## WARHAMMER® BATTLESCROLL



## CREATURES OF THE CHAOS WASTES

#### **Battlescroll - Creatures of the Chaos Wastes**

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## **BATTLESCROLL** CREATURES OF THE CHAOS WASTES

# INTRODUCTION



### BATTLESCROLLS

Battlescrolls allow you to add unique battlefield formations to your games of Warhammer. Each Battlescroll lists the units that make up the formation, and the special rules that apply to them in order to represent the fighting qualities that they possess. The following rules describe how you can use Battlescrolls in your games of Warhammer.

#### **BATTLESCROLL FORMATIONS**

When you choose an army, you can take one or more Battlescroll formations as part of your army. The Battlescroll will tell you what units you need to take in order to field the formation, and what, if any, extra options or restrictions apply to the units that make it up. The army list entries for each unit in the formation (the units' profiles, points values, unit size, options, special rules, battlefield role etc.) can be found in the army book for the unit in question.

#### FORMATION SPECIAL RULES

Each formation includes one or more special rules associated with the units that make up that formation. The special rules for a formation only apply to the units that make it up (even if there are other units of the same type in your army).

#### **ALLIED FORMATIONS**

Formations do not have to be chosen from the same army book as the rest of your army. If you decide to do this, then formations made up of units from different army books follow the rules for Allied Armies on pages 136-139 of the *Warhammer* rulebook.

#### FORMATION POINTS VALUES

Formations do not usually include a points value; just add up the points value of the individual units and options to find out the total points value of the formation. Occasionally a formation will require that you pay extra points in order to use it. In this case, the cost of the formation is the total cost of the units plus any extra points the Battlescroll specifies you have to pay.

The points value of the units in the formation count against the total points allowed for your army, but are not included when working out the percentage of points spent on different categories of unit. For example, a formation with 500 points worth of models would count as 500 points towards the total number of points allowed for your army, but would not count towards the number of points spent on lords, heroes, core units, special units or rare units in your army.

If you wish, you can field an army made up exclusively of formations chosen from Battlescrolls. If you choose to do this, then you do not have to spend 25% of the points for your army on core units, and you do not have to select a model as the General if the formations that you use do not include any character models.



## **BATTLESCROLL** CREATURES OF THE CHAOS WASTES

# BACKGROUND

### **CREATURES OF THE CHAOS WASTES**

#### THE LIMITS OF THE OLD WORLD

A boundary between the mortal and immortal realms, the Chaos Wastes are a barren, desolate region located beyond the Northlands and Naggaroth. They lie at the extremities of the world and are a place where the very air groans with sorcerous winds, transforming the land beyond recognition. Twisted mountaintops and spiked forests litter this foul place. Searing rivers of flame cut through the cold wilderness, and hideously mutated roots barb the pathways between maw-encrusted rock faces. Any warriors who venture here are constantly reminded of their own mortality by the scattered remains of armies, or would-be heroes frozen in time by sorcery. Beyond the Chaos Wastes lies the Realm of Chaos itself, an incomprehensible place for those unfortunate souls who have survived long enough to stand at its threshold. The Chaos Wastes mark the very limit of the mortal realm.

Many warriors walk in search of glory within the Chaos Wastes. Some fight united within the armies of the Dark Gods, though a few wish to serve their dark masters on solitary missions. Vast regiments of warriors, with spiked armour and jagged weapons, can frequently be seen marching south from the Chaos Wastes to wreak havoc upon the armies and towns that lie to the south. However, among the ranks of these armies there are also great creatures of the Chaos Wastes, and both are at their most dangerous when they fight together.

To say the creatures of the Chaos Wastes are horrifically warped is something of an understatement. They are hideously mutated beings, with all manner of appendages protruding from their torsos. Some are so big that their every step rocks the land, but all of them are more than capable of wrenching a soldier limb from limb. Usually these monsters charge into war under the direction of a powerful lord, who can direct their fury to create carnage on his behalf. But on rare occasions, it has been known for such monsters to fight together without being commanded.

Indeed, rather than forces of warriors led by lords, one infamous warband of the Chaos Wastes is comprised entirely of monsters and strange creatures, and it is spoken of in hushed tones throughout the taverns of the Empire. They are known as the Beasts of Telldros, and

#### THE BEASTS OF TELLDROS

The Beasts of Telldros came together during the aftermath of the Battle of Icicle Pass, when a Marauder Chieftain routed an army led by the Chaos Lord Telldros the Vanquisher. As the Winds of Chaos swept across the bloody battlefield, corpses stirring eerily in its ethereal breeze, a handful of Telldros' surviving creatures became united.

The remaining Chaos Spawn, as well as a mutated Giant and a Mutalith Vortex Beast, all beings of diminished intelligence, were instinctively drawn to the surviving Dragon Ogres from Telldros' force. In fact, these creatures soon began to follow the Dragon Ogres' bidding in the absence of Telldros. An alliance of survivors was formed, through elemental sorcery and simple dominance, and being comprised of creatures of base instinct, this warband sought nothing other than exacting violent revenge for their defeat in battle.

Led by the Dragon Ogres, the Beasts of Telldros first hunted down the Marauder Chieftain to exact vengeance on behalf of their fallen master. Though they could not kill the chieftain himself, they rampaged through his kingdom, killing many of his minions. From there, the Beasts of Telldros progressed on a campaign of terror throughout Troll Country, Norsca and the Empire that lasted for decades.

Of all the Beasts of Telldros, it was the Dragon Ogres that were the most dangerous. Dragon Ogres are ancient beings, whose longevity is a gift of the Chaos Gods in exchange for their service to their dark masters. With monstrous claws and great, cleaving blades they are capable of devastating any foe. Once a few of these creatures took control of the Beasts of Telldros, they gladly led them towards committing foul and violent atrocities without any further encouragement. The Chaos Spawn accompanying them to battle are warriors so hideously mutated and warped that they became living nightmares just following the path of carnage wherever it led, in this case, with the Beast of Telldros. The pack also features two enormous monsters, a Chaos Giant and a Mutalith Vortex Beast. The Chaos Giant is nothing less than a towering, humanoid bringer of destruction, easily convinced that its pact with Telldros still applied even after his death. Thus far, the Giant has prospered within the pack and sees no reason to leave. The enormous Mutalith Vortex Beast provides the warband with a monstrous fusion of muscle and the raw mutating power of Chaos. The Dragon Ogres knew they would be stronger if they could keep it around, and did their best to bind the beast to them with magic, though they are ever wary that their hasty attempts may fail at any moment.

The Beasts of Telldros thunder from treelines into the shocked ranks of armies on the march, smashing and trampling them to a bloody paste. Corpses that are not flattened are found rent and torn, bones wrenched through flesh, heads, limbs and organs torn away and devoured. Villages have been found smouldering with the charred stench of magic, the inhabitants' faces twisted in dead-eyed screams of horror. There seems to be no particular goal or reason

to the creatures' violence, yet thousands die because of their brutal actions. As a result, many aspiring tribal lords have sought to use the Beasts of Telldros for their own ends, but few are able to coax them into conducting violence at their behest.

#### WANDERING WARBANDS OF THE CHAOS WASTES

The Beasts of Telldros are not the only such warband sighted rampaging south from the Realms of Chaos. These others are comprised of similar creatures, and are also led by ambitious Dragon Ogres; only a keen-eyed commander would know that they were not the same..

Perhaps the appearance of these warbands is the result of an ambitious wielder of dark sorcery, or perhaps an ingenious Chaos Lord finding a way to herd these particular creatures together, seeking to capitalise on the fearsome reputation that the Beasts of Telldros have created over the years. It is equally possible that other Dragon Ogres, having heard tales of the Beasts of Telldros, are attempting to wrangle their own monstrous pets and, though some have been trampled or torn apart for their troubles, others have succeeded. All that is certain is that these warbands have also terrorised the armies of men and killed many good soldiers.

### **VENDRIK'S TALE**

'I was there all right. I saw 'em bite the head off Father Balea,' Vendrik muttered, shivering and staring into the firelight. The flames seemed vaguely comforting after being out in that cold, bloodied country. He could still feel his heart thumping in his chest, but at least he'd got his breath back.

The rest of them in this tavern – a few retired veterans and two bright-eyed youths – leaned in waiting for the details. Some of them seemed scared, but they weren't scared enough for what was about to visit them.

'So, what happened?' a young lad asked.

Vendrik didn't hear the question at first, his gaze constantly straying to the door, and his ears straining to hear any movement from beyond it. When the youth repeated his question, Vendrik's haunted eyes snapped back to the listeners, and he continued. 'Telldros's monsters ran rampant in the clearing and the soldiers didn't stand a chance. Twenty soldiers stood between Sigmar's man and the monsters – nineteen men were mauled. The Giant picked Fagen up and smashed him against the tree. The other big one – an ugly, blood-soaked horror that now lives in all my nightmares, with arms as long as a man is tall – seemed to go into a frenzy and tore at us, its teeth crunching through armour like you would crusty bread. No matter what formations we took, it didn't seem to work. We were stepping in our own blood pretty soon. Tripping over each other's limbs. That was no way for a man of the Empire to fall, I can tell you. There was no valour to be found in that.'

'What of the priest?' the lad asked. 'Did he try to take 'em himself? Is that how he fell?'

'Well,' Vendrik continued, 'I expected him to put up a fight. I'd seen that man not long before hold his own against a band of Ogres and still live to tell the tale. This time, not even his sacred screams could help anyone. It was them dragon brutes that did him in, in the end – a clever lot, they were. They circled him and mock-charged and then came at him from all sides. He didn't know where to look. They were toying with him'

'And what did you do?' a veteran asked. There was disdain in his voice. There was judgement for a perceived failure. 'Did you take them on, all by yourself?'

'Do I look a fool?' Vendrik snapped. 'No. I ran here as fast as I could, you idiot. If they made short work of a warrior priest, what do you think they'd do to a soldier like me? No. I was the last man standing, so I fled here.'

'But why here, and not that fort back up the river?'

'By Sigmar's arse!' Vendrik slammed his tankard down on the table and stood up. 'I came to warn you all that Telldros' beasts are on their way. Once they finish off guzzling down the corpses, it'll be barely an hour before they arrive here.' Vendrik marched to the door of the tavern. 'Reckon that's enough time for you all to get a whetstone to your blades.'

## **BATTLESCROLL** CREATURES OF THE CHAOS WASTES

# INERNE

### **MONSTROUS DEEDS**

#### 2435

The Beasts of Telldros assault the Lair of the Troll King. They trample his retinue and rampage through the villages through to Winter Pyre, killing everyone in their path. Throgg is enraged, but the damage has already been done by the time he can do much about it. He instead lures the Beasts out of his territory with living bait, in the shape of a Bray Shaman, and aims the path of their rampage at his enemies' camps.

#### 2446

With sorcerous winds in their favour, the Beasts of Telldros storm through the Mountains of Mourn. They torment the various Ogre tribes for weeks, and on one occasion, conduct two blistering raids over the course of one night. A Stonehorn in each tribe is killed: one is reduced to jelly and fur by the mutating energy roiling from the Mutalith Vortex Beast while the other has its horns broken off by the Giant and is bludgeoned to death with them. In the ensuing confusion, the Ogre tribes lay the blame at each other's door, and a war breaks out among the Ogres.

#### 2451

The Beasts of Telldros smash into the settlement of Bechafen in the dead of night, sending the provincial soldiers into panic. Though he does not work with the creatures directly, Festus the Leechlord follows them through Bechafen's sundered gates and releases one of his latest curious poxes. For the next thirteen years, every field of crops in the surrounding rural province yields nothing but Nurglings.

#### 2487

The Chaos Lord Vicharch learns of the Beasts of Telldros and seeks them out to do his bidding in war. Though they stubbornly refuse to permanently fight alongside his Warriors – for their allegiance is rooted deeply with their previous master – they willingly rampage alongside his army for a time. Together, they rout a vast Empire army east of the Middle Mountains.

#### 2501

On a challenge from an Elector Count, Markus Wulfhart, Huntsmarshal of the Empire, tracks Telldros' creatures across much of Norsca. Though he slays several monsters that lurk within the forests, none of his kills are from the infamous warband, which remains elusive during this period. He begrudgingly returns to the Empire to pay his debts, but swears to return to the hunt after the winter passes.

## **BATTLESCROLL** CREATURES OF THE CHAOS WASTES

# RUIES

### BATTLE SCROLL: CREATURES OF THE CHAOS WASTES

#### **ARMY AND BATTLEFIELD ROLE**

Creatures of the Chaos Wastes is a Battle Scroll that is considered to be part of an army chosen from *Warhammer: Warriors of Chaos*.

The Creatures of the Chaos Wastes Battle Scroll consists of the following units from *Warhammer: Warriors of Chaos*.

- 1 Mutalith Vortex Beast or Slaughterbrute
- 1 Giant
- 1 unit of 6 Dragon Ogres
- 2 Chaos Spawn

#### **OPTIONS AND RESTRICTIONS**

The unit of Dragon Ogres must be upgraded to include a Dragon Ogre Shartak.

#### **SPECIAL RULES**

**Leader of the Pack:** All units in this formation are unaffected by the Army General's Inspiring Presence or the Battle Standard Bearer's Hold Your Ground! special rule. However, any units from this formation that are within 12" of the Dragon Ogre Shartak use its Leadership instead of their own.

**Marauding Monsters:** All units in this formation must begin the game as reinforcements (see page 27 of the *Warhammer* rulebook). At the start of your Turn 2, roll a D6: on the roll of a 1-2, all units in this formation move onto the board from any point along the table edge to the left of the controlling player's own table edge; on the roll of a 3-4, all units in this

formation move onto the board from any point along the table edge to the right of the controlling player's own table edge; on the roll of a 5-6, the controlling player can choose left or right.

MUTALITH VORTEX BEAST - 240 points										
$\mathbf{M}$	WS	BS	S	Τ	$\mathbf{W}$	Ι	Α	Ld		
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** 



SLAU	JGHTI	ERBR	UTE -	205]	points	5			
$\mathbf{M}$	WS	BS	S	Τ	$\mathbf{W}$	Ι	Α	Ld	
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



#### CHAOS GIANT - 200 points

М	WS	BS	S	Т	W	Ι	Α	Ld			
6	3	3	6	5	6	3	Special	10			
Troop Type: Monster Unit Size: 1											
Equipm	ent: Han	d weapor	1								
Special	Special Rules: Fall Over, Giant Special Attacks, Large Target, Stubborn, Terror										
Options	Options:										
May take	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



#### **DRAGON OGRES - 60 points per model**

Dragon Ogre

Μ	WS	BS	S	Τ	W	Ι	Α	Ld	
7	4	2	5	4	4	2	3	8	

Troop Type: Monstrous Beast

Dragon Ogre Shartak

$\mathbf{M}$	WS	BS	S	Т	$\mathbf{W}$	Ι	Α	Ld	
7	4	2	5	4	4	2	4	8	

Troop Type: Monstrous Beast

Unit Size: 3+

Equipment: Hand weapon, light armour

Special Rules: Fear, Scaly Skin (5+), Storm Rage

#### **Options**:

May upgrade one Dragon Ogre to a Dragon Ogre Shartak - 10 points

The entire unit may take one of the following:

- Additional hand weapons 3 points per model
- Halberds 8 points per model
- Great weapons 8 points per model





CHAC	<b>DS SP</b>	AWN	50 po	ints					
$\mathbf{M}$	WS	BS	S	Т	W	Ι	Α	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





# **BATTLESCROLL** CREATURES OF THE CHAOS WASTES

# GLOSSARY

### GLOSSARY

#### Aura of Mutation

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

**1 - Hideous Disfigurements:** The target must take D6 Toughness tests, and gains the Fear special rule for the rest of the game.

**2** - **Trollbrains:** The target must take D6 Toughness tests, and gains the Stupidity special rule for the rest of the game.

**3** - **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.

**4 - 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.

**5 - 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.

**6 - 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.

**Fear:** At the start of each Close Combat round, a unit that is in base contact with one or more enemy models that cause Fear must take a Leadership test, before any blows are struck. If the test is passed, all is well – the unit has mastered its fear, at least for now. If the test is failed, the unit's fear goes uncontrolled and the warriors cower defensively from the horror before them – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that round of close combat. Models that cause Fear are themselves immune to Fear, and are not affected by any of this

rule's effects (even if their unit fails its test, for example). This includes characters riding Fear causing mounts, who count as causing Fear themselves.

**Stupidity:** Models that are subject to Stupidity are also Immune to Psychology – they just don't get frightened that easily, and by the time they do, it's normally too late. Provided that they are not engaged in close combat, a unit that contains one or more models with the Stupidity special rule must try to overcome its Stupidity at the start of its turn by taking a Leadership test. If the test is passed, all is well – the creatures have risen above their dull-witted nature and will act normally. If the test is failed, the warriors succumb to their stupidity and amble forward, perhaps drooling a little, eating grass or cackling in silly voices, as explained below.

**Me 'ead 'urts:** A unit that fails its Stupidity test immediately stumbles D6" directly forwards – this move is otherwise treated in exactly the same manner as a failed charge. The Stupid unit cannot take any further action that turn, so cannot declare charges or make a shooting attack. Wizards that have failed a Stupidity test cannot attempt to cast or channel power dice or dispel dice until a Stupidity test is passed (there's a lot of hand waving and chanting, but for some reason the magic just doesn't seem to work).

#### **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.

#### **Fall Over**

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 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.

#### Fear

At the start of each Close Combat round, a unit that is in base contact with one or more enemy models that cause Fear must take a Leadership test, before any blows are struck. If the test is passed, all is well – the unit has mastered its fear, at least for now. If the test is failed, the unit's fear goes uncontrolled and the warriors cower defensively from the horror before them – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that round of close combat. Models that cause Fear are themselves immune to Fear, and are not affected by any of this rule's effects (even if their unit fails its test, for example). This includes characters riding Fear causing mounts, who count as causing Fear themselves.

#### **Giant of Khorne**

A Giant of Khorne has +1 Strength.

#### **Giant of Nurgle**

A Giant of Nurgle has +1 Toughness.

#### **Giant of Slaanesh**

A Giant of Slaanesh has +1 Initiative.

#### **Giant of Tzeentch**

A Giant of Tzeentch has a 6+ ward save.

#### **Giant Special Attacks**

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**. 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).

**2-4 - 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.

**5-6 - '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.

**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**. 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).

**2** - **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 below).

If he falls over, work out where he falls and calculate damage as 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.

**3 - 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.

**4-6 - 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.

Great Weapons									
	Range	Strength	Special Rules						
	Combat	+2	Requires Two Hands, Always Strikes Last						

**Requires Two Hands:** If a weapon requires two hands to use, it is not possible for a model to use a shield or an additional hand weapon alongside it in close combat (although a shield can still be used against wounds caused by shooting or magic). We assume that the warrior in question slings the spare wargear on his back, or simply drops it, until the fight is done.

**Always Strikes Last:** A model with this special rule (or who is attacking with a weapon that grants this special rule) always strikes last in close combat, regardless of Initiative. If the model with this rule is fighting an enemy with the same ability, the Attacks are made simultaneously. If a model has both this rule and Always Strikes First, the two cancel out and neither applies so use the model's Initiative.

#### Halberds

Range	Strength	Special Rules
Combat	: +1	<b>Requires Two Hands</b>

**Requires Two Hands:** If a weapon requires two hands to use, it is not possible for a model to use a shield or an additional hand weapon alongside it in close combat (although a shield can still be used against wounds caused by shooting or magic). We assume that the warrior in question slings the spare wargear on his back, or simply drops it, until the fight is done.

#### Hand Weapon

We assume that all models are armed with a hand weapon. Swords, axes, clubs and maces are all hand weapons, as are more esoteric weapons, such as punch daggers, brass knuckles and fighting claws. We even use this rule to cover natural weapons, such as claws, teeth and horns. We assume that all troops and characters have turned up to the battle with at least one suitable fighting hand weapon each, although many troops are also equipped with one or more other, more specialised weapons. As the main rules assume that every warrior has a hand weapon, we don't need to discuss further special rules – a model with a hand weapon fights precisely according to the rules laid out in earlier sections. However, there are many other types of weaponry available to the warriors of Warhammer.

#### Large Target

Large Targets are models that are especially tall, such as Dragons, Giants and Greater Daemons. Such foes cannot easily take cover behind obstacles that would shelter lesser troops. Large Targets cannot claim cover modifiers for obstacles. However, if your General or Battle Standard Bearer is a Large Target (or is mounted on one), then the range of their respective Inspiring Presence and Hold Your Ground! abilities is increased from 12" to 18" to represent the ease with which your troops can see them. See page 107 of the *Warhammer* rulebook for more details on Generals, Battle Standard Bearers and their special abilities.

#### Leader of the Pack

All units in this formation are unaffected by the Army General's Inspiring Presence or the Battle Standard Bearer's Hold Your Ground! special rule. However, any units from this formation that are within 12" of the Dragon Ogre Shartak use its Leadership instead of their own.

#### Light Armour

Light armour provides a 6+ armour save.

#### **Marauding Monsters**

All units in this formation must begin the game as reinforcements (see page 27 of the *Warhammer* rulebook). At the start of your Turn 2, roll a D6: on the roll of a 1-2, all units in this formation move onto the board from any point along the table edge to the left of the controlling player's own table edge; on the roll of a 3-4, all units in this formation move onto the board from any point along the table edge to the right of the controlling player's own table edge to the right of the controlling player's own table edge to the right of the controlling player's own table edge; on the roll of a 5-6, the controlling player can choose left or right.

#### Monster

Monsters have a more destructive version of Stomp, called Thunderstomp.

**Monsters and Buildings:** Monsters are far too enormous to enter buildings, though they can still assault them.

**Ridden Monsters:** Some characters can ride monsters, as explained on page 104 of the *Warhammer* rulebook.

**Stomp:** A model with this special rule can make a Stomp in addition to its other close combat attacks. A Stomp has the Always Strikes Last special rule, and inflicts 1 automatic hit, at the model's Strength, on one enemy infantry, war beasts or swarm unit in base contact with the model. This represents the creature crushing the foe beneath its ponderous feet, or knocking their broken bodies aside with one sweep of its mighty tail (probably while it's roaring in a most intimidating fashion).

**Thunderstomp:** A Thunderstomp makes D6 hits on the target unit, rather than the single

hit for a normal Stomp. It is otherwise treated exactly like a normal Stomp.

#### **Monstrous Beast**

Monstrous beasts have the Stomp special rule (see above).

Charging, Fleeing and Pursuing: Monstrous Beasts have the Swiftstride special rule.

**Swiftstride:** When charging, units entirely made of models with the Swiftstride special rule roll 3D6, discard the lowest result, and add the result to their Move value. For example, a unit of Harpies charge and roll 3D6, with results 2, 4 and 5. Thus they charge 4 (their Movement) + 4 + 5 = 13". When fleeing and pursuing, units entirely made of models with the Swiftstride special rule roll 3D6 and discard the lowest result. For example, Dark Riders flee and roll 3D6, with results 1, 3 and 5. They can therefore flee: 3 + 5 = 8".

**Monstrous Ranks:** A rank of monstrous beasts needs only three models to count for rank bonus, steadfast and so on, and only need a six model frontage to count as a horde.

**Character Mount:** Some characters can ride monstrous beasts, in which case the model uses the rules for monstrous cavalry.

#### **Random Attacks**

Models with the Random Attacks special rule do not have a normal number for their Attacks characteristic, but rather a dice roll, such as D3, D6 or D6+1. Each time a model with this special rule comes to strike blows, roll the indicated dice, adding any modifiers shown, to determine the number of attacks that the model will make, then roll to hit as normal. If a unit contains more than one model with Random Attacks, roll separately for each model, unless specified otherwise.

#### **Random Movement**

Models with the Random Movement special rule do not have a Movement characteristic, but rather a dice roll, such as D6, 2D6 or 3D6. This is the distance they move, charge, pursue, overrun and flee – they cannot march. If a model has the Random Movement and Swiftstride special rules (a chariot with Random Movement, for example), then the Swiftstride special rule is not used. Models with Random Movement cannot declare charges, and are always moved in the Compulsory Moves sub-phase. When the model moves, first pivot it about its centre to face the direction in which you wish it to travel. Then, roll the dice shown in the model's profile. Finally, move the model directly forwards a number of inches equal to the total rolled by the dice. No other pivots can be made.

There's a chance that the model's peculiar movement will cause it to come into contact with

an enemy, so measure the distance in a straight line before the model is moved. If the move is found to take the unit into contact with an enemy, then it counts as charging, and this is resolved using the normal rules for charges and using the distance rolled as its charge range. Charge reactions cannot be declared against enemies with the Random Movement special rule – the enemy find it impossible to recognise the danger until it is far too late! If the random move brings the unit to within 1" of a friendly unit or impassable terrain, it stops immediately and cannot move further during that Movement phase.

If two or more models in a unit have the Random Movement special rule, pivot the unit about its centre, then roll the dice only once to determine how far the unit moves. If models in the unit have a different Random Movement value, use the slowest for the entire unit.

#### Regeneration

A model with the Regeneration special rule is permitted a special regenerate saving throw after it has failed any armour save it may have, instead of taking a ward save (if it has one). If a model has both a ward save and Regeneration, you must choose which save is used. To take a regeneration save, roll a D6. On a 1-3, the wound affects the model normally, even its incredible constitution has not prevented this injury. On a 4-6, the damaged flesh regrows, leaving not even so much as a scar to indicate the injury was ever there – the wound is discounted, exactly as if it had been saved by other means.

Whilst the type of regeneration described above is the most common form, some creatures do have a lesser or greater chance to regenerate. Where this is the case, the score required to regenerate will be shown in brackets after the special rule, e.g. Regeneration (5+) would indicate that the model had the Regeneration rule, but that it only worked on a 5+, whilst Regeneration (2+) would mean that the creature would pass its regeneration save on a 2 or more!

Wounds caused by Flaming Attacks cannot be regenerated, and if a unit is wounded by a Flaming Attack it loses the Regeneration rule for the remainder of the phase (it can be used later in the turn, though – it just takes a short time for the Regeneration to overcome the flames).

#### **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).

#### Scaly Skin

The hide of some creatures, the reptilian Lizardmen in particular, forms a kind of natural armour that grants the model an armour save. The degree of the scaly skin save varies from model to model, and will be stated in the relevant Warhammer Armies book. Scaly Skin can be combined with normal armour for even greater protection. To determine a model's combined armour save, take the value of its scaly skin save and modify it one point better for light armour, one point better for a shield, two points better for heavy armour, and so on. For example, a model with a scaly skin save of 5+ would have a total armour save of 4+ if he also carried a shield, and 3+ if he both carried a shield and wore light armour.

#### Spawn of Khorne

A Spawn of Khorne has the Devastating Charge special rule.

**Devastating Charge:** Models with this special rule have +1 Attack during a turn in which they charge into combat.

#### Spawn of Nurgle

A Spawn of Nurgle has the Poisoned Attacks special rule.

**Poisoned Attacks:** A model with the Poisoned Attacks special rule wounds his target automatically if his natural dice roll to hit is a 6. Armour saves are modified by the Strength of the attack as normal. Note that if a Poisoned shooting attack needs to roll a 7 or more to hit, or hits automatically, then the Poisoned attacks rule does not come into play. Unless otherwise stated, a model with this special rule has both Poisoned shooting and close combat attacks. Any spells cast by the model are unaffected, as are any attacks made with magic weapons they might be wielding, whether they be shooting or close combat attacks.

#### Spawn of Slaanesh

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

**Always Strikes First:** Models with this special rule (or who are attacking with a weapon that grants this special rule) always strike first in close combat regardless of Initiative. In addition, if the model's Initiative is equal to or higher than his enemy's, he can re-roll misses when striking in close combat – he moves so fast that he can land his blows with incredible precision. If the model with this rule is fighting an enemy with the same ability, the Attacks are made simultaneously, and neither model benefits from the re-rolls normally granted by this rule.

#### Spawn of Tzeentch

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

**Flaming Attacks:** Enemies with Flaming Attacks cause Fear in war beasts, cavalry and chariots. Flaming Attacks also have special properties against creatures that have the Flammable and Regeneration special rules.

Every model with Flaming Attacks rerolls failed To Wound rolls when shooting at or assaulting a building, to represent the added peril for the occupants of being inside the burning structure.

Unless otherwise stated, a model with this special rule has both Flaming shooting and close combat attacks (though any spells cast by the model are unaffected, as are any attacks made with magic weapons they might be wielding).

#### **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, Urannon'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.

**Frenzy:** To represent their fighting fury and lack of self-preservation instincts, Frenzied troops have the Extra Attack and Immune to Psychology special rules.

**Berserk Rage:** If, during the Charge sub-phase, a unit that includes one or more Frenzied models could declare a charge, then it must do so unless a Leadership test is passed. If the Leadership test is failed, the Frenzied unit must declare a charge against the nearest viable enemy. A unit that includes one or more Frenzied models cannot choose to restrain pursuit if it beats a foe in close combat. It will either pursue (if the enemy has fled) or overrun (if the enemy was wiped out in combat). Note that if the enemy is wiped out in combat but the Frenzied unit did not charge that turn (or if the combat was the result of a pursuit or overrun charge in the same turn), then the Frenzied unit will reform as normal as it has no other choice of action.In addition, Frenzied models cannot parry.

**Losing Frenzy:** Unlike other special rules, Frenzy can be lost as the game goes on. Models retain their Frenzy for the entire game unless beaten in combat, at which point the enemy have succeeded in knocking them into a less fanatical state and the Frenzy (together with all associated rules) is lost.

#### Stubborn

Stubborn units are always steadfast, whether or not they have more ranks than their enemy. If a character joins a Stubborn unit, he gains the Stubborn special rule as long as he is part of that unit. If a Stubborn character joins a unit, that unit is Stubborn whilst he remains amongst its ranks.

#### Terror

Models that cause Terror also cause Fear. In addition, a model that causes Terror is so, well, terrifying, that other rules also apply. It should be noted at this point that Fear-causing models, being quite scary themselves, treat Terror-causing monsters as causing Fear, rather than Terror – this is an exception to the rule that makes Fear-causing creatures immune to Fear. Terror-causing models are themselves immune to both Fear and Terror. This includes characters riding Terror-causing mounts, which count as causing Terror themselves.

**Run For Your Lives!:** When a unit is charged by a Terror-causing creature, there is a chance that the warriors will abandon their position, fleeing before the creature rather than fighting it. If a Terror-causing creature declares a charge, the target unit must immediately take a panic test to quell their Terror. If the test is passed, all is well and the unit can declare charge reactions normally. If the test is failed, the unit must make a Flee! charge reaction. Units composed entirely of Fear- or Terror-causing models are immune to Terror and so do not take this test. Note that, if the target unit is not allowed to take any charge reaction (if, for example, the Terror-causing unit charged as a result of a pursuit or a random move), then the target does not take this test.

#### Two/Additional Hand Weapons

Models on foot only. An additional hand weapon cannot be used by a mounted model, or by a model that has a magical close combat weapon.

Name	Range	Strength	Special Rules
Two/Additional Hand Weapon	Combat	As User	Extra Attack

**Extra Attack:** A model with this special rule (or who is attacking with a weapon that bestows this special rule) increases his Attacks value by 1.

#### 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) (see above) and Frenzy (see above) 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.

**Immune to Psychology:** If the majority of the models in a unit have the Immune to Psychology rule, the unit automatically passes all Panic, Fear and Terror tests it has to take. It should be noted that they have to take Break tests (and other Leadership tests) normally – being stoic does not necessarily make a warrior entirely heedless of mortal danger.

If the majority of the models in a unit have the Immune to Psychology rule, the unit cannot choose Flee! as a charge reaction. Pride, or a sluggish acceptance of the situation, prevents them from doing so.

#### Unbreakable

A unit composed entirely of Unbreakable models is Immune to Psychology and passes Break tests automatically, no matter the odds! Characters that are not themselves Unbreakable are not permitted to join units that are (even if a character was to become temporarily Unbreakable for some reason, because of a spell or suchlike).

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