

WARHAMMER[®]

WARRIORS OF CHAOS[™]



WARHAMMER ARMIES

WARRIORS OF CHAOS



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INTRODUCTION

Welcome to *Warhammer: Warriors of Chaos*, your definitive guide to the mortal servants of the Chaos Gods. This book provides all the information you'll require to collect and play with a Warriors of Chaos army in games of Warhammer.

WHY COLLECT WARRIORS OF CHAOS?

The Warriors of Chaos are an army of battle-hardened killers with hearts of iron, who fight for glory and the favour of their Dark Gods. They are led to war by Champions of Chaos; unholy men who have willingly sold their humanity to the Ruinous Powers. These chosen warriors draw the gaze of the Chaos Gods as they slaughter in their name, and with great victories come mighty rewards, potent mutations and even immortality. However, not all who embrace damnation are destined for glory: many are condemned to a gruesome end, twisting and deforming into a mindless Chaos Spawn.

When a Chaos incursion comes pouring out of the northern wastes, the world trembles. Barbaric Marauder tribes stride through the snows with the names of their terrible gods on their lips. Alongside them march regiments of armour-clad Chaos Warriors, flanked by baroque-armoured Knights and a host of foul, Chaos-tainted monsters. In the wake of these brutal armies comes the Realm of Chaos itself, bleeding ever outward until it threatens to engulf the lands of the sane in anarchy and misrule. The servants of the Dark Gods of Chaos never tire in their dark quest to drown the world in a tide of blood, and with every victory, the end of the world comes a little closer.

HOW THIS BOOK WORKS

Warhammer: Warriors of Chaos contains the following sections:

- **The Rise of Chaos.** This section describes the origins of Chaos and the eternal battle that has since ensued. It contains information about the warriors who serve Chaos and the Ruinous Powers they worship. Also included is a description of the blasted landscape of the northlands, and many of the fell deeds, epic sagas and bloody battles waged by unholy champions in the name of their Dark Gods.

- **The Hordes of Chaos.** Each and every troop type in the army is examined here. You will find a description of each unit and character, alongside the rules for any special abilities or options they possess. This section also includes the Gifts of the Gods – rewards bestowed to Chaos Champions by their dire patrons. Finally, you will find the Dread Artefacts of Chaos – magical items unique to the Warriors of Chaos – and all the rules for using them in your games.
- **The Glory of Chaos.** Here you will find a showcase of the range of Citadel miniatures available for the Warriors of Chaos army, gloriously painted by Games Workshop's world-renowned 'Eavy Metal team.
- **Warriors of Chaos Army List.** The army list takes all of the characters, warriors, monsters and war machines presented in the Hordes of Chaos section, and arranges them so you can choose an army for your games. Units are classed as characters (Lord or Heroes), Core, Special or Rare, and can be taken in different quantities depending on the size of the game you are playing.



FIND OUT MORE

While *Warhammer: Warriors of Chaos* contains everything you need to play a game with your army, there are always more exciting tactics to use, different battles to fight and new painting ideas to try out. You can find articles about all aspects of the Warhammer hobby in the monthly magazine *White Dwarf*, and on our website:

www.games-workshop.com







THE RISE OF CHAOS

Know ye now that the time of mortals has come to an end. In the north stirs a power unlike any other. The hand of Chaos has cast a vast, impenetrable shadow upon the world, and it cannot be banished or defeated. The puny princes and lords of the world will gather their pitiful armies – but it will avail them not. The Warriors of Chaos will fall upon them and crush them utterly.

The moment of dark glory fast approaches, and there is nothing you can do save kneel before the Chaos Gods while there is still time. But be quick, for time itself drains away and the stars fade from the sky. The bitter spawn of night crawl from the darkness to possess the world, and with their final triumph, all life will descend into a seething mass of lost and screaming souls. Fools take refuge in faith or madness, for no other hiding place remains.

Mortals despair! The reign of Chaos has begun.

THE COMING OF CHAOS

The onset of Chaos lies in the distant past, in an age when the world was young and the creatures that inhabited it lived in harmony. It was during this time that the world was visited by an ancient and almighty star-faring race known only as the Old Ones. None can say for sure why the Old Ones came, but their arrival was to change the world forever.

The Old Ones travelled the stars by means of inter-dimensional gateways, spanning incredible distances in the blink of an eye. One of these gateways was placed at each of the opposing poles of the world, millennia before the dawn of Man. Behind these portals lay a realm of pure flux, an unimaginably vast alternate dimension that connects all points in the universe. Though this otherworld has no substance, it is not an empty void, for it is inhabited by entities of cosmic power. It is a realm of pure energy, where creatures can be called into being by thought alone. This parallel dimension acts as a dark mirror to the hopes, dreams and emotions of the beings who dwell in the material realm. The strongest of these emotions coalesce and take shape, growing in size until they become roiling seas of passion that attain a sentience of their own. These are the Gods of Chaos, beings of immense power that fuel the struggles of the younger races from beyond the veil, and they would prove to be the undoing of the Old Ones.

THE GREAT CATAclysm

For a time, the Old Ones ruled unaware of the dangers that lurked patiently in the ether-dimension. Though none (except perhaps the Chaos Gods themselves) know how, a critical mass was reached within the realm that lay beyond the Old Ones' polar gateways – and they collapsed in an epoch-shattering implosion.

The foundering of the gateways that hung above the poles was a cataclysm that brought the paradise of the Old Ones into ruin. The terrible catastrophe tore apart the eldritch machineries of the gates, causing them to crash down to earth in a burning hail of star-metal. Vast chunks of the evil substance known as warpstone – the undiluted stuff of magic and change made manifest – coalesced in the material world, one of which was so large that it formed the sickly green moon that men call Morrslieb.

From the dark reaches of the wrecked gateways poured the sorcerous Winds of Magic and great plumes of scintillating warpstone dust. Nature itself was corrupted, and the skies were choked by the cloud of particles that spread across the world and mutated every living thing it touched. Thus were the monsters of the world brought into being – but the spiritual corruption wrought upon the survivors was worse.

As their portals collapsed, the Old Ones disappeared. It is unknown if they died in the cataclysm, if they perished in the terrible conflict that ensued, or if they simply fled the world and abandoned it to face its fate alone. In any case, the disaster irrevocably damaged the mortal realm, transforming it into a world saturated with magic and monsters.

THE FOLLOWERS OF CHAOS

Where once there were gates there are now gaping wounds in the fabric of reality, portals through which the dread masters of Chaos gaze, manipulating the lands of mortals. Rather than fight against these immortal and omniscient essences, the Men that live in the shadow of the northern gate began to worship them as deities. Of all the races that dwelt in the world, humans were the most susceptible to the lures of Chaos; the most eager to pursue the path of damnation for unimaginable power.

The Dark Gods desire followers above all else, and they value their mortal champions over their other minions, such as the Daemons that serve them or the nameless creatures of Chaos. This is because it is the ambitions and souls of free-willed creatures that feed and swell the power of the Chaos Gods, and neither Daemons nor monsters have much choice about their nature.

The fell Gods of Chaos ask for total and complete devotion from their mortal followers, and they grow strong upon the conflict and bloodshed they unleash. In exchange, the Ruinous Powers offer their champions their dark blessings – gifts that make the faithful mighty indeed. For the chosen few, those whose heaped sacrifices draw the gaze of their unholy patrons time and again, no reward – not even that of immortality – is beyond their grasp. So it is that countless bloody offerings are made to the Chaos Gods every day in the hope of earning their favours, and the names by which the Northmen know them are screamed upon a thousand battlefields. The banners borne by the Warriors of Chaos bear otherworldly sigils that sear the eye, and their flesh is branded and scarred with the sacred runes of their divine masters. In the Warriors of Chaos, the Ruinous Powers have a willing army to fight their never-ending war against order and reason.

AN ETERNAL WAR

Since the fall of the Old Ones, Chaos has battled to bring the realm of mortals to ruin. Countless lives have been lost, kingdoms toppled and entire cities wiped from the face of the world. When Chaos Gods stir their forces for an assault, the Realm of Chaos itself swells and expands over the land. The glory-hungry Champions of Chaos gather their warbands and descend from the north to destroy all who dare stand in their way. Grotesque monsters emerge from their lairs to join the rampaging hordes, eager to share in the carnage and destruction. They work to bring about the End Times when, it is said, the Realm of Chaos will swallow the globe entirely, and the gods will feast for eternity upon the hatred and fear of all mortal creatures.

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

- Archaon, Lord of the End Times



SLAVES TO DARKNESS

The men who dwell in the northlands are barbarous and savage compared to those who live in the settled lands to the south. Though more physically powerful, they are not unlike other men in appearance, yet in other respects they are a race apart, worshipping outlandish gods and living lives that are altogether harsher and more primitive.

The northern tribes are universally bloodthirsty, barbaric and fierce. War is their natural state and they wage it without prejudice, rejoicing in battle and strength at arms. When Chaos is ascendant, the men of the north are more willing to put aside their rivalries and disputes. As word spreads of a coming conflict, the tribes gather together in great marauding hordes under the command of a fell Champion of Chaos, who they will follow to the corners of the world in the name of conquest. To the Northmen, there is no greater honour than to fight and perish in the armies of Chaos, under the gaze of the gods.

THE TRIBES OF CHAOS

The northlands are home to many different tribes of Men. All are hard-bitten and tough, for in the north, every day is a struggle to survive. Northmen will fight to the death for the slightest of reasons, but recognise no border other than the horizon ahead of them. They are nomadic by nature, and have little concept of nationality or allegiance beyond their

immediate tribe. Nonetheless, a great many distinct clans and groups inhabit the northlands, each with their own customs, beliefs and rituals.

To the immediate north of the Old World live the Norscan tribes. Their mountainous land is haunted by all manner of twisted beasts. They are warriors of the sea as well as the land, journeying far to the south and the west in sturdily built longships. To the east of Norsca lies the southern arm of the Frozen Sea and, east of that, the great northern steppes that are home to the tribes of both the Hung – the greatest horsemen in the north – and the Kurgan. When the armies of Chaos gather to invade the Old World, it is the Kurgan that comprise the bulk, for they are a numerous people who feel the call of battle in their blood. It is the warriors of the Kurgan tribes who are the fiercest of the northlanders and the most likely to bear the unnatural gifts of their gods.

TRIBAL SUPERSTITIONS

The Northmen are an extremely superstitious people. They believe in omens, portents and signs in the skies. Even the lowliest of warriors will carry a trinket or two to ward against magic, or to bring about the favour of the gods. These range from traditional charms, such as a rabbit's foot bound with hag's hair or rune-etched raven's beaks, to more esoteric talismans that are beyond the reach of normal men. It is thought that the dried tongue of a Plaguebearer gives one power over disease, whilst the fang of a Flesh Hound will grant the bearer the courage to face any foe, and the eye of a Cockatrice will draw precious gemstones into your path. Many tribesmen have their skin tattooed with symbols of malign power or branded with runes of abjuration to further court the favour of their dark masters. Others cut their own flesh before battle and daub patterns upon themselves with hot blood, believing these signs of devotion protect them from death's cold claw. Whether these protective measures work or not is immaterial, for the Northmen believe in them as surely as the sun rises.

Because of the omnipresence of the Dark Gods in the north, the men who carve out their existence there are devout worshippers of Chaos indeed, offering up the deaths of those they slay on the battlefield with each passing day. Mutation is commonplace in the northlands, but – unlike the lands of the Empire in the south, where such disfigurement is abhorred – the people of the far north see it as a mark of divine favour. To the northlanders, their dark gods are a vital and glorious part of their lives. A Northman communes with his deities directly, dedicating body and soul to his gods rather than offering prayers at the behest of sanctimonious priests or narrow-minded patriarchs.

It is the ambition of every Northman to become a mighty warrior, and ultimately to face the judgement of the gods by travelling to the far north itself. Though the vast majority die in the attempt, there will occasionally emerge a warrior strong and driven enough to be chosen by the gods as one of their champions. These exalted warriors have the highest status amongst the lesser mortals of their tribe, who follow the Champion of Chaos to war with fanatic devotion.



PATH TO GLORY

For the followers of Chaos, there is no greater glory than to become recognised by the Dark Gods. Though the risks are great, they are outweighed by even the smallest chance of gaining the attention of the gods, for down that path lies immortality. They willingly walk a road that leads to either ultimate power or damnation, but there is no way of telling which until it's too late.

THE MARK OF A CHAMPION

Though the followers of Chaos acknowledge and worship the entire pantheon of Chaos Gods, their character and the desires of each will eventually draw them to the patron whose tendencies and temperament most closely align with theirs. When a Chaos God chooses a champion, he marks him as his own. From that moment, his deeds are said to be observed by his patron, and sometimes by the other gods as well. Though they are fierce rivals, the Dark Gods are both sympathetic and antipathetic to their brothers' champions. After all, an aspect of all the Chaos Gods exists in every soul. If such a champion is found worthy in their eyes, he will be rewarded.

THE GIFTS OF THE GODS

The rewards of the Chaos Gods take many and bizarre forms. A champion may be blessed with great strength and fortitude, or his flesh may start to mutate; his limbs twisting into razor claws and his skin growing as tough as Dragon scale. It is not uncommon for the gods to grant their champions a vile unity with their weapons and armour. Their swords become as much a part of their body as their hands, and their armour melds to their flesh as a second skin that can never be removed. To onlookers, this is a sign of great favour, for the champion has metamorphosed into a warrior true, his body an indomitable fusion of mutant claws, steel and sinew. There is no change that the Chaos Gods cannot make, nor any power they are unable to grant.

The ultimate reward that a Champion of Chaos can receive is to be made immortal: to become a Daemon Prince whose body swells with arcane energies and whose desires can be indulged within the Realm of Chaos for all eternity. For the less fortunate aspirant, the final reward for selling his soul is an unmarked grave upon some corpse-strewn battlefield, his cadaver pecked clean by the crows. Yet a grisly death is not the worst fate that one who has trod the path of Chaos can suffer, for the Dark Gods are inhuman and whimsical, and they make no distinction between a beneficial or disadvantageous gift. Even the most vaunted Chaos Lord can find himself disfigured in an instant, his body wracked by a multitude of debilitating mutations. Should the gods continue to pile on their dubious gifts, the recipient will devolve into a mindless, hideous creature known as a Chaos Spawn. Though a god may turn his champion into a Spawn if they have displeased him in some way, he is just as likely to do so simply as a result of inadvertently heaping one mutation upon another. Though their forms are repulsive, these gibbering once-men are revered by the followers of Chaos, for they believe that it is better to know the briefest and most vile of existences at the behest of the gods than to grow old without drawing their notice.



THE QUEST FOR POWER

Chaos Champions are forever searching for more power, and with it, the chance to attract the eye of the gods. They roam the Realm of Chaos and beyond to seek out artefacts and monsters to bind to their will. These champions are constantly hunting out rivals and great duels are fought, with the victor often claiming the slain warrior's followers as his own. As a champion's infamy and power grows, others flock to his banner, seeing in him an individual who can lead them to ever greater glories, and the chance to earn glory for themselves. Just as the weak-willed tribesmen of the north are drawn to the champions of Chaos, they in turn are lured to the sides of the greatest Chaos Lords. In this way, the warbands of Chaos grow ever larger until they are consumed in the fires of war or internal conflict tears them asunder.

Just like the Dark Gods themselves, the mortal followers of Chaos are driven to war amongst themselves. However, they are able to set aside their differences to unite with, or manipulate, the warriors of other gods if it furthers their own ambitions and fight against the world. To this end, there is no pact that cannot be forged; a Champion of Khorne will seek a bargain with Tzeentch's Sorcerers if it will ensure the blood of his enemies flows. The natural enmity and selfishness of the Champions of Chaos means that such alliances are fragile though and can be unmade in the blink of an eye, mortals and gods turning on each other without warning.

THE CHAOS GODS

There are four great Chaos Gods – four brothers in darkness – who rule the infernal region known as the Realm of Chaos. 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 insects.

The Dark Gods are known throughout the world by many other names, and their shapes may vary in appearance. However, they will still be recognised as either Khorne the Blood God, Tzeentch the Great Deceiver, Nurgle the Lord of Decay or Slaanesh the Dark Prince of Chaos. It is the goal of all the followers of Chaos to gain the attention of one of these Ruinous Powers.

Each Champion of Chaos will worship a single deity above all others. Those whose fell deeds have distinguished themselves in the eye of their patron are said to have been marked by their god in some way – a sign of their master's favour and a warning to that god's rivals that this soul is already claimed. These are the most outlandish of all Warriors of Chaos, for they enjoy great favour for their total dedication.



KHORNE

Khorne is the Blood God, the lord of murder, the embodiment of anger, whose bellows of rage echo throughout the multiverse. He sits upon a throne of brass, atop an ever-growing mountain of skulls that juts out of a sea of blood and splintered bones – the remains of those slain by his battle-hungry champions. Khorne is the god of warriors, and his gaze is drawn to bloody battles and gory displays of martial skill.

Khorne is the most powerful of the Dark Gods. His chief rival is Tzeentch, whose sorceries he views as cowardly, but he most despises Slaanesh, whose excesses are an affront to the Blood God's sense of martial pride. Even so, this rivalry does not prevent Khorne from making common cause with his brothers when there is fresh blood to be spilled.



NURGLE

Nurgle is the Lord of Decay, who presides over physical corruption and morbidity. He is the Father of Plagues, and putrefactions are attracted to him like flies to a rotted corpse. For his amusement, he devises foul contagions that he inflicts upon the mortal world, the results of which greatly fascinate him. Nurgle's gaze is thus drawn to those mortals bloated with sickness, and he generously favours those who spread disease in his name.

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 his brothers. Like a plague, his strength can grow in virulence and reach epidemic levels, temporarily overshadowing that of all the other gods put together, before consuming itself and waning again.

Only fools claim to understand Chaos, for by definition, Chaos is inhuman and incomprehensible. Mortal sages and mystics who dare ponder the nature of Chaos are driven mad, or else succeed only in attracting the attentions of the fell creatures of Chaos. Many wise men have been carried alive and screaming to the charnel houses of the Realm of Chaos, there to writhe in eternal debate with the Daemons of torment.

Of those who do not heed the warnings, some have claimed that Chaos, in its eternal diversity, has spawned an infinite number of gods, each the collective mirror of one of the many survivalist emotions projected by intelligent beings in the mortal plane. Others say that all the apparently different gods are no more than aspects of one supreme being: *The Great Unnameable One, The Abomination, The Eternal Destroyer, The Unspeakable Beast, The Chaos Undivided.*

However, the true nature of Chaos is beyond any comprehension. No mortal can hope to understand these matters, and the wise do not puzzle too deeply into the nature of the Chaos Gods, or try to fathom their eternal wars, epic rivalries and ever-shifting bickering.

TZEENTCH

Tzeentch is the *Changer of Ways*, the god of magic and the weaver of time. He is also known as the *Great Deceiver*, he who directs the fate of the universe. Tzeentch guides mortals along paths destined to increase his own power, though they may never realise their part in his plan. Tzeentch is the patron of many Sorcerers, for he shows favour to those who use cunning and intelligence to manipulate and control the world, and he delights in watching the conspiracies of mortals unfold.

Tzeentch is almost as powerful as Khorne, but his power takes a very different form, for the *Changer of Ways* is the master of magic and subtlety. Tzeentch's plots are infinitely complex and interwoven, and he is the principal architect of secret alliances between his brother gods.



SLAANESH

Slaanesh is the *Dark Prince of Chaos*, the youngest of the four great gods. Neither male nor female, Slaanesh's seductive beauty can bind a mortal to eternal service. Known as the lord of excess, Slaanesh is the master of luxurious passions and sensual indulgence, but also of cruel torments and despairing agony. Slaanesh is the patron of the obsessive, and his attention is drawn to those who inflict pain to satisfy their own desires.

Though Slaanesh is the least of the Dark Gods, he is an important player in the divine game whose favour can swing the balance of power, giving him influence disproportionate to his strength. However, his power is growing all the time, and soon the Dark Prince will come to rival his brothers and, who knows, even rise above them.



	Chaos Tribe
	Chaos Fortress
	Miscellaneous Location
	Battles of note
	City or Town

City or Town



Sea of Chaos

NORSCA

Sea of Claws

TROLL COUNTRY

THE EMPIRE

Peak Pass

THE REALM OF CHAOS

Far to the north of the Old World, the blighted region known as the Realm of Chaos bleeds across the crest of the world from a gaping wound in the fabric of reality. This is the source of all magic and the legendary home to the lost and the damned – and of infinitely worse things. The Realm of Chaos is the birthplace of heroes, Daemons and monsters, the forge from which eternal life or everlasting damnation can be wrought. In reality, the Realm of Chaos is this and incomprehensibly more besides; a cosmically vast realm where the laws of physics do not apply. It is said to be a tangled landscape of insanity, where slaughter, bloodshed and the thirsting of Dark Gods reigns supreme. Within its bounds, not even the concept of time holds any meaning. A champion may battle within this twisted realm for long months and discover upon his return to reality that only a single day, or an entire century, has passed. Tales abound that some have even emerged from their unholy quests before they were born. In terms of mere mortal understanding, the legends alone must suffice, for it is impossible for a man to truly know the nature of Chaos without losing his mind, his body and his soul.

Only a madman would even consider journeying to this forsaken realm; a man whose insane ambitions and desire for power overcome all rational thought. Such a mortal is driven by a thirst that cannot be quenched in the mortal world, and he is drawn northwards to the Realm of Chaos by the lure of power promised to those strong enough to take it.

THE CHAOS WASTES

The further north a traveller walks, the more desolate, surreal and inhospitable the terrain becomes. The traveller will have to pass through these Chaos Wastes if his desire is to cross the boundary between worlds and reach the Realm of Chaos.

The winds that blow here are not those of air, but of pure sorcery, and the storm-shaken sky boils with eldritch power. Here, one can witness the rebellion of nature itself, where even the elements are torn between the mortal and immortal worlds. The trees are contorted into blackened skeletons straining their branches towards warm-blooded creatures. Bloodstained plains are covered in a forest of petrified forms, where entire armies have been transformed into statues of gold, marble and gemstones by the breath of uncaring gods. The mountains of this blasted place have twisted into fantastical shapes and gaping maws jut out of cliff faces, bellowing to be fed the flesh of mortals. Jagged peaks and metallic spikes thrust out of the land like splintered bones, and rivers of lava run backwards through deep fissures in the snow-covered plains. Monoliths, raised to the glory of Chaos Champions, dot the untracked wilderness; their pitted surfaces constantly ooze blood and are carved with legends of fell deeds. Vast skull-topped bastions cast shadows across the snow which play out scenes of slaughter and death as they dance and flicker. From their flame-wreathed eyries, Chimerae swoop down to feast on those below, their tri-headed roars causing the blood to run as cold as ice. Across this impossible, nightmarish landscape stalk dark champions who roam the wastes in search of eternal glory and unending war, and only the greatest amongst them will ever reach the borders of the Realm of Chaos alive.

Were our traveller such a survivor, and he stepped over the boundary, he would find a region of infinite space, altogether removed from the mortal world. Words alone are incapable of describing that which lies beyond oblivion's veil. Thus, we must leave our traveller at the gates of Chaos, where we are unable to follow, even in our imagination.

THE NORTHLANDS

Lying close to the borders of Chaos, the northlands are saturated with malefic forces. It is a frozen wasteland stalked by all manner of gruesome monsters and roving barbarians. No crops survive there, for the ground is as hard as iron and the howling winds cut like daggers of purest cold. A network of fjords and mist-shrouded islands wreath the coastline, and it is here that the Northmen build and tether the longships with which they terrorise the shores of the known world. In the lands of Norsca, lying between the Sea of Claws and the Sea of Chaos, scattered coastal settlements provide some respite from the cruel elements, yet they are often attacked by bloodkrakens and other horrors. Further inland, the ice gives way to frozen steppes and eventually to open plains, where the tribes of horsemen hunt and stay clear of bone-carpeted Ice Drake lairs. It is a grim and shadowy land where the weak do not live long, and living means a constant fight for survival, supremacy and the chance to appease the gods.

From the northlands, one can see that the Realm of Chaos is an ever-pulsing thing that ebbs and flows into the real world like an irregular tide. The power of Chaos has always waxed and waned, and for most of the time, the shadow of its touch lies close against the poles. However, as the borders expand, the encroachment is accompanied by great outpourings of Chaos warbands. Scholars have postulated that the two are intrinsically linked, as if it is the warbands' collective desires to wreak havoc that fuels the realm's expansion. If true, then unless the incursions of Chaos can be defeated, the Realm of Chaos will eventually encompass the entire globe, and all will be swallowed in insanity and death.

TROLL COUNTRY

The area north of Kislev is a malign wilderness known as Troll Country. No tribes dwell here, for the predators that stalk its untrammelled wastes are beyond counting. No other realm in the mortal world harbours as many monsters, the most common of which are Trolls of all breeds – from the slime-covered and scaly beasts that wallow in the fish-stink of its polluted rivers to the unblinking, two-headed horrors that lie in wait within its mist-wreathed haunts. The mutating power of Chaos has touched more than Trolls in this benighted place, however. Packs of ice-wolves hunt down and pounce upon those who stray into their territory, their mournful howls piercing the night. Cockatrices dwell within cavernous lairs and Manticores soar high above mountain ranges in search of fresh prey. Frost-wyrms make their lairs across the frozen tundra, still as death until the footfalls of trespassers trigger a murderous burst of activity. Though the sane men of the Old World abhor Troll Country as a frozen purgatory from which few return, the Champions of Chaos frequently brave its dangers. For where better to seek eternal glory than in a land that harbours more monsters than men?

TIMES OF WOE

c.-5600

The Great Cataclysm. The polar gates collapse and Chaos enters the world. Daemoniac hordes run rampant across the lands and many primitive tribes of Men make alliances with the unholy invaders. Thus were the first Warriors of Chaos born, and civilizations were humbled before their mighty onslaught.

-4420

The Elves of Ulthuan complete the Great Vortex that drains much Chaos energy from the world. The Daemon hordes are banished and the Realm of Chaos retreats to the poles of the world, where it pulses like a malignant wound.

c.-1667-167

The Battle of Despair. A great armada of Chaos warships fights past the leviathans that guard the coast of Naggaroth, and hordes of iron-clad warriors make landing upon the Witch King's shores. The tower of Ghrond is besieged, and Naggarond itself is only saved when the Witch King himself enters the fray with a score of Black Dragon riders.

The warbands of Chaos continue to prey upon the realm of Naggaroth for many centuries to come, until the Witch King, Malekith, orders the construction of a series of jagged watchtowers to guard against their bloody incursions.

c.-830

Arbaal the Undefeated, the Destroyer of Khorne, is tired of finding no foes worthy to face him in the mortal world, and rides into the Plain of Skulls to challenge Khorne himself.

-122

Ghular Festerhand ravages Loren Forest; the huge swarms of flies that precede his advance impede the sharp-shooting Wood Elf defenders.

756

The Hellstriders of Sharliss the Damned dart through the trees of the Bloodgrove Forest and fall upon the warherd of Graknor Manrender with flashing blows too quick for the eye to see. Within the hour, over four thousand Beastmen have been skinned alive and nailed to the surrounding trees and herdstones, their howls of agony sending Sharliss' warriors into a blissful state of delirium.

1000

The great Chaos citadels of Infernius and Black Rock are built in the Chaos Wastes.

1396

The War for Karak Ghulg. Valkia the Bloody falls upon the northernmost Dwarf stronghold. One by one, the Dwarf positions are overrun by Valkia's army of violent madmen, the shield-lines of the mountain folk smashed asunder by the charges of Blood Reaper Knights and Chaos Warriors. Valkia orders her followers to open the fallen defenders' rib cages in a grotesque practice known as the bloodraven. Khorne is mightily impressed with Valkia's gory deeds and he names her as his mortal consort.

1453

As the warband of Ragnar Painbringer advances upon the Forest of Sighs, the trees come alive and attack the Chaos battle host. Hundreds of Wood Elves emerge from the forest, felling swathes of fur-clad barbarians and mutant hounds in vast volleys of bowfire. Ragnar crushes the defenders when he orders scores of his scythed heavy chariots to the fore, pulled by snorting steeds and hulking Gorebeasts. Against this assault, the Wood Elves are trampled to bloody smears, and the walking trees are smashed to matchwood.

1730

The rogue wizard Malofex brings a firestorm down onto the glacier that holds Kholek Suneater in his dormant state. The glacier, originally summoned by the most powerful High Elf mages of their age to imprison the great Dragon Ogre Shaggoth, begins to melt. Kholek Suneater breaks free into the world once again, to resume his rampage of destruction.

1814

A Skaven horde from Hell Pit emerges to loot warpstone from the Northern Wastes, bringing with them hordes of Rat Ogres and other, more horrifying, creations. The vile ratmen are butchered one and all as the warband of Decasor, Champion of Nurgle, falls upon them, his maggot-chewed chariots carving through the enemy ranks, and his trio of Manticores ripping the monstrous abominations of the Skaven horde to shreds.

1846

The Chaos Dragon Galrauch is awakened by a great battle being fought outside his lair between Orcs and the tribes of the Hung. He visits his rage on all present, killing no fewer than six Wyverns sent to slay him in aerial combat.

2006-2007

The Battle of Lamentations. A vast Plague Fleet, so foul that it leaves the sea black in its wake, makes anchor off Bretonnia. Led by the Chaos Lord Kharan the Blighted, the legions of Khorne and Nurgle defeat the Knights of Couronne and lay siege to that city. Repanse de Lyonesse, the Damselle de Guerre slays Lord Kharan in single combat, and his army soon scatters.

2099

Aekold Helbrass, Champion of Tzeentch, seeks out the legendary forge known as the Volcano's Heart. His path across the blasted Chaos Wastes is to this day marked by the trail of unnatural vegetation that sprung up in his wake.

2281-2286

The War of Sand and Snow. Valgar the Butcher leads his warband to the deserts of Khemri to raid the tombs of ancient kings. The Chaos horde is ambushed on its return by Settra the Imperishable. Barely a dozen Marauders make it back to Norsca, bloodied, yet rich beyond their wildest dreams. Settra leads his armies north a decade later, and skeletal legions clash with iron-clad warriors across snow-drifts and frozen glaciers until the dead have reclaimed every last gold coin.

2298

The merciless raider Scyla Anfingrimm is brought to battle by an army of vengeful dispossessed villagers. However, Scyla is victorious and takes the corpses of his foes as trophies, tying them to the prows of his longships as grotesque figureheads.

2302-2303

The Great Invasion. Countless Chaos warbands unite under the banner of Asavar Kul, and a great portion of Kislev and the Empire is ground under the heel of the Ruinous Powers. The city of Praag falls to a bitter siege and is twisted into a hellish city of Chaos. Kul's rampage is only stopped as the armies of the Old World, led by Magnus the Pious, defeat the Chaos Warlord at the Battle of Kislev's Gate.

2302-2390

War in the Mountains. Valmir Aesling marshals his host at the Dwarfen hold of Kraka Drak. Unable to halt the march of the Chaos Warriors, King Silverbeard is forced to fell the mountain itself to prevent Valmir from invading other Dwarf holds. The ensuing avalanche buries Kraka Drak, and all within, beneath millions of tones of rock, entombing Valmir and his warriors inside the stronghold with the Dwarfs. Though it takes decades of bitter fighting, Valmir succeeds in slaughtering every last Dwarf in the doomed hold.

2370

The Chaos Warriors of Brass Keep repel an Empire army attempting to root them out of the Middle Mountains. The Empire's artillery falls silent when Chimerae fall upon the crews and tear them to ribbons. With the artillery destroyed, the doors of Brass Keep grind open and a tide of frenzied warriors charge out, butchering the Empire's soldiers to a man.

c.2417

Whilst hunting the Bonegrinder Giant, Maulgrong, Borkill the Bloody-handed finds the Chalice of Chaos at the base of a jet-black monolith. As he drinks from the cup, Maulgrong attacks, but the vile liquid causes Borkill's body to swell with unholy power, granting him the strength to best his monstrous foe.

c.2420

Archaon emerges from the Altar of Ultimate Darkness in Naggaroth, slick with the blood of the slain and with the Mark of Chaos burning fiercely upon his brow.

2457

Egrimm van Horstmann, High Luminary of the College of Light Magic, is finally beguiled by the whispered promises of Tzeentch. Van Horstmann sells his allegiance to Chaos and frees the Chaos Dragon Baudros from his magical prison.

2480

The Spawn Tide. Lord Festerlung, Champion of Nurgle, forms an alliance with Vilitch the Curseling, and their two warbands journey into the Mountains of Mourn. They fall upon the Iron-Eye Ogre tribe but are almost destroyed as a rampaging Stonehorn tramples scores of warriors underfoot. Vilitch unleashes a great spell that mutates Festerlung and all of his followers to gibbering Spawn in the blink of eye. A tide of fangs and twisted limbs rip both the Stonehorn and the Iron-Eye tribe to ribbons before they disperse into the mountains.

2490

The Necromancer Hela Half-dead leads a horde of shambling corpses into Troll Country, slaughtering every living thing she finds. Hela's horde is eventually intercepted and torn to pieces by Throgg and an army of Trolls.



2498

After consulting the Skull of Katam, Egrimm van Horstmann attempts to fuse the sorcerous powers of his chosen cabal with the unholy resilience of Trolls, but his magicks go awry. Egrimm is forced to flee the Citadel of Sorcerers as the newly created breed of Trolls that vomit pure magic run amok, devouring all of the acolytes and apprentices with ravenous hunger.

2509-2511

The Onslaught of the Maggot Lord. Tamurkhan the Maggot Lord, body-thief and favoured of Nurgle, leads a mighty incursion of Chaos in a great scything arc down the Mountains of Mourn and sweeping across the Dark Lands, laying all desolate in his wake. With the Chaos Dwarfs and a horde of nightmarish beasts as his allies, he lays waste to the Border Princes and strikes at the Empire's underbelly.

c.2513

The plan of the Skaven Master Moulder, Throt the Unclean, to capture a Mutalith Vortex Beast is thwarted when his army of Rat Ogres approaches the beast and are mutated into piles of black-bodied worms and pulsing eyeballs.

2515

Slaughter at Volganof. With a tempest from the Realm of Chaos blowing at his back, Lord Mortkin, the Black-iron Reaver, marches south at the head of warriors beyond count – armoured barbarians, fur-clad Marauders, immortal Daemons, and hulking mutated monstrosities – all united under the banner of the Fell Legion. Mortkin's horde sweeps through Kislev and Ostland and the city of Volganof is burned to the ground.

c.2515

Vilitch the Curseling incinerates Tzeskagrad with balefire, the Sorcerer's laughter infecting even those who are caught in the flames.

2516

The son of Aldebrand Ludenhof, Elector Count of Hochland, falls ill with a mysterious illness. He is treated by a cloaked doctor who instructs him to drink a potion should the symptoms return. Upon drinking the tainted elixir, he is transformed into a hideous mutant that slaughters a dozen of the Count's most trusted advisors before sloping off to the north to obey its new master, Festus the Leechlord.

2517

Throgg, the Troll King, gathers together the monsters of the north and begins his war against the civilized world.

2518

Prince Sigvald the Magnificent has the Bretonnian township of Chamburg razed because the wine it produced was not to his taste.

2519

Wulfrik the Wanderer boasts that he is the mightiest warrior to have ever drawn breath, and he is cursed to roam the world for all eternity to prove his claim.



c.2519

The Daemon Prince Be'lakor presides over Archaon's blasphemous coronation in the heart of the Chaos Wastes.

2520

The Siege of Middendorf. Festus the Leechlord continues to blight the Empire with his dark experiments, unleashing a strain of Eyeslime Fever so virulent that the death it causes allows a horde of Daemons to manifest within the Empire, laying siege to the city of Middendorf.

2521

Vashnaar the Tormentor launches his great raid into northern Lustria, eager to claim the heart of a Slann and offer it up in sacrifice to the name of his dark patron.

2522

Archaon the Everchosen, Lord of the End Times, musters an army of Chaos larger than any that has gone before. The combined horde marches against the armies of the Old World.

THE GREAT INVASION

Over the ages, the Old World has known many wars. The kingdoms of Man have defeated these threats, yet each 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 Invasion or, as the men of the Old World call it, the Great War Against Chaos.

A TIME OF OMENS

Throughout the summer of the Imperial year 2301, portents of disaster blossomed across the Empire. Wells mysteriously overflowed with blood and pigs rose up onto their hind legs and began to scream with human voices. Crops shrivelled, or were devoured by plagues of insects, many of which had the leering faces of men. Few doubted that the Empire lay under a curse, and whom else but the Ruinous Powers could be responsible for such a catalogue of woe?

To the Kurgan warlord Asavar Kul, the Anointed, the Empire seemed weak and ripe for conquest. There was no centralised authority to oppose him, for the Empire was currently divided between its squabbling Elector Counts. So it was that Kul made ready for war.

THE GATHERING OF MIGHT

As the gateways that divide worlds swelled with power, a dark shadow spilled southwards, engulfing the wastelands and absorbing them into the Realm of Chaos. Before this irresistible tide, the minions of the Dark Powers gathered, and Kul drew them to his cause. He was joined by countless tribes of northern barbarians and roving bands of Chaos Warriors. As the shadow fell over Troll Country, all manner of mutant beasts flocked to Kul's banner, attracted by the unmistakable lure of raw power. Daemonic hosts crossed the veil from the Realm of Chaos and marched to the Anointed's side, and in the northernmost forests of the Empire, Beastmen gathered in unprecedented numbers.

Kul truly had the favour of all the Chaos Gods, who appeared to have put aside their timeless rivalries and united their armies for the subjugation of the mortal world. So it was that the Anointed emerged with an unholy horde so massive that it was like a sea of blades sweeping over the land.

BLOOD IN THE SNOW

As winter dug into the northlands, the Chaos host marched south. This invasion force was spotted by Kislevite outriders who quickly raised the alarm. Reinforced by the soldiers of the Elector Count of Ostland, the entire army of Kislev moved north to intercept them without delay.

The Kislevites fought like maddened bears, but the iron-clad infantry regiments at the heart of the Chaos host proved nigh unstoppable. Nonetheless, a cavalry charge from Kislev's Gryphon Legion collapsed one enemy flank, and for a moment, hope glimmered in the hearts of men. But soon the skies blackened, and that hope was quickly extinguished. The Shaggoth known as Kholek Suneater stormed into the fray leading a throng of his Dragon Ogre kin, and the Gryphon Legion were scattered before their fury. The

Chaos forces renewed their assault, and in the space of an hour, the virgin white snow underfoot was turned into a bloodstained slush strewn with the remains of the Kislev and Ostland soldiery.

The dread horde paused only to lay waste to the northern part of the Tzar's territory before moving further south. The surviving Kislevites thought that the raging River Lynsk would force their enemy to cross at the bridges. The Tzar's armies thus prepared to defend them to the last, but Kul's Sorcerers unleashed fell magic, and as they did so, the waters grew thick with blood and froze. Kul's vanguard of Chosen crossed the frozen river in lockstep, thousands of armoured feet crunching upon the hard crust of blood-red ice. The Kislevites were caught from all sides and swiftly butchered. There was now nothing to bar Kul's path to the heartlands of Kislev and the teeming city of Praag.

THE FALL OF PRAAG

In Praag, the people prepared for a siege. Thousands flooded into the city from the surrounding countryside, bringing with them what provisions they could, but it was not enough. Soon, the citizens were starving, and in their weakened condition, they were easy prey for the gifts of the Plague God, Nurgle. Disease spread through the city like wildfire, and the streets soon filled with pox-ridden corpses.

Kul made no attempt to seize the city until the pestilence had done its work. The people of Praag barely survived, hoping beyond hope that a relief force would arrive, for rumours of a heroic new leader from the south called Magnus had reached their ears – a paragon amongst nobles was bringing an army to their salvation. Indeed, in the south, the flock of Magnus of Nuln grew ever stronger. He gathered unto him an army – loyal devotees of Sigmar and professional soldiers from across the Empire. Recognising in Magnus a leader that could unite the troubled factions of the Old World, the Elector Counts of the Empire pledged their support, and as one, they led their troops to join him. Soon, a vast army of men marched northward, intent on breaking the siege of Praag. But their progress was slow, and with every passing day the people of Praag grew weaker.

When the plague was at its height in the winter of 2302, Kul changed his tactics from the iron grip of siege to the majesty of all-out attack. The outer defences of the city proved little obstacle to Kul's monstrous allies, in particular; Kholek Suneater smashed a great wound in the city walls with a hammer older than the race of Man. Roaring in triumph, the Warriors of Chaos poured in. Magnus was too late – an advance force of his elite cavalry lay but a day's march from the city, but to no avail – Praag had fallen.

The City of the Damned

With Praag in ruins, Asavar Kul commanded his Sorcerers to perform a ritual, and at its culmination, a black wind swept through the city that transformed everything it touched. Men and stone bled together to form hideous living statues. Pillars groaned with human voices and distorted faces peered out from walls. Praag had become a nightmare incarnate, a taste of what lay ahead for the rest of the Old World.

After the fall of Praag, the Chaos horde moved south once again, passing Magnus' advance force without realising it. When the Empire cavalry reached Praag, they witnessed the horror that had overtaken the stricken city. Grim of aspect and purpose, they moved in pursuit of the Chaos horde and soon encountered the rearguard remnants of the fell host. The noble knights of the Empire fell upon the evil force with a ferocity born of outrage. It was a minor victory, but a victory nonetheless. Meanwhile, the bulk of the Chaos horde continued its advance into the heartlands of Kislev.

Further south, the main Empire army, led by Magnus himself, arrived at the city of Kislev just in time to see the Chaos forces surround it. Chaos Warriors stood in serried ranks waiting for the order to advance. Sorcerers rode amongst the troops on beasts of foul appearance. Monsters, Daemons and a vast number of Trolls and Beastmen thronged at the periphery of the horde, bellowing and braying in anticipation of the slaughter to come.

THE BATTLE AT KISLEV'S GATES

Within Kislev, Tzar Alexis took command of a new, hastily-assembled army. With them stood Dwarfs from Karaz-a-Karak, led by High King Alriksson. Though few in number, these doughty warriors had marched to honour the ancient alliance between Man and Dwarf, and they were the most battle-hardened of their kind.

In the first Chaos attack, Kul committed his monstrous and daemonic allies. Following a furious assault, they drove Kislev's defenders from the outer defences. The last to reach the safety of the city were the Dwarfs, whose stubborn rearguard action held Giants and Chimerae at bay long enough for the humans to reach safety. As Kul prepared to assault the city again, Magnus' army reached the outskirts of the Chaos encampment and immediately fell upon their foes.

Magnus' blow fell like the hammer of Sigmar himself. Thousands of Chaos troops were slaughtered and the forces of the Dark Gods were hard pressed to halt Magnus' furious charge. A victim of its own vastness, the Chaos army took a long time to redeploy in response to Magnus' attack, but eventually its superior numbers began to tell. The advance of the Empire was halted and Magnus soon found himself encircled by a wall of steel-clad warriors. The Empire army reformed into a defensive circle, and all around them, the Warriors of Chaos hefted their blades, aspiring champions stepping forward to challenge the leaders of Magnus' army. Fearing that their saviours would be destroyed before them, the Dwarfs marched from the south gate and took their axes to their tormentors. However, the Chaos Warriors before them were Kul's personal guard, and not even the most hardened Dwarf could stand against them; they were beaten back, and barely half returned to the city alive.

With the threats from Magnus and the Dwarfs repelled, Kul summoned his mightiest lieutenants – Chaos Lords who rode upon the backs of savage Manticores and a trio of Sorcerers mounted upon two-headed Chaos Dragons – to raze the city gates. However, just as they were about to reach Kislev's walls, the tide of battle took a sudden and dramatic turn. Magnus' cavalry, the same that had reached Praag too late, arrived upon the northern flank of the Chaos army. With tremendous ferocity, the Empire's knights galloped into the Chaos lines, lances lowered. Magnus, though exhausted,



realised that with the cavalry's arrival victory could yet be claimed. Summoning the last of his strength, he stood in his saddle and exhorted his men to make one final attack.

Kislev's defenders witnessed the cavalry attack and saw the dark forces begin to turn. The city gates opened and every last Man and Dwarf rushed out to crush their besiegers. Kul himself fell during the last assault, a jagged blade punched through the back of his neck. Some say the favour of the gods was withdrawn from him at a critical moment, others that he fell to a sword thrust from one of his own lieutenants. In any case, without his force of will to unite them, the Chaos forces began to crumble. Caught from three sides, the once-disciplined Chaos horde devolved into a screaming mass. By day's end, the vast army was broken and scattered.

A NEW DAWN

Following the Battle at Kislev's Gates, darkness withdrew from the southern lands. The city of Praag was rebuilt, though ever afterwards it remained a haunted place. Magnus the Pious, as he became known, was crowned Emperor and the forces of Chaos were driven back into Troll Country and beyond. The Great War Against Chaos was at an end.

The temporary alliance between the Chaos Gods ended too. Perhaps they were content to test the defences of Mankind, or merely to indulge in a glut of bloodshed, for their true plans are unfathomable. Over the next two centuries, the forces of Chaos gathered strength, awaiting the next attempt to wrest control of the Old World from its mortal lords.

THE SAGA OF ARCHAON

Archaon is the Everchosen of Chaos, and he bears the favour of each of the Dark Gods. This destiny was not thrust upon Archaon, but hewn from history itself.

THE BIRTH OF A LEGEND

The man who was to become Archaon was once a devout Templar Priest of Sigmar, pure in heart and deed. A determined scholar as well as a natural warrior, he often studied the ancient grimoires sequestered away beneath his temple, hoping to find a way to defeat the vile powers of Chaos. The texts were locked away for a good reason, and his studies proved worse than futile. The Priest uncovered a set of heretical manuscripts transcribed by one of the acolytes of the infamous Necrodomo the Insane, a prophet who, it is said, tore out his own eyes after having a vision of the destruction of the world at the hands of Chaos.

What Archaon learned from these texts is unknown, but legend has it that he uncovered a terrible truth. He screamed in rage until his voice cracked, rejecting the gods of the Empire as frauds. Burning down the temple around him, Archaon raged amongst the flames. He renounced his own name and swore he would not only give himself body and soul to Chaos, but also forge a new life as the scourge of the deluded fools who worshipped the false gods of the Empire.

The blasphemous manuscripts had not only contained the evil truths that caused Archaon to turn to Chaos, but also Necrodomo's prophecy of the End Times. Archaon learned that a great warrior would emerge from the darkness who would bear the blessing of each of the Ruinous Powers in equal measure. Known as the Everchosen, this warrior would have to prove himself by winning six great artefacts of power that had belonged to his predecessors. Archaon vowed that he would take up the mantle or die in the attempt.

Abandoning his home, Archaon set upon an epic journey to the very north of the world to find clues to the whereabouts of the six artefacts of Chaos. He cut a bloody path through both the Empire and Troll Country, slaying any man, mutant or monster that dared bar his path. Onwards he trekked, through the frozen storms of the northlands and the blood-stained wastelands beyond, for nothing could prevent Archaon from reaching the dreaded Realm of Chaos; he didn't even pause as he stepped over the threshold between the mortal world and unreality.

None know for sure how long Archaon spent in the Realm of Chaos, what battles he endured or what secrets he learned, but when he emerged, all could see the destiny that surrounded him. Shortly after, Archaon gathered to him a roving warband of Chaos Warriors who called themselves the Swords of Chaos, and set off to claim his first prize.

THE FIRST UNHOLY QUEST

The first artefact that Archaon sought lay within the Altar of Ultimate Darkness in Naggaroth, the land of the sadistic Dark Elves. Archaon marched to the Citadel of Spite – a jagged tower that thrust into the sky like a spear piercing a heart. As Archaon approached the Citadel, he found a

raging battle underway, as the rival warband of Gorath the Ravager, Lord of the Bloodsworn, assailed the fortress. Though Gorath's reputation for violence was well known, the Dark Elves had halted the Bloodsworn's advance by launching a devious trap, and with their enemy pinned, their bolt throwers were reaping a deadly harvest.

Archaon immediately ordered his warriors into the fray in the hope that, combined, the forces of Chaos would emerge triumphant. Packs of Warhounds loped ahead to attack the Dark Elf cavalry harrying the Bloodsworn's flanks, jaws snapping hungrily over the throats of horses and riders alike. Groups of Shades, firing upon the Bloodsworn from the shelter of an abyssal wood, were run down by Archaon's mounted Marauders, their javelins hurled with enough force to impale Dark Elves against the boughs of the twisted trees. With the enemy ambushers slain, the Chaos forces advanced as one upon the Citadel. Suddenly, the air was thick with black-fletched crossbow bolts, a hail of death that killed barbarian Marauders in their droves. But the iron-clad regiments at the core of the Chaos army marched relentlessly through the storm, trampling the dead and wounded into the mud as they advanced.



At the last, the Dark Elf lines shifted, and crossbowmen withdrew as blocks of spearmen locked shields to face the approaching hordes. The first to reach the Dark Elf lines died in agony as their bodies were pierced by razor-edged blades, but Archaon and Gorath urged their troops onwards, and soon the massacre began in earnest.

Every Chaos Warrior was a living engine of destruction. Maces burst heads like overripe fruit, swords rose and fell in bloody arcs and axes cleaved through Elven shields and bodies both. The heaviest fighting was centred about Archaon and the Swords of Chaos. They advanced in the shadow of a great Warshrine, and they fought all the harder knowing that the Dark Gods would be watching.

The Dragon Witch

As Archaon cleaved yet another Dark Elf in half, he heard a mighty roar above him. He looked up and saw a vast shadow emerge through the clouds. A Dragon with scales as dark as coal swept over the Chaos army, belching forth clouds of corrosive gas that reduced entire regiments to piles of steaming flesh. Atop the monster's back rode a Sorceress with ice-pale skin, and when she gestured towards the Chaos Warriors below, shards of black magic cut a bloody swathe through them.

Gorath howled a challenge to the Dragon Witch, knowing that the Sorceress' death would surely attract the favour of the Ruinous Powers, but she did not deign to come within reach of his blade. His frustration was answered only by her mocking laughter as she called forth a howling wind of blades that enveloped the Chaos Warrior and flensed his flesh from his bones in the blink of an eye.

A Storm of Murder

Archaon could only look on in rage as bolts of sorcery lanced out from the sky. Inspired by their Dragon Witch, the Dark Elves were counter-attacking when one of their number stepped towards Archaon with murder in his eyes. Casting aside a cloak as black as midnight, the Assassin leapt forth.

Archaon barely managed to parry the Elf's first blow, and his sword was wrenched from his grip. Though disarmed, he was not defenceless, and when the Assassin struck again Archaon dropped his shield and caught his opponent's wrist in one armoured gauntlet an eyblink before the other clamped around the Dark Elf's throat. Hoisting his assailant into the air, Archaon proceeded to cut out the Assassin's heart with his own dagger. Archaon held the gory offering towards the Chaos Warshrine, and as he did so, felt the gaze of the gods look upon him. The heart in his hands began to beat once more and a great bolt of lightning, as red as freshly spilled blood, rent the sky asunder. The gods had answered.

Fury of the Gorequeen

Descending to the battlefield upon wings of fire came Valkia the Bloody. The crimson champion howled an unholy challenge as she dove towards the Black Dragon, and all eyes turned skywards to witness the epic aerial clash.

Valkia moved with the fury of the wind, and lopped the Sorceress' head from her shoulders before she could utter a single incantation. With its mistress slain, the Dragon went berserk, snapping its jaws wildly as it tried to bite the Gorequeen in two. Its aimless wrath was nothing compared to the focussed rage burning in Valkia's veins, and blood rained from the sky as her spear tore great gashes in the Dragon's hide. Valkia drew fresh strength from every blow, and with one final slash, she sliced open the Dragon's throat, casting its lifeless body to the ground below.

Valkia's victory cry was terrible to hear and as she plunged into the defenders below, the Bloodsworn redoubled their efforts, knowing that with the Gorequeen present, Khorne would be watching them all. Sensing that the enemy was on the verge of breaking, Archaon plunged onwards and the Swords of Chaos went with him. Like a great tide of death they went, striking a deadly hammer blow against the Dark Elf lines. The enemy broke and were quickly ripped apart in a tide of razor claws, grasping tentacles and snapping teeth.

The Altar of Ultimate Darkness

With the Dark Elves in disarray, and the Bloodsworn intent on butchering every last defender, Archaon entered the Citadel. The interior was blacker than a corrupted soul, but Archaon strode on fearlessly. Such was his skill that even in the total absence of light he overcame hundreds of misshapen troglodytes in the inner sanctums, reconsecrating the Altar of Ultimate Darkness in the name of the Chaos Gods with the blood of the creatures that had crawled in the catacombs.

When Archaon emerged, he was drenched in gore, but he bore upon his forehead the first sacred artefact, the eternally burning Mark of Chaos. Of Valkia there was no sign, for Khorne had called his Gorequeen to another blood-soaked field. The victorious warriors of the Bloodsworn looked upon the blood-slick form of Archaon and knew him to be favoured by the Dark Gods. Many fell to their knees and, with their allegiance, Archaon's army doubled in strength.



THE SPIRIT OF MORKAR

Archaon left Naggaroth upon a stolen ship forged from black metal, and sailed into an undiscovered realm populated by savage half-humans. Archaon and the Swords of Chaos gave battle to these benighted creatures for six days and six nights until their city lay in ruins. In the depths of their necropolis, Archaon uncovered the tomb of Morkar, the first Everchosen of Chaos, who was bested only by Sigmar Unberogen himself. As Archaon reached out to claim the Everchosen's armour, it came to life and attacked him, raining a relentless flurry of blows against the Chaos Lord. Only when Archaon spat a curse in the language of the Unberogens did the armour's implacable assault cease for a split second, allowing Archaon to smash it asunder with a devastating counter-attack. The spirit of Morkar was banished, and Archaon took the armour for his own.

THE EYE AND THE DRAGON

The third challenge Archaon faced was retrieving the Eye of Sheerian from the lair of the three-headed Chaos Dragon Flamefang. Archaon awoke Flamefang by smashing his axe into the slumbering Dragon's forehead. For many hours, the two battled amongst the bones of legendary creatures at the base of the Cliff of Beasts. The Dragon breathed searing flames over Archaon and even swallowed him whole, but the Armour of Morkar proved inviolable, and the Chaos Lord fought his way out of the Dragon's gullet with the ferocity of a maddened Warhound. With its insides shredded, the great drake eventually collapsed and died. Archaon plucked the Eye of Sheerian from the gems encrusting the Dragon's belly, and hung the artefact around his neck as a trophy.

THE STEED OF THE APOCALYPSE

The fourth treasure was a daemonic beast – Dorghar, Steed of the Apocalypse – the prized possession of the Daemon Lord Agrammon, whose menagerie included every imaginable creature. With the surviving Swords of Chaos at his side, Archaon battled his way past hosts of Daemons to Agrammon's palace in the heart of the Realm of Chaos. Once inside, Archaon used the Eye of Sheerian to track Dorghar and when close enough, he vaulted atop the snorting beast. Dorghar burst into flame and changed shape many times, but Archaon's will was strong, and he broke the Daemon steed in as a stablehand might break a wayward stallion.

THE SLAYER OF KINGS

Riding back through the gateway at the top of the world, Archaon journeyed to Chimera Plateau, where rested the Daemonsword known as the Slayer of Kings. At the plateau were scores of Chaos champions, all duelling for the right to take the sword as their own. As Archaon rode onward, many challenged him, but none could stand before him. Archaon spared those who swore fealty to him, and slew the rest, claiming their warbands as his own by right of conquest.

When Archaon reached the plateau, his horde was of such size that the Chimerae guarding its passes were quickly overcome, leaving Archaon and three companions to climb to the summit. Suddenly, what Archaon had taken for a mountain turned over in its slumbers, creating a series of earthquakes. Even Archaon was given pause; there was no way even he could defeat Krakanrok the Black, the father of the Dragon Ogre race. Instead, he and his companions stalked silently past the monster's titanic maw, only to find that the Daemonsword was clasped to the monster's chest. Prince Ograx the Great, strongest of Archaon's Chosen, managed to lift one of Krakanrok's talons high enough for Archaon to grasp the Slayer of Kings. However, the Daemon within the blade began to shriek at deafening volume, threatening to stir Krakanrok to wakefulness. Thinking quickly, Archaon thrust the sword into Ograx's chest, knowing that the taste of royal blood would appease the Daemon. With the blade sheathed in his companion's corpse, Archaon descended the plateau to the cheers of his followers.

THE CROWN OF DOMINATION

The search for the Crown of Domination took longer than all of Archaon's other labours combined. The Crown had once held the Eye of Sheerian, but had since been lost to history. Decades passed and though he slaughtered foes across the world, still Archaon had no clue as to its whereabouts.

The Curseling's Bargain

As Archaon's warships left a fruitless search on the Isle of Corpses, they were enveloped in a great tempest that blew them towards the distant shores of Bretonnia. Awaiting them was the misshapen form of Vilitch the Curseling, infamous Sorcerer of Tzeentch. The Twisted Twin approached Archaon and explained that he had heard of his quest and used sorcery to summon the Chaos Lord and bargain for knowledge of the Crown's whereabouts. In exchange, Vilitch wanted a harmless trinket – or so he said – guarded within Brilloinne Castle. Though wary of treachery, Archaon's desire for the Crown of Domination was all-consuming, and so it was that his army marched once more to war.

An Avalanche of Steel

Archaon's forces laid siege to Brilloinne Castle, but the Bretonnian trebuchets took a heavy toll on the Chaos army. The first slab of masonry to fall dashed the brains of the Chaos Giant known as the Corpsemaker over a twenty yard area. As further projectiles ploughed through the ranks of Archaon's infantry, leaving bloody furrows in the ground filled with the mangled bodies of the slain, he raised his sword and bellowed a challenge to the lord of the castle, calling him a coward and daring him to fight.

Baron Lucas, the arrogant warden of Brilloinne Castle, took Archaon's challenge as an insult to his honour. So it was that he opened the gates and sallied forth to meet Archaon. Several hundred noble warriors lowered their lances as Bretonnian chargers galloped to meet the Chaos menace. As the cavalry surged onwards, Pegasus Knights flew high above, Baron Lucas at their head atop a mighty Hippogriff.

With Lucas' army committed, Archaon smiled grimly and signalled his reserves to the fore. From behind a hidden ridge rode close to a thousand Chaos Knights, and the ground trembled at their passing. From his vantage, Lucas could see snorting metal machine-beasts amongst the Chaos horde, brass behemoths who barged their way to the fore, their riders yearning to spill the blood of their foes.

Bretonnian and Chaos Knights clashed like two opposing tidal waves of steel and muscle, lances on both sides punching through enemy breastplates in explosions of gore. The Knights of Bretonnia fought with courage and valour, but they proved weak weapons against the unyielding might of the Skullcrushers of Khorne. Axes slashed left and right as the Juggernaut cavalry carved a gory path through their foes.

The Pegasus Knights dove to intercept the stampeding Juggernauts, but Vilitch unleashed bolts of sorcery that engulfed the winged steeds, bathing them in the magical fires of change. In an instant, the Pegasi were transformed into dozens of different forms, none of which could fly, and so they plummeted to their doom.

Heroic Intervention

Lucas plunged into the fray, stabbing with a sword of shining gold as his Hippogriff's claws slashed left and right, cutting through Chaos armour as if it were paper. Faced with this new threat the Chaos lines parted, and a hulking Slaughterbrute lumbered forwards.

Those knights brave enough to charge the over-muscled monster died in an instant, swatted aside like bothersome insects. Lucas' Hippogriff leaped at the Slaughterbrute, and though Lucas' sword was aimed true, it found nothing but air. The creature was shackled to the will of Jharkill, one of Archaon's Exalted Heroes. Jharkill even now manipulated the creature's actions through the movements of a wooden puppet, parrying Lucas' blade with the skill of a master fencer. Again and again Lucas failed to land a blow, and he realised the giant beast was mocking him, toying with his foe before delivering the deathblow.

Growing bored of his opponent, Jharkill extended his control, and in the blink of an eye the Slaughterbrute grasped hold of the Hippogriff and tore its wings off, showering blood and feathers everywhere, before smashing the beast

into a pulp with repeated blows of its battering-ram-sized fists. The Slaughterbrute then picked Lucus up in one giant claw and crushed him like an egg. It was too much for the Bretonnians and, as they fled from the gory sight, Archaon's forces cut them down.

The Twisted Twin's Treachery

Archaon looked upon the massacre with approval, when one of his bodyguard was suddenly plucked from the saddle and ripped in half by the Slaughterbrute. In the corner of his eye, Archaon saw the magnitude of the betrayal as Jharkill's dead body slid from the end of Vilitch's sword. The Curseling had stabbed the puppeteer, causing the Slaughterbrute to run amok. Clearly, Vilitch had lured Archaon here to slay him and claim the artefacts of Chaos from his corpse.

Archaon's knights could not evade the Slaughterbrute's rampage. Every strike crushed both rider and mount beneath terrible hammer-like blows. As the beast loomed over him, Archaon held his ground and unleashed the Daemon trapped within the Slayer of Kings. Unnatural vitality coursed through Archaon's body, filling him with strength. Moving faster than a speeding viper he struck, plunging the Daemonsword deep into the monster's heart.

Archaon dismounted and marched towards Vilitch, smashing his bodyguard aside like rag dolls and flattening the Sorcerer with a punch that could have felled a Drakwald oak. Holding the Slayer of Kings to Vilitch's throats, Archaon demanded to know where the Crown of Domination was. Cackling to himself, Vilitch uttered the name 'Be'lakor'. Only the first Daemon Prince knew the location of the Crown. Still chuckling, Vilitch vanished in a gust of multihued smoke. Archaon swore that when next he met the Sorcerer, there would be a reckoning, and with that he left the killing fields of Brilloinne in search of Be'lakor.

THE FINAL TRIALS

Returning to the Chaos Wastes, Archaon performed a ritual to summon Be'lakor. The first Daemon Prince had followed Archaon's saga with envious eyes, but he was compelled by the Dark Gods themselves to reveal the Crown's location.

The last of the great artefacts lay hidden within the First Shrine to Chaos, where the first human soul was bartered to the Dark Gods for power and immortality, high in the Worlds Edge Mountains. Leaving his army to fight the Ogres and Dwarfs that dwelt in the valleys, Archaon trekked to the entrance to the First Shrine, and as he stood before it, a massive gate inscribed with blasphemous runes opened.

The gateway led to a labyrinth populated by all manner of dire beasts and vengeful Daemons. Each of the Chaos Gods tested the man who would be Everchosen in their own fashion. Archaon fought against embodiments of Nurgle's choicest plagues, overcoming torrents of wracking disease with the blunt force of his will. He negotiated Tzeentch's multi-dimensional mazes of crystal, which would have trapped him for eternity had he not blindfolded himself and trusted to instinct alone. Temptation of every sort was paraded before Archaon by Slaanesh, but he refused the lures and marched stolidly onwards. When Archaon passed through the gates, it was onto a narrow causeway surrounded by living hellfire that seared his skin and burnt

away his hair in a second. From the flames emerged a roaring Bloodthirster. A lesser mortal would surely have been slain by the Greater Daemon, but Archaon refused to yield. Through sheer strength and determination he wrested the weapons from the Bloodthirster's claws and strangled it to death with its own barbed whip. All around him the hellfire died away until he stood in a simple shrine once more. At the rear of the shrine was a throne hewn out of the rock, a withered corpse seated within, the Crown of Domination atop its leering skull. Roaring in triumph, Archaon took the crown and held it up to the skies, his wounds knitting closed and his frame swelling with unholy power. It had taken him over a century, but the Lord of the End Times had met his destiny.

A DARK CORONATION

The Chaos Gods were united once more in their blessing of a single mortal man. To crown Archaon as the Everchosen they chose Be'lakor, and though every fibre of the Daemon's essence burned with jealousy at the act, he was powerless to resist. The hordes of Chaos that had flocked to Archaon's side fell prostrate in reverence as the darkly angelic figure of Be'lakor took the Eye of Sheerian from around Archaon's neck and fused it to the Crown of Domination with a pulse of eldritch force. As the crown was lowered onto Archaon's head, a great twin-tailed comet appeared in the sky above. Dark flame flickered from his visor as a vast ocean of battle-hardened warriors rose, chanting his name. Archaon took up the Slayer of Kings, mounted the Steed of the Apocalypse, and began marching south to bring ruination and death to the world, and the Warriors of Chaos followed in his wake.







THE HORDES OF CHAOS

In the cold wastes of the north, the followers of the Gods of Chaos gather. Hordes of barbaric Marauders and armour-clad Warriors pour forth from their bleak wastelands to wage war against the soft-bellied wastrels who inhabit the lands to the south. At their head march unholy Champions of Chaos, and monstrous aberrations advance with them, proof that they are truly the favoured of the Dark Gods.

In this section, you will find details for all the different troops, heroes, monsters and war machines used in a Warriors of Chaos army. It provides the descriptions, imagery, characteristics profiles and special rules necessary to use all the elements of the Warriors of Chaos army, from Core units to special characters, and from fell magic items to the Gifts of the Gods.

ARMY SPECIAL RULES

This section describes all the units in a Warriors of Chaos army. When a special rule is defined in the *Warhammer* rulebook, only its name is given. If a model has a special rule that is unique to it, that rule is detailed alongside its description. However, there are two army special rules that apply to several Warriors of Chaos units, detailed below.

DAEMONIC ATTACKS

Attacks made by a model with this special rule are magical. This includes any special, ranged or Stomp attacks they make.

EYE OF THE GODS

Models with this special rule are collectively known as Chaos Champions. They can never refuse a challenge and, if possible, must always issue one. If there are several Chaos Champions involved in a combat, the controlling player chooses which will issue/accept the challenge.

In addition, if a Chaos Champion kills an opponent in a challenge, or if he kills a monster, immediately make a 2D6 roll on the table opposite. Once the result of the roll has been determined, make a note on your army roster – that model now has that reward for the rest of the battle. A Chaos Champion can have several rewards, and it can even have the same reward multiple times. These rewards cannot increase a characteristic above 10 or an armour save beyond 1+. If, for any reason, a reward cannot be applied, the result is instead treated as a 'The Eye Opens' result.

Note that the Chaos Champion must cause the last unsaved Wound on a model to claim the kill (if a model suffered multiple Wounds simultaneously, randomise between the sources to determine which caused the final Wound). Causing an Unstable enemy to perish as a result of combat resolution, or catching an enemy character/monster that flees from combat, for example, do not count.

GIFTS OF THE GODS

MARKS OF CHAOS

Those champions who earn the favour of one particular Chaos God are marked by them. The appearances and powers of these mortals are shaped according to their deity's persona, the signs and stigmata of patronage proclaiming a warning to the other Dark Gods that this soul has already been claimed.

Many Warriors of Chaos characters and regiments have, or can purchase, one of the four Marks of Chaos, detailed below. A model cannot have more than one Mark of Chaos. A character with a Mark of Chaos cannot join a unit that has a different Mark of Chaos. A character with a Mark of Chaos cannot join a unit that has already been joined by a character that has a different Mark of Chaos.

MARK OF KHORNE: *Those who bear the Mark of Khorne are consumed with a violent rage and the constant need to shed the blood of their foes.*

A model with the Mark of Khorne has the Frenzy special rule.

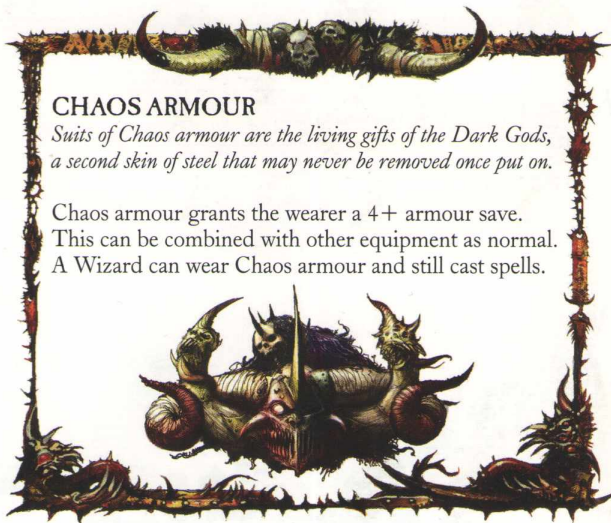
MARK OF TZEENTCH: *Those who bear the ever-burning Mark of Tzeentch have a natural capacity to manipulate magic and a prescience that enables them to alter reality's course.*

A model with the Mark of Tzeentch has a 6+ ward save. If a model with the Mark of Tzeentch already has a ward save, the Mark of Tzeentch improves that ward save by 1 instead (to a maximum of 3+). In addition, a Wizard with the Mark of Tzeentch re-rolls any channelling dice rolls of a 1.

CHAOS ARMOUR

Suits of Chaos armour are the living gifts of the Dark Gods, a second skin of steel that may never be removed once put on.

Chaos armour grants the wearer a 4+ armour save. This can be combined with other equipment as normal. A Wizard can wear Chaos armour and still cast spells.



MARK OF NURGLE: *The Mark of Nurgle manifests itself in a variety of disgusting afflictions. A cloud of flies accompanies its bearers, making them difficult to target.*

Enemy models targeting a model with the Mark of Nurgle in close combat suffer a -1 penalty To Hit.

MARK OF SLAANESH: *Those who bear the Mark of Slaanesh have experienced sensations beyond comprehension, and are now insensible to mere mortal fears.*

If the majority of models in a unit have the Mark of Slaanesh, the unit automatically passes any Fear, Terror and Panic tests it has to take.

EYE OF THE GODS TABLE

2 DAMNED BY CHAOS

The Chaos Champion must take a Leadership test on his own, unmodified Leadership. This test cannot be re-rolled for any reason. If the test is passed, the Chaos Champion receives the Insanity reward (see below). If the test is failed, the Chaos Champion instead receives the Spawndom reward (see below).

INSANITY:

The Chaos Champion gains the Stupidity special rule. If the Chaos Champion already has the Stupidity special rule, he instead suffers -1 Leadership, to a minimum of 2.

SPAWNDOM*:

If you have a spare Chaos Spawn model, you can place it anywhere within 6" of the Chaos Champion, that is more than 1" from any unit or impassable terrain. Note that this is a normal (if there is such a thing) Chaos Spawn – it retains none of the equipment, upgrades, magic items, Marks of Chaos, Chaos Mutations and Powers, special rules or spells that it possessed in its former existence (these are lost). If you do not have a spare Chaos Spawn model, or if it cannot be placed on the board according to the aforementioned restrictions, then no Chaos Spawn model is placed.

Finally, the Chaos Champion is removed from play as a casualty. If the Chaos Champion is mounted, his mount is also removed from play, unless it is a chariot or a ridden monster.

3 EVIL EYEBALL:

The Chaos Champion gains +1 Ballistic Skill.

4 UNHOLY RESILIENCE:

The Chaos Champion gains +1 Toughness.

5 IRON SKIN:

The Chaos Champion's armour save is improved by 1.

6 MURDEROUS MUTATION:

The Chaos Champion gains +1 Weapon Skill.

7 THE EYE OPENS:

The Chaos Champion can re-roll one failed roll To Hit, roll To Wound or saving throw until the end of his next turn.

8 UNEARTHLY REFLEXES:

The Chaos Champion gains +1 Initiative.

9 DARK FURY:

The Chaos Champion gains +1 Attack.

10 SLAUGHTERER'S STRENGTH:

The Chaos Champion gains +1 Strength.

11 AURA OF CHAOS:

The Chaos Champion gains a 6+ ward save. If the Chaos Champion already has a ward save, it is improved by 1 instead (to a maximum of 3+).

12 DARK APOTHEOSIS

The Chaos Champion must take a Leadership test on his own, unmodified Leadership. This test cannot be re-rolled for any reason. If the test is failed, the Chaos Champion receives the Divine Greatness reward (see below). If the test is passed, the Chaos Champion instead receives the Daemonhood reward (see below).

DIVINE GREATNESS:

The Chaos Champion gains the Stubborn special rule. If the Chaos Champion already has the Stubborn special rule, he instead gains +1 Leadership.

DAEMONHOOD*:

If the Chaos Champion does not already have a Mark of Chaos, he immediately gains one (owning player's choice, with the exception that a Wizard can never gain the Mark of Khorne). Then, if you have a spare Daemon Prince model, you can place it anywhere within 6" of the Chaos Champion that is more than 1" from any unit or impassable terrain. This Daemon Prince will retain any equipment, Chaos Mutations and Powers, magic items and any other rewards from this table gained during its former existence (if it had any). If the Chaos Champion was your army General or Battle Standard Bearer, the Daemon Prince remains so. If the Chaos Champion was a Wizard, the Daemon Prince retains his Wizard levels and knows the same spells as the Chaos Champion did before turning into a Daemon Prince. If the Chaos Champion had the Mark of Khorne, Tzeentch, Nurgle or Slaanesh, he will have the Daemon of Khorne, Tzeentch, Nurgle or Slaanesh upgrade, respectively. If you do not have a spare Daemon Prince model, or if it cannot be placed on the board according to the aforementioned restrictions, then no Daemon Prince is placed.

Finally, the Chaos Champion is removed from play as a casualty. If the Chaos Champion is mounted, his mount is also removed from play, unless it is a chariot or a ridden monster.

* New models created by these results do not have any upgrades or award victory points.

CHAOS LORDS

Of all the mortal warriors across the civilisations of the world, Chaos Lords are the most feared, for they are truly like gods amongst men. Clad in baroque armour and rich furs, they tower above even other Champions of Chaos, who are but feeble children by comparison. A Chaos Lord's indomitable will is forged in the fires of war, his skills are tempered and honed in the crucible of battle, and his blade is eternally quenched in blood.

Each Chaos Lord has travelled a long and perilous road to pre-eminence, a road paved with the broken corpses of less successful aspirants. Regardless of their individual abilities, they are without exception unstoppable powerful warriors, combining the strength of a Troll with the speed of a striking snake. The Lord's abilities are enhanced further by gifts from his patrons. Seeking ever more glory in the eyes of his deities, a Chaos Lord will test his mettle against the most accomplished of his foes' warriors, his forbidding challenge echoing across the field. Those brave enough to meet his summons are briefly saluted before being hacked to pieces where they stand, for to stand against a Chaos Lord is to invite a sudden and brutal death.

A Chaos Lord is not only an exceptional fighter but also a merciless conqueror. A great leader and strategist, his sheer force of will binds legions of men and monsters alike to his service. Each Chaos Lord's name is spoken in hushed whispers across the lands of Men, his violent deeds written

in the blood of his enemies. His is the voice that condemns whole tribes and nations to death. His gaze terrorises his followers into submission and grovelling obedience. An aura of power surrounds each Chaos Lord, drawing ever more devotees to his banner as his legend grows.

When a Lord of Chaos marches to war, the world shakes, for in their hearts, all fear that one day a Lord will come who will grind the armies of the world under his heel, and bring about an age of darkness that will never end.

	M	WS	BS	S	T	W	I	A	Ld
Chaos Lord	4	8	3	5	5	3	7	5	9

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Eye of the Gods.



EXALTED HEROES

The frozen north spawns some of the hardest warriors in all the world. Each is a paragon of deadly ability and lethal intent. Some ascend to command entire nations, some pursue the esoteric paths of the arcane, but the majority dedicate themselves to little more than the brutal butchery of all who stand in their path. These ruthless killers are known as Exalted Heroes.

The history of many Exalted Heroes, recorded in scattered chronicles by the free people of the Old World, is a catalogue of woes and evil deeds. Their infamy shines bright as they capture the notice of the Dark Gods of Chaos with ever-greater feats of slaughter.

Exalted Heroes frequently seek out others of their kind to engage in ritual combat. When two of these Champions of Chaos clash, they duel to the death in the manner of gladiators, using the full force of every weapon at their disposal. When a victor emerges, bloodied but triumphant, he will cut a grisly trophy from his foe, claiming both his vanquished enemy's weapons and followers as his own. If the triumphant champion has truly excelled, he may even succeed in attracting the attention of the Dark Gods and, in doing so, receive a more permanent reward for his deeds in the form of a mutation or daemonic gift. With each victory, the Exalted Hero grows ever closer to becoming a Chaos Lord, with whole armies to command and daemonhood within his reach.

	M	WS	BS	S	T	W	I	A	Ld
Exalted Hero	4	7	3	5	4	2	6	4	8

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Eye of the Gods.



CHAOS SORCERERS

Those Champions of Chaos who seek mastery over the magical arts are known as Chaos Sorcerers, and they are madmen and malcontents all. Chaos Sorcerers wield the wild energies of entropy itself, reshaping reality to better serve their whims and those of their dark masters. A word and a gesture from a Chaos Sorcerer can strip a man's flesh from his bones, force a lover to murder his beloved, or cause a regiment of soldiers to burst into flame. They are amongst the most awful and depraved of all servants of Chaos, for they long ago sold their souls in exchange for the heady elixir of pure power.

In the far north, amongst the warlike tribes of Chaos worshippers, spell casters, witches and shamans are a common sight, casting their bones and practicing their ancient craft. They are seen as the oracles of the gods and act as prophets, seers and counsellors, guiding their warlords and chieftains to ever greater conquests.



Where many of the world's wizards, such as those taught by the Colleges of Magic in Altdorf, glean their arcane skill from long years of painstaking research, a Chaos Sorcerer's understanding of the Winds of Magic is instant and innate. However, without the patience and wisdom that such study brings, a Chaos Sorcerer lacks due wariness and respect for the ultimate dangers of magic, and so begins an inexorable descent into deformity and madness. Many are the paths that lead to this ultimate fate, but most often, the Chaos Sorcerer seeks to expand his magical powers or harness more of the occult by simply bartering away another fraction of his soul, losing a little more of his humanity in the process. Before long, the aspirant feels his whole body and mind twist and alter, and as the gnawed remnants of his soul are finally devoured, he is plunged into the whirlpools of insanity, leaving behind nothing of the man who was.

Just as frequent are the tales of those scholarly mages who know full well the dangers ahead of them, but who are beguiled by the lure of Chaos nonetheless. It is not unusual for an ambitious wizard, perhaps one who has been found wanting in talent or in patience, to sell his allegiance to a Daemon in exchange for raw magical power. A prime example of this is Eggrimm van Horstmann, one of the most feared of all Chaos Sorcerers, who was once a noble luminary of the Light College in Altdorf before his gradual, but complete, seduction by the Architect of Fate. Though fallen wizards of this kind grow to wield greater magical potency than they could ever have dreamt possible, the essence of Chaos is not theirs to command – it commands them instead. Eventually, their greed transforms these thrice-damned Sorcerers not into lords amongst men, but into the puppets of Daemons that make the souls of dark wizards their playthings for all eternity. Such is the ultimate fate of all who dabble with Chaos.



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

TROOP TYPE: Infantry (Character).

MAGIC: Chaos Sorcerers are Wizards, and use spells from one of the following: the Lore of Death, the Lore of Fire, the Lore of Metal or the Lore of Shadow. A Chaos Sorcerer with the Mark of Tzeentch, Nurgle or Slaanesh must use either the Lore of Tzeentch (see page 58) or the Lore of Metal, the Lore of Nurgle (see page 59) or the Lore of Death, or the Lore of Slaanesh (see page 60) or the Lore of Shadow, respectively.

SPECIAL RULES: Eye of the Gods.

'Is not the only constant in the universe change? One day all this will be dust, and even the stars above will flicker and grow dim. Your life is but a tiny candle in the darkness, and your death an afterthought, shorn of meaning by its insignificance.'

'Come, little one, and let me show you how brightly your flame can burn...'

- Vilitreska, Lord of the Flux

CHAOS MOUNTS

Champions of Chaos are frequently gifted with mutant beasts and monstrous creatures to bear them into battle. A particularly favoured champion might even be gifted with a daemonic steed by his patron; a creature of magic made manifest, bound and sustained by the unbending will of its rider alone. All of these mounts are spawned within the Realm of Chaos, sent across unimaginable distances by the Dark Gods purely so the favoured one can ride to war in a manner befitting his station.

CHAOS DRAGONS

Once noble rulers of the skies, now corrupt with change, the two-headed Dragons of Chaos are malevolent predators. Each is a nemesis of order and sanity that can break armies. Their twin maws breathe death upon their foes; one exhaling dark flame, as the other emits corrosive gas. Only the most powerful can ride such a monster, and even then, it is more an unholy alliance than a matter of master and servant.

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

TROOP TYPE: Monster.

SPECIAL RULES: Fly, Large Target, Scaly Skin (3+), Terror.

Dark Fire of Chaos: A Chaos Dragon has a Strength 4 Breath Weapon that has the Flaming Attacks special rule.

Fumes of Contagion: A Chaos Dragon has a Strength 2 Breath Weapon. No armour saves are allowed against Wounds caused by this Breath Weapon.

CHAOS STEEDS

(see page 34)

DAEMONIC MOUNTS

Known also as Steeds of the Gods, Daemonic Mounts are created from foul sorcery and summoned to the world by ceremonies of dark sacrifice and appeasement. Many Daemonic Mounts have sharp horns, bony plates and fangs of steel corrupting their immortal bodies, and their eyes burn with the fires of Chaos.

Some Daemonic Mounts are gigantic chargers whose breath is like a pestilent cloud; others are massive, bear-like creatures with claws of iron that can disembowel a man with a single blow, or serpent-bodied aberrations that shimmer and writhe across the battlefield. Still others are wasted, emaciated beasts, their sickly frames belying their deadly strength. The ground itself blazes or weeps at the tread of these Daemonic beasts, the air around them shimmers with magical energy, and their roars and wails can send shivers down the spine of the bravest warrior. Only true Champions of Chaos may ride a Daemonic Mount, for these creatures are canny and do not usually accept the authority of mere mortals.

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

TROOP TYPE: Monstrous Beast.

SPECIAL RULES: Daemonic Attacks, Fear.



MANTICORES

Manticores are huge, leonine beasts that soar on leathery wings. They are amongst the most powerful of all the predators that live in the north's mountain ranges. The mutating power of Chaos ensures that no two Manticores are truly alike. Some have manes of writhing serpents, others pelts of iron scales, and many sprout spiked tails with a poison strong enough to boil a man's blood in his veins. However, all Manticores are berserk killers saturated with primal fury. They are so fierce that they are held by the Dark Elves to be incarnations of Khaine, God of Murder.

	M	WS	BS	S	T	W	I	A	Ld
Manticore	6	5	0	5	5	4	5	4	5

TROOP TYPE: Monster.

SPECIAL RULES: Fly, Killing Blow, Large Target, Terror.

Uncontrollable: At the start of each friendly turn, a model riding a Manticore must take a Leadership test. If the test is failed, the Manticore and its rider are subject to Frenzy until the start of their next turn. Also, should a Manticore's rider be slain, the Manticore does not take a Monster Reaction test. Instead, it is automatically affected by the 'Raaargh!' Monster Reaction result.

UPGRADES:

Iron Hard Skin: A Manticore with the Iron Hard Skin upgrade has the Scaly Skin (+) special rule.

Venom Tail: A Manticore with the Venom Tail upgrade gains an additional Attack that has both the Poisoned Attacks and Multiple Wounds (2) special rules. Roll To Hit with this Attack separately, or use a differently coloured dice to distinguish it from the Manticore's other Attacks. This Attack gains a +1 To Hit bonus if it is targeted against a unit in the Manticore's rear arc.

JUGGERNAUTS OF KHORNE

(see page 35)

DISCS OF TZEENTCH

The daemonic steeds of Tzeentch are known as Discs. These bizarre creations are neither Daemon nor construction, but a nightmarish blend of the two. Coruscating with mystical force, Discs fly above the ground, skimming gently forwards upon the Winds of Magic. While the warriors of Tzeentch march to war, the proud Sorcerers of Tzeentch drift above them on the floating Discs, raining magical fire upon their foes. The Discs of Tzeentch themselves are far from defenceless, lashing out around themselves with bolts of magical fire, or manifesting whirling tentacles and ripping claws to slash at enemies that approach too close.

	M	WS	BS	S	T	W	I	A	Ld
Disc of Tzeentch	1	3	0	4	4	1	4	3	7

TROOP TYPE: War Beast.

SPECIAL RULES: Daemonic Attacks, Fear, Fly.



PALANQUINS OF NURGLE

Those high in the favour of Nurgle are often borne to war upon repulsive Palanquins, their diseased bulk squashed into thrones of decaying metal and rotten wood. The Palanquins are conveyed not by slaves but by a great mound of Nurglings, diminutive Daemon-mites that hatch from the manifestations of Nurgle's choicest plagues. Other than the virulence of the sicknesses and poisons it carries, an individual Nurgling has but little power. Nonetheless, the spilling, squabbling masses of Nurglings that bear Palanquins to battle are so numerous that they have the strength not only to carry the most corpulent of Nurgle's Champions to battle, but also to drag into the dirt any foe foolish enough to assail him.

	M	WS	BS	S	T	W	I	A	Ld
Palanquin of Nurgle	4	3	3	3	3	4	3	6	7

TROOP TYPE: Monstrous Beast.

SPECIAL RULES: Daemonic Attacks, Fear.



STEEDS OF SLAANESH

(see page 33)

DAEMON PRINCES

Should a Champion of Chaos survive the endless battles and the ravaging mutations granted by their fickle masters whilst still finding favour in their eyes, he may attain the ultimate reward. The patron of the champion will elevate him to his side as a Daemon Prince, a being of godlike power, forever bound to darkness and destruction.

Those that attain the status of Daemon Prince gain immortality, becoming the enemy of all that is natural in the world. All who set foot upon the path of Chaos eventually seek this apotheosis, the glorious moment of metamorphosis where they shrug off their mortal shell and become a being of undying darkness. But for every champion who raises his horned head and roars his triumph to the skies as a newborn Daemon Prince, untold thousands perish on the field of battle or end their lives as mewling Chaos Spawn.

At the point of many a Chaos Champion's transformation, bat-like wings or mighty feathered pinions may sprout from his back, bearing him aloft that he might rule the skies and the earth. Other Daemon Princes might soar on crackling pillars of flame, arms outstretched as they praise their blasphemous god. There are even those with the ability to reshape reality itself, as skilled at manipulating the Winds of Magic as the most puissant of Chaos Sorcerers.

Daemon Princes are vast in stature, their gigantic forms twisted into new, terrifying shapes more pleasing to the Dark

Gods. They wield unholy weapons and abilities, and the variations between these masters of misrule are uncountable. Nonetheless, it is common for the Princes of Chaos to retain their intellect and their memory, the better to recall the humanity they left behind. Some enter the Realm of Chaos to serve their gods on other worlds and dimensions. Many, however, serve as commanders of the mortal armies of Chaos, waging eternal war in their patron's name. These monsters are sustained by the death and dark praise of their followers, unlike their kin who fight alongside the daemonic legions of Chaos, who rely upon the fickle Winds of Magic to tether themselves to the mortal plane. Thus do Daemon Princes tirelessly hunt the enemies of their masters, for their meat is human flesh and their wine mortal souls.

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

TROOP TYPE: Monster (Character).

SPECIAL RULES: Daemonic Attacks, Terror, Unbreakable.

Daemonic Invulnerability: Daemon Princes have a 5+ ward save.

MAGIC: A Daemon Prince that is a Wizard uses spells from the Lore of Tzeentch (see page 58) or the Lore of Metal if it is a Daemon of Tzeentch, the Lore of Nurgle (see page 59) or the Lore of Death if it is a Daemon of Nurgle, and the Lore of Slaanesh (see page 60) or the Lore of Shadow if it is a Daemon of Slaanesh.

UPGRADES:

Daemonic Flight: A Daemon Prince with this upgrade has the Fly special rule.

Daemon of Khorne: A Daemon of Khorne has the Hatred (Daemons of Slaanesh) special rule. In addition, on a turn in which a Daemon of Khorne makes a successful charge, it has a +1 bonus to its Strength for the rest of the turn.

Daemon of Tzeentch: A Daemon of Tzeentch has the Hatred (Daemons of Nurgle) special rule, and re-rolls ward save results of 1. Wizards with the Daemon of Tzeentch upgrade can also re-roll channelling results of 1.

Daemon of Nurgle: A Daemon of Nurgle has the Hatred (Daemons of Tzeentch) special rule. Enemy models targeting a Daemon of Nurgle in close combat suffer a -1 penalty To Hit.

Daemon of Slaanesh: A Daemon of Slaanesh has the Hatred (Daemons of Khorne) and Armour Piercing special rules.



CHAOS WARRIORS

Chaos Warriors are fighters of unmatched prowess. Their strength is infernal and their bodies are as tough as the Iron Mountains. Imbued with the power of Chaos and encased in suits of hell-forged armour, a Chaos Warrior is equal to several battle-hardened mortal men. They are no longer truly human, but living weapons, honed perfectly for the bloody tasks before them.

When a man pledges his soul to Chaos, he chooses a lifetime of battle and bloodshed. His life will be harsh, but even the most battle-hardened fighter can find momentary solace in a flagon of mead by the hearth, or in the arms of a woman. However, if such a man were to ever don a suit of Chaos armour and take up the mantle of a Chaos Warrior, he would forever leave behind such petty mortal concerns as comfort, warmth and love. He will have exchanged his humanity for a life of constant war in the name of their Ruinous Powers, and for dark promises of power and immortality.

A Chaos Warrior has no need of food, drink or sleep, for he is nourished by the carnage that he wreaks. He has nothing but contempt for the weak or the cowardly and goes about the business of murder with a vengeance, for there is always a part of the man who was that rages against that which he has become. A Chaos Warrior's only solace is in slaughter – the fulfilment of his new existence as an instrument of his blasphemous gods' will, and at battle's end, his armour is spattered with the lifeblood of the slain.



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

TROOP TYPE: Infantry.

SPECIAL RULES: *Eye of the Gods* (Aspiring Champion only).

CHOSEN

There are those amongst the ranks of the Chaos Warriors who bear the favour of the Dark Gods more than their fellows. Known amongst their kind as Chosen, their frames are swollen with unholy power, and with the gifts bestowed on them by the Dark Gods in recognition of the many fell deeds they have committed. These gifts are as varied as any other aspect of Chaos, but most mutations tend to be useful as weapons that aid the Chosen in his quest to inflict devastation on the civilised realms of the world. Even if a Chosen warrior bears no such stigmata, it is clear that he carries the grace of the Dark Gods from his aura of dark menace. The Chosen are truly the nobility of Chaos.

The Chosen lead by example, fighting not as commanders but as elite warriors and champions. In this way, the Chosen hope to attract yet more of their master's favour and ascend to the ranks of the truly exalted. They advance unflinchingly through black powder firestorms, hails of arrows and punishing artillery volleys, their purposeful tread never falters as they march ever closer to their prey. Battle lines have buckled and broken at the mere prospect of a unit of Chosen closing in upon them, blades raised so that the methodical butchery of the foe can begin.

	M	WS	BS	S	T	W	I	A	Ld
Chosen	4	6	3	4	4	1	5	2	8
Chosen Champion	4	6	3	4	4	1	5	3	8

TROOP TYPE: Infantry.

SPECIAL RULES: *Eye of the Gods* (Chosen Champion only).

The Rewards of Chaos: Immediately before rolling off to see who gets the first turn, each unit of Chosen must roll 3D6, discard a single dice of your choosing, and consult the *Eye of the Gods* table (see page 25). If a unit of Chosen does not deploy at the beginning of the game, but deploys later, such as arriving as Reinforcements, roll as soon as they are placed on the battlefield. If the result rolled is Damned by Chaos, or Dark Apotheosis, that result is immediately applied to the unit's Chosen Champion (if the unit does not contain a Chosen Champion, the result is instead treated as a 'The Eye Opens' result), otherwise the result is applied to every model in the unit. Note that the result does not apply to any characters that have joined the Chosen unit.

CHAOS MARAUDERS

The tribes of Northmen that flock southwards with any Chaos invasion are known by those in their path as Chaos Marauders. These savage barbarians fight with heavy axes and cruelly barbed flails, and charge in great howling mobs towards the foe. They have little fear of dying in battle, for they know that they fight under the scrutiny of their gods, and that cowards are beneath their deities' notice.

Chaos Marauders are natural fighters, born into hardship and brought up in a world where surviving each day is no small victory. Only the strong and capable prosper, for the weak are weeded out and killed. They have no time for plough or sickle, for their tools are the axe, the sword and the shield. What their own lands cannot provide, they simply take from the lands of lesser men.

Comparing the men of the north to those who dwell in the temperate south is to compare a wolf to a sheep. Where the southerners cower behind the high walls of their cities, the warriors of the north roam the far corners of the world in search of adventure and plunder. Where the soft-bellied denizens of the Empire glut themselves on fine wine and cheese in front of the fireplace, the hardened Northmen rip into raw meat with their bare hands and teeth. The men of the south complain bitterly about going abroad in fog or sleet, where the men of the north brave fierce blizzards clad in little more than scraps of flea-infested fur. Small wonder then, that Marauder attacks are feared across the Old World.



The Chieftains that lead these warriors are a daunting sight, brooding hulks of muscle and hair whose bodies are covered in the scars and trophies of battle. Bearing weapons worn from dealing a thousand mortal injuries to those foolish enough to face them, these savage leaders are independent and fierce. These battle-hardened killers are the products of a people so steeped in conflict that, even in times of prosperity, they will fight to the death for the honour of leading the next raid.

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

TROOP TYPE: Infantry.

SPECIAL RULES: *Eye of the Gods* (Marauder Chieftain only).

MARAUDER HORSEMEN

The first warriors to blood their blades in the Chaos army are usually the mounted outriders known to their foes as Marauder Horsemen. They range ahead of the main columns, galloping around the enemy battle line and cutting off any chance of escape. When the enemy inevitably flees the onslaught of the main Chaos army, it is these horsemen that ride them down. Expert hunters all, these are the true lords of the steppes, for they are as swift as the wind and as merciless as an ice storm.

Some tribes of Marauders hold horses in high esteem, while others regard them with fear and superstition. To many, a warhorse is a sign of status, and only the best warriors may ride them. The steeds ridden by these tribes are powerful beasts, foul-tempered and strong of limb. Once a rider has broken such a horse, it will remain loyal to him until death, but they remain vicious and unruly should a stranger approach. Fed on a diet of human flesh and watered-down blood, these snorting, high-spirited steeds have a glint of intelligent menace in their eyes, and will trample, kick and bite as if berserk when engaged at close quarters.

In battle, the speed and mobility of Marauder Horsemen leaves even the most able cavalrymen of the Old World sorely lacking. Able to steer their steeds with the subtlest of movements of the waist and knees, the tribesmen have both hands free to wield wicked blades and hooked axes.

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

TROOP TYPE: Cavalry.

SPECIAL RULES: *Eye of the Gods* (Marauder Horsemaster only), *Fast Cavalry*.

HELLSTRIDERS OF SLAANESH

Hellstriders are devotees of torment who hunt from the back of impossibly swift daemonic steeds. They fight to inflict pain and despair, landing mortal blows upon their victims where they are most likely to prolong the agonising moment of death. Some Hellstriders fight with blades that long ago mutated into their own flesh, whilst others carry a mass of writhing lashes that move with an intelligence of their own. These barbed whips strike out with incredible speed, splitting skin, ripping out throats and flensing flesh in the blink of an eye.

Slaanesh finds the desperation of mortals exhilarating, especially in those wretches who struggle in vain to achieve greatness when they possess neither the strength nor the cunning to succeed. To these weak-willed men, Slaanesh whispers a dark bargain – power, but at a price. The Dark Prince sends a Steed of Slaanesh to these mortals, offering the creature as a gift to carry him from one glorious victory to the next. In exchange, Slaanesh asks only that his enemies' souls are sacrificed to him. Few can resist so tempting an offer, for with such a kingly gift they would surely have the power they need to become a mighty Chaos Lord. However, once they sit astride the daemonic steed and the pact is sealed, they will never again dismount. Though they do not yet realise it, they have just become Slaanesh's willing slaves.

As a Hellstrider fells his enemies, each slain soul is rewarded by the Dark Prince. Intoxicating energy courses through the warrior's veins, invigorating his form with a potent draught of pain and despair which leaves him shuddering in delight. However, such pleasure does not last for long, and it is addictive in the extreme. At battle's end, all that remains are the pangs of suffering and a gnawing hunger that consumes all thoughts bar one – to feel Slaanesh's stimulating embrace again. Not even the dream of becoming a mighty Lord of Chaos survives, sacrificed as the cravings take hold. So it is that Hellstriders have cursed themselves to the eternal hunt; they must fight to feed their addiction to pain and torment, or die from the withdrawal – there are no other choices.

	M	WS	BS	S	T	W	I	A	Ld
Hellstrider	4	4	3	3	3	1	5	1	7
Hellreaver	4	4	3	3	3	1	5	2	7
Steed of Slaanesh	10	3	0	3	3	1	5	1	7

TROOP TYPE: Cavalry.

SPECIAL RULES: Eye of the Gods (Hellreaver only), Fast Cavalry, Fear, Mark of Slaanesh.

Soul Hunters: When a unit of Hellstriders of Slaanesh destroys an enemy unit in close combat (including catching a fleeing unit), they gain a bonus special rule for the remainder of the game. The bonus gained depends on the number of units they have destroyed over the course of the battle, as described below. Note that the bonuses are cumulative and only affect the rider, not the mount.

Units Destroyed	Bonus
1+	Fuelled by Pain: Devastating Charge
2+	Intoxicating Delirium: Stubborn
3+	Insensible to Agony: 4+ ward save

UPGRADES:

Hellscourges: A unit of Hellstriders of Slaanesh upgraded with hellscourges have the Always Strikes First special rule in the first round of each close combat.

STEEDS OF SLAANESH

These strange bipedal beasts are sometimes gifted to a particularly successful disciple of Slaanesh. Like all Daemons of Slaanesh, the Steed has a perverse beauty, combining grace and elegance with an unnatural appearance. Its sinuous body writhes sensuously as it speeds across the field of battle. A whip-like tongue flicks from its mouth, tasting the souls of mortals as a beast catches a scent on the breeze. These beasts skitter across the battlefield, springing on the unwary and ensnaring their foes with their lash-like tongues.

	M	WS	BS	S	T	W	I	A	Ld
Steed of Slaanesh	10	3	0	3	3	1	5	1	7

TROOP TYPE: War Beast.

SPECIAL RULES: Armour Piercing, Daemonic Attacks, Fast Cavalry, Fear, Poisoned Attacks.



CHAOS KNIGHTS

The grizzled generals of the Old World are constantly called upon to fight unholy and repulsive foes. They battle against the shambling hordes of the living dead and the rampaging armies of greenskins, meeting invasion after invasion with little more than cold steel and iron resolve. These brave individuals fight against hulking monsters and twisted mutants psychotically devoted to the overthrow of civilisation itself, but there is one sight that strikes the cold chill of dread into the hearts of even the most battle-hardened commander – the sight of a regiment of Chaos Knights galloping towards them through the mists.

Chaos Knights are feared throughout the Old World and beyond as merciless butchers capable of turning the course of battle with a single charge. They are towering brutes atop immensely powerful Chaos Steeds, rider and mount clad in thickest plate, each section of armour crafted by a master daemonsmith. A Chaos Knight's greaves are jagged blades, well suited to slicing through the flesh of the enemy. Even the frightful reputation of the Chaos Knights is a weapon in its own right, crippling those who would stand against them before a single blow is struck.

Many Chaos Knights ride to war with great lances, evil-looking polearms designed to impale and tear their foes. Others wield a deadly assortment of weapons, from cleavers and war-picks to heavy maces. Some Chaos Knights even brandish magical blades, each bearing a small measure of

power. Regardless of the form or the hexes inscribed upon these ensorcelled weapons, they are all enchanted in order to kill, and most flicker with dark fire.

Each Chaos Knight is a paragon amongst his warrior brethren, for he has trod the path of damnation for many years and holds the favour of the Dark Gods. A Knight's horned helmet may conceal a twisted and permanent rictus smile of sharp metallic fangs, or a striking and cold beauty that steals the breath away. Few have a chance to find out, for those who behold the Knights of Chaos are but moments away from a grisly end. A full unit of Chaos Knights, galloping at speed, will hit a battle line like the mailed fist of the gods.

Chaos Knights consider themselves superior even to other Champions of Chaos. They bow to none save perhaps a Chaos Lord or Daemon Prince, and even then they will not dip their banner, for their collective pride is the equal of their martial prowess. After the battle, the Chaos Knights will take their pick of the survivors, hounding them away as sacrifices to the Dark Gods. These unfortunates are never seen again, save as grisly trophies adorning the armour of the Chaos Knights themselves.

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

TROOP TYPE: Cavalry.

SPECIAL RULES: **Eye of the Gods** (Doom Knight only), **Fear**.

UPGRADES:

Ensorcelled Weapons: Attacks made with ensorcelled weapons are resolved at +1 Strength. In addition, these are magical attacks.



CHAOS STEEDS

The dark stallions ridden by the Knights of Chaos are as strong and fierce as their riders. No normal horses are these, but coal-black chargers with daemonic ichor for blood, needle-sharp teeth and the intelligence of cruel men. A Chaos Steed's head and flanks are protected by sculpted plates of thick, metal barding that no normal steed could bear, and they gore and slash those before them with bladed horns and hooves. It is said that these evil steeds are gifts from the Dark Gods themselves, and that they are subservient to their master alone.

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

TROOP TYPE: War Beast.

SKULLCRUSHERS OF KHORNE

Skullcrushers are unsubtle warriors who revel in battle and live only for the shedding of blood in the name of Khorne. Only those Chaos Knights who devote themselves utterly to the Lord of Slaughter and offer to him a mountain of skulls are destined to become Skullcrushers, but they are truly living engines of death and carnage. Anything foolish enough to stand before them is destined only for a short and brutally violent fate, for Skullcrushers are completely without mercy and they leave only a trail of broken bodies and a river of spilt gore in their wake.

So favoured in the eyes of Khorne are these murderous knights that the Blood God has gifted them with Juggernauts to carry them to war. These massive daemonic mounts are made of living metal and pure rage; they are dealers of untold destruction who grind their foes beneath steel sinews and brass hooves. As formidable as a Chaos Knight is, when mounted upon a Juggernaut, he is nigh unstoppable. As the blood-crazed knights bellow their battle cries, their fearsome mounts snort steam and paw out divots the size of shallow graves before stampeding towards the ranks of their prey and flattening anything in their way. The knights themselves are no less brutal, hacking their opponents apart with axes and cleavers, or else running them through with jagged lances. Mightiest of all their number is the Skullhunter, he who has spilt the most blood in Khorne's name and who has gifted his dark patron with the skulls of mighty kings and great heroes.

Skullcrushers roam the Realm of Chaos and the lands of the north, butchering all who cross their path. Such is their need to kill that Skullcrushers will charge the moment a foe is sighted. Only the will of a truly mighty Chaos Lord can hope to quell their thirst for battle, and then only as long as there is a promise of an even greater and more bountiful battlefield on which to sate the Skullcrushers' bloody appetites. However, not even the command of the Everchosen himself can rein in such insatiable battle lust forever, and sooner or later, the Skullcrushers will break formation and charge headlong into the fray. Ultimately, it is the knights' own rage that will be their downfall, for it blinds them to mortal dangers and reason. Eventually, Skullcrushers will challenge a monster that dwarfs even their massive stature, or pile into a foe whose numbers are simply too overwhelming, and their bodies will be torn asunder. However, the Skullcrushers see even their own deaths as a victory of sorts, for Khorne cares not whose blood is spilt, so long as it flows.



JUGGERNAUTS OF KHORNE

Juggernauts of Khorne are massive creatures that are part Daemon and part enchanted metal. They are forged in dark flames and bound with dire runes, their primordial rage barely held within a shell of groaning iron and brass. The charge of a Juggernaut causes the ground to shake, and the protection afforded by its armoured body ensures that the warrior atop its back can plunge into the thickest of enemy formations, slaying all about him without fear of reprisal.



	M	WS	BS	S	T	W	I	A	Ld
Skullcrusher	4	5	3	4	4	1	5	2	8
Skullhunter	4	5	3	4	4	1	5	3	8
Juggernaut of Khorne	7	5	0	5	4	3	2	3	7

TROOP TYPE: Monstrous Cavalry.

SPECIAL RULES: Eye of the Gods (Skullhunter only), Fear, Mark of Khorne.

UPGRADES:

Ensorcelled Weapons (see page 34).

	M	WS	BS	S	T	W	I	A	Ld
Juggernaut of Khorne	7	5	0	5	4	3	2	3	7

TROOP TYPE: Monstrous Beast.

SPECIAL RULES: Daemonic Attacks, Fear.

Brass Behemoth: A Juggernaut improves its rider's armour saving throw by +2, rather than the usual +1 for monstrous cavalry mounts.

Murderous Charge: On a turn in which a Juggernaut of Khorne makes a successful charge, it has +1 Strength.

CHAOS CHARIOTS

Chaos Chariots are more than just machines of war; they are symbols of status and power. Often, a Champion of Chaos will ride to battle upon a chariot festooned with icons and pennants fashioned from the remains of those they have ground beneath their wheels, grisly trophies proclaiming his many victories and allegiance to the Dark Gods. Unlike the comparatively flimsy wooden chariots used by Elves and the Undead legions of distant Nehekara, the carriages of Chaos war machines are wrought of iron and drenched in blood. Chaos Chariots weigh so much that, when they have gathered pace, nothing short of a castle wall can halt their charge. Worse still, their stout wheels sport great spinning scythes that scream and shriek as they slice into the foe.

Chaos Chariots are drawn by a pair of huge destriers swollen to unnatural size by the corrupting energies of Chaos. Each of these beasts is clad in tempered steel plates in the manner of their unholy masters. As these deadly creatures gain momentum, balefire flickers from their eyes and nostrils, giving the impression that the chariot has galloped straight from the realm of nightmares into reality.

When a Chaos Chariot slams into the enemy lines, the bone-splintering impact is only the start of the carnage it can wreak. As the enemy is hurled in all directions by the sheer force of the chariot's charge, the hellish steeds plough through the enemy ranks, iron-shod hooves trampling bodies, and fanged maws snapping at exposed flesh. Spinning

scythes slice apart the legs of those who attempt to flank the chariot, and the barbs and spikes that cover its chassis rip and tear at any foolhardy enough to stand their ground. But the chariot's cargo is just as deadly: the charioteers stab and slash from their fighting platform, maiming and decapitating those nearby with their cruel blades and spiked whips.

	M	WS	BS	S	T	W	I	A	Ld
Chaos Chariot	-	-	-	5	5	4	-	-	-
Chaos Charioteer	-	5	3	4	-	-	5	2	8
Chaos Steed	8	3	-	4	-	-	3	1	-

TROOP TYPE: Chariot (Armour Save 3+).

GOREBEAST CHARIOTS

There is little subtlety to the machines of death used by the armies of Chaos, but the Gorebeast Chariot is amongst the most brutal. A Gorebeast Chariot is a massive construction of hell-forged metal, mutant beast and jagged blade, ridden to war by some of the most powerful and bloodthirsty warriors in the world. Its sole purpose is to deliver an unstoppable force to a weak point in the enemy battle line, smashing apart those before it and scattering the rest in panic and disarray. Few foes can muster the courage required to stand before the thunderous charge of one of these murderous war machines, and those foolish enough to do so are torn apart by monstrous jaws, cut to pieces by keen-edged halberds, or crushed into the dirt beneath heavy, iron-shod wheels.

Gorebeast Chariots are even heavier and sturdier than other Chaos Chariots. No normal beast would have the strength to pull such a massive instrument of war, and they are therefore pulled into battle by a Gorebeast – a muscular creature renowned for its violent temperament. These grunting brutes strike their prey with such shocking force that those not impaled upon jutting armour spikes are torn apart by the impact. Even the lowliest of beasts recognise the bulky shape of a Gorebeast as synonymous with death. Each iron-clad chariot drawn by one of these formidable mutants is thus followed, at some distance, by circling carrion crows and slinking scavenger hounds waiting to feast on the bloody remnants of a Gorebeast's grim harvest.

	M	WS	BS	S	T	W	I	A	Ld
Gorebeast Chariot	-	-	-	5	6	5	-	-	-
Chaos Charioteer	-	5	3	4	-	-	5	2	8
Gorebeast	6	4	-	5	-	-	2	3	-

TROOP TYPE: Chariot (Armour Save 3+).

SPECIAL RULES: Fear.

Gorebeast Charge: All Impact Hits made by a Gorebeast Chariot have the Killing Blow special rule.



CHIMERA

The three-headed Chimera is one of the most fearsome of all children of Chaos, a beast whose progenitors were so warped that it is now impossible to say what manner of creatures they might once have been. Like all monsters that dwell in or near to the Realm of Chaos, the Chimerae take many bizarre shapes. However, Chimerae are more susceptible than most monsters to the twisting power of Chaos. The heads of some Chimerae breathe fire in the manner of Dragons, whilst other heads sprout razor-sharp fangs or jaws that drip with a poisonous slime. Most Chimerae possess a fiendish tail that ends in a snapping maw possessed of an intelligence and hunger of its own. There are even some Chimerae, like those that dwell among the spires of the Bloodshriek Citadel, that are said to have bathed in the coruscating Winds of Magic at the summit of the world. The skin of these Bloodshriek Chimerae is an ever-shifting pattern of bright colours and hues, turning translucent one moment before running like molten wax to cover and heal the rips and gashes in its tainted flesh the next. Regardless of their exact form, all Chimerae share a savage and unpredictable nature, and wherever their tri-throated roars are heard, death and carnage are surely not far behind.

A particularly powerful Chaos Lord, or an insanely brave Sorcerer, may sometimes try to bind a Chimera to his service, for the sheer carnage they can wreak upon the battlefield is a spectacle bound to attract the attention of the Dark Gods. It is said that only those truly favoured by Chaos will have any hope of binding such a creature to their will, and a champion may spend a lifetime searching for a Chimera, and never succeed, or else find his prize and be torn apart by it moments later. However, those few who succeed in their quest have at their disposal a monstrous creature of unbridled destructive potential.



	M	WS	BS	S	T	W	I	A	Ld
Chimera	6	4	0	6	5	4	2	6	5

TROOP TYPE: Monster.

SPECIAL RULES: Fly, Large Target, Scaly Skin (4+), Terror.

Fiend Tail: In addition to its normal Attacks, a Chimera has an additional Attack that has the Random Attacks (D3) special rule. Roll To Hit with these Attacks separately, or use differently coloured dice to distinguish them from the Chimera's other Attacks. These Attacks gain a +1 To Hit bonus if they target a unit in the Chimera's rear arc.

UPGRADES:

Flaming Breath: A Chimera with the Flaming Breath upgrade has a Strength 4 Breath Weapon which has the Flaming Attacks special rule.

Regenerating Flesh: A Chimera with the Regenerating Flesh upgrade has the Regeneration special rule.

Venomous Ooze: A Chimera with the Venomous Ooze upgrade has the Poisoned Attacks special rule.

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 by 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 my broken faith and darkened promises, a mortal walks in the garden 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 flesh and bone. I will slay you for 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 withered and shook its dark branches and I fled, for my fate lay not with those trapped and hideous souls...

- Liber Malefic, Marius Hollseher

FORSAKEN

Forsaken are frothing maniacs that howl and scream as they sprint pell-mell towards the enemy lines, mutated limbs flailing and distended jaws snapping like those of ravenous beasts. Though they were once proud and mighty Chaos Warriors, because of the severe mutations bestowed upon them, they have become something less than human, with no more understanding of battlefield tactics than the hounds that gather around their bone-strewn lairs. Forsaken plunge headlong into battle without discipline or caution. They attack without heed for their own defence, a random mass of mutant appendages snapping in fury as they seek to tear their foes apart. These unfortunates have been reduced to the level of animals, and snarl and growl in a guttural parody of true language. Where they once killed in the name of martial ambition and the glory of the Dark Gods, they now kill because of a savage and unnatural hunger.

Many Warriors of Chaos, often no less valiant in the service of their deities than their Chosen counterparts, find that the rewards of the gods turn out to more closely resemble afflictions than blessings. In time, many Forsaken lose any capacity for rational thought, setting aside sophisticated weaponry in favour of jagged teeth and twisted claws. They have no intelligence glinting within their black eyes, for their minds churn with nothing more than thoughts of killing and devouring everything they can catch. These atavistic warriors often bear ever-twisting assortments of mutations, including writhing tentacles, chitinous claws, extra heads and hairy, grasping limbs that push out through their armour. Some Forsaken manifest even more

extreme mutations, their warped forms echoing their bestial minds; a sure sign that they are but one mutation away from suffering total degeneration into spawn-dom.

Though they seem benighted and hideous to those from the south, the Warriors of Chaos make little distinction between the Forsaken and those other warriors who bear the mark of the gods. In fact, they consider even the most freakishly mutated Forsaken to be blessed, for is it not better to attract the attention of the gods and die a glorious death in battle, than to live an unremarkable life?

	M	WS	BS	S	T	W	I	A	Ld
Forsaken	6	4	0	4	4	1	4	D3	8

TROOP TYPE: Infantry.

SPECIAL RULES: **Frenzy**, **Immune to Psychology**, **Random Attacks (D3)**.

Freakish Mutations: If a unit of Forsaken are in base contact with one or more enemy units at the start of a Close Combat phase, roll a D6 on the table below. The effect lasts until the end of the Close Combat phase.

D6 Mutation

- 1 Slug Brains:** All Forsaken in the unit have the Always Strikes Last special rule.
- 2 Razor Talons:** All Forsaken in the unit have the Armour Piercing special rule.
- 3 Lashing Tentacles:** All Forsaken in the unit have the Always Strikes First special rule.
- 4 Venomous Fangs:** All Forsaken in the unit have the Poisoned Attacks special rule.
- 5 Healing Flesh:** All Forsaken in the unit have the Regeneration (5+) special rule.
- 6 Decapitating Claws:** All Forsaken in the unit have the Killing Blow special rule.

UPGRADES:

Forsaken of Khorne: Forsaken of Khorne have the Hatred special rule.

Forsaken of Tzeentch: Forsaken of Tzeentch have the Magic Resistance (2) special rule.

Forsaken of Nurgle: Forsaken of Nurgle have the Fear special rule.

Forsaken of Slaanesh: Forsaken of Slaanesh have the Swiftstride special rule.



CHAOS SPAWN

A warrior who is visited by too many gifts of the Dark Gods eventually succumbs to madness and mutation. His altered body reaches a point where reason no longer sustains it, and he wails in anguish as his flesh ripples, sprouts and writhes, undergoing the most profound and final of changes. Truly, Chaos Spawn have a thousand faces and forms.

	M	WS	BS	S	T	W	I	A	Ld
Chaos Spawn	2D6	3	0	4	5	3	2	D6+110	

TROOP TYPE: Monstrous Beast.

SPECIAL RULES: Fear, Random Attacks (D6+1), Random Movement (2D6), Unbreakable.

UPGRADES:

Spawn of Khorne: A Spawn of Khorne has the Devastating Charge special rule.

Spawn of Tzeentch: A Spawn of Tzeentch has a Strength 3 Breath Weapon that has the Flaming Attacks special rule.

Spawn of Nurgle: A Spawn of Nurgle has the Poisoned Attacks special rule.

Spawn of Slaanesh: A Spawn of Slaanesh has the Always Strikes First special rule.



CHAOS WARHOUNDS

In Norsca, wolves and hounds prowl in the flickering shadows of the campfires made by the barbarian tribespeople of the frozen lands. The further north the tribe dwells, the more likely it is that the hounds that follow them will be mutants, their bodies swollen by the energies of Chaos. Brutish and bloodthirsty, the Warhounds of Chaos are natural killers built of muscle and fang that prowl the wilderness in ravaging packs. They will even charge a spearwall with total abandon, their only concern the moment when their slobbering jaws sink into juicy, yielding flesh.

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

TROOP TYPE: War Beast.

UPGRADES:

Scaly Hide: Chaos Warhounds with this upgrade have the Scaly Skin (6+) special rule.

Mutant Poisons: Chaos Warhounds with the Mutant Poisons upgrade have the Poisoned Attacks special rule.





CHAOS OGRES

Ogres are brutal, frightening, muscle-bound thugs to whom only two things really matter – fighting and eating. They roam the world over, picking on anything smaller than them and hiring out their services as mercenaries in exchange for gold, weaponry and copious amounts of food. If a group of Ogres is sufficiently impressed by the savagery and skill of a northern tribe, they may join them for a time, or even become a permanent part of their warband.

	M	WS	BS	S	T	W	I	A	Ld
Chaos Ogre	6	3	2	4	4	3	2	3	7
Ogre Mutant	6	3	2	4	4	3	2	4	7

TROOP TYPE: Monstrous Infantry.

SPECIAL RULES: **Eye of the Gods** (Ogre Mutant only), **Fear**.

Ogre Charge: Chaos Ogres have the Impact Hits (1) special rule. This is increased to Impact Hits (D3) if, when calculating the charge range (or a pursuit into a new enemy), the two highest dice score a total of 10 or more (you may want to mark Chaos Ogre units that rolled a 10 or more for their charge roll with a suitable counter, so you don't forget in the Close Combat phase). A unit of Chaos Ogres adds its current Rank Bonus to the Strength of any Impact Hits they inflict.

CHAOS TROLLS

Chaos Trolls are malformed monsters whose lack of intelligence is as legendary as their great strength. Chaos Trolls are greatly feared because of their unthinking ferocity and indiscriminate appetites. Like all their kind, Chaos Trolls can vomit forth the steaming contents of their guts, dissolving their victims with powerful acids and flesh-eating worms. They are also possessed of powerful regenerative abilities: lost limbs and even heads can grow back. However, Trollflesh is extremely susceptible to the mutating power of Chaos, and Trolls who have lurked too close to the Realm of Chaos find tentacles, screaming maws and even stranger mutations sprouting from their wounds.

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

TROOP TYPE: Monstrous Infantry.

SPECIAL RULES: **Fear**, **Regeneration**, **Stupidity**.

Troll Vomit: A unit of Chaos Trolls can make Vomit Attacks instead of their ordinary Attacks in close combat (but they can still Stomp). Each Chaos Troll that can attack, including those that can make supporting attacks, can make a single Vomit Attack at Strength 5. A Vomit Attack hits automatically and no armour saves may be taken against it.



DRAGON OGRES

Dragon Ogres are amongst the most ancient of the world's living creatures. Their incredible longevity, as with almost all things supernatural, is the work of the Chaos Gods. Aeons ago, the elders of their race made a pact with the Ruinous Powers, embracing damnation in order to save themselves from a slow decline into extinction. They were given eternal life, and in return, the entire Dragon Ogre race put themselves at the command of the Dark Gods. Since that day, the Dragon Ogres have carved their names across the ages as immortals who can only die in battle, monstrous beings that rouse themselves only in the name of destruction.

Though they have lived for an age, Dragon Ogres spend most of their years slumbering under the mountains, and it is only when terrible storms assail the crests of the world that they stir and come to life. As lightning spears out of the skies, the Dragon Ogres scale mountain and glacier. They do this in order to bathe in lightning, rejoicing in the raw forces of nature, for it is the storm that invigorates them and fills them with deadly energy for their coming battles.

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 that their entire race will wake once again. Until then, these creatures bring death to the enemies of Chaos in preparation for the End Times, hewing bodies with every sweep of their blades and swipe of their monstrous claws.



	M	WS	BS	S	T	W	I	A	Ld
Dragon Ogre	7	4	2	5	4	4	2	3	8
Dragon Ogre Shartak	7	4	2	5	4	4	2	4	8

TROOP TYPE: Monstrous Beast.

SPECIAL RULES: Fear, Scaly Skin (5+), Storm Rage (see below).

DRAGON OGRE SHAGGOTHS

Dragon Ogre Shaggoths are living legends of carnage and devastation. As a Dragon Ogre ages, it becomes ever larger, growing stronger and more powerful. As long as it can find lightning to refresh its body and revitalise its mind, there is no limit to the size one can reach. The eldest and most primal of their kind are truly titanic beings, each a towering mountain of muscle and fury, reinforced by the power of the raging storm.

Alive before the Elves had mastered the written word, before the first greenskins crawled out of their caves, perhaps even before the Old Ones themselves visited the world, the oldest Shaggoths towered over forest canopies, temples and even fortresses. These monsters are the same creatures that bartered with the Dark Gods at the coming of Chaos, and all who stand before them are slain with blade and claw. Only the mightiest

of thunderstorms can awaken a Dragon Ogre Shaggoth, and it is fortunate for the Old World that such ferocious tempests are rare. However, with each passing year the storm clouds grow a little blacker, and legend has it that when the End Times come, a storm will break of such apocalyptic magnitude that even the sire of the Dragon Ogre race, Krakanrok the Black, will emerge from his ten-thousand-year slumber to lead his people in the final battle to visit his fury upon the world.

	M	WS	BS	S	T	W	I	A	Ld
Dragon Ogre Shaggoth	7	6	3	6	5	6	4	5	9

TROOP TYPE: Monster.

SPECIAL RULES: Immune to Psychology, Large Target, Scaly Skin (5+), Terror.

Storm Rage: Models with this special rule have a 2+ ward save against all lightning-based attacks. This includes hits caused by spells (such as *Chain Lightning*, *Uranannon's Thunderbolt*, *Warp Lightning*, *Storm of Shemtek* etc.), weapons (such as Skaven Warp Lightning Cannons) and other special abilities and attacks (such as a Skaven Doomwheel's Zzzap!, or Kholek Suneater's Lord of the Storm attack). If a model with this special rule is ever hit by a lightning-based attack or effect, they immediately gain the Frenzy special rule.

HELLCANNONS

Part Daemon, part war machine, a Hellcannon is a massive construct of metal that growls and shakes with daemonic sentience. In battle, these arcane engines heave crackling blasts of raw energy that soar through the air into their targets, liquefying anything they touch and sending the survivors insane with fear.

Hellcannons are guided by a team of corrupt and sadistic Chaos Dwarfs. These malign warsmiths escort and restrain the Hellcannons in battle, for the Daemons bound within hunger for a banquet of flesh. Such is the Hellcannon's bloodlust that it must be chained to the ground to stop it rampaging towards enemy lines. Even these precautions often prove inadequate, as there is little that can stay a Hellcannon's lust for destruction.

The Chaos Dwarfs load their charge by brutally shovelling the bodies of their enemies into the Hellcannon's dire-furnace. Flesh runs like wax as the Daemon-machine's hearth feasts on body and bone. Soon, only the souls of its victims are left, harnessed in the Hellcannon's gullet as crackling bolts of energy that are fired towards the enemy in powerful spasms of malice.

	M	WS	BS	S	T	W	I	A	Ld
Hellcannon	3	4	3	5	6	5	1	5	4
Chaos Dwarf Handlers	3	4	3	3	4	1	2	1	9



TROOP TYPE: Monster.

SPECIAL RULES: **Daemonic Attacks** (Hellcannon only), **Large Target**, **Monster and Handlers**, **Terror**, **Unbreakable**.

Caged Fury: At the start of your turn, if the Hellcannon is not in combat, take a Leadership test. If the test is passed, the Hellcannon acts as normal. If the test is failed, pivot the Hellcannon to face the closest enemy unit. It is then subject to the Random Movement (3D6) special rule until the beginning of the next turn, except it can only move forwards.

Daemonic Construction: A Hellcannon has a natural armour save of 4+ and a ward save of 5+.

Doomfire: Doomfire is fired following the rules for a stone thrower with the following profile:

Range	Strength	Special Rules
12-60"	5(10)	Move or Fire, Multiple Wounds (D6), Slow to Fire

The Doomfire's Multiple Wounds (D6) special rule applies only to the high-Strength hit caused against the model under the template's central hole. Any unit that suffers one or more casualties from Doomfire must take a Panic test as if it had taken 25% casualties, with a -1 penalty to their Leadership. Should the artillery dice roll a misfire, roll a D6 on the following table:

D6 Result

- Free at Last!** The Daemon breaks its bonds. Every unit within 3D6" takes D6 Strength 5 hits. Then, remove the Hellcannon and its Chaos Dwarf Handlers from play as casualties.
- Schlurp:** The Hellcannon sucks its own handlers into its furnace. Remove all the Hellcannon's remaining Chaos Dwarf Handlers from play as casualties.
- Thzzzz:** The Hellcannon fires great pulses of raw magic. All Wizards (friend or foe!) within 24" must immediately pass a Leadership test or suffer a miscast. Ignore any instructions to lose dice from the pool. Any spells lost are determined randomly.
- Grrraaagh:** The enraged Daemon inside the Hellcannon goes berserk. Remove D3 of the Hellcannon's Chaos Dwarf Handlers as casualties.
- Blooooo!** The Hellcannon breaks its chains and rushes forwards. Move the Hellcannon 3D6" directly forwards as if it were subject to the Random Movement special rule and it was the Compulsory Moves sub-phase.
- Boom!** The Hellcannon fires a devastating blast. Resolve the Doomfire shot as if a Hit! had been rolled, doubling the Strength of any hits (to a maximum of 10). The Hellcannon cannot fire for the rest of the game.

CHAOS WARSHRINES

The men of the north are ever conscious that their actions could catch the eye of their diabolic masters, and they do everything in their power to attract their notice. For this reason, many tribes bring blasphemous icons and unholy relics to battle, hoping to draw the gaze of the gods. The most powerful go even further, carrying vast shrines and altars into battle so that the slaughter they wreak in the names of their gods may be offered up directly to the Ruinous Powers themselves.

Chaos Warshrines can vary wildly in design. Some are mere wagons, piled high with skulls, weapons and other offerings pleasing to their god. Others are vast altars mounted atop iron platforms and borne aloft by mutant beasts that roam the Chaos Wastes, creatures whose misshapen, over-muscled bodies are evidence of the Dark Gods' favour. Regardless of who, or what, bears a Chaos Warshrine into battle, these beasts of burden fight with unholy fervour, using their prodigious strength to lash out with fists, teeth and claws, striking down any who dare approach.

The shrine bearers are goaded towards the front lines by a Shrinemaster, who condemns the souls of the slain to the otherworldly beings of the Realm of Chaos. The prayers and sacrifices that are offered up are like sweet nectar to the Chaos Gods, and the air crackles with blasphemous power when they turn their glance towards the Warshrine. The presence of a Chaos Warshrine empowers the warriors that fight before it, the blessings of the Dark Gods manifesting in the faithful nearby.

A Chaos Warshrine's outward appearance often reflects the persona of the deity to which it is dedicated. The Warshrines of Khorne are great constructs of brass and blades that constantly run with rivulets of blood, their every spike adorned with the rune-etched skull of a powerful enemy warrior. Those dedicated to Slaanesh are gilded carriages of scented silk, wax and human flesh, draped in the still-living skins of those whose organs have been offered to the Dark Prince. Warshrines of Nurgle are fouler still, heaped high with flyblown offal and stinking waste that is host to unimaginable parasites and plagues. The Warshrines consecrated to the Changer of the Ways are the strangest of all, their frames adorned with silver bells, caged dragonflies and crystalline bones to tinkle and chime with the music of the stars.

	M	WS	BS	S	T	W	I	A	Ld
Chaos Warshrine	-	-	-	-	5	5	-	-	-
Chaos Shrinemaster	-	5	3	4	-	-	5	2	8
Chaos Shrine Bearers	6	3	3	4	-	-	2	D6+2	-

TROOP TYPE: Chariot (Armour Save 4+).

SPECIAL RULES: Fear, Random Attacks (D6+2) (Chaos Shrine Bearers only).

Favour of the Ruinous Powers: If a friendly model is within 12" of one or more Chaos Warshrines when he rolls on the Eye of the Gods table, he rolls an additional D6 and discards a single dice of his choosing.

Giver of Glory: As mortal souls are offered to the Ruinous Powers, the Shrinemaster implores the Chaos Gods for their aid, bestowing their dark blessings onto nearby Champions.

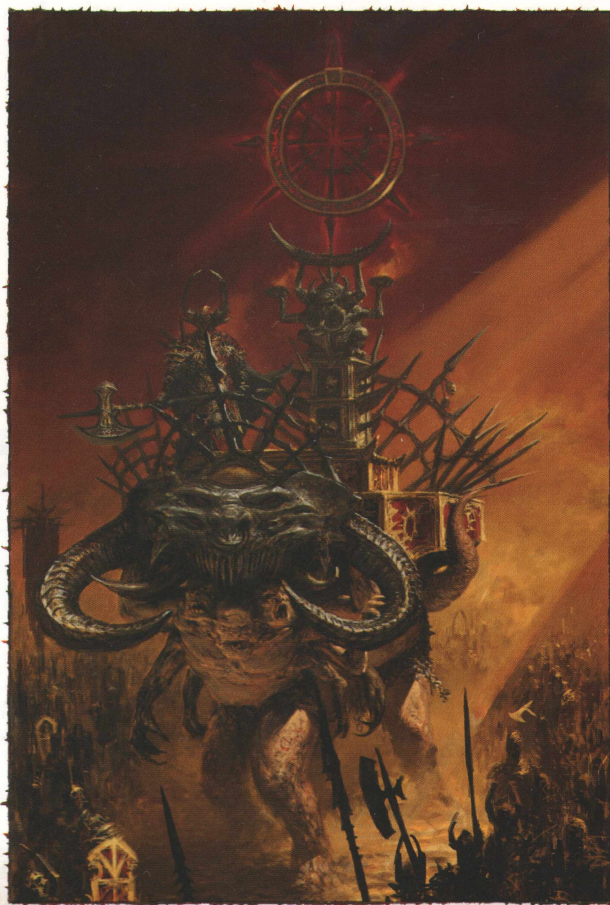
Innate bound spell (power level 4). *Giver of Glory* is an **augment** spell that targets D3 friendly models with the Eye of the Gods special rule within 12". The targets of the spell immediately roll on the Eye of the Gods table (see page 25). Remember, they will also benefit from the Chaos Warshrine's Favour of the Ruinous Powers special rule (see above).

Protection of the Dark Gods: A Chaos Warshrine has a 4+ ward save.

War Platform: Unlike other chariots, a Chaos Warshrine has neither the Swiftstride nor Impact Hits (D6) special rules. If a Chaos Warshrine has the Frenzy special rule (from the Mark of Khorne or otherwise), the Chaos Shrinemaster and the Chaos Shrine Bearers each gain an Extra Attack. Finally, if a Chaos Warshrine is required to take a Dangerous Terrain test, treat its troop type as infantry.

'I have been chosen for greatness by the Dark Gods themselves. You, petty mortal, have been chosen only for death.'

- Eglizus, The Executioner of Trechagrad



CHAOS GIANTS

Chaos Giants are monstrous humanoid with a prodigious appetite for violence. They are single-minded engines of destruction, as dedicated to murder and mayhem as Champions of Chaos themselves. Chaos Giants are most often encountered in the far north of the world, being fond of the cold, rocky climes, and many find themselves in service to a warband, either for their fill of fresh meat and strong alcohol, or for the promise of slaughter and battle. A swearing, bellowing monstrosity that revels in displays of immense strength, a Chaos Giant is only content when it is crushing people beneath its enormous cloven hooves or smashing a battle line apart single-handedly. No wonder these creatures are favoured by the Chaos Gods, for they are annihilation incarnate.

Chaos Giants are instinctively drawn to those who bear the favour of the Dark Gods, perhaps because the corpses are always thick on the ground in the company of such individuals. A Chaos Giant has the intelligence to recognise friend from foe, but little else, and it certainly has no real concept of obeying the orders of anything smaller than itself. Things such as tactics and strategy just confuse a Giant, who goes to battle primarily to kill and to feed. When a Chaos Giant has ploughed into the enemy ranks, it is as likely to grab a foe and store him somewhere for a later meal as it is to lay about itself with a jagged menhir or massive blade-studded tree trunk. Regardless of its whim, a Chaos Giant's attacks are always devastating.



	M	WS	BS	S	T	W	I	A	Ld
Chaos Giant	6	3	3	6	5	6	3	Special	10

TROOP TYPE: Monster.

SPECIAL RULES: **Large Target, Stubborn, Terror.**

Fall Over: Giants are ungainly and frequently befuddled, as a consequence of which they often fall down, crushing anything unfortunate enough to lie beneath them. They are especially prone to this if they've been raiding the local brewery, which isn't altogether uncommon.

A Chaos Giant must test to see whether it falls over if any of the following apply:

- It is beaten in close combat. Test once results are established but before taking a Break test.
- It is fleeing at the start of its Movement phase.
- It crosses an obstacle. Test when the obstacle is reached.
- The Giant decides to Jump Up and Down on an enemy. Test immediately beforehand.

To see if the Chaos Giant falls over, roll a D6. If the dice roll is a 1, the Chaos Giant falls over. A slain Chaos Giant falls over automatically.

To determine in which direction the Giant falls, roll a scatter dice. Place the Fallen Giant template (see page 96) with its feet at the model's base and its head in the direction of the fall (if a 'Hit' is rolled, the direction of the fall is determined by the small arrow on the Hit! symbol). The Fallen Giant template is a special shaped template, which otherwise uses all the template rules from the *Warhammer* rulebook (so any models lying completely or partially under it are automatically hit).

A model hit by a falling Giant takes a Strength 6 hit that has the Multiple Wounds (D3) special rule. If the unit is in combat and the Chaos Giant has fallen over whilst attempting to Jump Up and Down, Wounds inflicted by a falling Chaos Giant count towards the combat result.

A Chaos Giant that falls over automatically suffers 1 Wound. If the Chaos Giant is in combat, then this Wound counts towards the combat result.

Once on the ground (you may lie the model down if you wish), a Chaos Giant may get up in his following Movement phase, but may not move that turn.

Whilst on the ground a Chaos Giant may not attack, but he can still defend himself after a fashion, so the enemy must still roll to score hits on him. If forced to flee whilst on the ground, the Chaos Giant is slain – the enemy swarm over him and cut him to pieces. If the Chaos Giant gets the opportunity to pursue his foes whilst he's on the ground, he stands up instead. A Chaos Giant may attack on the turn it stands up.

Giant Special Attacks: Chaos Giants do not attack in the same way as other creatures. They are far too large and fractious to take orders and much too scatterbrained to have any sort of coherent plan. To determine what happens in each Close Combat phase, pick a unit in base contact with the Chaos Giant and roll a D6 on one of the following tables. Which table you use depends on the size of the Chaos Giant's victim. When fighting characters riding monsters, decide whether to attack the rider or mount before rolling on the table.

Big Things Table

Use this table when fighting monsters, monstrous beasts, monstrous infantry, monstrous cavalry, chariots, war machines, anything with the Large Target special rule, and characters riding any of the above.

D6 Result

- 1 Yell and Bawl
- 2-4 Thump with Club
- 5-6 'Eadbutt

Man-sized or Smaller Things Table

Use this table when fighting anything not covered by the Big Things table, above.

D6 Result

- 1 Yell and Bawl
- 2 Jump Up and Down
- 3 Pick Up and...
- 4-6 Swing with Club

Yell and Bawl: The Chaos Giant yells and bawls at the enemy. This is not pleasant as Chaos Giants are deafeningly loud and tend towards poor oral hygiene. Neither the Chaos Giant nor models in contact with him actually fight if they have not already done so this round. The Chaos Giant's side automatically wins the combat by 2 points (if both models have a model that Yells and Bawls, the combat is a draw).

Thump with Club: The Chaos Giant picks one model as his target and brings down his club with a single mighty strike. The target may attempt to avoid the blow by passing an Initiative test (use the lowest if the model has several different values). If the test is failed, the model takes 2D6 hits that wound automatically, with no armour saves allowed. If a double is rolled, the Chaos Giant's club embeds itself in the ground and the Chaos Giant cannot attack at all in the following round whilst he recovers his weapon.

'Eadbutt: The Chaos Giant head-butts a single enemy model from the target unit, automatically inflicting 1 Wound with no armour saves allowed. If a victim is wounded but not slain, then he is dazed and loses all of his following Attacks. If the target has not yet attacked in that combat round, he loses those Attacks; if he has already attacked, then he loses the next round's Attacks.

Jump Up and Down: The Chaos Giant jumps up and down vigorously on top of the enemy. Before he starts, the Chaos Giant must test to determine if he falls over (see previous page). If he falls over, work out where he falls and calculate damage as already described. Any Wounds caused by the fall (on either side) count towards the combat result. If the Chaos Giant

remains on his none-too-nimble feet, the target unit sustains 2D6 hits resolved at the Chaos Giant's Strength. Work out damage and saves as usual. Chaos Giants enjoy jumping up and down on their enemies so much that a Chaos Giant that does so in one combat round will automatically do so in the following round if he is able to, assuming that he did not fall over in the previous round. A Chaos Giant that starts to Jump Up and Down will therefore continue to do so on the same target until he falls over, the target is destroyed, or the combat ends.

Pick Up and...: The Chaos Giant stoops down and grabs a single model in base contact from the target unit (Chaos Giant player's choice). The target must make a single Attack to try to fend off the Chaos Giant's clumsy hand. If this Attack causes an unsaved Wound, the Chaos Giant's Attack fails. Otherwise, the Chaos Giant grabs the model and the player rolls a D6 to see what happens next:

D6 Result

- 1 **Stuff into Bag.** The Chaos Giant stuffs the victim into his bag along with sheep, cows and other plunder. The model is removed as a casualty.
- 2 **Throw Back into Combat.** The victim is hurled back into his own unit like a living missile. The victim is removed as a casualty, and D6 Strength 3 hits are inflicted on the unit (save as normal).
- 3 **Hurl.** The victim is hurled into an enemy unit within 12" of the Chaos Giant – randomly determine which. The victim is removed as a casualty, and the unit takes D6 Strength 3 hits (save as normal). Unsaved Wounds from these hits count towards the Chaos Giant's combat result. If no enemy units are in range, treat this as a Throw Back into Combat result instead.
- 4 **Squash.** This doesn't really bear thinking about. Suffice to say the model is removed as a casualty.
- 5 **Eat.** The Chaos Giant gobbles his victim up, swallowing him whole. The model is removed as a casualty.
- 6 **Pick Another.** The Chaos Giant hurriedly stuffs the victim into his bag or under his shirt (or down his trousers if they're really unlucky). Treat the Attack as if the Chaos Giant had rolled the Stuff into Bag result, above, and then choose another victim. The second victim makes a single Attack as usual to avoid being picked up – if he fails, roll again on this table to see what the Chaos Giant does with him.

Swing with Club: The Chaos Giant swings his club across the enemy's ranks. The Chaos Giant inflicts D6 hits on the target unit, resolved at the Chaos Giant's Strength.

UPGRADES:

Giant of Khorne: A Giant of Khorne has +1 Strength.

Giant of Tzeentch: A Giant of Tzeentch has a 6+ ward save.

Giant of Nurgle: A Giant of Nurgle has +1 Toughness.

Giant of Slaanesh: A Giant of Slaanesh has +1 Initiative.

MUTALITH VORTEX BEASTS

A Mutalith Vortex Beast is an utter abomination of nature. It is a terrifying fusion of monster and magic, a creature mutated beyond all reason by the power of Chaos. In battle, a Mutalith's tentacles smash into the ranks of the foe. Those not flung through the air are dragged screaming into the Mutalith's maw, where hundreds of needle-like teeth shred flesh and crunch bones to powder. As horrifying as such a fate is, though, it is not the thought of being eaten alive by a Mutalith that gives its enemies waking nightmares.

Wherever a Mutalith treads, mutation and madness follow. A ball of raw magic is anchored into the creature's body, a seething orb of Chaos energy that warps and twists everything nearby. The flesh of the Mutalith itself is forever being healed and remoulded, sucked in and poured back out again by the vortex. These same wisps of malign energy reach out across the battlefield, mutating everything they touch.

When facing a Mutalith, enemy soldiers are wracked with random mutations. For every warrior who sprouts an extra limb, another is transformed into a gleaming crystal statue or a pile of squirming three-eyed fish. Heroes have died as their own spines burst from their backs to strangle them, and warriors have watched on in horror as their flesh melts and falls off their bones. Worse still are those times when the vortex pulses, and entire regiments are engulfed by waves of mutating power that cause their bodies to twist together into the shape of a hideous Chaos Spawn.



	M	WS	BS	S	T	W	I	A	Ld
Mutalith Vortex Beast	6	3	0	5	5	5	3	D6+2	8

TROOP TYPE: Monster.

SPECIAL RULES: **Large Target**, **Random Attacks (D6+2)**, **Regeneration (5+)**, **Scaly Skin (4+)**, **Terror**.

Aura of Mutation: *Tides of raw magic seep out of the vortex, mutating and twisting anything they touch.*

Innate bound spell (power level 5). *Aura of Mutation* is a **direct damage** spell with a range of 18". Roll a D6, and consult the table below to discover how many Toughness tests the target must take, and if any long lasting mutations have occurred. For each Toughness test failed, the target suffers a single Wound with no armour saves allowed:

D6 Result

- Hideous Disfigurements:** The target must take D6 Toughness tests, and gains the Fear special rule for the rest of the game.
- Trollbrains:** The target must take D6 Toughness tests, and gains the Stupidity special rule for the rest of the game.
- Gift of Mutations:** The target must take D6 Toughness tests. After resolving these tests, one of the unit's characteristics (roll a D6 to randomly select between WS, BS, S, T, I or A) is increased by 1 (to a maximum of 10) and one of their characteristics (roll another D6 to randomly select between WS, BS, S, T, I or A) is decreased by 1 (to a minimum of 1) for the rest of the game.
- Tide of Transformation:** The target must take D6 Toughness tests. Once the tests have been resolved, roll a D6: on a 3 or more, choose another enemy unit within 6" of the initial target – it must take D6 Toughness tests. Keep rolling for further victims (each within 6" of the last target struck), until the roll is less than 3 or there are no more viable targets. A unit can only be the target of Tide of Transformation once per casting.
- Maelstrom of Change:** Place the small round template over the target and scatter it D6". If a Hit! is rolled, the template does not scatter. Every model underneath the template must take a Toughness test.
- Spawnchange:** Every model in the target unit must take a Toughness test. If the target suffers one or more unsaved Wounds, you can immediately place a new Chaos Spawn anywhere within 6" of the target unit that is at least 1" from any unit and impassable terrain. If the target suffered no unsaved Wounds, if you do not have a spare Chaos Spawn model, or if it cannot be placed, then no Chaos Spawn is created.

SLAUGHTERBRUTES

A Slaughterbrute is a hulking monster of muscle and aggression. Such a creature cannot be broken by conventional means, and those foolish enough to try are torn apart and eaten for their efforts. Instead, a Slaughterbrute's mind is enslaved, through magic, to that of a Chaos Champion. The binding ritual for a Slaughterbrute is long and arduous. First, the beast is bound with magical chains, its flesh carved with runes of domination and branded with sigils of enslavement. Finally, daggers are soaked in the blood of the champion who would be the beast's master. These are then driven deep into the creature's spine, at which point its thoughts are immediately subsumed with a malign intelligence that is not its own.

Though some champions control a Slaughterbrute through the movement of a marionette, most are able to manipulate the creature through surpassing force of will, controlling its every action as if they were their own. Under such dominion, a monster that would otherwise lash out with blind fury, instead strikes with the skill of a warrior born. Every sweep of its over-muscled arms leaves behind a trail of broken and mangled bodies; every bite from its massive jaws rips another enemy in half. As terrifying as a Slaughterbrute is, it is the sight of so massive a creature feinting and parrying blows that most unnerves their foes. Worse still, as a Slaughterbrute carves through entire regiments, the unmistakable sound of laughter can be heard rumbling from within the beast's throat, a throat that should by all rights be roaring with bestial fury.

The combination of raw strength and pure skill is a mighty boon for the followers of Chaos. However, if the Slaughterbrute's puppeteer should ever be slain, the magical shackles binding the monster will sever. Unbound, a Slaughterbrute reverts to its natural state, and a red haze descends that makes no distinction between friend and foe. To a Slaughterbrute free of enslavement, everything it sees is prey to be crushed, stomped, and ripped apart. The only way to halt the resultant rampage is to hack the beast down, and few warriors are up to such a task.



Unbound: If, at the beginning of its Movement phase, a Slaughterbrute's master has been slain (or if it started the game without a master), it is Unbound. An Unbound Slaughterbrute has the Random Movement (2D6) and Frenzy special rules. An Unbound Slaughterbrute can never lose its Frenzy, even if beaten in close combat. In addition, an Unbound Slaughterbrute cannot choose the direction it travels in. Instead, roll a scatter dice in the Compulsory Moves sub-phase and move the Unbound Slaughterbrute in the direction rolled (if a 'Hit!' is rolled, the Slaughterbrute moves straight forwards). If an Unbound Slaughterbrute moves into contact with the board edge, a building or impassable terrain, it instead stops 1" away.

Unlike other random movement, an Unbound Slaughterbrute can move into base contact with a friendly unit, in which case it will come to a stop and immediately inflict D6+2 Strength 7 hits on the unit. (If it comes into base contact with more than one unit, you must choose one to inflict hits on.) After resolving these hits, move the Slaughterbrute directly backwards 1", so that it is no longer in base contact with the unit.

	M	WS	BS	S	T	W	I	A	Ld
Slaughterbrute	6	3	0	7	5	5	3	4	5

TROOP TYPE: Monster.

SPECIAL RULES: Large Target, Scaly Skin (4+), Terror.

Runes of Binding: At the beginning of the game, you must nominate a single friendly Lord or Hero and make sure your opponent is aware which model you have nominated – this is the Slaughterbrute's master. If you have more than one Slaughterbrute, you must nominate a different Lord or Hero for each Slaughterbrute – if you do not have enough Lords or Heroes for all your Slaughterbrutes, the remainder start the game Unbound (see Unbound, below). Whilst the Slaughterbrute's master is alive, the Slaughterbrute uses that model's current Weapon Skill and Leadership instead of its own (unless it would normally be higher).

UPGRADES:

Extra Claws: A Slaughterbrute with this upgrade has two additional Attacks to those shown on its profile. These Attacks are resolved at Strength 5, so should be rolled for separately. If the Slaughterbrute's Strength is modified, these additional Attacks are modified by the same amount.

ARCHAON

The Everchosen, The Lord of the End Times

Archaon is the Lord of the End Times, the vessel through which the Dark Gods will unite their followers and turn the whole world into a Realm of Chaos. He is an individual whom all the Chaos Gods have bestowed their gifts upon. Of all the Everchosen of Chaos who have assailed the world over the ages, Archaon is the most ruthless and powerful. At the heart of Archaon's army is his old warband, the Swords of Chaos, the most dread group of Chaos Knights ever to have blighted the world. The Everchosen often rides to war leading this cadre of veterans from atop the daemonic beast known as Dorghar, the Steed of the Apocalypse.

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

TROOP TYPE: Infantry (Special Character). Dorghar is a Monstrous Beast.

MAGIC: Archaon is a Level 2 Wizard. He uses spells from one of the following: the Lore of Death, the Lore of Fire, the Lore of Metal, the Lore of Shadow or the Lore of Tzeentch.

SPECIAL RULES (Archaon): Eye of the Gods.



Chosen of the Gods: Uniquely, Archaon has the Mark of Khorne, Mark of Tzeentch, Mark of Nurgle and Mark of Slaanesh. This does not prevent Archaon from joining any unit that has a Mark of Chaos, nor does it prevent any other character that has a Mark of Chaos from joining Archaon's unit. In addition, Archaon may re-roll any Eye of the Gods roll, but the second result stands, even if it is worse.

Lord of the End Times: If you take Archaon, he must be your army General. His Inspiring Presence has a range of 18".

The Swords of Chaos: If your army includes Archaon, one unit of Chaos Knights that does not have a Mark of Chaos may be upgraded to be the Swords of Chaos. This unit has the Hatred and Immune to Psychology special rules.

SPECIAL RULES (Dorghar): Daemonic Attacks, Fear, Strider.

MAGIC ITEMS:

The Slayer of Kings: *The Second Everchosen, Vangel, trapped the Greater Daemon U'zuhl inside this blade.*

Magic Weapon. No armour saves are allowed for Wounds caused by the Slayer of Kings. In addition, Archaon may unleash the power of U'zuhl in any Close Combat phase. If he does this, he fights with double his normal number of Attacks (to a maximum of 10) but any rolls To Hit of a 1 will strike either himself or a friendly model in base contact (controlling player's choice). Archaon may not re-roll To Hit results of a 1 when unleashing U'zuhl. Once U'zuhl is unleashed, Archaon must use this special ability in every close combat he is subsequently involved in for the rest of the battle.

The Armour of Morkar: *Once belonging to the Lord Morkar, first Everchosen of Chaos, this armour shields Archaon from all but the deadliest of blows.*

Magic Armour. The Armour of Morkar grants Archaon a 3+ armour save. In addition, no attack against him may ever have a better chance To Wound than a 3+. Attacks that wound automatically, always wound on a 2+, and so on, will still need a 3+ to wound Archaon.

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

Enchanted Item. The Crown of Domination grants Archaon the Terror special rule. In addition, Archaon and any friendly unit within 12" of Archaon may re-roll failed Break tests.

The Eye of Sheerian: *The Eye of Sheerian, named after the Tzeentchian Sorcerer who first discovered it, grants the bearer visions, allowing Archaon to predict the attacks of the enemy and counter or avoid them.*

Talisman. The Eye of Sheerian grants Archaon a 4+ ward save (which is increased to 3+ by the Mark of Tzeentch).

WULFRIK THE WANDERER

Worldwalker, The Eternal Challenger

Wulfrik the Wanderer is the ultimate seafaring warrior. A hairy giant of a man, adorned with the trophies of his many kills, Wulfrik travels the four corners of the world and beyond. He seeks out and challenges the mightiest champions of every race and creed, for as punishment for his hubris, Wulfrik is bound to a lifetime of constant duelling and violent death.

A warrior born, Wulfrik was ever known for his hulking frame and tremendous skill at arms. He took the heads of every Chaos champion who crossed his path, proudly displaying them for all to see. Many sagas were sung to his honour in his tribe, and his reputation spread far and wide. Pride proved to be Wulfrik's downfall, however. At the victory banquet held in his name after he slew King Torgald at the Battle of a Thousand Skulls, Wulfrik drank four full barrels of mead, drunkenly boasting that he was the equal of any other warrior anywhere in this world or the next. The gods have a way of punishing such rash claims.

That night, Wulfrik was visited by a strange emissary of the Dark Gods. In his dreams, Wulfrik journeyed to paradises, necropolises and fantastic netherworlds, and everywhere he passed was drowned in a great tide of blood. When Wulfrik awoke, he was blessed with the gift of tongues – the ability to issue an irrefusable challenge to any warrior or beast in their

own language. Simultaneously, he was cursed to wander the length and breadth of the world on a never-ending quest to prove himself against the most gifted warriors alive; living or dead, mortal or daemonic.

Since that fateful night, Wulfrik has led a life of exile. His warriors, loyal to the end, sail with him across the seas in the sturdy longship *Seafang*. The stories have it that Wulfrik's travels have taken him into the Realm of Chaos, where *Seafang* sailed upon the Winds of Magic themselves, and that the great vessel still retains the memory of flight. It is also said, perhaps because of this remarkable ship, that it is impossible to escape Wulfrik once he has decided upon his next quarry. Wulfrik the Wanderer is one of the most devout worshippers of the Dark Gods ever to journey across the world. He has made offerings of lordlings, sea serpents and Dragons to his nefarious masters. To Khorne, he gives the skulls of his victims, to Slaanesh their still-beating hearts, to Nurgle the contents of their slit guts, and to Tzeentch their dying breath.

	M	WS	BS	S	T	W	I	A	Ld
Wulfrik the Wanderer	4	8	3	5	4	2	7	4	8

TROOP TYPE: Infantry (Special Character).

SPECIAL RULES: Eye of the Gods.

Gift of Tongues: When Wulfrik the Wanderer issues a challenge, your opponent cannot choose to refuse it. Furthermore, Wulfrik nominates which character will accept the challenge – your opponent does not get to choose as per the normal challenges rules.

Hunter of Champions: As soon as Wulfrik the Wanderer is placed on the tabletop, nominate one enemy character in your opponent's army – this is the champion Wulfrik has journeyed to challenge. Wulfrik gains +2 Strength and re-rolls all failed To Hit rolls against the chosen character.

Seafang: Before any units are deployed, Wulfrik the Wanderer and a single unit of Chaos Marauders may choose to use *Seafang* to encircle their foes. If they choose to do this, they have the Ambushers special rule. When rolling to see if Wulfrik and the Chaos Marauders arrive, roll once for both Wulfrik and the unit. When they arrive, the unit must be deployed with Wulfrik joined to it.

'Face me if you dare, stunted whelp, or do you lack even an Elven maid's courage? I thought the Sons of Grungni were great warriors, but perhaps you are no true Dwarf. Indeed, maybe you are instead some breed of bearded Goblin, though in truth I have seen a finer beard on a Troll's back-side.'

*- Wulfrik the Wanderer,
to Dwarf King Thurbad Stonebeard, in perfect Khazalid*



VALKIA THE BLOODY

Bringer of Glory, The Gorequeen

There is a legend of a cruel but beautiful warrior woman who is the consort of Khorne himself. Her violent deeds are watched over by her battle-hungry patron, and it is said that those who earn her blessing will fight in the halls of the Blood God for all eternity. Her name is Valkia the Bloody, and she was returned from the dead to further the work of Khorne.

Once the fell queen of a great northern tribe, Valkia rose to infamy by decapitating anyone foolish enough to question her right to reign. This pleased Khorne greatly, for Valkia dispatched many minions of his brother gods. One such individual was Locephax, an unimaginably perverse Daemon Prince of Slaanesh. Struck by the queen's cold beauty, the leering Daemon Prince suggested that Valkia would be better suited to life as a slave girl than as a monarch. The warrior queen did not take kindly to this; taking up the spear, Slaupnir, she flew into a berserk rage. They duelled for days, but ultimately Queen Valkia was triumphant.

From that day forwards, Valkia enjoyed great favour in the eyes of Khorne. The Gorequeen meant to slaughter her way to the northernmost point of the world and cross through into the Realm of Chaos, personally placing the head of Locephax at the base of Khorne's throne. She nearly fulfilled her quest, but before a year was out, her corpse joined the thousands of others littered across that hellstained realm.



Khorne raged at Valkia's passing, and his fury was so thunderous that it awoke her from death and, taking her in his claws, Khorne reforged the queen into a form even more pleasing to him. Valkia returned to the mortal world a vision of destructive power. Every new dawn, she descends from the skies, taking more skulls for her diabolic paramour and choosing those who will fight on in the Realm of Chaos after their death. The Warriors of Chaos fight all the harder in her presence, for it is said the gaze of Khorne lingers about her still. Many champions redouble their efforts knowing that the Blood God despises cowards and will strike down those who flee, whilst others see a chance to gain his attention on the field of slaughter, knowing that to become one of his chosen is a prize beyond measure.

	M	WS	BS	S	T	W	I	A	Ld
Valkia the Bloody	4	9	3	5	5	3	8	6	9

TROOP TYPE: Infantry (Special Character).

SPECIAL RULES: **Eye of the Gods, Fear, Fly, Mark of Khorne.**

Consort of the Blood God: If Valkia the Bloody is required to roll on the Eye of the Gods table, do not roll any dice. Instead, she is always counted as having rolled the Slaughterer's Strength reward (see page 25).

The Gaze of Khorne: All friendly units within 12" of Valkia the Bloody re-roll failed Break tests. However, any friendly unit that flees whilst within 12" of Valkia the Bloody, for whatever reason, immediately suffers D6 Strength 6 hits.

MAGIC ITEMS:

The Spear Slaupnir: *The Gorequeen's barbed spear has slain kings and paupers alike, ripping out their hearts or striking their heads from their bodies in one deft blow.*

Magic Weapon. All close combat attacks made by the Spear Slaupnir have the Armour Piercing special rule. In addition, on any turn in which Valkia the Bloody charges, Slaupnir confers +2 Strength and the Killing Blow special rule.

Daemonschild: *The horned head of Locephax has adorned Valkia's shield ever since the Daemon Prince angered the Gorequeen, its hypnotic eyes gazing at all who come close.*

Magic Armour. The Daemonschild follows all the normal rules for a shield. In addition, whilst an enemy model is in base contact with Valkia the Bloody, they reduce their Attacks by 1, to a minimum of 1.

The Scarlet Armour: *This suit of armour runs red with thick strings of blood, sapping the strength of all Khorne's enemies.*

Magic Armour. The Scarlet Armour grants Valkia the Bloody a 3+ armour save. In addition, whilst an enemy model is in base contact with Valkia the Bloody, they reduce their Strength by 1, to a minimum of 1.

VILITCH THE CURSELING

Master of Misrule, The Twisted Twin

Once there was born a pair of twins; one healthy, strong and good to look upon, and one wretched, weak and tiny. Though the tribe's leaders expected the wholesome son to become a great warrior, it was the runt Vilitch who was to change their fate forever.

The twins had a difficult birth, and their mother died soon afterward, for it took all her strength to nourish the greedy infants. As they grew up, Thomin – the thriving twin – excelled in the hunt, and soon rose to lead the tribe's youngest warriors. The weakling Vilitch, on the other hand, was universally despised for his ugliness and frailty. He was forced to perform his dead mother's chores and, humiliatingly, was denied the use of a sword. Thomin used to beat Vilitch for the slightest infraction and, despite the runt's pleas, his father would not intervene.

As they grew up, Thomin became well-muscled and athletic, quickly learning the ways of the warrior. Vilitch barely managed to scrape by as an apprentice to the tribe's shaman, where he learnt a few meagre cantrips and a little knowledge about the powers that dwelt beyond the veil. Every night, the runtling prayed fervently to Tzeentch to reverse their fates, to make him the strong one and his brother the slave. The Great Sorcerer, who delights in anarchy, eventually agreed to Vilitch's selfish request.

One Geheimnisnacht, when the Chaos moon passed close to the world, Vilitch awoke to find that his body and that of his sibling Thomin had melded together. His brother's intellect had been added to his own, and there was nothing left of Thomin's mind save for a drooling automaton enthralled to Vilitch's command.

The grotesque fusion of warrior and runtling that staggered out of the twins' tent glowed with the power of baleful magic. Vilitch's budding magical abilities had been enhanced a hundredfold, and the hulking body to which his withered frame had been fused was possessed of diabolic strength. Laughing maniacally at his newfound powers, Vilitch embarked upon a bloody killing spree, sending crackling arcs of pure change into those who had looked down upon him in the past and forcing the body of Thomin to throttle any who tried to stop him. By the time the sun set, the village had been consumed by sorcerous fire and the streets ran with molten flesh.

But Vilitch's story did not end there. The malformed sorcerer-twin hunted down all of the warrior elite of his tribe and used his dire powers to enslave their minds, making them little more than walking puppets that lived and died according to his whims. Now, wherever the Curseling plots and schemes to further his own power, a band of hard-bitten veterans marches at his side, each of them under the fearful command of the disturbing creature that they know only as the Twisted Twin.

TROOP TYPE: Infantry (Special Character).

MAGIC: Vilitch the Curseling is a Level 4 Wizard. He uses spells from the Lore of Tzeentch.

SPECIAL RULES: Eye of the Gods, Loremaster (Lore of Tzeentch), Mark of Tzeentch.

MAGIC ITEMS:

Vessel of Chaos: *Vilitch enjoys the patronage of the Great Sorcerer himself, and as part of Tzeentch's fickle plans, he has gifted the Twisted Twin with a dark crucible - a powerful artefact that is able to harness and store a great reservoir of unstable magical energy.*

Arcane Item. When an enemy Wizard fails to meet the casting value of a spell, the power dice used for that attempt are converted to bonus dispel dice that Vilitch the Curseling may utilise later that phase. Conversely, should the enemy make a failed dispel attempt to counter one of Vilitch the Curseling's spells, the dispel dice used for that attempt are immediately converted to bonus power dice that Vilitch may utilise later that phase. Note that these bonus dice cannot take your pool above the maximum limit and no other Wizard can use these bonus dice – if Vilitch is unable to use them, they are lost.



	M	WS	BS	S	T	W	I	A	Ld
Vilitch the Curseling	4	5	3	5	4	3	5	3	8

FESTUS THE LEECHLORD

Dark Apothecary, The Fecundite

If an unfortunate traveller were to stray onto the twisted roads that lead from the northern forests into the Chaos Wastes, he might be paid a visit by a most unsavoury individual during the dark of the night. A shuffling, muttering figure stalks these lands, his moth-eaten robes gently clinking with vials containing unimaginable concoctions, which he is seeking to test out upon those he can catch or deceive. A devotee of the plague god Nurgle, this mysterious apothecary is quite, quite mad, though he once bore the respect of physicians, alchemists and scientists across the length and breadth of the Old World.

Doctor Festus was once a skilled surgeon who founded hospices all across the province of Nordland, and was as compassionate as he was gifted. Specialising in curative unguents and salves, the good doctor cured hundreds of people every year. With Festus' guidance, Nordland overcame outbreaks of the Screaming Ague, Blacklegge, and even the crippling Ghoulpox.

It was the onset of Gnashing Fever that marked the beginning of the end for Festus. Try as he might, the doctor could not stem the spread of this new and highly contagious disease. Festus locked himself in his laboratory, working ceaselessly to create a healing elixir. Countless sleepless nights passed, and despite his best efforts, Festus still had no cure.



Those plague victims he had managed to sequester in his laboratory were dying and he was powerless to prevent it. As the last of his test subjects shook themselves to death, Festus dropped to his knees, crying out for help. One by one, the slack-jawed corpses in Festus' laboratory turned their heads to look at him. With one voice emanating from a score of parched throats, they promised to give Festus the knowledge necessary to cure not only this plague but all the diseases in the world, in exchange for a lifetime of service. In his desperation, Festus agreed.

In the blink of a bloodshot eye, Festus' mind was filled with every detail of every sickness, ailment and plague known to the great god Nurgle. This drove him entirely mad, washed away his compassion and left nothing more than an intimate knowledge of disease and a desire to experiment. Festus became the Leechlord of Nurgle, who goes to war in the name of furthering his revolting studies. Though his curative powers are greater than ever before, woe betide the fool who crosses the Doctor, for he is always in need of new test subjects, and not above force-feeding his latest concoctions to his victims in his quest to bring ever more repugnant forms of life into the world. It is a better fate by far to die on the field of battle than to be captured alive by Festus and used for his latest dark experiments.

	M	WS	BS	S	T	W	I	A	Ld
Festus the Leechlord	4	4	2	4	4	2	2	2	8

TROOP TYPE: Infantry (Special Character).

MAGIC: Festus the Leechlord is a Level 2 Wizard. He uses spells from the Lore of Nurgle.

SPECIAL RULES: **Eye of the Gods, Mark of Nurgle, Poisoned Attacks, Regeneration.**

Harbinger of Pestilence: Whilst Festus the Leechlord is in a unit, all models in that unit have the Poisoned Attacks special rule.

Healing Elixirs: Whilst Festus the Leechlord is in a unit, all models in that unit have the Regeneration (5+) special rule.

MAGIC ITEMS:

Pestilent Potions: *Festus is a walking repository of alembics and foul-smelling potions. To one blessed by Grandfather Nurgle, these elixirs are restorative brews, but to others, they are deadly poisons.*

Enchanted Item. At the beginning of each Close Combat phase Festus may either drink his potions, in which case he will immediately regain a single lost Wound, or try to force them down the throat of a single enemy model in base contact. If he attempts the latter, both players roll a D6 and add their model's unmodified Strength to the result. If your opponent's total is higher, nothing happens. If Festus' total is equal or higher, his victim immediately suffers D3 Wounds, with no armour saves allowed. Any unsaved Wounds inflicted by Pestilent Potions count towards the combat result.

SIGVALD THE MAGNIFICENT

Scion of Slaanesh, The Geld-Prince

Though he appears to be little more than sixteen summers of age, Sigvald the Magnificent has blighted the world for over three hundred years. The personification of beauty on the outside, but rot within, Sigvald rides at the head of an army of utterly devoted followers who would give their lives for him without a second thought. His elite bodyguard bear mirrored shields so that Sigvald might bask in his own divine glory, and dozens of exotic females attend to his every whim and desire. Such are the depths of Sigvald's self-obsession that he will even call his retainers to attend him with their mirrors in the midst of battle, preening and murmuring compliments to himself as men plunge into battle and die all around him. Sigvald's baroque armour remains forever untarnished by age or the tiniest fleck of dirt, and warm perfumed air surrounds him even during the fiercest blizzard. The ground itself reshapes itself to let Sigvald pass, and his feet float an inch above the world's surface so that his boots are never touched by the mud or gore of the battlefield. He has defeated warriors twice his size with a contemptuous flick of his rapier, for Sigvald the Magnificent is the chosen scion of Slaanesh, his every wish granted in exchange for an eternity of depravity.

Sigvald was once the son of a powerful warlord-king whose dark desires led him to carnal and unnatural acts. When a child was born from the union of the warlord and his own sister, the bastard infant was handsome indeed. His hair was like spun gold and his skin was unblemished save for a tiny horned birthmark on the back of his neck. At first, Sigvald's every wish was made manifest. However, the Prince's excesses eventually grew too obscene even for his father and, when his fondness for human flesh was discovered, Sigvald was banished. The boy-prince feigned dismay, but when his father retired for bed, Sigvald slew him with his own blade. The boy-prince left the tribe, reasoning that a man of his calibre would thrive in the Chaos Wastes. And thrive he did, but not through honest toil. Before the next dawn, the young warrior had a new patron in the form of Slaanesh.

Hundreds of years later, Sigvald the Magnificent marches to war at the head of an army of admiring followers. Any who the Prince deems to be ugly, crude or irritating he has put to the blade, sometimes eradicating whole cities on a whim. Slaanesh spoils his adopted son as an indulgent father, and Sigvald's wild excesses only serve to elevate him further in the Dark Prince's favour. Jaded and capricious in the extreme, Sigvald the Magnificent ever strives to plumb new depths of cruelty in his conquests. He inspires fanatical devotion in his followers, for they know that in the aftermath of battle, they may sate their most unholy lusts without restraint.



Favoured Son: If Sigvald the Magnificent is required to roll on the Eye of the Gods table, do not roll any dice. Instead, he is always counted as having rolled the Dark Fury reward (see page 25).

Supreme Vanity: Sigvald the Magnificent may never re-roll a failed Stupidity test, nor use another model's Leadership when taking a Stupidity test (such as the army General's) – he's far too self-absorbed to take notice of anyone other than his own handsome reflection. The above also applies to any unit that Sigvald is currently joined to.

MAGIC ITEMS:

Sliverslash: *Prince Sigvald's sword is forged from a sliver of Slaanesh's own blade. It moves like quicksilver, striking its foes down in a flurry of lightning-quick blows.*

Magic Weapon. Sliverslash grants Sigvald +2 Attacks and the Always Strikes First special rule.

Auric Armour: *The Auric Armour is a sculpted suit of plate mail forged from ensorcelled gold. Tendrils of dark energy constantly caress the skin of the wearer, rejuvenating his flesh and closing his wounds with a tender touch.*

Magic Armour. The Auric Armour grants Sigvald a 2+ armour save and the Regeneration special rule.

	M	WS	BS	S	T	W	I	A	Ld
Sigvald the Magnificent	4	8	3	5	5	3	8	5	10

TROOP TYPE: Infantry (Special Character).

SPECIAL RULES: Eye of the Gods, Mark of Slaanesh, Strider, Stubborn, Stupidity.

THROGG

Wintertooth, King of Trolls

Even the most lackwit child knows that Trolls are grossly stupid beasts. Nonetheless, around the campfires of the north, there persist rumours that in the depths of Troll Country there is an elder beast whose mutations were not just of the body but also the mind – a Troll King possessed of a grim and malevolent cunning who seeks to grind the realms of Man under his monstrous rule.

At the heart of an icy labyrinth strewn with the gnawed corpses of once-mighty heroes, the Troll King, Throgg, sits brooding upon his rocky throne. No fanfare announces his arrival, no vassals pay him tithe, and no courtiers vie for his favour. His subjects are drooling, stinking monsters and his domain is a desolate and wind-whipped wasteland. A filth-encrusted crown rings one of the Troll King's tusks, a once-priceless heirloom taken from a great warrior whose quest led him only into Throgg's gullet.

There was a time when Throgg was content purely with a life of hunting, raiding and killing. He led his monstrous kin in ambushes and midnight attacks, each more successful than the last. Throgg had a knack of using the harsh climate of the north as his ally, for Trolls are quite at home in the numbing cold; to them a fierce ice-shard blizzard is no more troubling than a light summer rain. Before long, the Troll King became infamous, known amongst the warriors of the Old World as

Wintertooth. Every season, great and lauded heroes would ride northwards, brave knights and adventurers, all seeking out Throgg's lair to slay him. Every season, the Troll King dined upon noble flesh.

One moonless night, as Throgg was picking his yellowed tusks clean with a gem-encrusted blade, he beheld the broken bodies of his prey and began to think. Throgg muttered to himself, his eyes burning with cold fire for several long days. If the race of Man was so keen to fight him and his bestial subjects, then fight he would, with all the monsters of Troll Country at his side.

That night, Throgg vowed that he would see the lands of Men despoiled in the name of the Dark Gods. He would gather every monster, mutant and madman under his rule and march at the head of a nightmarish horde deep into the so-called civilised lands of the south. On his heels would come the bitter cold of winter, for where the creatures of Chaos tread, the land itself warps and changes. Throgg would bring about an age of ice and darkness and make all of the races of the Old World his slaves.

As the Troll King marches determinedly south, his monstrous entourage grows with every passing day. Under Throgg's dominion, the creatures of the hinterlands have united into a vast army, and soon the race of Man shall feel the Troll King's wrath.



	M	WS	BS	S	T	W	I	A	Ld
Throgg	6	5	2	6	5	4	2	5	8

TROOP TYPE: Monstrous Infantry (Special Character).

SPECIAL RULES: **Eye of the Gods, Fear, Troll Vomit** (see page 40).

Copious Vomit: Throgg has a Strength 5 Breath Weapon. No armour saves are allowed against Wounds caused by this Breath Weapon.

Lord of the Monstrous Horde: If your army includes Throgg, units of Chaos Trolls count as Core choices instead of Special choices.

Mutant Regeneration: Throgg has the Regeneration special rule. In addition, if Throgg passes two or more Regeneration saving throws in the same phase, he rolls on the Eye of the Gods table at the end of that phase.

MAGIC ITEMS:

The Wintertooth Crown: *Whether by some property of this battered crown, or by the grace of the Dark Gods themselves, all things bestial and savage obey the Troll King's barked commands.*

Enchanted Item. Providing Throgg is not fleeing, all friendly war beasts, monstrous beasts, monstrous infantry and monsters within 18" use his Leadership instead of their own, unless it would normally be higher.

SCYLA ANFINGRIMM

Scourgeborn, The Talon of Khorne

Scyla Anfingrimm was once the bane of the coastlands from frozen Norsca to exotic Ind. A bloodthirsty raider and warrior lord of the Ironpelt tribe, Scyla's name was synonymous with victory and pillage, and all who met him saw the fire of a born leader in his eyes. By the end of Scyla's second decade in the service of the Chaos Gods, he had become little more than a mountain of muscle and unquenchable rage, goaded into battle as a beast of war and unleashed to run howling into the ranks of the enemy.

As a young man, Scyla quickly earned the respect of not only his tribe but also the tribes of the neighbouring fjords. He slew the vile Jabberslythe that haunted the mists over the River Voltag, and it was Scyla's sword that dealt the deathblow to the tentacled beast that plagued the Bay of Blades. Every spring, he would set sail with his men further and further afield, raiding the coasts of the Empire, Bretonnia, and even of far-off Nehekhara. Every autumn, his longships came back laden with plunder, their timbers groaning with gold and captives to be sacrificed to Khorne. The womenfolk of his tribe chattered excitedly; surely it would not be long before the eye of the gods noticed Scyla and began to reward his prowess.



They were right. After orchestrating the massacre at Black Gulch, which caused the winding chasm to run red with Skaven blood, Scyla was gifted with massive brute strength and hulking, ape-like arms. Honouring Khorne for his blessing, Scyla launched a series of daring raids on the warhows of the Plenipotentate Ibn Dhul, personally reducing the flagship of the Dhuli armada to splinters. This time his bravery was rewarded with a serpentine tail ending in a snapping maw. Scyla's merciless slaughter of the Chaos Dwarf delegation sent to trade with his tribe resulted in a profusion of horn-like plates that spread across his body. After Scyla's subjugation of the troglodyte Gorgers that dwelt in Undermountain, Khorne gifted his champion with the mind of a ravenous beast. That same night, Scyla's body flowed and spasmed out of control until his transformation into a Chaos Spawn was complete.

From that day on, Scyla Anfingrimm was known as the Talon of Khorne, and his tribe had a new master. Scyla still fights alongside his old comrades at arms, but now they treat him more like a prized warhound than a lord amongst men. Though Scyla has become a mindless beast, he is still high in the favour of Khorne, his only desire to kill and maim in the name of his bloodthirsty god, and his destiny unlikely to hold little more than a violent death.

	M	WS	BS	S	T	W	I	A	Ld
Scyla Anfingrimm	6	4	0	5	5	4	3	D6+2	10

TROOP TYPE: Monstrous Beast (Special Character).

SPECIAL RULES: Fear, Hatred, Mark of Khorne, Random Attacks (D6+2), Scaly Skin (5+), Unbreakable.

MAGIC ITEMS:

Brass Collar of Khorne: During his final transformation into a Chaos Spawn, a brazen collar pushed out from under the corded muscle of Scyla Anfingrimm's neck. This collar protects the Blood God's favoured spawn from enemy attacks and the sorceries of cowardly wizards.

Talisman. The Brass Collar of Khorne bestows Scyla Anfingrimm with a 6+ ward save and the Magic Resistance (3) special rule.

'KILL FOR KHORNE! KILL FOR KHORNE! KILL FOR KHORNE! KILL FOR KHORNE!'

- Scyla Anfingrimm



GALRAUCH

The Great Drake, First of the Chaos Dragons

In the time of Aenarion, when the Elves fought their great wars against the tides of Chaos, the elder race of Dragons fought at their side. These great drakes were the nemeses of the armies of the Dark Gods, diving from the skies upon the scions of Chaos and crushing or incinerating them in their thousands. The might of the Dragons could only be matched by the greatest of Daemons, and the epic clashes between these mighty creatures were events of such magnitude that the mortal warriors could only witness them in awe.

It was during such a battle that Galrauch the Gold Drake came upon Fateclaw, the Lord of Change at the head of a Daemon horde. As Galrauch descended from the heavens like an avenging thunderbolt, the avian Daemon-thing below did nothing more than bare its teeth in a sinister expression of glee. Galrauch's great jaws snapped shut around Fateclaw's head, ripping it clean away in a multicoloured spray of ichor. Within a heartbeat, the broken body of the Greater Daemon had dissolved into a scintillating mist that enveloped the exultant Dragon and sank into his flesh.

Galrauch, resplendent in victory, flew high into the air, and the Elf warriors below him raised cries of triumph. But their cheers died away when the Dragon's body became suddenly wracked by violent convulsions. The mighty drake froze in mid-air, and an evil, iridescent light appeared in its

eyes. His scales flowed like water, forming into evil, leering faces that cackled maniacally in praise of Tzeentch. Foul tentacles and wicked spikes emerged from the Dragon's flesh, and finally the once-noble head of Galrauch split into two all the way down to the base of his neck. Where there was once one head, there were now two, and to the horror of the Elves below, both turned towards their ranks. One head belched dark fire, burning scores of Elves alive, but the other breathed a sorcerous mist that brought horrible mutations and madness. The heads were governed by the same will at first, but soon they started to tear at each other with hatred, a sure sign that the spirit of the great Dragon had not been completely destroyed. The mind of the Lord of Change managed to wrest control of the powerful body once again, but not before the Elves and Dragons had broken the back of the Daemon armies.

Galrauch withdrew from the lands of mortals and slept for centuries at a time, emerging now and then throughout history to wreak havoc on the lands of Elves, Dwarfs and Men. Legend has it that he was the first of the Chaos Dragons, and that many were the dark creatures born of his blood and of his evil sorcery. It was Galrauch who slaughtered King Thurgrim Rockarm and all his kin and sacked their ancient halls. It was he who single-handedly destroyed the city of Languerre de Lac and plunged its ruins into eternal night. Hundreds of noble heroes have tried to slay him, but they have all failed, and their remains hang high in Galrauch's lair as a testament to the Dragon's sorcerous might.



	M	WS	BS	S	T	W	I	A	Ld
Galrauch	6	6	6	6	6	6	6	6	9

TROOP TYPE: Monster (Special Character).

MAGIC: Galrauch is a Level 4 Wizard. He uses spells from the Lore of Tzeentch.

SPECIAL RULES: **Dark Fire of Chaos** (see page 28), **Fly, Large Target, Mark of Tzeentch, Scaly Skin (3+), Terror.**

Breath of Change: Breath of Change is a Breath Weapon. Any models hit must pass a Toughness test or be removed from play with no saves of any kind allowed.

Spirit of Galrauch: At the beginning of each of his turns, Galrauch must take a Leadership test. If the test is passed, Galrauch is controlled as normal, but if the test is failed, the ancient spirit of the original Dragon surfaces again.

Should this occur, Galrauch cannot move, cast spells or use his Breath Weapons. In the Close Combat phase, he directs half of his Attacks against himself as the two heads rip into each other. If Galrauch is already engaged in close combat, he can fight with his remaining Attacks as normal. The Wounds caused by Galrauch against himself are added to the enemy's score when working out the combat resolution.

KHOLEK SUNEATER

Herald of the Tempest, The Mountain God

Every eight generations, when the malevolent moon Morrslieb waxes full in front of its benign cousin Mannslieb, a terrible storm rages through the crevasses and chasms of the Worlds Edge Mountains. Jagged ridges are silhouetted like the broken teeth of some titanic beast as lightning flashes and thunder roars. Before a great chasm that splits the mountains like a gigantic axe wound, hundreds upon hundreds of Northmen kneel in the pelting hail and snow, chanting sonorously as their captives are sacrificed and hurled bodily into a cavernous lair. Then, as the storm reaches its terrible climax, a terror from the prehistory of the world bursts forth with a roar that shakes the roots of the peaks themselves – Kholek Suneater awakes, and all the world trembles at his wrath.

Kholek is a Shaggoth of tremendous age. He is one of the first-born kin of Krakanrok the Black, father of the Dragon Ogres. Kholek was present when the terrible pact with the Dark Gods was forged, pledging their race to an eternity of servitude in exchange for immortality. The sagas tell that Kholek's part in the bargain was such an affront to nature that the sun hid its face behind a bank of stormclouds and has never looked upon Kholek since that fateful day. True enough, Kholek's coming is heralded by roiling black thunderheads. Where the Herald of the Tempest walks, a raging storm blots out the sun.



Like all Dragon Ogres, Kholek is energised and enlivened by the power of lightning, roaring with triumph as crackling bolts of pure power play across his ancient and scaly body. He wears great plates of brass as his armour, the better to attract the tempest's kiss, encrusted with the patina of age and blackened by soot. In his shadow march the mountain tribes that worship him as a primal god of destruction.

Kholek Suneater was last seen by mortal eyes during Asavar Kul's great invasion, striding south with his armies under the cover of a ferocious blizzard. The histories of that time describe a raging storm-beast tall enough to look over the ramparts of Praag, a god of winter who smashed his way into the city with pure brute force. The sagas tell of how the monstrosity stalked the Old Quarter of the city, demolishing each and every temple within the city walls before returning to his glacial realm.

If the rumours from the north are true, Kholek is abroad once more. Whenever the sky darkens with cloud and thunder rumbles on the horizon, all who know of the legend of the Suneater shiver in fear, for how can mortals stand against a being who has waged war in the name of the Dark Gods since before the dawn of Man?



	M	WS	BS	S	T	W	I	A	Ld
Kholek Suneater	8	8	3	8	6	8	1	7	9

TROOP TYPE: Monster (Special Character).

SPECIAL RULES: Immune to Psychology, Large Target, Scaly Skin (4+), Storm Rage (see page 41), Terror.

Lord of the Storm: During each of Kholek Suneater's Shooting phases, you may choose a single unengaged enemy unit that is within 24" of Kholek Suneater, and is in his front arc and line of sight, and roll a D6. On a roll of a 2-6 a bolt of lightning hits the unit, inflicting D6 Strength 6 hits. On the roll of a 1, the lightning hits Kholek Suneater instead (see the Storm Rage special rule). Kholek Suneater may use this ability even if he is engaged in close combat.

MAGIC ITEMS:

Starcruiser: The gigantic warhammer known as Starcruiser was forged in the raging heart of a volcano and enchanted to fell monstrous foes. Kholek wields this enormous weapon with both hands as he bears down upon his doomed enemies.

Magic Weapon. Hits inflicted by Starcruiser have the Multiple Wounds (D3) special rule.

THE LORE OF TZEENTCH



Boon of Magic (Lore Attribute)

Tzeentch is the Master of Magic and he rewards sorcerers who breathe deep of the Winds of Magic with a boon of sorcerous power.

When a spell from the Lore of Tzeentch is successfully cast, make a note of how many power dice results were a 6. After resolving the spell's effect(s), you immediately add a single power dice to your army's pool for each result of a 6 that was rolled to cast the spell. Only the Wizard that added these power dice to the pool can use them.

BLUE FIRE OF TZEENTCH (Signature Spell)

Cast on 5+

As the wizard twists his hands in the air, the bodies of his enemies are consumed with coruscating blue flames.

Blue Fire of Tzeentch is a **magic missile** with a range of 24" that causes D6 Strength D6 hits with the Warpflame special rule. The Wizard can choose to extend the range of the spell to 48". If he does so, the casting value is increased to 8+.

1. TREASON OF TZEENTCH

Cast on 7+

The wizard reaches his thought into the minds of his victims, tormenting them with subtle whispers that stoke the fires of mistrust and treachery.

Treason of Tzeentch is a **hex** spell with a range of 24". Until the start of the caster's next Magic phase, the target unit must use the lowest Leadership value in the unit (instead of the highest as would normally be the case) and cannot benefit from the Inspiring Presence or Hold Your Ground! special rules. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 10+.

2. PINK FIRE OF TZEENTCH

Cast on 8+

A roiling tide of iridescent energy flows from the caster's hand, enveloping his foes in a cone of magical flame.

Pink Fire of Tzeentch is a **direct damage** spell. Place the teardrop-shaped template with its narrow end touching the front of the Wizard's base and the large end aimed at the target. Roll the artillery dice and move the template directly forwards the number of inches indicated. All models underneath the template suffer a Strength D6 hit with the Warpflame special rule (roll once for the Strength and use that value for all hits). If a misfire result is rolled, the template does not move forwards and remains where it is.

3. BOLT OF CHANGE

Cast on 8+

The wizard hurls a single devastating bolt of energy that blasts through the ranks of the enemy, wracking their bodies with sickening and uncontrollable mutations.

Bolt of Change is a **magic missile** with a range of 24". It inflicts a single Strength D6+4 hit with the Multiple Wounds (D3) and Warpflame special rules, and then penetrates ranks in the same manner as a shot from a bolt thrower. Armour saves are not permitted against Wounds caused by *Bolt of Change*.

4. GLEAN MAGIC

Cast on 8+

The caster steals sorceries from his adversary's mind.

Glean Magic is a **direct damage** spell that targets a single enemy Wizard within 18". The caster and the target both roll a D6 and add their Wizard level to the score. If the target's total is higher than the caster's, nothing happens. Otherwise, the target suffers a Strength 3 hit with the Warpflame special rule, loses one Wizard level (to a minimum of 0) and forgets one randomly determined spell (this cannot be a bound spell). If the caster does not already know this spell, he immediately gains it and can cast it just like any of his other spells. When casting a stolen spell, always substitute its lore attribute with the Lore of Tzeentch's lore attribute.

5. TZEENTCH'S FIRESTORM

Cast on 13+

A searing ball of scarlet flames swirls around the caster before being cast towards the enemy, engulfing regiments with balefire.

Tzeentch's Firestorm is a **direct damage** spell. Place the small round template anywhere within 30" – it then scatters D6". All models hit by the template suffer a Strength D6 hit with the Warpflame special rule (roll once for the Strength and use that value for all hits). The Wizard can choose to create a larger firestorm, using the large round template rather than the small one. If he does so, the casting value is increased to 16+ and the template scatters 2D6" rather than D6".

6. INFERNAL GATEWAY

Cast on 16+

The wizard opens a portal to the dread Realm of Chaos, a magical tear in the mortal plane that sucks those nearby to certain oblivion.

Infernal Gateway is a **direct damage** spell with a range of 24". The target suffers 2D6 Strength 2D6 hits with the Warpflame special rule. Roll for the Strength first. If an 11 or 12 is rolled when determining the spell's Strength value, the hits are resolved at Strength 10, and the unit suffers 3D6 hits rather than 2D6.

WARPFLAME SPECIAL RULE

At the end of each phase, any unit that suffered one or more unsaved Wounds from an attack with this special rule during that phase must take a Toughness test. If the test is failed, the unit immediately suffers D3 Wounds with no armour saves allowed. If the test is passed, all models in the unit gain the Regeneration (6+) special rule for the rest of the game. Any models in the unit that already have the Regeneration special rule instead gain +1 to all Regeneration saving throws for the rest of the game. Chaos is fickle!

THE LORE OF NURGLE

Bloated with Disease (Lore Attribute)

Nurgle is the Lord of Decay and he blesses those who spread plague in his name by bloating their bodies with foul vitality.

When a spell from the Lore of Nurgle is successfully cast, roll a D6 after resolving the spell's effect(s). On the roll of a 6, the Wizard's Wounds and Toughness are both increased by 1 for the rest of the game.

STREAM OF CORRUPTION (Signature Spell)

Cast on 7+

The caster's maw distends wide like a serpent before spewing forth a noxious stream of disease and filth that chokes and suffocates the foes nearest to him.

Stream of Corruption is a **direct damage** spell. Place the teardrop-shaped template with its narrow end touching the front of the Wizard's base and the large end over the target. All models underneath the template must pass a Toughness test or suffer a Wound with no armour saves allowed.

1. MIASMA OF PESTILENCE

Cast on 5+

The caster's followers effuse a ghastly odour, a bowel-loosening smell that induces crippling bouts of violent vomiting in nearby foes.

Miasma of Pestilence is an **augment** spell with a range of 18". Until the start of the caster's next Magic phase, all enemy units in base contact with the target unit reduce their Weapon Skill and Initiative by 1 (to a minimum of 1). The Wizard can choose to cast a more powerful version of this spell that instead reduces the Weapon Skill and Initiative of all enemy units in base contact with the target unit by D3 (roll once and apply the result to all affected enemies). If he does so, the casting value is increased to 10+.

2. BLADES OF PUTREFACTION

Cast on 8+

The wizard blesses weapons to ooze with the choicest of Nurgle's foul contagions.

Blades of Putrefaction is an **augment** spell with a range of 12". The target unit's close combat attacks gain the Poisoned Attacks special rule until the start of the caster's next Magic phase. If a model targeted by this spell already has Poisoned Attacks, its Attacks wound the target automatically on a To Hit roll of 5 as well as 6.

3. CURSE OF THE LEPER

Cast on 10+

As the caster speaks, his followers are blessed with virulent resilience, whilst his enemies watch in horror as their limbs wither and drop off.

Curse of the Leper can be cast on any unit (friend or foe) within 18". If cast on a friendly unit, *Curse of the Leper* is an **augment** spell that increases the target unit's Toughness by D3 (to a maximum of 10) until the start of the caster's next Magic phase. If *Curse of the Leper* is cast on an enemy unit, it is a **hex** spell that reduces the target unit's Toughness by D3 (to a minimum of 1) until the start of the caster's next Magic phase. The Wizard can choose to extend the range of this spell to 36". If he does so, the casting value is increased to 13+.

4. RANCID VISITATIONS

Cast on 10+

As the wizard reaches out, his enemies are seized by a terrible affliction that blackens their flesh and rots their organs to mulch.

Rancid Visitations is a **magic missile** with a range of 18" that inflicts D6 Strength 5 hits. The target unit must then immediately pass a Toughness test or suffer a further D6 Strength 5 hits. The target must keep testing its Toughness in this manner until a test is passed, or the target is removed as a casualty.

5. FLESHY ABUNDANCE

Cast on 11+

The wizard generously gifts the fortunate recipient with a growth spurt of the most repulsive kind. Great wobbling mounds of grey-green fat spill out to seal wounds moments after they are formed.

Fleshy Abundance is an **augment** spell with a range of 18". Until the start of the caster's next Magic phase, the target has the Regeneration (5+) special rule. If the target already has the Regeneration special rule, it instead gains +1 to all Regeneration saving throws (to a maximum of 2+) until the start of the caster's next Magic phase. The Wizard can choose to have this spell target all friendly units within 18". If he does so, the casting value is increased to 22+.

6. PLAGUE WIND

Cast on 15+

The wizard summons forth a maelstrom of maggots, bile and blight-ridden fluids to eat away his enemy's skin, flesh and soul.

Remains in play. *Plague Wind* is a **magical vortex** that uses the small round template. Once the template is placed, the player then nominates the direction in which the *Plague Wind* will move. To determine how many inches the template moves, roll an artillery dice and multiply the result by the caster's Wizard level. If the result on the artillery dice is a misfire, centre the template on the caster instead and roll a scatter dice; the template moves a number of inches equal to the caster's Wizard level, in the direction shown by the scatter dice (if you roll a Hit!, the template remains where it is). Any model touched by the template must pass a Toughness test or suffer a single automatic Wound, with no armour saves allowed. In subsequent turns, the *Plague Wind* travels in a random direction and moves a number of inches equal to the roll of an artillery dice (if a misfire is rolled, the *Plague Wind* dissipates and is removed). The Wizard can infuse *Plague Wind* with more power, so that it uses the large round template instead. If he does so, the casting value is increased to 25+.



THE LORE OF SLAANESH

Bliss in Torment (Lore Attribute)

Slaanesh is the Prince of Pain who gifts those that inflict torture and despair with a delectable infusion of unholy power.

When a spell from the Lore of Slaanesh is successfully cast, roll a D6 for each unsaved Wound caused by the spell (if any). For each result of a 6 rolled, the Wizard's Weapon Skill, Initiative and Attacks are increased by 1 until the start of his next Magic phase.

LASH OF SLAANESH (Signature Spell)

Cast on 6+

A long tongue-like whip of energy erupts from the caster's forehead and slashes into the ranks of his enemies.

Lash of Slaanesh is a **direct damage** spell with a range of 24". Extend a straight line 24" in length, within the caster's forward arc and directly from his base. Any model whose base falls under the line (determined as for a bouncing cannonball) suffers a Strength 3 hit with the Armour Piercing special rule.

1. ACQUIESCENCE

Cast on 6+

With an almost lackadaisical gesture, the wizard engulfs his foe with a haze of broken dreams and unattainable desires.

Acquiescence is a **hex** spell with a range of 24". The target unit has the Always Strikes Last and Random Movement (D6) special rules until the start of the caster's next Magic phase. The Wizard can choose to extend the range of this spell to 48". If he does, the casting value is increased to 9+.

2. PAVANE OF SLAANESH

Cast on 7+

The caster whistles the tune to one of the darkling dances of Slaanesh, causing his foe to jerk spasmodically until bones snap.

Pavane of Slaanesh is a **direct damage** spell with a range of 24" that targets a single enemy model (even a character in a unit). If successfully cast, the target must pass a Leadership test on 3D6 or suffer a Wound with no armour saves allowed. The Wizard can choose to extend the range of this spell to 48". If he does, the casting value is increased to 10+.

3. HYSTERICAL FRENZY

Cast on 8+

The caster's victims are engulfed by a torrent of unreasoning emotions, causing them to claw at themselves with excruciating pain and blissful rapture.

Remains in play. *Hysterical Frenzy* can be cast on any unit (friend or foe) within 24". If cast on a friendly unit, *Hysterical Frenzy* is an **augment** spell. If *Hysterical Frenzy* is cast on an enemy unit, it is a **hex** spell. For the duration of the spell, the target gains the Frenzy special rule (which is not lost if the unit is defeated in close combat). If the target unit already has the Frenzy special rule, that Frenzy grants +2 Attacks instead of just +1. In addition, for the duration of the spell, the target of *Hysterical Frenzy* suffers D6 Strength 3 hits at the end of each of the caster's Magic phases.

4. SLICING SHARDS

Cast on 10+

The wizard flicks his wrists and a cloud of razor-sharp darts bursts from his hands, flensing the minds, bodies and souls of his foes.

Slicing Shards is a **magic missile** with a range of 24" that inflicts D6 Strength 4 hits with the Armour Piercing special rule. The target must then immediately pass a Leadership test or suffer a further D6 Strength 4 hits with the Armour Piercing special rule. The target must keep testing its Leadership in this manner until a test is passed, or the target is removed as a casualty.

5. PHANTASMAGORIA

Cast on 10+

With a complex sign, the wizard summons illusory creatures who flit and broil across the battlefield, their dark promises of fulfilment seducing and bewildering the hapless foe.

Phantasmagoria is a **hex** spell with a range of 24". Until the start of the caster's next Magic phase, the target unit must roll an additional D6 whenever it takes a Leadership test, discarding the lowest result rolled. The caster can choose to have this spell target all enemy units within 24". If he does so, the casting value is increased to 20+.

6. CACOPHONIC CHOIR

Cast on 12+

The wizard screams an ear-piercing chorus that tortures the souls and shatters the sanity of those who would stand in his path.

Cacophonic Choir is a **hex** spell with a range of 12". The target unit takes 2D6 hits that wound on a 4+ with no armour saves allowed. If at least one unsaved Wound is caused, the target unit gains the Always Strikes Last and Random Movement (D6) special rules until the start of the caster's next Magic phase. The Wizard can choose to have the spell target all enemy units within 12". If he does so, the casting value is increased to 24+.



CHAOS MUTATIONS & POWERS

As the Champions of Chaos wage their wars, they acquire a variety of bizarre mutations and strange gifts of power.

Below are Chaos Mutations and Powers that can be bought for Chaos characters. Each can only be chosen once per army. Note that Daemonblade, Collar of Khorne and Chaos Familiar are also magic items, and so follow all the normal rules for items of their types (with the exception that they are purchased differently in the Warriors of Chaos army list). For example, you cannot have a Daemonblade and another magic weapon.

DAEMONBLADE 50 Points **Magic Weapon**

Each of these blades is a prison for the essence of a powerful Daemon. They are artefacts of utmost power, but the Daemon within is treacherous indeed, and will turn against its wielder in the blink of an eye.

The wielder of a Daemonblade has the Random Attacks (D6+3) special rule. However, every To Hit roll of a 1 made by this character in close combat is resolved against himself; the character can never re-roll a To Hit roll of a 1.

COLLAR OF KHORNE 45 Points **Talisman. Daemon of Khorne or model with Mark of Khorne only.**

These rune-etched collars, imbued with Khorne's loathing for magic, provide protection against the arcane arts.

The character has the Magic Resistance (3) special rule.

UNHOLY STRIKE 35 Points

The champion can channel the dark strength flowing through his veins to deliver a single blow that can shatter a fortress wall.

Instead of striking normally, the character can choose to make a single special Attack. If he does so, and the Attack hits, the hit is resolved at double the character's Strength and has the Multiple Wounds (D3) special rule.

FLAMING BREATH 30 Points

This champion breathes not air, but fire, and by roaring he ushers forth a searing cone of flames.

The character has a Strength 4 Breath Weapon that has the Flaming Attacks special rule.

CHAOS FAMILIAR 25 Points **Arcane Item**

A Chaos Familiar memorises a spell on its master's behalf, constantly rehearsing for its big moment until it is called upon to share its arcane knowledge.

The character adds +1 to all of his channelling attempts and knows one extra spell than normal for his level.

SCALED SKIN 20 Points

The champion's skin is covered with a thousand reptilian scales, each as tough as Dragonhide.

The character has the Scaly Skin (5+) special rule.

ALLURE OF SLAANESH 15 Points **Daemon of Slaanesh or model with Mark of Slaanesh only.**

Slaanesh's favoured champions are so attractively captivating that few can find the will to raise a blade against them.

Any opponent wishing to strike the character in close combat must first pass a Leadership test (test immediately before the model rolls To Hit). If the test is failed, that model cannot make any close combat attacks that phase. This does not affect Attacks that do not roll To Hit.

POISONOUS SLIME 15 Points

The champion's flesh is saturated with a toxic slime that seeps through his skin, poisoning anything he touches.

The character has the Poisoned Attacks special rule and a 5+ ward save against Poisoned Attacks.

ACID ICHOR 10 Points

The champion's blood has been transformed into a corrosive ichor.

Whenever this character suffers an unsaved Wound in close combat, the model that inflicted that hit must pass an Initiative test or suffer a Strength 4 hit. Wounds inflicted by Acid Ichor count towards the combat result.

BURNING BODY 10 Points

This champion is surrounded by crackling flames that burn his enemies whilst leaving his own body untouched.

The character has the Flaming Attacks special rule and a 5+ ward save against Flaming Attacks.

SOUL FEEDER 10 Points

The champion is possessed of an immortal hunger that can only be satisfied by feeding upon the souls of his slain foes.

Roll a D6 for every unsaved Wound inflicted by the character in close combat. For each result of a 6 rolled, he immediately regains a single lost Wound.

THIRD EYE OF TZEENTCH 10 Points

Daemon of Tzeentch or model with Mark of Tzeentch only.
A third eye opens in the favoured one's forehead that can see the shifting strands of fate.

The character re-rolls ward save results of 1.

NURGLE'S ROT 10 Points **Daemon of Nurgle or model with Mark of Nurgle only.**

Nurgle's Rot is the most dreaded and contagious of all diseases, for it gnaws at the victim's soul as well as his mortal body.

At the start of every Magic phase, every enemy model in base contact with the character suffers a single Strength 1 hit, with no armour saves allowed.

HIDEOUS VISAGE 5 Points

The Champion has been rewarded with a hideous appearance.

The character has the Fear special rule. However, other models can never use this character's Leadership.

DREAD ARTEFACTS OF CHAOS

On the following pages are magic items available to Warriors of Chaos armies. These can be taken in addition to any of the magic items listed in the *Warhammer* rulebook.

HELLFIRE SWORD

65 points

Magic Weapon

This blade was made from a single, searing flame that was hammered into material form and quenched in the blood of a fire-djinn. Those struck by it are set ablaze and may explode as their blood turns to liquid fire. The Hellfire Sword was first wielded by the Chaos Lord Garathor but, over time, it consumed his life force until nought remained within his armour but ash. When the Hellfire Sword was prised from Garathor's ruined gauntlet years later, it flared so hotly that it fused into its new owner's hand. Eventually, this fool's spirit was also consumed, and the cycle began anew. Since its creation, a hundred mortals have borne this flame-wreathed blade, unaware of their doom until it was too late.

Close combat attacks made with the Hellfire Sword have the Flaming Attacks and Multiple Wounds (D3) special rules. No armour saves can be taken against Wounds caused by the Hellfire Sword. After all close combat blows have been struck, roll a D6 for every foe slain by the Hellfire Sword – on the roll of a 6, the slain foe's body explodes, inflicting an additional D6 Strength 4 hits on the enemy unit with the Flaming Attacks special rule. Unsaved Wounds inflicted in this way count towards the combat result. At the end of each of the wielder's turns, roll a D6; on the roll of a 1, he suffers one Wound with no armour saves allowed.



SWORD OF CHANGE

30 points

Magic Weapon

The Sword of Change was wrought within the magical balestorm of the northern Chaos Gate. It was fashioned by the Daemon Warlord Amon 'Chakai, whose fossilised eye is still grasped in the weapon's pommel. The Sword of Change is saturated with the mutating power of Chaos. Even the air around the blade is in flux: at one moment, the blade is wreathed with the scent of sweet perfumes, only to be replaced a heartbeat later with the stench of rot and decay. An eye-blink later and the air around the Sword of Change shines with multicoloured hues before being surrounded in a haze of misted blood. This magical sword has the power to reduce those whose flesh it pierces into mindless, flailing mounds of flesh, warping their bodies into monstrosities known as Chaos Spawn.

If an enemy character or monster is slain by the Sword of Change in close combat, roll a D6. On the roll of a 4+, the model is transformed into a Chaos Spawn under the control of the owner of the Sword of Change, exactly as if the enemy model were a Chaos Champion that had suffered a Spawndom result on the Eye of the Gods table on page 25.

FILTH MACE

30 points

Magic Weapon. Model with Mark of Nurgle only.

This rusted mace drips with Nurgle's choicest plagues and bears an enchantment that ensnares the souls of those crushed beneath its filth-encrusted mass. The screams of these spirits are deafening and fearsome in equal measure, but they are as nothing compared to the terror caused when a fresh soul is bound to the mace, fuelling an epidemic growth of new disease: the wails turn into phlegm-choked laughter and the steady drip of pestilence becomes a weeping flood.

Close combat attacks made with the Filth Mace have the Poisoned Attacks special rule. Once the wielder has killed an enemy model in close combat, he immediately gains the Terror special rule and, from the start of the next Close Combat phase (friend or foe), all subsequent Attacks made with the Filth Mace that result in a successful Poisoned Attack have the Multiple Wounds (D3) special rule.

HELM OF MANY EYES

25 points

Magic Armour

This helm is covered with eyeballs that stare into the world as it was, as it is, and as it shall once be. The stream of visions can overwhelm the bearer, but those who can sift through the bombardment of images are truly terrifying foes. They attack with preternatural reflexes, foreseeing their foe's actions and striking them down before they can even raise their swords. The only vision the helm never reveals is the moment of its wearer's demise, making it impossible for the champion to avoid such a fate. Upon the wearer's death, a new boil appears on the helm's surface. In time this bursts, revealing a new eyeball – the exact match of the previous owner – to join the helm's ever-growing collection.

The bearer of the Helm of Many Eyes counts his armour save as being one higher than normal. In addition, the bearer has both the Always Strikes First and Stupidity special rules.

SKULL OF KATAM

15 points

Arcane Item

Upon his death, the skull of the daemonologist Katam was daubed with runes using the blood of the Chaos Dragon Baudros. The skull continues to utter words of power, and a wizard who listens may learn many arcane secrets. However, every time the bearer consults the skull, there is a chance it will reveal one of the true mysteries of the Realm of Chaos, imparting knowledge that blasts the mind with its scope and impossibility. In time, the skull's whisperings drive its owner insane, reducing him to a drooling madman whose gibberings are joined only by the eerie sound of Katam's laughter.

The bearer of the Skull of Katam can choose to consult it before attempting to channel power dice. If he does so, roll 6 dice instead of 1. If the bearer consulted the Skull of Katam, he suffers a -1 Leadership penalty for the rest of the game for every result of a 1 rolled when channelling – if it is ever reduced to 0, he is immediately removed as a casualty. A Wizard with the Mark of Tzeentch may not re-roll channelling results of a 1 when using the Skull of Katam.

CHALICE OF CHAOS

10 points

Enchanted Item

On the eve before the Fall of Praag, Asavar Kul gathered his champions to drink from the Chalice of Chaos, a vessel that contained the boiling blood of a Daemon. As Kul's minions swallowed, their bodies were wrought with changes, and those that survived were infused with power. Once the last drop of ichor was drained, the chalice shattered and disappeared in a cloud of smoke. The vessel was thought lost until the Sorcerer Kharon Baal rediscovered it decades later – mysteriously repaired and filled with fresh blood – at the base of the monolith raised to honour Kul's fell deeds. Several times since has this cup been drunk from, shattering into fragments every time only to reappear years later. Countless mortals have sought out this fabled chalice, only too eager to risk eternal damnation for a fleeting chance at ultimate glory.

One use only. The bearer of the Chalice of Chaos may drink from it at the start of any phase. If he chooses to do so, roll a D6 and consult the table below.

D6 Result

- 1 **Unworthy Fool:** The imbiber immediately suffers a Wound, with no saves of any kind allowed.
- 2 **Inhuman Speed:** The imbiber gains the Always Strikes First special rule until the end of the turn.
- 3 **Regenerating Flesh:** The imbiber gains the Regeneration special rule until the end of the turn.
- 4 **Dark Fortune:** The imbiber gains a 5+ ward save until the end of the turn.
- 5 **Daemonic Strength:** The imbiber gains the Killing Blow special rule until the end of the turn.
- 6 **Final Transformation:** If the imbiber is already a Daemon Prince, he instead treats this result as Unworthy Fool. Otherwise, he must immediately take a Leadership test. If passed, he is gifted with Daemonhood, as described on the Eye of the Gods table on page 25. If failed, he is gifted with Spawndom, as described on the same table.

PENDANT OF SLAANESH

50 points

Enchanted Item. Model with Mark of Slaanesh only.

This pendant was crafted from the crystallised soul of the first human to have been seduced by Slaanesh. When worn, it comes to life, burrowing deep into the owner's chest, inflicting hours of agony as it slowly scratches through skin, flesh and bone before nestling next to the champion's heart. Once there, it invigorates the bearer with sublime energy whenever he feels pain and instills a euphoric state that even the fear of death cannot mar. Once a warrior has tasted this ecstasy, they will jealously guard the pendant, surrounding themselves only with loyal followers and shunning the company of rival champions lest they try and take it for themselves.

The bearer of the Pendant of Slaanesh can only join units that have the Mark of Slaanesh. No other character may join the same unit as the bearer and he cannot join units that already contain a character. Whenever the bearer, or his unit, take a Break test, it is taken on one less dice than usual (note that a Break test cannot be passed with Insane Courage on a single D6). In addition, for each unsaved Wound the bearer suffers, he gains +1 Attack for the rest of the battle.

BLASTED STANDARD

25 points

Magic Standard. Model with Mark of Tzeentch only.

Woven from threads of pure magic, this standard is inscribed with runes that constantly writhe, and surrounded with the coruscating fires of change. These magical flames shield Tzeentch's followers, leaping out to intercept enemy missiles and transforming them according to the Lord of Fate's whim. Volleys of arrows might be transformed into clouds of feathers, shoals of fish or puffs of multi-hued smoke whilst falling rocks and hurtling cannonballs may be altered into snowballs or piles of toads. However, such is Tzeentch's fickle nature that these flames occasionally change a spent shot into a bolt of lightning or a spinning shard of crystal that punches into one of his followers with devastating – and often fatal – force.

Each time the bearer, or his unit, suffer a hit from a shooting attack, roll a D6 immediately before rolling To Wound. On the roll of 2+, the Strength of that hit is halved. However, if the result is a 1, the Strength of that hit is instead doubled. Attacks that do not roll To Wound, or that wound automatically, are not affected by the Blasted Standard.

BANNER OF RAGE

25 points

Magic Standard. Model with Mark of Khorne only.

Sewn from strings of congealed gore, this banner radiates bloodlust so strong that those beneath it are goaded into a state of permanent rage. There is a prophecy written in the Tome of Blood of a great champion who will carry the Banner of Rage across a river of blood and be granted the gift of Daemonhood. To date, no mortal has been rewarded so, for none have lived long enough. The promise of immortality draws Khorne's followers from across the world, each challenger believing that they alone are the one the prophecy speaks of, each ready to pluck the banner from the dead fingers of its current bearer.

The bearer of the Banner of Rage can only join units that are completely comprised of models with the Mark of Khorne. Only characters that have the Mark of Khorne may join the same unit as the bearer. Whilst the bearer is alive, neither he, nor his unit, can ever lose their Frenzy special rule. If the bearer joins a unit that has lost its Frenzy, the unit immediately regains the Frenzy special rule.





THE GLORY OF CHAOS

The Warriors of Chaos are led by the strongest amongst them, unholy Champions who gather together great warbands of followers; from weak-willed barbarians and mindless beasts to hulking monsters and other Champions chosen by the Ruinous Powers for greatness. It is these warbands that form the deadly armies of Chaos, the bringers of death and sorrow whose dark deeds are writ in blood upon the world.

A well-painted army arrayed for battle on the tabletop is an inspirational sight for any Warhammer hobbyist. Those looking to forge their own Chaos warband, or add to their existing collection, have a wide range of models to choose from and countless thousands of ways to paint, theme and build them into an army. This section presents a showcase of some of the fantastic Citadel miniatures available to the Warriors of Chaos collector. It is a glorious guide that will inspire collectors, painters and wargamers alike.



Archäon, the Everchosen



Throgg, King of Trolls



Wulfrik the Wanderer



Chaos Sorcerer



Valkia the Bloody



Chaos Lord



Sigvald the Magnificent



Chaos Lord on Manticore



Nurgle Chaos Lord



Festus the Leechlord



Vilitch the Curseling

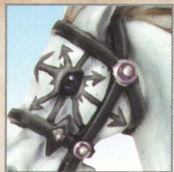


Chaos Knights



Chaos Lord on Daemonic Mount





Marauder Horsemen





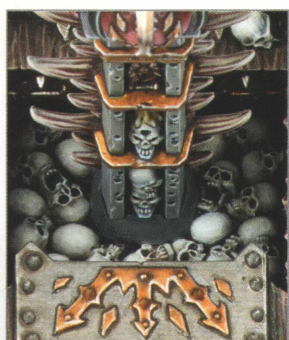
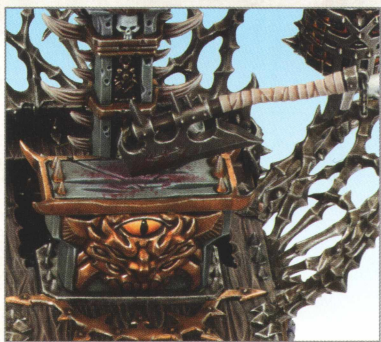
Skullhunter of Khorne



Skullcrusher of Khorne with lance



Skullcrushers often wear armour the colour of blood, covered with skulls and symbols of Khorne.



Chaos Warshrine



Hellstriders of Slaanesh



Chaos Warriors and Chosen march beside a Hellcannon as they slaughter the defenders of an Empire outpost.



A regiment of Hellstriders of Slaanesh with hellscourges.



Chosen Champion



Chosen



Chosen

Chosen



Chosen standard bearer



A ball of raw magic - the stuff of mutation - is anchored to a Mutalith's flesh.



Mutalith Vortex Beast



Forsaken have been bestowed with numerous mutations and otherworldly gifts by the Chaos Gods.



Warriors of Tzeentch advance in the wake of a Forsaken and Chaos Spawn assault.



Chaos Warriors

Converted Chaos Warrior



Converted Chaos Warrior



Chaos Warriors can be armed with a variety of different weapons.





Chaos Warhounds



Chaos Marauders





Dragon Ogre Shaggoth



Dragon Ogre



Dragon Ogre



Dragon Ogre



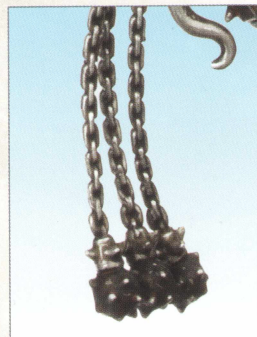
Scyla Anfingrimm, the Talon of Khorne



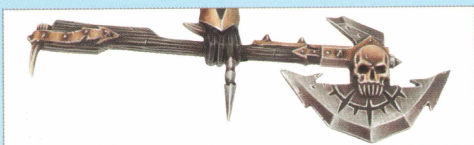
Chaos Spawn



Gorebeast Chariot



Chaos Chariot



Daemon Princes

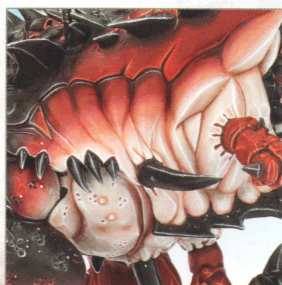


A Slaughterbrute is a hulking monster bound to the will of a Chaos Champion.



Ritual dagger of binding.

A Slaughterbrute with the Extra Claws upgrade.







WARRIORS OF CHAOS ARMY LIST

The armies of damnation wage war across the world, glory-hungry warriors eager to prove their worthiness in the eyes of their Dark Gods. As lord of a mighty Chaos warband, it is by your fell deeds that your destiny shall be forged. Immortality and everlasting power are the rewards for the strong: mutation and madness are the fate of the weak-willed and foolish.

This section of the book helps you to turn your collection of Warriors of Chaos Citadel miniatures into a mighty warband of dark champions and twisted monsters ready for a tabletop battle. At the back of this section, you will also find a summary page, which lists every unit's characteristics profile, for quick and easy reference during your games.

USING THE ARMY LIST

The army list is used alongside the 'Choosing an Army' section of the *Warhammer* rulebook to pick a force ready for battle. Over the following pages you will find an entry for each of the models in your army. These entries give you all of the gaming information that you need to shape your collection of models into the units that will form your army. Amongst other things, they will tell you what your models are equipped with, what options are available to them, and their points costs.

UNIT CATEGORIES

As described in the *Warhammer* rulebook, the units in the army list are organised into five categories: Lords, Heroes, Core, Special and Rare units.

ARMY LIST ENTRIES

Each army list entry contains all of the information you need to choose and field that unit at a glance, and uses the following format:

CHAOS MARAUDERS ①

Profile

Chaos Marauder
Marauder Chieftain

②	M	WS	BS	S	T	W	I	A	Ld	③ Troop Type
	4	4	3	3	3	1	4	1	7	Infantry
	4	4	3	3	3	1	4	2	7	Infantry

④ 6 points per model

⑤ **Unit Size:** 10+

⑥ **Equipment:**

- Hand weapon

⑦ **Special Rules:**

- Eye of the Gods (Marauder Chieftain only)

⑧ **Options:**

- May upgrade one Chaos Marauder to a Marauder Chieftain10 points
- May upgrade one Chaos Marauder to a musician10 points
- May upgrade one Chaos Marauder to a standard bearer10 points
- The entire unit may take one of the following:
 - Mark of Khorne2 points per model
 - Mark of Tzeentch2 points per model
 - Mark of Nurgle2 points per model
 - Mark of Slaanesh1 point per model
- The entire unit may take shields1 point per model
- The entire unit may take light armour1 point per model
- The entire unit may take one of the following:
 - Great weapons3 points per model
 - Flails2 points per model

1 Name. The name by which the unit or character is identified.

2 Profiles. The characteristics profiles for the model(s) in each unit are provided as a reminder. Where several profiles are required, these are also given, even if they are optional (such as unit champions).

3 Troop Type. Each entry specifies the unit type of its models (for example, 'infantry', 'cavalry' and so on).

4 Points Value. Every miniature in the Warriors of Chaos army costs an amount of points that reflects how effective it is on the battlefield. For example, a Chaos Marauder costs 6 points, while Archagon costs a mighty 580 points.

5 Unit Size. This specifies the minimum size for each unit, which is the smallest number of models needed to form the unit. Sometimes it will also show a maximum size for the unit.

6 Equipment. This is a list of the standard weapons and armour for the unit. The cost of these items of equipment is included in the basic points value.

7 Special Rules. Many models have special rules that are either fully described earlier in this book or in the *Warhammer* rulebook. The names of these special rules are listed here as a reminder.

8 Options. A list of optional weapons and armour, mounts, and other upgrades for units or characters, including the points cost for each particular option. Many unit entries include the option to upgrade a unit member to a champion, standard bearer or musician. Some units may carry a magic standard or take magic items at a further points cost.



The Chaos Marauder on the left is armed with a hand weapon. As you can see from the profile above, he will cost 6 points to include in your army. A unit of ten warriors armed like this would therefore cost 60 points.



The Chaos Marauder on the left is armed with a flail, and he costs 8 points. The warrior on the right is a Marauder Chieftain. To upgrade a Marauder unit to include this champion will cost you an additional 10 points.



LORDS

ARCHAON

580 points

Profile

Archaon
Dorghar

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

Troop Type

Infantry (Special Character)
Monstrous Beast

Equipment:

- Shield

Magic Items:

- The Slayer of Kings
- Armour of Morkar
- Crown of Domination
- Eye of Sheerian

Special Rules (Archaon):

- Chosen of the Gods
- Eye of the Gods
- Lord of the End Times
- The Swords of Chaos

Special Rules (Dorghar):

- Daemonic Attacks
- Fear
- Strider

Options:

- May be mounted on Dorghar 70 points
- If your army includes Archaon, you may upgrade one unit of Chaos Knights in your army that does not have a Mark of Chaos to be the Swords of Chaos (see page 48 for additional rules) 5 points per model

Magic:

Archaon is a Level 2 Wizard. He uses spells from one of the following: the Lore of Death, the Lore of Fire, the Lore of Metal, the Lore of Shadow or Lore of Tzeentch.

GALRAUCH

510 points

Profile

Galrauch

M	WS	BS	S	T	W	I	A	Ld
6	6	6	6	6	6	6	6	9

Troop Type

Monster (Special Character)

Special Rules:

- Breath of Change
- Dark Fire of Chaos
- Fly
- Large Target
- Mark of Tzeentch
- Scaly Skin (3+)
- Spirit of Galrauch
- Terror

Magic:

Galrauch is a Level 4 Wizard. He uses spells from the Lore of Tzeentch.

KHOLEK SUNEATER

545 points

Profile

Kholek Suneater

M	WS	BS	S	T	W	I	A	Ld
8	8	3	8	6	8	1	7	9

Troop Type

Monster (Special Character)

Magic Items:

- Starcrusher

Special Rules:

- Immune to Psychology
- Large Target
- Lord of the Storm
- Scaly Skin (4+)
- Storm Rage
- Terror

SIGVALD THE MAGNIFICENT

375 points

Profile

Sigvald the Magnificent

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

Troop Type

Infantry (Special Character)

Equipment:

- Shield

Magic Items:

- Sliverslash
- Auric Armour

Special Rules:

- Eye of the Gods
- Favoured Son
- Mark of Slaanesh
- Strider
- Stubborn
- Stupidity
- Supreme Vanity

VALKIA THE BLOODY

405 points

Profile

Valkia the Bloody

M	WS	BS	S	T	W	I	A	Ld
4	9	3	5	5	3	8	6	9

Troop Type

Infantry (Special Character)

Magic Items:

- The Spear Slaupnir
- Daemonsield
- The Scarlet Armour

Special Rules:

- Consort of the Blood God
- Eye of the Gods
- Fear
- Fly
- The Gaze of Khorne
- Mark of Khorne

LORDS

VILITCH THE CURSELING

Profile

Vilitch the Curseling

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

Troop Type

Infantry (Special Character)

380 points

Equipment:

- Two hand weapons
- Chaos armour

Magic Items:

- Vessel of Chaos

Special Rules:

- Eye of the Gods
- Loremaster (Lore of Tzeentch)
- Mark of Tzeentch

Magic:

Vilitch the Curseling is a Level 4 Wizard. He uses spells from the Lore of Tzeentch.

CHAOS LORD

Profile

Chaos Lord

M WS BS S T W I A Ld
4 8 3 5 5 3 7 5 9

Troop Type

Infantry (Character)

210 points

Equipment:

- Hand weapon
- Chaos armour

Special Rules:

- Eye of the Gods

Options:

- May take magic items worth up to 100 points
- May take Chaos Mutations and Powers worth up to 50 points
- May take one of the following:
 - Mark of Khorne 10 points
 - Mark of Tzeentch 10 points
 - Mark of Nurgle 10 points
 - Mark of Slaanesh 5 points

- May choose to be armed with one of the following:
 - Additional hand weapon (unless mounted) 6 points
 - Great weapon 8 points
 - Flail 6 points
 - Halberd 8 points
 - Lance (mounted only) 8 points
- May take a shield 5 points
- May choose a Mount (see page 88)

CHAOS SORCERER LORD

Profile

Chaos Sorcerer Lord

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

Troop Type

Infantry (Character)

235 points

Equipment:

- Hand weapon
- Chaos armour

Special Rules:

- Eye of the Gods

Magic:

A Chaos Sorcerer Lord is a Level 3 Wizard. He uses spells from the Lore of Death, the Lore of Fire, the Lore of Metal or the Lore of Shadow. A Chaos Sorcerer Lord with the Mark of Tzeentch, Nurgle or Slaanesh must use either the Lore of Tzeentch or the Lore of Metal, the Lore of Nurgle or the Lore of Death, or the Lore of Slaanesh or the Lore of Shadow, respectively.

Options:

- May be upgraded to a Level 4 Wizard ... 35 points
- May take magic items worth up to 100 points
- May take Chaos Mutations and Powers worth up to 50 points
- May take one of the following:
 - Mark of Tzeentch 15 points
 - Mark of Nurgle 10 points
 - Mark of Slaanesh 5 points
- May choose a Mount (see page 88)

DAEMON PRINCE

Profile

Daemon Prince

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

Troop Type

Monster (Character)

235 points

Equipment:

- Hand weapon

Special Rules:

- Daemonic Attacks
- Daemonic Invulnerability
- Terror
- Unbreakable

Magic:

A Daemon Prince that is a Wizard uses spells from the Lore of Tzeentch or the Lore of Metal if it is a Daemon of Tzeentch, the Lore of Nurgle or the Lore of Death if it is a Daemon of Nurgle, and the Lore of Slaanesh or the Lore of Shadow if it is a Daemon of Slaanesh.



Options:

- May take Chaos Mutations and Powers worth up to 100 points
- May take magic items worth up to 25 points
- May take Chaos armour 20 points
- May take Daemonic Flight 40 points
- Must take one of the following:
 - Daemon of Khorne 10 points
 - Daemon of Tzeentch 15 points
 - Daemon of Nurgle 10 points
 - Daemon of Slaanesh 5 points
- Unless it is a Daemon of Khorne, may take up to four Wizard levels 35 points/level

HEROES

WULFRIK THE WANDERER

180 points

Profile

Wulfrik the Wanderer

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

Troop Type

Infantry (Special Character)

Equipment:

- Hand weapon
- Chaos armour
- Shield

Special Rules:

- Eye of the Gods
- Gift of Tongues
- Hunter of Champions
- Seafang

THROGG

195 points

Profile

Throgg

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

Troop Type

Monstrous Infantry (Special Character)

Equipment:

- Great weapon

Magic Items:

- The Wintertooth Crown

Special Rules:

- Copious Vomit
- Eye of the Gods
- Fear
- Lord of the Monstrous Horde
- Mutant Regeneration
- Troll Vomit

FESTUS THE LEECHLORD

190 points

Profile

Festus the Leechlord

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

Troop Type

Infantry (Special Character)

Equipment:

- Hand weapon

Special Rules:

- Eye of the Gods
- Harbinger of Pestilence
- Healing Elixirs
- Mark of Nurgle
- Poisoned Attacks
- Regeneration-

Magic Items:

- Pestilent Potions

Magic:

Festus the Leechlord is a Level 2 Wizard. He uses spells from the Lore of Nurgle.

SCYLA ANFINGRIMM

105 points

Profile

Scyla Anfingrimm

M WS BS S T W I A Ld
6 4 0 5 5 4 3D6+2 10

Troop Type

Monstrous Beast (Special Character)

Special Rules:

- Fear
- Hatred
- Mark of Khorne
- Random Attacks (D6+2)
- Scaly Skin (5+)
- Unbreakable

Magic Items:

- Brass Collar of Khorne

EXALTED HERO

110 points

Profile

Exalted Hero

M WS BS S T W I A Ld
4 7 3 5 4 2 6 4 8

Troop Type

Infantry (Character)

Equipment:

- Hand weapon
- Chaos armour

Special Rules:

- Eye of the Gods

Options:

- May take magic items worth up to50 points
- May take Chaos Mutations and Powers worth up to25 points
- May take one of the following:
 - Mark of Khorne.....10 points
 - Mark of Tzeentch.....10 points
 - Mark of Nurgle.....10 points
 - Mark of Slaanesh.....5 points
- May choose to be armed with one of the following:
 - Additional hand weapon (unless mounted).....3 points
 - Flail.....5 points
 - Great weapon.....6 points
 - Halberd.....6 points
- May take a shield.....3 points
- May choose a Mount.....(see page 88)

BATTLE STANDARD BEARER

- One Exalted Hero in the army may carry the battle standard for +25 points. The Battle Standard Bearer can have a magic standard (no points limit). A model that carries a magic standard cannot have any other magic items.

HEROES

CHAOS SORCERER

110 points

Profile

Chaos Sorcerer

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

Troop Type

Infantry (Character)

Equipment:

- Hand weapon
- Chaos armour

Special Rules:

- Eye of the Gods

Magic:

A Chaos Sorcerer is a Level 1 Wizard. He uses spells from the Lore of Death, the Lore of Fire, the Lore of Metal or the Lore of Shadow. A Chaos Sorcerer with the Mark of Tzeentch, Nurgle or Slaanesh must use either the Lore of Tzeentch or the Lore of Metal, the Lore of Nurgle or the Lore of Death, or the Lore of Slaanesh or the Lore of Shadow, respectively.

Options:

- May be upgraded to a Level 2 Wizard . . . 35 points
- May take magic items worth up to 50 points
- May take Chaos Mutations and Powers worth up to 25 points
- May take one of the following:
 - Mark of Tzeentch 15 points
 - Mark of Nurgle 10 points
 - Mark of Slaanesh 5 points
- May choose a Mount (see below)

MOUNTS

A character that has the option to be mounted may choose one mount from the following list:

- Barded Chaos Steed 24 points (Lords) or 16 points (Heroes)
- Steed of Slaanesh (Character with the Mark of Slaanesh only) 25 points
- Disc of Tzeentch (Character with the Mark of Tzeentch only) 30 points
- Daemonic Mount 35 points
 - May be upgraded to have barding 15 points
- Palanquin of Nurgle (Character with the Mark of Nurgle only) 40 points
- Juggernaut of Khorne (Character with the Mark of Khorne only) 55 points
- Chaos Chariot 110 points (See page 36 for profile and special rules. The character replaces one of the chariot's crew)
 - If the character has taken a Mark of Chaos, you may upgrade a Chaos Chariot to have the same Mark of Chaos (see page 90 for points cost).
- Chaos Warshrine 125 points (See page 43 for profile and special rules. The character replaces the Chaos Shrinemaster)
 - If the character has taken a Mark of Chaos, you may upgrade the Chaos Warshrine to have the same Mark of Chaos (see page 93 for points cost).
- Gorebeast Chariot 130 points (See page 36 for profile and special rules. The character replaces one of the chariot's crew)
 - If the character has taken a Mark of Chaos, you may upgrade the Gorebeast Chariot to have the same Mark of Chaos (see page 93 for points cost).
- Manticore (Lords only) 150 points
 - A Manticore may have any of the following upgrades:
 - Iron Hard Skin 25 points
 - Venom Tail 10 points
- Chaos Dragon (Lords only) 330 points

Profile

Chaos Dragon

Chaos Steed

Daemonic Mount

Disc of Tzeentch

Juggernaut of Khorne

Manticore

Palanquin of Nurgle

Steed of Slaanesh

M WS BS S T W I A Ld

6 6 0 6 6 6 3 6 8

8 3 0 4 3 1 3 1 5

8 4 0 5 5 3 3 2 8

1 3 0 4 4 1 4 3 7

7 5 0 5 4 3 2 3 7

6 5 0 5 5 4 5 4 5

4 3 3 3 3 4 3 6 7

10 3 0 3 3 1 5 1 7

Type

Monster

War Beast

Monstrous Beast

War Beast

Monstrous Beast

Monster

Monstrous Beast

War Beast

Special Rules:

- *Chaos Dragon*: Dark Fire of Chaos, Fly, Fumes of Contagion, Large Target, Scaly Skin (3+), Terror.
- *Daemonic Mount*: Daemonic Attacks, Fear.
- *Disc of Tzeentch*: Daemonic Attacks, Fear, Fly.
- *Juggernaut of Khorne*: Brass Behemoth, Daemonic Attacks, Fear, Murderous Charge.
- *Manticore*: Fly, Killing Blow, Large Target, Terror, Uncontrollable.
- *Palanquin of Nurgle*: Daemonic Attacks, Fear.
- *Steed of Slaanesh*: Armour Piercing, Daemonic Attacks, Fast Cavalry, Fear, Poisoned Attacks.

CORE UNITS

CHAOS WARRIORS

14 points per model

Profile

Chaos Warrior
Aspiring Champion

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

Troop Type

Infantry
Infantry

Unit Size: 10+

Equipment:

- Hand weapon
- Chaos armour

Special Rules:

- Eye of the Gods (Aspiring Champion only)



Options:

- May upgrade one Chaos Warrior to an Aspiring Champion10 points
- May upgrade one Chaos Warrior to a musician10 points
- May upgrade one Chaos Warrior to a standard bearer10 points
 - May take a magic standard worth up to25 points
- The entire unit may take one of the following:
 - Mark of Khorne.....2 points per model
 - Mark of Tzeentch2 points per model
 - Mark of Nurgle.....2 points per model
 - Mark of Slaanesh.....1 point per model
- The entire unit may take shields1 point per model
- The entire unit may take one of the following:
 - Additional hand weapons.....2 points per model
 - Great weapons3 points per model
 - Halberds3 points per model

CHAOS MARAUDERS

6 points per model

Profile

Chaos Marauder
Marauder Chieftain

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

Troop Type

Infantry
Infantry

Unit Size: 10+

Equipment:

- Hand weapon

Special Rules:

- Eye of the Gods (Marauder Chieftain only)



Options:

- May upgrade one Chaos Marauder to a Marauder Chieftain10 points
- May upgrade one Chaos Marauder to a musician10 points
- May upgrade one Chaos Marauder to a standard bearer10 points
- The entire unit may take one of the following:
 - Mark of Khorne.....2 points per model
 - Mark of Tzeentch2 points per model
 - Mark of Nurgle.....2 points per model
 - Mark of Slaanesh.....1 point per model
- The entire unit may take shields1 point per model
- The entire unit may take light armour.....1 point per model
- The entire unit may take one of the following:
 - Great weapons3 points per model
 - Flails2 points per model

FORSAKEN

19 points per model

Profile

Forsaken

M	WS	BS	S	T	W	I	A	Ld
6	4	0	4	4	1	4	D3	8

Troop Type

Infantry

Unit Size: 5+

Equipment:

- Hand weapon
- Chaos armour

Special Rules:

- Freakish Mutations
- Frenzy
- Immune to Psychology
- Random Attacks (D3)

Options:

- The entire unit may take one of the following:
 - Forsaken of Khorne2 points per model
 - Forsaken of Tzeentch.....1 point per model
 - Forsaken of Nurgle2 points per model
 - Forsaken of Slaanesh2 points per model

CORE UNITS

CHAOS WARHOUNDS

Profile

Chaos Warhound

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

Troop Type

War Beast

6 points per model

Unit Size: 5+



Options:

- The entire unit may be upgraded to have the Vanguard special rule 2 points per model
- The entire unit may be upgraded to have any of the following:
 - Scaly Hide 1 point per model
 - Mutant Poisons 1 point per model

CHAOS CHARIOT

Profile

Chaos Chariot

Chaos Charioteer

Chaos Steed

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

Troop Type

Chariot (Armour Save 3+)

110 points

Unit Size: 1

Crew: 2 Chaos Charioteers

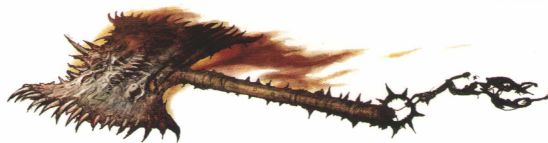
Drawn by: 2 Chaos Steeds

Equipment:

- Halberds (Chaos Charioteers only)
- Scythes

Options:

- May take one of the following:
 - Mark of Khorne 10 points
 - Mark of Tzeentch 10 points
 - Mark of Nurgle 15 points
 - Mark of Slaanesh 5 points



MARAUDER HORSEMEN

Profile

Marauder Horseman

Marauder Horsemaster

Warhorse

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

Troop Type

Cavalry

Cavalry

-

14 points per model

Unit Size: 5+

Equipment:

- Hand weapon

Special Rules:

- Eye of the Gods (Marauder Horsemaster only)
- Fast Cavalry*

*If a unit of Marauder Horsemen is equipped with light armour, they lose their Fast Cavalry special rule.

Options:

- May upgrade one Marauder Horseman to a Marauder Horsemaster 10 points
- May upgrade one Marauder Horseman to a musician 10 points
- May upgrade one Marauder Horseman to a standard bearer 10 points
- The entire unit may take one of the following:
 - Mark of Khorne 2 points per model
 - Mark of Tzeentch 2 points per model
 - Mark of Nurgle 2 points per model
 - Mark of Slaanesh 1 point per model
- The entire unit may take shields 1 point per model
- The entire unit may take light armour* 1 point per model
- The entire unit may take one of the following:
 - Throwing axes 2 points per model
 - Javelins 1 point per model
- The entire unit may take one of the following:
 - Spears 1 point per model
 - Flails 2 points per model

SPECIAL UNITS

HELLSTRIDERS OF SLAANESH

19 points per model

Profile

Hellstrider
Hellreaver
Steed of Slaanesh

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

Troop Type

Cavalry
Cavalry
-

Unit Size: 5+

Equipment:

- Spear
- Shield

Special Rules:

- Armour Piercing (Steed of Slaanesh only)
- Daemonic Attacks (Steed of Slaanesh only)
- Eye of the Gods (Hellreaver only)
- Fast Cavalry
- Fear
- Mark of Slaanesh
- Poisoned Attacks (Steed of Slaanesh only)
- Soul Hunters

Options:

- May upgrade one Hellstrider to a Hellreaver10 points
- May upgrade one Hellstrider to a musician10 points
- May upgrade one Hellstrider to a standard bearer.10 points
- The entire unit may replace their spears with hellscourges1 point per model

CHOSEN

18 points per model

Profile

Chosen
Chosen Champion

M	WS	BS	S	T	W	I	A	Ld
4	6	3	4	4	1	5	2	8
4	6	3	4	4	1	5	3	8

Troop Type

Infantry
Infantry

Unit Size: 5+

Equipment:

- Hand weapon
- Chaos armour

Special Rules:

- Eye of the Gods (Chosen Champion only)
- The Rewards of Chaos

Options:

- May upgrade one Chosen to a Chosen Champion10 points
- May upgrade one Chosen to a musician10 points
- May upgrade one Chosen to a standard bearer.10 points
 - May take a magic standard worth up to50 points
- The entire unit may take one of the following:
 - Mark of Khorne.2 points per model
 - Mark of Tzeentch2 points per model
 - Mark of Nurgle.2 points per model
 - Mark of Slaanesh.1 point per model
- The entire unit may take shields2 points per model
- The entire unit may take one of the following:
 - Additional hand weapons.2 points per model
 - Great weapons3 points per model
 - Halberds3 points per model



CHAOS KNIGHTS

40 points per model

Profile

Chaos Knight
Doom Knight
Chaos Steed

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

Troop Type

Cavalry
Cavalry
-

Unit Size: 5+

Equipment:

- Hand weapon
- Chaos armour
- Shield
- Barding

Special Rules:

- Eye of the Gods (Doom Knight only)
- Fear

Options:

- May upgrade one Chaos Knight to a Doom Knight10 points
- May upgrade one Chaos Knight to a musician10 points
- May upgrade one Chaos Knight to a standard bearer.10 points
 - May take a magic standard worth up to50 points
- The entire unit may take one of the following:
 - Mark of Khorne.2 points per model
 - Mark of Tzeentch2 points per model
 - Mark of Nurgle.2 points per model
 - Mark of Slaanesh.1 point per model
- The entire unit may take one of the following:
 - Lances2 points per model
 - Ensorcelled weapons3 points per model

SPECIAL UNITS

CHAOS OGRES

33 points per model

Profile

Chaos Ogre
Ogre Mutant

M	WS	BS	S	T	W	I	A	Ld
6	3	2	4	4	3	2	3	7
6	3	2	4	4	3	2	4	7

Troop Type

Monstrous Infantry
Monstrous Infantry

Unit Size: 3+

Special Rules:

- Eye of the Gods (Ogre Mutant only)
- Fear
- Ogre Charge

Equipment:

- Hand weapon
- Heavy armour



Options:

- May upgrade one Chaos Ogre to an Ogre Mutant10 points
- May upgrade one Chaos Ogre to a musician10 points
- May upgrade one Chaos Ogre to a standard bearer10 points
- The entire unit may take one of the following:
 - Mark of Khorne.4 points per model
 - Mark of Tzeentch4 points per model
 - Mark of Nurgle.4 points per model
 - Mark of Slaanesh.2 points per model
- The entire unit may take one of the following:
 - Additional hand weapons.3 points per model
 - Great weapons8 points per model

DRAGON OGRES

60 points per model

Profile

Dragon Ogre
Dragon Ogre Shartak

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

Troop Type

Monstrous Beast
Monstrous Beast

Unit Size: 3+

Special Rules:

- Fear
- Scaly Skin (5+)
- Storm Rage

Equipment:

- Hand weapon
- Light armour

Options:

- May upgrade one Dragon Ogre to a Dragon Ogre Shartak10 points
- The entire unit may take one of the following:
 - Additional hand weapons.3 points per model
 - Halberds8 points per model
 - Great weapons8 points per model



SPECIAL UNITS

CHAOS TROLLS

35 points per model

Profile

Chaos Troll

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

Troop Type

Monstrous Infantry

Unit Size: 3+

Special Rules:

- Fear
- Regeneration
- Stupidity
- Troll Vomit

Options:

- The entire unit may take additional hand weapons 3 points per model

Equipment:

- Hand weapon

CHIMERA

230 points

Profile

Chimera

M WS BS S T W I A Ld
6 4 0 6 5 4 2 6 5

Troop Type

Monster

Unit Size: 1

Special Rules:

- Fiend Tail
- Fly
- Large Target
- Scaly Skin (4+)
- Terror

Options:

- May take any of the following:
 - Flaming Breath 30 points
 - Regenerating Flesh 15 points
 - Venomous Ooze 15 points

GOREBEAST CHARIOT

130 points

Profile

Gorebeast Chariot
Chaos Charioteer
Gorebeast

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

Troop Type

Chariot (Armour Save 3+)

Unit Size: 1

Equipment:

- Halberds (Chaos Charioteers only)
- Scythes

Options:

- May take one of the following:
 - Mark of Khorne. 10 points
 - Mark of Tzeentch 10 points
 - Mark of Nurgle. 10 points
 - Mark of Slaanesh. 5 points

Crew: 2 Chaos Charioteers

Drawn by: 1 Gorebeast

Special Rules:

- Fear
- Gorebeast Charge

CHAOS WARSHRINE

125 points

Profile

Chaos Warshrine
Chaos Shrinemaster
Chaos Shrine Bearers

M WS BS S T W I A Ld
- - - - 5 5 - - -
- 5 3 4 - - 5 2 8
6 3 3 4 - - 2D6+2 -

Troop Type

Chariot (Armour Save 4+)

Unit Size: 1

Special Rules:

- Favour of the Ruinous Powers
- Fear
- Giver of Glory
- Protection of the Dark Gods
- Random Attacks (D6+2, Chaos Shrine Bearers only)
- War Platform

Options:

- May take one of the following:
 - Mark of Khorne. 10 points
 - Mark of Tzeentch 10 points
 - Mark of Nurgle. 10 points
 - Mark of Slaanesh. 5 points

Crew: 1 Chaos Shrinemaster

Drawn by: Chaos Shrine Bearers

Equipment:

- Hand weapon



RARE UNITS

HELLCANNON

210 points

Profile

Hellcannon

Chaos Dwarf Handlers

M	WS	BS	S	T	W	I	A	Ld
3	4	3	5	6	5	1	5	4
3	4	3	3	4	1	2	1	9

Troop Type

Monster

Unit Size: 1

Crew: 3 Chaos Dwarf Handlers

Equipment (Chaos Dwarf Handlers):

- Hand weapon

Special Rules:

- Caged Fury
- Daemonic Attacks (Hellcannon only)
- Daemonic Construction
- Doomfire
- Large Target
- Monster and Handlers
- Terror
- Unbreakable



DRAGON OGRE SHAGGOTH

215 points

Profile

Dragon Ogre Shaggoth

M	WS	BS	S	T	W	I	A	Ld
7	6	3	6	5	6	4	5	9

Troop Type

Monster

Unit Size: 1

Equipment:

- Hand weapon
- Light armour

Special Rules:

- Immune to Psychology
- Large Target
- Scaly Skin (5+)
- Storm Rage
- Terror

Options:

- May take one of the following:
 - Additional hand weapon 5 points
 - Great weapon 12 points

CHAOS GIANT

200 points

Profile

Chaos Giant

M	WS	BS	S	T	W	I	A	Ld
6	3	3	6	5	6	3	Special 10	

Troop Type

Monster

Unit Size: 1

Equipment:

- Hand weapon

Special Rules:

- Fall Over
- Giant Special Attacks
- Large Target
- Stubborn
- Terror

Options:

- May take one of the following:
 - Giant of Khorne 10 points
 - Giant of Tzeentch 15 points
 - Giant of Nurgle 15 points
 - Giant of Slaanesh 5 points

CHAOS SPAWN

50 points

Profile

Chaos Spawn

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

Troop Type

Monstrous Beast

Unit Size: 1

Special Rules:

- Fear
- Random Attacks (D6+1)
- Random Movement (2D6)
- Unbreakable

Options:

- May take one of the following:
 - Spawn of Khorne 5 points
 - Spawn of Tzeentch 20 points
 - Spawn of Nurgle 10 points
 - Spawn of Slaanesh 10 points

RARE UNITS

SKULLCRUSHERS OF KHORNE

75 points per model

Profile

	M	WS	BS	S	T	W	I	A	Ld
Skullcrusher	4	5	3	4	4	1	5	2	8
Skullhunter	4	5	3	4	4	1	5	3	8
Juggernaut of Khorne	7	5	0	5	4	3	2	3	7

Troop Type

Monstrous Cavalry
Monstrous Cavalry

Unit Size: 3+

Equipment:

- Hand weapon
- Chaos armour
- Shield

Special Rules:

- Brass Behemoth
- Daemonic Attacks (Juggernaut of Khorne only)
- Eye of the Gods (Skullhunter only)
- Fear
- Mark of Khorne (riders only)
- Murderous Charge (Juggernaut of Khorne only)

Options:

- May upgrade one Skullcrusher to a Skullhunter 10 points
- May upgrade one Skullcrusher to a musician 10 points
- May upgrade one Skullcrusher to a standard bearer . . . 10 points
 - May take a magic standard worth up to 50 points
- The entire unit may take one of the following:
 - Lances 2 points per model
 - Ensorcelled weapons 3 points per model

SLAUGHTERBRUTE

205 points

Profile

	M	WS	BS	S	T	W	I	A	Ld
Slaughterbrute	6	3	0	7	5	5	3	4	5

Troop Type

Monster

Unit Size: 1

Special Rules:

- Large Target
- Runes of Binding
- Scaly Skin (4+)
- Terror
- Unbound

Options:

- May take Extra Claws 20 points

MUTALITH VORTEX BEAST

240 points

Profile

	M	WS	BS	S	T	W	I	A	Ld
Mutalith Vortex Beast	6	3	0	5	5	5	3	D6+2	8

Troop Type

Monster

Unit Size: 1

Special Rules:

- Aura of Mutation
- Large Target
- Random Attacks (D6+2)
- Regeneration (5+)
- Scaly Skin (4+)
- Terror



SUMMARY

LORDS

	M	WS	BS	S	T	W	I	A	Ld	Type	Page
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- Dorghar	8	4	0	5	5	3	3	3	9	MB	
Chaos Lord	4	8	3	5	5	3	7	5	9	In	26
Chaos Sorcerer Lord	4	5	3	4	4	3	5	3	8	In	27
Daemon Prince	8	9	5	6	5	4	8	5	9	Mo	30
Galrauch	6	6	6	6	6	6	6	6	9	Mo(SC)	56
Kholek Suneater	8	8	3	8	6	8	1	7	9	Mo (SC)	57
Sigvald the Magnificent	4	8	3	5	5	3	8	5	10	In (SC)	53
Valkia the Bloody	4	9	3	5	5	3	8	6	9	In (SC)	50
Vilitch the Curseling	4	5	3	5	4	3	5	3	8	In (SC)	51

HEROES

	M	WS	BS	S	T	W	I	A	Ld	Type	Pg
Chaos Sorcerer	4	5	3	4	4	2	5	2	8	In	27
Exalted Hero	4	7	3	5	4	2	6	4	8	In	26
Festus the Leechlord	4	4	2	4	4	2	2	2	8	In SC	52
Scyla Anfingrimm	6	4	0	5	5	4	3	D6+2	10	MB (SC)	55
Throgg	6	5	2	6	5	4	2	5	8	MI (SC)	54
Wulfrik the Wanderer	4	8	3	5	4	2	7	4	8	In (SC)	49

CORE

	M	WS	BS	S	T	W	I	A	Ld	Type	Pg
Chaos Chariot	-	-	-	5	5	4	-	-	-	Ch	36
- Chaos Charioteer	-	5	3	4	-	-	5	2	8	-	
- Chaos Steed	8	3	-	4	-	-	3	1	-	-	
Chaos Marauder	4	4	3	3	3	1	4	1	7	In	32
- Marauder Chieftain	4	4	3	3	3	1	4	2	7	In	
Marauder Horseman	4	4	3	3	3	1	4	1	7	Ca	32
- Marauder Horsemaster	4	4	3	3	3	1	4	2	7	Ca	
- Warhorse	8	3	0	3	3	1	3	1	5	-	
Chaos Warhound	7	4	0	3	3	1	3	1	5	WB	39
Chaos Warrior	4	5	3	4	4	1	5	2	8	In	31
- Aspiring Champion	4	5	3	4	4	1	5	3	8	In	
Forsaken	6	4	0	4	4	1	4	D3	8	In	38

RARE

	M	WS	BS	S	T	W	I	A	Ld	Type	Pg
Chaos Giant	6	3	3	6	5	6	3	Special	10	Mo	44
Chaos Spawn	2D6	3	0	4	5	3	2	D6+1	10	MB	39
Dragon Ogre Shaggoth	7	6	3	6	5	6	4	5	9	Mo	41
Hellcannon	3	4	3	5	6	5	1	5	4	Mo	42
- Chaos Dwarf Handlers	3	4	3	3	4	1	2	1	9	-	
Mutalith Vortex Beast	6	3	0	5	5	5	3	D6+2	8	Mo	46
Skullcrusher	4	5	3	4	4	1	5	2	8	MC	35
- Skullhunter	4	5	3	4	4	1	5	3	8	MC	
- Juggernaut of Khorne	7	5	0	5	4	3	2	3	7	-	
Slaughterbrute	6	3	0	7	5	5	3	4	5	Mo	47

Troop Type Key: In=Infantry, WB=War Beast, Ca=Cavalry, MI=Monstrous Infantry, MB=Monstrous Beast, MC=Monstrous Cavalry, SC=Special Character, Mo=Monster, Ch=Chariot, Sw=Swarms, Un=Unique, WM=War Machine.



SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	Type	Pg
Chaos Knight	4	5	3	4	4	1	5	2	8	Ca	34
- Doom Knight	4	5	3	4	4	1	5	3	8	Ca	
- Chaos Steed	8	3	0	4	3	1	3	1	5	-	
Chaos Ogre	6	3	2	4	4	3	2	3	7	MI	40
- Ogre Mutant	6	3	2	4	4	3	2	4	7	MI	
Chaos Troll	6	3	1	5	4	3	1	3	4	MI	40
Chaos Warshrine	-	-	-	-	5	5	-	-	-	Ch	43
- Chaos Shrinemaster	-	5	3	4	-	-	5	2	8	-	
- Chaos Shrine Bearers	6	3	3	4	-	-	2	D6+2	-	-	
Chimera	6	4	0	6	5	4	2	6	5	Mo	37
Chosen	4	6	3	4	4	1	5	2	8	In	31
- Chosen Champion	4	6	3	4	4	1	5	3	8	In	
Dragon Ogre	7	4	2	5	4	4	2	3	8	MB	41
- Dragon Ogre Shartak	7	4	2	5	4	4	2	4	8	MB	
Gorebeast Chariot	-	-	-	5	6	5	-	-	-	Ch	36
- Chaos Charioteer	-	5	3	4	-	-	5	2	8	-	
- Gorebeast	6	4	-	5	-	-	2	3	-	-	
Hellstrider	4	4	3	3	3	1	5	1	7	Ca	35
- Hellreaver	4	4	3	3	3	1	5	2	7	Ca	
- Steed of Slaanesh	10	3	0	3	3	1	5	1	7	-	

MOUNTS

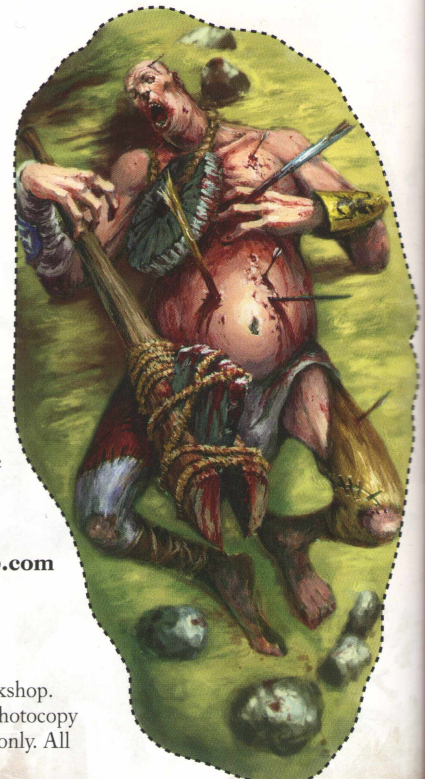
	M	WS	BS	S	T	W	I	A	Ld	Type	Pg
Chaos Steed	8	3	0	4	3	1	3	1	5	WB	34
Daemonic Mount	8	4	0	5	5	3	3	2	8	MB	28
Disc of Tzeentch	1	3	0	4	4	1	4	3	7	WB	29
Juggernaut of Khorne	7	5	0	5	4	3	2	3	7	MB	35
Manticore	6	5	0	5	5	4	5	4	5	Mo	29
Palanquin of Nurgle	4	3	3	3	3	4	3	6	7	MB	29
Steed of Slaanesh	10	3	0	3	3	1	5	1	7	WB	33
Chaos Dragon	6	6	0	6	6	6	3	6	8	Mo	28

FALLEN GIANT TEMPLATE

To make your template:

- First photocopy this page and stick it to a piece of thin card (cereal packets are ideal).
- Carefully cut around the dotted line with a sharp pair of scissors or a hobby knife.
- Alternatively, you can download printable versions of the template from our website:

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