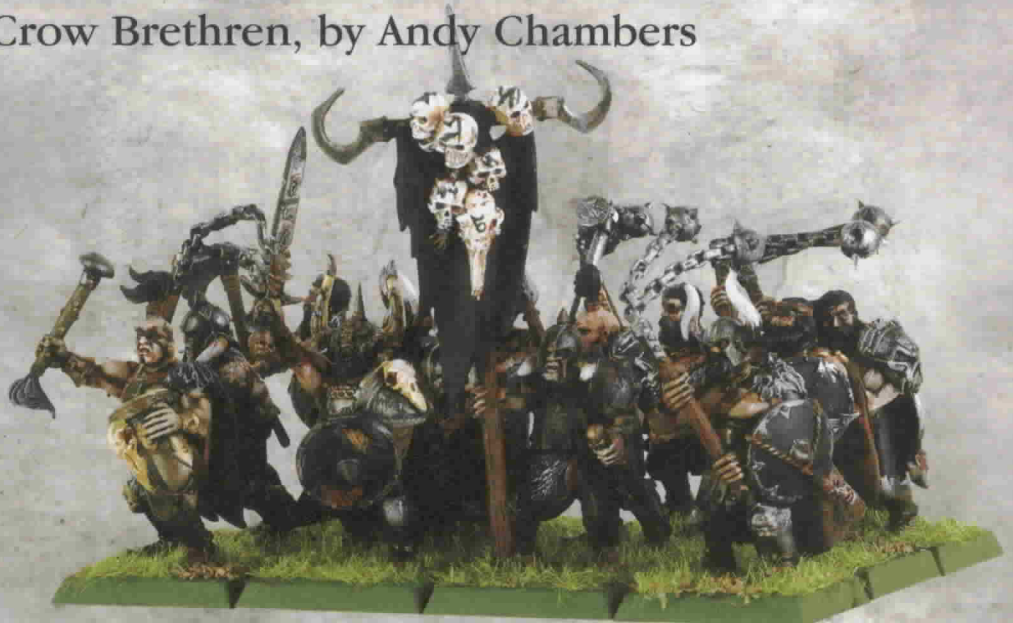
3. The next layer of highlights uses a mix of Dwarf Flesh and Elf Flesh on the skin. Highlight the black areas using Codex Grey, and the horns using Bubonic Brown. Wash a mix of Black and Brown inks over the armour.

4. For the final highlights, use Elf Flesh on the areas of skin, Chainmail on the armour, and a mix of Shining Gold and Mithril Silver on the gold areas. Highlight the horns using Bleached Bone and finish off by basing the model.

The Crow Brethren, by Andy Chambers



"I started with a black undercoat and then painted the skin areas with Dwarf Flesh and the metal areas with a Boltgun Metal and Tin Bitz mix. I drybrushed the flesh with Skull White before using a thin wash of Chestnut Ink. I finished them by drybrushing Mithril Silver on the metal and Rotting Flesh on the skin."





Left: Dylan Owen wanted to use his Marauders in battle as soon as he could. "I used a painting method which was fast and consisted of a small selection of colours. The model's skin was painted with Dwarf Flesh and then highlighted with Elf Flesh. I painted the shoulder pad Red Gore to unify the model within my army and drybrushed any black areas with Codex Grey."



Left: Anthony Reynolds painted his Marauder in a simple colour scheme of black and silver. "I used Vermin Fur for the base colour of the flesh, which I then highlighted with Vomit Brown. For the final highlight I used Bleached Bone and then used Boltgun Metal to drybrush the metallic areas. Finally, I painted the eyes and based the model."

Right: Matt Hutson on painting his Marauder: "I first painted the skin with Vermin Fur, then washed it with Brown Ink. It was then highlighted first with Vermin Fur, then Dwarf Flesh before giving it a final highlight of Bleached Bone. The trousers and leather strap were painted with Scorched Brown and highlighted with Vomit Brown."



Right: Mark Raynor painted his Marauders to match his Warriors of Chaos. "After undercoating the model with Chaos Black, I drybrushed the entire model with Codex Grey and then drybrushed the metal areas with Mithril Silver. The flesh was base coated with Red Gore and gradually highlighted by mixing Pallid Flesh to the Red Gore."



PAINTING MARAUDER HORSEMEN

Use the same method to paint your Marauder Horsemen as you did for your Marauders of Chaos. For horses, drybrushing and ink washing works well on manes, tails and other textured areas, while it is better to use layers of highlights on the smoother areas of flesh. Below are some good colour combinations for your warhorses.



- Chaos Black
- Codex Grey



- Scorched Brown
- Bestial Brown



- Bestial Brown
- Snakebite Leather



- Snakebite Leather
- Bubonic Brown

KNIGHTS OF CHAOS

Knights of Chaos are heavily armoured cavalry and strike fear into the hearts of their enemies. All of the techniques described for painting Warriors can be applied to Knights as well, though the extra level of detail will require more time.



The unstoppable advance of the Knights of Chaos



Knights of Chaos



Knights of Nurgle



Knights of Slaanesh



Knights of Khorne

BEASTS OF CHAOS



Spawn of Chaos



Beast of Nurgle



Warbounds of Chaos

KHORNE'S WARRIORS

We decided to paint a section of our Chaos army as a warband of Khorne, the Slaughterers of Haargroth – the Blooded One. We used the colours traditionally associated with Khorne – red, black and brass.

To get the glossy effect on the armour of our Khorne Warriors, we started with a base coat of Red Gore, and highlighted this using Fiery Orange. Once this was dry, a layer of Red Ink was applied over the top.



Chaos Warriors with the Mark of Khorne



The skin on our Bloodletters (and our Flesh Hounds) was given a base coat of Scab Red mixed with a little Chaos Black. This was progressively highlighted Scab Red, then Red Gore, then Red Gore mixed with Bleached Bone. Lastly, Red Ink was used as a wash to give a blood-slicked appearance



Bloodletters of Khorne



Flesh Hounds of Khorne



The Slaughterers of Haargroth – the Blooded One

THE LEGIONS OF NURGLE

Nurgle is the patron of disease and decay, and fetid greens and browns fit the character of his fighters. We used these sickly shades for the colour scheme of our Nurgle warband, Feytor's Decayed Ones.

For the armour of these Chaos Warriors of Nurgle armour, we started with a base coat of Scorched Brown. Highlights were painted on using Vomit Brown mixed with Scorched Brown. The final highlight was added with Bleached Bone.



Chaos Warriors with the Mark of Nurgle



Plaguebearers and Nurglings

To make our Nurgle daemons appear wet and slimy we used Chestnut Ink and Green Ink washes, creating patches of different colours. Once this was dry, we painted gloss varnish over these to finish the effect.



To paint the flesh of the Marauders, we started with a base coat of Bestial Brown. Dwarf Flesh was mixed with Bestial Brown and gradually highlighted with increasing amounts of Dwarf Flesh. Dwarf Flesh was then mixed with Rotting Flesh as a final highlight.

We used parts from the Zombies regiment frame to give our Nurgle Marauders a half-dead, rotting appearance.



Nurgle Chaos Marauders



Feytor's Decayed Ones



The bases for Feytor's Decayed Ones were treated a little differently than those of the rest of our Chaos army. Some areas of the base were made to represent pools of slime and water, and to do this we only glued sand to part of the bases. These spaces were painted using a mix of Goblin Green and Bestial Brown. When this was dry, a little Green and Brown Ink were mixed with gloss varnish and painted over the top.

GLORIOUS SLAANESH

For Vandred the Majestic's warband of Slaanesh, we focused on making a distinct contrast between dark armour and pale skin tones. The favoured colours of the Lord of Pleasure – blue, purple and pink, – were introduced into the warband through the skin tones, tattoos and banners.



For the pale blue tinged skin, a base coat of Shadow Grey was first used. This was then highlighted with Space Wolf Grey and then Skull White. A Purple Ink wash was then used to shade the recesses.



Chaos Warriors with the Mark of Slaanesh

The claws of the Daemonettes were highlighted from a Chaos Black base colour up to Warlock Purple and Skull White. They were then given a gloss varnish to make them appear hard and shiny.



Daemonettes of Slaanesh



Marauder Horsemen of Slaanesh

Slaanesh Chaos Marauders



Vandred the Majestic's Warband of Slaanesh

THE MIGHT OF TZEENTCH

The warband of Melekh the Changer was painted in colours that reflect their devotion to Tzeentch. As such, bright colours including yellows, blues and greens have been used across the warband, linking them together into a united force.



Chaos Warriors with the Mark of Tzeentch

For the metallic areas of these Warriors of Chaos we used Boltgun Metal as the base coat, before applying a layer of Blue and Black inks over the top. This was then highlighted using Mithril Silver.

Our Horrors of Tzeentch have been painted with a swirling, shifting effect, achieved by applying several washes of different coloured inks.



Horrors of Tzeentch



Screamers of Tzeentch



Tzeentch Warband of Melekh the Changer

CHAMPIONS OF CHAOS

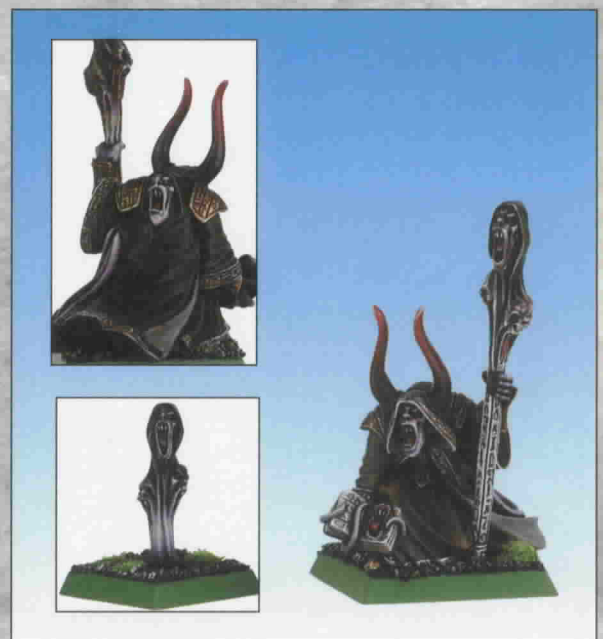
Champions of Chaos are mighty warriors who are favoured by the gods, and their models are particularly detailed and impressive. They will be centrepieces of your army, and require some extra attention and time when it comes to painting them.



Archon, Lord of the End Times



Champion of Chaos



Sorcerer of Chaos and familiar



Galrauch First of the Chaos Dragons



Champion of Nurgle

Watered down Green and Brown inks were used on this Champion's blades, with several layers painted over the metallic base to make the colour blend subtly into the silver, thus creating an ancient, diseased effect.



Sorcerer of Chaos mounted on Chaos Steed



Haargroth the Blooded One, converted Champion of Khorne

The armour on this Champion of Khorne was painted with gloss varnish, making it contrast with the matt finish of the skin tones and the skulls at his feet.



Champion of Khorne



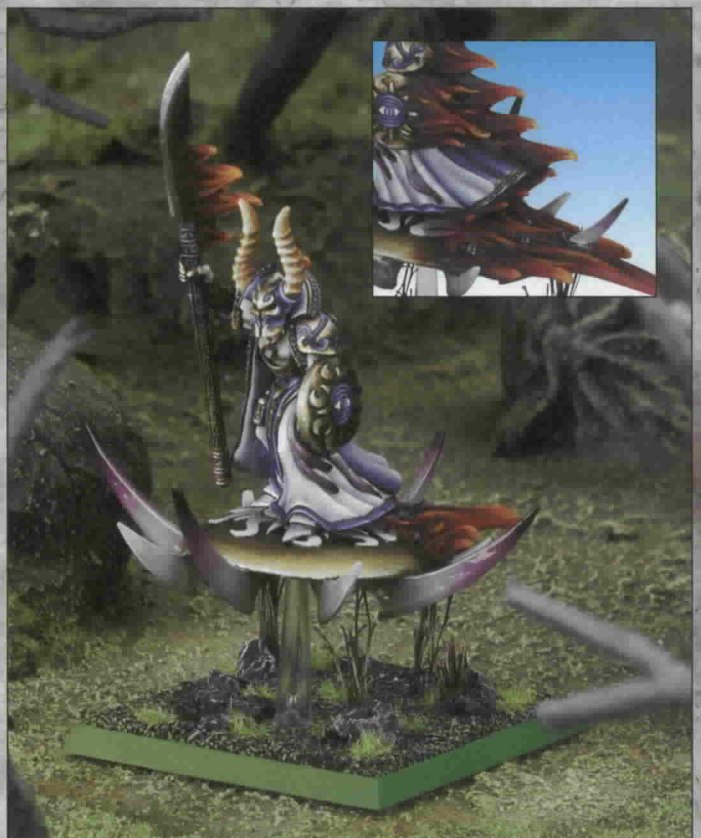
Daemon Prince of Slaanesh



Champion of Slaanesh



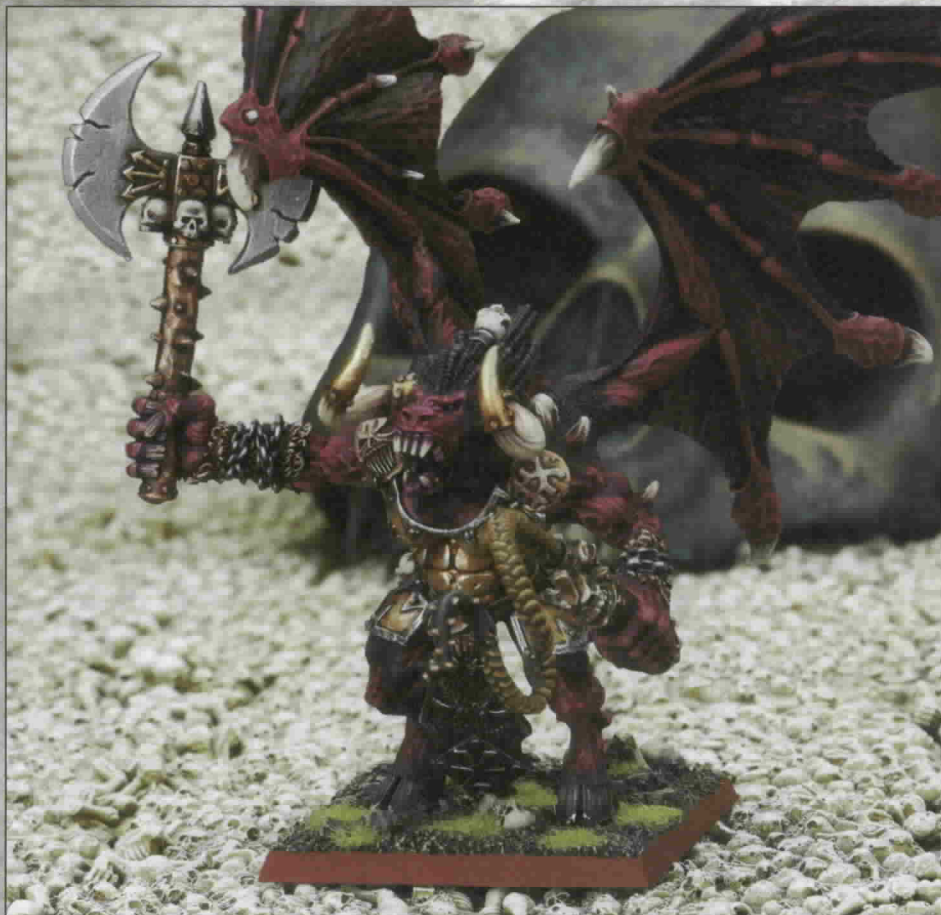
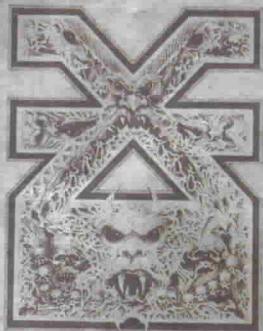
Champion of Tzeentch with familiar



Tzeentch Lord on Disc

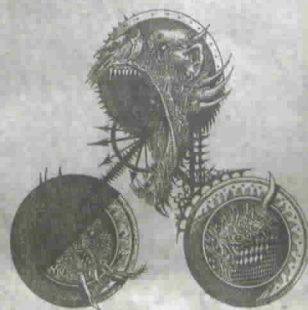
**GREATER DAEMON
OF KHORNE**

**BLOODTHIRSTER,
LORD OF SKULLS,
HIGH-HANDED SLAYER.**



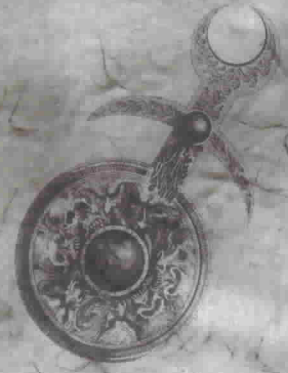
**GREATER
DAEMON OF
NURGLE**

**GREAT UNCLEAN ONE,
STENCH LORD,
FATHER NURGLE.**



**GREATER
DAEMON OF
SLAANESH**

**KEEPER OF SECRETS,
FEASTER OF PAIN,
DESPOILER LORD.**



**GREATER
DAEMON OF
TZEENTCH**

**LORD OF CHANGE,
MASTER OF SORCERY,
ETERNAL WATCHER.**



CONVERTING

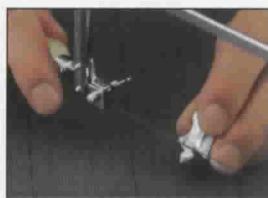
A Chaos army provides you with the opportunity to convert your models and make your army truly unique. Even the smallest conversion can really set your models apart, providing variation and interest.



You don't have to limit using the Mutations sprue to your Warriors of Chaos, here it's been used to convert Knights and Marauders.



SAWING AND CUTTING



To substitute parts from one model to another, tools like clippers and saws are ideal. Clippers are fine for most jobs, although for more precise cuts, a modelling saw is more appropriate as its thin blade removes less material. However, remember to saw slowly and carefully to avoid breaking the blade.

BASING

Extra detail can be added to the bases of your models to make them more varied and interesting. Pebbles, small stones, plastic shields, weapons, skulls and the bristles off brooms glued on are just a few of the materials that can be used to enhance a base's appearance.



GREEN STUFF



After putting a miniature together there can often be small, unsightly gaps. An epoxy putty or 'Green Stuff' is excellent for filling them in. Press it into the gap with a modelling tool and sculpt it into the desired shape or texture.



As well as filling gaps, Green Stuff can be used to sculpt new features and details on a model. Special sculpting tools are best for this, but you can also use needles, cocktail sticks and other improvised tools to get the required form and appearance.

This Warrior of Chaos has had his hands cut off and glued back into new positions. His halberd was cut and positioned to turn it into a Great Weapon.



This Knight has been converted to be a standard bearer. Extra detail was added to the banner using a length of fine jewelry chain.



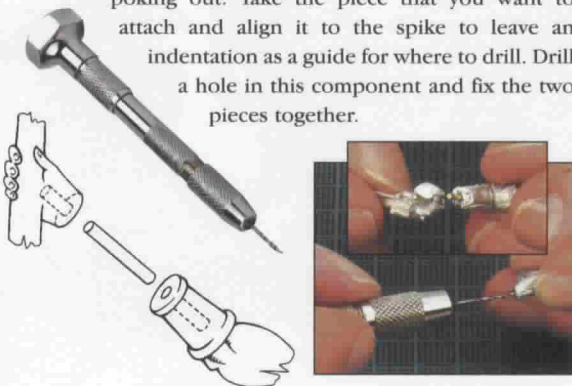
This Chaos Marauder Horseman has had his arm replaced with a plastic Marauder flail arm, with only slight filling with Green Stuff needed to make it fit neatly.



PINNING

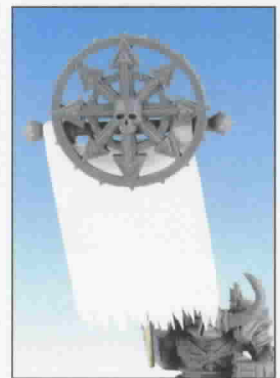
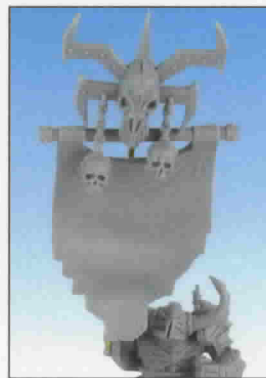
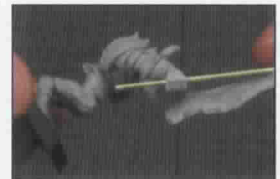
Sometimes the weight of separate parts of a miniature may mean they are fragile if simply attached with glue alone. It is a good idea to 'pin' such pieces together. We particularly recommend this for models with large wings, such as Daemon Princes, and if you plan to swap parts, pinning the different pieces together gives a much better fit and is less likely to break due to handling during a game.

To pin two pieces together, use a hand-held drill known as a pin vice (unless you're fortunate enough to own a small electrical modelling drill, of course!). Drill a hole into the largest component about 2mm deep, or deeper if the model allows. Cut a length of soft wire the same width as the drill bit, about 10mm in length, and superglue it into the hole. When dry, cut the wire to leave about 2mm poking out. Take the piece that you want to attach and align it to the spike to leave an indentation as a guide for where to drill. Drill a hole in this component and fix the two pieces together.



BANNERS

To convert a model to a standard bearer cut away any weapon and drill out the fist with a pin vice so that it can carry a pole. The best material to make your own banner poles and cross-bars from is brass rod, as it is quite rigid. Your own design of banner can then be threaded through the hole and glued into place. Paper banners are an excellent alternative to plastic ones for more painted designs.



COLOURS OF CHAOS

On the following pages are a variety of models, ranging from basic conversions to painstakingly constructed display pieces. Many of the models are by winners of the Golden Demon painting competitions, held around the world every year.



Marauder Horseman Champion
by Gary Morley



Shadowlord
by Robbie Crawford
(1st place Golden Demon Winner 2000,
Warhammer Monster Category)



Spawn of Chaos
by Aly Morrison



Warrior of Chaos
with the Mark of Nurgle
by Chris Smart



Knights of Chaos with the Mark of Nurgle
by Glenn More



Warrior of Chaos
by Dave Andrews



Chaos Dragon
by Jocelyn Goyette
(1st place Golden Demon Winner 1999,
Warhammer Fantasy Monster Category)



Banner of Chaos
by Mark Bedford



Sorcerer of Nurgle mounted on palanquin
by Tammy Hays

Lord of Change, Greater Daemon of Tzeentch
 by Jakob Nielson
 (1st place Golden Demon Winner 1998,
 Warhammer Fantasy Miniature Category).



Warrior of Chaos
 by Dave Andrews



Mounted Chaos Sorcerer
 by Alex Hedström & Martin Footitt

THE CROW BRETHREN

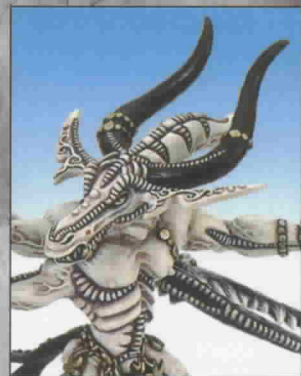
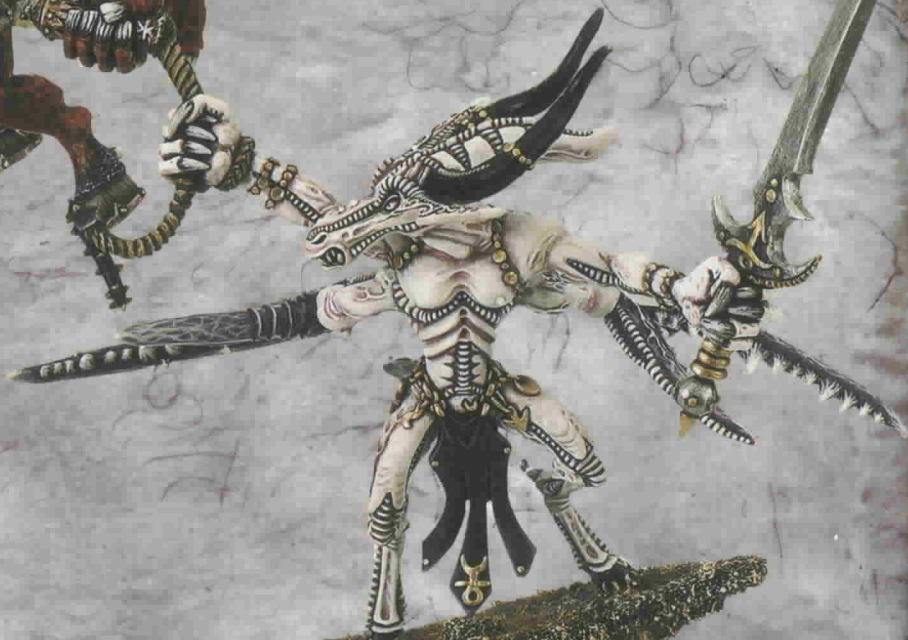


Andy Chambers: "My Spawn were pretty much built from scratch using parts from all manner of different models, some of them quite old. The pinks and reds I used to paint them contrast nicely with the various greens and browns I used to give the rest of the warband a Nurglesque appearance."





Chaos Lord of Slaanesh
by Jakob Nielsen
(1st place Golden Demon Winner 1998,
Warhammer Fantasy Miniature Category)



Greater Daemon duel between a Bloodthirster and a Keeper of Secrets
by Jakob Nielsen
(2nd place Golden Demon Winner 1999, Battle Scene Category)

Lord of Chaos
by Hay Haut
(French Golden Demon Winner 2000,
Warhammer Fantasy Miniature Category)



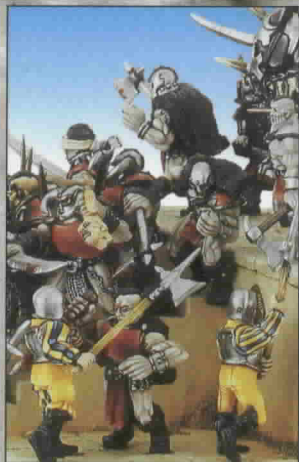
The Wrath of Change
by Kirsten Mickelburgh

DESPOILERS OF THE NORTH



Anthony Reynolds: "I tried to make my army look like a strongly coherent force on the battlefield by painting it mainly with a black and bone colour scheme. Although the Plaguebearers were treated differently, by using the same basing technique they still look like a part of the whole army."





Chaos Attack!
 by *Robbie Crauforth*
 (1st place Golden Demon Winner
 2001, Battle Scene Category)



Chaos Lord of Tzeentch
 by *Matt Hutson*



Greater Daemon of Khorne
 by *Victor Hardy*
 (Slayer Sword winner at US
 Games Day 2000)

ARMY BANNERS

Here we show off some of the highly ornate and oversized banners the 'Eavy Metal team have painted. The standard bearers have been converted to carry these miniature masterpieces, and considerable time went into painting the designs. Note that you can photocopy this page and cut out the banners for yourself if you want to.



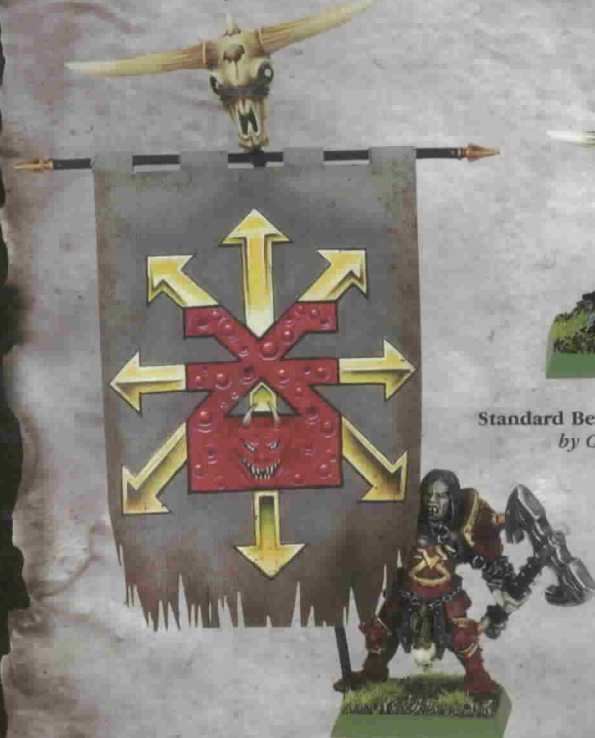
Standard Bearer with the Mark of Slaanesh
by Darren Latham



Standard Bearer with the Mark of Nurgle
by Darren Latham



Standard Bearer with the Mark of Tzeentch
by Chris Smart & Neil Green



Standard Bearer with the Mark of Khorne
by Keith Robertson



Standard Bearer of Chaos Undivided
by Neil Green

THE PATH TO GLORY

The road to greatness that Champions of Chaos walk is one fraught with peril, for they risk far more than physical death should they falter. Still, there are countless hopefuls with the courage, ambition and strength to take that road, though it might take them to oblivion. Immortality and Daemonhood is their ultimate aim, though for each who achieves this there are thousands who are transformed into mindless creatures which spend their shadow-lives roaming the Chaos Wastes in mortal damnation.

This page details some of the most powerful and feared Champions of Chaos ever to have walked the Warhammer world. They might even inspire you to create some characters and rules for them to use in your own games. On the pages that follow are two of the mightiest beings in existence – the unpredictable Daemon-Dragon known as Galrauch and the dread Archaon, sixth and final Chosen of Chaos.

These two characters may be included in your army, and you do not require your opponent's consent to include them. Any characters of your own devising should be discussed with your opponent before the battle.

ARBAAL THE UNDEFEATED

Most favoured of all Khorne's many followers is the warlord Arbaal the Undefeated. Countless thousands have fallen beneath his bloodthirsty axe and their skulls pile at the base of the Blood God's mighty throne. A relentless fury of destruction and blood-letting descends on Arbaal whenever he wades through his foes in battle – no one has ever been able to withstand his attacks. He is ever aware of the eyes of Khorne upon him, knowing that should he one day fail in battle, the terrible wrath of his patron deity shall descend upon him. Thus is the punishment for failure.

EGRIMM VAN HORSTMANN

Egrimm was once Grand Magister of the Order of Light in Altdorf, acclaimed amongst his peers as the most gifted wizard within the Order. But his fate was already sealed, for he had promised himself to the Changer of the Ways, the subtle Chaos god Tzeentch. When his secret was uncovered by the revered Grand Theognist Volkmar, van Horstmann fled from the Empire, riding to the northern Chaos Wastes on the back of Baudros, an ancient two-headed dragon of Chaos. In the years that have come to pass, van Horstmann has gathered many supporters and acolytes, and now directs what is perhaps the most powerful Tzeentch warband ever known – the sinister Cabal.

DECHALA, THE DENIED ONE

Roaming the Chaos Wastes seemingly at random, the Tormentor warband leaves a bloody mess of destruction and horror in its wake. At the head of this marauding warband is Dechala, devoted servant and favoured of Slaanesh who has ravaged the lands for countless centuries. More akin to daemon than mortal, she is a disturbing and alluring creature whose gaze entrances her victims as she slithers towards them on her long, sinuous,

snake-like body. Her three pairs of milky-white arms grasp delicate blades that she weaves around her in a deadly but elegant dance. Those that fall to her poisoned blades are left bleeding on the ground, their faces twisted into masks of exquisite pleasure as life leaves their bodies.

VALNIR THE REAPER

Valnir was a great warlord of Chaos who was a scourge throughout Kislev and northern areas of the Empire. Raised by Father Nurgle from humble beginnings, Valnir rose through the ranks of his Marauder tribe, becoming a mighty warrior before being elevated to the position of Champion of Nurgle. He was eventually cut down in battle, mortally wounded by the Tsar of Kislev during the great siege of Praag, and his followers carried his body away. He lay in a burial tomb for several hundred years, but Nurgle still had plans for him. Filling his long rotted body with daemoniac energy, Nurgle forced Valnir to surge to his feet, to become the dread Reaper of Nurgle. His tribe fell to their knees in worship of this new demi-god, and a new era of bloodshed against Kislev and the Empire began. Where Valnir walks he is accompanied by his loyal brothers plague, pestilence and disease, and with their aid he continues his task of collecting souls for his corpulent master, Nurgle.

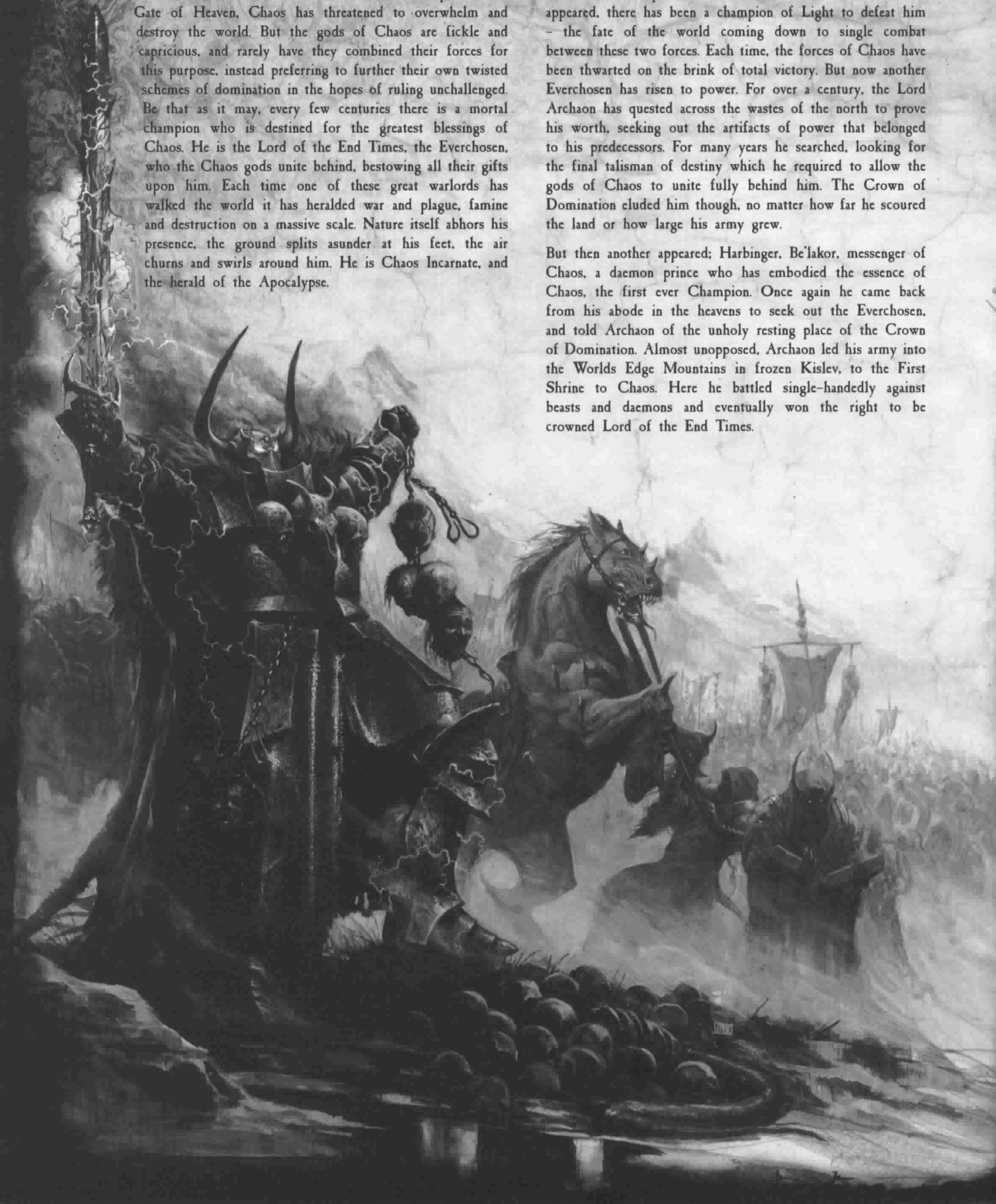


ARCHAON, LORD OF THE END TIMES

Since the fall of the Old Ones and the collapse of the Gate of Heaven, Chaos has threatened to overwhelm and destroy the world. But the gods of Chaos are fickle and capricious, and rarely have they combined their forces for this purpose, instead preferring to further their own twisted schemes of domination in the hopes of ruling unchallenged. Be that as it may, every few centuries there is a mortal champion who is destined for the greatest blessings of Chaos. He is the Lord of the End Times, the Everchosen, who the Chaos gods unite behind, bestowing all their gifts upon him. Each time one of these great warlords has walked the world it has heralded war and plague, famine and destruction on a massive scale. Nature itself abhors his presence, the ground splits asunder at his feet, the air churns and swirls around him. He is Chaos Incarnate, and the herald of the Apocalypse.

On each of the previous occasions when the Everchosen has appeared, there has been a champion of Light to defeat him – the fate of the world coming down to single combat between these two forces. Each time, the forces of Chaos have been thwarted on the brink of total victory. But now another Everchosen has risen to power. For over a century, the Lord Archaon has quested across the wastes of the north to prove his worth, seeking out the artifacts of power that belonged to his predecessors. For many years he searched, looking for the final talisman of destiny which he required to allow the gods of Chaos to unite fully behind him. The Crown of Domination eluded him though, no matter how far he scoured the land or how large his army grew.

But then another appeared: Harbinger, Be'lakor, messenger of Chaos, a daemon prince who has embodied the essence of Chaos, the first ever Champion. Once again he came back from his abode in the heavens to seek out the Everchosen, and told Archaon of the unholy resting place of the Crown of Domination. Almost unopposed, Archaon led his army into the Worlds Edge Mountains in frozen Kislev, to the First Shrine to Chaos. Here he battled single-handedly against beasts and daemons and eventually won the right to be crowned Lord of the End Times.



Realising that his own glory was not to be, the Harbinger was forced to take the Crown from Archaon and perform the unholy coronation that confirmed the Chaos Lord's status as the favoured conqueror of the gods. Now a massive army gathers in the north as Archaon prepares to sweep the world away in a tide of bloodshed and battle, so that finally Chaos will rule over the mortal world.

With the armies of Light beleaguered on all sides, shattered by the fighting on Albion, spread thin across the globe, there is little that can be done to stop him. Where now is the champion of Light to oppose Chaos? And whoever that is, is there might enough left in the world to break the largest Chaos army to have swept from the north since the time of Sigmar?

Archaon is the most powerful Chaos Lord ever to walk the Warhammer world, blessed above all others by the powers of Chaos. He can be taken as one of your Lord choices in a Mortal army. In addition, he also uses up two Hero choices. He must be used exactly as presented here and may not be given any additional equipment or magic items. He must be the army's general.

	M	WS	BS	S	T	W	I	A	Ld
Archaon	4	9	5	5	5	4	7	5	10
Dorghar	8	4	0	5	5	3	3	3	9

Points: 855 points (785 for Archaon, 70 for Dorghar)

Weapons: Archaon wields the Slayer of Kings.

Armour: Archaon wears the Armour of Morkar.

Mount: Archaon rides the daemoniac beast known variously as Dorghar, Ghurshy'ish'phak, Yrontalie, but most commonly as the Steed of the Apocalypse. It follows all of the normal rules for Daemoniac Mounts.

SPECIAL RULES

Chosen of the Gods: Archaon is the vessel through which the Dark Gods will unite the hordes of the north and turn the whole world into a Realm of Chaos. He counts as having the Marks of all the Chaos gods for the purposes of choosing his army (ie, you can include units with any of the Marks, or any Daemoniac troops, etc). In addition, he has the following special rules: Magic Resistance (2); Level 2 Tzeentch Sorcerer; immune to psychology. Attacks, spell effects and anything that does not affect or has a reduced effect against followers of Nurgle (for example, the Skaven Plague Censer) also have no effect or reduced effect on Archaon.

The Swords of Chaos: At the heart of Archaon's army is his old warband, the Swords of Chaos. Only the strongest have prevailed in his long quest, leaving a cadre of hardened troops. Archaon's army must include at least one unit of Knights of Chaos, and they must be upgraded to Chosen status. They may not

exchange their Mark of Chaos Undivided. Archaon is the only character allowed to join this unit (though he does not have to). In addition, if Archaon leads this unit, then it also becomes immune to psychology.

MAGIC ITEMS

The Armour of Morkar

Once belonging to the First Chosen of Chaos, the Lord Morkar, who was eventually slain by Sigmar, this armour shields Archaon from all but the deadliest of blows.

The Armour of Morkar gives Archaon a 1+ saving throw. In addition to this, no attack against him may ever have a better chance to wound him than a 3+ roll. Attacks that wound automatically, always on a 2+, etc, will still need a 3+ to wound him.

The Slayer of Kings

Inside this blade is trapped the greater daemon U'zuhl, bound to the blade by the Second Chosen, Vangel, who fell in battle against Grómrir Goldfist. Aeons of imprisonment inside the blade have driven the daemon insane with rage. In battle, the blade moans with barely contained fury.

Archaon may unleash the power of U'zuhl in any Close Combat phase. If he does this, he fights with double his normal number of Attacks (usually 10) but any rolls to hit of a 1 will strike either himself or a friendly model in base contact (Chaos player's choice). He may not re-roll to hit results of a 1 for any reason when unleashing U'zuhl. Once U'zuhl is released, Archaon must use this special ability in every close combat he is subsequently in – the Daemon cannot be bound back into the blade during the course of the battle. In addition, whether U'zuhl has been released or not, the Slayer of Kings ignores armour saves.

The Crown of Domination

An ancient battle-helm dating back to the time of Morkar, the Crown of Domination exudes an aura of raw malice, cowing the unruly servants of Chaos and terrifying the enemy.

Archaon causes *terror*, and in addition any friendly unit within 6" of Archaon may re-roll failed Break tests.

The Eye of Sheerian

The Eye of Sheerian, named after the Tzeentchian Sorcerer who first discovered it, dates back to the time of the Old Ones, before even Chaos walked the world. Now that he has its proper setting, the Crown of Domination, Archaon can make full use of the Eye's prophetic powers.

The visions granted by the Eye allow Archaon to predict the attacks of the enemy and counter or avoid them. The Eye grants him a 3+ Ward save.

GALRAUCH, FIRST OF THE CHAOS DRAGONS

At the time when the Elves fought their great wars against the tides of Chaos under the mighty Aenarion, Dragons were at their side. These great wyrms were the nemesis of the armies of the Dark Gods, diving from the skies upon the evil warriors, crushing and incinerating them in their thousands. The strength of the Dragons could only be matched by the greatest of the Daemons, living incarnations of their god's power. The epic clashes between these mighty creatures were events of such magnitude that the mortal warriors could only witness them in awe, to later turn them into the songs and legends that have survived from that distant time. The most renowned of these duels was the one that decided the battle for the Isle of the Dead, where Lord Aenarion and his Dragon Indraguir fought against four Greater Daemons, one sent by each of the Dark Gods.

During that same battle, the valiant Dragon Prince Learfin and his mount Galrauch the Gold Drake were leading the left flank of the Elven host against a vast force of Daemons of Tzeentch. Galrauch's glimmering scales clearly marked him as a sibling of the great Indraguir, the most powerful of the Dragons, and indeed Galrauch's strength was second only to Lord Aenarion's legendary mount.

Great was the slaughter on both sides that day, and eventually Galrauch and Learfin came upon the Lord of Change that was at the head of the Daemons. The creature wielded the magic of Chaos with such unmatched mastery that soon his spells blasted through Learfin's defenses, slaying the noble Elf. Mad with grief, Galrauch fell upon the Daemon, determined to exact revenge at the cost of his own life. Surprisingly the great form of the Lord of Change offered no resistance and the huge jaws of the Dragon snapped shut around his bird-like head, ripping it clean off. The broken body of the Greater Daemon instantly dissolved into a multi-coloured mist that enveloped the raging dragon and then disappeared. Galrauch was victorious and all the Elves around him raised cries of victory. But their voices died out when the Dragon's body was suddenly wracked by violent convulsions. Finally the mighty drake froze, and an evil, iridescent light appeared in its eyes.

The Dragon turned his fiery breath against the astonished Elves and the flames that erupted from his mouth were now blue and green and other supernatural colours. They did not burn, but their touch brought mutation and madness amongst the ranks of the Elves. The skin of the mighty wyrm started to flow like water, and in it evil faces formed, cackling maniacally and singing the praise of the Grand Mutator. Foul tentacles and wicked spikes emerged from the Dragon's flesh and finally the once-noble head of Galrauch split into two all the way down to his neck, so that the Dragon was turned into a two-headed monstrosity.

The two heads were governed by the same will at first, but soon they started to tear at each other with hatred, a sure sign that the spirit of the great Dragon had not been completely

destroyed. The mind of the Lord of Change eventually managed to wrestle back control of the powerful body, but with the defeat of the Chaos horde brought about by Aenarion's sacrifice, he had to flee the vengeful anger of the Elves and the Dragons.

Galrauch hid and slept for centuries, many times throughout history emerging from his slumber to wreak havoc on the lands of Elves, Dwarfs and Men. Legends have it that he was the first of the Dragons of Chaos, and that many were the evil creatures born of his blood and of his evil sorcery. It is said that he is the forefather of the two-headed Dragons of Chaos, of the Chimeras and of many other twisted monsters that afflict the world.

It was Galrauch who slaughtered King Thurgrim Rockarm and all his kin and sacked their ancient Halls. It was he who destroyed the city of Languerre de Lac and who was responsible for countless other massacres and stories of woe. Hundreds of heroes have tried to slay him, but they have all failed and their bones now adorn the many caverns where Galrauch has made his lair.

When fighting this evil creature, his opponents have to face the might of a Dragon combined with the magical powers of a Greater Daemon of Tzeentch, and this has proven the undoing of all who have tried.

Galrauch can be taken in any Chaos army. Taking Galrauch counts as taking a Lord, a Hero and a Rare choice. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him. Galrauch may not be the army general.

	M	WS	BS	S	T	W	I	A	Ld
Galrauch	6	6	0	6	6	6	6	6	10

Cost: 696 points.

Armour: 3+ (scaly skin).

SPECIAL RULES

Galrauch causes *terror*, can fly, is a large target, has scaly skin (3+ armour save) and a Daemon aura (5+ Ward save against non-magical attacks). All the rules for characters apply to Galrauch.

He is a Level 4 Wizard (Lore of Change).

Daemonic Gifts: Tzeentch's Will, Spell Destroyer, Master of Sorcery.

Breath Attacks: His heads can use either of the normal Chaos Dragon breath attacks (see the rules on page 28). Once per battle, one of his heads can also use the Breath of Change (the other head cannot use breath weapons at all in that Shooting phase). Models hit by the Breath of Change must pass a Toughness test or be overwhelmed by horrible mutations and die, with no saves of any kind allowed.

Spirit of Galrauch: At the beginning of each turn of the controlling player, Galrauch must take a Leadership test. If the test is passed, Galrauch will be controlled as normal, but if the test is failed, the ancient spirit of the Dragon will surface again for an instant.

The test failed by rolling an 11 (or less, if any modifier applies): Struggle.

The Dragon will not move, cast spells or use his breath weapons. In the Close Combat phase he will direct half of his attacks against himself. If the Dragon is already engaged in close combat, the remaining half of his attacks are carried out as normal, as decided by the controlling player. The wounds caused by the Dragon against himself are added to the enemy's score when working out the combat's resolution.

Test failed by rolling a natural 12 (ie, double 6, regardless of modifiers): Revenge!

The Dragon will not move, cast spells or use his breath weapons. In the Close Combat phase he will not attack at all.

In his opponent's turn, the Dragon will be controlled by his opponent exactly as if he was his own. If the Dragon was already engaged in close combat with his opponent's troops, he can be moved out of combat freely.

He cannot use the Breath of Change when controlled by an opponent in this way.

At the start of the Chaos player's turn, the Dragon must take another Leadership test as normal, and he will return to the original owner's control if he passes.



CONQUESTS OF CHAOS

In the hazy mists of the far distant past, a great conflagration engulfed the world. The elder races of the Elves, Dwarfs, Lizardmen and Dragons cowered in fear as blossoming clouds of flame filled the heavens and fire rained down over the continents, marking the final departure of the god-like Old Ones. The earth shook with fury and the ground opened up in gaping maws, swallowing entire lands and mountains, while cities and civilisations slipped beneath the raging waters as the oceans heaved and boiled. Reality warped and contorted as a seething rift opened and the fabric of the world itself was torn apart. Agony swept through the souls of all living creatures as invisible winds of power roared across the lands. The dark moon Mórrslieb appeared in the skies, joining its brother Mannslieb to mark the birth of Chaos into the world.

The arrival of Chaos heralded the introduction of raw, uncontrolled magical energy, something far more random and dangerous than the refined power wielded by the departed Old Ones. The first races began to realise the potential that could be gained through utilising the unpredictable and dangerous powers of Chaos, this new form of energy, this magic. The graceful Elves proved particularly adept at manipulating it, and they were soon using it to aid the growth of their flourishing civilisation. But with the coming of magic, something utterly new came into existence – daemons.

Formed of pure chaos energy, daemons poured into the world from their insubstantial realm, ready to gorge themselves on the mortals that fell before them in horror. The defences devised by the Old Ones to protect against this form of attack were overwhelmed by the sheer volume of chaos energy that pulsed into the world, though if those defences had not been in place, the world may well have been torn apart by the sudden convergence of uncontrollable power.

A tremendous invasion of daemonic entities swept all before them in a bloodthirsty and terrible war, for none could stand against them. The daemons rejoiced in physical form and sensation, bathing in the glorious slaughter of battle. Their invasions scattered armies before them, and all who faced the screaming daemonic hordes were hacked down or fled, seeking futilely for safety. The Dwarfs retreated to their mountain strongholds, the start of their increasing self-imposed isolation from the other races. As the daemons swept through Ulthuan, the Elves despaired, seeing no hope in their dire situation.

In their time of need, a saviour was born, the doomed warrior Aenarion who wielded the cursed Blade of Khaine. The world was on the brink of being conquered, and even this god-like figure could not halt the advance of the daemons. The best that Aenarion could achieve was to buy time for the mages of Ulthuan, and the desperate actions of these skilled wielders of magic eventually managed to repel the daemons at a terrible cost. The combined will of the Elven mages created a spinning vortex that began to siphon away the magical energy that spilled throughout the world. The magical winds gravitated towards the extreme northern and southern poles of the world, forming the twisted Realms of Chaos and the Wastes that surround them. Unable to exist in the world without their sustaining energy, the daemons were drawn back to these power-saturated areas, leaving behind a world crippled and forever scarred by their maniacal attacks. The Elven mages were lost to the world, and none since have been able to match their mastery of the mystic arts. With the focus of the magical energy now effectively isolated, the power of the magic that worldly sorcerers had at their disposal was greatly reduced, leaving the weaker mages stricken of any power at all.

During the countless centuries after the dissipation of chaos energy, the early descendants of Men appeared; heavy-browed, brutal creatures. Meanwhile, the civilisations of the elder mortals flourished, their empires growing mighty and proud, though subtly and almost invisibly influenced by the touch of the warping magical energy. The elder races began to realise the perils and potential that were intrinsically linked to the magic that they were wielding.

The first of the mortals to gain immortality was a being that came to be known in legend and prophecy by a myriad of names – the Harbinger, the Foretoken and the Bearer, to name but a few. Be'lakor, however, is the true





name of this entity of darkness and despair, a being immensely powerful and worshipped by many as a deity itself. Filled with pride and drunk with the powers that it had within its reach, at the height of its reign the Daemon Prince walked the earth unopposed, general of the terrifying armies of daemons that surged periodically from the poles. No mortal was its match in combat, and it slaughtered thousands in great incursions, feasting on the souls of its victims.

Filled with overwhelming pride and arrogance, the Daemon Prince began to look on all it perceived with disdain, eventually incurring the ire of the Great God Tzeentch, the Master of Fortune. The Changer of the Ways cursed Be'lakor's name, placing a destiny upon him to become the true spirit of Chaos. Existing only in a confused, hate-filled state and denied physical form, the Daemon Prince would become the Harbinger, He Who Heralds the Conquerors.

For thousands of years Be'lakor existed in madness before the time came for it to arise, waking from insanity to find a world greatly changed. The humans had evolved from their primitive beginnings, though compared to the Elves and the Dwarfs they were still painfully barbaric. Exerting its considerable force of will, Be'lakor left the sustaining Realms of Chaos and travelled south over the lands, an insubstantial and dark shadow-being. Hungrily, the daemon entity took in all

that it saw, longing to have physical form to rip and tear at the mortal world it perceived, to once again glory in the thrill of conquest.

But the gods had ordained another fate for the prideful Daemon Prince. The pull of Be'lakor's curse weighed upon him, and he found himself compelled to journey to the northern Chaos Wastes, detesting himself for being unable to resist. The first of the great conquerors, Morkar the Uniter, was a human of particular vision and force of will who came from the nomadic northern tribe of the Taalos. He had carved himself a strong following, utilising the gifts of Chaos to elevate himself to the power that he needed to fulfil his grandiose dreams of Kingship and glory, and the gods of Chaos favoured him with their divine attentions. With anger coursing through his being, Be'lakor was compelled by his curse to perform a coronation, placing the Crown of Damnation upon the powerful man's brow as a sign of the gods' favour.

Thus the first great mortal incursion of Chaos was launched. The destruction and mayhem caused by the rampaging followers of Morkar caused a resurgence of chaos energy that pulsed outwards from the north and south poles. As the influence of Chaos expanded, daemons joined this mighty champion, marching side by side with the mortals as they rampaged forth to slaughter in the name of the gods.



Be'lakor, having performed his destined role, quickly sank back into madness, though he screamed and fought with all his considerable will to deny his fate. While some of the tribes fell in behind the armies of the Uniter, many more resisted and were destroyed as a result. Seers and shamans prophesised that a warrior would come to combat this unstoppable force of Chaos, and in their time of need this miracle become a reality. To balance out the mighty, conquering warrior of the north, a warrior was born, the saviour, destined to be the nemesis of the iron-willed champion of Chaos. Falling into insanity, Be'lakor did not witness the glorious battles led by the inspired Morkar, nor did he see the rise of his nemesis, Sigmar. The savage human king from the Unberogen tribe, who would later come to be worshipped as a deity by the people of the Empire, faced Morkar in single combat, a titanic conflict that was said to last day and night. The destruction and mayhem caused by this first incursion was finally ended when Morkar fell beneath the crushing hammer of Sigmar, and the Chaos force splintered.

Over the next fifteen hundred years, more warriors have arisen to become mighty warlords and each time Be'lakor has woken from the darkness of his insanity to perform his allotted duty. Each of these conquering champions was a terrifying and unparalleled warrior, and the creatures of Chaos flocked to march at their side. In awe-inspiring swathes, the conquerors have led their numberless armies swarming out from the north, the magical energy they thrive on rolling before them. The supremacy of each of these warriors has not lasted, and the world has managed to cling to life; for each time one of them has risen, another saviour appears to oppose him. Some say that this mighty hero has been sent by the other gods of the world to oppose the Chaotic champion. Whatever is the case, the fact remains that in times of need, a mighty hero invariably appeared

where and when he was needed most. With the favoured warlord slain, the armies of Chaos invariably crumble into hundreds of individual warbands that set out on their own path, fighting each other and spreading chaos and havoc in their path. Acting as individuals, they were soon isolated and pushed back into the darker realms and wilderness.

The malleability of Chaos is such that Be'lakor did once manage to corrupt his pre-ordained fate and turn his curse awry, thus avoiding fulfilling his hated role. In the dark times when a great comet plunged the doomed city of Mordheim into twisted madness and the lands around into hysterical pandemonium, Be'lakor successfully managed to take over the body of the next favoured warlord, Khaardun the Gloried. With physical form at last, the Harbinger tried to play out the role of the champion, warping the flesh of its host into an immense monstrosity beyond sane comprehension and become the creature known as the Shadowlord. In triumph, Be'lakor laughed at the Great Gods of Chaos, for he believed that he had foiled their curse. The Great Gods watched on, amused at the actions of the damned Be'lakor as the daemonic entity realised that despite the magical energy that permeated the City of the Damned, in his physical form he lacked the power necessary to travel the shadow-paths to the resting place of the Crown of Damnation, paths that he walked without effort in his incorporeal spirit body. Fury consumed the creature that was Be'lakor given form, who had exerted so much effort straining to reach the shadow paths, that he was totally reliant on the power emanating from the centre of Mordheim, sustaining him in the same manner that the Realms of Chaos sustains the daemonic hordes. Hatred, frustration and anger destroyed the stolen physical form of Be'lakor, and he slipped into his downward spiral of insanity once again.

Little more than two centuries before the present time, another great incursion surged southwards intent on the destruction of the arrogant and vulnerable Empire of man. Led by Asavar Kul the Anointed, a mighty warlord who through his iron strength of will had risen to become another of the chosen conquerors, the Chaos forces rampaged through Kislev. They slew thousands upon thousands of men, women and children as Asavar Kul set about realising his ambition of glorious conquest. The Empire was corrupt and decayed to its core, caught in the strife of a centuries-long civil war and this fed the growth of the Realms of Chaos. As the warping influence of Chaos spread southwards the land itself mutated and twisted; trees contorted into blackened skeletons, straining their branches towards warm-blooded creatures and entire herds of livestock were slaughtered as they birthed leering monstrosities, with claws in place of hooves. Pigs were said to stand up and walk around on their hind legs, and the entire lands of the Empire were gripped by mass hysteria.

As the frantic people of the Empire's provinces prayed for deliverance, Magnus the Pious, who would later become Emperor, rose to meet the challenge. He met the armies of Chaos at the gates of Kislev. Praag itself had been overrun and crushed, its streets irrevocably touched by the warping powers of magic. Seemingly

filled with the divine powers of the deified Sigmar, Magnus met Asavar Kul in a mighty battle that was to once again determine the fate of the world.

Be'lakor, invisibly watching the battle from the depths of the storm clouds in the heavens above, raged and screamed in frustration as the favoured conqueror was again slain. The pull of madness was upon him, and he finally abandoned himself to the inevitable insanity. He was filled with pain and anger, for he was certain that had he himself been leading the armies of Chaos, then none could have stood before him or stopped him from bringing about a new, golden age of Chaos where it reigned supreme over the world.

The mad and enigmatic entity regained its lucidity little over two centuries later, bursting into consciousness as the power of the dread Archaon began to build. Be'lakor, now in his guise as the Dark Master, knew that once again he would be impelled to guide the Chosen down the hidden paths to the dark realm that housed the resting place of the Crown of Domination. On the fields of Albion, the Dark Master attempted a desperate plan to surround itself with enough power to be able to form a physical body and break through the barrier to claim the Crown for itself. Then, with the forces of Chaos behind him, Be'lakor had planned to descend on the upstart Archaon and feed on his soul as the Gods of Chaos watched on. He screamed in rage as his carefully laid out plans fell apart, and his grip on Albion was loosened.

With his scheme in tatters, the Dark Master was forced once again to fulfil its destiny. Appearing in the sky above

Archaon, Be'lakor descended on dark wings that filled the heavens, and the hordes of Chaos fell to their knees in reverence. The darkly angelic figure of the Dark Master bowed to its knee before Archaon, hatred burning through his immortal soul.

Seething inside, the Dark Master realised that once more he would be merely a shadow behind the rampages of the latest great conquerors of Chaos. Retiring to its own dark realm, the being sits in silence, plotting and brooding upon its fate. Having gathered itself enough power to resist falling into madness, its scheming mind is now occupied completely with grandiose dreams of power and revenge, and it is slowly formulating a dark and twisted plan to make sure that its dreams shall become a reality yet, whether the gods of Chaos wish it or not.

In the lands of the mortals, the wise and the mad already recognise the dire signs and portents that presage the return of Chaos. The world once more teeters on the brink of ultimate destruction. Those few ancient Loremasters familiar with the forbidden volumes dedicated to the incursions of Chaos recognise that these invasions have become increasingly frequent since their beginnings some 7,000 years earlier, and they fear that the day is near approaching when they will occur every decade, then every year, until a time comes when the world will be awash in one constant, never-ending incursion. Already, the people of the Empire are praying desperately for one to come, one to stand against the dread forces of Chaos, and one to challenge the seemingly unstoppable conquest of Archaon.



ALL FEAR THE WRATH OF THE NORSCANS!

THE DARK TONGUE

The Dark Tongue is the language of Chaos and sorcery as spoken and written by its followers and the practitioners of magic. It has undoubtedly earned its colloquial name because it is uttered in shadows by those clad in robes of darkness.

The Dark Tongue is a ritual language and the only manner in which the mysteries of Chaos can truly be expressed. It is the language of daemons and Chaos creatures which have the power of speech. Daemon names and the secret daemonic names of Chaos champions can only be spoken in the Dark Tongue, and the servants of Chaos learn to speak and write it for the conjuration of Chaos entities and to converse with daemons when they are summoned.

The many tribes that live under the shadow of Chaos have their own languages and dialects, just as the nations of the Old World do. Many of these languages incorporate elements of the Dark Tongue, particularly in holy rituals and important ceremonies. When

bastardised in this fashion, the Dark Tongue loses much of its potency, but still the little knowledge that these barbaric peoples have is sufficient to make their sacrifices dangerous affairs.

The core of the Dark Tongue is a collection of root words, heavily endowed with meaning. The root word is altered by the addition of prefixes and suffixes to bring out the various potential meanings held within the root. Yet more meanings are yielded by mutation of the root itself.

Although there are relatively few root words compared to other languages, such as Elven, there are innumerable potential root distortions with the Dark Tongue. Few human cultists will ever learn them all, but as a servant's command of the language increases, so too does his command of the forces of Chaos themselves. Included below are the few root words, plus some of the suffixes and prefixes used to shape them into different meanings.

ROOT WORD SIMPLIFIED MEANING

- Khaos Chaos, the Sea of Souls, magic, power.
- Phaos Will, mind, soul, essence.
- Dhaos Immaterial, spirit, daemon, entity.
- Tzeen Change - the will to change.
- Nurgh Decay - the will to live, defy decay.
- Slaa Ecstasy - the will to feel & sense.
- Khar Rage - the will to dominate.
- Leth, neth Lord of, master of, ruler of, source of.
- Hysh White (or Light) magic.
- Chamon Yellow (or Gold) magic.
- Ghyran Green (or Life) magic.
- Azyr Blue (or Celestial) magic.
- Ulgu Grey (or Shadow) magic.
- Shyish Purple (Or Death) magic.
- Aqshy Red (or Fire) magic.
- Ghur Brown (or Beasts) magic.
- Dhar Black (or Dark) magic.
- Qhaysh All colours (or High) magic.

PREFIX/SUFFIX SIMPLIFIED MEANING

- y Metallic. Eg. Aqshy'y - bronze/brass, Hish'y - Ithilmar, Mithril.
- ash Liquid. Eg. Aqshyash - blood, Azyrash - water.
- Γ- Element. Eg. Γaqshy - fire, ΓAzyr - air.
- Kha- Time. Eg. Khaaqshy - sunrise/sunset, Khadhar - night.
- ek Place. Eg. Aqshyek - battlefield, Qhayshek - the world.
- 'Phak Event. Eg. Aqshy'phak - battle, Chamon'phak - explosion.
- Dha- Heavenly body. Eg. Dhaaqshy - comet, Dhachamon - the sun.
- Remove last letter Simple colour. Eg. Aqsh - red, Ulg - grey.

These are just a few of the hundreds of possible prefixes and suffixes. More complex concepts, descriptions and names can also be created, in combinations of root words and multiple mutation words. For example, Khadhar'phak means nightfall. Neth Khadhar'phak means Lord of Nightfall, which might be translated as Nightbringer.

Chaos Runes

The Dark Tongue in the written form is a series of phonetic runes, each letter form representing a vocalised sound. As a written language, the Dark Tongue has far less powerful properties than when spoken, hence the practise of many magic users writing their spells into tomes and grimoires. It is only when these words are spoken out loud that they take on their full dimension and their power is restored. This also makes translation difficult, because no wizards will use exactly the same runes to represent the same word sounds - attempting to read another sorcerer's text and mispronouncing a ritual or spell can often have hideous, usually fatal, consequences. Chaos runes writhe with a power of their own, and to look upon them at length can bring nausea, sickness and madness. It is because of this that many banners of Chaos bear such runes, to dismay and confuse the enemy.

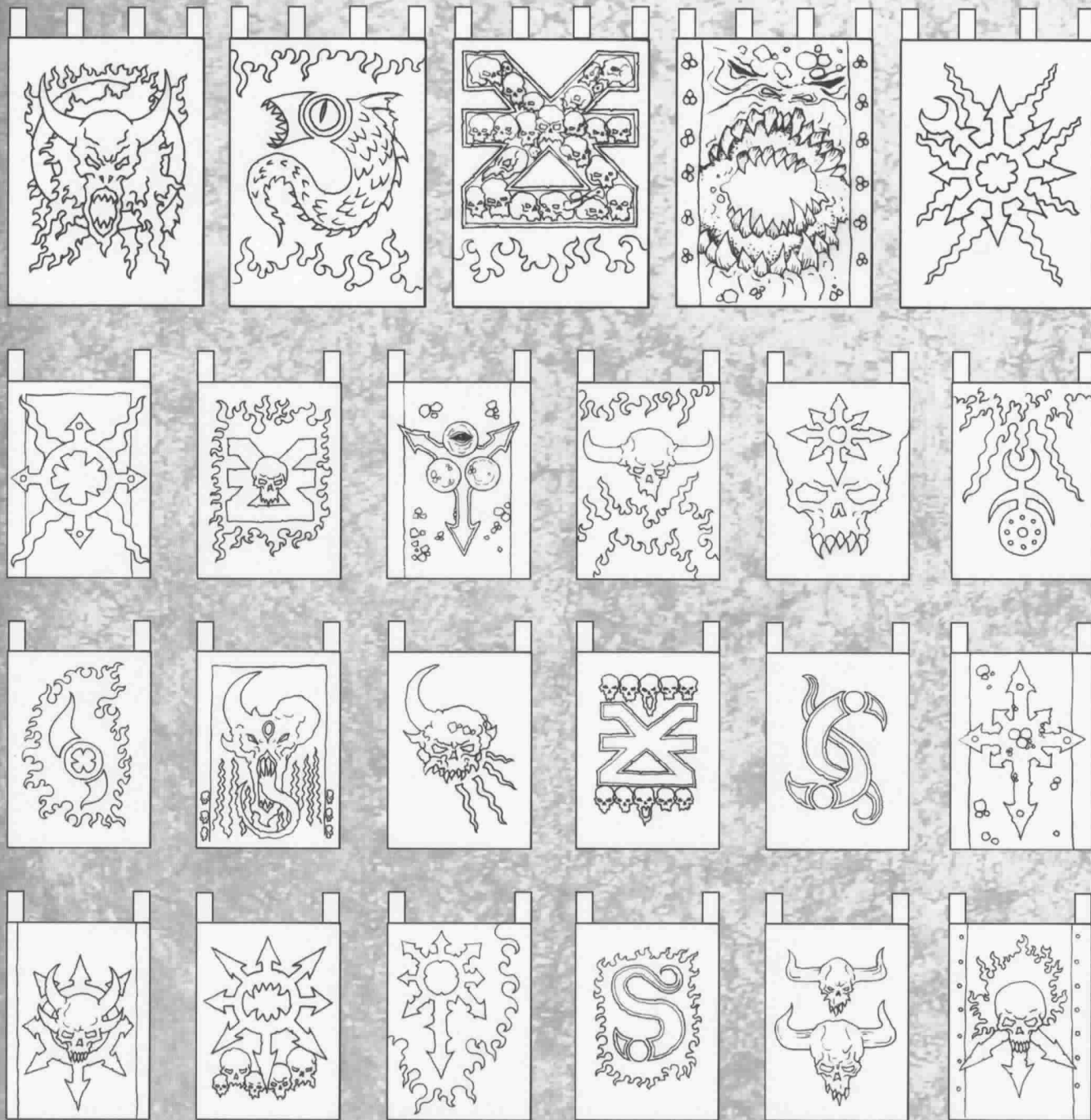


Aa	<	M	⌘		
Ar	←	N	∩		
Ak	<	O	ƚ	1	
Bh, b	┌	Ph	⌘	2	┌
Ch, kh	←	Rh	◇	3	┌
Dh	▷	S	9	4	┌
E, ii	•	Sh	9	5	┌
F	┌	T, tz	┌	6	┌
Gh	┌	U	U	7	┌
Gu	┌	Ul	⌘	8	┌
Gz	┌	V	∨	9	┌
H	⊙	W, uu	∨	10	┌
I, cc	••	Y	∩	100	┌
Kw, qu	┌	Z, zh	∞	1000	┌
L	┌				

CHAOS BANNERS

Feel free to photocopy these banners for use with your models. Chaos banners are frequently tattered and torn, and quite roughly made. Black works well as a background, or perhaps dark colours such as red for Khorne, blue for Tzeentch, green for Nurgle or purple for Slaanesh, with the central image on the banner painted a strongly contrasting colour.

The larger banners are designed to be used as your army's Battle Standard, or to represent a special magical banner carried by one of your units. See page 88 for details of how to convert a model into a standard bearer.





THE CHARGE OF BORKIL THE BUTCHER

COPING WITH THE LORD OF CHANGE

Chaos armies have a long and distinguished history, and gamers who have been with us for many years will remember what should be considered the first true Armies books – The Realm of Chaos volumes. These two books, *Slaves to Darkness* and *The Lost and the Damned*, formed the foundation of Chaos for everything that has come after and have remained seminal sources of inspiration, despite being over a decade old now.

Since those heady days of first life, Chaos has gone through many evolutions and changes, through three revised editions of Warhammer and several books. Over this time, Chaos has mutated and been reshaped (appropriately enough!). Troop types have been left out or added, weapon combinations have altered, and miniatures from the past might not be covered exactly by new rules. This edition is no different. In our attempt to push the character of Chaos armies and to capture the spirit of a Chaotic host, we have made decisions about army composition and the miniatures range. Those of you who already have a Chaos army, which may well date back to those original Realm of Chaos books, may need to adapt or modify your miniatures collection. Although some creatures and units may not be in this particular volume, we certainly plan to introduce and re-introduce new miniatures to Chaos armies in the future. However, in the meantime, here's something to bear in mind.

The one great convention that can be used in times like this is the 'counts as' rule. Put simply, you may like to continue using the miniatures you have and simply have them 'count as' a unit type which you do have the current rules for. This means that you can use your miniatures without having to make up new rules for

them. Here's some suggestions for 'counts as' units which you may already possess:

Harpies count as Chaos Furies.

Marauder Chieftains count as an Aspiring Champions.

Chaos Trolls count as Chaos Spawn.

Daemonic cavalry types present a possible hitch in this system, and at the time of writing we are hoping to cover these in some way. However, the 'counts as' rule can still help out here, allowing you to continue to use your miniatures, though obviously the abilities of the unit are not directly comparable:

Bloodcrushers of Khorne, Daemonette Cavalry and mounted Plaguebearers count as Chosen Chaos Knights with the appropriate Mark.

Those of you who have command groups for your daemons (Champion, Musician and Standard Bearer) will notice that these are no longer an option except for Bloodletters, as we reconsidered this particular evolution and decided that it was a bit organised and, well, un-daemonic really. However, there's nothing to stop you using the miniatures as representatives of their particular type.

The important point to make here is that it's a good idea to spend some time discussing your army with your opponent before a battle, so that everyone is clear what is what. Take a couple of minutes to go through these units explaining what they count as, whether they really have a command group or not, and so on. This is courteous gaming practice and should be encouraged anyway, but is particularly important if you are using the 'counts as' convention.



HORDES OF CHAOS SUMMARY

FOLLOWERS OF CHAOS

	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Lord of Chaos	4	8	3	5	5	3	8	5	9	Marks of Chaos
Exalted Champion	4	7	3	5	4	2	7	4	8	Marks of Chaos
Aspiring Champion	4	6	3	5	4	2	6	3	8	Marks of Chaos, Army Battle Standard Bearer
Exalted Sorcerer	4	5	3	4	4	3	5	2	8	Marks of Chaos, Magic
Sorcerer	4	5	3	4	4	2	5	1	8	Marks of Chaos, Magic
Knight	4	5	3	5	4	1	5	1	8	Marks of Chaos. If Chosen has +1 Attack
Knight Champion	4	5	3	5	4	1	5	2	8	Marks of Chaos If Chosen has +1 Attack
Warrior	4	5	3	4	4	1	5	1	8	Marks of Chaos If Chosen has +1 Attack
Warrior Champion	4	5	3	4	4	1	5	2	8	Marks of Chaos If Chosen has +1 Attack
Marauder	4	4	3	3	3	1	4	1	7	Marauder Horsemen are Fast Cavalry
Chieftain	4	4	3	3	3	1	4	2	7	

CHARIOTS OF CHAOS

	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Chariot	-	-	-	5	5	4	-	-	-	Chariot, Marks of Chaos
Chariot Warriors	-	5	-	4	-	-	5	1	8	
Chaos Steed	8	3	-	4	-	-	3	1	-	

BEASTS OF CHAOS

	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Chaos Dragon	6	6	0	6	6	6	3	6	8	Terror, Fly, Large Target, Breath Weapons, Scaly Skin (3+)
Spawn	2D6	3	0	4	5	3	2	D6+1	10	Special Movement, Special Attacks, Unbreakable, Fear, Unit Strength 3
Warhound of Chaos	7	4	0	3	3	1	3	1	5	
Warhorse	8	3	0	3	3	1	3	1	5	
Chaos Steed	8	3	-	4	3	1	3	1	5	

DAEMONS OF CHAOS

	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Daemon Prince	6	8	0	5	5	4	8	5	9	Daemonic, Terror, Fly, Marks of Chaos, Unit Strength 3
Exalted Daemon	6	7	0	5	5	3	7	4	8	Daemonic, Terror, Fly, Marks of Chaos, Unit Strength 3
Keeper of Secrets	8	9	0	6	6	6	10	6	9	Daemonic, Terror, Large Target, Soporific Musk, Aura of Slaanesh, Spellcaster (level 4)
Daemonette	5	4	0	4	3	1	5	2	8	Daemonic, Aura of Slaanesh
Steed of Slaanesh	10	4	0	4	4	3	5	2	8	Daemonic
Lord of Change	6	6	0	6	6	6	10	5	9	Daemonic, Terror, Fly, Large Target, Tzeentch's Will, Master of Sorcery, Spell Destroyer, Spellcaster (level 4)
Horror	4	2	0	3	3	1	3	1	8	Daemonic, Spellcaster
Flamer	6	2	4	4	4	1	4	2	8	Daemonic, Flames of Tzeentch, Accompany Horrors, Single Model
Screamer	1	3	0	4	4	2	4	2	8	Daemonic, Flying Unit, Slashing Attack
Disc of Tzeentch	1	3	0	5	5	3	4	1	8	Daemonic, Floats 15'
Bloodthirster	6	10	0	6(7)	6	7	10	7	9	Daemonic, Terror, Fly, Large Target, Armour of Khorne, Axe of Khorne, Might of Khorne, Frenzy, Magical Resistance (2)
Bloodletter	4	5	0	5	3	1	4	1	8	Daemonic, Frenzy, Magical Resistance (1)
Bloodhowler	4	5	0	5	3	1	4	2	8	Daemonic, Frenzy, Magical Resistance (1)
Flesh Hound	7	5	0	4	3	1	4	1	8	Daemonic, Fast Cavalry, Magical Resistance (2), Frenzy
Juggernaut of Khorne	7	5	0	5	5	3	2	2	8	Daemonic, 4+ armour save
Great Unclean One	4	8	0	6	6	10	4	6	9	Daemonic, Terror, Large Target, Cloud of Flies, Stream of Corruption, Spellcaster (level 4)
Nurglings	4	3	0	3	3	4	2	4	8	Daemonic, Swarm, Cloud of Flies
Plaguebearer	4	4	0	4	4	1	4	1	8	Daemonic, Cloud of Flies, Stream of Corruption
Fury	4	4	0	4	3	1	4	1	6	Daemonic, Flying Unit
Daemonic Mount	8	4	0	5	5	3	3	2	8	Daemonic

DAEMONIC GIFTS

ANY CHAOS POWER

Chaos Disruption 50 pts – Shooting at Daemon or its unit suffers -1 to hit penalty.

Blade of the Ether 45 pts – Close combat attacks ignore armour saves.

Radiance of Dark Glory 40 pts – Daemon and any other Daemon unit within 6" suffers one less wound when defeated in close combat.

Soul Hunger 25 pts – May re-roll missed close combat attacks in first round of combat.

Spell Breaker 25 pts – Once per battle, Daemon can automatically dispel one enemy spell, except if it's cast with Irresistible Force.

Diabolic Splendour 20 pts – Daemonic Aura becomes normal Ward save and can be used against magical attacks. Same applies to any unit it joins.

Master of Mortals 5 pts – If Daemon is the army General, Mortal units are Core choices and Daemon units are Special.

TZEENTCH

Tzeentch's Will 75 pts – May re-roll one dice per turn except one that has already been re-rolled.

Spell Destroyer 50 pts – May automatically dispel one enemy spell per battle, except if cast with Irresistible Force. In addition roll a D6. On a 4+ enemy Wizard loses knowledge of the spell.

Master of Sorcery 15 pts – Knows one more Lore of Tzeentch spell than normally allowed.

Power Vortex 10 pts – May give up Wounds during Chaos Magic phase (no saves/Regeneration allowed) generating extra D3 Power dice that turn, which only it may use.

SLAANESH

Aura of Slaanesh 30 pts – Enemy unit in base contact reduces Ld by -1, to minimum Ld value of 2.

Soporific Musk 30 pts – Any model in base contact halve WS and Initiative (rounding up).

Gaze of Acquiescence 20 pts – At start of Close Combat phase one model in base contact with Daemon must pass Ld test or cannot make any attacks that turn. Does not affect models immune to psychology.

KHORNE

Collar of Khorne 40 pts – Magic Resistance (2).

Axe of Khorne 25 pts – Killing Blow ability.

Armour of Khorne 25 pts – Armour save of 4+.

Might of Khorne 20 pts – +1 Strength.

NURGLE

Cloud of Flies 40 pts – Any unit in close combat with a Cloud of Flies suffers a -1 modifier on its rolls to hit.

Stream of Corruption 30 pts – In Chaos player's Shooting phase if Daemon is not in combat it may unleash Stream of Corruption – Breath attack, Strength 3 with -2 armour saving throw modifier.

Plague Flail 15 pts – Daemon has poisoned attacks.

MARKS OF THE DARK GODS

CHAOS UNDIVIDED

Character, unit or chariot may re-roll failed Psychology tests.

TZEENTCH

Daemon Prince of Tzeentch 150 pts – Magic Level 4, Lore of Tzeentch.

Exalted Daemon of Tzeentch 75 pts – Magic Level 2, Lore of Tzeentch.

Lord of Tzeentch 140 pts – Magic Level 4, Lore of Tzeentch.

Hero of Tzeentch 70 pts – Magic Level 2, Lore of Tzeentch.

Regiment of Tzeentch 20 pts – Extra Power dice in each Chaos Magic phase.

Chariot of Tzeentch 20 pts – Extra Power dice in each Chaos Magic phase.

KHORNE

Daemon Prince of Khorne 35 pts – Subject to *frenzy*. +1 Dispel dice.

Exalted Daemon of Khorne 30 pts – Subject to *frenzy*. +1 Dispel dice.

Lord of Khorne 40 pts – Subject to *frenzy*. +1 Dispel dice.

Hero of Khorne 35 pts – Subject to *frenzy*. +1 Dispel dice.

Regiment of Khorne 45 pts – Subject to *frenzy*. +1 Dispel dice.

Chariot of Khorne 30 pts – Crew subject to *frenzy*. +1 Dispel dice.

SLAANESH

Daemon Prince of Slaanesh 25 pts – Strikes first in combat.

Exalted Daemon of Slaanesh 20 pts – Strikes first in combat.

Lord of Slaanesh 25 pts – Immune to psychology.

Hero of Slaanesh 20 pts – Immune to psychology.

Regiment of Slaanesh 20 pts – Immune to psychology.

Chariot of Slaanesh 10 pts – Immune to psychology.

NURGLE

Daemon Prince of Nurgle 50 pts – +1 Wound.

Exalted Daemon of Nurgle 40 pts – +1 Wound.

Lord of Nurgle 50 pts – +1 Wound and causes *fear*.

Hero of Nurgle 40 pts – +1 Wound and causes *fear*.

Regiment of Nurgle 50 pts – Causes *fear*.

Chariot of Nurgle 15 pts – Causes *fear*.





Archaon's Conquering Horde of Chaos in all it's Mighty Glory

WARHAMMER

HORDES OF CHAOS

"Fear me mortals, for I am the Anointed, the Favoured Son of Chaos, the Scourge of the World. The armies of the gods rally behind me, and it is by my will and by my sword that your weakling nations shall fall."

Archaon, Lord of the End Times

From the magic-swept lands of the far north come the conquering legions of Chaos, led by the Champions of Chaos and the immortal Chaos Daemons. Raised in battle, these great warriors fight for glory and the favour of their mighty gods. Immortality and everlasting power are the rewards for those who are strong, mutation and madness await the weak-willed and foolish.

Warhammer Armies – Hordes of Chaos is one in a series of Warhammer Armies supplements. Each book in the series describes in detail an army, its history and its heroes.

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CHAOS MAGIC

Full rules for Chaos Sorcerers and three new spell lores, magic item descriptions, Daemonic gifts and details of the Marks of the Dark Gods.

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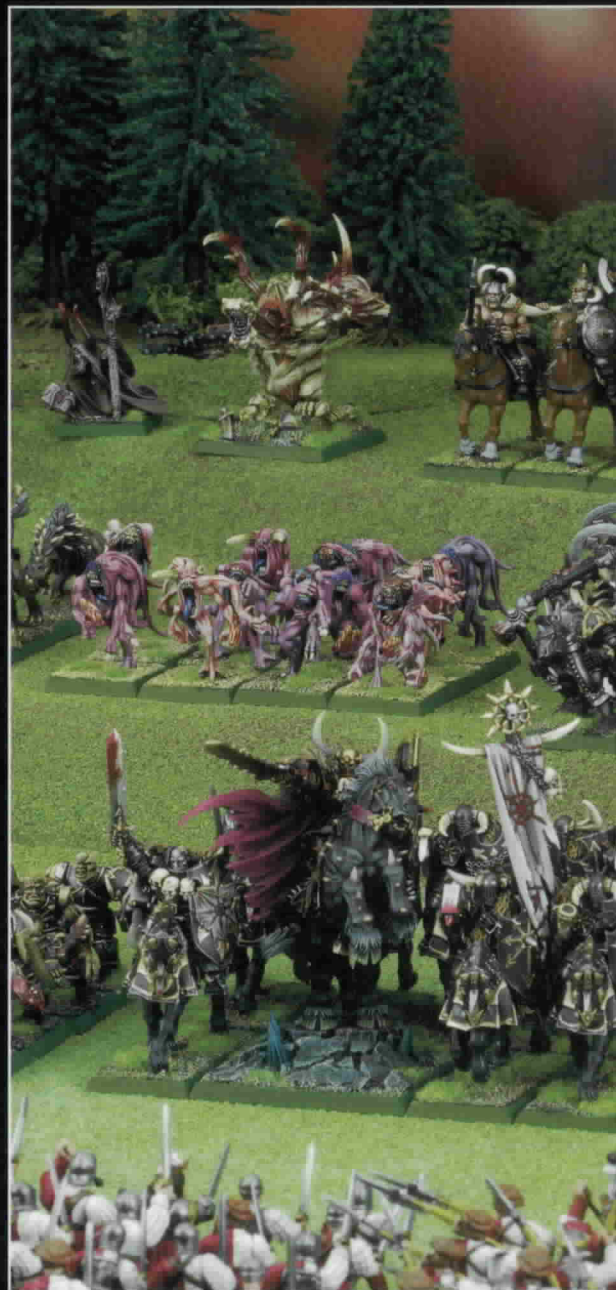
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ENGLISH