

WARHAMMER[®] ARMIES



CHIAOS





THE DARK AND GLORIOUS FORCES OF CHAOS



WARRIORS OF THE EMPIRE RIDE OUT AGAINST THE RANK HORDES OF CHAOS

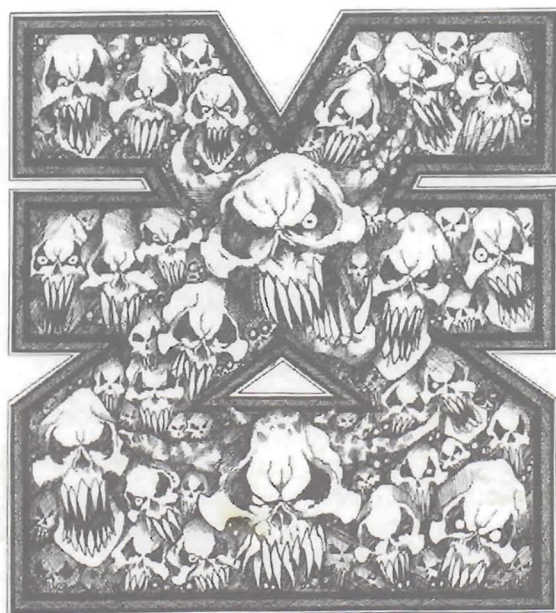
WARHAMMER[®] ARMIES

CHAOS

BY RICK PRIESTLEY

Cover art by Geoff Taylor

Black & white art by John Blanche, Wayne England and Mark Gibbons



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INTRODUCTION



Throughout the Old World people huddle behind the high walls of their cities for protection. Outside these fortified settlements, ravaging warbands hold sway over a grim land of forests, mountains, and untamed wilderness. Within is safe, comfortable and ordered. Without is elemental danger, ancient darkness, and the inescapable rule of Chaos.

In the north the power of Chaos is strongest and the rule of man is at its most fragile. Beyond the last mortal realm of Kislev lies the Troll Country, a grim and shadowy land over which no man claims kingship. Here the minions of Chaos fight openly for supremacy. Huge monsters vie with their rivals to establish their territory. Chaos warbands strive for ascendancy over those who would dare to usurp them. Minotaurs, Ogres, Trolls, Chimeras and other nameless abominations reign over the broken land. From amongst the mutants, the monstrosities and the renegades, the Chaos Gods choose their champions and muster their armies.



It is with good reason that men loathe and fear the growing power of Chaos. The constant threat of marauders reminds them of a time long ago when Chaos armies marched southwards, plundering and destroying everything in their path. More than once the Chaos hordes have rolled across Kislev, scattering the armies of men, until they stood poised to destroy the lands of the Empire. At the back of the Chaos armies, riding the winds of destruction, came daemons to pick over the spoils. But always the forces of Chaos have been vanquished, always their champions have been defeated and the daemons driven northwards once more.

Terrible as these wars were, each past incursion has been but a sham, a preparation for a greater war that is to come. Every battle has been a careful testing of human defences that must one day be breached. It is foretold that a great Champion of Chaos will rise to unite the Chaos hordes, to command them upon the field of battle, and break the back of the mortal world forever. The moment of dark glory fast approaches, when the world will be consumed by Chaos, and when its champions will have their just reward.

This book describes the followers of Chaos in all their black evil. It describes the Champions of Chaos, Chaos

Warriors, Beastmen, daemons, and the foulest servants of the Dark Gods. Rules are provided for these creatures as part of your Warhammer army. This box also contains a number of cards representing magic spells, magic items, and Chaos Gifts. These last represent the divine favours of the Chaos Gods, physical mutations that both disfigure and bless the followers of Chaos, giving them many powerful advantages.

There is much that is new in this book. As well as the new rules for Gifts of Chaos there are new spells and magic items, and more background information about the bizarre Chaos Gods. Beastmen, Minotaurs and other Chaos creatures are described in detail. In addition to this new material we have included information from Warhammer and Warhammer Magic for ease of reference. All the Chaos creatures from the Bestiary volume of Warhammer have been repeated, although to save space we have not illustrated them all. The 12 Chaos Magic cards from Warhammer Battle Magic have been replaced by an expanded set of 30 cards, although some spells remain essentially the same, as you will see.

Experienced Chaos Generals will notice a few changes and new rules. Check out the new rules for Chaos Beastmen infighting and revised points values for some creatures and daemons. In particular, note the extra points paid for Greater Daemons to take into account their magical powers. On the whole, these revised values have been made to reflect the magical and other special powers of daemons. In a few cases the new values represent the new abilities described in the game rules.

As a Chaos General you lead one of the most potent forces available to any commander, and certainly the most colourful and diverse. If you serve Chaos well then your ultimate reward will be victory (and perhaps the odd tentacle or two). If you disappoint your masters then your fate will be nothing more ignominious than defeat. Win or lose, the forces of Chaos are never dull! Good fortune, and may your dice forever roll 6's.

Despair! The age of mortals is ending. Time drains away and the stars fade from the sky. The bitter spawn of night crawls from the darkness to possess the world. Fools take refuge in faith or madness for no other hiding place remains. The Realm of Chaos is begun.



THE CHAOS GODS



Here are four great Chaos Gods – four brothers in darkness – who rule the infernal region known as the Realm of Chaos. This is not a material realm but a place without physical or temporal boundaries, a vast formless limbo that exists beyond the light of sun or star. From their vantage point beyond space and time the Chaos Gods ponder the feeble antics of mortals much as a man might study a nest of ants.



They watch for a while the progress of one tiny creature until the struggles of a more interesting individual capture their attention. Occasionally their gaze is drawn elsewhere, to another world perhaps or some other godly concern. For a while mortals are left to pursue their own ends in their own fashion. Such is the nature of gods, for they are as whimsical in their favour as in their anger, and their plans are beyond the wit of any man to comprehend.

The four great Chaos Gods are named as follows. The first and greatest of all is Khorne the Blood God, who is also known as the Lord of Skulls. The second in power is Tzeentch the Changer of the Ways, called by some the Great Sorcerer. Next is Nurgle the Lord of Decay, who is also the Master of Plague and Pestilence. Nurgle is the most resplendently foul of all the Chaos Gods. Lastly there is the youthful Slaanesh, the handsome Prince of Chaos, seductive and perverse in his supernatural favours.

The Dark Gods of Chaos each have their own particular enthusiasms, their own daemons, and their own sub-dimensional territories within the Realm of Chaos. Each strives for dominance over the others, and though one may gain ascendancy for a while no god has ever succeeded in vanquishing another. As one god gains mastery the others ally against him, and as the allies grow in power they divide amongst themselves forming new alliances until another conqueror emerges to be vanquished in his turn. Their battlefield is not the Realm of Chaos but the mortal worlds of which the Old World is but one amongst many. So it is that men fight their wars for the casual amusement and momentary gratification of the gods.

The fate of the Old World is of more than usual significance in the struggle between gods and mortals. In the far north of the Old World lies a zone of darkness, a gateway of sorts, a vast black hole linking the Realm of Chaos and the mortal universe. Here the abode of man and the domain of the gods are one. Magic pours in through this dark gateway, bringing with it many other evils including daemons and malevolent spirits. In this way the Old World stands at the frontier between the mortal universe and the Realm of Chaos. When Chaos grows in influence the gateway expands and the northern boundaries of the world are sucked into it, consumed by the Realm of Chaos. If the power of Chaos becomes dominant, then the whole world will be swallowed and its people will become damned souls in eternal slavery to the Chaos Gods.

THE TREE OF DAMNED SHADES

I walked across the plain of bone beneath the brazen sky. All about were the skulls of the slain and among them grew black flowers, each twisted bloom a soul in thrall. Crimson-flecked flies sucked at the red nectar in that field and the air tasted bloody in my mouth. The black flowers nodded their heads as I passed and whispered in the bitter-scented breeze. A distant daemon's shriek reached my ears and the sound of tormented laughter drifted past and was swallowed by silence.

And then I came to the Tree of Damned Shades.

Living souls had hung upon its branches and living souls had fed its roots in ages past. Twisted with the pain of their misguided loyalty the shades had made their pact and now had their reward. Those same shades moaned their regret and agony, pleading for pity from every branch and twig, save one whose deviant eye I met. I paused in the glare of that eye. The Tree of Damned Shades spoke in a splintering voice, crying out as if a thousand axes were tearing at its heartwood.

"By broken faith and bitter promise a man walks in the gardens of blood. Once my roots taste of his mortal body he is mine and I am he. A man... a man... I will be free in the flesh and bone. I will slay for you my master. Blood beyond measure I will spill upon the battlefields of the world. Oh... freedom from this wooden frame that I could once again march to the beat of my heart."

The tree writhed and shook its dark branches and I fled, for my fate lay not with those trapped and hideous souls...

Liber Malefic, Marius Hollesher

KHORNE



Khorne is the Blood God, the god of battle, the angry god whose bellows of insatiable rage echo throughout time and space. He sits upon a mighty throne of brass atop a vast mound of skulls. A sea of splintered bonemound extends infinitely in all directions, the remains of those slain by his conquering champions. Khorne is a god of warriors, and his gaze is drawn towards battles. He shows favour to those who fight for what they desire, to great warriors, and to mighty war leaders. Khorne respects strength, honour, and martial skill.

Khorne wears ornate armour of black chaos metal and brass. He leans upon a mighty double-handed sword made from the same black substance. His body is broad and muscular and his head has the features of a fierce dog superimposed over human form. Upon his fingers he wears many brass rings, some embossed with his own skull rune. Thus he appears in visionary form to his worshippers, but who can say what shape the gods may assume for their own fell purposes?

Khorne is the most powerful of all the Chaos Gods. His chief rival is Tzeentch, the Great Sorcerer. Tzeentch is the patron of wizards just as Khorne is the patron of warriors. Of course, this rivalry does not prevent Khorne making common cause with Tzeentch when it is convenient to do so. Combined, the two gods are always more powerful than the others. Of all his brother gods Khorne most despises Slaanesh, whose prancing fopperies are an affront to Khorne's sense of honour and martial pride. Even so, Khorne makes use of the Prince of Chaos when necessary, as much as it may gall him to do so.

TZEENTCH



Tzeentch is the Great Sorcerer, the god of magic and master of the mutable time-stream. He is known as the Changer of the Ways, the one who directs the fate of the universe. Tzeentch guides unwitting mortals along paths destined to increase his own power, though they may never realise their part in his plan. He shows favour to those who use intelligence to control the world, especially to wizards and magical creatures. He takes delight in the plotting and politicking of men, and favours the cunning over the strong, the manipulative over the violent.

Tzeentch is the most weirdly formed of all his brothers. His skin crawls with constantly changing faces which leer and mock those who look upon him. As Tzeentch speaks these faces repeat his words, often with subtle but important differences of meaning. The god's puckered face is formed upon his upper torso, so his head and body are one. From above his eyes spring two sweeping horns of great length. He appears suspended above a sea of swirling multi-coloured mist. In this form he speaks with his followers and in such shape he is depicted in his temples.

Tzeentch is almost as powerful as Khorne but his power takes a very different form. Tzeentch is the master of magic and subtlety. It is Tzeentch who holds the Realm of Chaos beyond time and space and it is he who watches over the destiny of the material universe. His plots are complex and interwoven, and he is the principal architect of secret alliances amongst the Dark Gods.

NURGLE



Nurgle is the Great Lord of Decay who presides over physical corruption and morbidity. Disease and putrefaction attract him like flies to a rotted corpse. It is the lives of lepers and the sorrows of the sick that fascinate him most. For his amusement he devises foul contagions which he inflicts upon the world. Many of the most horrible diseases are the creations of Nurgle, including the nauseating Red Pox and the most disgusting of all: Nurgle's Rot.

The god's gigantic body is bloated with corruption and exudes a sickly, diseased stench. His skin is greenish, leathery and necrotic, its surface pock-marked with running sores, swelling boils and numerous signs of infestation. His inner organs, rank with excremental decay, spill through the ruptured skin to hang like bunches of grapes around his girth. From these organs burst tiny daemons which chew and suck upon the nauseous juices within. This is the appearance of the Chaos God Nurgle, though mere words can barely do justice to his truly impressive foulness.

Although Nurgle is ranked behind Khorne and Tzeentch the truth is that his power is not necessarily weaker, but that it is less stable than that of the other gods. His passion is to unleash ghastly pestilences upon the world, and at such times his power rises to a peak. Like a plague his power grows and may reach epidemic levels, temporarily overshadowing that of all the other gods put together, before waning again.

SLAANESH



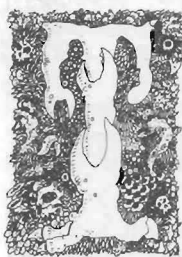
Slaanesh is the youngest of the Chaos Gods and is known as the Prince of Chaos. Alone of all the Dark Gods he is divinely beautiful. Slaanesh is seductive as only an immortal can be, disarming in his innocence, utterly beguiling in his manner. He is drawn to mortals possessed of physical beauty and charm. All sensual pleasures of art, music and companionship fascinate Slaanesh. He is master of luxury and indulgence, of cruel passions and hidden vices, and of the terrible temptations that only a god can offer.

In bodily form Slaanesh is perfection: long-limbed and elegant, with a haunting androgynous beauty. It is said that it is impossible for a mortal to look upon that divine face without losing his soul, for all who see Slaanesh become slaves to his slightest whim. Some say that Slaanesh can assume male, female or hermaphrodite form at will, but to his followers he manifests himself as a young man, clean limbed and fresh with the vigour of youth.

Though Slaanesh is the least of the Dark Gods of Chaos, he is an important player in the divine game. His support is an essential part of any alliance between the Chaos Gods. The favour of Slaanesh can easily swing the balance of power between the gods, giving Slaanesh influence disproportionate to his power. None-the-less, the power of Slaanesh is growing all the time. Soon the Prince of Chaos will come to rival the other gods and maybe, who knows, he may rise over them.



CHAOS CHAMPIONS



he gods don't fight their battles in the Realm of Chaos: their armed forces confront each other in the mortal universe. On countless worlds throughout time and space the Chaos Gods struggle for supremacy, every god determined to make each world his own. The Old World is one of the most fiercely contested battlefields of all. Here the Chaos Gods vie with each other to win the loyalty of Chaos creatures and the souls of men.

Every god directs his own followers, sometimes making common cause with the followers of other gods, sometimes opposing them. As the world sinks into anarchy the forces of Chaos swell and the doom of the world draws closer.

Every Chaos Warrior prays that his god will one day choose him to be one of his champions. As a champion he receives further rewards, perhaps even the ultimate reward of immortality or daemonhood, for there is nothing a god cannot do and no favour that he cannot grant.



The Chaos Gods have many followers and also many unwitting allies. Some are deformed by the power of Chaos, monstrosities with foul twisted bodies and dangerous mutant powers. These creatures are the creations of Chaos and their allegiance is beyond doubt. They are also the least amongst the followers of Chaos for their souls are already in eternal bondage. More valuable are those who willingly give their souls and freely embrace damnation. For every human soul dedicated to Chaos swells the power of the gods and hastens the destruction of the world.

CHAOS WARRIORS

Chaos Warriors are men who reject and abandon human society. To win the favour of their chosen god they join a Chaos warband. As Chaos Warriors they accept a life of bloodshed and brigandage in return for the chance to win their master's favour. Such favours, once granted, are not always welcome, for the Chaos Gods are fickle and inhuman and their gifts often take the form of gross physical deformities.

Many followers of Chaos sprout tentacles, horns, scales upon their skin, or suffer disfiguring mutations of other kinds. Often, their minds are affected as well, leaving them liable to fits of rage, feeble mindedness, uncontrollable hysterics, and other aberrations of the spirit. But not all the rewards of Chaos are disadvantageous. Sometimes the gods change their followers in ways that enhance their physical and mental powers, conferring gifts of magic, immunity from harm, incredible beauty, and immense strength.

CHAOS CHAMPIONS

A man might turn towards Chaos for many reasons, but most do so because they seek the supreme power that only Chaos can give them. To acquire such power a mortal must attract the attention of a Chaos God. Not only must the mortal dedicate himself utterly to the Chaos God, swearing binding oaths of unholy loyalty, but he must excel in the service of Chaos if he is to earn the attention of his master. A Chaos God has many worlds and many servants to watch over, his concerns may lie elsewhere. Even if they should happen to glance upon the Old World the gods are whimsical in their favours and unpredictable in how they dispense them.

Khorne is most likely to find his champions in the midst of battle, marking out the bravest and the strongest Chaos Warriors for further reward. In the case of Tzeentch it is the multi-coloured winds of magical conjuration that draw his interest. Nurgle seeks out the sick and disfigured, those marred with deformity and disease. Slaanesh is the weakest of the gods and eager to acquire champions of any mettle. One of his favourite tricks is to steal champions from other gods, charming mortals with his irresistible beauty.

THE MARK OF A CHAMPION

A Chaos God chooses his champions with care. If champions excel in his service the god's power in the mortal world increases and his influence in the Realm of Chaos is that much greater. If his champion is defeated or, worse of all, slain by another god's champion, then his

The Path to Damnation begins at our door and we have only to turn our back on heart and home to take the first footstep upon it.

*Volkmar Grand Theogonist of Sigmar
Address to the Acolytes
of the Magical Order of Light*

power is weakened and his standing amongst his brother gods is diminished. Thus a god will choose as his representatives only those who show great determination and promise.

When a Chaos God chooses a mortal champion he stamps him as his own. This sign is known as the Mark of Chaos, and takes the form of a mark on the body shaped like the god's own rune, denoting that the champion belongs to him alone. This rune does not necessarily disfigure the champion, for only rarely does it appear prominently on their face or hands.

In addition to this physical rune, the god gives his champion a special gift, which is also a way of demonstrating that the champion belongs to him alone. This first gift is different for each of the gods. Champions of Khorne find themselves encased in a suit of Chaos armour. Such armour cannot be removed, for it is made of living metal that fuses with the champion's flesh and becomes part of his body.

Champions of Nurgle have their diseases halted or banished altogether, for it is the price of their soul that their infirmities are put aside whilst they fight for him. Champions of Tzeentch are invested with the gift of magical protection in payment for their souls. Many of Tzeentch's chosen become great Sorcerers of Chaos. The favours of Slaanesh are subtle. The gift of his champions is that they have no fear of death or pain, revelling in the joy of battle, laughing at terrors that would drive other mortals insane.

THE CHAMPION'S REWARD

Where the rewards of other followers come irregularly and occasionally, champions are rewarded often. If they rise high in the esteem of their master then favours will be granted even faster. The champion finds himself upon a fast road that leads to power or damnation. There is no way of telling where his fate lies until it is too late.

The rewards of the Chaos Gods take many bizarre forms. Physical mutations are the most common. Horns grow from the champion's brow, his hands sprout long talons, his teeth enlarge into vicious fangs, and his skin becomes tough and scaly. These are but a few of the more common Gifts of Chaos, as these deformities are often called. Others include long spines that grow from the champion's body, skin that bursts in flames, limbs that elongate and develop extra joints, bodies that swell into monstrous shapes, and extra heads and limbs that grow beside his own. These physical mutations are not necessarily disadvantageous – they often confer useful abilities, especially in combat where horns and talons may be used against an opponent.

Other rewards affect the champion's mind. He may be turned into a burling imbecile, or robbed of speech or some other sense. He may acquire extraordinarily acute hearing, keen sight, or become immune to pain. He may be given magic powers, especially if Tzeentch favours him, or he might become resistant to the effects of magic. If he is a follower of Khorne he may be gifted with astounding physical strength, martial skills beyond human comprehension, or he might become completely fearless.

There is no change that a Chaos God cannot make, nor any power he is unable to grant. However, the gods are inhuman and whimsical, and they make no distinction between an advantageous or disadvantageous gift.



Some rewards take the form of items or followers, such as a magic blade or a Chaos familiar. The most potent weapons of all are daemon swords, blades that contain trapped daemons which talk to their owner on behalf of the Chaos God. Familiars are more likely to be granted to Chaos Sorcerers, but warriors may sometimes be given a daemonic beast to fight at their side.

The ultimate reward that a champion can receive is to be made immortal, to become a daemonic creature able to live forever in the Realm of Chaos. Thus the gods turn their most favoured champions into daemons, and these daemons scour the mortal realms in their turn looking for worthy champions for their master to recruit or reward. A champion can only become a daemon if he survives the gifts given him.

Most champions endure so many disfiguring and debilitating gifts that they are not worthy to become immortal daemons. The vast majority of Chaos champions die before they can become immortal, and many endure a far worse fate. A Champion who receives gifts of a severely disfiguring and mentally destructive nature becomes a shapeless, mindless creature called a Chaos Spawn. A god may turn his champions into Spawn if they displease him, but he is just as likely to turn a champion into Spawn simply as a result of inadvertently heaping one disfiguring gift upon another.

Spawn are little more than beasts driven by a vestigial intelligence. Some are utterly mindless whilst others are tormented by fleeting memories of their former glory. Few Spawn appear even faintly human, resembling instead any number of creatures melded into a beast of foul shape and uncertain powers. Some Spawn are very powerful indeed. A champion who becomes Chaos Spawn may hide away in the deep forests, or, more likely, remain with his old warband, fed and led into battle to serve his former comrades.

THE CHILDREN OF CHAOS



The Old World is saturated with the mutating power of magic. It leaks through the dimensional gate in the far north and permeates the entire world. This power is strongest in the immediate area around the gateway. Further away the mutating magic weakens as the distance from the gate increases.



The far north of the Old World is home to many strange creatures distorted by the power of Chaos. All manner of shapeless beasts and unrecognisable monstrosities can be found in those regions: heinous things with bloated and horrible bodies which writhe with tentacles, creatures whose maws dribble and gape in their unending hunger for blood, and other beasts of every conceivable form and disposition. These monsters depend upon the strength of the local magical field to survive. Fortunately they cannot wander far south, for the power of Chaos becomes too weak to sustain them and they will perish.

Many lesser Chaos monsters thrive in the Old World, beings that do not need as much invigorating power to sustain them as the more heavily mutated things of the far north. The most common are Beastmen and their cousins, creatures possessing something of the intelligence and form of men. Other creatures of this kind include the fearsome Minotaurs, vast bull-headed monsters that often make common cause with Beastmen. Chaos Centaurs also

roam the wastelands, brutal brigands that pillage wagons and undefended settlements. All these creatures, and more besides, are called the Children of Chaos. They are marked with mutation and their evil souls belong to indisputably to the Chaos Gods.

BEASTMEN

In the dark forests of the Old World dwell the favoured Children of Chaos: foul and unholy things that hate the world and hide from the honest light of day. They serve no mortal master, but belong heart and soul to the Dark Gods of Chaos. Men call these creatures Beastmen for they are part-human and part-beast, their twisted bodies a blasphemy of nature. They have horns upon their bestial heads, claws and cloven hooves adorn their limbs. They are cruel and brutal creatures who brawl and fight amongst themselves when not venting their hatred against mankind.

These rude and uncouth beasts are not alone in their kingdom of darkness. All manner of crawling and slithering creatures keep their evil company. Human mutant brigands find refuge here too, bitter-hearted renegades whose spirits have been blackened by the touch of Chaos.

To the fearful eyes of men all Beastmen seem of a kind – unruly and callous brutes that despise mankind and all he strives to build. Yet there is a crude hierarchy amongst them. The most numerous call themselves Gors, and can be readily distinguished from the lowly breeds by their keen horns. Gors take great pride in their horns, polishing and sharpening them in readiness for battle. The lesser breeds are called Bray and these are rarely seen in battle. They have only tiny horns, or no horns at all, and sometimes even have human heads. Beastmen are often joined by mutant humans of similar appearance, and it is from these ranks of outcasts that many Bray are descended. A human who becomes a Beastman as a result of mutation is known as a Turnskin, the lowest rank amongst their kind and akin to 'slave'.

Thanks to the mutating powers of Chaos a Beastman may be born to human parents. Such creatures are often abandoned by their parents at birth. Left to die at the forest edge such foundlings may be discovered and raised by Beastmen who call them Gaves. Gaves are regarded as gifts from the Chaos Gods themselves.

Beastmen hide out deep in the forests in rough camps, rock shelters, and other wild secluded places. They live in savage warbands consisting of anywhere from a dozen to many hundreds of individuals. Each warband is led by the strongest amongst them, a Beastman favoured with many

gifts of the Chaos Gods. This mighty Beast Lord is the master of his pack, and to maintain his position he has to continually fight off challenges from young power-hungry Gors. He makes his banner from the pelts of those he has defeated, so that his standard becomes a gory record of his conquests.

Beastmen fight amongst themselves continuously, each Beast Lord vying with its rivals for the favour of the Chaos Gods. When the armies of Chaos gather, the warbands stop fighting and assemble for war. They are drawn together at the great meeting places marked by huge stone slabs called herdstones. There are many such meeting places amongst the dark glades of the forest. It is here that the forces of Chaos gather: Beastmen, Minotaurs, and their ilk, in readiness for battle. The herdstones pulse with dark magic and are covered with evil runes proclaiming the end of the world and the triumph of the Chaos Gods.

MINOTAURS

Minotaurs are massive bull-headed monsters. Some are twice the height of a man and they are far greater in bulk. Their gigantic heads are broad and ugly, and their horns are sharp and dangerous. Many have the cloven-hoofed hindquarters of a beast and other deformities of the body that the touch of Chaos brings. They are less intelligent than men or even Beastmen, but uncannily strong and powerful.

Minotaurs live in warbands of their own kind, and make their territories in the very deepest and most dangerous parts of the forest that even Beastmen avoid. Normally ponderous and slow-witted, battle turns them into raging bulls and the scent of blood drives them to violent excesses. In the midst of combat they tear their enemies apart and swallow down great chunks of bloody flesh, quenching their thirst upon the blood of the dying whilst battle rages around them.



The herdstones of the deep forests are encased within crude stone-built shrines erected by the Minotaurs to the glory of the Chaos Gods. Within the shrines they hoard the weapons, armour and skulls of their defeated foes. It is supposed that these treasure houses are guarded by the watchful eye of the Chaos Gods – certainly only the most foolish creature would dare to desecrate such places. Minotaur warriors bring their trophies to the shrines, and often these tiny buildings are almost buried under a mass of rusting weaponry and mouldering bones. It is said that the Chaos Gods commune with favoured Minotaur warriors within the shrines, answering their prayers and granting such gifts as they see fit.



CENTAURS

Centaurs are creatures of the Northern Wastes and the sparse grasslands that lie between the forests of the Old World and the bitter Troll Country. They are wanderers and brigands who acquire everything they need by pillage and robbery, preying upon the wagon trains of traders and the few settlers that try to scratch a living from those barren lands.

Centaurs are heavy limbed and clumsy creatures. They are immensely strong but their arms and hands are indextrous. Whilst a Centaur can grasp a weapon or crush a foe with its vice-like grip, it cannot pick up or manipulate delicate objects. They make nothing of their own, but steal everything they need from other races, sometimes taking slaves to beat iron or stitch leather.

The race has a brutality of mind which matches the clumsy power of their bodies. They are vulgar snarling creatures, little more than beasts, with a brute cunning rather than considered intelligence. Their thick tongues can barely articulate speech, their voices are slow and growling, and their words often degenerate into howls of rage.

Centaurs will fight for anything they need or desire. They have a great craving for ale and wine, for which they will break into a well defended stockade or attack the most heavily escorted wagon train. When they get their hands on alcohol they gulp down gallons at a time, becoming drunken and violent and often fighting amongst themselves. Before a battle they drink bucketfuls of strong ale and become excited and aggressive, so that their tempers can only be quelled by deeds of the most bloodthirsty kind.

DRAGON OGRES

When forks of lightning sunder the night sky and the roar of thunder bellows over the land, the people of the north say that the Dragon Ogres are fighting each other on the peaks of the Worlds Edge Mountains. Travellers, having taken shelter in some cave or shelter, might see the battling Shaggoths, as Dragon Ogres are also called, silhouetted against the raging night by lightning flashes.



Scholars of the Empire have written that Dragon Ogres are the most ancient of all the world's living creatures. They are said to be the kin of dragons, beasts of immense antiquity who inhabited the world before the Chaos gateways brought the power of the Dark Gods into the world. Aeons ago their race made a sinister pact with the forces of Chaos, embracing damnation rather than accepting a slow decline into extinction. At least such are the legends, culled from the records of the ancients of Lustria and reported by bold explorers amongst the fallen ruins of that land and its strange cold-blooded people.

Dragon Ogres live practically forever, unless they die in battle in honour of the Chaos Gods. They spend most of their lives asleep, and the older and bigger a Dragon Ogre the longer he sleeps. Beneath the mountain peaks of the north there may be creatures that have not awoken for hundreds or even thousands of years.

On cold winter nights terrible storms assail the mountains of the northern Old World. The sleeping Dragon Ogres stir as their dreaming minds hear echoed in the thunder the roar of the Chaos Gods calling them to task. For the Dragon Ogres made a pact and placed themselves in eternal bondage to the Chaos Gods in return for their long years of life. The louder the thunder the more Dragon Ogres awake, but only a storm of titanic proportions can waken the oldest and most powerful Dragon Ogres.

As lightning bolts pour from the skies the Dragon Ogres answer the call to battle. They make for the highest peaks where they bathe in the lightning and are renewed to full potency, absorbing the power of the lightning bolts and preparing for war. If many creatures awake they battle to ascend the highest peaks and receive the lightning blasts that invigorate them and extend their lives for another century or so. Such is the gift of Chaos that the Dragon Ogres traded for the soul of their race.

By Shartak and Shaggoth, the great and the small,
For Sharunrok, Darkoth and Gathor,
The lightning's children and the thunder's fall,
Krakanrok and his kin will live for ever more.

The Dragon Ogres look forward to a time when their eternal bondage will end with the destruction of the world by Chaos. Amid the lightning and thunder of the apocalypse they believe their entire race will awake. Even dead Dragon Ogres will rise from their graves, and the Sire of all Dragon Ogres, Krakanrok the Black, will emerge from his ten thousand-year slumber to lead his people to their final rest.

THE NAMELESS CREATURES

Chaos is great and marvellous in its variety, and the natural world cannot compete with the bizarre diversity of form that the touch of Chaos brings. Beastmen, Minotaurs, and the creatures described here are but some of the misshapen monstrosities that Chaos has created. There are other creatures which show clear evidence of the mutation that Chaos brings, such as Skaven, Manticores, Chimera, and Griffons. Even humans are not free of the taint, and there are many mutants lurking undiscovered in the lands of the Empire.

The dark forests and subterranean depths hide many things of foul form and evil disposition. These are not creatures of any recognisable species or type, their ancestry is submerged beneath generations of physical corruption. They have no name, these Children of Chaos, but they are there – waiting. When the power of Chaos grows strong and the dark gate pours forth its evil energy then the Children of Chaos will rise from the shadows – braying, screaming and howling in anticipation of the final victory of the Dark Gods.



CHAOS GIFTS



special feature of the Chaos army is the Chaos Gifts cards, a deck representing mutations, special powers, and uniquely chaotic occurrences. Most of these take the form of simple bonuses to a model's characteristics. However, there are some quite unusual powers as you will realise when you read through the cards.

The card deck is used to determine random bonuses for your army during the game. However, the gods are not completely on your side as you will discover. There are also random occurrences in the Gift deck which work against you. Such is the nature of the whimsical Gods of Chaos – there is an up side and a down side.

GIFTS

The Chaos Gifts are used during the game to give the Chaos player random bonuses and to initiate some random chaotic events. The bonuses represent mutations that individual creatures may have, and which, at that particular moment, confer a temporary but crucial advantage. For example, by playing the Huge Fangs card you reveal that one of your models has huge fangs with which it attempts to bite a chunk out of its opponent (gaining +1 Attack).



The gifts are used as follows. At the start of the game shuffle the Gift deck and place it face down at the side of the table or some other convenient position. The deck is printed on thick quality card (the same as the spells and magic items) so you may find it convenient to divide the deck up into several smaller piles. This makes it easier to shuffle and may save you from accidentally knocking over the pile during the game.

At the start of his first turn the Chaos player takes two cards from the top of the deck. The player keeps his hand secret from his opponent.

At the start of each of his following turns, the Chaos player takes a further two cards from the top of the deck and adds them to his hand. There is no limit to the number of cards the player can hold at once.

The Chaos player can play any card or cards at any appropriate time. Most cards define exactly when they can be used, although this is fairly obvious in most cases. For example, a gift that confers an extra Attack is played during the hand-to-hand combat phase, a gift that confers an extra saving throw is played when a wound is sustained, etc.

Once a card has been played it is placed on a discard pile and cannot be used again.

A card can be played on behalf of any model in the Chaos army with the exception of daemons and Chaos Spawn.

CHAMPIONS AND CHAOS GIFTS

As stated above you can play a Chaos Gift on any model with the exception of a Chaos Spawn or daemon. You can play a gift on an ordinary rank-and-file trooper such as a Beastman or Chaos Warrior, for example, or you can play it upon a character model or monster. The Chaos Gifts represent mutations that are common amongst the followers of Chaos and which distinguish them from normal creatures. Of course, your models will not literally have the physical attributes described on the card, but for the sake of argument it is assumed that amongst the gabbling throng there is a creature that bears the relevant mutation to some (possibly concealed) degree.

In the case of a Chaos Champion or Chaos Sorcerer (including Chaos Heroes, Lords, Master Sorcerers, etc) there is a risk involved in using a Chaos Gift. When you use a gift on one of these characters it represent a boon or favour from his God. It does not literally mean the character has sprouted a tentacle or claw, but he is blessed with momentary vigour which gives him the extra attack, saving throw, or whatever. The more Chaos Gifts you play on a Chaos Champion or Sorcerer the more interested his god becomes in his welfare and future, and the more likely the god is to visit further favours upon him. As the gods are notoriously whimsical in their favours it is quite possible for a Chaos Champion to either grow in power or decline into spawndom every time a Chaos Gift is played upon him.

When you play a Chaos Gift on a Chaos Champion or Chaos Sorcerer you must make an Eye of God test. This represents the eye of the Chaos God turning upon his slave and possibly granting him some additional favour. The Eye of God test is basically the same as the Eye of God card in the Gift deck. The test is made once a Gift card has been played and the action it describes has been resolved. For example, if a card gives you +1 attack then test after making your attacks, if the card gives you a special save, test after taking the save, and so on.

EYE OF GOD TEST

(Roll a D6)

- 1-5** The Eye of God has passed you over this time. No further effect.
- 6** The Chaos God's attention has been caught by the Champion and he decides to grant a special reward. Roll a further D6.
 - 6** +1 Attack. The Champion adds +1 to his Attack characteristic for the remainder of the battle. This represent the character acquiring horns, tusks, additional limbs, or some other mutation. Make a note of this or use one of the counters provided to mark the Champion model.
 - 5** +1 Strength. The Champion adds +1 to his Strength characteristic for the remainder of the battle. Make a note of this or use one of the counters provided to mark the Champion model.
 - 4** +1 Wound. The Champion adds +1 to his Wound characteristic for the remainder of the battle. Make a note of this or use one of the counters provided to mark the Champion model.
 - 1-3** The Champion is visited with so many physical mutations that he is turned to Spawn. See the Chaos Spawn rules for more details.

Eye of God. This card must be played as soon as it is drawn: you have no choice in this matter – the gods have spoken! This card is something of a mixed blessing as you might expect where the Chaos Gods are concerned. The Eye of God gives further bonuses to a character. This is potentially very good. On the other hand the gods can get a bit carried away, unintentionally turning their servant into Chaos Spawn. The rules for Chaos Spawn are given elsewhere in this volume.

Chaos Spawn. This card must also be played as soon as it is drawn. The rules for Chaos Spawn are given in detail in a separate section in this book.

Draw 2/3 Gifts. If you draw a card instructing you to draw either two or three more cards then do so immediately and discard the original card to the discard pile. The powers of Chaos are never predictable, and have, for a moment, blessed you with fresh vigour.

Lose Gifts. If you draw this cards the gods have taken against you and have decided to withdraw their favours! Discard your entire hand of Chaos Gifts including any cards picked up this turn.

Cosmic Duel. A Chaos God has decided that one of your Champions is just the individual he needs to take part in a cosmic duel between selected Champions of the Chaos Gods. When you draw this card you must randomly determine one of your Chaos Champions/Chaos Sorcerers and remove this model from the battle. The model will return to the battlefield after fighting the cosmic duel, but because of the vagaries in the non-temporal nature of the Realm of Chaos this can be at the beginning of any of your following turns. The model will return on the roll of a 4, 5 or 6 made at the start of any of your following turns. The model is returned to any position on your own base line and can move normally that turn.

Eternal Labour. A Chaos God has chosen one of your Champions to undertake an arduous and possibly eternal labour on his behalf. Select any one of your Chaos Champions/Chaos Sorcerers and remove the model from the battlefield. The character has been whisked away to undertake his labour and does not return.

GIFTS AND DAEMONS

Chaos Gifts cannot be used on daemons but only on mortal creatures. This means that daemons cannot benefit from the usual bonuses represented by Chaos Gifts. However, you can use Chaos Gift cards to give daemons a different and unique kind of bonus.

If a daemon fails its daemon saving throw, then you may surrender any Chaos Gift from your hand and re-roll the save immediately. You can re-roll a save only once, but otherwise there is no limit on the number of Chaos Gifts you can use in his way. It is entirely up to you which Chaos Gifts you exchange for re-rolls.

Note that there are two exceptions to this rule. The first is Bloodthirsters of Khorne. Bloodthirsters of Khorne have no daemon save because they wear Chaos armour. You may not use Chaos Gifts to re-roll saves for a Bloodthirster. The second exception is Pink and Blue Horrors. Neither type of Horror has a daemon saving throw - instead the Pink Horror splits into two Blue Horrors when it is 'slain'. You may not use Chaos Gifts on Horrors either.

Once a Champion/Sorcerer has been gifted with an Eye of God bonus his chance of being noticed by his master is increased. Should you play a further Chaos Gift on this character his chance of being noticed is increased by +1 per bonus. I.e, If a Champion has a +1 Wound bonus and a further Chaos Gift is played on him then his Chaos God will notice him on the D6 roll of a 5+ rather than a 6. This means that a character with bonuses is likely to attract further bonuses or to turn to Spawn if you play Chaos Gifts on him. It is possible for a Champion to be extremely lucky and acquire a fistful of bonuses, several points of Strength increase, many wounds, and extra attacks. Possible... but don't count on it!

Remember, bonuses acquired during a game last only until the end of the game. This is because it would normally be unfair to carry a bonus over from game to game as this would allow players to exploit their good fortune much to the disadvantage of their opponents. However, if players want to use the Eye of God bonuses as an incentive to convert their models then there is no reason why they shouldn't do so. Whether you regard such models as purely decorative or whether you upgrade their character level or give them Chaos Rewards that reflect their appearance, is up to you.

SPECIAL CARDS

There are several special cards in the deck. The rules for these cards are included on the cards themselves, but they are worth discussing at this point.

CHAOS MAGIC ITEMS

The Warhammer Armies Chaos box includes a number of new magic item cards. These introduce a new category of magic items called Chaos Rewards. The magic items included with Warhammer Armies Chaos are mostly available only to Chaos characters. Some are specific to Sorcerers or Beastmen Shamans. As indicated on the cards, the three basic Familiars are not restricted to Chaos Wizards – they are available to any wizards in the normal manner. We have also designed three new spell decks to replace the 'short' Chaos decks in Warhammer Battle Magic (see below).

CHAOS REWARDS

Chaos Rewards are literally the rewards granted to the followers of Chaos in the form of mutations and other gifts. So, there is a Chaos Reward for Massive Horns, another for Nurgle's Rot, and so on. Other Chaos Rewards take the shape of extra swords, armour, and such like. Some Chaos Rewards are specific to a Chaos God whilst others can be awarded to followers of any god.

Chaos Rewards are special magic items which are available only to Chaos. This means that Chaos Rewards count towards the number of magic items a character may take. Chaos Rewards are affected by magic items or spells that negate, destroy, or otherwise affect other magic items.

The difference between Chaos Rewards and other magic items is that Chaos Rewards can only be bought for Chaos Champions and Chaos Sorcerers; they cannot be bought for other Chaos characters. However, a Champion or Sorcerer can mix Chaos Rewards and other magic items just so long as he does not exceed his usual maximum total.

There are three Rewards which are versions of items used by daemons: Nurgle's Cloud of Flies, the Axe of Khorne and the Collar of Khorne. These items may be given to Champions and/or Sorcerers (in the case of Nurgle's Cloud of Flies) and the rules describing them are as given on the card. The rules on the cards may vary from the effects described for daemons in the Bestiary – this is intentional!

THE IRRESISTIBLE AND THE IMMOVABLE

Warhammer Battle Magic contains a description of how to resolve potentially contradictory instructions that sometimes arise in the magic system. Such contradictions are inevitable when there are so many spells and magic items that interact in a fairly complex way. For example, you might have a magic item that automatically negates a hit while your opponent's weapon automatically hits – so which takes precedence?

We have found that the best way of resolving such situations is to put it to a dice roll. The magic is obviously of equal power so it is likely that sometimes one item will take precedence and sometimes it won't. Both sides roll a dice and the highest score wins out on that occasion. Re-roll any equal scores until you get a result. Whatever the result, no further precedent is established: if the same situation occurs again a further roll-off is required. The roll-off is an obvious and even-handed way of resolving any conflict and it works very well.

CHAOS SPELLS

Warhammer Armies Chaos contains 30 Chaos spells: 10 each for the three gods Slaanesh, Tzeentch and Nurgle. As a warrior god who despises magic and the weaklings who use it, Khorne has no Sorcerers. These spells replace the 12 in the Warhammer Battle Magic deck. The original spells are preserved, although some have been slightly modified or updated to bring them into line with the rules in this book.

As Chaos Sorcerers now have access to a much broader range of Chaos spells they are no longer permitted access to the College Magic decks. In Warhammer Battle Magic players were allowed to use these extra decks because there were relatively few Chaos spells.

Chaos Sorcerers are still allowed to use the Dark Magic deck but not Necromantic spells. Note that the Warhammer Armies Undead book adds further spells to the Dark Magic deck bringing the total up to 10.

Beastmen Sorcerers are permitted to use spells from any of the Chaos Gods and can combine spells of different gods in their hand if you wish. You can also draw from the Dark Magic deck, but not from Necromantic spells.

The chart below summarises the decks available to Chaos Sorcerers and Beastman Shamans.

<i>Type of Wizard</i>	<i>Spells</i>	<i>May draw from</i>
Chaos Sorcerer	1	Own God's Spells/Dark Magic
Chaos Sorcerer Champion	2	Own God's Spells/Dark Magic
Chaos Master Sorcerer	3	Own God's Spells/Dark Magic
Chaos Sorcerer Lord	4	Own God's Spells/Dark Magic
Beastman Shaman	1	Any Gods' Spells/Dark Magic
Beastman Shaman Champion	2	Any Gods' Spells/Dark Magic
Beastman Master Shaman	3	Any Gods' Spells/Dark Magic
Beastman Shaman Lord	4	Any Gods' Spells/Dark Magic

FAMILIARS

Warhammer Armies Chaos includes new magic item cards representing Wizards' Familiars. Note that these are available to all armies, with the exception of the Chaos Familiar. As with Scroll cards, an army may include duplicates of Familiars; the number of cards in the deck does not limit their number.

CHAOS ARMOUR

A Chaos Armour magic item card is included in Warhammer Battle Magic. As with Scrolls and Familiars, your army may include duplicates of Chaos armour, so several Chaos characters may wear Chaos armour if you wish. Note that Chaos armour is also available to some troop types.



CHAOS BANNERS



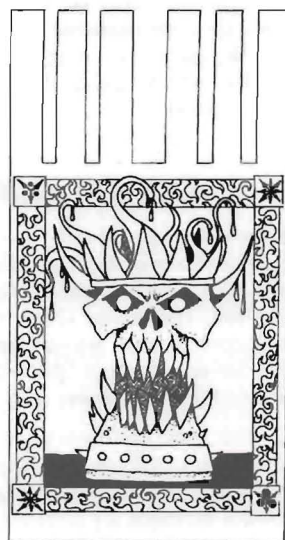
These black and white banner designs have been provided for you to photocopy then paint. Use the colour photographs shown elsewhere in this book as a guide for colour schemes.



CHAOS WARRIOR BANNERS



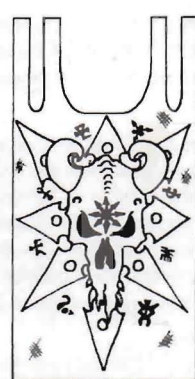
CHAOS KNIGHT
BANNER



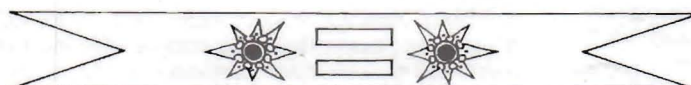
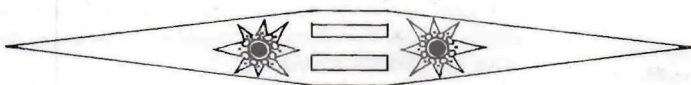
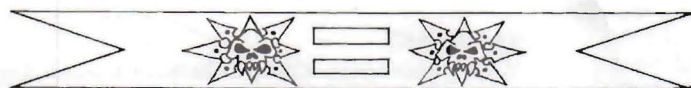
NURGLE BANNER



KHORNE BANNERS



BEASTMAN BANNERS



CHAOS KNIGHT BANNERS





SLAANESH



THE PRINCE OF CHAOS



CHAMPION OF SLAANESH



KEEPER OF SECRETS - Greater Daemon of Slaanesh



KHORNE

THE BLOOD GOD



CHAMPION OF KHORNE



BLOODTHIRSTER - Greater Daemon of Khorne





NURGLE

GREAT LORD OF DECAY



PLAGUEBEARER



CHAOS SORCERER OF NURGLE AND FAMILIAR



PLAGUEBEARER



GREAT UNCLEAN ONE - Greater Daemon of Nurgle



A UNIT OF PLAGUEBEARERS





CHAMPION OF TZEENTCH



SORCERER ON FLYING DISC

TZEENTCH THE GREAT SORCERER



CHANGER OF THE WAYS - Greater Daemon of Tzeentch

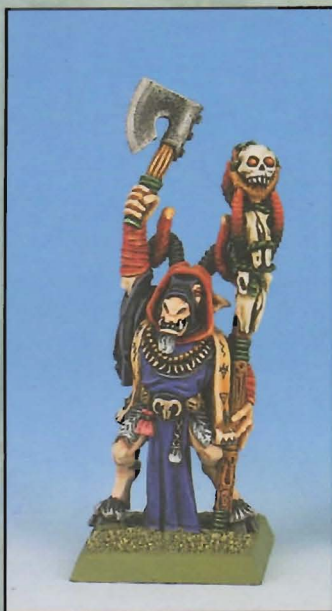


TZEENTCH HORRORS ATTACK A UNIT OF DWARFS

✧ CHAOS BEASTMEN ✧



BEASTMAN STANDARD BEARER



BEASTMAN SHAMAN



BEASTMAN STANDARD BEARER



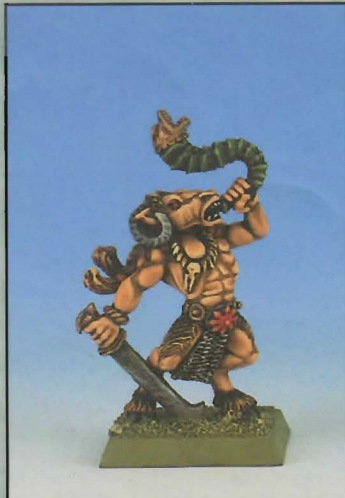
BEASTMAN HORNBLOWER



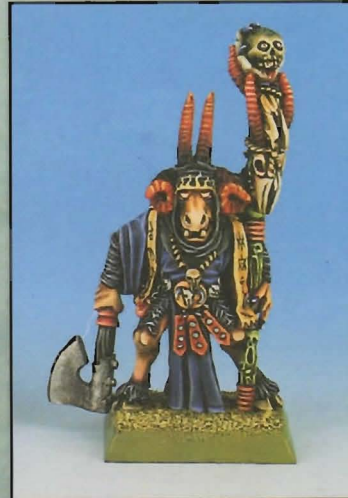
BEASTMAN CHAMPION



BEASTMAN CHAMPION



BEASTMAN HORNBLOWER



BEASTMAN SHAMAN

✱ CHAOS BEASTMEN ✱



A CHAMPION OF KHORNE LEADS HIS CHAOS BEASTMEN INTO BATTLE



CHAOS KNIGHT STANDARD BEARER



CHAOS KNIGHTS



CHAOS KNIGHT CHAMPION



CHAOS KNIGHT

The Gods of Chaos conduct their endless war in the mortal universe, recruiting countless warbands to follow their dark banners. The mortal followers of Chaos come from all walks of life – many are bandits, renegades or criminals, though some are dispossessed noblemen. All have one thing in common – they are willing to exchange their mortal souls for the power and rewards that only the dark Powers of Chaos can bestow. Every Chaos Warrior and Knight strives by acts of valour and savagery to attract the attention of his god, for if his talents are recognised he will be elevated to the rank of Chaos Champion.



CHAOS KNIGHT PENNANTS



CHAOS KNIGHTS

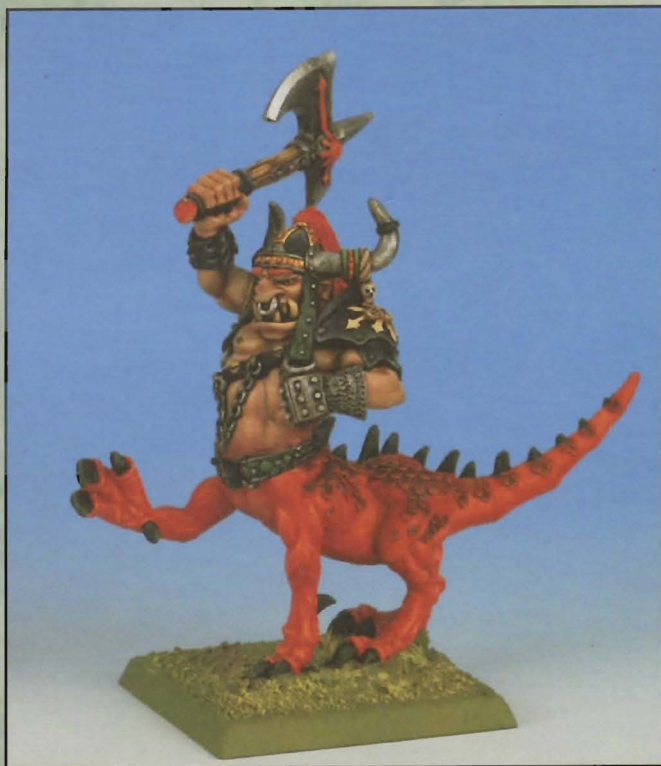
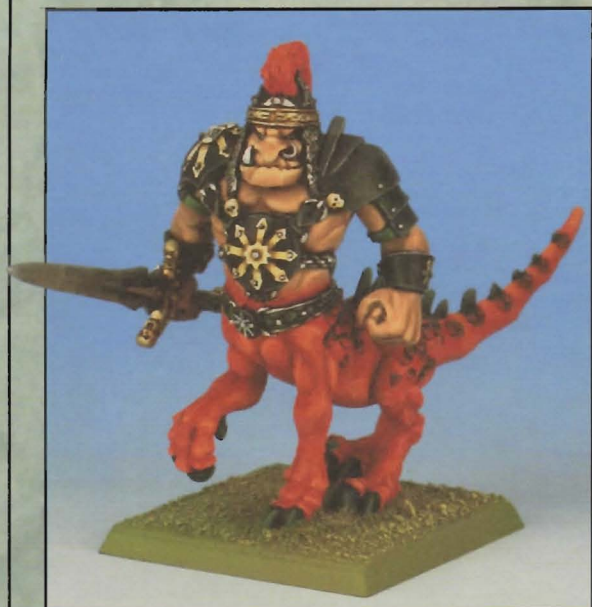


HIGH ELVES VALIANTLY DEFEND AGAINST A MAURAUDING CHAOS HORDE

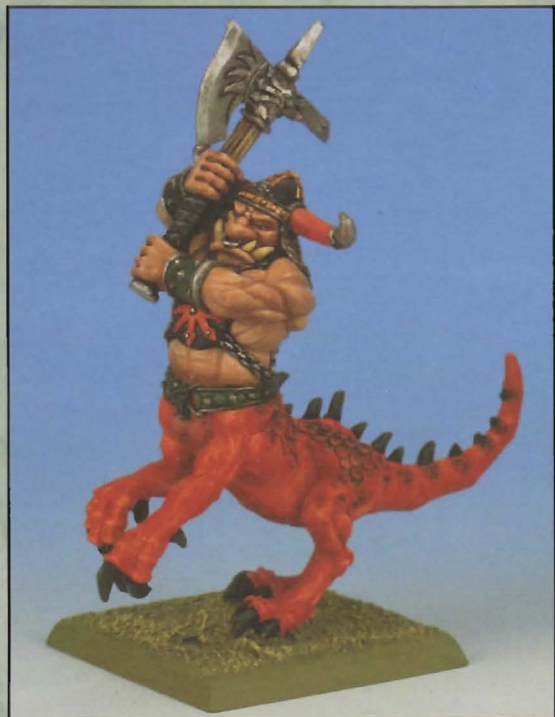
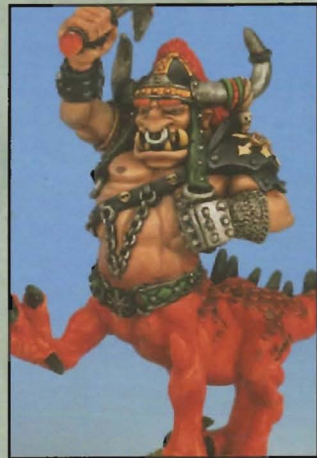




DRAGON OGRES



Dragon Ogres are the most ancient of all the world's living creatures. Aeons ago their race made a sinister pact with the forces of Chaos, embracing damnation rather than accepting a slow decline into extinction. Unless they die in battle Dragon Ogres live practically forever, spending most of their time asleep. Only mighty thunder storms stir Dragon Ogres from their sleep. When the lightning cracks across the darkened skies they battle for supremacy on the highest mountain peaks.





BEASTMEN - THE FOUL BROOD OF CHAOS



A BLOODTHIRSTER OF KHORNE ACCOMPANIES DRAGON OGRES INTO BATTLE

MODELLING GUIDE

CHAOS MUTATIONS

BY MIKE MCVEY

Collecting a Chaos army for Warhammer presents many opportunities for all manner of conversion and modelling work. Individualised Chaos Champions, mutants and Spawn can be created using a few well-established techniques. This short section demonstrates a few of the limitless possibilities modelling provides and includes an extract from the Citadel Miniatures Modelling Guide detailing an ambitious project – a splendid Sorcerer of Slaanesh mounted on a Chaos Dragon.



Chaos Spawn



Chaos Spawn of Nurgle

CHAOS SPAWN The scope for converting miniatures into hellishly mutated Chaos Spawn is infinite. The model shown above left illustrates the potential that Citadel's plastic miniatures have for this type of project. The addition of a barbarian's upper torso to a wolf body creates a convincing centaur effect. A little remodelling of the face using epoxy putty; horns and spikes from plastic sprue oddments and a pair of metal castings for the tentacle arms complete the gruesome picture. The Spawn of Nurgle, by contrast, is an entirely metal and modelling putty piece. The techniques used to create this monstrosity are explained in detail in the Modelling Guide.



CHAOS BEASTMAN CHAMPION



This model illustrates how to get the most out of your modelling hobby. The raised sword arm is in fact the original arm of the barbarian used to create the Spawn model above. The extra arm is taken from a Citadel plastic Skaven. Because both sword arms and the Beastman are all plastic components this sort of complex effect is achieved easily. Once the various components have cut and filled to fit, the polystyrene glue used to stick them together not only forms a permanent and very strong bond but it actually "welds" the pieces together. This results in a really smooth fit which requires little or no filling.





Chaos Sorcerer of Tzeentch



CHAOS SORCERER OF TZEENTCH



This conversion is of a Tzeentch Sorcerer with the addition of a pair of wings from the Greater Daemon of Tzeentch and claws from a Fiend of Slaanesh.

The large metal components such as the wings require pinning in place. Sleeves have been added to the claw arms using epoxy modelling putty.



CHAOS CHAMPION CONVERSION



One of the simplest and yet most effective conversions that you can apply to a Chaos Champion is to add a tail. The champion of Nurgle shown here has been transformed by the addition of a scorpion tail taken from a Chaos Hound. The tail was carefully removed with a razor saw to ensure that the cut was flat and would fit neatly onto the back of the Champion. Remember to put the rest of the Chaos Hound into your bits box, so it can be used on a



The completed Chaos Champion of Nurgle with a scorpion tail.



future modelling project. Attaching the tail was very straightforward, the back of Champion was filed down flat and the tail was pinned into place and glued.

CHAOS DRAGON

Dragons are the most powerful monsters in Warhammer and some of the most spectacular miniatures. Their huge size and ferocious appearance makes them tower above even the largest units or war machines. They also make impressive mounts for a character or an army general. In this section I'll be looking at a conversion of a Chaos General mounted on a dragon. This is a large, complex conversion, and the most ambitious of those covered in this guide.

PLANNING THE CONVERSION

Most of the conversions covered so far have been quite small, which makes them easy to work with. Progressing from converting small figures to a dragon may seem like a huge leap, but there is really very little difference. The techniques applied are exactly the same, just on a larger scale. In fact the rider is, if anything, a slightly more complex conversion than the dragon itself.

This modelling project differs from the other special conversions in the guide in that it is not based on anything specific, such as a piece of artwork, so I had total freedom to do what I wanted.

The initial inspiration came from the model itself – it is without doubt the most spectacular monster in the entire range and just cries out for a bit of special attention. The obvious thing to do was to mount a rider on it and turn it into the centre-piece for an army. You couldn't want a more spectacular army general!

Choosing the components

The first step was to decide which parts I was going to use for the different elements of the conversion. This was no problem for the dragon itself, as I didn't want to make any major component changes, just some alterations in the pose. I used a couple of extra pieces: an additional tail section and a left arm.

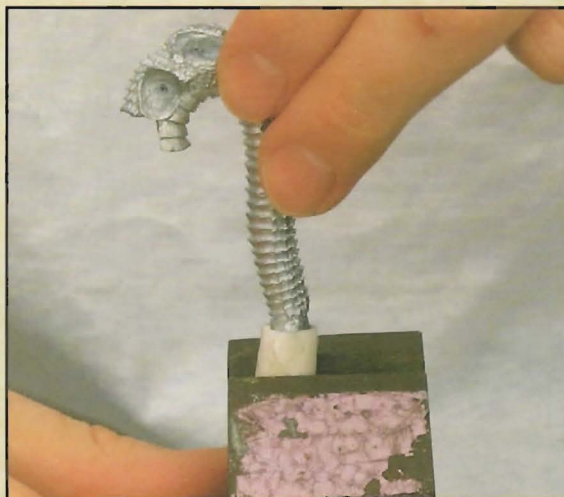
The rider uses parts from two basic miniatures, with detail added from others. The legs were the first part I chose. They were taken from the High Elf Griffon rider and came complete with a saddle back. The upper body was cut from a Champion of Slaanesh, which has a snake tail instead of legs. The whip is from another Chaos Champion and I also used the back banner from an Eldar Dark Reaper Exarch.

The photograph at the top of the page shows all of the main components used in this conversion. There were also some other minor pieces and materials that I found in my bits box. The only other things I used were modelling putty, plasticard and scenic material for the base.



THE DRAGON

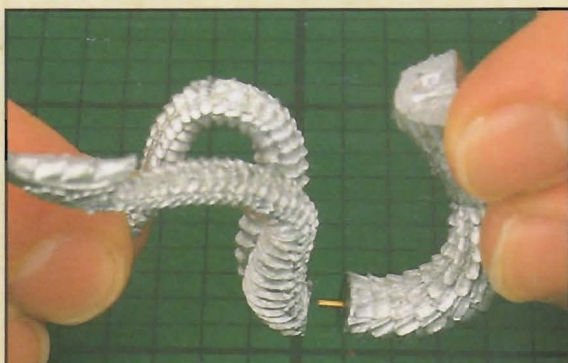
As I mentioned earlier, the dragon itself has not actually been converted that much, only the position and some of the details have been changed. Altering the pose of such a large model can be tricky and requires the use of a little force. The photograph below shows how the neck was bent. The end of the neck was wrapped in paper and clamped in the jaws of a bench vice, making it far easier and safer to manipulate. You need to be very careful not to snap the metal, so apply the force smoothly. Any sudden movements will stress the metal.



The end of the neck is held in a vice to make the bend easier.

The tail

To give the dragon more of an unusual look consistent with Chaos, I decided to give the tail two tips. This was quite easy: I simply cut off the tips of two tails about two inches from the end and glued them both back onto the stump of one of the lower body sections. I had to taper the inner edges of the ends of the tails to get them to fit neatly together. I cut the sides down with a heavy craft knife, and smoothed the joining surfaces with an emery board. I glued the two tail sections together first and then smoothed down the combined end of the join and attached them to the body with a strengthening pin.



When the two tails had been joined I smoothed down their combined end and attached them to the body.



The arms were pinned into place so that there was a gap between the shoulder and the body. They were then bent into the desired position and the gap between them was filled with modelling putty.

Positioning the arms

The arms on the original model are positioned quite high, making it difficult to add a rider. To make it easier to place the rider, I altered the position of the arms. A hole was drilled in the end of each of the arms and in the centre of the sockets. The arms were then pinned into place, but with a length of wire that was slightly too long, so there was a small gap between the components. This allowed the arms to be bent into the right positions. Then all I had to do was fill the gaps with modelling putty and model on some scales.

MODELLING TIPS

USING FINE WIRE AND CHAIN

One of the interesting features of this conversion are the reins. These are different from the paper reins covered earlier in the guide, requiring a slightly higher level of modelling skill to create.

Fine chain is available from modelling shops or jewellers. It isn't particularly cheap, but I only use it occasionally, in short lengths, so it lasts for quite some time. The best sort of wire to use is either fine fuse wire or florists' wire. The best quality of this sort of wire is that it is easy to bend and form into different shapes.

On the Chaos Dragon I attached the lengths of chain to the hands and the horns using loops of wire. This was made by wrapping the wire round a narrow length of tube as shown in the photographs. The easiest way to attach the chain to the wire is to thread the end link of chain onto the wire and then glue this closed into a loop. Alternatively, you can split one of the links in the chain, hook it over an already formed wire loop and re-glue it. I keep a pair of tweezers and a needle handy for opening and closing links.



The wire is wrapped round a circular former, in this case a length of brass tube. You can vary the diameter of the loops by using different sized formers.



The next step is to slide the coiled wire off the former, so make sure that you don't wrap it round too tightly. You should end up with a spring shape.



Individual loops can be cut off this 'spring' with a pair of sharp clippers. Keep the rest of the coil in a safe place so that you can use it again.



The chain is carefully threaded onto the loop and the loop is glued together. I use a pair of long-nosed pliers to squeeze the wire into a closed loop.

The legs

The original dragon is positioned standing on both hind legs, giving it a stable base. I wanted to create as much movement as possible in the miniature, so I decided to alter the position of the right leg. This was not difficult, I just pinned it on in a raised position and filled the gap around the join using putty. The original foot has a flattened underside to make a stable join with the base. To get rid of this I removed the foot at the ankle and replaced it with a casting of one of the hands. I also removed the thumb and re-attached it to the inside of the leg just below the knee.

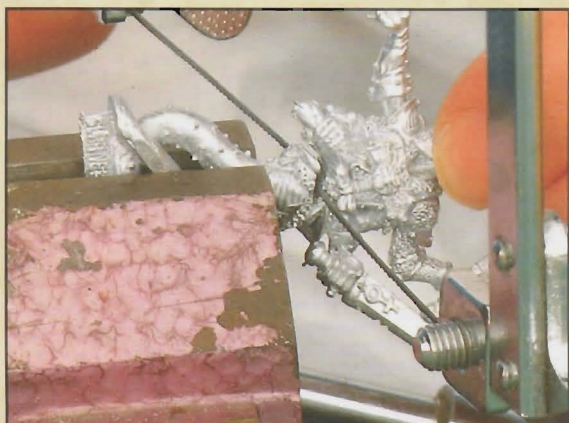


The hand has been pinned into place just below the ankle and the thumb is being attached to the inside of the leg.

THE CHAOS CHAMPION

Removing components

The first task was to remove the separate components from their original miniatures. The most difficult part to remove was the upper body. This required some careful cutting with a fret saw. I had to cut up behind the lowest right hand and then across the body, keeping the cut as flat as possible. The cut needed to cross the body just below the ribbon at the waist and come out at the back of the left gauntlet. Cutting with a fret saw is not very neat, so the surface needed to be filed flat afterwards.



The miniature is held in a vice by the tail section and the upper body is carefully removed with a fret saw.

Adding detail to the body

The two main features I added to the body were the whip and the handle for the reins. The whip was easy to add: the sword was removed with a pair of clippers and the whip was pinned on in its place. Before it was glued on to the hand I bent it into a shape to suit the shape of the miniature.

The handle for the reins was a more delicate operation, requiring the removal of the scroll from the right hand. This was mostly snipped away with a pair of clippers and then cleaned up with a craft knife. The handle itself was made from the hilts of Chaos swords that I found in my bits box. I drilled a hole right through the hand and pinned one hilt to each side. The wire loops for the reins were glued on under the tongue on each side.

The standard pole

The back of the saddle is topped with a standard pole bearing the Slaanesh Chaos rune. This replaces the High Elf design that was originally on the top of the saddle, and which was removed directly below the heart ready to take the new piece. The pole is the back banner from an Eldar Dark Reaper Phoenix Lord, with the rune on the top altered. This did not entail a great deal of work. The original rune was snipped off the pole and the triangular section was removed. The circular piece was made from a short length of plastic tubing which was pinned onto the upper part of the rune. The whole thing was attached to the top of the pole.



The new rune is pinned into place on the top of the pole.

Attaching the model to the base

When the whole conversion was finished it had to be securely attached to the base. This was quite tricky as the dragon is a large and heavy model, only supported by one leg. I pinned the dragon onto the base using a far heavier gauge of wire than I normally use, approximately 2mm in diameter rather than 1mm. I used this gauge of wire to pin the left leg to the body, as this join also takes a great deal of strain. When the model was pinned and glued to the base, I drilled another hole between the claws, down into the base and glued in a pin at a different angle to the first. This made the join even stronger.

THE FINISHED CHAOS DRAGON CONVERSION

The photographs below show the finished and painted Chaos dragon. The base, rider and dragon were all fully painted and varnished before they were put together. This made it far easier to work on each one. I made a separate large base, glued it to the top of a large paint pot and attached the dragon to this to make it easier to hold while I painted it. The rider was lightly glued to the back of a plastic horse while he was being painted.

One of the inset photographs show the rider close up. This shows clearly how well all of the components work together in the finished conversion. Notice how the right arm, head, whip and sword are all moving in the same direction. This makes the miniature look even more dynamic. I painted the dragon's wings in black and deep red to complement the lighter tones of the Chaos Champion, and bent the wings into a curved shape to act as a visual frame. It is important to check how the separate elements of a large conversion like this look together at every stage of the process, not only when they are being modelled, but also during their painting. If the colours clash then the conversion will be ruined. This also applies to the base, it doesn't want to be so heavily covered in detail that it takes your attention away from the model. Decorate it just enough to add interest and realism.





A CHAMPION OF SLAANESH CONFRONTS A HIGH ELF HERO IN A DUEL TO THE DEATH

THE GREAT WAR AGAINST CHAOS



ver the ages the Old World has known many wars and endured innumerable perils. The fragile kingdoms of humanity have met and defeated each threat, yet every new danger emerges greater than the last, and every battle is won at an ever increasing cost. Of all these wars one alone is known as the Great War – the Great War Against Chaos.

Throughout the summer of the Imperial year 2301 dire portents of disaster were observed throughout the lands of the Empire. Wells that had previously served towns for generations filled with noxious slime. Cattle succumbed to a virulent pox and died. Crops shrivelled in the long heat or were eaten by plagues of insects. Few doubted that the Empire lay under a curse, for who else but the Lord of Plagues, the foulest of Chaos Gods Nurgle himself, could be responsible for such woe.

It seemed as if the four great Gods of Chaos had, for once, put aside their timeless rivalry and united in common purpose. The power of Chaos had grown over the last few years, that much was certain. In the north Beastmen had multiplied and become bolder, emerging from the forests to repossess the lands that men called Ostland and Ostemark. There was no centralised authority to oppose them, for the line of the Emperors had long since ended, and the lands of the Empire were divided between the ruling Elector Counts. Chaos Warrior bands roamed as far as the Howling Hills to the north of Altdorf. Fierce hordes of Orcs driven from their refuges by the growing power of Chaos plundered at will throughout the land.

In the far north the gateways that divide the worlds swelled with power. The dark shadow of Chaos spilled southwards, engulfing the wastelands and absorbing them into the Realm of Chaos. Before this irresistible tide the minions of Chaos advanced, and as the shadow moved south so the forces of Chaos grew. Monsters from the Northern Wastes were joined by bands of Chaos Warriors from the borders of the Troll Country. In the deep forests of the Empire Beastmen assembled and readied themselves for war. Between the High Pass to the north of Praag, and the Middle Mountains, there emerged an unholy horde ready to do the bidding of the Chaos Gods.

As autumn came the lands of the Empire fell into anarchy. Many thousands died of hunger. Thousands more sought refuge in the crowded cities. Farms, villages and small towns were abandoned to marauding bands of Beastmen, Chaos Warriors and common bandits. Even in the prosperous Reikland region around Nuln and Altdorf, things were not well. Beastmen roamed the Reikwald forest and many ships were attacked and burned as they travelled along the river Reik. In the streets of the cities fanatics and prophets of doom preached their strange brand of redemption. Many desperate citizens

listened and, believing the world to be at an end, joined the bands of flagellants and world-weary apocalypsts. Witchcraft and the foul Gods of Chaos were blamed for the sorry state of affairs. As a result many innocents were burned at the stake or drowned, but doubtless many secret worshippers and other agents of Chaos were rooted out and slain by the zealots.

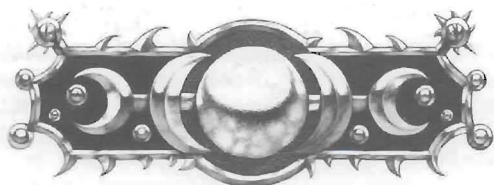
The Chaos horde continued to gather from the lands around the Troll Country. It was said to be the largest army to have ever marched to war in the Old World. Some numbered it a hundred thousand strong whilst others put the figure two or three times higher. In Kislev, the most northerly of the human realms, the Tzar sent southwards for help, foreseeing the moment when the horde would move upon him. The message reached Wolfenbürg where the Count of Ostland still held out, though the lands around had long since been ravaged by Beastmen. The Count counted the Gods of Chaos amongst his most bitter foes and he responded immediately. Inside a week passed before he led his army northwards to join that of the Tzar.

Meanwhile the Empire continued to devolve into anarchy. Chaos Sorcerers emerged from hiding and led bands of deluded followers in an attempt to take over local government. Some men, those driven to the edge of madness by starvation and bloodshed, openly recognised the might of Chaos and swore allegiance to the Dark Gods. Witch hunters and preachers rallied the people against the followers of Chaos and there was open warfare in the streets. In Nuln the preacher Magnus drew a great following, and with his mixture of zeal and common sense the city was finally purged of the worshippers of the Dark Gods.

As winter settled in the northlands the army of Chaos began its long march south. The Count of Ostland and the entire Kislev army moved northwards to meet them. The two gigantic forces clashed somewhere between the Kislevite towns of Murmagrad and Chazask. Few survived the battle to make report to the Counts of Ostland and Kislev. The Chaos horde laid waste to the northern part of the Tzar's territory before moving southwards along the foothills of the Worlds Edge Mountains. The massive army crossed the frozen Lynsk in the spring. The very last of the Kislevite regular troops were caught from front and rear and destroyed as they defended the

bridges. Beyond the Lynsk lay the heartlands of Kislev and the great city of Praag.

In Praag the people prepared for attack. Thousands flooded into the city from the surrounding countryside bringing with them what livestock they could salvage. It was not enough, for soon the brave citizens were starving and in their weakened condition many succumbed to the heinous visitations of Nurgle the Plague Lord. The brave Kislevites planted what crops they could within the city walls. Outside the city's defences the Chaos horde made camp. From here the attackers launched occasional forays but made no attempt to seize the city until the pestilence had done its work. The people of Praag survived attack after attack, hoping beyond hope that a relieving force would be sent. Rumour of a heroic new leader from the south reached the defenders, a man called Magnus who was bringing an army north to their salvation.



Indeed the flock of Magnus of Nuln grew ever stronger. He gathered an army of all kinds of men: of loyal devotees of Sigmar, weird mad-eyed zealots, ordinary citizens who hated Chaos, and professional soldiers from the armies of the provinces. Recognising in Magnus a leader they could all follow, the Elector Counts of the Empire pledged their support and led their troops to join him. Soon a vast army marched north. But their progress was slow, and with every passing day the people of Praag grew weaker and hope faded in their hearts. Eventually, after a bitter battle within the streets of the city, Praag fell in the winter of 2302. The power of Chaos swept over the land. Magnus was too late. An advance force of cavalry lay but a day's march from the city but it was all to no avail. Chaos had triumphed.

With the fall of Praag a great black wind blew from the Realm of Chaos. Out of the Chaos gateway it roared over the Troll Country and into northern Kislev. Through the streets of Praag it howled and screamed. Where the wind blew the Realm of Chaos followed, absorbing the lands of men. The streets of Praag bowed before its blast. Men and stone twisted and became as one. Living things melted and reformed within the very fabric of the city. Souls in imprisoned torment cried out from the twisted stones of the city. Distorted faces peered from walls. Agonised limbs writhed from the pavements. Pillars groaned with voices that once belonged to living flesh. Praag had become a nightmare incarnate, a taste of what lay ahead for the Old World under the rule of the Chaos Gods.

A few managed to escape the ruin of Praag, slipping through the siege lines as the Chaos armies mounted

their final assault. They brought the news of Praag's fall to Kislev where the Tzar was hastily training his new army. When Magnus of Nuln heard of the defeat it was said he wept tears of blood and swore before Sigmar to avenge the horrors done that day.

After the fall of Praag the Chaos horde moved southwards, passing Magnus' advance force without realising they had done so. These cavalry soon reached the stricken city of Praag where the warriors, many of them Kislevites themselves, witnessed the horror that had overtaken its people. They did not stay but moved quickly south in pursuit of the Chaos horde. They soon encountered and destroyed the rear-guard of the Chaos army, stragglers and slackers for the most part, Beastmen who had squabbled with their rivals and had been left behind. The human warriors fell upon the evil force with ferocity spawned of outrage. It was a minor victory, but a victory none-the-less. Meanwhile the main body of the Chaos horde continued its advance towards Kislev, knowing nothing of the human army that was now behind it.

At the same time as Magnus' cavalry headed for Praag the main Empire army and Magnus himself made for Kislev. Though this force still hoped to reach Praag it sorely needed provisions in order to continue. Magnus hoped to acquire these and fresh troops before moving northwards. As it happened he arrived at Kislev just in time to see the Chaos horde surround the city. The army arrayed around the walls of Kislev, its black banners fluttering from the hills around. The standards of all four Chaos Gods could be seen where their Champions were encamped. Chaos Warriors and Knights stood in serried ranks waiting to advance. Sorcerers stood behind them or rode amongst the troops upon beasts of indescribably foul appearance. Beastmen massed noisily around the banners of their own lords, braying and bellowing in their excitement. Above the reeking crowd towered massive things with broad ugly heads, but whether these were mortal creatures or daemons of Chaos it was impossible to say.

The battle was ever afterwards called the Gates of Kislev. Within the city the Tzar ordered the defences and took command of his new army. Hastily trained and ill-equipped, yet with a courage born of desperation, the Kislevites prepared to repel the Chaos assault. With them were many Dwarfs from the great seat of Everpeak, the Dwarf city of Karaz-a-Karak. Despite continuous unrest in the Dwarfs' own mountain realm, a contingent of Dwarfs had come to the Tzar's aid. These doughty warriors were to bear the brunt of the fighting during the initial assault, and without doubt it was their stolid determination which saved the city from ruin.

In the first Chaos attack the Dark Gods committed the Beastmen. Following a furious assault the foul creatures drove the Kislevites from their hastily constructed outer defences. The Kislevites withdrew behind the city walls. The last to reach the safety of the city were the Dwarfs, whose valiant rear-guard action had held the Beastmen at bay.

As the Chaos Lords prepared to lead the second assault upon the city Magnus' army reached the outskirts of the Chaos encampment. The Empire troops immediately set about the few Chaos followers there, and the main Chaos force quickly learned of this new threat to its rear. With great haste the Chaos army divided into two, one part of the horde continuing to assault the city whilst the other turned to attack Magnus.

Magnus' blow fell like a righteous hammer. Before the Chaos army could properly regroup he attacked, routing a large contingent of Beastmen who had only just retired from the front. The creatures despaired when they saw the human army, and put up little resistance before they turned and fled. Magnus' advance took him deep into the Chaos army. Thousands of Chaos troops were slaughtered and the Chaos force could do nothing to halt the pace of Magnus' furious advance.

But the forces of Chaos were still great. Though Magnus may have driven off many thousands of troops, many more thousands remained. Caught off guard by the sudden attack from its rear, the Chaos army took time to redeploy, but eventually its greater numbers began to tell. The advance of the Empire army was halted and Magnus soon found himself surrounded. The Empire army fell back into a defensive circle.

All this was observed from the city walls. At first the Kislevites set up a great cheer as they saw the Chaos troops fleeing in all directions. Later the cheering turned to silence as the Empire army seemed to stumble. Fearing their saviours would be destroyed before their eyes, the Dwarfs attempted to break out and help Magnus. Three hundred Dwarfs sped from the south gate and hurled themselves upon their tormentors. But the Chaos troops surrounding Kislev were too many and too well led, and the Dwarfs were beaten back with heavy losses. Of the gallant three hundred who left Kislev barely half returned.

With the threat from Magnus contained the Chaos forces turned their attention towards Kislev once more. As the Chaos forces massed it became apparent to the defenders that the next assault was intended to carry the city. The best Chaos troops were arrayed against them: daemons, Chaos Warriors, Sorcerers upon huge monsters, and Dragon Ogres - huge and powerful creatures woken by the storm of Chaos. The Kislevites and Dwarfs prepared for the final assault with little hope but great courage.

It was as the Chaos army prepared to attack that the fortunes of the allies took a sudden and dramatic turn. Magnus' advance force of cavalry, the same force which had reached Praag too late to save the city, arrived upon the northern flank of the Chaos army. The cavalry included troops from the Empire but also many Kislevites, and the memory of what they had seen in Praag was still fresh in their minds. With tremendous ferocity the cavalry plunged into the Chaos army, which began to crumble before their implacable anger.

Magnus and his main army had drawn up onto a low hill where it endured the constant attack of Beastmen and Chaos Warriors. From his position he saw the sudden confusion in the rear ranks of the Chaos horde, and realised that his own cavalry had returned from the north. The Chaos troops heard the confusion behind them and began to waver. Summoning the last of his strength Magnus spurred his troops to the attack.

Meanwhile in the city the defenders witnessed the cavalry attack upon the assembling hordes of Chaos, and saw the dark forces begin to turn. The city gates were flung open and the Kislevites rushed out and attacked their besiegers. The Dwarfs swore a great oath of vengeance and launched themselves upon the Chaos army, hewing with their great axes as they yelled Khazalid battle-cries.



Caught from three sides the Chaos horde fell into confusion. Beastmen milled about, running hither and thither and were impossible to draw into order. Chaos Warriors fought on regardless, but their numbers were too few to fight on all fronts. Slowly the Chaos army disintegrated. Warbands fled before the fury of the human army, and many were caught and destroyed as they did so. By the day's end the Chaos horde was broken and scattered. Many thousands lay dead.

Following the battle of Kislev's gates the power of Chaos ebbed away. The daemons melted back into the Realm of Chaos. Darkness withdrew from the land once more. The city of Praag was levelled and rebuilt, though ever afterwards it remained a haunted city where the dead slept uneasily.

Magnus the Pious, as he was afterwards known, became Emperor and united the Empire again. The forests were cleared of Beastmen and the last of Ostland and Ostermark was freed from their grip. The forces of Chaos were confined to the Troll Country and beyond. The Great War of Chaos was at an end.

The alliance of the Chaos Gods ended too. Their rivalries drove them apart once more. Perhaps the Dark Gods were content to test the defences of mankind for their true plans are hard to fathom. For two hundred demon years the forces of Chaos gathered strength in the wastelands. Within the Empire the followers of Chaos began again their secret work of infiltration and destruction.

Everywhere Chaos prepared for the next attempt to wrest control of the Old World from its mortal lords.

CHAOS SPAWN



Chaos Gods are generous but irresponsible with their favours. Gods cannot distinguish the difference in value of their gifts, or they simply have no interest in investigating the matter. When blessing one of his followers a Chaos God might inadvertently make him stronger, tougher, faster, astonishingly attractive, intelligent, or otherwise improve his lot. But the gift might equally well disadvantage the follower, making him weak, feeble-minded, or turning his body into a sluggish mound of flesh. The Gods of Chaos are also the gods of chance, and courting their favour is nothing if not risky.

Most Gifts of Chaos take the form of physical mutation. For example, Iron Hard Skin might well make the recipient resistant to damage but it also covers him with a crust of scaly iron. The more gifts a creature has the more potentially disastrous their cumulative effect can be. Extreme mutations tend to affect the recipient in all kinds of unfortunate ways. If a follower acquires too many mutations he passes the point of no return and becomes a Chaos Spawn.

Any follower of Chaos can find himself heading towards spawnedom. Even a Chaos Champion who enjoys the favour of his god is likely to suffer this fate. A champion who does not earn himself the ultimate reward of daemonic immortality will certainly become Spawn unless he dies first. Such is the lot of the Chaos Champion: he is destined for everlasting diabolic glory or an ignominious end as a mindless dribbling monster.

The outward appearance of a Chaos Spawn is utterly unpredictable. They may have several sets of limbs, bizarre attributes like crab claws, a chitinous carapace, tattered but useless wings, eye stalks, a long flexible neck, or a gaping maw full of needle-like teeth. Although immensely powerful, Spawn are mindless creatures, their former intelligence having long since been sacrificed to their unholy ambition. Many a champion of great promise has ended up as a seething mound of bone and flesh, monstrosly distorted and screaming with insane rage.

THE GIFT OF SPAWNDOM

Spawn are not covered by the Chaos army list and so are not normally included in your initial forces. However, one infamous Chaos Spawn is included in the Special Characters section of the army list. It is also possible for models to turn into Spawn during a game if a Chaos God turns his attention towards the battlefield. This can happen when you receive either the Chaos Spawn or Eye of the Gods card as a Chaos Gift. It can also happen if your champion is visited with too many Chaos Gifts, as explained in the Chaos Gifts section.

If you draw a Chaos Spawn card a model in your army turns to Spawn. As you are allowed to choose the affected model, you can most probably use this gift to your advantage.

If you receive the Eye of the Gods card then it is possible that one of your Chaos Champions will be turned to Spawn. This is not necessarily advantageous, but you can certainly endeavour to make the most out of it. Remember, Spawn are powerful and dangerous monsters!

Every time you play a Chaos Gift on a Chaos Champion there is a chance he will turn into a Chaos Spawn. This is explained in the Chaos Gifts section.



Though the gates that stand between the mortal world and the immortal realm of Chaos are now closed to me, still I would rather die having glimpsed eternity than ever to have stirred from the cold furrow of mortal life. I embrace death without regret as I embraced life without fear.

When a model turns to Chaos Spawn, place a Spawn counter beside it. The following rules apply.

1 Any armour or weapons the creature has are lost, except for Chaos armour or magic weapons which are retained and may continue to be used. Other magic items also continue to be effective. If the creature has a magic level (eg, is a Chaos Sorcerer) then it loses its magical powers, spells, and any magic items that can only be used by Wizards. A magic item that enables an ordinary character to cast spells can still be used and spells may be directed as the player wishes.

2 Draw D6 Chaos Gifts from the deck and place them with the Spawn. These gifts are retained for the remainder of the game and each gift can be used once per turn. These gifts are *not* discarded unless the Chaos Spawn is killed – they are retained with the model. If you draw Chaos Spawn, Eye of God, Lose Gifts, Eternal Labour or Cosmic Duel, ignore the card and discard it without taking a replacement.

3 After the creature turns to Spawn its first move is always directly forwards 2D6". Any unit the Spawn touches (apart from the unit it emerges from if it is a member of a unit) sustains 1 automatic hit for each attack the Spawn has. Work out the result of any hits in the same way as shooting damage. Use the Spawn's Strength and bear in mind any bonuses from its gifts. The Spawn is so enraged that it may not be struck as it moves, so enemy may not fight back. Essentially this is comparable to the way a Goblin Fanatic moves and fights (see the Warhammer rulebook). Note that a Spawn's victims can attempt an armour saving throw as normal, unlike casualties inflicted by a Goblin Fanatic.

4 In subsequent moves the Spawn continues to move 2D6" but in a random direction determined using a Scatter dice. The Spawn may therefore move over friends or foes, and will attack any units it touches apart from daemons (see 5, below). As before, the Spawn inflicts 1 hit for every attack it has, and it cannot be attacked back. If the Spawn has missile-style attacks or gifts these may be directed as the player wishes.

5 If the Spawn's random movement takes it into a daemon or unit of daemons it will not attack them, because it recognises them as kindred creatures.

6 Enemy models may not deliberately move over Chaos Spawn in their own turn. Models that move over Chaos Spawn as a result of compulsory or random movement sustain hits in the same way as troops moved over by the Spawn.

7 A Chaos Spawn suffers wounds if it rolls a double when determining its random movement. The number of wounds it suffers is equal to the double rolled – eg, if you roll double 1 take 1 wound, double 4 take 4 wounds, double 6 take 6 wounds etc. This represents the creature's tortured heart collapsing under the strain of its raging mutant body. Wounds can be saved if the Spawn has Chaos armour or gifts that confer a save. Note that it is perfectly possible for a Spawn to drop dead on its first turn – perishing in a rapidly mutating mess of flesh.



8 A Chaos Spawn can also be wounded by shooting, magic and so on. Enemy models may not attack a Spawn in hand-to-hand fighting, but damage can be inflicted where no formal attack is involved, eg Goblin Fanatics, randomly allocated missile fire into a combat, Skaven Plague Censers, etc.

9 Chaos Spawn continue to move randomly in the manner described until they are killed or leave the table. Once a creature has become Spawn you may not give it any further gifts.

SPAWN IN COMBAT

If a model is engaged in hand-to-hand combat when it turns into Spawn then any casualties it causes upon the engaged enemy unit *do* count towards combat results at the end of the hand-to-hand fighting. However, any further casualties caused by the Spawn, either during random movement that turn or subsequently, *do not* count towards combat results.

A character model that turns to Spawn does not become a casualty until it perishes or leaves the tabletop – victory points are only counted once the Spawn becomes a casualty. However, Spawn that come from units are not considered part of the unit, and a unit is considered to be destroyed if all its troops are slain or turned to Spawn.

MODELLING CHAOS SPAWN

Chaos Spawn are infinitely varied in appearance. They can have multiple limbs, distorted limbs, or the hideously bestial limbs of creatures as bizarre as crabs, birds or reptiles. Their bodies might be vast and bloated, or tiny and shrunk, or take on the animal forms of gigantic fleas, slime-drenched slugs, or furry carnivores. They can sprout extra heads, extra tentacles, long swaying necks, snapping teeth-filled jaws, mouths in their stomachs, eyes that stick out on stalks or dance on fleshy protuberances above their shrivelled heads. A Spawn might have a tail or several lashing appendages. These might be reptilian and tipped with spiked clubs, in sections with poison stings, or the soft-skinned grasping tail of a prehensile mammal. Any combination of mutation is possible.



From out of the ranks of the Chaos army the creature toppled forward like a pile of warm offal. It was impossible to describe what manner of beast it might have once been. If it ever had legs then they were smothered beneath the undulating layers of glistening fat which propelled the thing forward like a gigantic slug.

Muscular ventricles opened and closed in its sides as the creature moved, blowing acrid clouds from its innards with an unhealthy wheezing noise. A multitude of long and gangling arms sprouted from it. These obscene limbs were encased in armour of pink and purple shell. In its clawed appendages the creature bore an assortment of weapons snatched at random from the battlefield: discarded clubs and maces, broken swords, long bones and other debris.

The advance of the Reiksguard faltered for a moment. The proudest Knights of the Empire stood aghast at the unbridled horror that bore down upon them. Horses whinnied and shuffled nervously, uncertain whether their riders would press them forward or retreat before the monstrosity.



"Chaos Spawn... Hold your ranks Reiksguard," shouted Captain Helborg. With a flash of bright steel the Reiksmarshal brought his command to order. Seeing the look of grim determination in his face the Reiksguard Knights tightened their grip upon their long lances.

As the Chaos Spawn drove relentlessly forward the horses caught its noxious stench. Such was their terror that they kicked blindly in the air and at their neighbours. Their riders fought hard to keep the wild-eyed mounts from running. Now the monster was close enough to see its head, broad and powerful, yet obscenely tiny compared to the mass of its sprawling lower body.

There was some semblance of humanity about it, enough to betray a vestige of intelligence, a mind corrupted and broken by the body's many vile mutations. From its face there sprouted long twisting stalks bearing iridescent insectile eyes. Its mouth gaped in a bestial scream of agony revealing a mouth full of long pointed teeth. Blood gurgled from its lips and spat its head in scarlet raindrops.

With a piercing screech of rage the thing threw itself upon the Knights. One horseman fell at once under the Spawn's formless bulk. His horse, borne over backwards by the thing's sudden turn of speed, lay thrashing and kicking upon the floor, its back broken

by the impact. The Knights were thrown into disarray, and it was all they could do to keep their mounts from fleeing in terror. The creature's gangling arms thrashed wildly, striking randomly about but finding many targets amongst the milling mass.

"Don't try to fight it," cried the Reiksmarshal, "Open your ranks and let it through." His blade whirled through the air faster than a mortal eye could follow. Already he had severed several of the creature's limbs, but the thing seemed impervious to pain and near impossible to harm.

Without warning the creature was through the Knights' formation, blundering into the open space beyond. The Reiksguard had taken a severe beating and several Knights lay dead or dying. Broken lances and discarded shields littered the ground. Few of the men had escaped altogether without injury. Captain Helborg was bleeding from a long gash across his forehead and his armour was discoloured with the bubbling green ooze that served the creature for blood.

"Reform... Sound the order," barked the Reiksmarshal, and the Knights drew back into battle formation once more. There were fewer now to meet the Chaos hordes, but their determination was not lessened.

The Chaos Spawn found itself and its arms thrashed uncertainly, its stalked eyes twisting and turning desperately. Green slime oozed from a dozen deep wounds in its side and noxious gasses bubbled and gurgled from rents in its body. Dark blood spewed from the Spawn's gaping mouth and down its glistening torso.

Then a crossbow bolt struck it cleanly below its jaw. The Spawn screamed and reared up, its arms beating the air frantically. A dozen bolts thudded into its white underbelly and more followed, some sinking so far into the soft flesh that their black flights vanished altogether. Another regiment moved into range and its soldiers poured fire into the Spawn as fast as they were able.

The creature made no attempt to move but writhed and screamed in its death throes. With a final cry it collapsed into a spreading pile of blubbery flesh. A green vapour formed around it as its internal organs expelled noxious last remnants from the thing's innards. As all movement ceased a great cheer went up from the Empire's ranks.

Reiksmarshal Captain Kurt Helborg turned from the sight and gave the signal to advance upon the Chaos horde.

CHAOS DAEMONS



Daemons inhabit the shadowy Realm of Chaos where they draw succour from its endless sea of life-giving magical energy. They can only exist in the real world if magically sustained, and even then their existence is vulnerable. When the power of Chaos grows strong magical power builds up in the Warhammer World allowing daemons to manifest themselves. Close to the Chaos gateway in the far north this power is strongest, and daemons are able to take on material form and walk the earth. Only when Chaos is at its most potent are daemons able to accompany Chaos armies as they march south to war.

Daemons are represented by special rules. Some of these are printed in the Warhammer rulebook and others in the Warhammer Battle Magic rulebook. We have collated all the rules together so that you can refer to them here. Some of these rules are changed to take into account the new Chaos Magic spells.

DAEMON SAVING THROW

Daemons have a special saving throw which represents their daemonic nature. This functions in the same way as an armour saving throw and it is reduced if an attack is especially strong as with normal armour. Generally speaking, this daemon saving throw is 4+ on a D6, but some daemons vary as noted in the Chaos Bestiary.



Because daemons are fashioned from raw magic energy they are vulnerable to magic weapons. The daemon saving throw cannot be used to save against wounds sustained from a magic weapon in hand-to-hand combat. Note that this disadvantage only applies to magic *weapons* (be they swords, axes, or whatever) and it only applies in hand-to-hand combat. It is possible to use a daemon save against wounds inflicted by spells or magic items that cast spells, or by shooting with a magic arrow or whatever. The Bloodthirster of Khorne is an exception to this rule in that his saving throw *does* apply against magic weapons, this is because he wears Chaos armour, which is protected against magic by powerful enchantments.

DAEMON ANIMOSITY

Although the Chaos Gods are allies they are also rivals and their daemons will not necessarily fight harmoniously on the same side. This is represented by the Daemon Animosity rule. If you have daemons of different Chaos Gods within 12" of each other at the start of your turn, and they are not already engaged in combat, you must make a Daemon Animosity test. Roll a D6 for each Greater Daemon or each unit of daemons to determine how it reacts to the proximity of its rivals.



DAEMON ANIMOSITY TABLE



D6 Roll	Result
1-2	The daemons recognise their rivals and are overcome with rage. Immediately move the unit/daemon towards its rivals so that it charges and engages them in hand-to-hand combat. Move the affected unit/daemon regardless of whether it would otherwise be able to cover the distance to its rivals. The rival daemons fight each other in hand-to-hand combat that turn and continue to fight each other in following turns. Fighting will only stop if the Chaos player succeeds in rolling a 5+ at the start of one of his subsequent turns. Daemons will not flee from a combat against rivals, so no Break test is ever taken. Once they cease fighting the rivals are moved apart but may not move further that turn and so may not charge an enemy that turn either. If rival daemons are charged by an enemy whilst fighting each other they will ignore their attackers altogether unless the enemy are also daemons, in which case the animosity ceases and they may fight as normal.
3-4	The daemons are unsettled by the proximity of their rivals, shouting and screaming in an outrageous manner. The daemons will not move or do anything else this turn, but otherwise they are unaffected and will fight back if attacked in hand-to-hand combat.
5-6	The daemons tolerate the presence of their rivals. Continue normally with no further effect.

– A Daemon Animosity test is taken if daemon units or Greater Daemons are within 12" of daemons of a different Chaos God. Daemon Steeds, Familiars and such like do not count.

– Daemons already engaged in hand-to-hand fighting with an enemy do not have to test for Daemon Animosity, although they may still be attacked by rivals.

– Daemons fighting each other as a result of Daemon Animosity do not have to test because they are already affected.

DAEMON MAGIC

Except for the Bloodthirster of Khorne, Greater Daemons can cast spells as if they were level 4 wizards and they are considered to be wizards for purposes of calculating the winds of magic and so on. The Greater Daemon of Khorne cannot cast spells and despises puny weaklings who rely upon such trickery. Daemons can only cast spells of their Chaos God, not Dark Magic as can Chaos Sorcerers. The table below shows the number and type of spells permitted.

<i>Type of Daemon</i>	<i>Spells</i>	<i>May draw from</i>
Keeper of Secrets	4	Slaanesh Chaos Spells
Great Unclean One	4	Nurgle Chaos Spells
Lord of Change	4	Tzeentch Chaos Spells

Some other daemons can also cast spells, namely Daemonettes of Slaanesh, Plaguebearers of Nurgle and Pink Horrors of Tzeentch. These daemons cast spells as a unit rather than as individuals, so the whole unit is considered to be a single wizard with its own magic level and spells. The unit's magic level, and therefore the number of spells it has, is determined by its size. The more models there are in the unit the greater its magic level and the more spells it has. This is indicated by the table below.

DAEMON UNITS' MAGIC

<i>No. of Models in unit</i>	<i>Magic level</i>	<i>No. of spells</i>
1-5	1	1
6-10	2	2
11-15	3	3
16-20	4	4
<i>Type of Daemon</i>	<i>May draw from</i>	
Daemonette of Slaanesh	Slaanesh spells	
Plaguebearer of Nurgle	Nurgle spells	
Pink Horror of Tzeentch	Tzeentch spells	



For example, a unit of 12 Daemonettes has a magic level of 3 and can have up to three spells, a unit of four Plaguebearers has a magic level of 1 and one spell, and so on.

Daemon units draw magic spells at the start of the game in the same way as normal. I.e, spells are randomly drawn from the appropriate magic spell deck and any spells initially drawn may be discarded in exchange for a further random draw.



If a Daemon unit sustains casualties during the game then its size will diminish and its magic level may drop. When this happens it may be necessary to discard spells so that the total number is not greater than the unit's magic level. Discarded spells are drawn randomly from the unit's hand.

Note that in a unit of Horrors only Pink Horrors count towards the unit's size for purposes of calculating its magic level. Blue Horrors do not count and cannot cast spells.

Some spells confer a special ability, saving throw, or some other magical effect upon their caster. In the case of a unit of daemons this special ability applies only to one member of the unit, not to the entire unit. For example, the Nurgle spell *Pillar of Putrefaction* would raise up only a single daemon and would therefore be a fairly useless spell for a daemon unit. Similarly the Tzeentch spell *Shield of Fire* would protect only a single model and not the entire unit. In general, such spells are not particularly useful for daemon units and should be exchanged in the initial draw if possible.

RAISED DAEMONS

The spells *Plague Wind* and *Tzeentch's Firestorm* allow a Chaos Sorcerer to raise Pink Horrors or Plaguebearers from the ashes of slain foes. A unit of daemons raised in this way will have a magic level and number of spells like any other unit of its kind. New spells are drawn immediately from those available – if none are available none can be taken.

A unit of daemons raised in this way is worth 1 victory point to the enemy regardless of size.

CHAOS BESTIARY

* CHAOS WARRIORS *

Chaos Warriors are men who have abandoned the world and thrown in their lot with Chaos; men who have chosen a life of bloodshed and adventure in return for a fleeting chance to gain the favour of a Chaos God. Many are little more than brigands, outcasts from society, criminals fleeing from justice, madmen, and malcontents seeking refuge from persecution. However, not all come from the dregs of society: their ranks also include deposed nobles, young fortune hunters, and refugees driven out of their homes by poverty and war.

Chaos Warriors fight in the warbands of Chaos Champions. Every Chaos Warrior hopes that one day he will be recognised by his Chaos God and chosen to be one of his champions. Chaos Warriors are powerful fighters and many bear chaotic mutations that enhance their power still further.

Chaos Champions

If a warrior excels in the service of Chaos then he may be chosen as a Chaos Champion. The Chaos Gods select champions to represent them in their eternal struggle for supremacy, and only warriors of extraordinary prowess or remarkable ability stand any chance of being singled out in this way. Champions enjoy the special attention of their god, and receive the Mark of Chaos which brands them as his. They also earn further gifts, acquiring mutations and growing in power under the watchful eye of their patron.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
CHAOS WARRIOR	4	6	6	4	4	1	6	2	9
CHAOS CHAMPION	4	7	7	5	4	1	7	3	9
CHAOS HERO	4	8	8	5	5	2	8	4	10
CHAOS LORD	4	9	9	5	5	3	9	5	10

SPECIAL RULES

We have stuck to the usual three terms that define characters by level (Champions, Heroes, and Lords) to distinguish between the three types of Chaos Champion. Bear in mind that any references and rules that refer to Chaos Champions will apply to Champions, Heroes and Lords alike.

Chaos Champions are characters and may therefore be bought Chaos Rewards as magic items when you select your army. A Champion may be bought one magic item, a Hero two, and a Lord three.



THE MARK OF CHAOS

A Chaos Champion must be pledged to a particular Chaos God: Khorne, Tzeentch, Nurgle or Slaanesh. Each has his own special rules to represent the effect of the god's Mark of Chaos.

KHORNE

Champions of Khorne are fierce armoured fighters whose Chaos armour grows to be part of their bodies so that they can never remove it. If their armour is damaged it will grow back in time but it can never be taken off. The Chaos armour of Khorne is always either black, red or brass – the Blood God's three favoured colours.

Chaos Armour

Chaos armour gives the Champion an armour saving roll of 4+ and can be combined with a shield and the saving throw bonuses for a mount in the normal manner.

Chaos Armour of Khorne is magical armour in the same way as the Chaos armour that can be bought for Chaos characters. It does not count as a magic item for the purpose of calculating the number of magic items a character may have. Unlike some ordinary armour there is no movement penalty associated with Chaos armour. For example, Chaos armour + shield gives a save of 3+; a mounted champion with Chaos armour + shield has a save of 2+ (1+ if the steed had barding).

Frenzy

Chaos Champions of Khorne are affected by the rules for *frenzy* as described in the Warhammer rulebook.

TZEENTCH

Tzeentch is the master of arcane magic and his Champions often find themselves gifted with strange powers. Because of their special relationship with magic, Champions of Tzeentch are more difficult to harm with spells.

Magic Dispel

If a Champion of Tzeentch is attacked with a magic spell he may successfully dispel it by rolling a 4+ on a D6. If he is successful the spell is not cast and causes no harm.

NURGLE

A Champion of Nurgle is marked with signs of disease or putrefaction. His skin may be leathery and resilient, or torn and peeling. As a result of his diseases he tends not to feel much pain and can withstand blows that would send another warrior reeling in agony.

Toughness

A Champion of Nurgle adds +1 to his Toughness compared to the standard values given above. This means a Champion has a Toughness of 5 and Heroes and Lords have a Toughness of 6.

SLAANESH

Slaanesh's Champions revel in the joy and uncertainty of life and battle. Death holds no fear for them, and the more intense the terror that a normal man would suffer the greater is their exaltation.

Psychology

Champions of Slaanesh are not affected by any of the psychology rules. Even the prospect of pain, wounds, danger and death holds no fear for them.

Combat

Champions of Slaanesh will fight on in hand-to-hand combat regardless of casualties or circumstances. Champions of Slaanesh need never take a Break test in hand-to-hand combat. If fighting as part of a unit they do not flee if the unit flees, contrary to the normal rule, but are immediately separated from the unit so they can continue to fight.

RUNES OF THE CHAOS GODS



KHORNE



TZEENTCH



NURGLE



SLAANESH

✱ CHAOS SORCERERS ✱

A wizard who pledges his soul to Chaos may become a Chaos Sorcerer. Only the most promising of individuals are so chosen for Chaos Sorcerers are also champions of their god. They receive rewards from their Chaos God, and may one day achieve the ultimate reward of immortality. Chaos Sorcerers receive the Mark of Chaos that is unique to their god. These are mostly different from the Marks of Chaos Champions and are described below. Note that Khorne has no Chaos Sorcerers – as a patron of warriors he has no truck with the magical trickery of wizards.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
CHAOS SORCERER	4	6	6	4	5	1	6	2	9
SORCERER CHAMPION	4	6	6	5	5	2	7	2	9
MASTER SORCERER	4	6	6	5	5	3	8	3	9
SORCERER LORD	4	6	6	5	5	4	9	4	10

SPECIAL RULES

Chaos Rewards

Chaos Sorcerers are characters and may be bought Chaos Rewards as magic items when you select your army. A Sorcerer may be bought one magic item, a Sorcerer Champion two, a Master Sorcerer three, and a Sorcerer Lord four.



Spells

Chaos Sorcerers have the appropriate number of spells for their magic level:

Sorcerer	1 spell
Sorcerer Champion	2 spells
Master Sorcerer	3 spells
Sorcerer Lord	4 spells

A Chaos Sorcerer must have at least one spell chosen from the deck of his patron Chaos God, and he can take all of his spells from this deck if you wish. As an alternative, a Chaos Sorcerer may have additional spells from the Dark Magic deck. All spells are randomly dealt as normal. Before cards are dealt the player must declare how many cards he is taking and from which decks. See the Chaos Magic section in this volume.

MARK OF CHAOS

TZEENTCH

Magic Dispel: If a Sorcerer of Tzeentch is attacked with a magic spell he may successfully dispel it by rolling a 4+ on a D6. If he is successful the spell is not cast and causes no harm.

NURGLE

Magic Effusion: A Sorcerer of Nurgle emits a cloud of corrupt and spoiling magic, a miasma of power that is invisible except to another wizard. No wizard of a lower magic level (apart from Nurgle Sorcerers) within 6" of a Nurgle Sorcerer may cast spells. This does not affect spells cast from magic items. In addition, at the start of the magic phase, any spells that remain in play within the 6" radius around the Nurgle Sorcerer may be dispelled on the D6 roll of a 4+.

SLAANESH

Radiance of Charm: A Sorcerer of Slaanesh radiates an aura of charm and empathy so strong that no foes will cast spells at him or shoot at him with missile weapons if they are within 12". This does affect spells cast from magic items, and does prevent spells being used against a unit if doing so would strike or otherwise affect the Sorcerer. It does not prevent an enemy shooting at a unit the Sorcerer is with using bows or other missile weapons.

✱ BEASTMEN ✱

Beastmen are wild and brutish creatures who care little for other creatures and despise humans above all else. They have bodies that are half-man and half-beast, usually with the horned head of a goat. In battle they combine ferocity with a savage lack of discipline, fighting and battling amongst themselves in their eagerness to get at the enemy.

	M	WS	BS	S	T	W	I	A	Ld
BEASTMAN	4	4	3	3	4	2	3	1	7
CHAMPION	4	5	4	4	4	2	4	2	7
HERO	4	6	5	4	5	3	5	3	8
LORD	4	7	6	4	5	4	6	4	9

	M	WS	BS	S	T	W	I	A	Ld
BEASTMAN SHAMAN	4	4	3	3	5	2	4	1	7
SHAMAN CHAMPION	4	4	3	4	5	3	4	1	7
MASTER SHAMAN	4	4	3	4	5	4	5	2	7
SHAMAN LORD	4	4	3	4	5	5	6	3	8



SPECIAL RULES

Magic Items

Beastman characters may be bought magic items in the normal way: ie, Champions may take one magic item, a Hero may take two, and a Lord three. A Beastman Shaman may take one magic item, a Shaman Champion two magic items, a Master Shaman three, and a Shaman Lord four.

Note that Beastman Champions and Shamans may not take Chaos Rewards – only Chaos Champions and Chaos Sorcerers may have them.



Infighting

Beastmen are ill-disciplined and prone to infighting even in the midst of battle. A Beastman unit that wishes to either move or make a march move must first take and pass a Leadership test on 2D6 (as a psychology test in the same way as a test for fear, etc). If this is failed the unit may not move that turn. The unit is not otherwise affected but must stand on the spot whilst its leaders restore discipline. This does **not** affect charge moves, fleeing, pursuit, magically induced movement or any other movement, all of which happen as normal and no test is required. Note that this rule does not affect Beastmen characters unless they are positioned with units, in which case they are affected along with the rest of the unit.

Spells

Shamans have the appropriate number of spells for their magic level:

- Shaman 1 spell
- Shaman Champion 2 spells
- Master Shaman 3 spells
- Shaman Lord 4 spells

A Beastman Shaman may take spells from any of the three Chaos spell decks and the Dark Magic deck. A Beastman Shaman does not have to restrict his Chaos spells to a single Chaos God, like a Chaos Sorcerer. Before taking any spells you must announce which decks you are drawing cards from and how many cards you are taking from each deck. See the Chaos Magic section for details.

✱ MINOTAURS ✱



Minotaurs are large creatures: many are twice the height of a man and far greater in bulk. Their gigantic bull-heads are broad and ugly, and their horns sharp and dangerous. In addition to their bull head, many Minotaurs have the hindquarters of a beast as well.

When Minotaurs taste blood they become insanely violent, raining blow after blow upon their helpless enemy. Once their foe is defeated they tear at the carcass with their long claws, and gulp down hunks of raw meat. It is this bloodgreed that makes Minotaurs especially dangerous to fight.

	M	WS	BS	S	T	W	I	A	Ld
MINOTAUR	6	4	3	4	4	3	3	2	9
CHAMPION	6	5	4	5	4	3	4	3	9
HERO	6	6	5	5	5	4	5	4	10
LORD	6	7	6	5	5	5	6	5	10

SPECIAL RULES

Bloodgreed

When Minotaurs taste blood they get wildly excited and lose control of themselves as they tear their enemy apart and feed. If Minotaurs break their hand-to-hand combat opponents they never pursue, but stop and begin to feed upon the remains instead. The Minotaurs will continue to feed until they make a successful Leadership test at the start of one of their following turns. As Minotaurs have a high Leadership value it is very rare for them to spend long in a bloodgreed, but while they are feeding they can do nothing else.

However, should the enemy be foolish enough to charge Minotaurs while they are feeding the Minotaurs stop feeding and become *frenzied*. The rules for frenzy as described in the Warhammer rulebook will then apply. So long as they remain frenzied the Minotaurs are not affected by bloodgreed.

Fear

Minotaurs are huge brutish monsters that cause *fear* in other creatures. The psychological rules for fear therefore apply.



Magic Items

Minotaur characters may be bought magic items in the normal way: ie, Champions may take one magic item, a Hero may take two, and a Lord three. Note that Minotaur Champions may not take Chaos Rewards – only Chaos Champions and Chaos Sorcerers may have them.

✱ CHAOS STEED ✱

A Chaos Steed is a huge black horse, red eyed with steaming breath, broad and muscular in build, vicious in temperament, and often mutated in some fashion. A Chaos Steed is big and strong enough to carry even a Chaos Lord into battle.

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

✱ CHAOS DRAGON ✱

Chaos Dragons are the most mighty of dragons. All dragons are powerful creatures, and the largest are the most deadly of all monsters in the Old World, yet the Chaos Dragon is greater still. Its body is wracked with mutation. It has twin heads and twin tails, and each head is able to breathe a different kind of destruction. From one head it breathes the Dark Fire of Chaos which burns more ferociously than any ordinary flame. The other head breathes corrupting Fumes of Contagion which spread bodily ruin amongst its victims.

	M	WS	BS	S	T	W	I	A	Ld
CHAOS DRAGON	6	6	0	7	7	7	6	8	8

SPECIAL RULES

Fly

The Chaos Dragon has large leathery wings and can *fly* as described in the Warhammer rulebook.

Scaly Skin

The Chaos Dragon is covered with iron-hard scales that protect it from harm. The creature therefore has an armour saving throw of 5+, as if it were wearing armour.

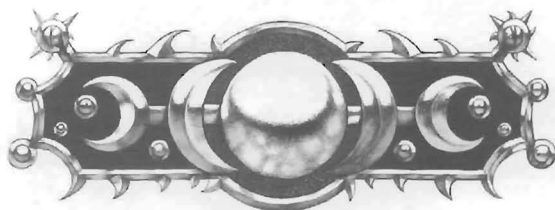
Terror

The Chaos Dragon is a huge and frightening monster that causes *terror* as described in the Psychology section of the Warhammer rulebook.

DRAGON'S BREATH

The Chaos Dragon has two heads and each head is capable of breathing a unique kind of breath weapon.

DARK FIRE OF CHAOS. One head can breathe the Dark Fire of Chaos. Use the teardrop-shaped flame template, placing the broad end over your target and the narrow end next to the dragon's head. Any model lying under the template area is hit on the D6 score of a 4 or more in the same way as models lying under war engine templates and so on. A model hit by the Dark Fire of Chaos suffers a Strength 4 hit. Damage and saving throws are worked out normally. Buildings may be set on fire as described in the Warhammer rulebook, and creatures that are vulnerable to flaming attacks take extra damage as described in the Battle Bestiary.



FUMES OF CONTAGION. One head breathes Fumes of Contagion. Use the teardrop-shaped template to work out hits as described above. Models under the template are hit on a 4+ as before. Any models hit suffer a Strength 4 hit but no saving throw is allowed for armour as the corrupting fumes work their way through all such defences.

✱ HARPIES ✱

Harpies are loathsome Children of Chaos. They are scavengers and opportunists who prey upon the sick, the wary, the battle-worn and dying. They are bestial and savage creatures that flock in large numbers over the Northern Wastes. Harpies can be seen circling over battlefields, waiting for the chance to dive down upon those too weak to defend themselves. There is no order amongst them, no more than amongst the most savage of beasts. Their screeching cries cleave the air and cast a shadow of dread on those below.

	M	WS	BS	S	T	W	I	A	Ld
HARPY	4	4	0	4	4	2	2	1	6

SPECIAL RULES

Fly

Harpies have wings and can *fly* as described in the Warhammer rulebook.

Characters

Note that although Harpies fight as units of troops they have neither champions, standards or musicians. In this respect they are comparable to daemons and units of Chaos Hounds.

Leaders

Harpies are savage and unco-operative creatures – they cannot be led by characters, not even by a character capable of flight.

✱ CHAOS CENTAURS ✱

Centaur warbands roam the wastelands of the Old World, raiding or hunting for their simple needs. They have heavy, brutish bodies, with strong but clumsy limbs. They are ill-tempered gluttonous creatures with an insatiable appetite for ale and violence. Before a battle they drink bucketfuls of strong beer, becoming excited and murderous, so that their tempers can only be quelled by the most bloodthirsty deeds.

	M	WS	BS	S	T	W	I	A	Ld
CENTAUR	8	3	4	4	3	2	3	2	7
CHAMPION	8	4	5	5	3	2	4	3	7
HERO	8	5	6	5	4	3	5	4	8
LORD	8	6	7	5	4	4	6	5	9

SPECIAL RULES

Magic Items

Centaur characters may be bought magic items in the normal way: ie, Champions may take one magic item, a Hero may take two, and a Lord three. Note that Centaur Champions may not take Chaos Rewards – only Chaos Champions and Chaos Sorcerers may have these.



✱ CHAOS GORGON ✱

The Chaos Gorgon is an hideously twisted monster of bizarre appearance and the most violent disposition. Gorgons inhabit the grim regions of the Northern Wastes and the Troll Country, places where the distorting influence of Chaos is great. Its body is powerful and hunched and its skin is stony and partially scaled with flint-like nodules. It has long claws but most potent of all is its extraordinary ability to turn its foes to stone. If the Gorgon's head holds some semblance to human form then any doubt as to its true nature is dispelled by the sight of its writhing mane, composed of many serpentine strands bearing reptilian heads that constantly hiss and spit.

	M	WS	BS	S	T	W	I	A	Ld
GORGON	4	4	3	4	4	3	5	1	9

SPECIAL RULES

Venomous Bite

The Gorgon's snake heads have fangs that drip with venom. Any wound inflicted by a Gorgon therefore inflicts not 1 but D3 wounds on its victim.

Fear

The Chaos Gorgon causes *fear* as described in the Psychology section of the Warhammer rulebook.

Stony Skin

The Gorgon has stony scales. These act like armour and give the Gorgon an armour saving throw of 4, 5 or 6 on a D6.

Petrify

The Gorgon is able to cast a special *Petrify* spell during the magic phase. This is cast exactly like a normal spell but costs no power points. If the magic phase is ended before the Petrify spell is cast (eg, by a Drain Magic power card) then the spell may not be cast that phase.

The Petrify spell may be cast upon any visible enemy model within 8". The target model must roll less than its Initiative characteristic value on a D6 in order to avoid the effects of the spell. A roll of a 6 is always a failure, even if the victim has an Initiative value of 6 or more. If the victim is affected then it is immediately turned to stone and slain.

A Petrify spell may be countered by a Dispel power card, Dispel scrolls, and other magic items that protect against spells. In this respect it is treated just like any regular spell.

✱ DRAGON OGRES ✱

Dragon Ogres are incredibly ancient reptiles. Their bodies are dragon-like, scaly and bulky, with a long horny tail. Unlike dragons they have six limbs, and their torsos sit upon their frame after the manner of Centaurs. The forelimbs of a Dragon Ogre have hands which can grasp weapons and fashion armour. Their heads are brutish and Ogre-like, with massive jaws and large spiny teeth.



	M	WS	BS	S	T	W	I	A	Ld
DRAGON OGRE	6	4	2	5	5	4	2	3	7
DRAGON OGRE CHAMPION	6	5	3	6	5	4	3	4	7
DRAGON OGRE HERO	6	6	4	6	6	5	4	5	8
DRAGON OGRE LORD	6	7	5	6	6	6	5	6	9

SPECIAL RULES

Magic Items

Dragon Ogre characters may be bought magic items in the normal way: ie, Champions may take one magic item, a Hero may take two, and a Lord three. Note that Dragon Ogre Champions may not take Chaos Rewards – only Chaos Champions and Chaos Sorcerers are allowed to do so.

Fear

Dragon Ogres are large monsters that cause *fear* as described in the Warhammer rulebook.

Scaly skin

Dragon Ogres have very scaly skin that confers a saving throw of 5 or 6 on a D6.

Lightning

Dragon Ogres cannot be harmed by lightning strikes, including magical lightning bolts and the breath-bolt of a Blue Dragon.

If a Dragon Ogre or a unit of Dragon Ogres is struck by a lightning bolt it becomes frenzied if able to charge its enemy in the following turn.

A player may not deliberately use lightning attacks upon his own Dragon Ogres – such strikes have no effect.

✱ CHAOS HOUNDS ✱

Hounds of Chaos are wolf-like creatures whose ancestors may once have been ordinary canines who were caught in the Chaos Wastes and drawn into the Realm of Chaos. They are marked with hideous mutations such as two or even three heads, horns, long tusks, scorpion tails, and countless other aberrations of nature.

	M	WS	BS	S	T	W	I	A	Ld
HOUND	6	4	0	4	4	1	4	2	6

SPECIAL RULE

Packs

Chaos Hounds fight in units which in this case are called packs. A pack must consist of at least five models in the same way as other units. Chaos Hound packs may not have regimental champions, standard bearers or musicians, but otherwise fight exactly like any other unit. A character model may join a pack and lead it as he might any other unit (although it may be more appropriate to think of the pack joining the character model to fight alongside him).

✱ TROLLS ✱

Trolls are large and hideous creatures, bestial and foul with long gangling limbs and cold damp hides. Their warty, slimy and sometimes scaly skins can be almost any colour depending on the sort of Troll. There are many different shapes and sizes of Troll – spines are not uncommon, while two-headed Trolls have sometimes been sighted travelling with Chaos warbands.

Trolls are not very intelligent, but they are extremely strong, and can easily rip a man apart with their bare hands. Trolls are greatly feared because of their unthinking ferocity and indiscriminate appetite. They can and will eat anything – flesh and bone, wood, rocks, bits of metal. The stomach of a Troll contains some of the most powerful acids known in the Old World, and its digestive juices are highly valued by alchemists and wizards.

The other unusual and perhaps best known characteristic of Trolls is that their flesh is able to regrow almost as quickly as it is damaged. If a Troll's clawed hand is severed a fresh one will grow from the stump. You have to cause a great deal of damage to a Troll to stop it regenerating. The only thing that Trolls cannot survive is fire. If they are burnt they cannot regenerate, so fire is the greatest ally of the Troll fighter.

Trolls are wild creatures that live either alone or in small groups with others of their kind. They can sometimes be persuaded to join Chaos warbands, although it is doubtful whether they really understand what is going on. Left to their own devices, the chances are the Trolls will go wild or become soporific, but if led by a more intelligent creature they can prove dangerous foes.

	M	WS	BS	S	T	W	I	A	Ld
TROLL	6	3	1	5	4	3	1	3	4

SPECIAL RULES

Fear

Trolls are large and extremely repulsive monsters that cause *fear*, as described in the Psychology section of the Warhammer rulebook.

Stupidity

Trolls are extremely stupid creatures and get confused very easily. Trolls are affected by the rules for *stupidity* – see the rules given in the Psychology section of the Warhammer rulebook.

Regenerate

Trolls can regenerate damage if they are not too badly hurt. Work this out as follows. When Trolls are attacked calculate the number of wounds the unit suffers as normal. Once both sides involved in the combat have made all their attacks the Trolls may try to regenerate. Roll a D6 for each wound suffered during the combat. If you roll a 4 or more that wound has regenerated. Any regenerated wounds are reinstated, and models removed as casualties are replaced if enough wounds are regenerated.

The results of combat are worked out after the Trolls have regenerated, and the number of wounds inflicted on them does not include any that are regenerated.

For example, three Trolls are fighting five Empire Knights. The Knights strike first and inflict 5 wounds, enough to kill one Troll and cause 2 further wounds. The remaining two Trolls inflict 3 wounds on the Knights. The Trolls now test to regenerate and successfully regenerate 3 wounds. The 3 wounds are reinstated, the slain Troll is replaced, and the 2 wounds suffered are noted down. The Knights have scored only 2 wounds in the end while the Trolls have inflicted 3. Assuming no other combat bonuses apply the Trolls have won thanks to their regenerative abilities.

Fire

Troll flesh cannot regenerate when it has been burnt. If a Troll sustains 1 or more wounds from flames then it cannot regenerate any wounds, not even those inflicted by ordinary weapons.

Vomit

A Troll has a particularly unpleasant alternative method of attack which is to vomit the contents of its stomach over its enemy. As a Troll's digestive juices are extremely corrosive this is a horrible thing to happen. Should a Troll elect to vomit it may make no other attacks in hand-to-hand combat that turn. The heaving Troll automatically inflicts 1 Strength 5 hit on his enemy. The Troll's vomit is sticky and semi-liquid, so it penetrates armour easily and even dissolves part of it away. No armour saving throw is therefore allowed against a vomit attack.

STONE TROLLS

Stone Trolls live in the rocky regions of the Old World, amongst the mountains and craggy hills. Like all Trolls they will eat anything, and through force of circumstance tend to eat a lot of rocks. A Troll's diet has a direct effect on his physical attributes, and Stone Trolls have hard, craggy flesh that looks like weathered stone. Rocks and stones absorb sluggish Light Magic, and because Stone Trolls eat a lot of rocks their bodies naturally absorb quantities of magical power. This makes Stone Trolls extraordinarily resistant to magic attacks.

If a spell is directed against a unit of Stone Trolls it will be automatically dispelled on the D6 roll of a 4, 5 or 6. However, this applies to all spells from both sides, not just enemy spells. Ordinary dispels, rebounds and other magic cards may be used as normal to stop spells directed at the Trolls should their natural dispel fail to work. Their magical resistance does not affect magic weapons or other items, except for those that cast spells in the usual way.

RIVER TROLLS

River Trolls live in marshlands and bogs, and beside untamed rivers where the banks are broad and muddy. They are slimy and scaly, with vile green-coloured skin and lank, hair-like growths. The slime they exude is obnoxious and slippery, and smells like rotting fish. The malodorous slime has the dual effects of choking anyone too near the Troll, and also making it extremely hard for an attacker to land a blow.

All enemy must subtract -1 from any rolls to hit River Trolls in hand-to-hand combat, down to a minimum of 6 to hit. If the Troll would normally require 6 to hit, if it is behind a low wall, for example, then the slime makes no difference – it is hard enough to hit already. The Troll's slime has no effect on hits from shooting.

CHAOS DAEMONS

✠ BLOODTHIRSTERS ✠

Bloodthirsters are huge terrifying monsters, the greatest and most deadly of all Khorne's daemons. Their master is the Chaos God of Battle, and Bloodthirsters are the greatest fighters of all daemon-kind. They are savage, bellowing creatures, with the heads of ferocious dogs and snarling teeth. Their blood-stained fur is either red or black, and their armour is ruddy bronze and black iron.

A Bloodthirster carries two weapons, an Axe of Khorne and a long, barbed lash. The axe is an enchanted daemon weapon, a living thing that thirsts for blood and slaughter. Although Bloodthirsters have no magical powers they are exceptionally strong and savage fighters, and a single daemon of this kind is a match for an entire mortal army.

	M	WS	BS	S	T	W	I	A	Ld
BLOODTHIRSTER	6	10	10	8	7	10	8	10	10

SPECIAL RULES

Greater Daemons

All the special rules for daemons apply as described in the Chaos Daemons section of this volume, and the Warhammer rulebook.

Terror!

The Bloodthirster is amongst the most terrifying of all monsters, and the psychology rules for *terror* apply. Remember that monsters which cause terror automatically cause *fear* as well.

Chaos Armour

The Bloodthirster's armour is fashioned from living metal and is actually part of the daemon, sustained by its own unquenchable inner energies. The daemon's armour gives it an armour saving roll of 3+. Because this save is due to the Bloodthirster's armour, rather than its daemonic aura, magic weapons don't cancel out the Bloodthirster's save, as they do with other daemons. See the Daemon rules for a full description.

Axe of Khorne

The Bloodthirster carries a mighty Axe of Khorne, suffused with magic power and laden with death. A hit from an Axe of Khorne causes not 1 wound on its victim, as most hits do, but D3 wounds (roll a D6: 1-2 = 1, 3-4 = 2, 5-6 = 3).

Fly

The Bloodthirster has wings and can *fly* as described in the Warhammer rulebook.

✠ JUGGERNAUTS OF KHORNE ✠

Juggernauts or 'Juggers' are huge daemon beasts whose flesh is made of brass and whose blood is pure fire. They are brutal and fierce creatures, but lack intelligence and discrimination, being pure killing machines.

Juggers are ridden into battle by Khorne's most favoured followers. Mounted hordes of Bloodletters thunder across the battlefield, the brass hooves of the Juggers pounding the ground and crushing Khorne's foes into unrecognisable pulp. Favoured Champions of Khorne can also ride these frightening monsters.

	M	WS	BS	S	T	W	I	A	Ld
JUGGER	7	3	0	5	5	3	2	2	10

SPECIAL RULES

Daemons

All the special rules for daemons apply as described in the Warhammer rulebook. In particular, note that the Juggernaut has a saving throw of 4+ because of its daemonic intangibility or daemonic aura.

Fear

Juggernauts are horrendous and powerful creatures. A Juggernaut rider therefore causes *fear* as described in the Warhammer rulebook.

Crush

Juggernauts have two attacks: one conventional attack to represent butting and goring, and one crush attack to represent their trampling hooves. A hit from a crush attack automatically causes 1 wound – the target's Toughness and armour give it no protection.



✠ BLOODLETTERS OF KHORNE ✠



The daemon hordes of Khorne are made up of countless ferocious Bloodletters: deadly warriors whose slaver jaws are studded with sharp needle-like teeth.

Bloodletters have scaly red hide and shiny black claws. They are furious fighters with strong arms and murderous talons, but their most fearsome weapons are their Hellblades. These weapons glow with deadly enchantment, and cause terrible wounds that can slay even the hardest hero.

	M	WS	BS	S	T	W	I	A	Ld
BLOODLETTER	4	5	5	4	3	1	6	2	10

SPECIAL RULES

Daemons

All the special rules for daemons apply as described. In particular, note that the Bloodletter has a saving throw of 4+ due to its daemonic intangibility or daemonic aura.

Fear

As monstrous and horrifying creatures Bloodletters cause *fear*, as described in the Warhammer rulebook.

Hellblade

The Hellblade drips continuously with blood and is enriched with enchantment. A hit from a Hellblade causes not 1 wound on its victim, as most hits do, but D3 wounds (roll a D6: 1-2 = 1, 3-4 = 2, 5-6 = 3).

✠ FLESH HOUNDS OF KHORNE ✠

Khorne's Flesh Hounds are huge daemonic hounds with heavy-jawed heads that are both reptilian and savagely canine. They bound into battle, slaver and biting, hungry for the taste of living flesh. Their hide is tough and ruddy, and their claws dark and bloody. Each Flesh Hound wears a brass collar around its neck to protect it from magic.

	M	WS	BS	S	T	W	I	A	Ld
FLESH HOUND	10	5	0	5	4	2	6	1	10

SPECIAL RULES

Daemons

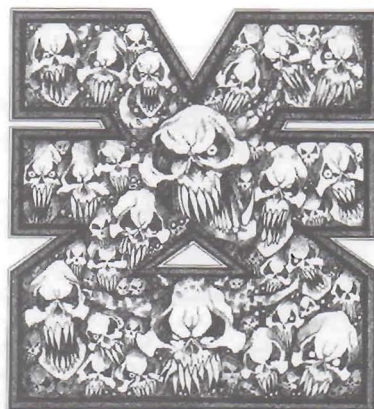
All the special rules for daemons apply as described in the Warhammer rulebook. In particular note that the Flesh Hound has a saving throw of 4+ because of its daemonic intangibility or daemonic aura.

Fear

Flesh Hounds cause *fear* as described in the Warhammer rulebook.

Flesh Hound's Collar of Khorne

The brass collar worn by a Flesh Hound is forged from the heat of Khorne's rage at the very foot of the Blood God's brazen throne. The Collar absorbs and nullifies other enchantment. Because of this protection magic weapons cannot harm a Flesh Hound at all, and spells cast against them are automatically dispelled and will not work.



KEEPER OF SECRETS – GREATER DAEMON OF SLAANESH

The form of the Keeper of Secrets combines sensuous pleasure with raw power and brute force. It is a huge, bull-headed monster with two pairs of arms, one pair ending in awesome crab-claws. Its head and powerfully muscled body are decked with gorgeous jewels and delicate silks, and its razor sharp claws are decorated with brightly coloured lacquers.

Keepers of Secrets are possibly the most entrancing of all immortals. They are highly intelligent creatures, whose silvered words and languid gestures belie their true power. A mortal creature will gaze in awe at the Keeper of Secret's uncanny beauty, while the daemon's terrible claws tear his entranced body apart.



	M	WS	BS	S	T	W	I	A	Ld
KEEPER OF SECRETS	6	9	10	7	7	8	7	6	10

SPECIAL RULES

Aura of Slaanesh

In hand-to-hand combat against the Keeper of Secrets enemies in base-to-base contact will become entranced by the daemon's beauty and will be unable to attack unless they take and pass a Leadership test (2D6 against Ld in the same way as a psychology test). Test for each model fighting the daemon. This test must be taken at the start of each round of combat.

Greater Daemons

All the special rules for daemons apply as described earlier. In particular, note that the Keeper of Secrets has a saving throw of 4+ because of its daemoniac intangibility or daemoniac aura.

Terror!

The Keeper of Secrets is amongst the most terrifying of all monsters. The psychology rules for *terror* apply. Remember that monsters which cause terror automatically cause *fear* as well.

MAGIC

The Keeper of Secrets is a potent Sorcerer with a magic level of 4, and may draw four spells from the Slaanesh deck. See the Chaos Daemons section for details.

DAEMONETTES OF SLAANESH

The Daemonettes are the most numerous of all Slaanesh's daemons. They have a perverse beauty, unnatural and disturbing, but at the same time are undeniably potent.

Daemonettes are fast, agile fighters, whose claw hands can slice through flesh and pierce armour. They have white skin and hair, but often dye their bodies or decorate themselves with flowing designs in pastel blue or pink. Their large, green eyes glow with a malevolent inner light.

SPECIAL RULES

Daemons

All the special rules for daemons apply. In particular note that the Daemonette has a saving throw of 4+ because of its daemoniac intangibility or daemoniac aura.

Fear

As monstrous and uncanny creatures the Daemonettes cause *fear*, as described in the Psychology rules.

MAGIC

A unit of Daemonettes has a magic level and can cast spells like a wizard. The size of the unit defines its magic level and the number of spells it has: 1-5 models = magic level 1/one spell; 6-10 models = magic level 2/two spells; 11-15 models = magic level 3/three spells; 16+ models = magic level 4/four spells. Spells must be drawn from the Slaanesh deck. See the Chaos Daemons section for details.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
DAEMONETTE	4	6	5	4	3	1	6	3	10



FIENDS OF SLAANESH

The Fiend of Slaanesh is a bizarre daemon, a mixture of scorpion, reptile and human. The Fiend can lash its long barbed tail from side to side, or use it to strike directly over its head and stab its opponents. Their bodies exude a strong sweet soporific musk that overwhelms their close combat opponents with intense drowsiness.

Fiends vary greatly in colour, but their upper torsos are usually a light pastel colour, while their segmented bodies are a darker hue of the same colour, and their spindly legs are a darker shade still. Their eyes are large, green and luminous, and their long tongues are red or orange.

	M	WS	BS	S	T	W	I	A	Ld
FIEND OF SLAANESH	6	3	0	3	3	1	3	3	8

SPECIAL RULES

Fear

Being monstrous and horrifying creatures the Fiends cause *fear*, as described in the Warhammer rulebook.

Scorpion Tail

The Fiend has three attacks, one of which is from its long barbed tail. Work out the tail attack separately. If the tail hits then take any armour saving throw for the victim immediately. If the save fails, the target takes 1 wound automatically – the Fiend's poison is so strong that no further roll is necessary.

Daemons

All the special rules for daemons apply. In particular, note that the Fiend has a saving throw of 4+ owing to its daemonic intangibility or daemonic aura.



Soporific Musk

The Fiend exudes a strong sweet odour that makes mortal creatures swoon and lose consciousness. To represent this enemy models in base-to-base contact with a Fiend deduct -1 from all their dice rolls to hit.

STEEDS OF SLAANESH

The Steeds of Slaanesh are weird bipedal beasts that are ridden into battle either by Champions of Slaanesh or Daemonettes. Their hides are vividly coloured in yellow, red, and blue, with a ridge of green hair that runs down their backs. Steeds of Slaanesh have long tubular tongues, bright electric blue in colour, which they use like whips to ensnare their enemies.

	M	WS	BS	S	T	W	I	A	Ld
STEED OF SLAANESH	12	3	0	4	5	1	6	1	10

SPECIAL RULES

Daemons

All the special rules for daemons apply. In particular, note that the Steed has a saving throw of 4+ because of its daemonic intangibility or daemonic aura.

Fear

Steeds of Slaanesh are weird and disturbing monsters. A Steed rider therefore causes *fear* as described in the Warhammer rulebook.

Tongue Attack

The Steed has a single attack, which is made with its tongue. The tongue lashes out and ensnares an enemy, dragging the victim forwards so he can be attacked by the Steed's rider. Work this attack out as follows. Roll to hit as normal – if you hit then the target is ensnared and dragged before the rider. Complete the attack using the rider's weapon and strength value, as if it were the rider that had struck the blow. If the enemy is not slain, then he has struggled free and can continue to fight as normal.

The Great Unclean One resembles Nurgle himself: huge, green-





GREAT UNCLEAN ONE – GREATER DAEMON OF NURGLE



skinned and bloated with disease. From sores and boils, pus and slime dribble over the daemon's body, glistening on leprous skin. Decaying inner organs protrude from rents in its rancid flesh.

Although their appearance is horrific and sickening, the Great Unclean One has a gregarious and even sentimental nature, taking real pride in his followers' diseases and achievements. His body swarms with tiny daemon Nurglings, which pick at his skin, licking sores and squabbling for their master's attentions. These tiny creatures hatch from pustules in the Great Unclean One's flesh, so they are constantly being renewed as they get shaken aside, squashed and even eaten by their master. The daemon can vomit a stream of blood, maggots, slime, and other putrid foulness, which chokes and drowns its victims in diseased filth.

	M	WS	BS	S	T	W	I	A	Ld
GREAT UNCLEAN ONE	4	7	7	7	8	10	4	7	10

SPECIAL RULES

Greater Daemons

All the special rules for daemons apply as described earlier. In particular, note that the Great Unclean One has a saving throw of 4+ because of its daemonic intangibility and, in part, to the fact that it is very fat indeed.

Terror!

The monstrous Great Unclean One is vast, horrible and rank. The psychology rules for *terror* apply. Remember that monsters which cause terror automatically cause *fear* as well.

Stream of Corruption

The Great Unclean One can vomit over its enemies – this is worked out in the shooting phase. The extent of the vomit is indicated using the extended teardrop-shaped template, the same one that is used for dragons' flame and fire attacks. Position the template in front of the daemon, so that the broad end lies away from the daemon and the template covers your target.

Every model under the template must attempt to dive aside in order to avoid the vomit. To dive aside models must roll equal to or less than their Initiative on a D6 (eg, humans must roll 3 or less). If it fails, the target automatically takes 1 wound, with no saving throw for armour. A roll of 6 always fails, even if the target has an Initiative of 6 or more. There is no need to disrupt formations by actually moving models aside when they jump out of the way, it is enough to imagine that they do so.

MAGIC

The Great Unclean One is a potent Sorcerer with a magic level of 4, and may cast four spells from the Nurgle spell deck. See the Chaos Daemons section for details.



BEASTS OF NURGLE



The Beasts of Nurgle are gigantic and slug-like. Their heads are topped by a fringe of fat tentacles from which oozes a paralysing slime. Victims of the Beast are not necessarily dead, their still and apparently lifeless bodies are merely paralysed so the Beast can return to them once the battle is over. They also leave a slimy trail behind them as they move, like that of a slug or a snail.

	M	WS	BS	S	T	W	I	A	Ld
BEAST OF NURGLE	3	3	0	3	5	3	3	D6	6

SPECIAL RULES

Fear

Beasts of Nurgle are huge and monstrous, and therefore cause *fear* as described in the Warhammer rulebook.

Daemons

All the special rules for daemons apply. In particular, note that the Beast of Nurgle has a saving throw of 4+ because of its daemonic intangibility or daemonic aura.

Attacks

The Beast of Nurgle has D6 attacks from its tentacles, determined during each hand-to-hand combat round. The slime will automatically penetrate the victim's armour, so no armour save is permitted for models struck by the Beast.

Slime Trail

The Beast leaves a slime trail behind it as it moves. This means it is impossible to attack the Beast from the side or rear without touching the slime. Any model attempting to attack the Beast in this way will sustain a single automatic hit as if it had been struck by the Beast itself. This is worked out before the attacker's own blows are struck.





PLAGUEBEARERS OF NURGLE



Plaguebearers are created from all the poor mortal creatures who have died of the dreaded disease Nurgle's Rot, a terrible and incurable contagion and one of Nurgle's finest concoctions. Plaguebearers are also called Nurgle's Tallymen, because it is their job to keep count of all the many diseases and corruptions that their master visits upon the world. They are surrounded by the constant drone of counting, and the endless buzzing of the flies that hover like a black cloud over their heads.

Plaguebearers have green, putrid skin, split and rancid like that of Nurgle himself. They have a single eye and one horn that sticks straight out of their foreheads – in the late stages of Nurgle's Rot this horn sprouts from the sufferer's brow. Plaguebearers are armed with a gnarled Plaguesword whose touch brings disease and death.

	M	WS	BS	S	T	W	I	A	Ld
PLAGUEBEARER	4	5	5	4	3	1	6	2	10

SPECIAL RULES

Daemons

All the special rules for daemons apply as described earlier. In particular, note that the Plaguebearer has a saving throw of 4+ because of its daemonic intangibility or daemonic aura.

Plaguesword

The Plaguesword drips with venomous slime. If the target has more than 1 wound, then a wound from this weapon will kill mortal creatures on the D6 roll of a 4 or more, regardless of how many wounds the target can normally sustain. Note that this only applies to mortal creatures – not daemons or Undead.

Cloud of Flies

Plaguebearers are surrounded by a black cloud of flies. When the Plaguebearers are fighting these foul buzzing creatures fly into the eyes and mouths of their enemies, clogging their ears, and crawling up their nostrils. This terrible distraction means that any enemy fighting a Plaguebearer must deduct -1 from all his to hit dice rolls.



Fear

Being daemonic monsters the Plaguebearers cause *fear*, as described in the Psychology rules.

MAGIC

A unit of Plaguebearers has a magic level and can cast spells like a wizard. The size of the unit defines its magic level and the number of spells it may cast: 1-5 models = magic level 1/one spell; 6-10 models = magic level 2/two spells; 11-15 models = magic level 3/three spells; 16+ models = magic level 4/four spells. Spells must be drawn from the Nurgle spell deck – see the Chaos Daemons section for details.



NURGLINGS



Nurglings are tiny, malevolent daemons that feed upon the pus and slime that dribble from the sores of a Great Unclean One. They are minute images of Nurgle himself, rotund and bloated, their green skin covered with boils and sores. Although they are tiny there are many of them and they move together in a huge, writhing mass, like a sea of green corruption. They have sharp teeth and can overwhelm an enemy by sheer numbers, chewing at their feet and ankles, leaving the lower part of their legs covered with festering little bites.

	M	WS	BS	S	T	W	I	A	Ld
NURGLINGS	4	3	3	3	3	3	4	3	7

SPECIAL RULES

Daemons

All the special rules for daemons apply. In particular, note that a stand of Nurglings has a saving throw of 4+ because of its daemonic intangibility or daemonic aura.

Fear

Nurglings are daemons and so cause *fear*. One base of Nurglings counts as one model for purposes of fear.



Because they are so numerous Nurglings are represented by a large base crammed with the creatures. Individual models don't fight but the whole base is treated as a single monster with several attacks and is able to withstand several wounds.



LORD OF CHANGE – GREATER DAEMON OF TZEENTCH



The Lord of Change is the wisest and most subtle of all the Greater Daemons, a monster whose gaze penetrates into the very depths of the soul exposing its victim's innermost hopes and fears.

The daemon is huge and awesome in appearance, with a plumed body and vast multi-coloured wings. Its head is that of a monstrous predatory bird, and its scaled legs bear talons as sharp and deadly as those of any eagle. The daemon's feathers can change colour, but are always extremely bright and radiant, reflecting bright yellows, brilliant reds, and rich blues.

	M	WS	BS	S	T	W	I	A	Ld
LORD OF CHANGE	8	9	10	7	7	7	10	6	10

SPECIAL RULES

Greater Daemons

All the special rules for daemons apply as described earlier. Note that the Lord of Change has a saving throw of 4+ because of its daemonic aura.

Fly

The Lord of Change has wings and can *fly* as described in the Warhammer rulebook.

Terror!

The Lord of Change is amongst the most terrifying of all monsters. The psychology rules for *terror* apply. Bear in mind that monsters which cause terror automatically cause *fear* as well.

MAGIC

The Lord of Change is a potent Sorcerer with a magic level of 4, and is entitled to cast four spells drawn from the Tzeentch deck. See the Chaos Daemons section for details.



DISCS OF TZEENTCH



The Discs are things of the warp, shark-like creatures that hunt in the seas of magic where even daemons are vulnerable to their attacks. They take the shape of flattened, plate-like creatures, with vicious teeth and sharp spines. They have no limbs, and move by hovering or flying through the air. A Champion of Tzeentch can ride a Disc into battle, soaring above his foes and diving down to deliver his attacks.

	M	WS	BS	S	T	W	I	A	Ld
DISC	12	3	0	3	3	1	3	1	10

SPECIAL RULES

Daemons

All the special rules for daemons apply as described in the Warhammer rulebook. The Disc has a saving throw of 4+ because of its daemonic intangibility or daemonic aura.

Fly

Discs can *fly* as described in the Warhammer rulebook (even though they have no wings!).

Fear

Discs are weird daemons. A Disc rider therefore causes *fear* as described in the Warhammer rulebook.

FLAMERS OF TZEENTCH

Flamers are amongst the strangest of all daemons in appearance. Their lower portions resemble inverted mushrooms whose stalks have become muscular bodies from which sprout two flexible arms each spitting magical flames. A Flamer has no head as such, but its eyes and gaping maw lie between its swaying arms. The Flamer is surprisingly agile. Its fungoid body can flex with great strength, allowing it to move by jumping and bounding.

	M	WS	BS	S	T	W	I	A	Ld
FLAMERS	9	3	5	5	4	2	4	2	10

SPECIAL RULES

Daemons

All the special rules for daemons apply as described. In particular, note that a Flamer has a saving throw of 4+ because of its daemonic intangibility or daemonic aura.

Fear

Flamers of Tzeentch are bizarre and frightening daemons and cause *fear* as described in the Warhammer rulebook.

Shoot Flame

Flamers can shoot magical flame in the shooting phase. Magical flame has a range of 6", no deduction is made for long range, and any target struck sustains D6 Strength 3 hits.

Bound

Flamers move by bounding – they can move over any obstacles without penalty. See the Movement section in the Warhammer rulebook.

Flame Attacks.

Flamers also use their flames to engulf and destroy enemies in close combat. Any model that suffers a wound takes D3 wounds instead of 1. Roll a D6: 1-2 = 1, 3-4 = 2, 5-6 = 3. This only matters if the enemy has more than 1 wound, of course.



HORRORS OF TZEENTCH

Horrors of Tzeentch are wild creatures made from raw magic. They are full of boundless energy and spin like tops as they hop and whirl across the battlefield, madly cackling and braying. Horrers are made from pure magic and glow as they move, creating a dazzling carpet of vivid colour.

There are two types and colours of Horrers. They all begin as Pink Horrers. When a Pink Horror is wounded it emits a piercing squeal and immediately splits into two Blue Horrers. Both sorts continue to fight together in a blur of blue and pink radiance.

	M	WS	BS	S	T	W	I	A	Ld
PINK HORROR	4	5	5	4	3	1	6	2	10
BLUE HORROR	4	3	3	3	3	1	7	1	10

SPECIAL RULES

Daemons

All the special rules for daemons apply, but note that Horrers do not receive the usual saving throw for daemons for the reasons given below.

Fear

Horrers are daemons and so cause *fear*, as described in the Warhammer rulebook.

Split

When a Pink Horror sustains a wound it is not slain but automatically divides into two Blue Horrers. Remove the model and replace it with two Blue Horror models. These continue to fight on in place of the original Pink Horror, until they receive a wound and are removed. Note that, unlike most other daemons, neither variety of Horror receives a daemon saving throw.

MAGIC

A unit of Horrers has a magic level and can cast spells like a wizard. The number of Pink Horrers in the unit defines its magic level and the number of spells it can cast: 1-5 models = magic level 1/one spell; 6-10 models = magic level 2/two spells; 11-15 models = level 3/three spells; 16+ models = magic level 4/four spells. Note that Blue Horrers do not count. Spells must be drawn from the Tzeentch spells deck. See the Chaos Daemons section for details.



he Orc army drew into a dense mass on top of the ridge. Below the green horde a sea of morning mist lay over the rolling landscape. Here and there the tops of hills broke through the whiteness, round and green and glistening with dew. Old Klaw Crookfang watched the islands grow larger as the mist gradually evaporated in the heat of the early sun.

Klaw coughed and wheezed as he fought to bring up some recalcitrant debris from the bottom of his old lungs. He leaned over in his saddle and spat noisily onto Gimlug his long-suffering Goblin slave.

"Pahh! Gork I 'ates mornin's," swore Klaw to nobody in particular. His war boar mount snuffled uneasily, lifted its stubby tail and let rip with a noise like a tent-flap in a gale.

"Phewww Boss," whined Gimlug, "as sumfink died... Wot a niff."

Klaw gave Gimlug his best 'Don't mess with me I'm in a bad mood' glare and said, "Course not git-features, I always smells like this..." The Goblin grinned repentantly.

Klaw was not feeling good. Usually there was nothing like a scrap to cheer his savage heart but today was different. The tribe seemed ill at ease. Normally the Boyz would be shouting and yelling by now, working themselves up for a really good Waaagh! This morning the green horde was quiet. Even the Goblins stood solemnly in rank without so much as a squabble or jest to pass the time. This was going to be a dirty battle. "Chaos," he muttered. The word left a bad taste in his mouth. He spat in disgust.

"Missed me... ooops!" squealed Gimlug as he deftly stepped out of the path of the vile green gobbet, inadvertently planting his left foot in a steaming mound of boar dung.

Klaw Crookfang turned to his Boar Boyz. Their ugly scarred faces were as familiar to him as the huge wart at the end of his nose. Of all the tribe these were his Boyz, Crookfang's Killers as he liked to call them. He'd led these ferocious warriors through more battles than he could count. Many, many more than he could count as it happened, as numbers greater than three remained a sacred mystery to the straightforward old Orc.

He looked at his troops now and sensed disquiet in their eyes. He observed the slope of their bowed shoulders and the humourless set of their slab-like jaws. They had shared some great days together shedding the thin red blood of men and stunts between Black Fire Pass and Red Eye Mountain. He could put a name to every battered face. There was... errr Whatsisname with the big ears, and over there was Oojamaflop from down the Badlands. Next to him was Thingimajig who lost three claws at Deadrock Gap... now there was a real scrap.

The old Orc cleared his throat and spoke, "Ladz," he said, "Ladz, I knows what you're thinking." He paused for a moment to let this sink in, "Chaos." He

paused again. "You're thinking why do we 'as to fight them 'orrible dirty disgustin' things?" The Orcs murmured uncomfortably. "Well I'll tell ya," Klaw continued. "I'll tell ya why. Ya all knows as how the lackeys of da Dark Gods 'as been getting ready for da big push. Well this is it. They's in front of us. They's behind us. They's captured the bridge over da big river and they's got the runties holed up in the big city they call Praag. There ain't nowhere for us to hide, ladz. There ain't no way out. We's got to fight and happen as not we're gonna die."

"Gork knows we ain't afraid a dyin' Boss," cried the Orc with the big ears, "but them things..." the Orc made a face which expressed his utter disgust. "Giv' us a scrap agin' them stuntie Dwarfs or skinny Elves, or against Hurk's mob an' we's wiv yer... but... them's not natural... not proper fresh and blood them's not."

"Ladz, ladz," sighed Klaw, "yer right, an' no-one knows it more than me. If I 'ad my way we'd be livin' it up in Black Crag or lordin' it over them gobbos at Mount Grimfang, but we ain't. We's here and now, an' the filthy Dark Gods is marchin' down on us."

Even as the old Orc spoke the truth behind his words was revealed as out of the mists there emerged a huge army. Rank upon rank of iron-clad Chaos Warriors tramped forward. Behind the Chaos Warriors, their horrific shapes still concealed in the mist, marched daemons and monstrous spawn of the Dark Gods.

"Cummon ladz," squealed a tiny voice. It was Gimlug. "Da Boss is right... if we's gonna die we's gonna die... an' if we's gonna die then we's goin' out wiv a bang!" The tiny Goblin grinned manically and snatched a spear many times its own height from one of the Boar Boyz. Waving the spear frantically the Goblin dashed forward whooping and screaming, "Chaaaaarge!" at the top of his squeaky voice. The sound trailed off into the mist and vanished.

Silly little bugger – thought Klaw tearfully as he watched the tiny figure disappear out of sight. He'd owned that cheeky gobbo since it was a pup. He'd miss little Thingy. The sound of a thousand swords drawn as one brought him back to the present. He looked again at his Boyz and this time he saw a new purpose in their eyes, not hope but determination, not the cheerful lust for violence he was accustomed to, but a grim and unshakeable resolve. The war boars snorted and stamped their hooves eagerly, their evil red eyes sparkling in the light of the new day.

"We's ready Boss," announced the big eared Orc. "Let's sort 'em out."

"Right then," said Klaw, "let's sort 'em out ladz."

THE CHAOS ARMY LIST



In common with all the other Warhammer Armies series the Chaos army list is designed so that you can choose an army to a points value agreed by you and your opponent. Although you can choose an army of any points value you wish, the smallest practical size is about 1000 points. The usual size for battles that will last an evening is 2000 points, whilst a 3000 point battle will take the best part of a day to fight.

Most players prefer to collect their armies in convenient blocks or chunks. A good start is a 1000 point core army which you can paint and field whilst deciding what to add next. Once you have gained a feel for your army you can add further smaller chunks as you go along. This is a good way of developing an army as it enables you to judge its strengths and shortcomings then add new troops either to make it even better or to cover a gap.

When arranging a battle it is usual for both sides to have armies of the same points value – say 2000 points a side. Each player chooses his army from his own army list up to the agreed points value. The total value of your army may often be a few points short of the agreed total simply because there is nothing left to spend the last odd point on.

As well as fixing the total points value with your opponent you can also arrange any other details as you wish. For example, you might agree to play with a self-imposed limit of one wizard, or you might agree to use or not use any of the special characters available to you, and so on. Such self-imposed restrictions are a matter of personal preference, and it is entirely up to you whether you do this or not.

THE ARMY

The army list defines how you can spend the points available to you to form your army. A Chaos army can include five broad categories of troops: Characters, Regiments, Chaos Daemons, Monsters and Allies. The proportion of points you are permitted to spend in each category is defined in the box entitled Army Selection which precedes the list proper. For example, you can spend a maximum of 50% of your points on Characters but only up to 25% on Monsters. All armies are subject to these broad restrictions to some extent, and they are there to ensure the armies are reasonably well balanced and don't consist entirely of monsters, characters, or powerful war machines.

CHARACTERS

The different types of characters you can include in your army are defined by the Characters section of the army list. The points cost of a character is his basic points value as given in the list plus the cost of his armour, weapons and other optional items you choose to add. The points cost of weaponry and armour is the standard value as given in the Warhammer rulebook. This is summarised in the Equipment list that appears just before the start of the army list itself.

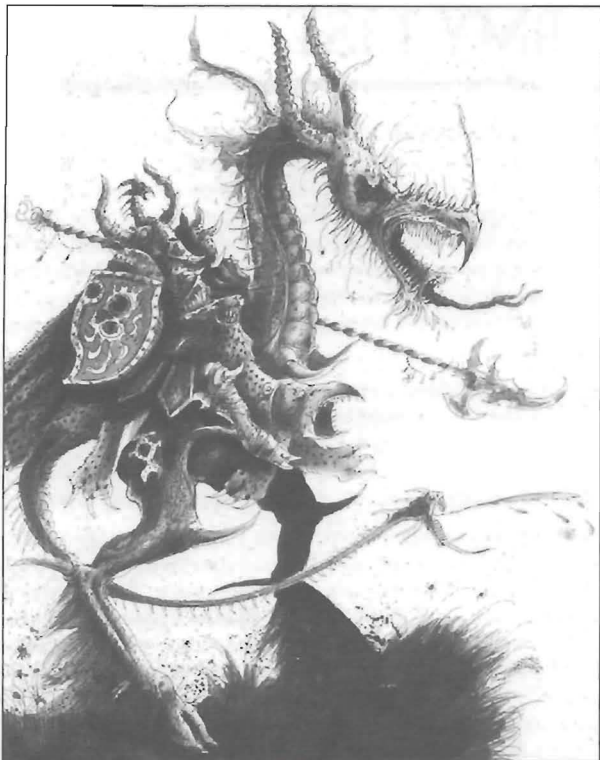
If the character rides a monster then it is chosen from the Monsters part of the list but its cost is added to the character's own points value in the same way as weapons, armour, etc. This means that characters can ride huge fearsome monsters if you wish, but the result will be to reduce the points you have to spend on further characters. The Monsters points section of the Army Selection (up to 25%) is for monsters without riders *not* for monsters ridden by characters.

If a character rides a chariot then the value of the chariot and its crew is included in the character's cost. You still select the chariot from the Regiments part of the list, but its cost is added to the character's. As with monster mounts, this will reduce the points available for other characters.

A character can have magic items chosen from the magic item cards in Warhammer, Warhammer Battle Magic, and the various Warhammer Armies books. Warhammer Armies Chaos includes a number of new magic item cards, some of which are unique to Chaos. Some of these cards are Chaos Rewards: magic items representing rewards given to Chaos Champions or Chaos Sorcerers by their god. Only Chaos Champions or Chaos Sorcerers can have Chaos Rewards. Other magic items may be restricted to specific races or types of character as indicated on the cards themselves. The table below shows the number of magic items available to characters of different levels.

Character	Maximum Number of Magic Items
Champion	1
Hero	2
Lord	3
Sorcerer/Shaman	1
Sorcerer/Shaman Champion	2
Master Sorcerer/Shaman	3
Sorcerer/Shaman Lord	4





Note: There are three levels of Chaos Champion: Chaos Champion, Chaos Hero and Chaos Lord. Obviously, a Chaos Hero and Lord are higher level characters with the appropriate number of magic items: ie, two for a Hero and three for a Lord.

The magic item cards normally limit the availability of specific items: ie, there is one card, so only one character can have that item. There are some exceptions – notably **scrolls**. The other exceptions are **Familiars** and **Chaos armour**, as described in the Chaos Magic section of this book. An army may include duplicates of Familiars and Chaos armour – so several Chaos characters may wear Chaos armour, for example.

REGIMENTS

The bulk of the Chaos army is organised into units called regiments. Regiments must comprise at least five models unless indicated otherwise in the army list. There is no upper limit to the number of models in a regiment. The minimum of five includes the leader and optional models such as standard bearer, musician, and champion. It is quite possible for a regiment to consist of a leader, a standard bearer, a musician, a champion and only a single ordinary trooper (five in total).

All regiments are assumed to have a leader who is equipped in exactly the same way as his troops and who has identical characteristics. This leader costs the same number of points as an ordinary trooper and other than serving as a figurehead for the unit serves no special purpose in the game. All regiments may include a standard bearer and/or musician costing double the points of an ordinary trooper. Standard bearers and musicians are assumed to be equipped with the same weapons as the rest of the unit and fight just like ordinary troopers (see the Warhammer rulebook for a full description).

Some regiments are permitted magic standards. These are covered by the Warhammer Battle Magic supplement where they are included as magic item cards. A regiment must have a standard bearer to carry the magic standard. The points value of the magic standard is included in the cost of the regiment.

Any regiments may include one champion. The champion must normally be of the same race as the regiment: eg, a Beastman regiment may include a Beastman champion, a Minotaur regiment may include a Minotaur champion, and so on. However, a Chaos Champion may be included in any type of regiment. The champion may take over as the unit's leader or he can fight in addition to the unit's leader should you want to retain your original leader model. The points cost of the champion and any equipment and magic item he may carry comes from the Characters portion of your army's points.

Note that regimental champions are usually equipped exactly like the regiment they accompany except that they may have one magic item in addition. This is not, however, true of Chaos Champions. A Chaos Champion can be equipped with any weapons or armour permitted to Chaos characters.

CHAOS DAEMONS

The Chaos army can include up to 50% of its points value as daemons. These can be Greater Daemons or units of other daemons. Greater Daemons fight as single models in much the same way as characters. Other daemons fight in units in the same way as regiments.

Daemons can only be included in your army if you also include Chaos Champions (or Chaos Heroes/Chaos Lords) or Chaos Sorcerers (ditto Sorcerer Champions etc) of the corresponding Chaos God. So, for example, you can only include Slaanesh daemons if you have a Champion or Sorcerer or Slaanesh, you can only include Khorne daemons if you have a Champion of Khorne. Note that this restriction only applies when choosing the army; if characters are subsequently slain in battle it does not affect the daemons in any way.

MONSTERS

Monsters are beasts brought along to fight in your army. They include captive monsters goaded into fighting and monsters that owe a sorcerous loyalty to the Gods of Chaos. The points value of monsters chosen as mounts for characters are NOT considered to be points spent on monsters, their cost is added to that of the character riding them and the points value is included in the Characters allocation.

ALLIES

The Chaos army may include a proportion of allies worth up to 25% of its total points value. Allies are chosen from the Warhammer Armies book or books indicated. So, for example, your Chaos army could include 25% of its points as Dark Elves chosen from the Dark Elf list, or Orcs/Goblins chosen from the Orcs & Goblins list. There is nothing preventing you from choosing allies from several different lists if you wish, so long as the total points value does not exceed 25% of your army's cost.

When you choose allies you can spend your points freely on characters, regiments and war machines. The normal army selection proportions do not apply, although other normal restrictions do (eg, if you include Orcs then you will need to buy an Orc unit before you are entitled to buy an Orc war machine). You cannot include monsters from your allied list unless they are mounts for characters.

You do not have to include a General model for your allies but you can do so if you wish. The allied General counts as a character in the normal way but does not benefit from any of the special rules for Generals. In effect, the allied General becomes a subordinate character in the same way as other heroes.

PRESENTATION OF PROFILES

Profiles are presented in the standard format and include all the characteristic values. They do not take into account movement reductions due to the effect of armour, as this varies depending on how your troops are equipped. Saving throws are not included for the same reason: ie, they vary depending on the amount of armour your troops have.

Cavalry have two profiles, one for the rider and another for his mount where appropriate.

M = Movement	W = Wounds
WS = Weapon Skill	I = Initiative
BS = Ballistic Skill	A = Attacks
S = Strength	Ld = Leadership
T = Toughness	

LIMITATIONS ON CERTAIN CHARACTERS/UNITS

The army list presents the player with a list of troop types that the Chaos army may include. In most cases there is no limit to the number of models or the number of units you can have, other than that imposed by the number of points in the army. However, the availability of some types of unit or character is restricted. In some cases you can only include one character of a type, or one of a particular sort of unit. Such limitations are clearly indicated in the list. For example, you can only ever include one Chaos General.

SPECIAL CHARACTERS

The army list itself is intended to represent the Chaos army in the broadest possible way. Provision has been made to include a General, but we do not specify that this should be a particular Chaos Lord. We leave it to you to invent a suitable name and background for your own General, heroes and other characters you include in your army.

A separate section has been included after the main army list. This is entitled Special Characters and it describes a number of heroes, sorcerers, and other individuals with their own unique characteristics, magic artefacts and points values. If you wish to do so you can include these special characters in your army. The points cost of these special characters comes from your Characters points allowance in the normal way.



Bloodthirster – Greater Daemon of Khorne

ARMOUR

The saving throw for troops is not given on their profile because it varies according to the amount and type of armour they wear. Saving throws are summarised below.

Armour	Save	Cavalry Save
None	None	6+
Shield or light armour	6+	5+
Shield & light armour or heavy armour only	5+	4+
Shield & heavy armour or Chaos armour only	4+	3+
Shield & Chaos armour	3+	2+
Cavalry with barding	Adds further +1	

For example, a Chaos Knight with Chaos armour and shield, riding a barded Chaos Steed, has a saving throw of 1+. This means he will automatically save where there is no further save modifier.

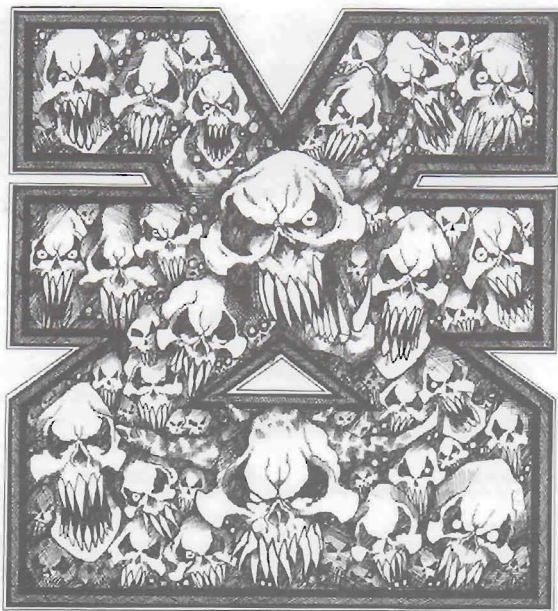
Chaos Armour. Note that there is no movement penalty associated with Chaos armour. A Chaos Knight in Chaos armour and riding a barded Chaos Steed will suffer the -1" penalty for the barding but no further reductions. Also note that Chaos armour may be worn by Sorcerers/Shamans without inhibiting their ability to cast spells.

Chaos armour is unusual because it is available in two ways. Characters can buy Chaos armour as a magic item. Troops can buy Chaos armour as equipment, but note that characters *cannot* buy Chaos armour as equipment.

EQUIPMENT LIST

The following is a list of all the usual weapons in the Warhammer game. It has been included so that you can refer to it for comparative purposes and choose equipment for characters without looking up details in the main Warhammer rulebook. In principal, a character model may be armed with any weapons that are available to the regiments subject to the normal restrictions regarding weapon use (eg, you cannot carry two halberds as each requires two hands to use). In the case of characters models must carry the actual weapons ascribed to them. Note that, except for Chaos Champions, regimental champions are always assumed to be carrying the same weapons and wearing the same armour as the rank-and-file troopers in their regiment.

Items marked with an asterix (*) are not used by Chaos troops and are not therefore available to your army's characters. They are included out of a sense of completeness.



EQUIPMENT LIST

HAND-TO-HAND COMBAT WEAPONS

A single sword, axe, mace or other hand weapon	Free
An additional sword, axe, etc	1
A double-handed weapon, including double-handed axe, sword, etc	2
Flail	1
Halberd	2
Spear	1
A lance for a mounted warrior	2

MISSILE WEAPONS

Bow *	2
Short Bow *	1
Long Bow *	3
Crossbow *	3
Repeating Crossbow *	4
Javelin *	1
Sling *	1
Hand Gun *	3
Pistol *	2

ARMOUR

Shield	1
Light Armour	2
Heavy Armour	3
Barding for steed	4

ARMY SELECTION

Characters	0-50%	Up to half the points value of the army may be spent on characters. This includes the cost of monsters ridden by characters.
Regiments	25%+	At least a quarter of the total points value of the army must be spent on regiments. This does not include the cost of champions, who are paid for out of the Characters allowance.
Daemons	0-50%	Up to a half the points value of the army may be spent on daemons.
Monsters	0-25%	Up to a quarter of the points value of the army may be spent on monsters. Note that this does not include monsters ridden by characters, which must be paid for from the Characters allowance.
Allies	0-25%	Up to a quarter of the points value of the army may be spent on allied troops chosen from any one or more of the following lists: Undead, Chaos Dwarfs, Orcs & Goblins, Skaven and Dark Elves.

CHARACTERS

Your Chaos army may include up to 50% of its points value as characters chosen from the list below. You must always include a General, but apart from that you are free to choose as many or as few characters as you wish.

1 CHAOS LORD

GENERAL 305 points

- +Chaos Steed 4 points
- +Juggernaut 70 points
- +Steed of Slaanesh 5 points
- +Disc of Tzeentch 4 points

The army must include a General to lead it. The General is a Chaos Lord empowered by the Chaos Gods to command his hosts in battle. (Some of the special characters given later may serve as an alternative General – see the Special Characters section.)

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Chaos Lord	4	9	9	5	5	3	9	5	10
Chaos Steed	8	4	0	4	4	1	4	1	5
Juggernaut	7	3	0	5	5	3	2	2	10
Steed of Slaanesh	12	3	0	4	5	1	6	1	10
Disc of Tzeentch	12	3	0	3	3	1	3	1	10

Chaos God: The Chaos Lord owes allegiance to one of the Chaos Gods. He will have the usual Mark of Chaos for his god.

- Khorne* Chaos Armour/Frenzy
- Nurgle* Toughness +1 (T=6)
- Tzeentch* Magic Dispel 4+
- Slaanesh* Immune Psychology/cannot break

Equipment: Sword or axe.

Weapons/Armour: The Chaos Lord may be armed with any of the weapons or armour indicated on the Equipment List. See the separate Equipment List for summary and points values.

May Ride: The Chaos Lord may ride a Chaos Steed. Alternatively he may ride the daemon mount of his Chaos God: Khorne – Juggernaut; Slaanesh – Steed of Slaanesh; Tzeentch – Disc of Tzeentch. Or he may ride a monster chosen from the Monster section of the army list. Alternatively, he may ride in a chariot pulled by Chaos Steeds or by up to two mounts of his Chaos God.

Magic Items: The Chaos Lord may carry up to three magic items chosen from the appropriate cards in Warhammer/Warhammer Battle Magic and Warhammer Armies Chaos. As a Champion of Chaos the Chaos Lord may include Chaos Rewards as magic items.

Special: See the Chaos Bestiary for any special rules that apply to daemon riding beasts.



0-1 BATTLE STANDARD OF CHAOS

..... 243 points

- +Chaos Steed 4 points
- +Juggernaut 70 points
- +Steed of Slaanesh 5 points
- +Disc of Tzeentch 4 points

The army may include a Battle Standard together with its bearer. The Battle Standard is a Chaos Hero of any of the Chaos Gods.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Chaos Hero	4	8	8	5	5	2	8	4	10
Chaos Steed	8	4	0	4	4	1	4	1	5
Juggernaut	7	3	0	5	5	3	2	2	10
Steed of Slaanesh	12	3	0	4	5	1	6	1	10
Disc of Tzeentch	12	3	0	3	3	1	3	1	10



Chaos God: The Chaos Hero owes allegiance to one of the Chaos Gods. He will have the usual Mark of Chaos for his god.

- Khorne* Chaos Armour/Frenzy
- Nurgle* Toughness +1 (T=6)
- Tzeentch* Magic Dispel 4+
- Slaanesh* Immune Psychology/cannot break

Equipment: Sword or axe.

Weapons/Armour: The Battle Standard Bearer may be armed with any of the weapons or armour indicated on the Equipment List. See the separate Equipment List for summary and points values.

May Ride: The Battle Standard Bearer may ride a Chaos Steed. Alternatively, he may ride the daemon mount of his Chaos God: Khorne – Juggernaut; Slaanesh – Steed of Slaanesh; Tzeentch – Disc of Tzeentch. Or he may ride a monster chosen from the Monster section of the army list. If the Chaos General rides in a chariot the Battle Standard Bearer may ride in the same chariot – but he may not otherwise have a chariot.

Magic Items: The Battle Standard Bearer is a Chaos Hero and may carry up to two magic items chosen from the appropriate cards in Warhammer/Warhammer Battle Magic and Warhammer Armies Chaos. One item may be a magic standard, effectively turning the army's banner into a magic standard. As a Champion of Chaos the Chaos Hero may include Chaos Rewards as magic items.

Special: See the Chaos Bestiary for any special rules that apply to daemon riding beasts.



CHAOS HEROES 193 points

- +Chaos Steed 4 points
- +Juggernaut 70 points
- +Steed of Slaanesh 5 points
- +Disc of Tzeentch 4 points

The army may include as many Chaos Heroes as you wish within the limitations of the points available.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Chaos Hero	4	8	8	5	5	2	8	4	10
Chaos Steed	8	4	0	4	4	1	4	1	5
Juggernaut	7	3	0	5	5	3	2	2	10
Steed of Slaanesh	12	3	0	4	5	1	6	1	10
Disc of Tzeentch	12	3	0	3	3	1	3	1	10

Chaos God: The Chaos Hero owes allegiance to one of the Chaos Gods. He will have the usual Mark of Chaos for his god.

<i>Khorne</i>	Chaos Armour/Frenzy
<i>Nurgle</i>	Toughness +1 (T=6)
<i>Tzeentch</i>	Magic Dispel 4+
<i>Slaanesh</i>	Immune Psychology/cannot break

Equipment: Sword or axe.

Weapons/Armour: A Chaos Hero may be armed with any of the weapons or armour indicated on the Equipment List. See the separate Equipment List for summary and points values.

May Ride: A Chaos Hero may ride a Chaos Steed. Alternatively, he may ride the daemon mount of his Chaos God: Khorne – Juggernaut; Slaanesh – Steed of Slaanesh; Tzeentch – Disc of Tzeentch. Or he may ride a monster chosen from the Monster section of the army list. Alternatively, he may ride in a chariot pulled by Chaos Steeds or by up to two mounts of his Chaos God.

Magic Items: A Chaos Hero may carry up to two magic items chosen from the appropriate cards in Warhammer/Warhammer Battle Magic and Warhammer Armies Chaos. As a Champion of Chaos the Chaos Hero may include Chaos Rewards as magic items.

Special: See the Chaos Bestiary for any special rules that apply to daemon riding beasts.

CHAOS CHAMPIONS 91 points

The army may include Chaos Champions to accompany regiments of troops as unit champions. A Chaos Champion may serve as the regimental champion for any kind of Chaos troops, including Beastmen, Minotaurs, etc.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Chaos Champion	4	7	7	5	4	1	7	3	9

Chaos God: The Chaos Champion owes allegiance to one of the Chaos Gods. He will have the usual Mark of Chaos for his god.

<i>Khorne</i>	Chaos Armour/Frenzy
<i>Nurgle</i>	Toughness +1 (T=6)
<i>Tzeentch</i>	Magic Dispel 4+
<i>Slaanesh</i>	Immune Psychology/cannot break

Equipment: Sword or axe.

Weapons/Armour: A Chaos Champion may be armed with any of the weapons or armour indicated on the Equipment List. See the separate Equipment List for summary and points values. Note that this is an exception to the normal Warhammer rules for unit champions. The Warhammer rules state that a regimental champion must be equipped like his regiment, but in the case of Chaos Champions they are equipped as you wish in the same way as Chaos Heroes, etc.

May Ride: A Chaos Champion must ride a Chaos Steed (+4 points) if he is leading a unit of Chaos Knights.

Magic Items: A Chaos Champion may carry one magic item chosen from the appropriate cards in Warhammer/Warhammer Battle Magic and Warhammer Armies Chaos. As a Champion of Chaos he may have a Chaos Reward as his magic item.



Chaos Champion of Nurgle

0-1 BEASTMAN LORD 200 points

If your army includes at least one regiment of Beastmen then it may also include a single Beastman Lord.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Beastman Lord	4	7	6	4	5	4	6	4	9

Equipment: Sword or other hand weapon.

Weapons/Armour: The Beastman Lord may be armed with any of the weapons or armour indicated on the Equipment List. See the separate Equipment List for summary and points values.

Magic Items: The Beastman Lord may carry up to three magic items chosen from the appropriate cards in Warhammer/Warhammer Battle Magic and Warhammer Armies Chaos. Note that a Beastman may not use Chaos rewards – only Chaos Champions and Chaos Sorcerers may have them.

BEASTMAN HEROES 130 points

If your army includes at least one regiment of Beastmen then it may also include Beastman Heroes.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Beastman Hero	4	6	5	4	5	3	5	3	8

Equipment: Sword or other hand weapon.

Weapons/Armour: A Beastman Hero may be armed with any of the weapons or armour indicated on the Equipment List. See the separate Equipment List for summary and points values.

Magic Items: A Beastman Hero may carry up to two magic items chosen from the appropriate cards in Warhammer/Warhammer Battle Magic and Warhammer Armies Chaos. Note that a Beastman may not use Chaos rewards – only Chaos Champions and Chaos Sorcerers may have them.

BEASTMAN CHAMPIONS 60 points

Any regiment of Beastmen may include a Beastman Champion armed and equipped like the rest of the regiment (see Equipment List for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Beastman Champion	4	5	4	4	4	2	4	2	7

Equipment: Sword or other hand weapon.

Weapons/Armour: A Beastman Champion is armed in the same way as the rest of his regiment except that he may have one magic item as noted below.

Magic Items: A Beastman Champion may carry one magic item chosen from the appropriate cards in Warhammer/Warhammer Battle Magic and Warhammer Armies Chaos. Note that a Beastman may not use Chaos rewards – only Chaos Champions and Chaos Sorcerers may have them.

0-1 MINOTAUR LORD 380 points

If your army includes at least one regiment of Minotaurs then it may also include a single Minotaur Lord.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Minotaur Lord	6	7	6	5	5	5	6	5	10

Equipment: Sword or axe.

Weapons/Armour: The Minotaur Lord may be armed with any of the weapons or armour indicated on the Equipment List. See the separate Equipment List for summary and points values.

Magic Items: The Minotaur Lord may carry up to three magic items chosen from the appropriate cards in Warhammer/Warhammer Battle Magic and Warhammer Armies Chaos. Note that a Minotaur may not use Chaos rewards – only Chaos Champions and Chaos Sorcerers may have them.

MINOTAUR HEROES 240 points

If your army includes at least one regiment of Minotaurs then it may also include Minotaur Heroes.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Minotaur Hero	6	6	5	5	5	4	5	4	10

Equipment: Sword or axe.

Weapons/Armour: A Minotaur Hero may be armed with any of the weapons or armour indicated on the Equipment List. See the separate Equipment List for summary and points values.

Magic Items: A Minotaur Hero may carry up to two magic items chosen from the appropriate cards in Warhammer/Warhammer Battle Magic and Warhammer Armies Chaos. Note that a Minotaur may not use Chaos rewards – only Chaos Champions and Chaos Sorcerers may have them.

MINOTAUR CHAMPIONS 110 points

Any regiment of Minotaurs may include a Minotaur Champion armed and equipped like the rest of the regiment (see Equipment List for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Minotaur Champion	6	5	4	5	4	3	4	3	9

Equipment: Sword or axe.

Weapons/Armour: A Minotaur Champion is armed in the same way as the rest of his regiment except that he may have one magic item as noted below.

Magic Items: A Minotaur Champion may carry one magic item chosen from the appropriate cards in Warhammer/Warhammer Battle Magic and Warhammer Armies Chaos. Note that a Minotaur may not use Chaos rewards – only Chaos Champions and Chaos Sorcerers may have them.

0-1 DRAGON OGRE**LORD 521 points**

If your army includes a regiment of at least three Dragon Ogres then it may also include a single Dragon Ogre Lord.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dragon Ogre Lord	6	7	5	6	6	6	5	6	9

Equipment: Sword or axe.

Weapons/Armour: The Dragon Ogre Lord may be armed with any of the weapons or armour indicated on the Equipment List. See the separate Equipment List for summary and points values.

Magic Items: The Dragon Ogre Lord may carry up to three magic items chosen from the appropriate cards in Warhammer/Warhammer Battle Magic and Warhammer Armies Chaos. Note that a Dragon Ogre may not use Chaos rewards – only Chaos Champions and Chaos Sorcerers may have them.

DRAGON OGRE HEROES 330 points

If your army includes a regiment of at least three Dragon Ogres then it may also include Dragon Ogre Heroes.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dragon Ogre Hero	6	6	4	6	6	5	4	5	8

Equipment: Sword or axe.

Weapons/Armour: A Dragon Ogre Hero may be armed with any of the weapons or armour indicated on the Equipment List. See the separate Equipment List for summary and points values.

Magic Items: A Dragon Ogre Hero may carry up to two magic items chosen from the appropriate cards in Warhammer/Warhammer Battle Magic and Warhammer Armies Chaos. Note that a Dragon Ogre may not use Chaos rewards.

DRAGON OGRE CHAMPIONS 155 points

Any regiment of Dragon Ogres of at least three models in total may include a Dragon Ogre Champion armed and equipped like the rest of the regiment (see Equipment List for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
D. Ogre Champion	6	5	3	6	5	4	3	4	7

Equipment: Sword or axe.

Weapons/Armour: A Dragon Ogre Champion is armed in the same way as the rest of his regiment except that he may have one magic item as noted below.

Magic Items: A Dragon Ogre Champion may carry one magic item chosen from the appropriate cards in Warhammer/Warhammer Battle Magic and Warhammer Armies Chaos. Note that a Dragon Ogre may not use Chaos rewards.

0-1 CENTAUR LORD 314 points

If your army includes at least one regiment of Centaurs then it may also include a single Centaur Lord.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Centaur Lord	8	6	7	5	4	4	6	5	9

Equipment: Sword

Weapons/Armour: The Centaur Lord may be armed with any of the weapons or armour indicated on the Equipment List. See the separate Equipment List for summary and points values.

Magic Items: The Centaur Lord may carry up to three magic items chosen from the appropriate cards in Warhammer/Warhammer Battle Magic and Warhammer Armies Chaos. Note that a Centaur may not use Chaos rewards – only Chaos Champions and Chaos Sorcerers may have them.

CENTAUR HEROES 199 points

If your army includes at least one regiment of Centaurs then it may also include Centaur Heroes.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Centaur Hero	8	5	6	5	4	3	5	4	8

Equipment: Sword

Weapons/Armour: A Centaur Hero may be armed with any of the weapons or armour indicated on the Equipment List. See the separate Equipment List for summary and points values.

Magic Items: A Centaur Hero may carry up to two magic items chosen from the appropriate cards in Warhammer/Warhammer Battle Magic and Warhammer Armies Chaos. Note that a Centaur may not use Chaos rewards – only Chaos Champions and Chaos Sorcerers may have them.

CENTAUR CHAMPIONS 93 points

Any regiment of Centaurs may include a Centaur Champion armed and equipped like the rest of the regiment (see Equipment List for points values).

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

Equipment: Sword

Weapons/Armour: A Centaur Champion is armed in the same way as the rest of his regiment except that he may have one magic item as noted below.

Magic Items: A Centaur Champion may carry one magic item chosen from the appropriate cards in Warhammer/Warhammer Battle Magic and Warhammer Armies Chaos. Note that a Centaur may not use Chaos rewards – only Chaos Champions and Chaos Sorcerers may have them.

CHAOS SORCERERS

Sorcerer	84 points
Sorcerer Champion	166 points
Master Sorcerer	240 points
Sorcerer Lord	356 points

The army may include as many Chaos Sorcerers as you wish within the limits imposed by the points available.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Sorcerer	4	6	6	4	5	1	7	2	9
Sorcerer Champion	4	6	6	5	5	2	7	2	9
Master Sorcerer	4	6	6	5	5	3	8	3	9
Sorcerer Lord	4	6	6	5	5	4	9	4	10

Chaos God: A Sorcerer owes allegiance to one of the Chaos Gods. He will have the usual Mark of Chaos for his god.

<i>Nurgle</i>	No wizard of a lower level within 6" can cast spells
<i>Tzeentch</i>	Magic Dispel 4+
<i>Slaanesh</i>	No enemy within 12" can shoot/cast magic at Sorcerer

Equipment: Sword

Weapons/Armour: A Sorcerer may be armed with any of the weapons or armour indicated on the Equipment List. See the separate Equipment List for summary and points values.

May Ride: A Sorcerer may ride a Chaos Steed (+4 points). He may also ride the daemon riding beast of his Chaos God: Slaanesh – Steed of Slaanesh (+5 points); Tzeentch – Disc of Tzeentch (+4 points). Alternatively, he may ride a monster chosen from the Monster section of the army list. Alternatively, he may ride in a chariot pulled by Chaos Steeds or by up to two mounts of his Chaos God.

Magic: Sorcerers are level 1 wizards with one spell, Sorcerer Champions are level 2 wizards with two spells, Master Sorcerers are level 3 wizards with three spells, and Sorcerer Lords are level 4 wizards with four spells. All Sorcerers may use spells of their own Chaos God or Dark Magic.

Magic Items: Sorcerers may have one magic item, Sorcerer Champions two, Master Sorcerers three, and Sorcerer Lords four. All may have Chaos Rewards as magic items.

Special: See the Chaos Bestiary for any special rules that apply to daemon riding beasts.



BEASTMAN SHAMANS

Shaman	68 points
Shaman Champion	134 points
Master Shaman	225 points
Shaman Lord	336 points

If your army includes at least one regiment of Beastmen it may also include Shamans. The army may include as many Beastman Shamans as you wish within the limits imposed by the points available.

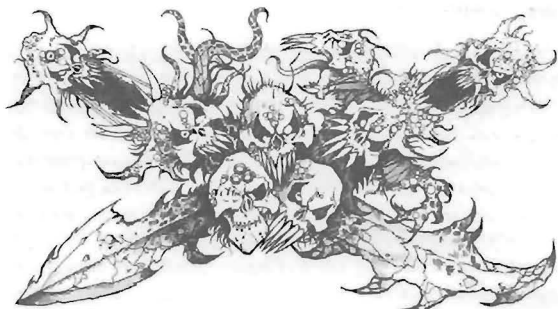
PROFILE	M	WS	BS	S	T	W	I	A	Ld
Shaman	4	4	3	3	5	2	4	1	7
Shaman Champion	4	4	3	4	5	3	4	1	7
Master Shaman	4	4	3	4	5	4	5	2	7
Shaman Lord	4	4	3	4	5	5	6	3	8

Equipment: Sword or other hand weapon.

Weapons/Armour: A Shaman may be armed with any of the weapons or armour indicated on the Equipment List. See the separate Equipment List for summary and points values.

Magic: Shamans are level 1 wizards with one spell, Shaman Champions are level 2 wizards with two spells, Master Shamans are level 3 wizards with three spells, and Shaman Lords are level 4 wizards with four spells. All Shamans may use spells of any Chaos God or Gods and/or Dark Magic.

Magic Items: Shamans may have one magic item, Shaman Champions two, Master Shamans three, and Shaman Lords four. Note that a Beastman may not use Chaos rewards – only Chaos Champions and Chaos Sorcerers may do so.



REGIMENTS

Your army must include at least 25% of its points value as units chosen from the following lists – it may include more if you wish. There is no limitation on the number of units of each type you can include, other than that imposed by their points value. Except where noted, each regiment must consist of at least five models in total (including any standard bearer, musician, and champion where present).



CHAOS KNIGHTS 66 points per model

Your army may include any number of regiments of Chaos Knights, dangerous Chaos Warriors riding Chaos Steeds and armed with tall lances.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Chaos Warrior	4	6	6	4	4	1	6	2	9
Chaos Steed	8	4	0	4	4	1	4	1	5

Equipment: Chaos Knights wear heavy armour and carry shields. They are armed with lances and swords and ride Chaos Steeds which have armoured barding.

Save: 2+

Options: Any units of Chaos Knights may substitute their heavy armour for Chaos armour at a cost of +14 points per model (save 1+). Any units may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself. Chaos Knights may carry a magic standard of one of the Gods of Chaos if you wish.



CHAOS WARRIORS 24 points per model

Your army may include any number of regiments of Chaos Warriors.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Chaos Warrior	4	6	6	4	4	1	6	2	9

Equipment: Chaos Warriors wear heavy armour and are armed with swords, axes or maces.

Save: 5+

Options: Any units may carry double-handed weapons at an additional cost of +2 points per model, or halberds at an additional cost of +2 points per model, or a second hand weapon at an additional cost of +1 per model, or shields at an additional cost of +1 per model. Any units of Chaos Warriors may substitute their heavy armour for Chaos armour at a cost of +7 points per model (4+ save/3+ with shield). Any units may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself. Chaos Knights may carry a magic standard of one of the Gods of Chaos if you wish.

BEASTMEN 10 points per model

Your army may include any number of regiments of Chaos Beastmen.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Chaos Beastmen	4	4	3	3	4	2	3	1	7

Equipment: Chaos Beastmen are armed with axes, swords and other hand weapons.

Save: None

Options: Any units may carry double-handed weapons at an additional cost of +2 points per model, or halberds at an additional cost of +2 points per model, or a second hand weapon at an additional cost of +1 per model, or shields at an additional cost of +1 per model. Any units may have light armour at an additional cost of +2 points per model. Any units may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself. Chaos Beastmen may carry a magic standard of one of the Gods of Chaos if you wish.

CHAOS CHARIOTS

Chaos Warrior Crew..... 122 points

Beastman Crew..... 86 points

Your army may include any number of Chaos chariots. Chariots fight as individual models as described in the Warhammer rulebook – they do *not* have to be organised into units of five or models. Each chariot has a crew of two Chaos Warriors or Beastmen and is pulled by two Chaos Steeds.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Chaos Warrior	4	6	6	4	4	1	6	2	9
Chaos Beastmen	4	4	3	3	4	2	3	1	7
Chaos Steed	8	4	0	4	4	1	4	1	5

Equipment: Chaos Warriors wear heavy armour and are armed with swords, axes or maces. Beastmen are armed with swords or axes. Chaos Steeds have armoured barding.

Options: Any crew may carry double-handed weapons at an additional cost of +2 points per crewman, or halberds at an additional cost of +2 points per crewman, or shields at an additional cost of +1 point per crewman. Chaos Warriors may substitute heavy armour for Chaos armour at a cost of +7 points per model. Any chariots may have scythed wheels at an additional cost of +20 points per chariot. One chariot may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself.



CHAOS HOUNDS 16 points per model

Your army may include any number of units of Chaos Hounds – foul mutant hounds that hunt in savage packs.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Chaos Hound	6	4	0	4	4	1	4	2	6

Special Rule: Chaos Hounds never have standard bearers or musicians. They can be led by a character model, and may have a Chaos Champion as their unit champion.



MINOTAURS 40 points per model

Your army may include any number of regiments of Minotaurs.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Minotaurs	6	4	3	4	4	3	3	2	9

Equipment: Minotaurs are armed with axes, swords and other hand weapons.

Save: None

Options: Any units may carry double-handed weapons at an additional cost of +2 points per model, or a second hand weapon at an additional cost of +1 point per model. Any units may have light armour at an additional cost of +2 points per model. Any units may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself. Minotaurs may carry a magic standard of one of the Gods of Chaos if you wish.

HARPIES 15 points per model

Your army may include any number of units of Harpies.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Harpies	4	4	0	4	4	2	2	1	8

Equipment: None

Save: None

Special: Harpies can fly as described in the Warhammer rulebook.

Harpies units never have champions, standard bearers or musicians, and cannot be led by character models, not even by characters capable of flight.

DRAGON OGRES 87 points per model

Your army may include Dragon Ogres. Dragon Ogres do not have to be organised into units of five or more individuals, but can be organised into smaller units instead. If your army includes up to five Dragon Ogres these form a single unit (a champion may be included forming a unit of, for example, four Dragon Ogres and one champion). If your army includes six to ten Dragon Ogres these can be organised into either one or two units of as near as possible equal size. As before you may include a champion within each and these count towards the unit's size. Eleven to fifteen Dragon Ogres can be organised into one, two or three units in the same way, sixteen to twenty into up to four units and so on.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dragon Ogres	6	4	2	5	5	4	2	3	7

Equipment: Dragon Ogres are armed with axes.

Save: Scaly Skin gives Dragon Ogres a save of 5+.



Options: Any units may carry double-handed weapons at an additional cost of +2 points per model, or a second hand weapon at an additional cost of +1 point per model. Any units may have light armour at an additional cost of +2 points per model – the saving throw is increased to 4+. Any units may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself. Dragon Ogres may carry a magic standard of one of the Gods of Chaos if you wish.

Special: Dragon Ogres cause *fear* as described in the Psychology section of the Warhammer rulebook.

Dragon Ogres cannot be harmed by lightning strikes, as described in the Bestiary.

CENTAURS 23 points per model

Your army may include any number of regiments of Centaurs.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Centaurs	8	3	4	4	3	2	3	2	7

Equipment: Centaurs are armed with axes, swords and other hand weapons.

Save: None

Options: Any units may carry double-handed weapons at an additional cost of +2 points per model, or halberds at an additional cost of +2 points per model, or a second hand weapon at an additional cost of +1 point per model, or shields at an additional cost of +1 point per model. Any units may carry lances at an additional cost of +1 point per model. Any units may have light armour at an additional cost of +2 points per model. Any units may carry bows at an additional cost of +2 points per model. Any units may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself. Chaos Centaurs may carry a magic standard of one of the Gods of Chaos if you wish.

TROLLS 65 points per model

Your army may include any number of Trolls, of which there are three types: Trolls, Stone Trolls and River Trolls.

Trolls must be organised into units of the same type, but the number of Trolls in a unit can be less than the normal minimum of five models. If your army includes up to five Trolls these form a single unit. For example you could have just one Troll in your army and it will count as a unit on its own. If your army includes six to ten Trolls these may be organised into either one unit or into two as near as possible equally sized units.

For example, if you have seven Trolls these could be organised into one unit of four and one unit of three. If your army includes eleven to fifteen Trolls these may be organised into either a single unit, two as near as possible equally-sized units, or three as near as possible equally-sized units.

If your army includes sixteen or more Trolls then the possible number of units goes up by 1 for every extra 5 models, eg 16-20 Trolls = up to 4 units, 21-25 Trolls = up to 5 units, 26-30 Trolls = up to 6 units and so on.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Troll	6	3	1	5	4	3	1	3	4

Equipment: Trolls do not need weapons to fight with but they often carry a large club.

Save: None

Special Rules: See the Bestiary section for details.



CHAOS DAEMONS

Your army may include up to 50% of its points value as Chaos daemons chosen from the list below. You are permitted to choose daemons of a Chaos God if your army also includes at least one Chaos Champion of that god (Chaos Heroes and Chaos Lords also count) or at least one Chaos Sorcerer of that god (Sorcerer Champions, Master Sorcerers, and Sorcerer Lords also count). So, if you want to include Bloodletters, for example, you must have at least one Chaos Champion, Hero or Lord of Khorne. Greater daemons are individual models and fight like independent large monsters. Units of other daemons must consist of at least five models.

BLOODTHIRSTERS GREATER DAEMONS OF KHORNE

800 points per model

If your army includes at least one Chaos Champion of Khorne then you may also include Bloodthirsters.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Bloodthirster	6	10	10	8	7	10	8	10	10

Equipment: The Bloodthirster carries an Axe of Khorne and wears Chaos armour, as described below.

Special: The Bloodthirster is a Greater Daemon and all the special rules pertaining to daemons apply (see the section on Chaos Daemons).

The Bloodthirster causes *terror* as described in the Psychology section of the Warhammer rulebook.

The Bloodthirster wears Chaos armour of living metal which gives it an armour saving throw of 3+. Note that magic weapons do not cancel out the Bloodthirster's save as they do with other daemons.

The Bloodthirster is armed with a mighty Axe of Khorne. A hit inflicted by the Axe of Khorne = D3 hits.

The Bloodthirster can *fly* as described in the Warhammer rulebook.

FLESH HOUNDS DAEMONS OF KHORNE

35 points per model

If your army includes at least one Chaos Champion of Khorne then you may also include units of Flesh Hounds, the dreaded daemon hounds of Khorne.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Flesh Hound	10	5	0	5	4	2	6	1	10

Special: Flesh Hounds are daemons and all the special rules pertaining to daemons apply.

A unit of Flesh Hounds causes *fear* as described in the Psychology section of the Warhammer rulebook.

Flesh Hounds have a daemon saving throw of 4+.

Flesh Hound's Collar of Khorne – Flesh Hounds wear a brass collar which protects their daemonic bodies from the effects of magic. Magic weapons cannot affect a Flesh Hound at all and any spell cast against them is automatically dispelled.

BLOODLETTERS DAEMONS OF KHORNE

20 points per model

If your army includes at least one Chaos Champion of Khorne then you may also include units of Bloodletters.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	5	5	4	3	1	6	2	10
Juggernauts	7	3	0	5	5	3	2	2	10

Equipment: Bloodletters are armed with a deadly Hellblade.

Options: Bloodletters may ride Juggernauts of Khorne at an extra cost of 70 points.

Special: Bloodletters are daemons and all the special rules pertaining to daemons apply (see the section on Daemons).

A unit of Bloodletters causes *fear* as described in the Psychology section of the Warhammer rulebook.

Bloodletters have a daemon saving throw of 4+. This save is negated by magic weapons.

Bloodletters are armed with a mighty Hellblade. A hit inflicted by the Hellblade = D3 hits.

See the Chaos Bestiary for further rules pertaining to Bloodletters.



GREAT UNCLEAN ONES

GREATER DAEMONS OF NURGLE

750 points per model

If your army includes at least one Chaos Champion or a Chaos Sorcerer of Nurgle then you may also include Great Unclean Ones.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Great Unclean One	4	7	7	7	8	10	4	7	10

Special: The Great Unclean One is a Greater Daemon and all the special rules pertaining to daemons apply (see the section on Daemons).

The Great Unclean One causes *terror* as described in the Psychology section of the Warhammer rulebook.

The Great Unclean One has a daemon saving throw of 4+. Note that this is negated by magic weapons.

The Great Unclean One can vomit a Stream of Corruption over its enemies (see the Bestiary and the Chaos Daemons sections).

The Great Unclean One has a magic level of 4 and can take four Nurgle Chaos spells.

PLAGUEBEARERS

DAEMONS OF NURGLE

30 points per model

If your army includes at least one Chaos Champion or Chaos Sorcerer of Nurgle then you may also include units of Plaguebearers.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Plaguebearers	4	5	5	4	3	1	6	2	10
Beasts of Nurgle	3	3	0	3	5	3	3	D6	6

Equipment: Plaguebearers are armed with a venomous Plaguesword as described below.

Options: Plaguebearers may ride Beasts of Nurgle at an extra cost of 75 points.

Special: Plaguebearers are daemons and all the special rules pertaining to daemons apply (see the section on Daemons).

A unit of Plaguebearers causes *fear* as described in the Psychology section of the Warhammer rulebook.

Plaguebearers have a daemon saving throw of 4+. This save is negated by magic weapons.

Plaguebearers are armed with a venomous Plaguesword. Mortal creatures (not daemons or Undead) suffering a wound from the Plaguesword are automatically slain on the D6 roll of a 4+ regardless of how many wounds they have.

A unit of Plaguebearers has a magic level of 1 per five models, and one Nurgle Chaos spell per five models.

See the Chaos Bestiary for further rules pertaining to Plaguebearers.



BEASTS

DAEMON PLAGUE BEASTS OF NURGLE

75 points per model

If your army includes at least one Chaos Champion or Chaos Sorcerer of Nurgle you may also include units of Beasts – the dreaded daemon plague beasts of Nurgle.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Beasts	3	3	0	3	5	3	3	D6	6

Special: Beasts are daemons and all the special rules pertaining to daemons apply (see the section on Chaos Daemons).

A unit of Beasts causes *fear* as described in the Psychology section of the Warhammer rulebook.

Beasts have a daemon saving throw of 4+. This save is negated by magic weapons.

Beasts have D6 attacks which will penetrate armour automatically. No armour save is permitted for troops struck by the Beast of Nurgle.

Slime Trail. Because of their noxious slime trail any enemy attacking from the sides or rear of a Beast will automatically sustain an additional S3 hit resolved before any other combat is worked out. No armour save is permitted as above.

NURGLINGS

DAEMONS OF NURGLE

30 points per base

If your army includes at least one Chaos Champion or Chaos Sorcerer of Nurgle you may also include Nurglings – tiny, multitudinous daemons of Nurgle. Your army may include any number of Nurgling bases. If the army includes up to five Nurgling bases these form a single unit. Six to ten bases can be formed into either one or two units of as near equal size as possible, eleven to fifteen bases can be formed into one, two or three units.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Nurgling base	4	3	3	3	3	3	4	3	7

Special: Nurglings are daemons and all the special rules pertaining to daemons apply (see the section on Daemons).

A unit of Nurglings causes *fear* as described in the Psychology section of the Warhammer rulebook.

A Nurgling base has a daemon saving throw of 4+ for wounds inflicted upon it. This save is negated by magic weapons.

LORDS OF CHANGE

GREATER DAEMONS OF TZEENTCH

700 points per model

If your army includes at least one Chaos Champion or Chaos Sorcerer of Tzeentch then you may also include Lords of Change.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Lord of Change	8	9	10	7	7	7	10	6	10

Special: The Lord of Change is a Greater Daemon and all the special rules pertaining to daemons apply (see the Chaos Daemons section).

The Lord of Change causes *terror* as described in the Psychology section of the Warhammer rulebook.

The Lord of Change has a daemon saving throw of 4+. Note that this is negated by magic weapons.

The Lord of Change has wings and can *fly* as described in the Warhammer rulebook.

The Lord of Change has a magic level of 4 and can take four Tzeentch Chaos spells.



FLAMERS

DAEMONS OF TZEENTCH

50 points per model

If your army includes at least one Chaos Champion or Chaos Sorcerer of Tzeentch you may also include units of Flamers.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Flamers	9	3	5	5	4	2	4	2	10

Special: Flamers are daemons and all the special rules pertaining to daemons apply (see the section on Daemons).

A unit of Flamers causes *fear* as described in the Psychology section of the Warhammer rulebook.

Flamers have a daemon saving throw of 4+. This save is negated by magic weapons.

Flamers may shoot flame up to 6" and any target struck suffers D6 S3 hits.

In hand-to-hand fighting any enemy that suffers 1 wound sustains D3 wounds rather than 1 because of the effect of the daemon's flames.

Flamers can bound over obstacles without movement penalty.



PINK HORRORS

DAEMONS OF TZEENTCH

35 points per model

If your army includes at least one Chaos Champion or Chaos Sorcerer of Tzeentch then you may also include units of Pink Horrors.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Pink Horror	4	5	5	4	3	1	6	2	10
Blue Horror	4	3	3	3	3	1	7	1	10

Special: Horrors are daemons and all the special rules pertaining to daemons apply (see the section on Chaos Daemons).

A unit of Horrors causes *fear* as described in the Psychology section of the Warhammer rulebook.

A unit of Horrors has a magic level of 1 per five Pink Horrors and one Tzeentch Chaos spell per five models.

Split: A Pink Horror that is slain is replaced immediately by two Blue Horror models. These continue to fight as part of the unit until they are slain, when the models are removed. Note that Horrors of either colour do not have a daemon saving throw – the splitting rule is their version of the same effect.



KEEPERS OF SECRETS GREATER DAEMONS OF SLAANESH

750 points per model

If your army includes at least one Chaos Champion or Chaos Sorcerer of Slaanesh then you may also include Keepers of Secrets.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Keeper of Secrets	6	9	10	7	7	8	7	6	10

Special: The Keeper of Secrets is a Greater Daemon and all the special rules pertaining to daemons apply (see the section on Chaos Daemons).

The Keeper of Secrets causes *terror* as described in the Psychology section of the Warhammer rulebook.

The Keeper of Secrets has a daemon saving throw of 4+. Note that this is negated by magic weapons.

The Keeper of Secrets has an entrancing Aura of Slaanesh. Each enemy in base contact must pass a 2D6 Leadership test at the start of any round of combat or it will be unable to fight.

The Keeper of Secrets has a magic level of 4 and can take four Slaanesh Chaos spells.



DAEMONETTES OF SLAANESH 35 points per model

If your army includes at least one Chaos Champion or Chaos Sorcerer of Slaanesh then you may also include units of Daemonettes.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Daemonette	4	6	5	4	3	1	6	3	10
Steed of Slaanesh	12	3	0	4	5	1	6	1	10

Options: Daemonettes may ride Steeds of Slaanesh at an extra cost of 25 points per model.

Special: Daemonettes are daemons and all the special rules pertaining to daemons apply (see the section on daemons).

A unit of Daemonettes causes *fear* as described in the Psychology section of the Warhammer rulebook.

Daemonettes have a daemon saving throw of 4+. This save is negated by magic weapons.

A unit of Daemonettes has a magic level of 1 per five models, and one Slaanesh Chaos spell per five models.

For further rules regarding Steeds of Slaanesh see the Chaos Bestiary.



FIENDS OF SLAANESH 30 points per model

If your army includes at least one Chaos Champion or Chaos Sorcerer of Slaanesh you may also include units of Fiends – heinous daemon beasts of the Prince of Chaos.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Fiends	6	3	0	3	3	1	3	3	8

Special: Fiends are daemons and all the special rules pertaining to daemons apply (see the section on Chaos Daemons).

A unit of Fiends causes *fear* as described in the Psychology section of the Warhammer rulebook.

Fiends have a daemon saving throw of 4+. This save is negated by magic weapons.

Amongst a Fiend's three attacks one is a special poisonous attack from its scorpion tail. If the tail attack hits then the target must make its armour saving throw or suffer 1 wound. The poison is so strong that no roll against Toughness is required.

The daemon exudes a Soporific Musk which makes it hard for enemy to attack it. Any enemy in base contact suffer a -1 to hit penalty.

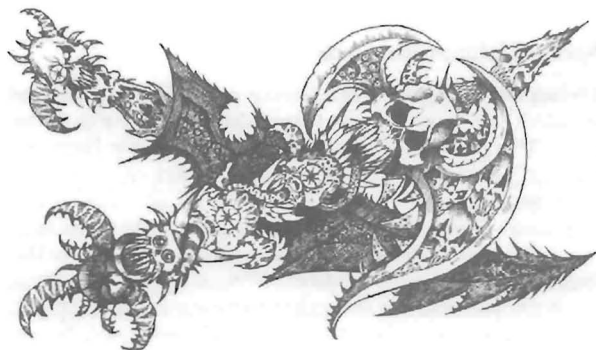
MONSTERS

CHAOS DRAGON 625 points

Profile	M	WS	BS	S	T	W	I	A	L
Chaos Dragon	6	6	0	7	7	7	6	8	8

CHIMERA 250 points

Profile	M	WS	BS	S	T	W	I	A	L
Chimera	6	4	0	7	6	6	4	6	8



COCKATRICE 150 points

Profile	M	WS	BS	S	T	W	I	A	L
Cockatrice	4	3	0	4	4	2	4	3	6

DRAGON

Dragon	450 points
Great Dragon	600 points
Emperor Dragon	750 points

Profile	M	WS	BS	S	T	W	I	A	L
Dragon	6	6	0	6	6	7	8	7	7
Great Dragon	6	7	0	7	7	8	7	8	8
Emperor Dragon	6	8	0	8	8	9	6	9	9

GIANT SCORPION 50 points

Profile	M	WS	BS	S	T	W	I	A	L
Giant Scorpion	5	3	0	5	4	4	1	2	7

GIGANTIC SPIDER 50 points

Profile	M	WS	BS	S	T	W	I	A	L
Gigantic Spider	5	3	0	5	4	4	1	2	7

CHAOS GORGON 110 points

Profile	M	WS	BS	S	T	W	I	A	L
Gorgon	4	2	3	3	3	3	5	1	9

GRIFFON 150 points

Profile	M	WS	BS	S	T	W	I	A	L
Griffon	6	5	0	6	5	5	7	4	8

HIPPOGRIFF 145 points

Profile	M	WS	BS	S	T	W	I	A	L
Hippogriff	8	5	0	6	5	5	6	3	8

HYDRA 225 points

Profile	M	WS	BS	S	T	W	I	A	L
Hydra	6	3	0	5	6	7	3	5	6

MANTICORE 200 points

Profile	M	WS	BS	S	T	W	I	A	L
Manticore	6	6	0	7	7	5	4	4	8

WYVERN 180 points

Profile	M	WS	BS	S	T	W	I	A	L
Wyvern	6	5	0	5	6	4	4	3	5

SWARMS 100 points

Profile	M	WS	BS	S	T	W	I	A	L
Rats	6	3	0	3	2	5	1	5	10
Frogs	4	3	0	3	2	5	1	5	10
Lizards	4	3	0	3	2	5	1	5	10
Bats	8	3	0	3	2	5	1	5	10
Serpents	3	3	0	4	2	5	1	5	10
Insects/Spiders	4	3	0	3	2	5	1	5	10
Scorpions	4	3	0	4	2	5	1	5	10



SPECIAL CHARACTERS

COUNT MORDREK

THE DAMNED 314 points

+50 points Sword of Change

+10 points Chaos Armour

+50 points Living Damnation

Your army may include Count Mordrek as a character. He may not be the General and he cannot lead a unit. Mordrek fights alone as an independent character model.

Do any remember how Count Mordrek the Damned came into his fate? Are there any amongst the wise of the Old World who recall which god he served? If such men exist they keep their own council. It is commonly supposed that the gods rewarded Count Mordrek with the gift of Living Damnation. He walks the world at the whim of the Chaos Gods, never dying, yet never ascending to the Realm of Chaos. He has been slain many times and each time he is resurrected to serve again. He has endured many deaths and lived many life-times of mortal men.

The curse that lies upon Count Mordrek the Damned is to endure eternal change as well as eternal life. Within his Chaos armour his form writhes with constant mutation. Only the Chaos Gods know why they have chosen such a fate for their servant, and their reasons are not for mortals to understand.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Mordrek	4	9	9	5	5	3	9	5	10
Chaos Steed	8	4	0	4	4	1	4	1	5

Weapons/Armour: Mordrek carries a Chaos Sword of Change whose touch turns his foes into Chaos Spawn. His eternally changing form is enclosed within Chaos armour and he carries a shield.

Rides: Mordrek rides a Chaos Steed which has armoured barding.

Magic Items: Mordrek the Damned is a Chaos Lord and has three magic items. Two of these are the Sword of Change and Chaos armour. The remaining magic item is the Chaos Reward of Living Damnation.

Special Chaos Reward:

Living Damnation. At the start of each of your turns deal Mordrek the Damned one Chaos Gift from the top of the deck. This gift can be used only by Mordrek the Damned. Draw a further Chaos Gift at the start of each of your turns. You can hold up to three Chaos Gifts for Mordrek at any one time – if you should have more than three cards then discard excess gifts immediately. Should you draw the Eternal Labour, Eye of the God or Chaos Spawn then these cards are immediately discarded and have no effect. If you draw Cosmic Duel then Mordrek is whisked away by the Chaos Gods as described on the card.

Chaos Gifts. You cannot play further Chaos Gifts on Mordrek the Damned.

Note that Mordrek has no Mark of Chaos – which god he served and why the Chaos Gods abandoned him are unknown.

EGRIMM VAN HORSTMANN, DARK SORCERER OF CHAOS

..... 356 points

+625 points Chaos Dragon

+10 points Chaos Armour

+45 points Chaos Rune Blade

+35 points Skull of Katam

+50 points Chaos Familiar

Your army may include Egrimm as a character. You may include him as the army's General if you wish.

When Egrimm van Horstmann was ordained as Grand Magister of the Order of Light he was acclaimed as the youngest and most gifted wizard to rule over a magical order. As he knelt upon his knees and swore allegiance to the Emperor, none guessed that his loyalty had already been given to another and far more sinister master.

As an Apprentice Chanter of the ritual-bound Order of Light Wizards he served under Master Chanter Alric the Saviour of Apesto who taught him many of the order's ancient secrets. But all the time he served the Order of Light, Horstman prayed to the Gods of Chaos for the power to defeat his peers. His progress was rapid. By day he studied Light Magic, and by night he pored over ancient manuscripts devoted to the lore of the Chaos Gods. Daemons of Tzeentch whispered their timeless secrets into his sleeping mind and Egrimm's evil powers waxed strong.

For three years the Grand Magister worked his evil in the



ARBAAL THE UNDEFEATED, DESTROYER OF KHORNE 325 points

+25 points Destroyer
+250 points Hound of Khorne

Your army may include Arbaal as a character, though he may not be the army's General.

Of all the warrior heroes of Khorne the Blood God there are few so utterly devoted to their thirsting master as Arbaal. Thousands have felt his axe blade at their necks and now their white skulls lie at the feet of Khorne. At the city of Praag in the northlands Arbaal led a hundred daemons to the assault. He is the favourite of his master and his most devoted servant. Khorne has gifted him with the power of the Destroyer, a reward that belongs to Khorne's own Champion alone. Only one warrior may bear the gift of the Destroyer. Should his Champion be defeated Khorne's wrathful eye will turn his warrior to foul Spawn, for only the victorious are worthy to serve Khorne.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Arbaal	4	9	8	6	5	3	8	14*	10
Khorne's Hound	8	6	0	6	5	3	10	4	10

Weapons/Armour: Arbaal the Undefeated Destroyer of Khorne is armed with an axe and wears Chaos armour (the Mark of Khorne).

Rides: Arbaal rides Khorne's Hound. See special rules below.

Magic Items: Arbaal has two magic items, both of which are actually Chaos Rewards of Khorne – Khorne's Hound and Destroyer of Khorne. See below for details. Arbaal's Chaos armour is his Mark of Khorne.



SPECIAL RULES

Mark of Chaos. Arbaal has the Chaos armour of a Champion of Khorne. However, note that he is not affected by *frenzy* as Khorne's Champion's usually are. The Destroyer of Khorne reward effectively replaces the Frenzy rule.

Wrath of Khorne. Arbaal is Khorne's own champion and the most favoured of all his many champions. Arbaal is constantly under Khorne's scrutiny. If he should fail in his duty to Khorne then the Blood-god's anger will certainly descend upon him. If Arbaal flees for whatever reason (broken in combat, as a result of psychology, etc) then rather than fleeing he is turned to Chaos Spawn. As soon as he turns to Spawn move Arbaal 2D6" directly forward, and subsequently move him randomly as described in the rules for Chaos Spawn. Once Arbaal becomes Spawn the Hound of Khorne returns to its master and the Gift of the Destroyer is removed.



darkness. Seeds of corruption were planted in the hearts of the Acolytes of the Order of Light. Rituals were subtly modified and their powers redirected. Beneath the College Egrimm laboured at the sealed vaults, one-by-one defeating their magical locks to uncover the forbidden things they contained. It is impossible to calculate the damage done or the horrors unleashed upon the world by the Grand Magister before his evil was uncovered by the Inquisitors of Sigmar and the Grand Theogonist Volkmar.

The search for and discovery of the source of corruption would make a long and horrific tale in its own right. In the end the Grand Magister unlocked the Dragon Baudros from its timeless prison beneath the Pyramid of Light and upon the winged and two-headed form of this most infamous of all Chaos Dragons ascended into the sky and departed into the Chaos Wastes.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Egrimm	4	6	6	5	5	4	9	4	10
Chaos Dragon	6	6	0	7	7	7	6	8	8

Weapons/Armour: Egrimm van Horstmann wears Chaos armour and carries a Chaos Rune Blade.

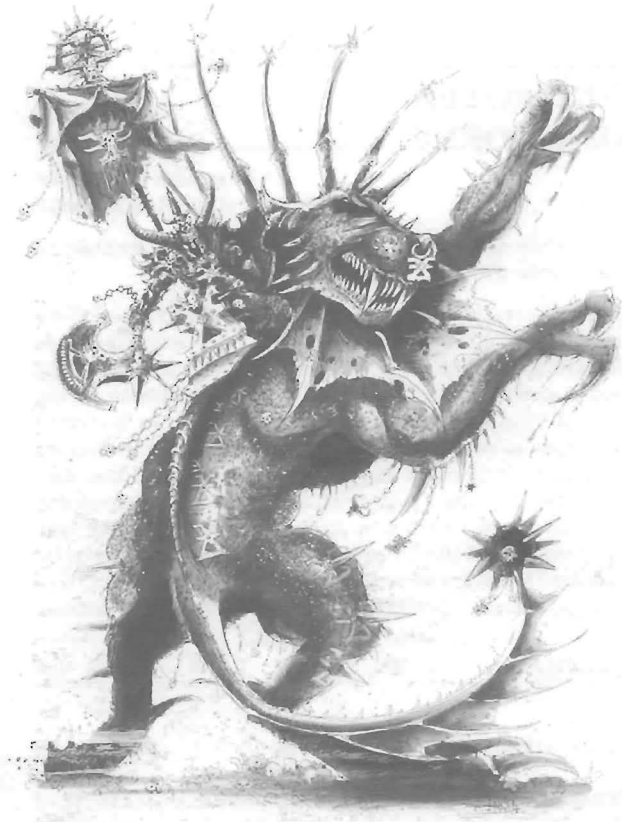
Rides: Egrimm van Horstmann rides the back of the Dragon Baudros, mighty twin-headed Dragon of Chaos. See the Chaos Bestiary for details of the Chaos Dragon and its special breath attacks.

Magic Items: Egrimm van Horstman is a Sorcerer Lord of Tzeentch and carries four magic items: Chaos armour, Chaos Rune Blade, Chaos Familiar and the Skull of Katam.

Magic: Horstmann is a Sorcerer Lord and has four spells which may be drawn from the Tzeentch and/or Dark Magic decks.

SPECIAL RULES

As a Sorcerer of Tzeentch Egrimm van Horstmann has his master's usual Mark of the Gods and can dispel any spell cast against him on the D6 roll of a 4+ (See the Chaos Bestiary).



Challenge. If fighting a unit of troops that contains an enemy character Arbaal must issue a challenge on behalf of his master. If a challenge is issued to Arbaal or a unit he is with then he must meet it. If Arbaal fights a challenge and slays his enemy then he may immediately issue another challenge and fight a further round of combat immediately. If Arbaal's challenge is not met then he may fight a round against ordinary troops as normal. When Arbaal fights the Hound of Khorne also fights, both during challenges and ordinary combat. If an enemy unit contains more than one character who is willing to fight him it is possible for Arbaal to fight several rounds of combat within a single normal round. Work out combat results only when all fighting is finished, counting all wounds inflicted towards the result.

SPECIAL CHAOS REWARDS

The Destroyer. The warrior gifted with this power has only one attack on his profile. However, if he hits his enemy then the hit becomes 2D6 hits. Work out each hit separately. The Destroyer can only attack a single model, but if he hits he is likely to slay his enemy even if it is a large beast.

Hound of Khorne. The Hound of Khorne is the Blood God's own Flesh Hound, a daemon of titanic proportions that combines the attributes of the Flesh Hound with massive size and tremendous power. Only Khorne's own chosen champion is ever rewarded with the Hound of Khorne which the champion rides after the fashion of a monstrous beast. All the special rules for the Flesh Hound also apply to the Hound of Khorne (see Chaos Bestiary). Note that the Hound of Khorne wears a Flesh Hound's Collar of Khorne which makes it immune to magic weapons – this power does not extend to the Hound's rider who is affected by magic weapons as normal. The collar does protect both Hound and rider against magic spells – dispelling them instantly.

AEKOLD HELBRASS 195 points

+10 points Chaos Armour
+25 points Breath of Life

Your army may include Aekold Helbrass as a character model. He may not be the army's General.

Aekold Helbrass, Champion of Tzeentch, bears a most unusual gift – the gift that is known as the Breath of Life. Where Aekold walks the grass springs green and meadow flowers blossom. When he walks upon the desert sands and stony rocks the land bursts into life as he passes.

Living things he touches spring into new and vigorous growth. The long dead wood of doors and staves takes root upon his touch. Creatures that are upon the threshold of death his touch can restore to health, for such is the power of the Breath of Life. His touch is as indiscriminate as it is potent, behind him he leaves a trail of new life and everything he touches is affected.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Aekold Helbrass	4	8	8	5	5	2	8	4	10

Weapons/Armour: Aekold wears Chaos armour and carries a double-handed broadsword.

Mark of Chaos: Aekold is a Champion of Tzeentch and bears his mark. This means he has a 4+ dispel against any spell directed at him.

Magic Items: Aekold has two magic items, Chaos armour and the special Chaos Reward 'Breath of Life' - this is explained below.



Special Chaos Reward:

The Breath of Life. At the start of each Chaos turn Aekold Helbrass will recover a single wound that he has suffered on the D6 roll of a 4+. He can recover only 1 wound per turn and can recover his full number of wounds in time. Once slain he can still recover wounds and thereby reincarnate himself, but a D6 score of a 6 is required to return his first wound. Mark the place where he is slain so that he can be returned once recovered. In addition, any model in base contact (friend or foe) will recover a single wound on the D6 score of a 6. The Breath of Life can only bring Aekold back to life, it cannot restore any other dead model.

SCYLA, SPAWN OF CHAOS 340 points

Your army may include Scyla as a character – in which case you must appoint another Chaos Champion or Chaos Sorcerer to be his master (see the Special Rules). Scyla may not be the army's General.

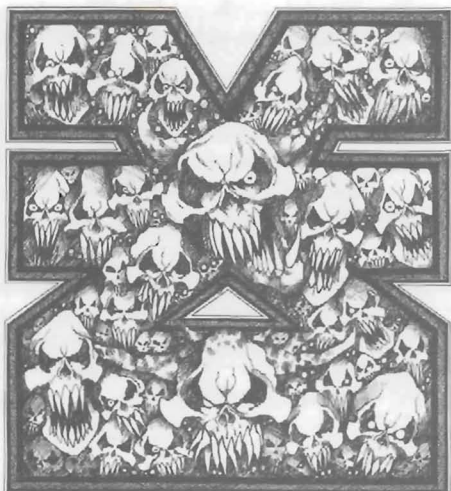
Once Scyla Anfinngrim of Norsca enjoyed the favour of his Chaos God. At one time Scyla's Raiders plagued the northern coasts of the Empire. His name was held in terror by the Kislevite merchants of Erengard. Many remembered the daring night raids that left the docklands of the Lynsk an inferno of destruction. But power of such magnitude has its cost, and Scyla paid the highest price for his ambition.

At first his body swelled with chitinous plates. This gift made him even more powerful, but it was the beginning of the end for Scyla. Within the year his head grew elongate and reptilian and a beaked tail sprouted from his back. His limbs lost their clean human shape, becoming long, hairy, and ape-like. Soon he could no longer grasp his sword and fell upon all fours like a beast. At last his mind gave up its grip and Scyla was lost into the depths of gibbering abomination – he became a Chaos Spawn.

Scyla's warrior band took pity on him. Indeed, there were some who revered him in his new shape, and paid him homage as a living god. Subsequently, his trusted lieutenant One-Eyed Erlock was chosen as Khorne's champion, and Erlock placed around Scyla's malformed head the potent Collar of Khorne. When Erlock led the warriors to battle he took Scyla with him, directing the horrific creature like some tamed beast. The ultimate fate of Scyla is not recorded, but he was said to have fallen at the Gates of Kislev, the titanic battle which ended the Great War Against Chaos.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Scyla Spawn	6	6	0	6	6	4	3	6	8

Chaos Gifts: Scyla's profile reflects the effects of most of his Chaos Gifts, the bizarre shape of his body, unnaturally strong limbs, tough chitinous body and so forth. He also has the following additional abilities.



Iron Hard Skin: Scyla has Iron Hard Skin which gives him an armour saving throw of 4+ on a D6. This save is not modified by the attacker's Strength (as other armour is). Where no armour save is permitted (eg, a cannon shot or stone thrower) then Iron Hard Skin has no effect.

Collar of Khorne: Scyla wears a Collar of Khorne. If attacked by a magic weapon and if he makes a successful armour saving throw for his Iron Hard Skin then the magic weapon is destroyed. If attacked with a magic spell then the spell is dispelled on the D6 roll of a 4+. If dispelled the spell is automatically destroyed and the caster sustains 1 wound on the D6 roll of a 4+. The destroyed spell is removed from your opponent's hand and cannot be used for the remainder of the game.

SPECIAL RULES

Scyla's Master: Scyla obeys the will of his master and can be controlled like any other monster. The Chaos Spawn rules do not apply whilst Scyla remains under his master's command. He moves and attacks normally, just like a monster included in the army.

If you include Scyla in your army you must appoint a Chaos Champion or Chaos Sorcerer as his master. Scyla deploys within 6" of his master at the start of the game, but is free to move as he wants thereafter. Should his master be slain or leave the table Scyla becomes subject to the rules for Chaos Spawn as described elsewhere in this volume (but note that he gains no further Chaos Gifts).

Fear: Scyla is a monstrous beast of horrific appearance. Chaos Spawn cause *fear* as described in the psychology section of the Warhammer rulebook.



he clatter of soldiers in the alleyway alerted Marius to his peril. Hurriedly he gathered four black candles and bundled them into his voluminous robes. With his heart racing he fumbled for the secret catch by the fireplace. Long fingers quickly found the mechanism and a wooden panel snapped open with a muted click.

“Open up in the name of the Emperor,” roared a voice which he knew to be that of Falconius Captain of the Theogonist’s Guard.

Without waiting for a reply the soldiers began to batter upon the door with their heavy halberds. Marius was never a man to take a risk where none was necessary: that portal had been installed just three years ago when he made his first pledge to the Dark Gods. Behind its two inches of Drakwald oak he had summoned daemons with rites so evil it made him shudder to recall. The door was bound in iron, and two black iron bolts secured it in place. He knew that he would be safe for the few minutes he needed to reach his hidden chamber.



Marius bounded into the hidden passage and up the steep stairs that took him up to his secret lair. The wooden panel clicked shut behind him plunging the narrow stairway into darkness. Marius knew every step intimately and barely slowed his upward flight. The small chamber was formed within a portion of the attic and lay directly above his private rooms. There were no windows, but a little daylight leaked through the gable end and by this means he was able to find the flint and tinder with which he lit the candles brought from below.

The room was a clutter of ancient books and sinister curios. Ancient tapestries lay heaped upon the floor and piles of crumbling scrolls were stacked by the walls. In a clear patch on the uneven clay floor Marius had enscribed a twisted sigil of power – the Mark of Tzeentch, the Great Sorcerer of Chaos. In the flickering light of the candles the sigil writhed like a thing in pain.

“Kithelabar!” cried the Sorcerer, “Come to your master.”

With a squeal like a suckling pig a small misshapen creature emerged from behind a pile of mouldering fabric. It might have been a bat, for its had long leathery wings, but at the knuckle of each wing it bore

tiny clawed hands. Its head was black and porcine, its lips long and flecked with rank spittle. Kithelabar jumped from its hiding place and sprang into Marius’ arms licking excitedly at the Sorcerer’s face.

Marius calmed the small creature, stroking its dark leathery flesh until it settled upon his shoulder. The creature’s acrid odour reminded Marius of the scent of fresh blood, and he had spilled enough in his time to know that smell.

In the room below, the oaken door fell with a boom that shook the house to its foundations. Within a moment soldiers were within the Sorcerer’s study, tossing aside his desk and books and bursting open his chests and lockers. Marius, safe in the chamber above, listened quietly to their din and then sensed the silence of confusion as the soldiers found their quarry was gone. Then he heard a sound that he recognised, the growling and humourless voice of the Grand Theogonist himself.

“Stand back,” ordered the voice, “Sigmar will guide us to the abomination.”

For a moment the house was silent and Marius knew that he would soon be discovered. It would take more than a secret panel and hidden catch to keep out the likes of the Grand Theogonist of Sigmar, Volkmar the most potent enemy of Chaos in all of Altdorf. Hurriedly Marius sought out the small casket for which there was no key. Three years ago he had put it upon a shelf together with the darkest of ancient Grimoires the Liber Daemonicus. At the time he had sworn to himself that he would touch neither even if his life depended upon it.

Now the casket felt strangely warm to his touch and the runes upon its silver case swirled and danced as his trembling hands met the delicately worked metal. The casket bore a lock but no hole for a key, for it needed none, one thing alone would unlock that unholy box.

Marius heard the familiar sound of a muted click and knew that Volkmar had discovered the hidden panel that led to his lair. His heart pounded as his lips worked at an unholy prayer. Kithelabar squealed in panic as the creature caught scent of men in the passage below.

Slow and wary footsteps mounted the steep stairway. The noise of steel against steel echoed in its narrow confines. Marius's stomach tightened with terror. He feared death as much as any mortal, yet the casket held something infinitely more terrifying. Until now he had always fancied he would have the better of it in the end, that he could somehow cheat fate and find the forgiveness of Sigmar.

Had he but foreseen this moment, would he have made the pact that bound him so subtly to the Great Sorcerer of Chaos?

A final step brought Falconius into the chamber. For an instant the Captain stood silhouetted against the shifting candle-light, blinking uncertainly, barely able to contain his own fear. He saw at once that Marius was there, hunched over a small casket that glowed with a radiance of its own. Upon the Sorcerer's shoulder there perched a foul creature, a familiar of uncertain form but hairless and vaguely bat-like. The thing shrieked and its black eyes glowered malevolently at the soldier as he raised his sword.

"Hold there Sorcerer and be silent!" cried the Captain of the Theogonist's Guard. "But a single word and you die this day."

Falconius strode into the room his sword held before him like a ward to the Sorcerer's power. Another soldier appeared behind him and others hesitantly crept up the stairway.

A sudden and powerful anger welled within the Sorcerer Marius. Confronted by his pursuers at last, all fear left him and he was overcome with indignation. How dare this feeble sell-sword challenge him, he who had devoted his life to the study of the arcane arts. What power did steel have over him when the power of Tzeentch, the Great Sorcerer of Chaos, flowed like fire through his veins? He seemed to grow and straighten in stature and the black candles that lit the room burst into writhing flames of blue and pink.

"Fool!" cried Marius, his voice echoed round the chamber strong and clear. He made a gesture as quick as lightning that sent Falconius sprawling upon the floor. Sparks of magic crackled and spat over the soldier as he lay twisting in agony. A smell of hot metal filled the small room and blue smoke swirled about the Sorcerer's head. The other soldiers gaped in confusion, unsure whether to rush forward or turn and flee.

Marius breathed deeply of the magic soaked air. As his lungs filled he felt a surge of power and an exhilaration that was unlike anything he had experienced before. His mind seemed to expand beyond the confines of the room, so that it was as if he were looking down upon the scene from a great height. He saw the shuddering body of Falconius as if it were a tiny shrunken thing and he heard his own laughter like the boom of a distant drum.

"Oh Foul and Corrupted Fiend know ye not what base

evil thou hast embraced and even now succour." Volkmar stepped past the trembling soldiers his gaze fixed upon the Sorcerer. The Grand Theogonist betrayed no sign of terror for he had confronted and defeated the evil of Chaos many times and he had learned long ago to trust in the righteous power of his god. About his neck hung a tiny golden hammer which he clasped in his right hand, holding it between himself and Marius.



Kithelabar hissed evilly and the daemon cringed as it caught sight of the potent symbol of Sigmar. Marius felt his own power suddenly ebb, as if the very faith of the Grand Theogonist were a barrier to him. Spell work would not save him now. He had expended no little energy already and Volkmar was an adversary too powerful for such as he. He felt panic rise within his breast.

"Oh Great Master!" he cried out, turning his voice to the heavens, "I make the Dark Promise at last." Beneath his feet the sigil of Tzeentch glowed brightly, its shape shifting faster and faster like a serpent formed of pure light. The silver casket whose lock bore of no key rose into the air and hovered before him. The room filled slowly with a din like a daemon's cry so that the men within dropped whatever weapons they held and clasped their hands about their ears. All that is, except for Volkmar, who resolutely hung on to the tiny golden hammer of Sigmar, though it plainly pained him to do so.

"Sigmar," shouted the Grand Theogonist, "Sigmar have mercy on us all."

"Tzeentch," bellowed Marius, "Changer of the Ways, Great Sorcerer of Chaos, take your servant's body and soul, I embrace damnation now and submit myself to your irresistible will."

"Oh damned fool!" cried Volkmar above the turmoil of daemon voices, "In but a moment thou shalt be beyond redemption. Repent now and die a mortal death while there is still time."

The casket opened and Marius saw what was inside. Of all those in that cursed room, only Volkmar himself could see Marius's face for that brief second before the end. Ever afterwards the Grand Theogonist would fall silent if the fate of Marius should be mentioned and others would whisper, "Quiet that name! For he saw the man's face that witnessed his own damnation."

CHAOS

CHAOS BEASTMEN



**BEASTMAN
HORNBLOWER 1**
73001/7



**BEASTMAN
SHAMAN 2**
73002/2



**BEASTMAN
HORNBLOWER 2**
73001/8



**BEASTMAN
CHAMPION 2**
73001/2



**BEASTMAN
CHAMPION 1**
73001/1

**A COMPLETED BEASTMAN
STANDARD BEARER
CONSISTS OF:**
1 x BEASTMAN
STANDARD BEARER
1 x BEASTMAN BANNER TOP



**BEASTMAN
STANDARD BEARER 2**
73001/4



**BEASTMAN
STANDARD BEARER 1**
73001/3



BEASTMAN 2
73000/2



**BEASTMAN
SHAMAN 1**
73002/1



BEASTMAN 4
73000/4



BEASTMAN BANNER TOP 1
73001/5



BEASTMAN BANNER TOP 2
73001/6



BEASTMAN 7
73000/7



BEASTMAN 3
73000/3



BEASTMAN 5
73000/5



BEASTMAN 8
73000/8



BEASTMAN 6
73000/6



BEASTMAN 1
73000/1

THESE MODELS ARE SUPPLIED WITH APPROPRIATE PLASTIC SHIELDS AS STANDARD

CHAOS

DRAGON OGRES



OGRE TORSO A1
73003/4



OGRE TORSO A2
73003/12



DRAGON OGRE ARM 'A'
73003/5



OGRE TORSO B1
73003/6



OGRE TORSO B2
73003/13



DRAGON OGRE ARM 'B'
73003/7



OGRE TORSO C1
73003/14



OGRE TORSO C2
73003/8



DRAGON OGRE ARM 'C'
73003/9



DRAGON OGRE LEG 1
73003/2



DRAGON OGRE LEG 2
73003/15

LEG 1 FITS BODY 1
LEG 2 FITS BODY 2



DRAGON OGRE CLAW 1
73003/3



DRAGON OGRE CLAW 2
73003/11

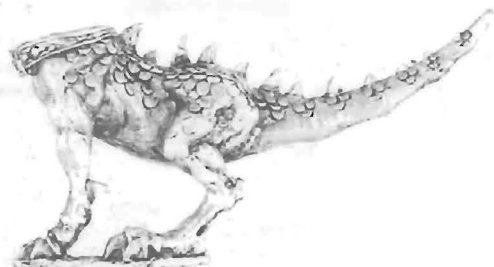
A COMPLETED DRAGON OGRE
CONSISTS OF:

- 1 x OGRE TORSO
- 1 x WEAPON ARM
- 1 x DRAGON OGRE BODY
- 1 x DRAGON OGRE LEG
- 1 x DRAGON OGRE CLAW

ARM 'A' FITS TORSOS A1 AND A2 ONLY; ARM 'B' TORSOS FITS B1 AND B2; ARM 'C' FITS TORSOS C1 AND C2



DRAGON OGRE BODY 1
73003/1



DRAGON OGRE BODY 2
73003/10



EXAMPLE OF A COMPLETED DRAGON OGRE

PLASTICS

PLASTIC BEASTMAN



PLASTIC BEASTMAN SPRUE



EXAMPLE OF A COMPLETED PLASTIC BEASTMAN

PLASTIC CHAOS WARRIOR



PLASTIC CHAOS WARRIOR SPRUE



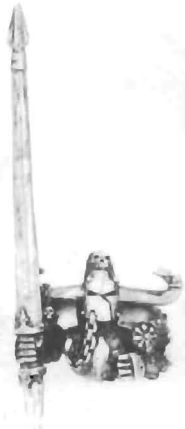
EXAMPLE OF A COMPLETED PLASTIC CHAOS WARRIOR

CHAOS

CHAOS KNIGHTS



CHAOS CHAMPION
73004/2



CHAOS KNIGHT 1
0525/4



CHAOS KNIGHT 2
0525/3



CHAOS KNIGHT 3
0525/2



**CHAOS KNIGHT
STANDARD BEARER**
73004/3



CHAOS KNIGHT LEGS
0525/1

**A COMPLETED CHAOS KNIGHT
CONSISTS OF:**
1 x CHAOS KNIGHT
1 x CHAOS KNIGHT LEGS
1 x CHAOS STEED HEAD
1 x PLASTIC ARMoured HORSE SPRUE



CHAOS KNIGHT BANNER TOP
73004/4



CHAOS STEED HEAD 1
0525/5



CHAOS STEED HEAD 2
0525/6



CHAOS STEED HEAD 3
0525/7



CHAOS STEED HEAD 4
73004/5



CHAOS STEED HEAD 5
73004/6



THESE MODELS ARE SUPPLIED WITH A PLASTIC ARMoured HORSE SPRUE AND APPROPRIATE PLASTIC SHIELDS AS STANDARD

CHAOS CHAMPIONS

TZEENTCH



**TZEENTCH CHAOS
CHAMPION 1**
73253/8



**TZEENTCH CHAOS
CHAMPION 2**
73155/4



**TZEENTCH CHAOS
CHAMPION 3**
73255/5



**TZEENTCH CHAOS
CHAMPION 4**
73155/2



**TZEENTCH CHAOS
CHAMPION 5**
73253/5



**TZEENTCH CHAOS
CHAMPION 6**
73155/9

NURGLE



**NURGLE CHAOS
CHAMPION 1**
73167/4



**NURGLE CHAOS
CHAMPION 2**
73142/16



**NURGLE CHAOS
CHAMPION 3**
73167/8



**NURGLE CHAOS
CHAMPION 4**
73167/5



**NURGLE CHAOS
CHAMPION 5**
73167/2



**NURGLE CHAOS
CHAMPION 6**
73167/7

CHAOS CHAMPIONS

SLAANESH



SLAANESH CHAOS
CHAMPION 1
73142/13



SLAANESH CHAOS
CHAMPION 2
73142/4



SLAANESH CHAOS
CHAMPION 3
73142/14



SLAANESH CHAOS
CHAMPION 4
73142/8



SLAANESH CHAOS
CHAMPION 5
73142/1



SLAANESH CHAOS
CHAMPION 6
73142/7

KHORNE



KHORNE CHAOS
CHAMPION 1
73130/5



KHORNE CHAOS
CHAMPION 2
73130/16



KHORNE CHAOS
CHAMPION 3
73130/7



KHORNE CHAOS
CHAMPION 4
73130/10



KHORNE CHAOS
CHAMPION 5
73130/1

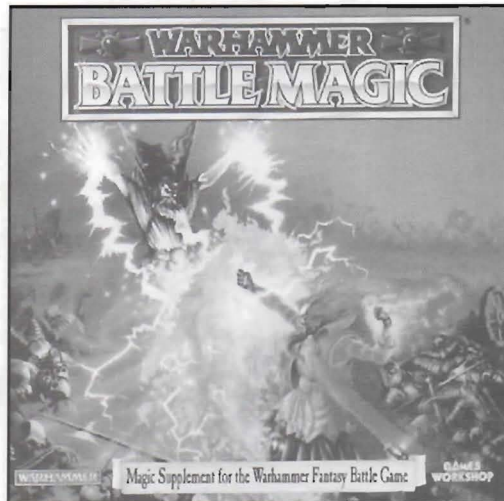
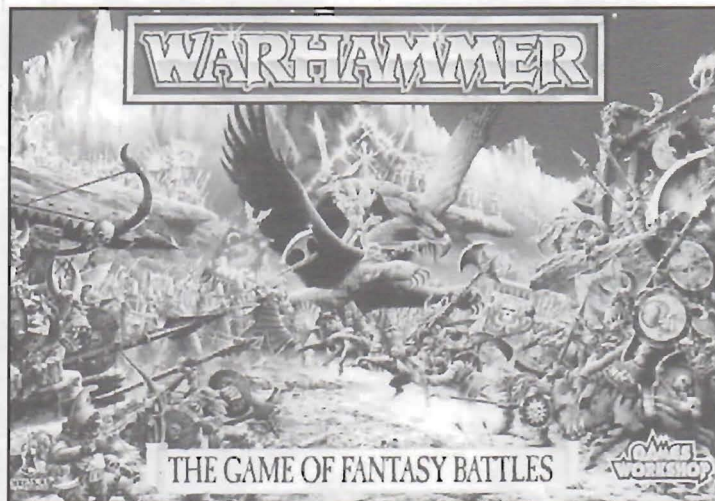


KHORNE CHAOS
CHAMPION 6
73130/12

WARHAMMER FANTASY BATTLE

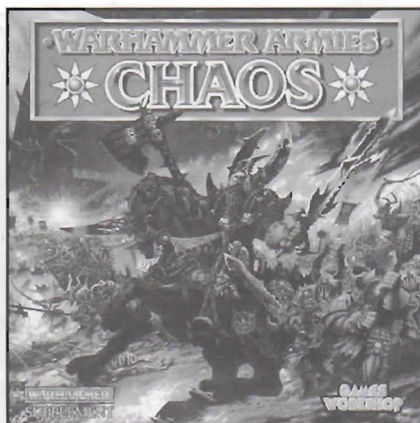
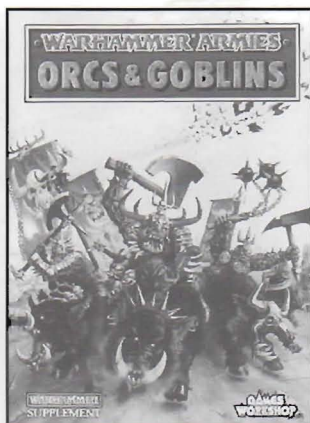
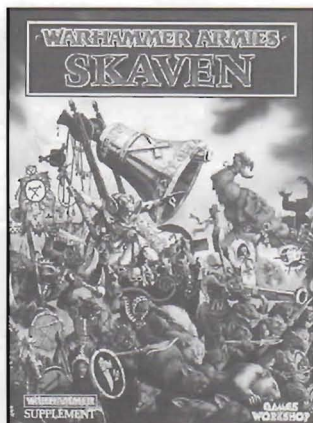
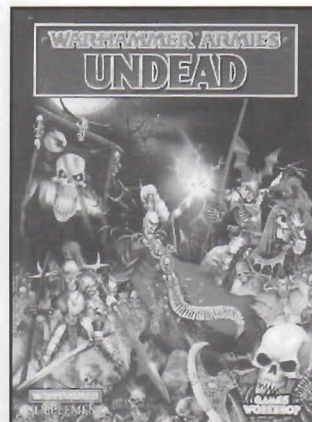
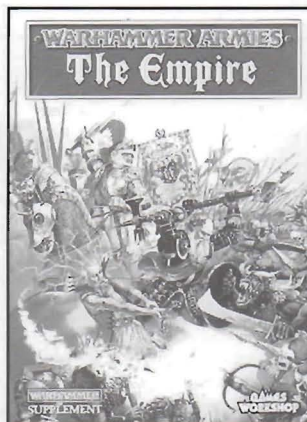
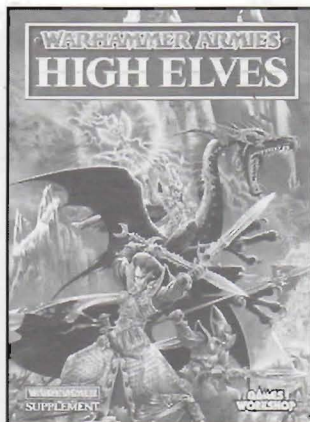
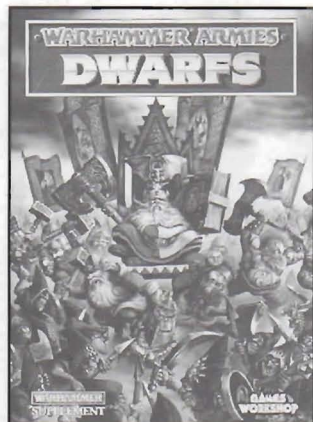
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THE EMPIRE ARMIES MOUNT A FUTILE DEFENCE AGAINST THE IRRESISTIBLE HOSTS OF CHAOS

WARHAMMER ARMIES



CHAOS



From the desolate Northern Wastes the Chaos hordes march upon the world. Champions of the Dark Gods lead their warriors against the realms of men. Mighty Sorcerers weave terrifying spells of destruction. Horned Beastmen bray and bellow in anticipation of the slaughter that is to come. Behind them, riding upon a wave of devastation, come the Daemons of Chaos themselves, foul and unholy creatures that hate mankind and seek to enslave all living things.

THE CHAOS GODS

The four mighty Gods of Chaos: Khorne the Blood God, Lord of Battles; Nurgle the Lord of Decay, the Pestilential Master of Plague; Tzeentch the Great Sorcerer, God of Mighty Magics; and Slaanesh, the seductive and enchanting Prince of Chaos.

CREATURES OF CHAOS

This book contains descriptions and special rules for Chaos Warriors and Champions, Chaos Sorcerers, Beastmen, Minotaurs, Dragon Ogres, Centaurs, Chaos Steeds, Chaos Hounds, and the many and diverse types of Chaos Daemons.

SPECIAL RULES

Special rules cover Chaos Gifts, horrific mutations that confer even greater powers upon your Chaos horde, and Chaos Rewards, magic boons bestowed upon your Chaos Champions and Sorcerers by the gods themselves. To accompany the expanded Chaos spell deck included in the box there is an improved set of Chaos Magic rules for Chaos Sorcerers, daemons, and Beastmen Shamans. This volume also contains rules for Chaos Spawn: vile creatures mutated beyond recognition by the unbridled forces of change.

CHAOS ARMY LIST

A complete army list for the Chaos Horde includes Chaos Warriors, Champions of Chaos, Chaos Sorcerers, Chaos Knights, Beastmen, and many other heinous creatures of Chaos such as Dragon Ogres, Centaurs and Minotaurs • All the foul and powerful daemons of the Dark Gods: Khorne's Bloodletters, Bloodthirsters and Flesh Hounds, as well as the gigantic Juggernauts • Tzeentch's Lords of Change, the wild Horrors, bizarre Flamers and spinning Discs • Slaanesh's Keepers of Secrets, Daemonettes, Fiends, and horrific Steeds • Nurgle's Great Unclean Ones, loathsome Plaguebearers, mind-numbing Beasts of Nurgle and the multitudinous Nurglings • Also included is a selection of special characters such as Count Mordrek the Damned, the sorcerous Eggrimm van Horstmann, and Arbaal the Undefeated.

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