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STORM OF CHAOS[™]



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UK

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Product Code: 60 03 02 01 004

Games Workshop World Wide Web site: www.games-workshop.com

ISBN: 1-84154-460-4

INTRODUCTION



Gav Thorpe

Two years ago, we embarked on the Hordes of Chaos project. Back then, I wrote of our plans to release three Chaos-themed supplements for Warhammer. After Hordes of Chaos came Beasts of Chaos, and this three-year project is now culminating in this volume – Storm of Chaos.

Storm of Chaos is not a Warhammer Armies book in the traditional sense. It contains army lists, of course, but is

much more than that. The contents of this book have been written to allow players to fight out their own Chaos invasion (or any other invasion, if you fancy it!) and in particular, to set their battles in the terrible time known as the Storm of Chaos, when the Lord of the End Times, Archaon, led his horde south into the Empire and besieged the city of Middenheim.

To this end, we have included the following sections to enable you to do this:

THE STORM OF CHAOS

Here we set the scene for Archaon's invasion and introduce the events that led up to the greatest Chaos incursion to have ever crossed the borders of the Empire.

LEGIONS OF CHAOS

In this section we detail the dread Chaos Lord Archaon, his corrupted past, his quest for power and the terrifying champions who lead his armies into battle. We also reveal the ancient evil of Be'lakor, the Dark Master. Two army lists are included in this section. The first enables you to field an army mustered by Archaon for his assault on the City of the White Wolf, including the deadly Hellcannons. The second allows players to field a Daemonic Legion, brought south by the expanding Realm of Chaos.

DEFENDERS OF THE EMPIRE

Against the endless hordes of the North, the Emperor Karl Franz has arrayed an army of his own. However, as this mighty host gathers, it falls to the defiant warriors of Middenheim to hold back the tide of Chaos assaulting the most impregnable fortress of the Old World. Amongst this, a new hero has arisen. Believed by many to be Sigmar himself returned, the hopes of the Empire rest on the shoulders of young Valten. Does he have the strength of will and power to overcome Archaon? The army list presented in this section details the forces defending Middenheim, including many of the soldiers of Ulric, god of battle, winter and wolves.

WAAAGH! GRIMGOR

With war engulfing the Old World, it was inevitable that Orcs would be drawn from their lairs to take part in the carnage. In particular, the greatest Orc Warlord alive, Grimgor Ironhide, has set himself on a path of destruction to prove himself the most fearsome warrior alive. In the Grimgor's 'Ardboyz army list, you will find a force comprised of the biggest, toughest Greenskins – veterans of Grimgor's constant battling against the forces of Chaos, the soldiers of the Empire and anybody else who gets in his way!

THE SLAYERS OF KARAK KADRIN

To the east, the self-proclaimed Herald of Archaon, Vardek Crom, assails the Old World across the Worlds Edge Mountains. Against him is mustered the army of the Slayer

King of Karak Kadrin, the oath-bound Ungrim Ironfist. While he defends the passes against the Chaos marauders of Crom, his son Garagrim leads a host of Dwarf Slayers north, to take the fight to the beasts pouring out of the Chaos Wastes. This doom-laden host can be fielded using the army list at the end of this section.

FIGHTING A CHAOS INVASION

We have included two new scenarios, and a campaign system to enable players to use them along with other scenarios to recreate their own Chaos invasion.

OTHER FORCES

It is not only the Empire that is caught up in the tide of Chaos sweeping across the world. This section includes even more army list variants for players to use against the forces of Chaos, or to exploit the upheaval engulfing the world for their own ends.







THE STORM OF CHAOS

The world stands on the brink of annihilation. It has done so since the dawn of time, when the great civilisation of the Old Ones was destroyed. The gate of the Old Ones that allowed them to travel to distant worlds collapsed, flooding the world with the energy of Chaos. Since that time, the world has been doomed to a slow extinction.

While the world itself dies its slow death, the fragile civilisations of mortals cling to their existence. They must battle against the corruption of Chaos from within, and fight wars to protect themselves from the hordes of the Chaos gods that constantly seek to overthrow law and order and turn the whole world into a seething, anarchic Realm of Chaos.

On occasion, and with increasing frequency, the power of the Chaos gods waxes strong, and magic spills from the collapsed gate in ever-greater tides.

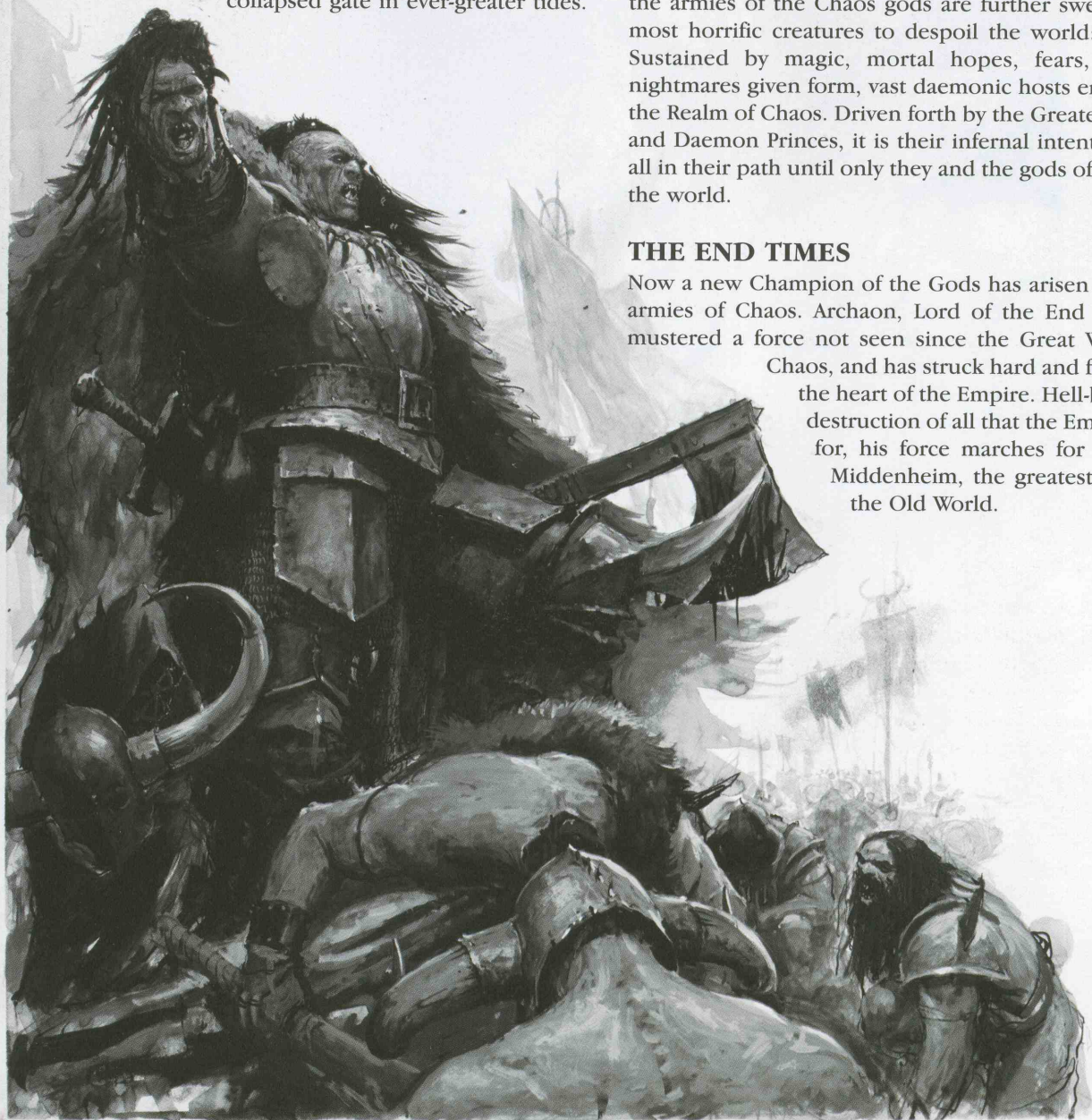
Mutation runs rife, the twisted beasts of the woods and wilds grow in strength and daring, and the leaders of the world look to the north with fearful eyes.

In these times of increasing strength, the numberless hordes that live under the shadow of Chaos are stirred from their continual raiding and infighting, their differences put aside as their gods call them to war. Often these incursions are short-lived, the hosts of the Dark Gods fracturing into warbands battling amongst themselves as the surge of Chaos recedes once more. However, on occasion a great leader arises amongst their ranks, chosen of the gods and binding the tribes together. It is at these times that the world is in its greatest danger, for the united tribes are a force unparalleled in strength and ferocity by any civilised nation.

As the winds of magic blow strong and the marauders stir, the armies of the Chaos gods are further swelled by the most horrific creatures to despoil the world: Daemons. Sustained by magic, mortal hopes, fears, lusts and nightmares given form, vast daemonic hosts emerge from the Realm of Chaos. Driven forth by the Greater Daemons and Daemon Princes, it is their infernal intent to destroy all in their path until only they and the gods of Chaos rule the world.

THE END TIMES

Now a new Champion of the Gods has arisen to lead the armies of Chaos. Archaon, Lord of the End Times, has mustered a force not seen since the Great War Against Chaos, and has struck hard and fast towards the heart of the Empire. Hell-bent on the destruction of all that the Empire stands for, his force marches for the city of Middenheim, the greatest bastion of the Old World.





The first elements of Archaon's host, let by Surtha Lenk, assaulted the frozen lands of Kislev, driving south into the Empire. A great battle was fought around the city of Wolfenburg but, despite the stalwart defence by the army of Hochland, the servants of Chaos were victorious and the city sacked. The army was finally broken at Mazhorod, but not without great loss. For a while it seemed as if the storm had been weathered, until grim news arrived from the north. This was not the host of Archaon, but merely a vanguard of the immense force to come.

Not only from the north is the Empire threatened. East, across the Worlds Edge Mountains, a horde of Kurgan warriors is poised to launch its attacks. Led by Vardek Crom, known as the Conqueror and the self-proclaimed Herald of Archaon, this barbaric horde is ready to cross the Peak Pass and descend with fire and bloodshed on the people of Stirland and Averland. Against them stands Ungrim Ironfist, the Slayer King of Karak Kadrin. Fulfilling ancient oaths of loyalty and duty sworn with the Emperor, the King and his stubborn Dwarf warriors must hold the pass so that the Empire can muster its might against the legions of Archaon attacking from the north.

It seems a hopeless time, and yet the Empire is not without its own heroes. Boris Todbringer, Count of Middenheim, readies his army for the storm to come. With him the followers of the god Ulric stand, called to arms by their high priest Ar-Ulric. Emperor Karl Franz has forged a

grand alliance with the High Elves and Dwarfs to stand against the horde of darkness, and through their combined strength of arms they perhaps can yet withstand Archaon's fury.

There is also another who would stand between the Empire and the man who would see it desolated in the name of the Dark Gods. He is Valtan, the Exalted of Sigmar, believed by many to be the reincarnation of the man-god himself. None can tell what the gods have fated for the young warrior or what part he will play in the upcoming war.

A WORLD ENGULFED

It is not the Empire alone that is beset by this latest Chaos incursion. Far to the west, across the Great Ocean, an old power is rising once again in Naggaroth. Morathi, the Hag Queen, has renewed her ancient pacts with the Prince of Chaos, Slaanesh, and her Cult of Pleasure is growing again.

The Temple of Khaine is powerless to resist this new threat, as Morathi once again raids the lands of the Lizardmen for artefacts that will bring her followers dominance over Dark Elf society. Such distractions are painful to the Slann and their warriors, whose energies are bent on holding back the flow of Chaos energy and the daemons that are spawned from its strength.

Though their island is beset by the Druchii, the High Elves know that should the Empire fall, this would herald the collapse of the Old World, and ultimately their own

THE CONCLAVE OF LIGHT

In the spring before Archaon's horde descended in force on Middenheim, shortly after the Empire's victory over Surtha Lenk at Mazhorod, Emperor Karl Franz convened a meeting of the rulers of the Empire in what was to become known as the Conclave of Light.

The Electors, the leaders of the churches of Sigmar and Ulric, and the commanders of the armies of the Empire discussed the various courses of action they could follow. They spoke to emissaries from Kislev, and from the Dwarfs and yet they could not agree on the best way to combat the threat from the north. Messengers were sent to Bretonnia for aid, and the Conclave awaited a pronouncement from the Emperor.

The matter was settled by the arrival of Teclis, Elven high mage and founder of the Colleges of Magic. It was his counsel to strike back against the Chaos horde, and he promised what strength of arms the Elves could spare from their war against their kin back in Ulthuan. The Dwarfs swore to hold the eastern passes, and the Kislevites returned to the Ice Queen with promises of military aid.

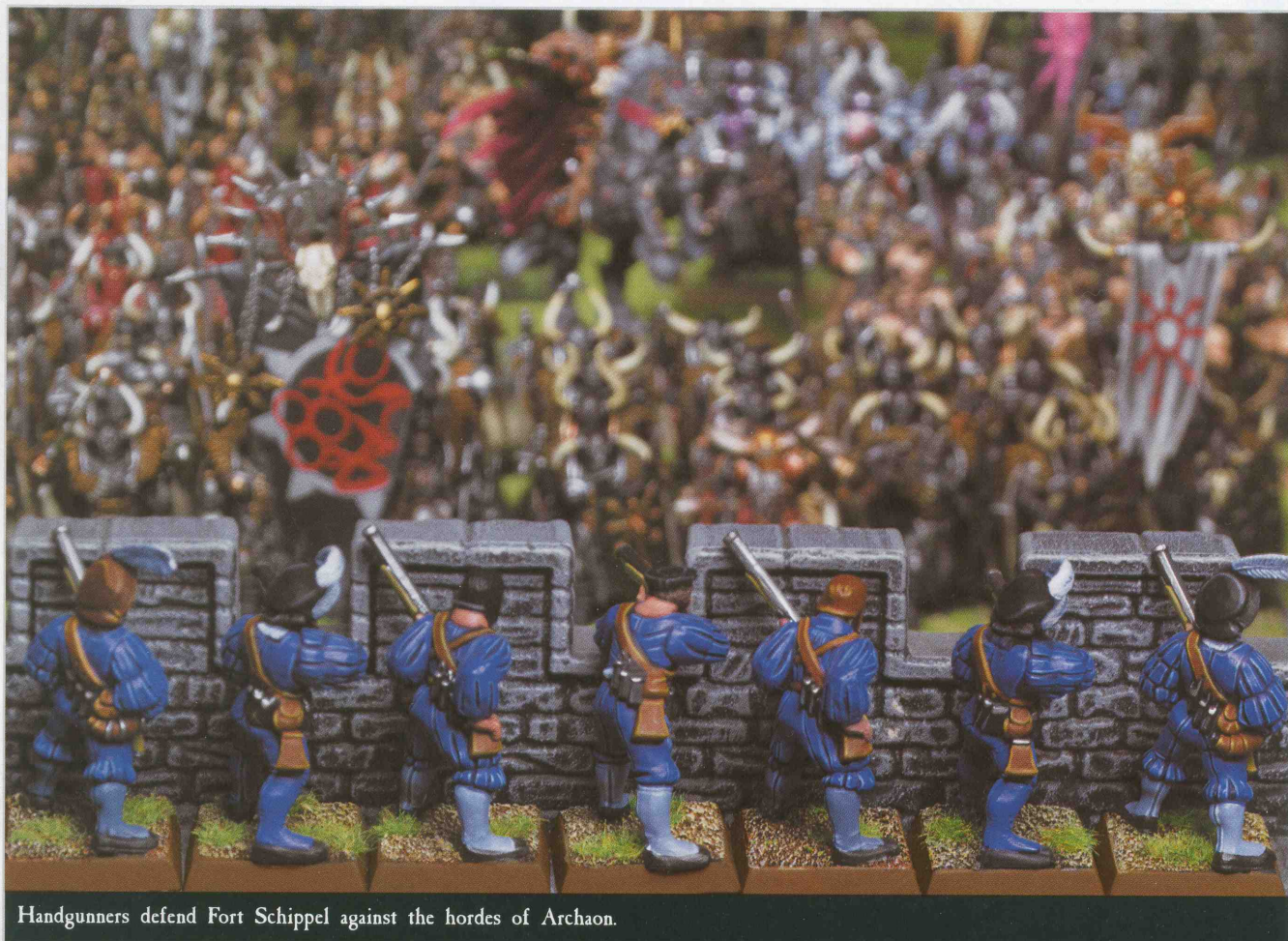
Thus did Karl Franz, greatest statesman to have ever ruled the Empire, forge the grand alliance and set in motion the plans that would assemble the greatest army the Old World had seen in two hundred years.

demise. Though much of their strength is pitted against the Dark Elves ravaging their shores, what fleets are available patrol the Great Ocean and the Sea of Claws, waylaying the Norse longships that harry the Empire and Bretonnia. The High Elf Seaguard of Lothorn are gathered in strength and seek out the Chaos enemy, attacking them wherever they can be found.

It is not only the court of the Phoenix King that recognises that their future is intertwined with that of the Empire. Urged on by the Fay Enchantress, messenger of the Lady of the Lake, King Leoncoeur of Bretonnia has declared a new Errantry War. Knights from all across the dukedoms are gathering for the march, eager to prove their worth against the servants of the Chaos gods.

Deep within the Skaven stronghold of Hell Pit, and in the caves beneath Middenheim, another race is stirring again. The ratmen are on the move once more, looking for any opportunity to further their own schemes. It is said that Deathmaster Snikch of Clan Eshin has returned to the Old World from the Far East, at the command of the Council of Thirteen. What secret mission he has been despatched on is not known by any, but it is sure that the Skaven will make their presence felt before the fighting is finished.

Thus the world is poised on the brink of catastrophic war, and the skills of the generals and the strength of their armies will decide its outcome.



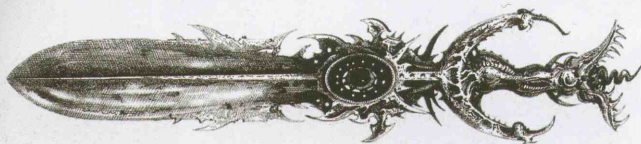
Handgunners defend Fort Schippel against the hordes of Archaon.

LEGIONS OF CHAOS



The threat of Chaos comes in many guises, from the mutating winds of magic that pour across the world, through to the vile Beastmen that lurk in the forests and the numberless hordes of barbaric warriors who live within the Chaos Wastes. However, it is the corruption of souls, the pollution of ideals and dreams that is its most subtle and deadly weapon, for within every person lurks the heart of Chaos.

It is perhaps fitting then that the greatest threat to the Empire came not from a Kurgan Warlord, nor a Beastmen Chief, but from one of its own. He was once a Templar of Sigmar, born a scant few years after Magnus the Pious' Great War Against Chaos. The Templars, known by most as the witch hunters, were sworn to protect the Empire from the threat of the Undead, foul Greenskins and, of course, the lure of Chaos.



There are a great many books and teachings, treatises and grimoires that are kept within the great cathedral of Sigmar in Altdorf; there to be studied by the wise and the pure for ways to combat the menaces that constantly gnaw away at the Empire and its people. Some, however, are so evil and tainted that none should ever read them, and there are few who actually can.

One such volume is the Celestine Book of Divination. Contained within is the carefully recorded ranting of Necrodomo the Insane. From within this tome, the

Templar learned the secrets of the world, and the truth about the gods and their existence. The knowledge was too much for a mortal mind, and he fled the temple screaming at the gods, calling them liars. The once faithful defender of the Empire had learned a terrifying truth and his sense of betrayal quickly became a thirst for vengeance against the one who had deluded him – Sigmar.

TREASURES OF THE GODS

And so began the legend of Archaon, the one who will destroy the world. The six Treasures of Chaos spoken of by Necrodomo were real, and scattered across the world. It took many decades for Archaon to find them, though in the ever-shifting Realm of Chaos time flows differently, sometimes even travelling backwards.

In far Naggarth, bleak land of the Dark Elves, he knelt before the Altar of Ultimate Darkness, and upon his brow the gods branded their Mark. From the Sea of Chaos he sailed forth on a ship of black metal, which took him to an unknown land where he fought against creatures that have never seen the light of the sun or the moons. He wrested the Armour of Morkar, first Everchosen of Chaos, from their inhuman grasp and laid waste to their city.

At the highest peaks of Norsca, where the Cliff of Beasts soars into the clouds, lay the lair of the dragon Flamefang, a three-headed wyrm of Chaos whose breath could melt rock. Archaon prevailed over the beast and from its gut wrenched the fabled Eye of Sheerian, which he wore as a talisman around his neck. At the foot of the Gates of Chaos, in the seething heart of the northlands, he battled a dozen other champions for the right to tame the great daemonic steed W'Soraych, the Steed of the Apocalypse.

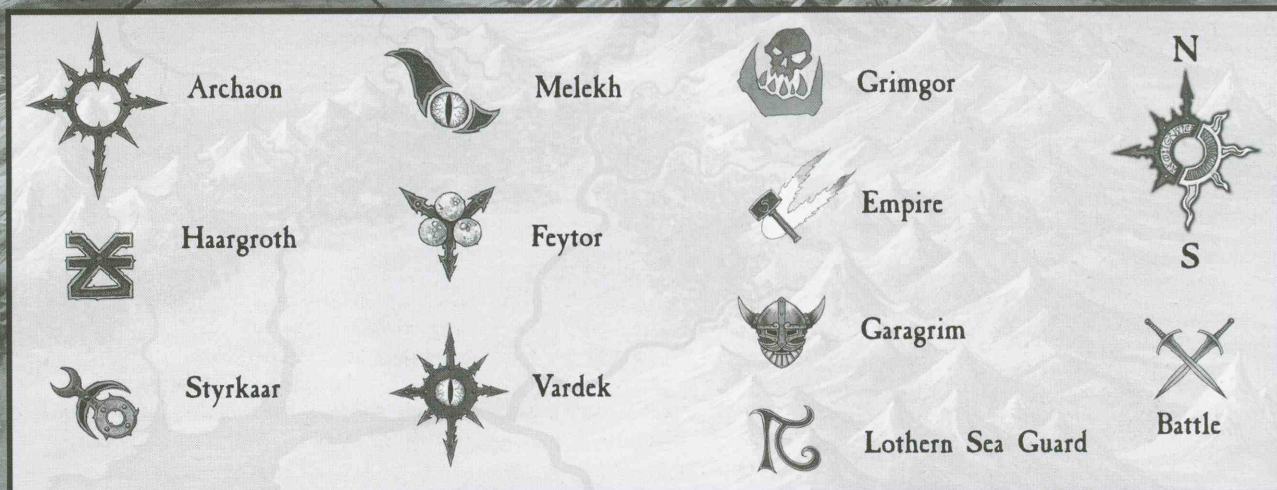
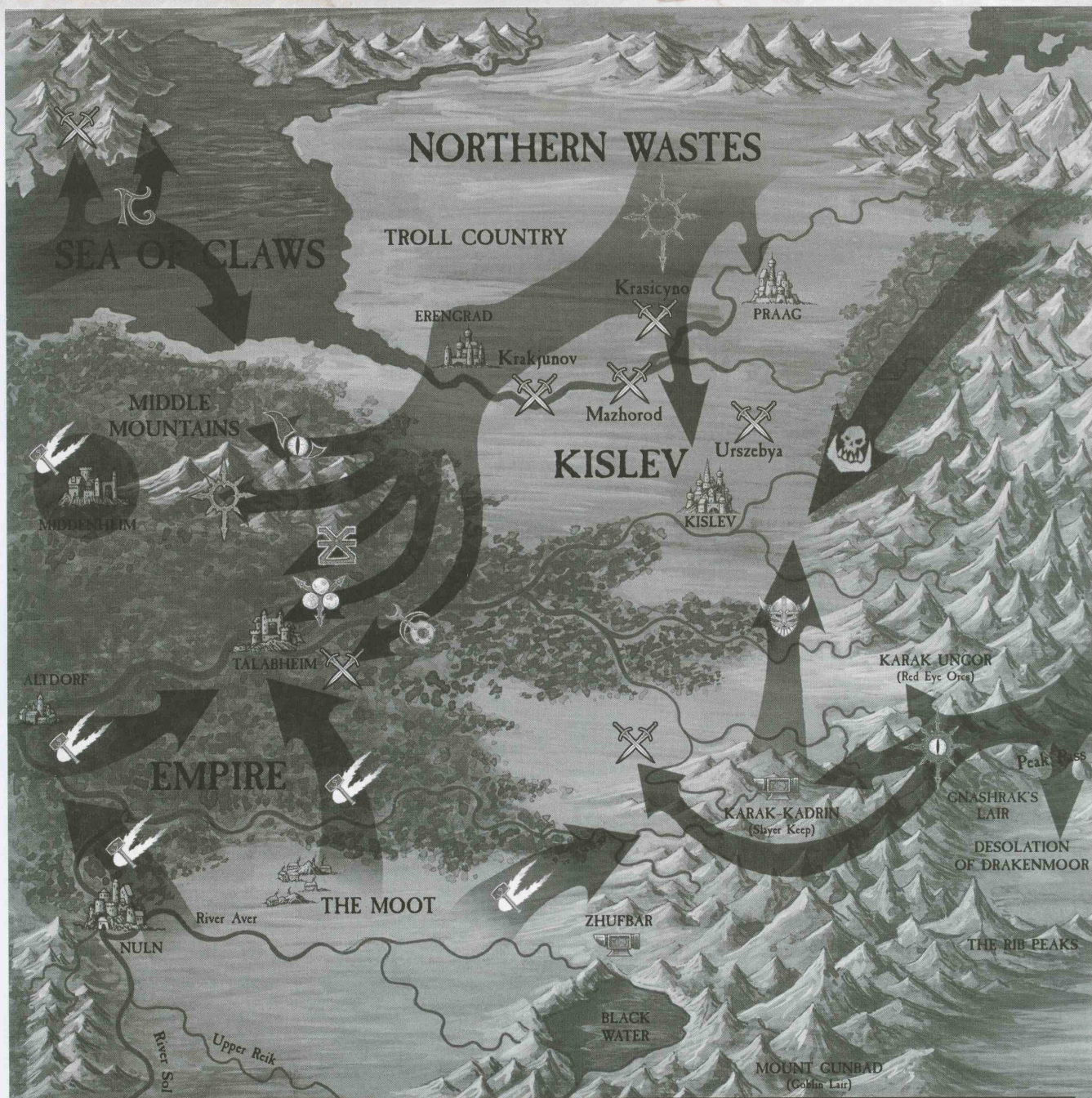
Kordel Shorgaar, Standard Bearer of the Swords of Chaos

Kordel Shorgaar is a name feared across the great northern steppes. Slayer of the great beast Tharnol, single-handed slaughterer of the Oerskinar tribe and the victor of the blood-fields of the Aeslings, he has earned much respect and honour amongst the warriors of Norsca and the Kurgan realms.

When still in his teenage years, the young warrior led his tribe on a trail of glorious rampage, earning the countless ritual scars of victory that criss-cross his arms. Thousands fell beneath his blade as the years rolled by, and none could match him on the field of battle. It was at this time that he gained the attention of Archaon, the fell Lord of the End Times. This was one foe that Kordel could not best, and after hour upon hour of ritual combat he fell to his knees, exhausted, his body pierced and cut in a hundred places. As he awaited the killing blow, still he glared defiantly at Archaon with eyes of pure jet. Archaon respected the warrior spirit of Kordel, and could feel that the gods favoured the young man, and so he spared him.

Archaon honoured Kordel by initiating him into the Swords of Chaos, and allowing him to bear his sacred standard. A decade later, as Archaon marches on Middenheim, Kordel still rides at his side, ever-faithful to the one he could not best, bearing the mighty banner of the Swords of Chaos. He has fought at his lord's side through a hundred wars and has seen a million slain before the wrath of the Everchosen and his Swords. It has been decreed by the great gods that it is Kordel's fate to be at his master's side until the final outcome of the apocalypse, until the arrival of the End Times.





0 100 200 300 Miles

On the Chimera Plateau, Archaon seized the Slayer of Kings, a sword containing the essence of a Daemon Prince, from the dead grasp of the most ancient and powerful of the Dragon Ogres.

Or so the legends of the north tell. Others claim that Archaon soared to the moon on wings made of liquid gold and wrestled with a six-winged Wyvern, or that he stole W'Soraych from the stables of the Daemon Prince Agrammon. For certain, truth and myth in equal measure surround the epic quest of Archaon to prove his right to become the most powerful Champion of the Dark Gods.

THE CORONATION OF THE EVERCHOSEN

In the latter days of his quest, Archaon's followers had grown in number, and his warband, the Swords of Chaos, were feared throughout the northlands. In time, many tribes had sworn their allegiance to his cause and his army swelled, and yet though his host grew in strength with every passing season, the gods still did not show their favour by granting Archaon the final treasure he sought.

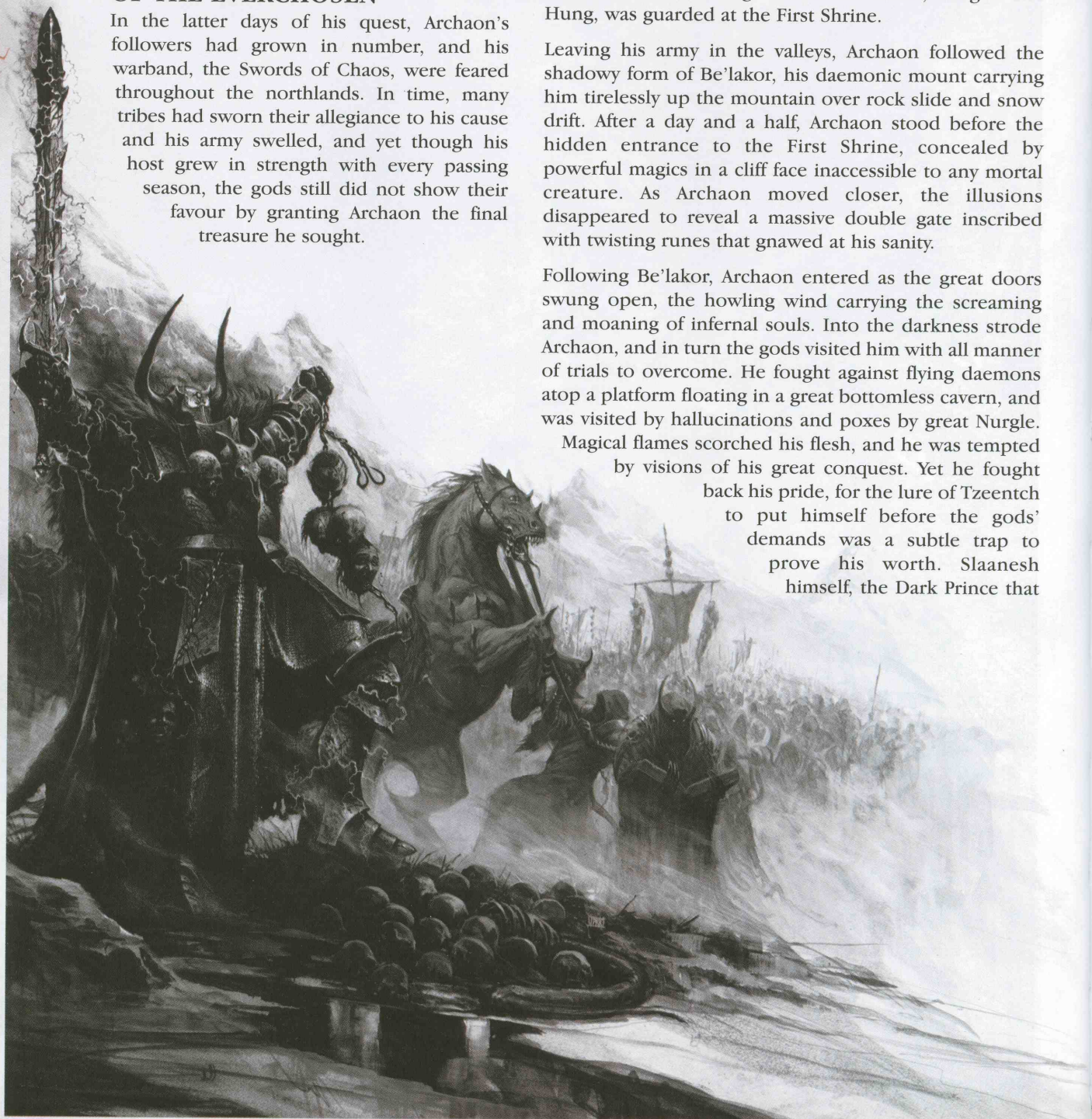
It was then, as the bitter winter of the north closed in with a vengeance, that an apparition appeared before Archaon. Terrifying of stature and pulsing with arcane energies, the creature was as insubstantial as the freezing wind. The first true Daemon Prince, Be'lakor, had been sent by the gods to guide Archaon to his final task, high in the Worlds Edge Mountains.

Here, atop an icy peak, lies the First Shrine to Chaos. It is here that the first mortal bartered his life and soul to the Dark Gods for power and immortality. What became of the first Champion, none know, though it is said he was one of the kings of the tribes of Men in the centuries before Sigmar. His battle helm, called the Crown of Domination in the legends of the Norse, Kurgan and Hung, was guarded at the First Shrine.

Leaving his army in the valleys, Archaon followed the shadowy form of Be'lakor, his daemoniac mount carrying him tirelessly up the mountain over rock slide and snow drift. After a day and a half, Archaon stood before the hidden entrance to the First Shrine, concealed by powerful magics in a cliff face inaccessible to any mortal creature. As Archaon moved closer, the illusions disappeared to reveal a massive double gate inscribed with twisting runes that gnawed at his sanity.

Following Be'lakor, Archaon entered as the great doors swung open, the howling wind carrying the screaming and moaning of infernal souls. Into the darkness strode Archaon, and in turn the gods visited him with all manner of trials to overcome. He fought against flying daemons atop a platform floating in a great bottomless cavern, and was visited by hallucinations and poxes by great Nurgle.

Magical flames scorched his flesh, and he was tempted by visions of his great conquest. Yet he fought back his pride, for the lure of Tzeentch to put himself before the gods' demands was a subtle trap to prove his worth. Slaanesh himself, the Dark Prince that



none can resist, appeared before Archaon and offered him a throne by his side and eternal gratification. Sorely tempted, Archaon achieved what no mortal had done before and refused the lures laid before him.

Archaon's final trial took place on a narrow causeway crossing a great lake of blood and skulls. Here he faced the greatest of the Chaos gods' warriors, a Bloodthirster of Khorne. Mortal and daemon battled furiously, neither able to gain advantage. Archaon finally triumphed by unleashing the power of the daemon U'zuhl from within the Slayer of Kings, granting him unholy strength and speed to best the Bloodthirster.

Almost dead from his wounds, his mind and body all but shattered, Archaon finally claimed the Crown of Domination. As the crown was set upon his head by Be'lakor, a great twin-tailed comet appeared in the sky above. Anointed as the Lord of the End Times, Archaon vowed to destroy the Empire and its false god for all time.

THE ADVANCE ON MIDDENHEIM

In the following year, Archaon's horde swept down through Kislev, the ice-shrouded land already devastated by the advance of Surtha Lenk and Aelric Cyenwulf at the vanguard of the dark host. During the Great War Against Chaos, the northern tribes took a great deal of time besieging Praag and Kislev. In contrast, Archaon's focus was wholly on the Empire, and in particular the city of Middenheim. An army commanded by D'aggorn the Exalted was left to besiege the capital of Kislev, whilst Archaon led his hordes against Erengard. Attacked from without, the Kislevites held on for a week before Norse ships surged across the Sea of Claws, braving the harbour guns to storm the city from within. Faced with foes in front and behind, the defenders of Erengard quickly capitulated. Many of them fled on the few ships left, the rest escaped into the bitter wilderness or were captured by the northern tribesmen.

His army bolstered by over a hundred Norse tribes, Archaon continued south, crossing the Lynsk and advancing into Ostland. In the Forest of Shadows, the Chaos horde split into five hosts, one led by the Everchosen himself, the others by his four trusted Champions. The warrior of Khorne, Haargroth, took his army past Wolfenburg, still not recovered from the attacks of Surtha Lenk's horde the year before. Melekh, favoured of Tzeentch, led his army into the Middle Mountains, his Norse warriors raised in such wintry, hostile peaks they quickly besieged Brass Keep and held the route down into Nordland. Feytor, plagued follower of Nurgle, took his diseased host south across Hochland, joining the old Forest Road that leads west to Middenheim. Styrkaar, glorious Champion of Slaanesh, was despatched to hold the Forest Road against armies from the state capitals of Hergig and Talabheim.

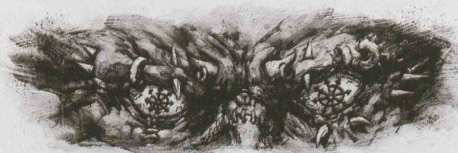
Archaon himself skirted the Middle Mountains to the south, driving straight for Middenheim. His arrival was not unexpected, his messengers and agents having travelled south with Surtha Lenk's army the previous year. When an army of Middenland militia, aided by Knights of

VOLKMAR'S CHALLENGE

Rumour of Archaon's coronation was soon heard in the south, and news of this great threat came to the ears of Volkmar the Grim, Grand Theogonist of the Church of Sigmar. A great warrior priest of the Sigmarite cult, Volkmar was also a talented leader and a canny strategist. Volkmar saw a chance to avert the coming Storm of Chaos. Heading north at the head of an army of fanatical Sigmarites, aided by the Elector Count of Talabheim and his army, Volkmar issued a challenge to Archaon to face him in single combat.

Volkmar knew that Archaon could not ignore the challenge, for his position could only be maintained with the fear and respect of his warriors. To show any kind of weakness would invite challenges to his power from within his own ranks. Thus Archaon met Volkmar's host across a blasted wasteland in the Troll Country north of Kislev. The two armies battled long, and borne upon his glowing war altar, the Grand Theogonist charged the Everchosen of Chaos. Volkmar's bravery is unquestioned, but even with his faith in Sigmar, he could not best the raw power of Chaos that flowed through Archaon. Unleashing the energy of the daemon U'zuhl, Archaon slew Volkmar with a single stroke and smashed asunder the war altar on which he stood. Though the forces of the Empire bravely battled on, they were no match for the fury of the affronted Chaos lord. Archaon allowed them to retreat, knowing that their return in defeat would sow further discord and misery through the Empire.

Volkmar's body was left amongst the many others on the unnamed battlefield, the news of his death being greeted in Altdorf by the solemn tolling of bells and mournful prayers of the priesthood. A great warrior and leader had been taken from the Empire at its most needy time.



Sigmar's Blood, met the vanguard of Archaon's horde, it seemed as if the rapid advance would be halted. However, from the forests, a great mob of beasts arose, vile Gors and hounds led by the cunning Beastlord Khazrak One-eye. Having secretly forged an alliance with Archaon, Khazrak has been promised the chance to kill the Elector of Middenheim, Boris Todbringer. With Khazrak's vast knowledge of the Drakwald forests, Archaon's horde was quickly able to cut off the southern approaches to the city.

Middenheim was surrounded to the north, east and south, and Norse longships and kingships raided the Nordland coast, tying up vital reinforcements from Salzenmund. Thus was Middenheim isolated from the rest of the Empire, and would have to face the might of the Chaos army unaided until Karl Franz and Valten arrived with the massed army of the Empire. The City of the White Wolf, most impregnable fortress of the Old World, would stand or fall by the strength and courage of its defenders alone.

TO KILL A GOD

It would seem by many to be folly for Archaon to assault Middenheim. Dominating the land atop a mile-high rock, the City of the White Wolf is virtually impregnable to siege or assault. Yet Archaon was driven by a burning desire stronger than any wall. His soul burns with the need to destroy the Empire, and its false patron god Sigmar. For Archaon it was not enough to leave the lands devastated, the followers of the man-god slaughtered in the woods and fields. No, Archaon wished for the greatest triumph itself. He would not merely kill the faithful of Sigmar. He would not be content even with destroying the Church that had risen in the last two thousand years to worship him. Archaon sought a greater goal. He wanted to destroy Sigmar's own god, Ulric.

Sigmar was crowned as the first Emperor by the High Priest of Ulric at the great temple in Middenheim. Here

the eternal flame of Ulric burns, springing from the ground where the god originally smote the mountain with his great fist. It is said that the flame can tell the faithful from the impure, and that if it should ever die out, the world will be shrouded by an everlasting winter. Archaon sought to storm Middenheim and gain entry to the great temple itself. He would stand in the eternal flame, corrupting it with his own body, certain that the Dark Gods would protect him. He would extinguish that flame, and thus usher in the End Times, that great age of war and death that heralds the final victory of Chaos gods.

Thus Archaon sought to destroy Ulric and subvert his followers to the Dark Gods he worships. The Empire would be riven asunder, the great legacy of Sigmar falling into ruin, consigned to be swept up into the Realm of Chaos for eternity.

THE PROPHECY

"Forged from the other world, six treasures shall he possess.

Upon his head the crown shall see all, and open eye will prove woe to mortal kind.

Then shall he ride unto the world.

Here will four be united into one. And five shall be the armies of doom.

Then will the world know that the last war has begun.

With the coming of doom will march a lowly boy. Anger shall be his nourishment and blood his wine.

And from the land tamed will rise a champion. Disease shall be his downfall and saviour divine.

A king's son shall be the chosen. In power will he thrive and glory in his name.

And with the coming of the end of times, the old will fall by the hand of the new."

The Prophecy of Fate.

*Taken from The Celestine Book of Divination
by Necrodomo the Insane*

As predicted, four have arisen who are acting as Archaon's lieutenants - each leading a mighty army to draw the world ever closer to the End Times.



Haargroth the Blooded One, a mighty Champion of Khorne who began his life as a simple farmer-boy and has risen to pre-eminence in the eyes of the Blood God.



Styrkaar of the Sortsvinaer, blessed of the Dark Prince Slaanesh - a Norse king whose people fall at his feet in adoration and worship.



Feytor the Tainted, Champion of Nurgle whose entire village was struck down with plague, but he alone was spared and embraced his most pestilent saviour.



Melekh the Changer with his mutant-child Cyspeth, touched of great Tzeentch, who cut down his Aesling shaman to lead his people alongside Archaon.

VARDEK CROM

Herald of Archaon

It is not simply by his might at arms and the power of Chaos that Archaon sought to destroy the Empire. Once a knight of great repute, a commander and strategist highly respected amongst his order, Archaon had lost none of his tactical skill or premeditated guile. Though the army he had arrayed was vast, it was still but a fraction of the hordes of the north. Archaon knew that if the Empire were united against him, and if the Dwarfs and Elves stood beside the Emperor as they did during the Great War Against Chaos, his dreams of destruction would never be fulfilled. To avoid being thwarted, he had despatched his self-proclaimed Herald Vardek Crom, known as the Conqueror, to lead his Kurgan horde across the Dark Lands.

This mighty army fought against the Orc mobs of Grimgor Ironhide and survived, crossed the harsh wilderness of the Dark Lands, and battled its way up the Peak Pass across the World's Edge Mountains. Its leader, Crom the Conqueror, once sought to fight Archaon in single combat, but upon seeing the Slayer of Kings, bowed down in homage to the Everchosen. The chieftain of the Kul forswore all his worldly possessions and rank, and accompanied Archaon on his quests for the other Treasures. He returned to his homelands as Archaon sought the Crown of Domination, besting tribal leader after tribal leader in single combat to unite the Kurgan peoples against the Empire.

His attack from the east threatened Stirland, Ostermark and Averland, and also the Halfling realm of the Moot. His presence in the Peak Pass drew vital fighting men to the east, away from Middenheim where they might better combat Archaon's incursion. It is said that Crom himself had never been beaten in single combat, and he issued a challenge to any champion of Men, Elves or Dwarfs to face him.

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

Crom is a Lord choice and if taken must always be your army's General. He must be used exactly as represented here and may not be given additional equipment.

Cost: 230 points.

Weapons: Crom wears Chaos armour and carries a sword, an axe and a shield.

SPECIAL RULES

Master of Chaos Undivided: Crom bears the Mark of Chaos Undivided, and the vast majority of his troops celebrate Chaos in its purest, undiluted form. An army led by Crom the Conqueror has the following special rules:

- Units of Chaos Warriors or Knights bearing any Mark other than Chaos Undivided count as Special units. Any unit of Chaos Warriors or Knights bearing any Mark other than Chaos Undivided which has been upgraded to Chosen counts as a rare choice.
- Daemons of all types also count as Rare units.
- All Marauder and Marauder Horsemen units may have the Mark of Chaos Undivided for free. They may not be given any other Marks.

Immense Pride: Crom is a true warrior, a master of single combat. He has defeated many chieftains in single combat to gain leadership of their tribes, each victory increasing an already considerable pride. Crom must always accept a challenge if one is issued.

The Way of the Warrior: The Conqueror is supremely skilled in many styles of fighting, be it with sword and axe, or sword and shield.

With his sword and axe, Crom is a whirlwind of destruction, his attacks striking with such power that his opponents are torn apart by the storm of blows. If Crom fights with a sword and axe then he gains +1 Attack for an additional hand weapon as normal. In addition, if he fights with a sword and axe in a challenge, Crom may make an additional attack for each wounding hit he makes (before saving throws).

Crom uses his shield expertly, forcing his opponent back and blocking any attempt to launch an attack. If Crom fights with sword and shield he gets the normal +1 to his Armour save for using a hand weapon and shield. In addition, if he fights with sword and shield in a challenge, any special rules applying to Crom's opponent's weapon are completely nullified; in other words his opponents always count as using a single hand weapon regardless of their actual equipment. This applies to both magical and mundane equipment.



Crom the Conqueror faces off against the mighty Black Orc Warlord Grimgor Ironhide.

HELLCANNON OF CHAOS

Part daemon, part war machine, the Hellcannon of Chaos is a massive construct of iron and brass that growls and shakes with diabolic sentience. In battle these arcane engines heave great blasts of daemonic energy that arc through the air toward their targets, incandescent explosions liquefying anything they touch and sending the survivors screaming in all directions.

These hell-forged beasts are guided rather than crewed by a team of corrupt and twisted Chaos Dwarfs, in whose volcanic furnaces the Hellcannons are created. It is their duty to restrain the Hellcannon in the fires of battle, for the daemons bound within each war-construct constantly hunger for a banquet of warm flesh and hot blood laced with the taste of fear. The Chaos Dwarfs load their charge by brutally shovelling the bodies of their foes into the dire-furnace at the Hellcannon's rear. Flesh runs like wax, dribbling onto the earth at the crew's feet in thick, hissing gobbets as the daemonic fires strip away the captives' souls. These are perverted into wailing bolts of pure change, and vomited toward the Hellcannon's prey in powerful spasms of hate and malice.

A Hellcannon, towering above the mortal followers of Chaos that it accompanies into battle, is virtually indestructible. Such is the strength and bloodlust of the daemonic machine that it must be chained to the ground to prevent it from rampaging toward the enemy lines, intent on gorging itself on hot flesh. Even these precautions prove inadequate should the enemy draw too close; it is whispered that there is nothing that can truly stay a Hellcannon's insatiable lust for destruction. A single Hellcannon is quite capable of blasting apart the walls of even the most stalwart fortress.

With entire batteries of these snarling, spitting daemon-machines at his command, it is only a matter of time before the Lord of the End Times conquers all who stand before him.

	M	WS	BS	S	T	W	I	A	Ld
Hellcannon	-	4	4	6	7	6	1	4	9
Chaos Dwarf	3	4	3	3	4	1	2	1	9

0-1 Hellcannon of Chaos may be taken in a Mortal Chaos army counting as two Rare choices.

Points: 270

Unit Strength: 6 +1 per Chaos Dwarf.

Options: May choose Undivided Daemonic Gifts from page 48 of Hordes of Chaos only, to a total of 50 points.

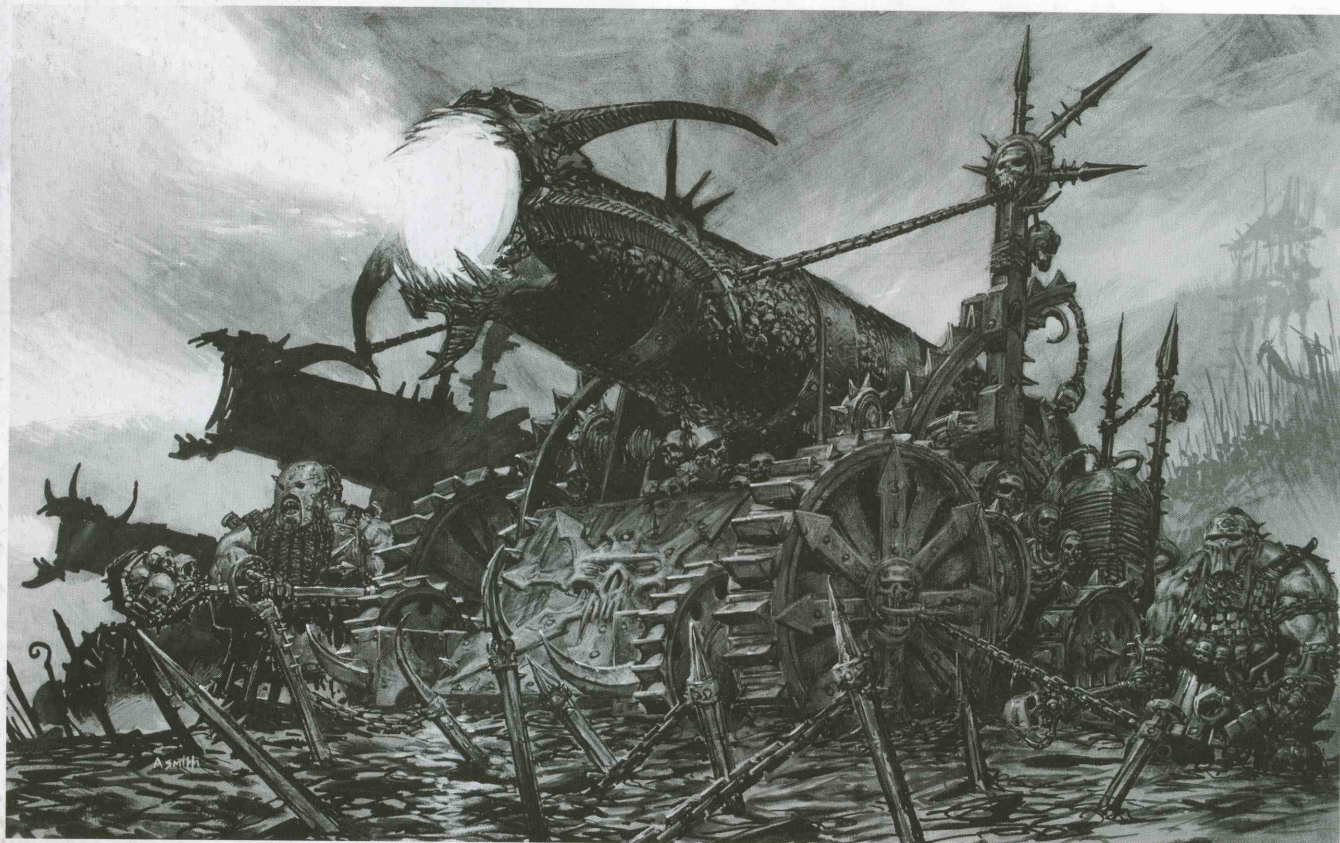
Armour Save: 3+. The three Chaos Dwarf crew have heavy armour.

Mixed Unit: The Hellcannon is treated as a war machine with the exceptions below. The three crew form a unit with the Hellcannon. The unit has a 360° arc of sight. The Chaos Dwarfs act as war machine crew in combat, but will line up on either side of the Hellcannon instead of in front of it.

When moving normally, the unit uses the Chaos Dwarfs' Movement rate. When rampaging, the whole unit moves 2D6" (see below).

SPECIAL RULES

Unbreakable: See page 112 of the Warhammer rulebook.





A Hellcannon forged by the Chaos Dwarfs of Zharr-Naggrund about to unleash a blast of daemonic fire against Brass Keep.

Large Target: The Hellcannon counts as a large target.

Daemonic Aura & Daemonic Attacks: See page 29 of Hordes of Chaos.

Terror: The Hellcannon emits an aura of palpable horror. It causes *terror*.

Rampage: The Hellcannon may not declare charges. However, in the Compulsory Moves phase, roll 2D6. If the number rolled is equal to or greater than the distance between the Hellcannon and the nearest enemy unit, the Hellcannon will immediately charge into combat with that unit if possible.

The charged unit may react as usual – treat the number rolled on the 2D6 as both the Hellcannon's maximum and failed charge range. When the Hellcannon is rampaging or in combat it may only Spew Ichor in the Shooting phase. It may never pursue.

Loss of Crew: If all crew are lost, the test for rampaging must be checked against all units, not just the enemy's – it may therefore charge friendly units. Furthermore, it will move the 2D6 result rolled towards the nearest unit even if it does not make contact with it.

Firing the Hellcannon: The Hellcannon has a range of 60", and fires in exactly the same manner as a stone thrower, with the exceptions below. Because of its malign intellect, the first roll of the Scatter dice may be re-rolled each turn. Once the point of impact has been resolved any unit that is not Immune to Psychology and would be hit by the Hellcannon may elect to flee directly away from the Hellcannon before the hit is resolved.

Place the small template with the central hole over the point of impact. Anything under the template takes a S10 hit, suffering D6 wounds (D6+2 against buildings and

castle sections). Determine partial hits by rolling a dice, on a 4+ the model is affected. Then place the large template with the central hole over the same point. Any unit (friend or foe) with a model even partially under the large template must immediately pass a Leadership test or flee directly away from the Hellcannon. This does not affect troops which are Immune to Psychology.

Spew Ichor: Instead of firing normally, the Hellcannon can opt to spew out a great gout of body parts and daemonic ichor. Place the Flame template with the narrow end touching the Hellcannon's maw and the large end aimed at the target. Determine which models are hit as per a breath weapon, these take a Strength 6 hit. Any unit with a model even partially under the template must take a Terror test.

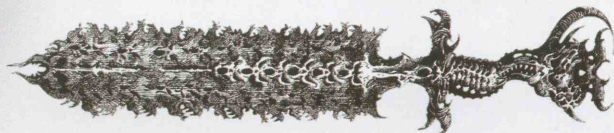
Unpredictable: On any roll of a Misfire, the Hellcannon does not fire as intended. Roll on the following chart:

D6	Result
1	The Hellcannon breaks its bonds, kills its crew and attempts to charge the nearest unit (see Rampage).
2	The Hellcannon fights against its chains, shaking itself apart. It takes D6 wounds with no Armour or Ward saves allowed.
3	The Daemon within the Hellcannon goes berserk. Remove all of its crew. It may immediately Spew Ichor.
4	A massive backdraft from the Hellcannon sucks one of its crew into its furnace. Remove him.
5	The Hellcannon's arcane workings snarl and grind; it loses its Daemonic Aura and any other ward saves for the rest of the battle.
6	The Hellcannon's Chaotic energies go haywire, inflicting a wound on every magic user on the battlefield with no Armour or Ward saves allowed.

ARCHAON'S HORDE

Archaon rides at the head of an army of Chaos so huge that it fills the horizon as it marches relentlessly upon the Empire. As disciplined as they are warlike, Archaon's warriors have a thirst for blood that can only be quenched by the wholesale slaughter of those that stand before them. Those brave souls that take arms against Archaon know full well that at best they will slow his advance, and at worst suffer an eternity of torment.

There are two ways to play Archaon's Horde in your games of Warhammer. The first is to simply use it as any other list, choosing from the entries below. The second is play the special scenario 'Halting the Tide' as detailed opposite.



ARCHAON'S HORDE ARMY SELECTION

Units of Chaos Warriors and Chaos Knights upgraded to Chosen become Special choices as listed below – this means that multiple units of Chosen may be taken.

- Archaon's Horde armies may not include Daemons or Beasts of Chaos.

- Any army chosen from this list may only have one type of Mark other than the Mark of Chaos Undivided. This is because the worshippers of each Chaos Power have gathered together into separate armies dedicated to each of the Ruinous Powers.

- A unit of Marauders of Chaos numbering 25 or more models may upgrade models to Standard Bearer, Musician and Champion free of charge.

- A unit of Warriors of Chaos numbering 16 or more models may upgrade models to Standard Bearer, Musician and Champion free of charge.

The following troops count as characters, Core, Special or Rare units in the Archaon's Horde army list:

LORDS	Lord of Chaos Exalted Sorcerer of Chaos
HEROES	Exalted Champion of Chaos Aspiring Champion of Chaos Sorcerer of Chaos
CORE UNITS	Warriors of Chaos Marauders of Chaos Marauder Horsemen Knights of Chaos Warhounds of Chaos*
SPECIAL UNITS	Flayerkin (<i>new unit</i>) Chosen Warriors of Chaos Chosen Knights of Chaos Chariots of Chaos
RARE UNITS	Hellcannon (<i>new unit, see p.16-17</i>) Spawn of Chaos Dogs of War

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



HALTING THE TIDE

When led by the Lord of the End Times or his lieutenant, Archaon's Horde is very different to a normal Warhammer army. Such is the number of the warriors in Archaon's army that defenders find themselves vastly outmatched. Use the following rules when attempting to halt the tide. Note that these rules can easily be adapted to accommodate any other race, so if you fancy expanding your force, fielding all your troops at once, or simply taking on a challenge, just change the race that is attacking.

- In this special variant of the Pitched Battle scenario, the Horde always has twice the amount of points as the opponent's army. So in a 2,000 point game, the player using Archaon's Horde will have 4,000 points to spend, subject to the usual restrictions.
- When playing Halting the Tide, Archaon's Horde must be led either by Archaon himself or Crom the Conqueror.
- Those defending against the Horde are prepared to die and so are Immune to Panic.
- Forewarned of such a massive army's approach, the player defending against the Horde always goes first.
- The game lasts for seven turns.

• Archaon and Crom each count as a single Lord choice when fielded in a Halting the Tide scenario. However, when using Archaon's Horde in this manner you may only take the number of Hero and Lord choices available to your opponent.

• Marauders and Marauder Horsemen automatically gain the Mark of Chaos Undivided.

Victory Conditions: Calculate Victory Points for destroyed attacking units and attacking units reduced to below half strength, but nothing else.

POINTS ACCUMULATED

If the result is one and a half times the starting points value of the defenders or more.

If it is equal to or more than the starting points value of the defenders.

If it is between the starting points value of the defenders and half of their starting points value.

If it is less than half the starting points value of the defenders.

FINAL RESULT

The defenders win a glorious victory, tearing the heart out of the Chaos advance.

The defenders win, even if they were wiped out.

The game results in a draw.

The attacking forces score a solid victory.

FLAYERKINPoints/model: 14

These are mutants crafted from a fusion of Chaos Marauder, Skaven and bell-forged iron. They use long, sharp claws grafted onto their wrist stumps to behead their foes and scale castle walls with equal ease. The chains fused to their spines ensure that even if they are killed while climbing up to a battlement, their comrades can scale the walls using the trail of their dangling corpses.

	M	WS	BS	S	T	W	I	A	Ld
Flayerkin	4	4	3	4	3	1	4	1	7
Wallcreeper	4	4	3	4	3	1	4	2	8

Unit Size: 5-20

Weapons: Brutal climbing claws (two hand weapons).

Options: One Flayerkin may be upgraded to a Wallcreeper at +14 points.

SPECIAL RULES.

Scouts: See page 112 of the Warhammer rulebook.

Killing Blow: See page 112 of the Warhammer rulebook.

Skirmishers: See page 115 of the Warhammer rulebook.

Human Chains: Flayerkin may scale walls as if equipped with grappling hooks. If any non-mounted model reaches any wall or tower section that has had at least five Flayerkin scale its walls, it may climb up as if it was equipped with up to five ladders. Flayerkin ignore the penalty for attacking over a defended obstacle.



WARRIORS OF CHAOS

Chaos Warriors in the colours of Khorne.



Warriors of Tzeentch and Slaanesh unite against the Empire.



Chaos Warriors in the colours of Nurgle.



Warriors of Chaos Undivided march on Middenheim.

PAINTING CHAOS WARRIORS

The image of Chaos Warriors is dark and menacing. To show this we have adopted a dark colour scheme.



ARMOUR

- Paint the armour with a mix of Chaos Black and Boltgun Metal, then paint the edges with Boltgun Metal.



BOOTS

- Highlight the boots with Codex Grey.



FUR

- Drybrush the fur with Scorched Brown, followed by Snakebite Leather, and finally Vomit Brown.



WEAPON

- Give the weapon blade a basecoat of Boltgun Metal, then highlight this with Mithril Silver.



BRASS

- The edging and ornaments were painted with Shining Gold, then given a wash of Chestnut Ink. This was then highlighted with Burnished Gold.



HORNS

- Give the horns a basecoat of Scorched Brown, then highlight them with Snakebite Leather. For a final highlight, paint Bleached Bone on the tips and ridges.



CLOAK

- Paint the cloak Graveyard Earth, and highlight that with Kommando Khaki.



CHAOS BANNERS



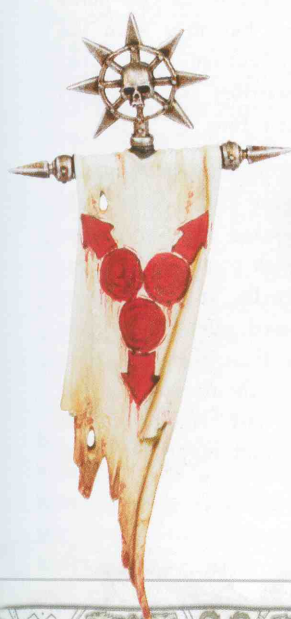
CONVERTING FLAYERKIN

The Flayerkin are a converter's dream. Specialist unit types such as this, which don't have miniatures to represent them, are just the project they are looking for. They can be quite easily made using the wide range of Citadel Miniatures plastic models, a few bits and pieces and some imagination. Here is a guide to how we made ours.



We used a mixture of parts, mainly left over bits from the Orc, Chaos Warrior, Mutation and Marauder plastic kits.

The Flayerkin were assembled into basic human forms, ensuring that they all had spikes or claws for hands. They were then finished off with lengths of chain bundled behind them.



THE FALL OF ERENGRAD

With a soul-wrenching roar of pure malevolence, the massive daemon-engine unleashed its anger. Screaming hellfire exploded from the maw of the infernal creature, streaking over the teeming thousands of besiegers that filled the plains around the doomed city-port of Erenggrad. The inferno slammed into the battlements of the inner walls, and a thirty-foot section of the wall disappeared under the impact, spraying molten rubble in all directions. A dozen more Hellcannons launched their salvos at the walls as the numberless horde of chaos worshippers screamed praise to their gods, and advanced once more for another attack on the city's defences.

For seven days and seven nights the city had held against the might of Archaon, yet its time to fall had come. The dread Lord of the End Times cared not for this pathetic northern city – it merely stood in his path, and so would be crushed. The daemon-machines of the Daw'zharr fell suddenly silent as the legions drew near to the doomed city.

Immense siege towers were pushed amidst the advancing legions of tribesmen and dark-armoured warriors, each bearing a hundred berserk warriors. Cloaked shamans and sorcerers called down the darkness, and lightning struck from the heavens. Hundreds of creatures unnamed, their bodies twisted and misshapen by the will of the gods, loped alongside rank upon rank of warriors marching in perfect order to the beat of the death-drums. Hundreds of human-figures leapt madly towards the walls, dragging behind them great lengths of chains fused to their spines. An almighty barrage met them, and hundreds were cut down, pierced by bolt and shot. Nevertheless, many more reached the walls and began clambering over the rotting corpses at their base, scattering bloated carrion birds. Hurling themselves at the walls, these twisted parodies of men began to claw their way up the sheer stone with

the great hooks and claws growing from or grafted to their limbs. Countless of their slain brethren still clung to the walls in death, covering the walls in a mass of hanging chain – ready for the legions of Archaon to clamber up. Cannon balls ploughed through the ranks of advancing warriors, but always there were more to step into these gaps.

The heavens roiled above the seething battle as siege towers closed on the walls. Several of them fell, crushing hundreds beneath their bulk as they slammed into the muddy, corpse-strewn black earth. The heavy assault doors of countless others smashed down upon the battlements, sending drug-fuelled berserkers streaming onto the walls. Weary defenders struggled to hold against the untold hordes, and they were hacked down in huge numbers as increasing multitudes swarmed over the crenulations.

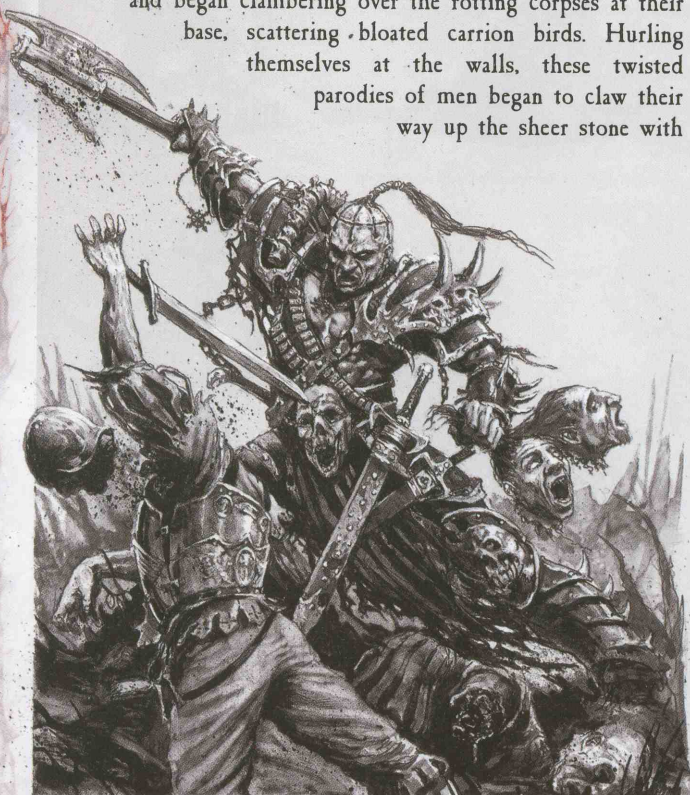
With a mighty explosion of splintering timbers and buckling metal, the north gates were smashed asunder. The massive, flaming battering ram hauled by hulking, shaggy-hided brutes was hurled aside as the opening appeared, and these monstrous creatures led the charge through the gates, smashing them open further, and thousands of streaming horn-helmeted warriors and massive, snarling hounds followed in their wake.

The Chaos worshippers parted for the dread Archaon, leaving him a clear path to ride his towering daemonic steed towards the gates. Arrows and bolts shattered against his black armour as he cantered unconcerned up the great causeway, gazing balefully at the enemy city. He passed through the shattered gates and into the city itself to where a fierce and bloody battle was being fought, paving stones cracking beneath the steaming hooves of his infernal steed. The defenders, suddenly outnumbered and weary from the week of almost constant battle, fell back before the awesome presence of the Lord of the End Times, and fled through the city streets.

In the distance, distinctive war-horns began to howl over the horrific din of the siege. Batteries boomed as the city-port's seaward facing defences began to fire, but they soon fell silent as hundreds of Norse longships entered the harbour and unleashed their lethal cargo of warriors into the heart of the city, the savage Werekin at their fore.

Archaon gazed around him. His steed pawed at the ground, anxious to join the slaughter. The mighty Chaos Lord could feel the pleasure of his gods as they looked down upon him, could feel their approval filling him with power. His legions streamed over the now uncontested walls, and many more continued to pour through the shattered gates to seek out the last remnants of defence and slake their blood-lust. The city was ablaze, its intensity strongest at the docks where the Norse had landed and broken the last vestige of the defenders' courage. Soon the flames would engulf the entire city, burning it to the ground.

Erenggrad had fallen.



THE DAEMONIC LEGIONS

Most fell of the creatures of Chaos are the Daemons. Spawned from the nightmares of mortals and given form by the raw Chaos that pours from the north, Daemons are often only fleetingly attached to the world. Random possession, fleeting visions and temporary incarnations are enough to make them a plague upon the world.

Yet when the Realm of Chaos yawns wide and magic spills across the land in invisible waves, the threat of the Daemon becomes terrible. Legions of unnatural beings break through from their otherworldly realm, their dread voices rising up in praise of their masters, the arcane battlecries and unholy screams and bellows turning men insane on simply hearing them.

Such was the force brought forth by Be'lakor, also known in recent times as the Dark Master, though he has been known by many names and titles through the centuries and in different lands. First Daemon Prince of Chaos, Be'lakor's hubris was turned against him and Tzeentch cursed him to millennia of insubstantial, maddening existence. Where once Be'lakor thought himself worthy to lead the legions of the gods in their final conquest of the world, now he was damned to crown the mortal champions of the gods, his heart seething with jealousy and betrayal.

That curse was lifted upon the crowning of Archaon, and Be'lakor rejoiced in his freedom. A thing of shadow and terror, the Dark Master conjured up a great portal for his ancient armies to march through, accompanied by raucous blaring of horns and guttural shouts of triumph. In the wake of Archaon's advance, Be'lakor drove his legions southwards towards the lands of men.

It was in the cold, frozen lands north of Kislev that Be'lakor was drawn to a certain place, and upon arriving recognised it as the battlefield upon which Volkmar the Grim had faced down the Everchosen. Frozen corpses littered the bloodied field, half-eaten by crows and vermin. And in the midst of that deathly, immobile scene he spied the ruins of the Grand Theogonist's war altar, its trapping broken and its images of Sigmar cast into the bloodied, frozen mud. Amongst the ruin of the battle chariot lay the body of Volkmar himself, frozen in his final agonising death throes, a sparkling gash of blood across his chest, and the broken remnants of the Jade Griffon amulet lying at his feet.

Sensing a means to assert his superiority over Archaon, Be'lakor drew forth his most ancient magics and laid his hand upon the chest of the Grand Theogonist's body. Dark energies coursed from the Daemon Prince into Volkmar, and with a shuddering scream the Grand Theogonist's soul was dragged back into its body.

Pain flaring through him, Volkmar breathed again, and his eyelids fluttered open. Even the faith of the mighty Volkmar was sorely tested as he looked upon the terrifying apparition that stood before him. He could feel the taint of Chaos magic seeping through his limbs, his heart and his mind.

Be'lakor had the Theogonist taken up and chained to the battle standard of his legion, from where the agonised cursing and wailing of the priest could be heard, and his writhing body seen. While Archaon had merely slain the leader of the Church of Sigmar, Be'lakor sought to inflict a lifetime of physical and mental torture upon Volkmar. He would see him broken and weeping and pleading for the forgiveness of the gods for his false ways. Already he owed his life to the dark powers of Chaos, and it pleased Be'lakor to ponder the tormented thoughts that would plague the priest until his mind was finally broken by it.

With his unholy standard marching at the head of the legion, Be'lakor headed south once more, pleased with this small victory over his rival. When Middenheim fell, he was sure that it would not be at the hand of the upstart Archaon, but by his own mighty deeds. He would become the true champion of the gods and be restored in their favour, as he was destined to be for the last three thousand years.



BE'LAKOR, THE DARK MASTER

Be'lakor uses up a Lord slot and a Hero slot, and may only be fielded in a Daemonic Legions army list. He will always be the Army General.

	M	WS	BS	S	T	W	I	A	Ld
Dark Master	6	9	0	5	5	5	9	5	10

Points: 650

SPECIAL RULES

Mark of Chaos Undivided: Be'lakor counts as having the Mark of Chaos Undivided.

Whispers in the Darkness: All enemies suffer -1 on all attempts to rally. Enemies within 6" of Be'lakor suffer -1 to any Leadership-based tests they take (so an enemy within 6" of Be'lakor suffers -2 to rally!).

Night Wards: Any spells directed at Be'lakor will be Miscalced on the roll of any double (if a spell is cast at him with Irresistible Force, it will be cast with Irresistible Force, then the wizard will suffer an immediate Miscalced).

Eternal Terror: Be'lakor causes *terror* as described on page 81 of the Warhammer rulebook. However, so terrifying is he that a unit must take a Terror test every time they are charged or wish to charge Be'lakor, or if he is within 6" of them at the start of their turn, even if they have already passed a Terror test earlier in the game.

Shadow-shroud: All enemy shooting aimed at Be'lakor, or any unit in his army, suffer -1 to hit.

Insurmountable Rage: At the start of each turn, Be'lakor must take a Leadership test – if this is failed, then he must charge an enemy if there is one in range that he can see. If there are no valid enemies for him to charge, he must move towards the closest enemy model, stopping 1" away from them if his movement would take him further.



Be'lakor may re-roll all his failed rolls to hit, but must always pursue fleeing enemies that he breaks in combat.

Daemonic: Be'lakor follows the Daemonic rules on page 29 of the Hordes of Chaos Armies book.

Large Target: As he is an enormous creature that towers over the battlefield, Be'lakor counts as a large target.

Fly: Be'lakor is gifted with immense wings, allowing him to fly.

MASTER OF THE SHADOWS

Be'lakor is a Level 4 Wizard. He knows the following spells:

Bolt of Dark Light **Cast on 7+**
The Bolt is a *magic missile* with a range of up to 18". If successfully cast, it hits its target and causes D6 Strength 5 hits.

Nightmare **Cast on 7+**
This spell can be cast on an enemy unit visible to and within 24" of Be'lakor, and which is not engaged in close combat. If successfully cast, the unit immediately takes a Panic test. Units Immune to Panic are immune to the effect of this spell.

Curse of the Dark Master **Cast on 8+**
Remains in play

This can be cast on an enemy unit anywhere on the battlefield, even if engaged in close combat. If successfully cast, all models in the unit suffer a penalty of -1 to all their rolls to hit (both shooting and close combat attacks).

Once cast, it remains in play until dispelled, or until Be'lakor chooses to end it (which he can do at any time), attempts to cast another spell or is slain.

Fog of Death. **Cast on 10+**
Each enemy unit on the table suffers D6 Strength 3 hits, randomise as per missile hits.

Be'lakor has only a limited control over the nightmarish creatures he has summoned, so the casting player must roll a dice for each of his own units (excluding Be'lakor himself or the unit he is with). On a 1-3 nothing happens, on a 4-6 the unit is affected by the spell exactly like an enemy unit.

Coils of the Serpent **Cast on 12+**
This can be cast on a single unengaged enemy model within 12" of the caster (you can even pick a character inside a unit, a war machine crew, or choose to hit the character or monster/chariot he is riding, etc).

The victim must immediately take a Toughness test. If failed, the model is crushed to death (remember a roll of 6 is always a failure and models without a Toughness value fail only on a 6). No Armour saves or Ward saves are allowed.

DAEMONIC LEGION ARMY LIST

This list allows players to field armies made exclusively of Daemons, using existing models and a combination of conversions and classic models from the Citadel range. To compensate for the loss of the flexibility and choice offered by a normal list taken from the Hordes of Chaos or Beast of Chaos books, a few of the rules for Daemons have been changed. Their Instability and Daemonic Aura are considerably better than in a mixed Chaos army, and so is their access to Daemonic Gifts.

This list is designed to be used with the Hordes of Chaos book, and the rules for Choosing Characters and Troops on page 54-55 of the Hordes of Chaos book still apply to Daemonic Legions.

Profiles are provided here for new troop types/characters, but when an entry includes only the name of a troop type and not its profile, players must refer to the relevant entry in the Hordes of Chaos book.

All the special rules in this list are assumed to work exactly as described in the Hordes of Chaos book.

DAEMONIC SPECIAL RULES

The following rules for Daemonic creatures work in a slightly different manner in a Daemonic Legion as opposed to a normal Hordes of Chaos mixed Chaos army. These improved rules represent the increased strength the Daemons get from the Realm of Chaos expanding southwards.

Instability and Break Tests: The rules stay the same, but all Daemons get a +1 to their Leadership value. This means that Greater Daemons and Daemon Princes are Leadership 10, Chaos Furies are Leadership 7, and all other Daemons are Leadership 9 (already taken into account in the profiles given in the following list for the new units).

Daemonic Aura: The Aura save is increased to a normal 5+ Ward save.

DAEMONIC GIFTS

Some Daemon characters may be given Daemonic Gifts, as indicated in their army list entry.

Each Gift may only be chosen once per Daemon, but in a Daemonic Legion army list different Daemons in the same army can have the same Gifts. The effect of multiples of the same gift are not cumulative (eg, units within 6" of two or more Daemons with Radiance of Dark Glory would still deduct only one wound from those they must suffer from a failed Instability test).

A Daemon cannot take god-specific Gifts (eg, those which are for Khorne Daemons only) unless it has been given the Mark of Chaos for that god. Note that Gifts are not magic items per se and are therefore not affected by spells or any other attack that damages or neutralises magic items (the *Law of Gold* spell, etc.).

Note that because of the changes in the Daemonic Aura rules, the effect of the Diabolic Splendour Gift is changed: it now confers a +1 to the character's Ward save (making it 4+). Note that this applies only to the character itself and not the unit he joins. The points cost of the Gift stays the same.

UNHOLY ICONS

In a Daemonic Legion, one unit Standard Bearer can be given an Unholy Icon for the cost of +50 pts. This is effectively a Daemonic Gift that confers to the unit the same effect of Diabolic Splendour, giving +1 to the Ward save of all the members of the unit, making it 4+ (does not apply to characters joining the unit).

THE GREATER ICON OF CHAOS

The Greater Icon of Chaos is the Daemonic equivalent of an army battle standard. It counts as a banner and it also allows Daemons within 12" to re-roll the dice rolled for their Instability tests if the controlling player wishes. If the player decides to re-roll the Instability test, he must go with the second result, even if it's worse than the original one, as is normal with re-rolls.

The model carrying the Greater Icon of Chaos can also be given a magic banner: either the banners in the Hordes of Chaos List, a War Banner from the Common Magic Items list or the Flesh Banner from the Beasts of Chaos book. Note that each banner's limitation still applies (for example, the bearer needs the Mark of Khorne to carry the Banner of Rage).

The Banner of the Gods (Hordes of Chaos, page 53) has a different effect when carried by a Daemonic Herald: the bearer and all friendly units within 6" are under the effect of the rules for *hatred* against all enemies, even though otherwise Immune to Psychology.



The following troops count as characters, Core, Special or Rare units in a Daemonic Legions army list:

LORDS

Daemon Princes
(1 Lord + 1 Hero choice)
Greater Daemons
(1 Lord + 1 Hero choice)

HEROES

Exalted Daemons
(2 Hero choices)
Daemonic Heralds
(1 Hero choice – new unit)

CORE UNITS

Bloodletters (*True Core Unit*)
Daemonettes (*True Core Unit*)
Plaguebearers (*True Core Unit*)
Horrors (*True Core Unit, cannot be accompanied by Flamers*)
Flesh Hounds
Nurglings
Screamers
Flamers (*new unit*)
Mounted Daemonettes (*new unit*)
0-1+ Chaos Furies *

SPECIAL UNITS

Pleasureseekers (*new unit*)
Changebringers (*new unit*)
Plagueriders (*new unit*)
Bloodcrushers (*new unit*)

RARE UNITS

Chariot of Khorne (*new unit*)
Chariot of Nurgle (*new unit*)
Chariot of Slaanesh (*new unit*)
Chariot of Tzeentch (*new unit*)

True Core Units

Units of Bloodletters, Daemonettes, Horrors, and Plaguebearers are True Core Units.

Each unit of these you include in your army allows you to field one other (non-True) Core Unit, one Special unit and one Rare unit of the same Greater Power.

For example, a unit of Plaguebearers allows you to field a unit of Nurglings, one of Plagueriders and one Chariot of Nurgle.

Two units of Plaguebearers allow you to field up to two units of Nurglings, up to two units of Plagueriders and up to two Chariots of Nurgle.

Chaos Furies*

Chaos Furies are 0-1 per character with the Mark of Chaos Undivided in your army. So, if you have two characters with the Mark of Chaos Undivided, Furies would be 0-2 and so on.

HEROES

DAEMONIC HERALD Points/model: 120

A Daemonic Herald cannot be the army General. If on foot the model must be mounted on a 25mm square base.

	M	WS	BS	S	T	W	I	A	Ld
Daemonic Herald	6	6	0	5	4	2	6	3	9

Mark of Chaos: Chaos Undivided.

Armour save: 6+ if given the Mark of Khorne.

Options:

- May swap the Mark of Chaos Undivided with the Mark of Tzeentch, Slaanesh, Khorne or Nurgle at the same price and with the same effects indicated for Exalted Daemons (see page 47 of the Hordes of Chaos Armies book.).
- May choose up to 25 points worth of Daemonic Gifts.
- One Herald in the army may be given the Greater Icon of Chaos for +25 points. This can be upgraded to a magic banner, as explained on page 27.
- May ride a Daemonic Mount (+50 pts). Alternatively, a character with a Mark of Chaos may ride the Daemonic Mount of his god: Juggernaut of Khorne (+55 pts), Steed of Slaanesh (+40 pts), Daemon-beast of Nurgle (+50 pts) or Disc of Tzeentch (+45 pts).
- May ride in a Daemonic Chariot chosen as normal from the Rare units section of the army list, displacing one of the crew.

SPECIAL RULE

Daemonic: See page 27.



CORE UNITS

Bloodletters, Daemonettes, Plaguebearers and Horrors are True Core Units in Daemonic Legions. The following options apply to them:

Options:

- Upgrade one Daemon to a Musician for +7 pts.
- Upgrade one Daemon to a Standard Bearer for +14 pts.
- Bloodletters, Daemonettes and Plaguebearers units may upgrade one Daemon to a Champion (+1 Attack) for +14 pts.
- The Champion of a unit of Horrors of Tzeentch costs +49 pts rather than +14 pts. This Champion has the same profile as a normal Horror, but is a Level 1 Wizard who uses the Lore of Tzeentch. If he Miscasts and rolls on the Miscast chart, treat results of 3 as 2 instead.



MOUNTED DAEMONETTES . . . Points/model: 30

	M	WS	BS	S	T	W	I	A	Ld
Daemonette	5	4	0	4	3	1	5	2	9
Mount	10	3	0	3	3	1	5	1	9

Unit Size: 5+

SPECIAL RULES

Daemonic: See page 27.

Aura of Slaanesh: See page 35 of Hordes of Chaos.

Tongue Attack: Attacks from the Mount count as Poisoned Attacks. In addition, the Mount always strikes first in close combat, even against a charging enemy.

If an opponent has the same ability, resolve the strikes in Initiative order – if these are the same, roll a D6 to see who strikes first. Note that this ability only applies to the Mount, not to the Daemonette rider.

Swift Steed: Mounted Daemonettes count as Fast Cavalry.

DAEMONIC MOUNTS

All Daemonic Mounts (including Juggernauts of Khorne, Discs of Tzeentch, Steeds of Slaanesh and Daemon-beasts of Nurgle) follow the Daemonic special rule at all times.

If a Daemonic Mount and its rider suffers wounds caused by failed Instability, the wounds may be distributed between the Mount and its rider. Of course, if the Instability roll is higher than the rider's Leadership, both he and the Mount are immediately destroyed.

The Daemon-beast of Nurgle is a new mount, and its statistics are detailed below.

Daemon-beast of Nurgle

	M	WS	BS	S	T	W	I	A	Ld
Daemon-beast	6	3	0	4	5	3	2	D6+1	9

SPECIAL RULES

Daemonic: See page 27.

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

Poisoned Attacks: See page 114 of the Warhammer rulebook.

FLAMER UNITS Points/model: 25

In a Daemonic Legion, Flamers are formed into skirmishing units.

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

Unit Size: 5-20

SPECIAL RULES

Daemonic: See page 27.

Skirmishers: See page 115 of the Warhammer rulebook.

Flamers of Tzeentch: See page 40 of Hordes of Chaos.





SPECIAL UNITS

CHANGEBRINGER. Points/model: 70

Changebringers are Flamers mounted on Discs of Tzeentch. The model must be mounted on a 50mm square base.

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

Unit Size: 3-9

SPECIAL RULES

Daemonic: See page 27.

Flames of Tzeentch: See page 40 of Hordes of Chaos.

Floats: Floats 15". See page 38 of Hordes of Chaos.

Flying Cavalry: Changebringers are flying cavalry. They follow the rules for Units of Flyers on page 106 of the Warhammer rulebook, with the following exception: flying cavalry have a Unit Strength of 2, they get +1 Armour save for being mounted, and are affected by spells, etc, that affect cavalry.

PLAGUERIDERS Points/model: 80

Plagueriders are Plaguebearers mounted on Daemon-beasts of Nurgle. The model must be mounted on a 50mm square base.

	M	WS	BS	S	T	W	I	A	Ld
Plaguerider	6	4	0	4	5	3	3	D6+2	9

Unit Size: 3-7

SPECIAL RULES

Daemonic: See page 27.

Unit Strength: 3

Cloud of Flies: See page 37 of Hordes of Chaos.

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

Poisoned Attacks: See page 114 of the Warhammer rulebook.

PLEASURESEEKERS Points/model: 55

Pleasureseekers are Daemonettes mounted on Steeds of Slaanesh. The model must be mounted on a 50mm square base.

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

Unit Size: 3-6

SPECIAL RULES

Daemonic: See page 27.

Unit Strength: 3

Aura of Slaanesh: See page 35 of Hordes of Chaos.

BLOODCRUSHERS Points/model: 80

Bloodcrushers are Bloodletters mounted on Juggernauts of Khorne. The model must be mounted on a 50mm square base.

	M	WS	BS	S	T	W	I	A	Ld
Bloodcrusher	7	5	0	5	5	3	3	3	9

Armour save: 5+

Unit Size: 3-8

SPECIAL RULES

Daemonic: See page 27.

Unit Strength: 3

Frenzy: See page 84 of the Warhammer rulebook.

Magic Resistance (1): See p.114 of the Warhammer rulebook.



RARE UNITS

Any Daemonic Chariot can carry a Daemonic Herald, who replaces one crewman automatically. The replaced crewman is lost and his value is not refunded.

CHARIOT OF SLAANESH . . . Points/model: 130

Chariots of Slaanesh are mounted on a 50mm x 100mm base.

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	4	4	-	-	-
Daemonette	-	4	-	4	-	-	5	2	9
Mount	10	3	-	3	-	-	5	1	-

Unit Size: 1

Crew: Two Daemonettes. The chariot has scythed wheels.

Drawn by: Two Mounts.

Armour save: 5+

SPECIAL RULES

Daemonic; Chariot; Unit Strength 4.

Aura of Slaanesh: See page 35 of Hordes of Chaos.

Mounts of Slaanesh: The Mounts have the Tongue Attack special rule (see the Mounted Daemonette entry on page 25).

CHARIOT OF TZEENTCH . . . Points/model: 140

Chariots of Tzeentch are mounted on a 50mm x 100mm base.

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	4	4	4	-	-	-
Flamer	-	2	4	4	-	-	4	2	9
Screamer	1	3	-	4	-	-	4	2	-

Unit Size: 1

Crew: Two Flamers.

Drawn by: Two Screamers.

Armour save: 5+

SPECIAL RULES

Daemonic; Chariot; Unit Strength 3.

Flames of Tzeentch: See page 40 of Hordes of Chaos.

Flying Chariot: The Chariot follows the rules for flyers on page 106 of the Warhammer rulebook.

CHARIOT OF NURGLE . . . Points/model: 150

Chariots of Nurgle are mounted on a 50mm x 100mm base (or a 100 x 100 if pulled by two Daemon-beasts).

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	5	-	-	-
Plaguebearer	-	4	-	4	-	-	4	1	9
Daemon-beast	6	3	-	4	-	-	2	D6+1	-

Unit Size: 1

Crew: Two Plaguebearers.

Drawn by: One Daemon-beast of Nurgle. One additional Daemon-beast may be added at the cost of +30 pts.

Armour save: 5+

SPECIAL RULES

Daemonic; Chariot; Large Target; Unit Strength 5.

Cloud of Flies: See page 37 of Hordes of Chaos.

Daemon-beasts: The Daemon-beasts have Poisoned Attacks and a random number of Attacks. This is rolled at the start of every Close Combat phase. Roll to hit and to wound as normal.

CHARIOT OF KHORNE . . . Points/model: 170

Chariots of Khorne are mounted on a 50mm x 100mm base (or a 100 x 100 if pulled by two Juggernauts).

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	5	-	-	-
Bloodletter	-	5	-	5	-	-	4	1	9
Juggernaut	7	5	-	5	-	-	2	2	-

Unit Size: 1

Crew: Two Bloodletters. The chariot has scythed wheels.

Drawn by: One Juggernaut. One additional Juggernaut can be added at the cost of +20 pts.

Armour save: 3+

SPECIAL RULES

Daemonic; Chariot; Large Target; Unit Strength 5; Magic Resistance (1).

Bloodletters are subject to Frenzy

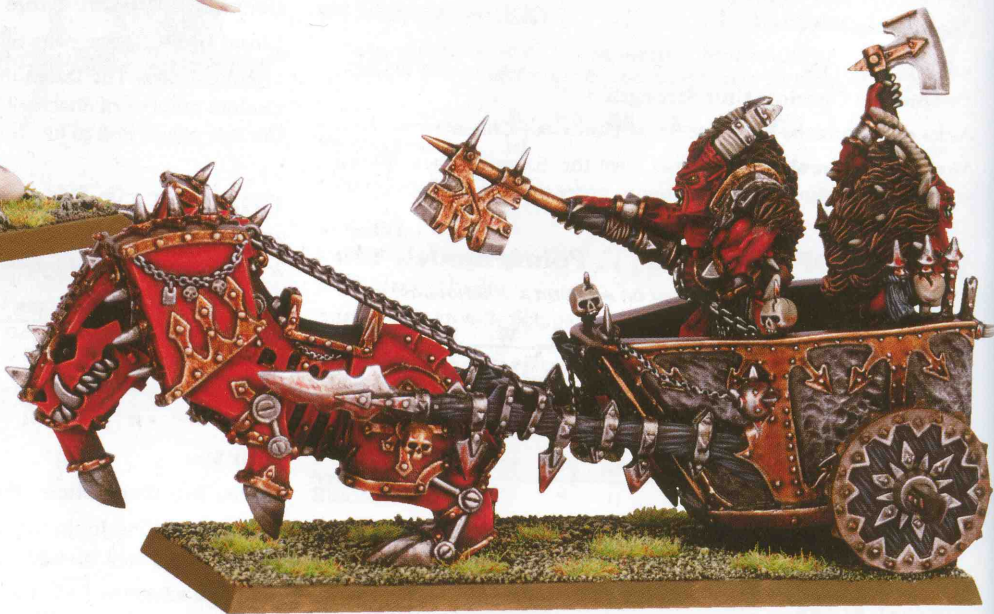


CONVERTING DAEMONIC HORDES

If ever there was an army which was made for modellers, this is it. Daemonic Chariots, Plagueriders, Pleasureseekers, the list goes on. When building our Daemonic Legion we had to have a go at building some of these abominations for ourselves. Here we look at some of the conversions we undertook and where the main parts came from.

PLEASURESEEKER

This involved removing a Daemonette from its mount and adding it to a Daemonic Steed of Slaanesh.



PLAGUERIDER

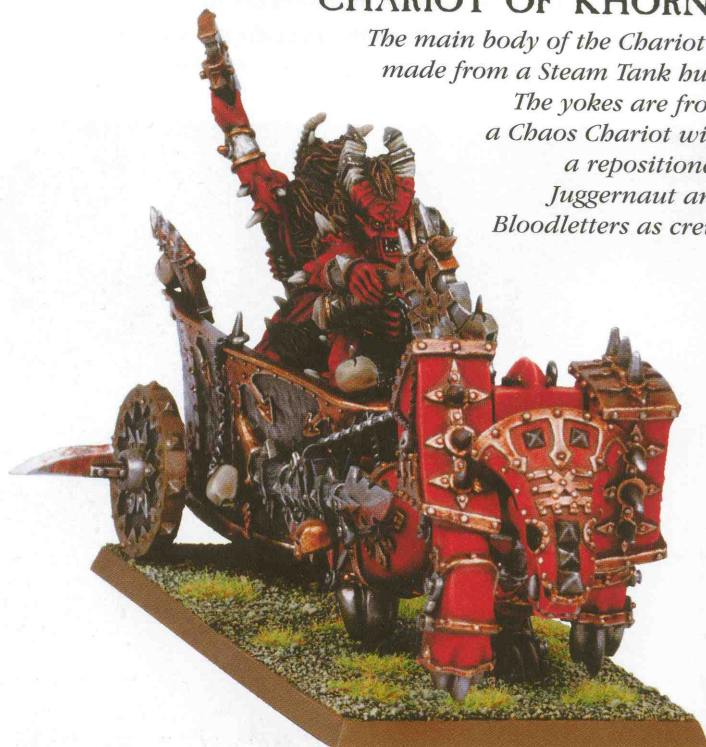
The Plaguerider we built was a little more involved. It was made using the body of the Chaos Dragon, arms and tentacles from two Chaos Spawn, the head of a Great Unclean One and, last but not least, a Plaguebearer.



CHARIOT OF KHORNE

The main body of the Chariot is made from a Steam Tank bull.

The yokes are from a Chaos Chariot with a repositioned Juggernaut and Bloodletters as crew.



DEFENDERS OF THE EMPIRE



The Empire was forged from battle and hardship, Sigmar leading the tribes of Men to drive the Greenskins from the forests. Since that day, the descendants of those great warriors have waged a constant war to defend their realm from threats of all kinds. Beastmen and Goblins from the deep woods raid isolated settlements and trade caravans. Bandits and pirates rob and steal along the roads and rivers. From the mountains, the Orcs sally forth on rampages of destruction, and from across the Sea of Claws, Norse raiders bring fire and terror to the fishing villages of the coast.

In 2302, more than two hundred years before the Storm of Chaos, the Empire was a shattered, divided realm. The Electors bickered amongst themselves for the Imperial crown, and their armies waged war upon their neighbours more often than the foul beasts of the world. In that time of weakness, the Empire faced its greatest threat. From the north came a great horde of barbarians, the warlord Asavar Kul at their head. Kislev was all but overrun, and the Empire, weakened by centuries of infighting, was broken and vulnerable.

It was at this time that a simple warrior priest of Sigmar emerged. Magnus of Nuln was unheard of at the time, but would later become one of the greatest Emperors, known in history as Magnus the Pious. It was he who united the warring factions of the Empire, and showed the leaders of

Men the common threat posed by Kul and his armies. It was at this time that the Elves returned to the Old World after leaving these shores thousands of years previously. The Dwarfs marched forth from their mountain homes alongside the army of Magnus, and the followers of Ulric the White Wolf advanced to the relief of Kislev alongside their Sigmarite cousins.

United once more, and with powerful allies, the Empire was able to drive back the northern horde and free Kislev. Since that time there has been a new age of prosperity, many of the Imperial institutions, so taken for granted today, arising from the ashes of those wars.

A SAVIOUR EMERGES

And now Archaon comes, unleashing the Storm of Chaos against the land that he loathes. Magnus the Pious united the Empire in the Great War, and yet it was a new saviour whose appearance threatened to shatter that unity.

In the year following the advance of Surtha Lenk into the Empire and the sacking of Wolfenburg, terror and confusion gripped the realm. A twin-tailed comet had been seen in the skies the year before, an omen of good or ill depending upon the storyteller. Chaos cults plied their wicked ways in the heart of society whilst Beastmen roamed the woods with strutting confidence. The Empire was all but crippled with fear, starved by a poor harvest and a savage winter, and many villages and farms had ceased to exist through death or desertion. In this time of great turmoil, the people flocked to the temples and shrines to ask the gods for guidance and strength.

And yet there was one man who would not step foot in a church. He was Luthor Huss, the Prophet of Sigmar. It was his belief that Sigmar would not be found in a shrine or chapel, but on the battlefield, taking war to the dark forces that threatened his legacy. And so, Luthor Huss travelled the length and breadth of the Empire, searching for a sign that Sigmar had returned.

It was whilst travelling from Nuln, after making a protest at the great Sigmarite cathedral against the appointment of the new Grand Theogonist, that Huss first learned of a remarkable feat in the south Reikland. He heard tales of a boy, no more than eighteen summers old, who had single-handedly bested a Beastmen warband attacking his village of Lachenbad. He had wielded two hammers in his fists, and struck down the raiders with superhuman blows.

With all haste, Luthor Huss rode to Lachenbad, and there he found the villagers rebuilding their homes. Amongst the ruin, he spied the blacksmith's son, Valtin. Tall and broad, with golden hair and blue eyes, he was the very image of Sigmar. Huss saw the aura of power that surrounded the boy and, falling to his knees in supplication, declared to the world that Sigmar had returned.

THE EMPEROR'S PLEDGE

Huss's declaration was far from welcome in many quarters. While there were all too many of the desperate and the bereaved to flock to Huss's banner to see the man-god reincarnated, there were men of power who feared that Huss was delusional. There were others who were enemies of Huss, such as Johann Esmer, the man



who had become Grand Theogonist after Volkmar's death at the hands of Archaon. He had long argued for Huss to be declared heretic and be hunted down, and when Esmer became Grand Theogonist, Huss had been driven into a rage.

In Altdorf, news reached the ears of the high and the powerful of Huss' discovery and his assurances that Sigmar had returned. Some were filled with hope, others afraid of false hope, or worse. Word came that Huss and Valten were marching to the capital to seek audience with the Emperor himself. With them was a great rabble, thousands-strong, of preachers, warrior priests, flagellants and fanatics. This zealous mob followed Valten wherever he went, as he hunted down Beastmen warbands in the dark forests, making his way ever closer to Altdorf.

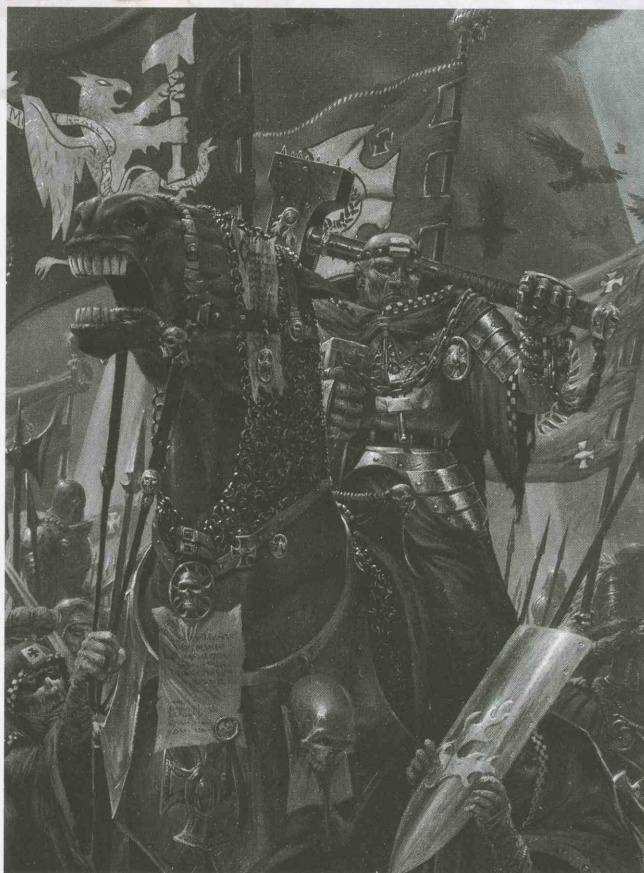
Upon arriving at the capital, Huss and Valten found the gates barred to them. Huss demanded entrance, though Valten quietly withdrew and waited. For three days, Huss returned to the gates to cajole and threaten the Reiksguard captains stationed there, and meanwhile the rulers of the Empire gathered in their chambers to discuss what to do. Opinions were split, with some believing Huss' claims that Valten was Sigmar Reborn. Others decried Huss as a heretic and sided with the Grand Theogonist. In a time when it most needed to be calling with one voice, the Empire was divided by a cacophony of argument.

On the third day, a captain of the Reiksguard, filled with religious fear of Huss' declaration, disobeyed his orders and the gates opened. The Reiksguard fought amongst themselves but, in the confusion, Huss and Valten entered. They made their way to the Emperor's Palace, and there met Karl Franz. The Emperor was faced with an almost impossible decision. If he was to believe Huss's view, then Valten was the true heir of Sigmar and by rights had a claim to be Emperor. The thought of handing over the rule of the greatest nation in the world to an untested youth on the word of a religious fanatic was fearful. On the other hand, if he were to side with the Grand Theogonist, there were many, including some of the Counts, who would be prepared to take arms and side with Valten. Whichever way he chose, it seemed as if half of the Empire would be betrayed. Valten himself spoke neither in defence of himself, nor did he deny Huss' claims.

In the end, Karl Franz's experience and judgement shone through. He presented Valten with the hammer of Sigmar, Ghal Maraz, and declared him to be the spiritual leader of the Empire. As prince of Altdorf, Karl Franz took up the Reikland Runefang and vowed to lead the armies of the Empire by Valten's side. Thus Karl Franz did not hand over the reins of power, and yet he managed also to acknowledge Valten as the chosen warrior of Sigmar.

THE ROAD TO TALABHEIM

At first Archaon's intent was not clear. As the army of the Reikland mustered, and joined with forces from Wissenland, messengers from the east brought news that Vardek Crom was advancing across the Worlds Edge Mountains. Faced with this threat, the Counts of Stirland and Averland were reluctant to send their troops to face the might of Archaon's horde in the north. As the Chaos



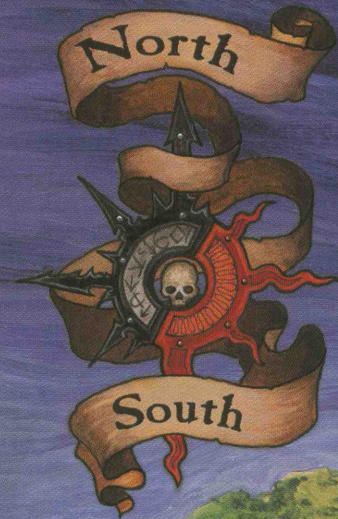
hosts marched from the north and headed west, it became clear that they were intent on Middenheim.

Faced with a war on two fronts, and with raiders attacking the coast, Karl Franz and his generals faced a tough choice. They could march to the defence of Middenheim, but if Crom were to break through, they might return from a victory only to find the heart of the Empire ravaged in their absence. If they were to turn east and meet the threat coming over the Worlds Edge Mountains, the delay could lead to the fall of Middenheim.

BORIS TODBRINGER Elector Count of Middenland

Boris Todbringer is the current Elector Count of Middenland. He is a distinguished warrior and statesman, having been the head of his family for almost three decades. He is now advancing in years, and there are whispered rumours that personal and political problems weigh heavily on the Count's mind. His battles with the Beastmen of the Drakwald, in particular the banebeast Khazrak whose eye he took and in turn lost his own right eye to, are a ceaseless struggle. It is also said that the loss of his second wife, Anika-Elise, almost twenty years ago was a blow he has still to fully recover from.

However, if these rumours are true, Boris Todbringer is a determined man indeed, for outwardly he remains as vigorous as ever, a fearsome fighter and leader. He regularly leads the armies of Middenland personally, smiting enemies with his Runefang and urging his soldiers on to victory.



SEA OF CLAWS

THE EMPIRE

MIDDLE
MOUNTAINS



NORTHERN WASTES

TROLL COUNTRY



ERENGRAD

River Lynsk

- | | |
|-------------------------|---------------------|
| 1. Norderingen | 14. Breder |
| 2. Delberz | 15. Nordbergbruche |
| 3. The Middenstag | 16. Schoppendorf |
| 4. Grimminhagen | 17. Struhelspan |
| 5. Sokh | 18. Castle Lenkster |
| 6. The Emperor's Hammer | 19. Ferlangen |
| 7. Immelscheld | 20. Zundap |
| 8. Untergard | 21. Bohsenfels |
| 9. Fort Denkh | 22. Smallhof |
| 10. Krudenwald | 23. Kurst |
| 11. Gruyden | 24. Boven |
| 12. Fort Schippel | 25. Vandengart |
| 13. Esk | 26. Lubrecht |

KISLEV

River Urskoy



KISLEV



VORN THUGENHEIM

Standard Bearer of Middenheim

Bearer of the sacred standard of Middenheim is Vorn Thugenheim. He is a respected warrior who has been given the honour of being chosen to enter the Teutogen Guard for a year of service, and holds a powerful position within that order.

Loyal, steadfast and fierce, he is the right hand man of the Elector Count Boris Todbringer. His father, Vieran, was one of Todbringer's closest confidants and advisors. He gave his life for his lord in the same battle that Todbringer lost his eye in a desperate battle against the foul Beastmen of the Drakwald.

Todbringer took the young Vorn under his wing, raising him as his own son. Nevertheless, he was a stern father-figure with high demands and expectations, being particularly conscious not to let the young lad have a privileged upbringing. Vorn excelled in all areas of his schooling, mastering the litanies of Ulric and proving himself a skilled swordsman and hunter.

A consummate perfectionist, Vorn trains diligently every day, rising an hour before his peers to practice his weapons training and to run through the forests. He is the youngest warrior ever to be given the privilege of bearing the banner of Middenheim. Despite his talent and high rank, he remains humble, and feels more comfortable with the common soldiery than the nobles. As inspiration to Middenheim's defenders, Vorn is able to lift their spirits when he walks the walls at their side – a talent that will be needed in the dark times ahead as Archaon's horde closes on the great city.

Respite came in the form of messengers from the Dwarf Hold of Karak Kadrin. The Slayer King, Ungrim Ironfist, had vowed to hold Peak Pass against Crom's horde, or die in the attempt. Although this was no guarantee of security, with this news the Counts of Stirland and Averland agreed to send some of their forces to join the grand alliance. They would remain behind with the rest of their armies and lend assistance to King Ironfist. The two forces were to meet at Talabheim, where the army of Talabecland was mustering, eager to revenge itself for its defeat in the north by Archaon. The army was too great to move wholly by river along the Talabec, and so the troops of the Reikland and the zealots of Huss's peasant army set off to the east.

Remnants of Surtha Lenk's horde still hid in the deep forests of Ostland and, reinforced by the second wave of invaders, had crossed the Talabec in several places and were razing towns across Talabecland. To ensure the support of the Elector of Talabheim, Karl Franz promised to clear this incursion on the way north.

The army fought several skirmishes as it travelled eastwards, driving the forces of Chaos before it. Beastmen emerged from the forests to harass the supply caravans and attack isolated camps, and progress was slow. On occasion, the men of the Empire would come across a burning Beastmen camp, or piles of their bodies pierced with slender arrows of Elven design. They never set eyes upon their mysterious allies though. Ten leagues from Talabheim, the army was attacked in force. Beastmen poured from the woods, sounding their horns to call their twisted kin to the battle. Arrayed across the road to Talabheim was an outlandish army of northmen, dressed in patterned furs, with brightly dyed skins and hair, and tall crests on their helms. These worshippers of Slaanesh had crossed the Talabec south of Talabheim and awaited the arrival of the Empire force.





The battle lasted until sunset, the Chaos army slipping away under the cover of darkness, back into the forests. The screams of their captives haunted Karl Franz for the next three nights, as he pressed on with his army towards Talabheim.

GIFTS FOR A CHAMPION

Outside the great city state camped the army of Talabecland. As Karl Franz and Valten rode through the mustered host, a great clamour rose up, as soldiers jumped to their feet, cheering their leaders' arrival. Soon thousands were pressing in towards the pair, jostling each other for a sight of the two greatest men of the Empire. As the Reiksguard moved forward to clear a path, the army of the Empire suddenly parted in front of the two generals.

Ahead of them they were met by one of the strangest sights ever to have been witnessed. Two small forces waited uncomfortably for the new arrivals. On the one side stood a contingent of Dwarfs, nervously handling their hammers and axes. The cause for their concern was the five hundred High Elves in their glittering armour, at their front the high mage Teclis. With him stood a tall elven steed, its flanks white and glistening, its armour gleaming. Teclis strode forward and waved for Valten to dismount. He presented the young warrior with the steed, telling him that its name was Althandin, sired by Malhandir, steed of Prince Tyrion. Though not purebred like his father, Althandin was finer than any horse of the Old World, and Valten accepted the gift with a nod and a smile.

Not to be outdone, a venerable Dwarf stomped forwards from his folk, two of his followers bearing a large suit of armour between them. Its silver and golden plates shimmered with rune magic. The Dwarf introduced

himself as Barak Grimjaw, temporary ambassador for High King Thorgrim Grudgebearer. It was his honour, he said, to present Valten with a suit of the finest gromril armour. Forged two and a half thousand years ago for Sigmar, the armour had never been claimed. The High King thought it fitting that Valten have it now, and with it came the promise of future friendship and wishes of best luck.

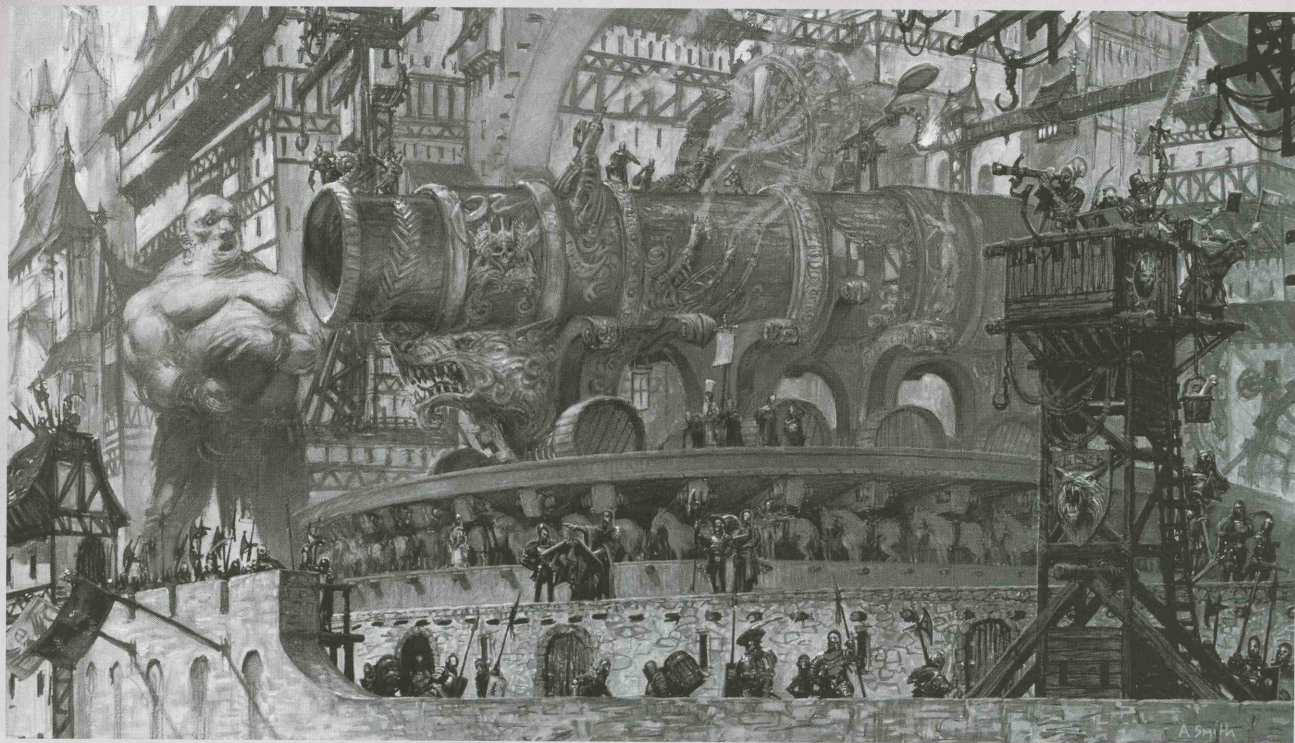
Valten stripped himself of his Imperial plate armour right there, and with the aid of Barak donned the gromril suit. Leaping into the saddle of Althandin, the Eleven steed reared high as Valten raised the Hammer of Sigmar above his head. A rousing cheer shook the camp, joined with Elven and Dwarfen voices.

"To Middenheim!"

ULRIC, WOLF GOD OF WINTER

Ulric is the fierce warrior god of battle, winter and wolves. The centre of his worship is the great city of Middenheim, the city of the White Wolf, in the north of the Empire. Ulric's domain is honour, bravery and prowess, and he has an intense hatred for cowardice and weakness. His followers are expected to be self-assured and independent, strong, fierce and honourable in all that they do.

Ulric is one of the oldest of all gods worshipped by men. His worship was well established before Sigmar's name was even known, and it was the High Priest of Ulric himself who crowned Sigmar as the first Emperor. Always striving to live up to their god's high expectations, the Empire soldiers of the northern states are proud and brave warriors who will stand and fight Archon and his hordes to the last man.



DEFENDERS OF MIDDENHEIM

Smoke from hundreds of campfires coiled skywards and the Elector Count of Middenheim, Boris Todbringer, could smell the reek of the thousands of base creatures camped around his city as a rank, animal stench. A cold wind whistled around the thronged ramparts of the Ulricsberg and the Count found himself wishing he had a cloak as thick as that of Emil Valgeir, Ar-Ulric of the god of winter and battles, who walked alongside him.

"Damn me, but there's a lot of them," said the Count, stopping to warm his hands at a smoking brazier and nodding respectfully to the soldiers around him. The clanking of a chain thrower further along the wall intruded on his thoughts as its winders loaded axes with looped lengths of chain attached to their hafts into the bizarre machines. The enemy were sure to have beasts that could soar above the plains and, to meet that threat, Dwarf engineers had constructed enormous bolt throwers and the axe throwers that would foul the wings of even the largest flying creature.

Ar-Ulric nodded. "Aye, there's a fair few of them right enough, but we have the men here to stop them," he said, raising his voice so that the soldiers around them could hear. "Your warriors have stout hearts and will hold the walls, have no fear of that."

"I know they will," agreed the Count. "But to see such a horde... You hear the numbers, but it is so vast that you can't comprehend how huge it is until you see it with your own eyes."

"But we have the greatest fortress in the Old World, my Lord," said Ar-Ulric, his voice, trained to reach the furthest corners of his cathedral, reaching out to the hundreds of men gathered on this stretch of wall. "And no army in the world has taken Middenheim by storm. We will make them pay in blood for every foot of ground they take. And do not forget, my lord, as well as the strength of men, we have Ulric's Thunder."

Count Todbringer nodded, leaning out over the parapet to look down at the enormous, wolf-mouthed cannon mounted upon the monstrous turntable on the level below. Sweating teams of dray horses strained in their harnesses as they dragged the gargantuan bronze behemoth around into a firing position. The weapon's hulking loader, a giant creature, fully eight times the height of a tall man, hefted one of the enormous siege gun's iron cannonballs, itself larger than a small cottage into the barrel as soot-stained gunners struggled with a multitude of powder bags. Great wooden ramps were constructed behind the gun to allow it to roll back into position after firing, and Count Todbringer, who had heard the gun's mighty roar, knew to be somewhere else when it fired for fear of losing his hearing for days again.

The Elector Count of Middenland slapped his hand on Valgeir's shoulder. "You are correct Emil, we shall never allow the filth of Chaos to set so much as a single foot on the streets of our city, my friend."

Ar-Ulric bowed to the lord of Middenheim, casting his gaze out over the horde of warriors and beasts assembled by Archaon, the self-proclaimed Lord of the End Times. Thousands upon thousands of warriors, beasts and monsters clustered around the rock of the Ulricsberg, the bray of tribal horns and guttural chants drifting up from below. Brazen idols were raised on spiked platforms and, even high above the forest plain, it was possible to smell the stench of blood from these monstrous shrines to the dark gods. The ground surrounding the Ulricsberg looked like a scarred wound on the earth, the forests having long been stripped down by the besiegers to fashion siege engines, fuel campfires or construct mantlets and barbarous siege towers.

Neither the Count nor Ar-Ulric were strangers to war, but the incomprehensible vastness of Archaon's horde defied belief. Thus far Archaon's force had been content with testing the defences of the lower walls and sending scattered sorties along the great viaducts, though every such attack had, so far, been repulsed. The wooden bridges that linked the viaducts with the city's four main gates had been destroyed, the three Midden-Marshals and the Knight Eternal each taking responsibility for one of the keeps that defended the gates. Every able-bodied man within the walls had been called to war and the coffers of the temples and city had been bled dry recruiting mercenary regiments from all across the Old World. Knights Panther and Knights of the White Wolf had put aside their traditional rivalries and stood shoulder to shoulder on the ramparts with the men of Middenheim and the wizards had gathered their strength to counter the dark magicks of Archaon's shamans. Thousands of armoured soldiers lined the walls of Middenheim, their faces tense, though Ar-Ulric was pleased to note the absence of fear. Spear points and halberd blades glittered in the low spring sunlight and Ar-Ulric was filled with a sense of fierce pride in these brave men of the north. With such soldiers to command, Middenheim could not fall.

A mournful horn blew from the horde below and another answered it. Soon a mad chorus of horn blasts and drums beats were echoing all around the rock of Middenheim and a ripple of movement began among the encamped horde. A swelling roar built from the thousands of throats and the clash of axes and swords on iron-bossed shields rang out as Archaon's horde mustered for battle.

"And so it begins," said the Elector Count of Middenheim, extending his hand to Ar-Ulric.

"The battle for the Old World has begun," agreed Valgeir, accepting his lord's hand. "Ulric go with you."

VALTEN, EXALTED OF SIGMAR

Valten may be fielded in any Empire army, and counts as two Lord choices.

	M	WS	BS	S	T	W	I	A	Ld
Valten	4	7	5	4	4	3	5	4	9
Althandin	9	4	0	4	3	3	5	2	7

Points: 560 (510 for Valten, 50 for Althandin)

Equipment: Valten wields Ghal Maraz – the Hammer of Sigmar, and wears the Armour of the Heldenhammer.

Mount: Valten rides the Elven steed, Althandin.

SPECIAL RULES

Against the Odds: Valten's courage knows no limits, and even impossible odds do not faze him. Enemy units can never gain the Combat Resolution bonus points for flank or rear attacks, or for outnumbering, in a combat involving Valten. In addition, Valten and any unit he leads is Immune to Psychology. The only exception is that they always count as being *stubborn*.

Awesome Presence: Valten is not a military officer. He does not give rousing speeches or offer rewards to fighters around him, nor does he yell orders or threats in battle. Instead, others are inspired by his presence, and fight even harder as they see Valten strike down foe after foe. Wounds inflicted by Valten in close combat are counted towards the Empire Combat Resolution score of any combat within 12" of him, not just the one he is taking part in.

When wielding Ghal Maraz, the number of wounds passed on to other combats within 12" is the number inflicted before multiplying the effects of the hammer. The total number of wounds caused still count for the combat Valten is fighting in. For example, Valten is fighting a unit of Minotaurs. He inflicts 3 wounds, which cause 2, 3 and 3 wounds respectively. For his combat, he adds 8 to the Combat Resolution total. For other combats within 12" he only adds 3 to the Combat Resolution total.

Valten may not be your army General unless he has the highest Leadership value in the army; if there are other characters in the army with the same Leadership as Valten, one of those other characters will always be the General instead. Even if Valten is the General, units within 12" of him may not use his Leadership as they would normally be able to – the Awesome Presence rule replaces this.

Iron Resolve: Valten has steel sinews and a will of iron, and is able to grit his teeth and fight on despite wounds that would kill lesser men ten times over. To represent this he has a 5+ Ward save.

In addition, if Valten is killed, take a Leadership test for him at the end of that phase. If he passes, his astounding strength of will allows him to ignore the wound and continue fighting. He remains alive on 1 Wound, and the wounds that killed him are discounted.

Note that the effects of combat resolution, panic, and so on, are worked out after determining whether Valten recovers. This rule does not apply if he is fleeing and is run down by chargers or pursuers, or hit with a Killing Blow.



As he confronts the hordes of Archaon, Valten makes the sign of the twin-tailed comet to ward away evil magicks.

Armour of the Heldenhammer: Forged over two and a half thousand years ago for the Warrior-King Sigmar, this ancient gromril armour was never claimed by the founder of the Empire. Its many runes provide protection against attack and malign magic.

The Armour of the Heldenhammer provides a 2+ Armour saving throw, and Magic Resistance (2). No model in base contact may cast spells (including friendly models) or use Bound Items.

Althandin: In battle, Althandin counts as a monster and his profile is given above. Althandin wears ithilmar barding, giving him an Armour saving throw of 5+ with no reduction in Movement.

GHAL MARAZ

Meaning Skullsplitter in the Dwarf tongue, Ghal Maraz is the legendary hammer wielded by Sigmar himself when the Empire was forged over two and a half millennia ago. Given to Sigmar by King Kurgan in return for rescuing the Dwarf and his retainers from Orcs, Ghal Maraz is too powerful for even the most skilled Runesmiths alive today to replicate.

The Hammer of Sigmar grants its wielder +2 Attacks. Any hits wound automatically and no Armour saves are allowed. Each unsaved wound becomes D3 wounds.

Note: During the events known as the Storm of Chaos, Ghal Maraz is wielded by the Exalted of Sigmar, Valten. If Valten is in the same army as Karl Franz, the Emperor must be armed with his Runefang.

EMPEROR KARL FRANZ

Prince of Altdorf

Karl Franz is a Lord choice in an Empire army, and in addition he takes up a Hero choice as well. He must be the army General.

	M	WS	BS	S	T	W	I	A	Ld
Karl Franz	4	5	5	4	4	3	5	3	10
Deathclaw	6	6	0	5	5	4	5	4	8

Cost: 665 (440 for Karl Franz, 225 for his Griffon).

Equipment: The Emperor must carry either Ghal Maraz (see page 41) at +180 points, or the Reikland Runefang at +100 points (Magic weapon. All hits wound automatically, with no Armour saves allowed).

The Emperor wears full plate armour and carries the Silver Seal.

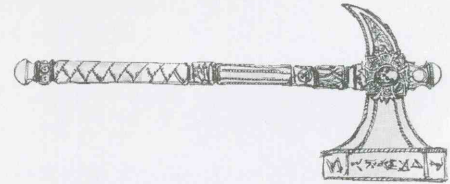
Mount: The Emperor rides his loyal Griffon Deathclaw.

SPECIAL RULES

Leader of Men: The presence and unflinching courage of the Emperor greatly raise the morale of his soldiers, inspiring the humblest of fighters to mighty acts of heroism. The Emperor is Immune to Panic.

All friendly units within 18" of the Emperor can always use his Leadership instead of their own (this replaces his normal General ability of passing on his Leadership within 12"). In addition, all units using Karl Franz's Leadership can re-roll failed Psychology tests (remember that Break tests are not Psychology tests).

The Reiksguard: Karl Franz is protected by the knights of the Reiksguard and he commands the entire order. To represent this, up to half the Knightly Orders units in Karl Franz's army may be upgraded to Inner Circle, and Greatswords may be taken as a Core choice to represent Reiksguard Knights on foot.



The Silver Seal. The Silver Seal wards away harmful blows, and even countermands magic spells cast against the Emperor. The Warrior Mage Fredrik von Tarnus made the artefact for Magnus the Pious, after the Great War against Chaos.

Talisman. Gives a 4+ Ward save and Magic Resistance (3) to the Emperor and his mount. In addition, enemies suffer a -1 penalty on their rolls to hit the Emperor and his mount, with both close combat and shooting attacks.

Deathclaw: So strong is the bond developed from many years of war and adventure between the Emperor and his beloved Griffon, that Deathclaw automatically passes the Leadership test he needs to take if Karl Franz falls. In addition, Deathclaw will *bate* the character/unit that kills Karl Franz.



Emperor Karl Franz, atop the War Griffon Deathclaw.

BORIS TODBRINGER

Count of Middenland

Boris Todbringer may be taken as a Lord choice. He must be fielded exactly as detailed here and no extra equipment or magic items can be bought for him. If chosen, Boris Todbringer must be your army's General, unless Emperor Karl Franz is in the same army.

If Boris Todbringer is the army General, his army will always be chosen from the Middenland army list on page 50.

	M	WS	BS	S	T	W	I	A	Ld
Boris Todbringer	4	6	1	4	4	3	5	3	9
Warhorse	8	3	0	3	3	1	3	1	5

Cost: 278 points

Equipment: Middenland Runefang (Magic weapon. All hits wound automatically, no Armour saves allowed). Full plate armour & shield. Talisman of Ulric.

Mount: Barded warhorse.

SPECIAL RULES

Elector Count of Middenland: Boris Todbringer is the Elector Count of Middenland. As such, one unit of Halberdiers, Spearmen or Swordsmen in the army may carry a magic banner worth up to 50 points.



Talisman of Ulric: Talisman. At the start of every player turn, unless he has been removed as a casualty, Boris Todbringer instantly recovers any lost wounds, up to his starting total of 3. In addition, the Talisman is infused with the power and courage of Ulric, granting Boris Todbringer Magic Resistance (1) and this Talisman also makes him Immune to Psychology.

HIGH PRIEST AR-ULRIC EMIL VALGEIR

Any Empire army or Cult of Ulric army may include Ar-Ulric Valgeir as a special character. If you decide to take him then he counts as a Lord choice for the army and he must be used exactly as described below. He may not be given any additional equipment or magic items.

	M	WS	BS	S	T	W	I	A	Ld
Ar-Ulric	4	5	3	4	4	3	5	4	9

Cost: 325 points

Equipment: Wolfplate Armour, Hammer of Skoll, Ice Dagger, Fang of the Winter Wolf (See page 49 for details of these last two items).

Wolfplate Armour

The Wolfplate armour confers a 4+ Armour save, a 5+ Ward save and Magic Resistance (1).

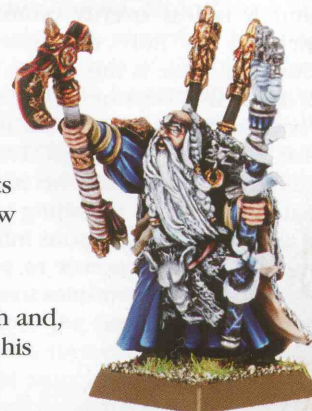
In addition, Ar-Ulric and any unit he accompanies are immune to all fire based attacks, whether magical or not.

Hammer-axe of Skoll

Before the battle begins, you must roll a D6 and consult the table below to see what power the Wolf God has imparted to the Hammer-axe of Skoll. Regardless of the result, the Hammer-axe of Skoll is always considered a magical weapon.

D6 Result

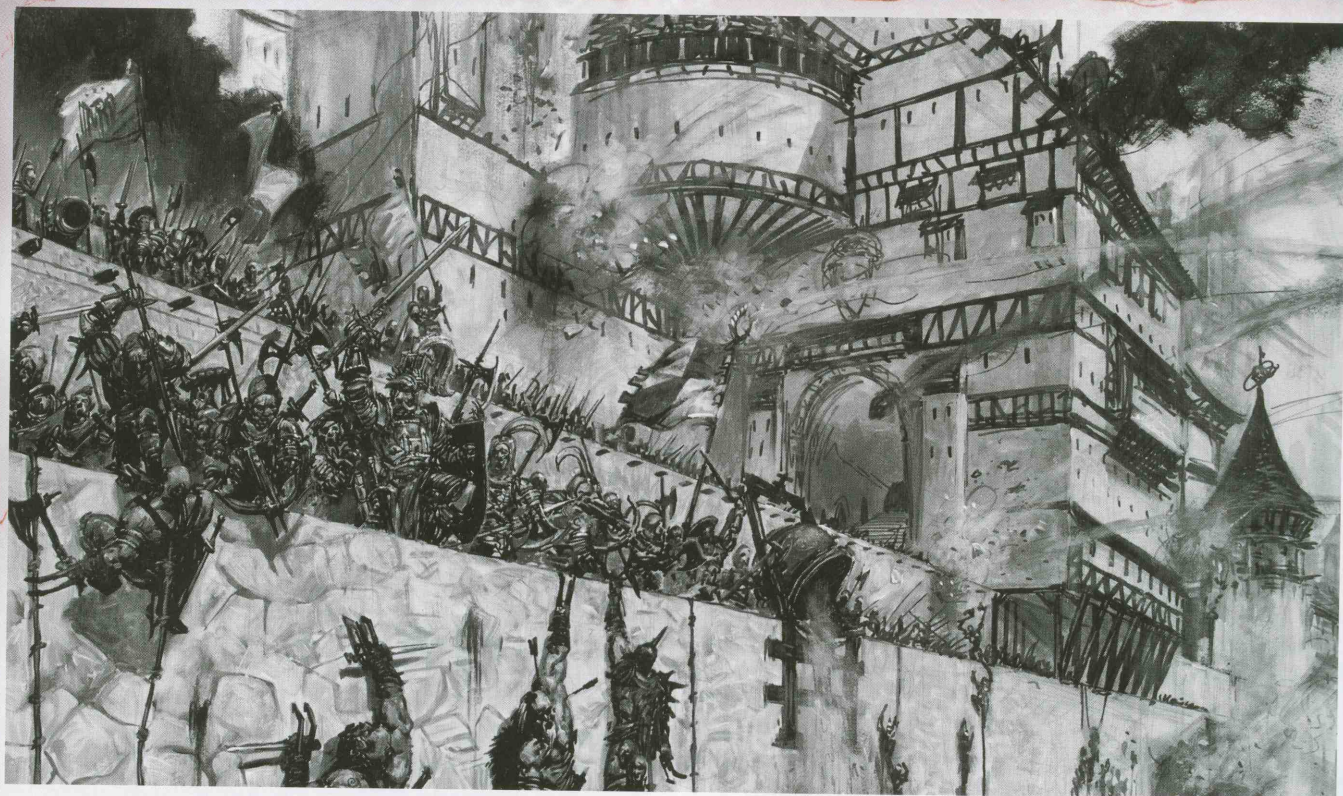
- 1-3 The Hammer-axe adds +2 to Ar-Ulric's Strength.
- 4-5 The Hammer-axe grants Ar-Ulric the Killing Blow special ability.
- 6 The Hammer-axe adds +2 to Ar-Ulric's Strength and, in addition, adds D3 to his Attacks on any turn he charges.



SPECIAL RULES

Crush the Weak; Prayers of Ulric: See page 47.

Favour of the Winter Wolf: Ar-Ulric's divinely granted powers are greater than any other priest of Ulric. He adds two Dispel dice to his army's dice pool rather than one. He may use two Prayers in each Magic phase, although he may only use each Prayer once successfully. Finally, his Remains in Play prayers are not ended when he attempts to use another prayer. Such prayers will remain in play until they are dispelled, he attempts the same prayer again, is slain, or ends it himself (which he may do at any time). This means that Ar-Ulric may maintain more than one Remains in Play prayer at a time.



MIDDENLAND

Ulric is the mighty god of battle, wolves and winter. He is acknowledged across the Old World but the centre of his worship is Middenheim, the city of the White Wolf, in the north of the Empire. Ulric is a pragmatic god and his church is less overtly pious than that of Sigmar, rarely inclined to holy crusades and dogmatic preaching. However, Ulric is the patron of soldiers, and every initiate of Ulric is a warrior. The Cult of Ulric's political power, combined with the martial nature of its members, means that Ar-Ulric, the High Priest, can wield tremendous military might should he require it. At such times as the state is unable or unwilling to deal with an enemy, Ar-Ulric is able to use his religious influence to call on his followers and his political power to procure state troops, drawing together powerful armies to destroy the foes of the Empire in the name of Ulric.

THE ULRICSBERG

The brothers Taal and Ulric were the most powerful of the gods. Both were widely worshipped by Men. And yet Ulric was troubled, for it seemed that his older brother came before him in all things. To Taal he voiced his concern. Taal asked what would make his brother content, and Ulric replied that he desired a place, a realm that he could truly say belonged to him alone.

Taal considered this and decided to grant his younger brother's request. He gave to Ulric a vast rock, surrounded on all sides by harsh forests filled with beasts. Ulric was pleased with the gift. Thanking his brother for his kindness, he struck the rock with his fist, smashing the top away and leaving a plateau a mile across. Here, he declared, his followers would build a great temple and city, where his fires would burn eternally and where men would come from far and wide to pay him tribute. And thus the Ulricsberg was in times past called the Fauschlag which in the tongue of the Teutogens means 'Fist-Strike'.

THE WOLF GOD OF WINTER

Ulric is one of the many gods of the Old World. Like the others he was, in the distant past, the god of one of the great tribes of Men that would eventually come together to form the human nations of the present day. The tribe that worshipped Ulric were called the Teutogens, and inhabited the lands that are now the north of the Empire.

Along with Myrmidia, goddess of War, and Sigmar, the deified founder of the Empire, Ulric is a warrior god. However, where Myrmidia stands for the science and art of battle and Sigmar for the righteous power to smite evil, Ulric's domain is honour, bravery and prowess. He despises cowardice and weakness, and expects his followers to display directness and independence in all walks of life.

Ulricans and Sigmmites

These differing philosophies can cause friction between the cults of the war-gods. In particular Ulricans and Sigmmites have, if not contempt, then certainly a suspicion of each other. In most respects the two cults are in accord, as both have a hatred of evil and respect might and power. The smaller philosophical differences between them – such as Sigmar's placing of mental resolve above physical strength, or Ulric's emphasis on self-sufficiency rather than protection – can cause friction but it is history rather than dogma which is the root of this animosity.

Before the coming of Sigmar, Ulric was the most powerful deity in the Old World; indeed, it was the High Priest of Ulric who crowned Sigmar as the first Emperor almost 2,500 years ago. For centuries, the Cult of Ulric refused to acknowledge Sigmar's divinity and although most Ulricans now believe that Sigmar is as much a god as any other, it is

rumoured that there is still a secretive sub-sect of the Cult of Ulric who hold that Sigmar was nothing more than a mighty mortal hero – and by implication that the entire Empire is founded on heresy. As well as this, the Cult of Ulric begrudges the Sigmarites' three Imperial votes to its one, believing that if any cult is to be prevalent it should be theirs. The most devout Sigmarites in turn are notoriously superstitious, and rarely hold any trust in anyone who is not a dedicated servant of Sigmar: in the case of the Cult of Ulric this suspicion is doubled by the Ulricans' mistrust of the man-god, which in the eyes of the Church of Sigmar makes them highly suspect themselves.

This mutual mistrust is mostly unfounded and relations between the two cults usually remain friendly, but on occasion the religious differences act as catalysts to other disagreements, turning the smallest bone of contention into a blazing conflict. This is particularly noticeable during Imperial elections, when the votes of the Grand Theogonist and two Arch-Lectors of Sigmar almost always go to the Count of Reikland, while the High Priest of Ulric invariably supports the Count of Middenland should he be contesting the election.

Ulric's relations with the other gods are mostly peaceful: in particular he has an ally in his brother Taal as a fellow god of nature and the north, and there exist many shrines dedicated to both Ulric and Taal as the gods of the four seasons. For the most part, Ulric is a distant deity however and has little interest in the affairs of other gods, while they in turn rarely conflict with his. Only with the Cult of Ranald does Ulric on occasion take issue, as he sees the methods of the Trickster God as underhand and dishonourable.

THE LAIR OF THE WHITE WOLF

The state of Middenland, in the north of the Empire, is one of the most treacherous realms in the Old World. Its soil has always been poor, its climate harsh, and the land covered by dense, impenetrable woodland. The people of Middenland are by necessity tough and rugged, for theirs is a hard existence, a constant struggle against hunger, cold and the dangers of the forests. To the north-east of Middenland are the Middle Mountains. Which are home to one of the largest populations of monstrous beasts in the Old World, and some fanciful tales have it that even such fell creatures as manticores and jabberwocks nest there.

Beyond the mountains lies the Forest of Shadows. Here the necromancer Dieter Helsnicht, the so-called Doom Lord of Middenheim, fled following his ousting by Ar-Ulric Herrsher and a company of White Wolves. His subsequent defeat at the Battle of Beeckerhoven occurred over 1,000 years ago but his body was never found, and legends persist in the superstitious lands of Ostland and Hochland that the Doom Lord resides in the forest still, plotting his revenge against the city that nearly destroyed him.

Most fearsome of all, though, is the infamous Drakwald Forest. Few travellers willingly subject themselves to its perils, for the place's reputation has it that Orcs, Beastmen and darker things await around every corner. Even the exorbitant tolls charged by Nordland for travel on its coastal roads, the stuff of legend in the fireside talk of coaching inns, are rarely enough to convince merchants to take their chances in the Drakwald. Even once the forest is cleared the Midden Moors lie between the wayfarer and Marienburg, and while these are too open for hordes to lie in ambush, tales of haunted heaths and enchanted barrows abound.

It is little wonder that such a land has a deity as harsh as Ulric for its patron. The Wolf God is venerated by the Middenlanders simply because he is as unforgiving as the country he watches over, and demands of his followers the strength they need to survive there. Though Ulric has no time or sympathy for the weak, those who show strength of body and character will gain both his favour and his respect.

Middenheim

Located at the far northern tip of Middenland is the mighty city of Middenheim. It is built on top of a massive, sheer-sided bluff called the Ulricsberg, which rises out of the Drakwald Forest like a gargantuan monolith. Middenheim is known as the City of the White Wolf, for the greatest temple to Ulric in the Known World stands there. But Ulric is of deeper significance to Middenheim than merely its patron, and it is more than simple chance that it is the centre of the Ulrican cult. Middenheim is Ulric's city, for the rock upon which it stands is Ulric's own domain. Not only the temple, but Middenheim itself is a site of pilgrimage for followers of the wolf god from all over the Old World.

Middenheim is usually accessible only by four long viaducts, which all contain wooden drawbridges and can easily be destroyed in times of dire need, adding to the city's already fearsome defences. However, there also exist a few ropes and pulleys that may be used to hoist supplies, and on occasion people, up and down the cliff face in baskets and on platforms.

Middenheim has always been the principle city of Middenland. Although at times various counts have seen fit to rule from elsewhere either by choice or circumstance – Carroburg in particular has seen its share of fugitive Middenlander nobility – the true power in Middenland has rested in Middenheim for 2,000 years. The Imperial votes of the Count of Middenland and Ar-Ulric give the city more political power than any other except Altdorf, and the armies of Middenland are large and powerful. Not only this, but Middenheim also contains two of the oldest and most renowned knightly orders in the Empire: the Knights of the White Wolf, who are the Templars of Ulric, and the Knights Panther, sworn to protect the city and its count. Truly, Middenheim is one of the most powerful cities in the Old World.

The Undercity

Beneath Middenheim is an ancient network of tunnels and caverns. These date from before the time of Sigmar when Artur, the chief of the Teutogens, tunnelled up through the Ulricsberg and built a fortress atop it. In centuries past it was used as general transport up and down the Ulricsberg, but as the viaducts were constructed, the tunnels fell further and further out of use, the viaducts being seen as altogether more pleasant means of travel. Eventually, only a very few tunnels were left in use.

With the siege of Middenheim by Middenland in 1812, they were finally sealed altogether, and the Watch and the Knights Panther were then given the task of preventing anyone from entering the tunnels. However, from time to time, certain licensed adventurers are permitted to venture below in search of abandoned Dwarf treasure. When (or if) they return they often bring with them claims that the tunnels may be rather more extensive, and inhabited, than they used to be. Such people are well known to exaggerate tales of their own deeds for the sake of renown, however, and their claims are usually discredited.

SOLDIERS OF MIDDENLAND

WARRIORS OF ULRIC

Ulric is the god of warriors across the Old World, and initiates of his cult are expected to make their way in the world by directness, bravery and force of arms. A good number find their calling in formal armies and mercenary regiments, yet in the Empire there are many wandering fighters seeking adventure, fortune, or simply to honour their patron. When Ar-Ulric announces a holy campaign many of these warriors heed the call, and those that are able make their way to Middenheim to take up the cause. They band together in groups of like-minded souls, frequently using a test of arms or other contest to establish a leader amongst them and a bearer for an agreed icon or standard.

THE TEUTOGEN GUARD

The Teutogen Guard are the personal bodyguard of Ar-Ulric in his role as an Elector of the Empire, accompanying him both at state occasions and on the battlefield. They are named after the great Teutogen tribe that in the time of Sigmar helped the man-god drive the Orc & Goblin invaders from the lands of Men. However, unlike the Greatswords who are drawn from the state army, the Teutogen Guard are instead selected from the ranks of the Templars of Ulric – the Knights of the White Wolf.

Each year the Teutogen Guard is renewed, with its members selected by the Grand Master and Ar-Ulric himself. They are often members of the Order's Inner Circle, although the selection process takes account only of merit, not rank, and ordinary brethren are just as likely to be chosen. Being selected for a tour of duty in the Teutogen Guard is one of the highest accolades a Knight of the White Wolf can receive, and the warrior's already

fearsome resolve is strengthened still further by the weight of the honour and duty he bears.

THE WOLF-KIN

The Wolf-kin are fighters driven to near-madness by hardship or despair. Rather than lower themselves to morose preaching of punishment for Man's sins and the end of the world, however, followers of Ulric traumatised in this way take a more direct approach befitting their pragmatic and vengeful god. Gathering together, they travel the roads and forests seeking out Beastmen, Orcs and evil in any form. Their anger and hatred lends them insane strength and they hack apart their foes with a terrible fury, oblivious to the most insurmountable odds in their desire to destroy those responsible for the ills of the world.

Though often sombre and quick to anger, the warriors of the Wolf-kin are welcomed in the armies of Middenland, for their bravery and power more than make up for their impetuosity. Many a raiding force of bandits or Beastmen has attacked from the forests, confident of razing a village or town, only to be driven back by the fury of the Wolf-kin of Ulric.

HUNTING HOUNDS

The Drakwald Forest is vast and treacherous, and many monstrosities such as Beastmen, Orcs and Minotaurs make their lairs deep within it. These creatures are dangerous and savage, and must be purged from time to time lest their numbers grow out of control. Finding these lairs is difficult, and so the Middenlanders use packs of hounds to sniff them out and hunt them down.



Ar-Ulric Valgeir leads the Teutogen Guard as they sally forth against Daemons of Slaanesh.

MIDDENLANDERS SPECIAL RULES

BLESSING OF ULRIC

The presence of a Priest of Ulric adds one dice to the Dispel pool of the army.

CRUSH THE WEAK

Ulric detests weakness and cowardice. Priests of Ulric, the Grand Master and Seneschal and any unit they lead will *bate* models with a Leadership characteristic of 6 or lower, even if normally Immune to Psychology. This has no effect on other characters in the unit or on the model's mount. In addition, the following rules apply:

THE GRAND MASTER

The Grand Master may only join units of Knights of the White Wolf. He is a veteran of hundreds of battles and strong in his faith, and so is Immune to Psychology. In addition, as long as the Grand Master is with a unit of Knights of the White Wolf, they are inspired by his presence and are Immune to Psychology as well.

COMMANDING PRESENCE

The Seneschal is a veteran warrior, and is Immune to Panic. In addition his presence and leadership so reassures his troops that any unit he leads becomes Immune to Panic too. Note that the Seneschal is free to join any unit in the same way as other characters; his is a more public role than that of the Grand Master.

INDIVIDUALS

The Warriors of Ulric are no formal regiment, but are followers of the Wolf God from many fighting and adventuring professions united in their service of Ar-Ulric. As such they carry a diverse selection of weaponry and equipment. However, for game purposes they all count as being armed in the same way. You should make sure that the majority of models in the unit carry the correct equipment, and make clear to your opponent how the unit is equipped before the game. (Note: Mordheim figures, particularly Middenheimers, are ideal for representing Warriors of Ulric).

RELENTLESS CHASE

Hunting Hounds are used to track and hunt down Beastmen and Orcs deep within the Drakwald Forest. They suffer no movement penalties for moving through woods. They suffer penalties for other terrain as normal. Hounds cannot be joined by characters other than their Hunt Master and do not cause Panic tests in friendly units except other Hounds, although they benefit from the General's Leadership and the Battle Standard as normal.

HUNT MASTER

Hunting Hounds are often led by Hunt Masters, warriors mounted on warhorses who guide them towards the foe. The Hunt Master is bought as an upgrade in the same way as a unit Champion and is treated as a Champion in all respects, ie, he cannot be singled out as a target for missile weapons, may issue and accept challenges, etc. Note that as long as any Hounds remain alive, the Hunt Master will be restricted to their Movement of 7, even though his horse would normally be able to move faster. He still benefits from the Hounds' Relentless Chase rule.



PRAYERS OF ULRIC

In each Magic phase a Priest of Ulric can use one of the following Prayers, counting it as a Bound Spell with Power Level 3.

Battle Howl: Remains in play until dispelled or the Priest attempts to use another Prayer. As long as the Battle Howl is in effect, the Priest and any unit he leads add D3" to their charge moves. If the charge is failed, the extra movement is wasted; make a normal move towards the target as normal.

Destruction: Every enemy model in base contact with the Priest suffers a single Strength 4 hit.

Winter's Chill: All enemy units engaged in close combat with the Priest or the unit he is with must take a Leadership test. If failed, they suffer a -1 to hit penalty in the next Close Combat phase. Note that this is not a Psychology test.

Fury of Ulric: Remains in play until it is dispelled or the Priest attempts to use another Prayer. The Priest and any unit he leads become immune to *fear*, *terror* and *panic*.

MIDDENLAND EQUIPMENT & MAGIC ITEMS

WHITE WOLF HAMMER

This is the same weapon referred to in the Empire Army book as a cavalry hammer, the traditional armament of the Knights of the White Wolf. However, in this list some of the Knights of the White Wolf are on foot, so continuing to call it a cavalry hammer could get confusing! When a mounted model is using its White Wolf hammer, the cavalry hammer rules apply, namely +2 Strength in the turn the model charges and +1 Strength the rest of the time. On foot the hammer is wielded differently, and so counts as a halberd instead. In either case the weapon requires two hands to use.

COMMON MAGIC ITEMS

- Sword of Striking** 30 points
Weapon; +1 to hit.
- Sword of Battle** 25 points
Weapon; +1 Attack.
- Sword of Might** 20 points
Weapon; +1 Strength.
- Biting Blade** 10 points
Weapon; -1 Armour save.
- Enchanted Shield** 10 points
Armour; 5+ Armour save.
- Talisman of Protection** 15 points
Talisman; 6+ Ward save.
- Dispel Scroll** 25 points
Arcane; (One Use Only) Automatically dispel an enemy spell.
- Power Stone** 25 points
Arcane; (One Use Only) +2 dice to cast a spell.
- War Banner** 25 points
Banner; +1 combat resolution.

DISALLOWED MAGIC ITEMS

The following items may not be taken in a Middenlander army, either because they are consecrated in the name of Sigmar rather than Ulric or because they are kept in the Imperial Vaults in Altdorf:

Mace of Helstrum	Sigil of Sigmar
Sword of Righteous Steel	Icon of Magnus
Armour of Meteoric Iron	Imperial Banner
The Gilded Armour	Banner of Sigismund
Shroud of Magnus	Griffon Standard
Jade Amulet	Steel Standard



NEW MAGIC ITEMS

The following are new items available only to Middenlander armies.

Magic Weapons

Winter's Bite 30 points

In the year of its forging, this axe was embedded in the Ulricsberg for an entire winter, absorbing the very essence of Ulric's power.

On a roll to hit of 6, Winter's Bite wounds automatically with no Armour save possible.

Storm Hammer 30 points

The Storm Hammer is made of dense meteoric iron, enchanted to allow it to be wielded as easily as a normal weapon. Its massive impact can send foes reeling or smash them to the ground.

Grand Master or Seneschal only. As White Wolf hammer. Models wounded in the turn the wielder charges may not attack that turn.

Magic Armour

Wolf Helm of the Teutogens 35 points

This iron helm, formed into the fearsome visage of a wolf, dates from before the coming of Sigmar but shines as brightly as the day it was created. It is said that Ulric will reward a courageous wearer with great strength.

Grants a 6+ Armour save that can be combined with other armour as normal. In addition, the wearer can take a 1d test at the start of every Close Combat phase. If passed, they gain +1 Strength for the duration of that phase.

Armour of Skoll 40 points

This heavy suit of armour is decorated with a golden axe and wolf-head designs. It has the power to dull the natural light and warmth from the air around it, and the very energy of blows aimed at the wearer is sapped.

As heavy armour. Attacks against the wearer in close combat suffer a -1 Strength penalty. This can affect the attack's save modifier. Wearer is immune to Light magic.

Talismans

Heart of Middenheim 40 points

A perfectly round stone set into a golden amulet, the Heart of Middenheim is crafted from a fragment of the keystone of the gateway to the Temple of Ulric. It has been carried by some of the finest warriors ever to have lived in the City of the White Wolf.

5+ Ward save. Wearer gains +1 to their Weapon Skill.

Cloak of Anraheir 25 points

Anraheir was an Amber wizard who made this cloak from the hide of a Minotaur to protect himself from the Beastmen of the Drakwald.

Magic Resistance (1), wearer counts as causing fear to all Beastmen and Minotaur models.

Enchanted Items

Bane of the Craven 30 points

The power of this amulet fills all who feel it with fighting spirit, all thoughts of retreat banished from their minds.

Neither the unit that carries the Bane of the Craven nor any unit they charge may ever voluntarily flee as a charge reaction. They may use any other charge reaction they would normally be allowed.

Pelt of Horros 20 points

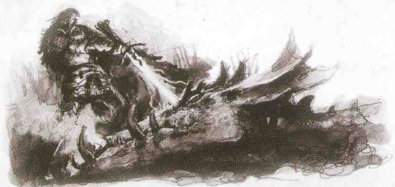
Long ago the villages around Middenheim were terrorised by a massive wolf, which became known as Horros after a savage folkloric beast. When it was finally slain by an unknown knight, the wolf's spirit was imprisoned within its pelt, bestowing the wearer with primal strength.

The wearer may re-roll one failed to wound roll in each Close Combat phase.

Claw Totem 15 points

The bone of a wolf carved into the shape of a fang, the magic symbols inscribed in this totem instil a preternatural speed and eagerness in its bearer.

The character and any unit he is with can roll one extra dice when pursuing fleeing enemies, and discard the lowest roll.



Magic Standards

Banner of the Warrior True 35 points

This finely woven standard was blessed by Ar-Ulric Sehrbart, who single-handedly slew thirty Orcs at the Battle of Kleindorf.

When the unit carrying this banner takes a Break test, they count as having lost the combat by D3 fewer points than they really did. If this reduces the margin of the loss to 0 or lower, they still count as having lost the combat but test on their unmodified Leadership. This has no effect on other friendly units in a multiple combat, which must test as normal.

Banner of Middenheim 40 points

The origins of this banner are unknown, but centuries ago it was adopted as the battle standard of the City of the White Wolf. Its power fills the troops under it with great courage, inspiring them to defy the most terrifying of foes.

The unit carrying the banner is immune to fear and terror.

Standard of the White Wolf 40 points

The Standard of the White Wolf is made from the pelt of a massive wolf from the Drakwald Forest. It has the power to protect its followers from the arrows and bullets of the enemy.

All missile fire against the unit (including magic missiles) suffers a -1 penalty to its Strength. Other types of attack, including spells that are not magic missiles, are unaffected.

TALISMANS OF ULRIC

The following items can only be chosen by Priests of Ulric. Their value counts towards the bearer's maximum points allowance for magic items. However, they are not magical per se, and items or spells that have a special effect against magic items will not affect them. Unlike magic items you may include more than one of each item, even multiple items of the same type on a single Priest.

Wolfshead Emblem 10 points.

The wolf's head is the most archetypal symbol of Ulric. Before a campaign the Priests of Ulric will bless many Wolfshead Emblems, such as medallions and brooches, with the power to ward away sorcery.

One use only. Before making a Dispel attempt, the player can declare he is using a Wolfshead Emblem. This allows him to roll one extra dice for the Dispel attempt. You do not necessarily have to use any of the army's normal Dispel dice – you may choose to use only the Wolfshead Emblem's dice, and more than one Emblem may be used against a spell if you wish.

Amber Fang 35 points

Only the most favoured priests are gifted by Ar-Ulric with the incisor of a white wolf set into an amber medallion as a medal of their faith and service.

A Priest carrying an Amber Fang can use an additional Prayer in each Magic phase. He may only successfully use each Prayer once. A Priest may only use one additional Prayer; there is no further bonus for additional Amber Fangs.

Ice Dagger 30 points

The Ice Dagger is not a weapon, but an icon of Ulric as the savagery of the piercing winter chill. It is usually worn on a chain around the neck.

The Ice Dagger is a powerful icon of Ulric's wrath, and the Priest draws strength from the faith and courage of those around him. The Priest bearing the Ice Dagger may add the current rank bonus of the unit he accompanies to the Power level of his Prayers. The rank bonus may only be added once; there is no further bonus for additional Ice Daggers.

Fang of the Winter Wolf 25 points

A Fang of the Winter Wolf is a tooth taken from one of the largest wolves of the Drakwald Forest and blessed by Ar-Ulric himself. They are said to be potent talismans, and possession of one instills a priest with supreme confidence.

One use only. Before using a Prayer, a Priest of Ulric may declare he is using his Fang of the Winter Wolf. The Prayer counts as being cast with Irresistible Force, in the same way as a magic spell cast with two dice rolls of 6.

Shard of Skoll 15 points

Skoll is a legendary wolf from Teutogen folklore, the companion of Ulric himself who chases away the sun to allow the onset of winter. The Shards of Skoll, relics kept in bronze or iron amulets, are said to be fragments of the great wolf's claws and fangs.

The Shard adds +1 to the score of every dice rolled when making a Dispel attempt, up to a maximum of 6. Note that this makes automatic failure impossible, and automatic success far more likely. Only one Shard can be used against a single spell. If the Dispel attempt was successful the Shard is destroyed, shattered by the magic it absorbs, but otherwise it can be retained and used again.

THE ARMY OF MIDDENLAND

THE ARMY LIST

The following troops count as characters, Core, Special or Rare units in the Middenland army list:

LORDS	0-1 Grand Master of the Knights of the White Wolf (<i>new character</i>) Wizard Lord
HEROES	Seneschal of the White Wolf (<i>new character</i>) Wizard, Captain, Priest of Ulric (<i>new character</i>)
CORE UNITS	Spearmen, Halberdiers, Swordsmen Archers (<i>any number of Huntsmen upgrades</i>) Knights of the White Wolf 0-1 Knights Panther (Knighthly Order)
SPECIAL UNITS	0-1 Teutogen Guard (<i>new unit</i>)* 0-1 Greatswords, Crossbowmen Warriors of Ulric (<i>new unit</i>)** Hunting Hounds (<i>new unit</i>)**
RARE UNITS	Wolf-kin (<i>new unit</i>)** Mortar, Great Cannon Handgunners, Dogs of War

* Teutogen Guard may form Parent Units but not Detachments.

** These units can neither form Detachments nor Parent Units.

LORDS

0-1 GRAND MASTER OF THE KNIGHTS OF THE WHITE WOLF ... 166 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	3	4	4	3	6	4	9
Warhorse	8	3	0	3	3	1	3	1	5

Equipment: Full plate armour, White Wolf hammer.

Mount: Barded warhorse.

Options:

- May be given magic items from the Common, Empire or Middenland magic item lists with a maximum total value of 100 pts.

SPECIAL RULE

The Grand Master, Crush the Weak.

HEROES

SENESCHAL OF THE WHITE WOLF ... 62 pts/model

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

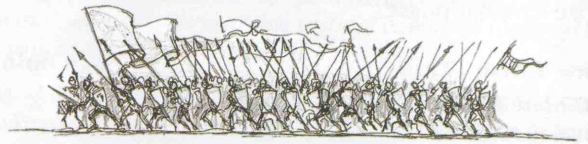
Weapons & Armour: White Wolf hammer, full plate armour.

Options:

- May ride a barded warhorse (+20 pts).
- May be given magic items from the Common, Empire or Middenland magic item lists with a maximum total value of 50 points.

SPECIAL RULE

Commanding Presence, Crush the Weak.



PRIEST OF ULRIC ... 95 pts/model

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

Weapons: Hand weapon.

Options:

- May have light armour (+2 pts) or heavy armour (+4 pts), and may also carry a shield (+2 pts).
- May have additional hand weapon (+4 pts) or great weapon (+4 pts).
- May ride a warhorse (+10 pts), which may have barding (+4 pts).
- May be given magic items from the Common, Empire or Middenland magic item lists and/or Talismans of Ulric with a maximum total value of 50 points.

SPECIAL RULE

Blessing of Ulric, Crush the Weak, Prayers of Ulric.



SPECIAL UNITS

0-1 TEUTOGEN GUARD 12 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Teutogen Guard	4	4	3	3	3	1	3	1	8
First Knight	4	4	3	3	3	1	3	2	8

Unit Size: 10+

Weapons & Armour: White Wolf hammer, full plate armour.

Options:

- Upgrade one Teutogen Guard to a Musician for +6 points.
- Upgrade one Teutogen Guard to a Standard Bearer for +12 points. A Standard Bearer may carry a Magic Standard worth up to 50 points.
- Promote one Teutogen Guard to a First Knight for +12 points.
- Knights of the Inner Circle: The Teutogen Guard may be upgraded to Knights of the Inner Circle for +2 pts/model. The Teutogen Guard and First Knight in this unit are Strength 4. Note that you may upgrade both the Teutogen Guard and one unit of Knights of the White Wolf to Inner Circle status in the same army.

SPECIAL RULE

Stubborn

WARRIORS OF ULRIC 4 pts/model

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

Unit Size: 10+

Weapons & Armour: Hand weapon.

Options:

- Any unit may be equipped with light armour (+1 pt/model) and may also carry shields (+1 pt/model).
- Any unit may be equipped with additional hand weapons (+2 pts/model) or great weapons (+2 pts/model).
- Upgrade one Warrior to a Musician for +5 points.
- Upgrade one Warrior to a Standard Bearer for +10 points.
- Promote one Warrior to a Champion for +13 points.

SPECIAL RULE

Individuals

HUNTING HOUNDS. 7 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Hunting Hound	7	3	3	3	3	1	3	1	5
Hunt Master	4	4	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5-20

Weapons & Armour: None.

Options:

- Swap one Hound for a Hunt Master for +15 points. The Hunt Master rides a warhorse and wears light armour. He is armed with a spear.

SPECIAL RULES

Fast Cavalry, Relentless Chase.



RARE UNITS

WOLF-KIN 8 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Wolf-kin	4	4	3	4	3	1	3	1	8
Wolf Brother	4	4	3	4	3	1	3	2	8

Unit Size: 5-15

Weapons and Armour: Hand weapon.

Options:

- Any unit may be equipped with light armour (+1 pt/model) and may also carry shields (+1 pt/model).
- Any unit may be equipped with additional hand weapons (+2 pts/model) or great weapons (+2 pts/model).
- Upgrade one Wolf-kin into a Standard Bearer for +10 points.
- Upgrade one Wolf-kin into a Musician for +5 points.
- Promote one Wolf-kin to a Wolf Brother for +10 points.

SPECIAL RULES

Stubborn, Skirmishers. Note that after the Wolf-kin line up for combat, their Command group and any characters in the unit are moved to the middle of the fighting rank.



BANNERS OF THE EMPIRE

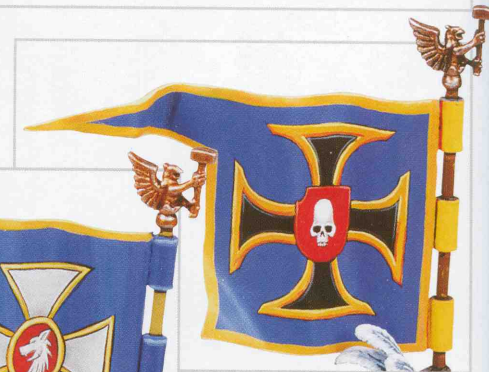
During the development of the Storm of Chaos army lists, a variety of banners were created to represent the forces of the Empire engaged in the battle for Middenheim. Here are a few examples of banners created, using the sketches on the opposite page for inspiration.

BANNERS OF MIDDENHEIM

The banners of Middenheim are distinguishable from those of the Middenland army because of the strong use of red in their design.

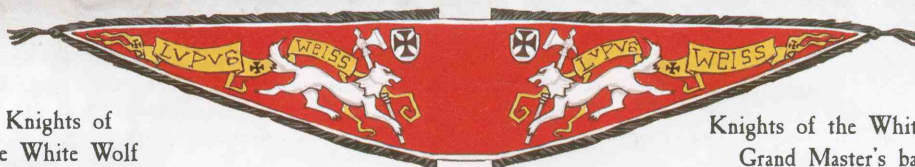


BANNERS OF MIDDENLAND





Knights of
the White Wolf

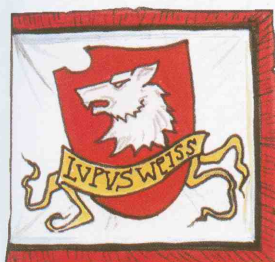
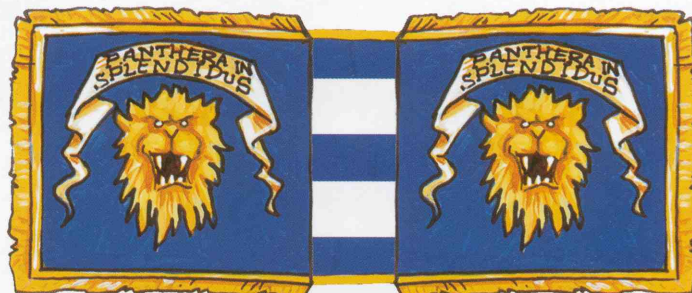


Knights of the White Wolf
Grand Master's banner

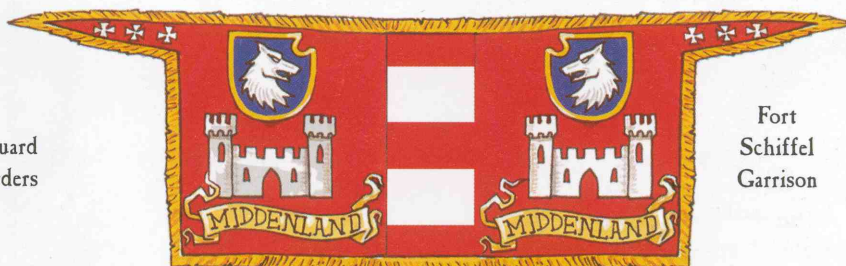


Boris
Todbringer

Knights Panther
Lesser banner



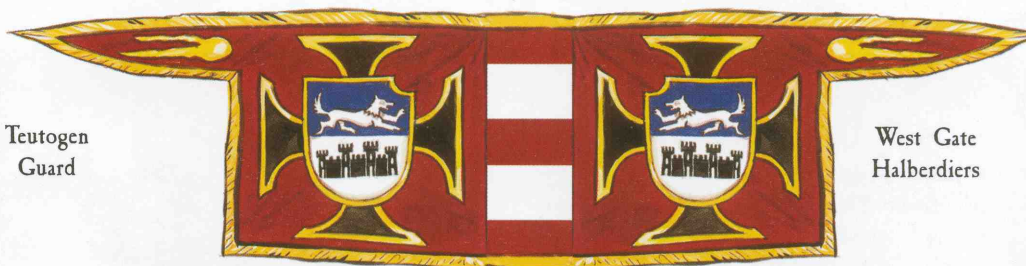
Teutogen Guard
Temple Warders



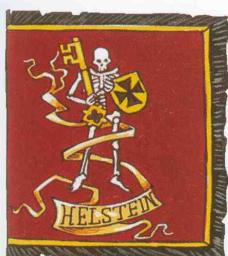
Fort
Schiffl
Garrison



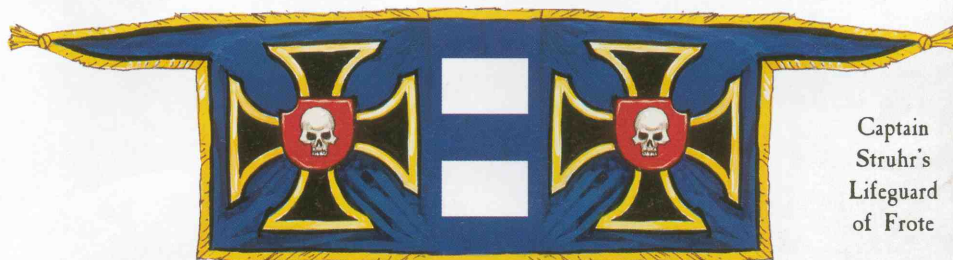
Teutogen
Guard



West Gate
Halberdiers



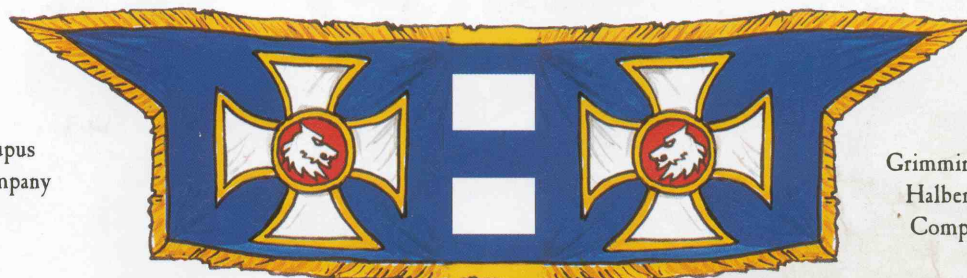
Von
Helstein
Family



Captain
Struhr's
Lifeguard
of Frote



Lupus
Company



Grimminhagen
Halberdier
Company

PAINTING MIDDENHEIM ARMIES

The colour scheme of the Middenheim army is a striking contrast of dark blue and white. Although these are the primary uniform colours that run throughout the army, each unit was given its own identity, as shown here.

UNIFORM: WHITE

- Over a black undercoat we applied a basecoat of Shadow Grey, and finished by overbrushing in Skull White.



UNIFORM: BLUE

- A basecoat of Midnight Blue with an extreme highlight of Ice Blue.



ARMOUR & WEAPONS

- The armour and weapons were painted with a basecoat of Boltgun Metal and then drybrushed with Mithril Silver.



FACE & HAIR

- A Dwarf Flesh basecoat was highlighted with Elf Flesh.
- The hair has a basecoat of Codex Grey highlighted with Fortress Grey.



SHIELD

- The shield was painted Chaos Black and Codex Grey was used for extreme highlights on the edges. The design is a Space Wolves transfer which has been over painted with Skull White.

GOLD DETAILS

- Shining Gold, highlighted with Mithril Silver, was given a wash of Chestnut Ink.



FUR

- Layers of Fortress Grey and Skull White were drybrushed over a Codex Grey basecoat.



BEARD & HAIR

- The beard and hair were given a basecoat of Scorched Brown, then drybrushed with Bestial Brown. Bleached Bone was added to the Bestial Brown for highlights.



TROUSERS

- The trousers were given a basecoat of Desert Yellow which was then highlighted with Bleached Bone.

LEATHER DETAILS

- Dwarf Flesh mixed with Dark Flesh was used to highlight the initial coat of Dark Flesh.

WAAAGH! GRIMGOR



When Chaos grows strong, war is inevitable, and it is just as inevitable that others are stirred into action by the coming destruction and mayhem. The Orc Warlord Grimgor Ironhide was no exception. Perhaps sensing the change in the air, or maybe simply bored with the routine, the Black Orc stopped his regular raids against the northern Empire and led his tribe further north.

Stopping on the way to sack the odd Kislevite town, Grimgor soon found himself in the mountains of southern Norsca, on the doorstep of the Skaven stronghold of Hell Pit. The Skaven, of the great Clan Moulder, did not take kindly to the presence of so many savage warriors, and a war broke out between the Orcs and Skaven.

This was much to Grimgor's liking, as he greatly enjoyed the new and bizarrely mutated creatures sent against him by Throt the Unclean. Soon, however, Grimgor's interest began to wane once more. Having slaughtered the best and largest creatures that the Master Mutator could create, Grimgor and his boyz were faced with pitiful slaves and clanrats. Having lost its fun, Grimgor decided to leave Hell Pit alone to gather its strength. Perhaps he would return in a few years for another go.

TAUGREK THE THROTTLER

When Grimgor's boyz fought the hordes of Crom the Unconquerable and the Gobbos broke and fled there was a moment when the great standard of the horde fell beneath the enemies' charge. From nowhere Taugrek leapt into the press, and locking his hands around a chaos champion's neck hefted him from the ground and choked the life from him while stamping marauders under his iron-shod boots. Throwing the carcass away Taugrek raised up the fallen banner and fought his way clear to Grimgor's side. Since that time Grimgor would have no-one else carry his armies' banner and it is doubtful that anyone could ever prise it from his grasp.

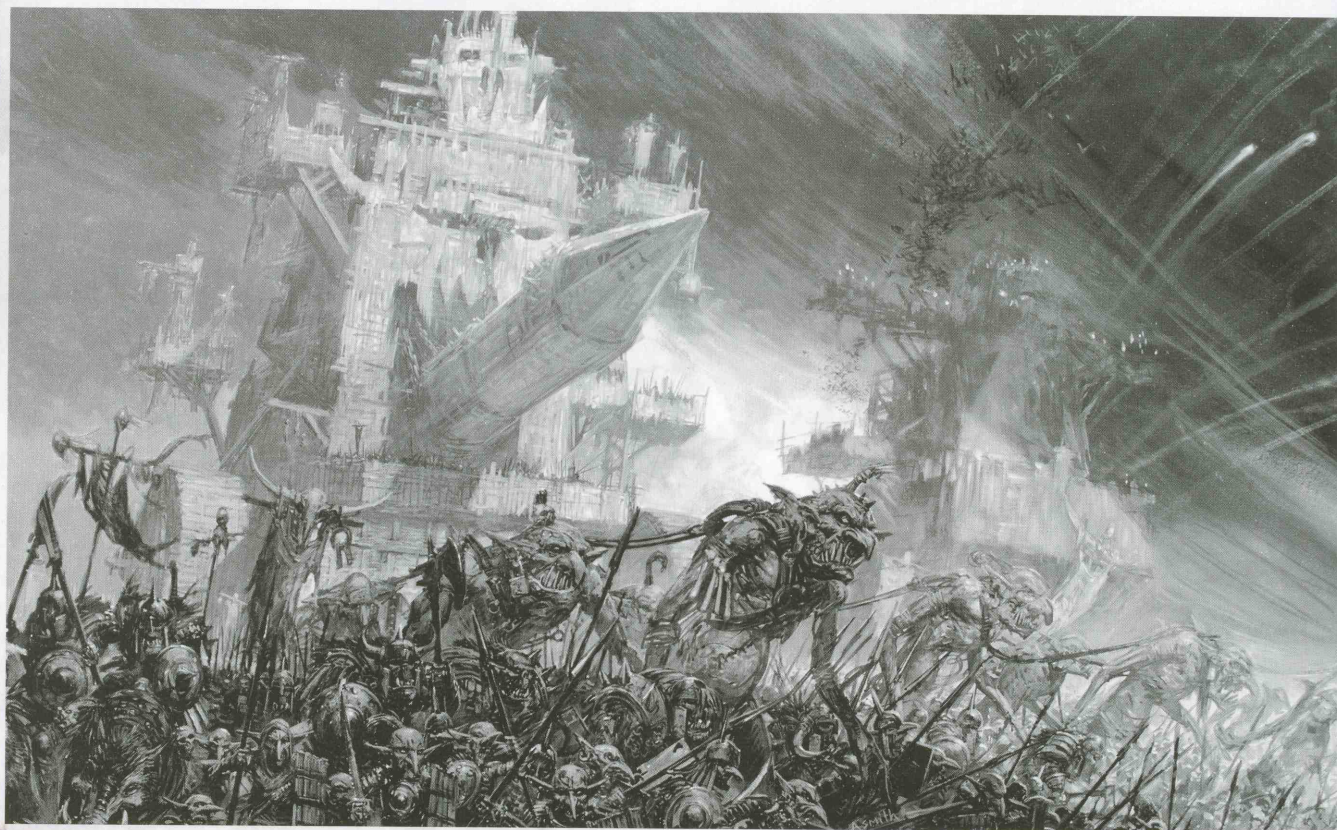
BATTLE OF HIGH PASS

Having heard much of the great warriors who lived in the frozen north, Grimgor next decided to test his might against the hardened peoples of the Marauder tribes. The warlord forged his way across the High Pass, battling against Kurgan tribes that were making their way to the west to join up with Archaon's army. From captives taken in these battles, Grimgor learned two things. Firstly, that the world was soon going to get a lot more interesting. This human warlord, Archaon, was going to give the Empire a good kicking. Secondly, another human warlord who laughingly called himself the Conqueror, was coming to High Pass with an army of immense proportions. Sensing a foe worthy of his attentions, Grimgor despatched his trusted boyz to round up as many Orcs and Gobbos as they could muster, and these reinforcements met up with Grimgor at the foot of the High Pass as it descends into the Dark Lands.

Here the army of Crom the Conqueror met the horde of Grimgor. The battle lasted from sunrise to sunset, the blood of the two forces staining the snow and mud crimson. Grimgor and Crom hacked their way through the press to face each other, and fought in single combat. Whilst the two battled out their personal rivalry, Crom's army overwhelmed the Greenskins, driving them back to the High Pass. Grimgor and Crom traded blows and parries for many hours, neither willing to back down. Eventually, as darkness fell, Crom relented and stood back, allowing Grimgor to see the remnants of his army fleeing to the west. Surrounded on all sides by Chaos tribesmen, Grimgor had to back down.

THE MOUNTAIN HORDES

Grimgor had been given a new goal – to redeem himself in the eyes of Gork and reclaim his title as the baddest, meanest, hardest warlord to have ever lived. His army had survived years of constant battling against Men, Skaven,



BORGUT FACEBEATER



It's not often that Grimgor Ironhide is impressed by another warrior's prowess. It is even more unusual when he doesn't just perish such an individual on the spot 'to keep his 'and in'. Borgut Facebeater is one of those rare exceptions. He first came to Grimgor's attention when the mighty warlord was based at Karak Ungor waging continual war on the Skaven of Clan Moulder. Grimgor had tired of Skaven slaying and was casting his blood-greedy eyes elsewhere but each day word reached him of an Orc boss who was emulating his own feats in the Hell Pit. Curious he made one more descent just to see. He found Borgut slamming his hammer-like forehead into the snouts of the largest rat ogres while harvesting ranks of Skaven with his choppa. The main thing that pleased Grimgor was the way he was thoroughly enjoying it. When Grimgor left Karak Ungor to go beyond the Worlds Edge mountains, Borgut was at his side – the green slaughterer had found a kindred spirit.

For himself, Borgut is a simple creature, brutally direct, utterly uncompromising and subject to wild intoxication in the heat of battle. He had grown in the horde of Grimgor and to him the slaughterer was the living manifestation of Gork, the epitome of all he, himself could hope to be. His loyalty is absolute, to be the right hand of Grimgor is to be the right hand of Gork.

Any Orc army may include Borgut Facebeater as a special character. If you decide to take him then he must be used as described below, counting as two Hero choices for the army, and you may not give him any additional equipment or magic items. Unless Grimgor Ironhide is present, he must be the army's general.

	M	WS	BS	S	T	W	I	A	Ld
Borgut Facebeater	4	5	3	5	5	2	3	3	9

Points: 175

Equipment: Choppa, 'Ardlad's Axe o' Doom, Drog's Dead 'Ard Armour.

Choppa: Normally, a character is not able to use mundane weapons in addition to magic weapons, but in this case, the Choppa adds +1 to Borgut's Attacks characteristics for having an additional hand weapon but grants no other benefit.

'Ardlad's Axe o' Doom: Taken from the body of Grimgor's former lieutenant, this powerful weapon of brazen iron hisses with Orc magicks.

This massive axe adds +1 to Borgut's Strength and, in addition, Borgut (and only Borgut, not any unit he might be with!) counts as being affected by the *Gork'll Fix It* spell for the duration of the battle.

Drog's Dead 'Ard Armour: Gives the wearer a 1+ Armour save that cannot be improved.

SPECIAL RULES

Ignore Greenskin Panic: See page 6 of the Orcs & Goblins Armies book.

Quell Animosity: See page 10 of the Orcs & Goblins Armies book.

The Facebeater: If Borgut fights in a challenge, then at the beginning of the first Close Combat phase of the challenge, he can smash his thick Orc skull into the face of his opponent or any monstrous mount they may be riding (note this does not include steeds). This is in addition to his normal attacks, and is resolved before any other attacks in the challenge. If the attack hits, it is worked out at Strength 7 and if the recipient of Borgut's 'eadbutt suffers a wound then he/she/it counts as WS1 for the rest of the Close Combat phase and will attack last, regardless of charging, magic items or any other bonuses. If this mighty 'eadbutt kills his opponent, Borgut should still make his remaining attacks to calculate overkill for the purposes of combat resolution.

Keep Your Enemies Closer: Though Borgut is Grimgor's most trusted lieutenant, that's not saying much for a Black Orc. Grimgor likes to know exactly where the next strongest Orc in his army is and if your army includes Grimgor, then you may never deploy Borgut further than 12" from him when setting up your army.

Do as I say and wot I do: Borgut has fought alongside Grimgor through all his long wars and battles, one of the few survivors of the battle against the forces of Crom the Conqueror. As a result, he and his lads have picked up a few tricks of their own along the way. If Borgut is deployed as part of a unit of Orcs at the start of the battle, that unit counts as having been upgraded to a unit of Big 'Uns. Note that this does not cost any points, but Borgut must remain with the unit for the entirety of the battle.

other Orc tribes, and now the hordes of Chaos. Though not as numerous as they had been, the survivors of Grimgor's exploits were toughened veterans of countless battles. With these 'Ardboyz, as Grimgor started calling them, the warlord returned to the Old World to show this Archaon upstart just who was boss.

Marching back through Kislev, Grimgor's army slaughtered Chaos worshippers and Kislevites alike, butchering all they came across. With him his boyz dragged the effigy of Gork, and as the panicked news of Grimgor's advance spread, word came to other Orc tribes living in the Worlds Edge Mountains. Realising that the Empire was now fair game, Orcs in the tens of thousands poured down from their mountain lairs, some of them with their own crudely hewn or constructed effigies.

Grimgor himself followed the trail of destruction leading to Middenheim and, realising that Archaon intended to storm the city, decided that his boyz needed to get in on the action too, otherwise who would ever take them seriously again. With human slaves captured from various tribes and warbands unfortunate enough to mistake Grimgor for an ally, Grimgor constructed two mighty war engines.

Da Godz, as they were known, were mighty siege towers built in the shape of Gork and Mork. From the belly of Gork protruded a massive battering ram, while Mork was topped with the largest rock lobber any of the Orcs had ever seen. Shamans danced atop the huge war machines, while Grimgor's personal rock effigy of Gork pulsed with Waaagh! power. Knowing that the gods wanted him to prove himself, Grimgor joined the assault.

GRIMGOR'S 'ARDBOYZ

Following his battle with Crom the Conqueror, Grimgor was deflated, he was used to victory and for the first time he had fought a foe who he couldn't beat. In the aftermath of the fighting though he decided two things. First, that it was because Goblins fought alongside his boyz that he hadn't won. Second, that Gork was still with him so it was time for a bit more brutality and a bit less cunning.

THE ARMY LIST

The following troops count as characters, Core, Special or Rare units in the Grimgor Ironhide's 'Ardboyz army list:

LORDS	Black Orc Warboss Orc Warboss Orc Great Shaman
HEROES	Black Orc Big Boss Orc Big Boss Orc Shaman
CORE UNITS	Orc Boyz Orc Arrer Boyz Black Orcs (note that the 0-1 limitation is removed) Orc Boar Boyz
SPECIAL UNITS	Orc Boar Chariot Goblin Rock Lobber (must include an Orc Bully) Goblin Spear Chukka (must include an Orc Bully) Trolls
RARE UNITS	Giant 0-1 Effigy of Gork (new unit) 0-1 Ruglud's Armoured Orcs (new unit)

GRIMGOR'S 'ARDBOYZ SPECIAL RULES

- The army may include Grimgor Ironhide as its General. It may also include Borgut Facebeater. If Grimgor is not present then Borgut will be the General. If neither are present then the General must be a Black Orc Warboss or Orc Warboss. If no Lord choices are allowed (because of the maximum points being played) then the General must be a Black Orc Big Boss or Orc Big Boss.

- In this army, Grimgor and his Black Orc guards count as a Lord choice and a Core choice.

- Black Orc Warbosses and Black Orc Big Bosses only count as a further Hero choice if they have a mount of any type.

- There must be more Warbosses and Bigbosses in the army, including Grimgor and Borgut, than there are Great Shamans and Shamans.

- Grimgor is only interested in getting the biggest, strongest, hurtiest Orcs in his army. Consequently, any number of units of Orc Boyz or Orc Boar Boyz can be upgraded to Big 'Uns.

Note. Originally, Grimgor's bodyguards were defined as having additional band weapons as these were the only models available. Since then the range has expanded to include Black Orcs with great weapons, so if you wish, you may arm Grimgor's bodyguard with these instead.

EFFIGY OF GORK . . . Points/model: 0/40

Enraged beyond reason by his battle with Crom the Conqueror, Grimgor's fury was so great that he received a revelation from Gork that led him to hew the Effigy from rock. The Effigy symbolises the brutal power of Gork and acts to harness the power of the Waaagh!

An Orc army selected from this list can include the Effigy at no points cost if Grimgor is the General, otherwise it costs 40 points.

SPECIAL RULES

Immoveable. The Effigy cannot be moved once it is set up on the battlefield, it is a huge construct which counts as impassable terrain rather than as a unit. It may have models of Shamans and drummers cavorting on it for dramatic effect but these will play no part in the game.

Gork's Blessing. Before the battle, the Orcs will reverently roar their praises to Gork and touch their standards to the



Effigy. Any unit with its own standard may roll on the table below, representing the blessing that Gork has conferred on them. The blessing is cumulative with any existing magical powers their standard may have.

D6 Result

- 1-2 The unit's standard carries a Bound Spell: *The Hand of Gork*.
 3-4 The unit's standard carries a Bound Spell: *Bash 'em Ladz*.
 5-6 The unit's standard carries a Bound Spell: *'Ere We Go*.

Bound Spells are cast at a Power Level of 4 and can be used once per game on the unit carrying the blessed banner. The Power Level is also modified as follows:

- Add 1 if the unit bearing the standard has a Unit Strength of 15 or more.
- Add 1 if the unit bearing the standard is being led by a Warboss or Big Boss.
- Add 1 if the unit bearing the standard is in close combat.

Stop Messin' Around. Any Orc unit within 24" of the centre of the Effigy, which fails an Animosity test, can ignore the result if it can successfully declare a charge on the enemy and does so.

Gork likes a fight. Black Orcs are Gork's favourites and he likes to see them get stuck in and not get perished because of magic, which is nowhere near so much fun. For each Black Orc Lord or Hero within 24" of the centre of the Effigy at the start of the enemy Magic phase add one dice to the Orc Dispel dice pool.

RUGLUD'S ARMoured ORCS

Captain: Ruglud Bonechewer

Battle-cry: "Gobbos fer dinner! Gobbos fer tea! Gobbos when u want 'em! Gobbos fer me!"

Points: Ruglud, Maggot, a musician and seven armoured Orcs costs a total of 190 points. This is the minimum size regiment you can hire.

The size of the regiment may be increased at the cost of 12 points per model.

	M	WS	BS	S	T	W	I	A	Ld
Ruglud	4	5	3	4	5	2	3	3	8
Maggot	4	2	3	3	3	1	2	1	6
Armoured Orc	4	3	3	3	4	1	2	1	7

Equipment: Choppa, crossbow, heavy armour.

SPECIAL RULES

Ignore Greenskin Panic: See Warhammer Armies: Orcs & Goblins, page 6.

Choppa: See Warhammer Armies: Orcs & Goblins, page 6.

Maggot: Maggot the Goblin accompanies Ruglud wherever he goes, acting as his standard bearer. He has survived countless battles and is regarded as a lucky mascot. His presence encourages the Orcs to fight all the more fiercely so the banner Maggot enthusiastically waves adds +2 to combat resolution rather than +1.

In addition to this, Maggot seems to live a charmed life, and as a result has a 3+ Ward save. He may not accept challenges, for he is not in effect a character, just a particularly lucky Goblin. If Maggot dies, the banner is lost with him and no other Orc can pick it up. Although Maggot doesn't carry a crossbow, an Orc standing behind him can shoot over his head, as if an Orc were in the front rank. The range is measured normally from Maggot's base (the Orc behind rests the crossbow on his head).

Animosity: Ruglud's Armoured Orcs test for animosity as normal but roll on the table below for its effect.

D6 Result

- 1-2 **Let's show them what these crossbows can do!**
 Ruglud's Armoured Orcs shoot at the closest unit, friend or foe. All the models in the unit can fire without movement penalty at the nearest target in any direction, ignoring the usual restrictions for line of sight and fire arcs – this is an exception to the normal rules for shooting. The shots are worked out immediately, not in the Shooting phase, and the models themselves are not moved. The unit cannot do anything else that turn. If there are no units within range, the unit Squabbles instead.

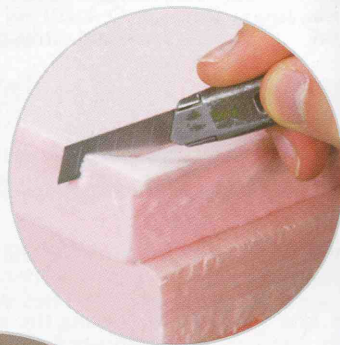
- 3-6 **Squabble.** As result 2-5 on the table on page 9 of the Orcs & Goblins Armies book.



MAKING AN EFFIGY OF GORK

An effigy makes an interesting and unique centrepiece to any Orc army. Whether you opt to recreate a massive sculpted stone effigy or a smaller one representing one made out of Orc dung, the methods used to build them are very similar.

Both of our examples started life as a rough cube made from layers of polystyrene that were then carved into a rough head shape using a craft knife. These were finally textured and painted using a variety of different textures and colours.



Grimgor's 'Ard Boyz defend their Effigy of Gork against a counter-attack by the Grimminhagen Halberdier Company.

THE SLAYERS OF KARAK KADRIN



Though it was Sigmar who united the tribes of Men, there would have been no Empire without the aid of the Dwarfs. Not only did they fight alongside Sigmar and his chieftains at Blackfire Pass, but the Dwarfs taught Mankind the secrets of metalwork and, later, blackpowder. The Dwarfs and Men swore binding oaths two and a half thousand years ago to come to the aid of one another in times of need. Both races have fulfilled that oath on many occasions, and the might of the old Dwarf empire was sorely needed during the Storm of Chaos.

As well as the fine suit of gromril armour presented by Barak Grimjaw to Valten, the Dwarf High King vowed that no threat would pass into the Empire from the east. It fell to the Dwarfs of Karak Kadrin to fulfil this vow, as the army of Vardek Crom advanced along the Peak Pass. Not content with defending the pass against the Chaos horde, the Dwarfs of Karak Kadrin resolved to march against the enemy, and one Dwarf in particular was eager to fight the foe in their own lands.

THE SLAYER KING

The tale of the Ironfist family is long and woeful. Many years ago Ungrim's five times great grandsire, King Baragor, suffered a great and terrible loss which drove him to take the oath of the Slayers. What caused him to make such a sudden and drastic decision is not recorded in the Book of Grudges of Karak Kadrin, nor in the Records of the Kings, nor even the stronghold's Book of Days. It is commonly assumed that the cause was the death of his daughter at the claws of the great dragon Skaladrak on her way to marry the

son of the High King at Karaz-a-Karak. In any case, Baragor became the first Slayer King of Karak Kadrin.

Torn between his two conflicting vows, the oath of a Slayer to seek out death and the oath of a king to watch over and protect his people, Baragor was unable to fulfil either properly. In the end, good Dwarf sense prevailed, and he found a way to honour both his vows after a fashion. He founded the Shrine of Grimnir, the Shrine of Slayers in Karak Kadrin, and with generous donations to the cult he established a haven for Slayers from all over the Dwarf realms. Soon Karak Kadrin was acknowledged as the home of the Slayer Cult, hitherto a scattered group of individuals wandering amongst the mountains.

Although Baragor could not fulfil his own vows while his people needed him, he could help others to do so, and as such he upheld his honour and was considered a wise and reasonable Dwarf by all concerned. Baragor died in a tunnel cave-in deep below Karak Kadrin, his Slayer's vow still unfulfilled. His son, Dargo, inherited not only the kingdom, but his father's vow as well, and became the second of a line of Slayer Kings. His living descendant is King Ungrim Ironfist, the current Slayer King of Karak Kadrin.

AGAINST THE BEASTS

For five generations the Slayer Kings of Karak Kadrin have laboured under their dual vows. However, the son of Ungrim, Garagrim Ironfist, has devised a means by which these burdens might be lifted. After consulting with the oldest and wisest Dwarfs of the Hold, Garagrim made an



UNGRIM IRONFIST

Slayer King of Karak Kadrin

Ungrim Ironfist is the Slayer King and can be fielded in a Dwarf army or a Slayer Army of Karak Kadrin.

He counts as a Lord choice and in addition takes up one of your Hero choices as well. He must be fielded exactly as described here and may not be given any additional equipment. He must be the army's General.

	M	WS	BS	S	T	W	I	A	Ld
Ungrim	3	7	4	4	5	3(4)	5	4	10

Points: 465

Weapons & Equipment: Ungrim is armed with the Axe of Dargo, wears the Dragon Cloak over gromril armour, and wears the Slayer Crown.

Dragon Cloak: The Dragon Cloak bears the Master Rune of Spite (4+ Ward save), a Rune of the Furnace (immune to fire attacks) and a Rune of Luck (one re-roll per battle).

Axe of Dargo: This is inscribed with the Master Rune of Smiting. Any enemy wounded by the Axe of Dargo (after saves, etc), loses not one wound but D6 wounds. In addition, it bears a Rune of Parrying which means that one model in base contact (chosen by the Dwarf player) loses 1 Attack in close combat. This has no effect against special attacks, such as a Night Goblin Fanatic, or a Treeman's Tree Whack.

The Slayer Crown: This bears a Rune of Fortitude (+1 Wound) and a Rune of Stone (increasing his Armour save to 3+).

SPECIAL RULES

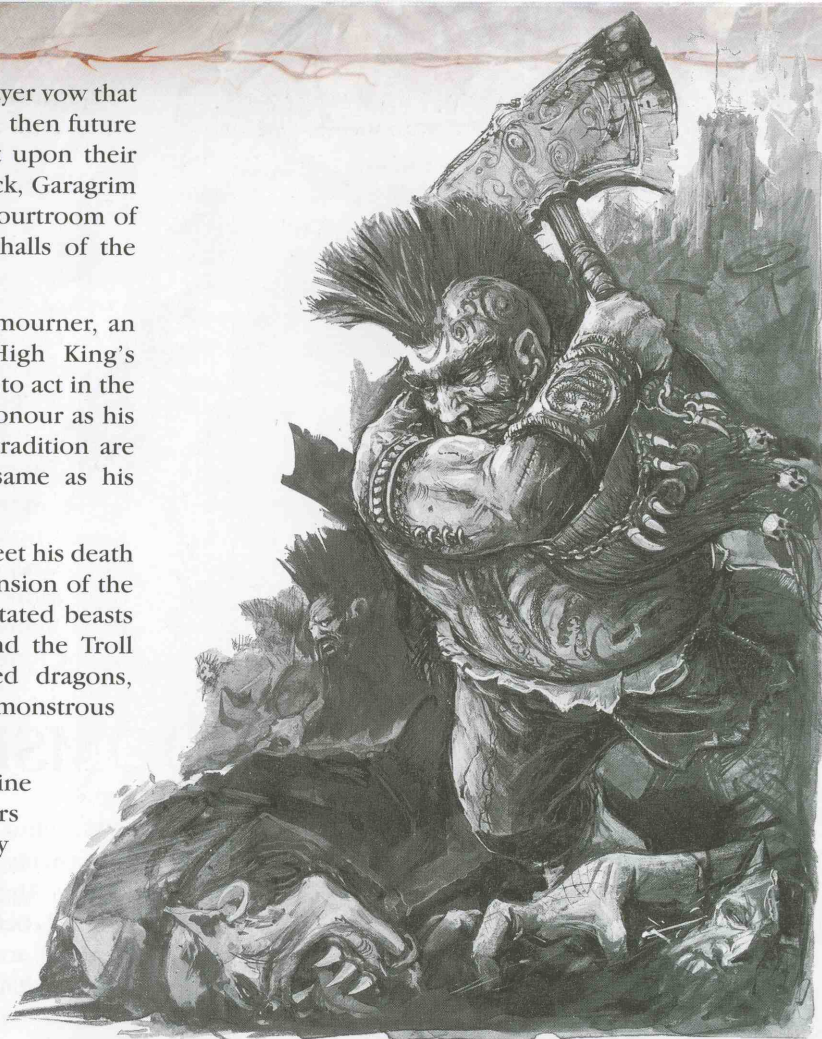
Slayer King: As Slayer King, Ungrim is bound by the Slayer Oath. He benefits from the Slayer special rule described on page 7 of Warhammer Armies: Dwarfs, Hates Greenskins and is Unbreakable. The other Slayer rules do not apply.

important realisation. If he could fulfil the Slayer vow that would pass to him on the death of his father, then future generations would no longer have the debt upon their honour. With no kingly vows to hold him back, Garagrim embraced the life of the slayer, leaving the courtroom of his father to live amongst the hard stone halls of the Shrine of Grimnir.

Garagrim has taken the ancient title of War-mourner, an old rank that was once used by the High King's champions. It is the duty of the War-mourner to act in the King's stead in battle, accepting the King's honour as his own, and vice versa. As far as honour and tradition are concerned, Garagrim's Slayer vow is the same as his father's.

Now all that remained was for Garagrim to meet his death in battle against a worthy foe. With the expansion of the Realms of Chaos, all manner of twisted, mutated beasts had come south from the Chaos Wastes and the Troll Country. Vicious fanged spawn, two-headed dragons, mighty Shaggoths and all other manner of monstrous creatures now roamed Kislev.

Slayers in their thousands gathered at the Shrine to Grimnir, the normally solitary warriors drawn together by the promise of a truly glorious death against the bestial hordes from the north. As they marched north to meet their destinies, Garagrim marched at their head, chanting praises to Grimnir for this fateful occasion.



GARAGRIM IRONFIST

War-mourner of Karak Kadrin

Garagrim Ironfist may be taken in any Slayer army of Karak Kadrin and uses up a Lord choice. He must be fielded exactly as described here and may not be given any additional equipment. He will be the army general unless you have also taken Ungrim Ironfist. He may also be used in a regular Dwarf army but may not be the General.

	M	WS	BS	S	T	W	I	A	Ld
Garagrim	3	6	3	4	5	3	3	4 (5)	10

Points: 305

Weapons & Equipment: The Axes of Kadrin.

Slayer Skills: Beastslayer, Deathblow, Vampireslayer (see page 67).

SPECIAL RULES

Slayer: Garagrim follows all of the rules for a Slayer as given on page 7 of Warhammer Armies: Dwarfs.

Axes of Kadrin: Chained to Garagrim's wrists so he will never lose them, these twin axes were given to him by his father on his coming-of-age. Each is inscribed with a Grudge Rune and the Master Rune of Skalf Blackhammer.

If you wish, when Garagrim makes a charge he may attack like a Doomseeker rather than normally (including the effects of the axes' runes and his Slayer skills).

In subsequent rounds he can only attack normally, though he gains one extra attack for carrying the paired axes, as noted in his profile. He makes his normal attacks for the purposes of Deathblow.

The War-mourner: As War-mourner, it is Garagrim's duty to tend the Shrine of Grimnir, allowing him to open up the temple's store of ancient rune axes left as tribute by Slayers making a pilgrimage to Karak Kadrin.

Giant Slayers in an army led by Garagrim may be given a single weapon rune worth no more than 25 points. The Rule of Pride still applies to these weapons.

Remember that a model with a rune axe loses the normal benefits of a great weapon or additional hand weapon.



THE SLAYER KING GOES TO WAR

Ungrim bears the burden of his forebear's vow. His very name, Ungrim, means oath-bound or oath-breaker, and is a reminder of his dual responsibilities. Like Baragor before him, he is possessed of sound Dwarf sense, a strong arm, and the complete loyalty to Dwarfkind which perhaps only a Dwarf king can understand. He is a great warrior and is acknowledged by even the High King as the best living battle leader and the most accomplished of generals. It was Ungrim Ironfist and the Dwarfs of Karak Kadrin that finally defeated and captured the Orc Warlord Gnashrak at the Battle of Broken Leg Gulley. This ended Gnashrak's threat to Karaz-a-Karak and undoubtedly saved the Dwarf High King's realm, earning Ungrim the eternal gratitude of his people. The High King, Thorgrim Grudgebearer, gave Ungrim a mighty heirloom in recognition of his deeds. This was the dragon cloak made by the Runesmith Heganbor for High King Finn Soursowl from the skin of the dragon Fyrskar.

The Slayer Crown sits atop Ungrim's head. This is a sturdy horned helmet with golden crown, on top of which is a huge bright orange crest like a Slayer's hair. The king's beard is also vivid orange, dyed brightly as is the tradition of Slayers, and carefully bound with golden rings and brightly coloured ribbons. His appearance is every inch a king and a Slayer! He is armed with a mighty two-handed axe of monstrous size, inscribed with many potent runes. This is the Axe of Dargo, reforged from Baragor's own axe, and inscribed in Khazalid with the oath of a Slayer.

Such was the Dwarf who marched forth to Peak Pass in answer to the challenges of Vardek Crom. With the might of Karak Kadrin at his back, Ungrim Ironfist waited upon the slopes of the pass, the burden of his forebears' deeds carried heavily upon his shoulders. Once more the strength of Karak Kadrin would be tested to its limits, and once more he was certain they would not be found wanting.

SLAYER DOOMSEEKERS

	M	WS	BS	S	T	W	I	A	Ld
Doomseeker	3	5	1	5	4	2	2	special	10

SPECIAL RULES

Single Model: Slayer Doomseekers are independent models, which move as single characters on foot and can only be targeted using the Shooting at Characters rules.

Note that they are not characters in any other sense.

Hate Greenskins: Like all Dwarfs, Doomseekers *bate* Orcs and Goblins, despite normally being Unbreakable and therefore Immune to Psychology.

Unbreakable: Having sworn the Slayer Oath, Doomseekers will never retreat from a fight. They are Unbreakable.

Whirlwind of Death: Doomseekers plough recklessly into the enemy, whirling their weapons madly around their heads. They do not attack normally in close combat. Instead, before any attacks are made (even if the enemy charged, and including chariot impact hits and other special attacks that always go first) every enemy model in base contact with one or more Doomseekers takes an automatic hit. Other enemy touching one or more models in base contact with a Doomseeker each take a hit on a roll of a 4+. Resolve rolls to wound and so on as usual. Survivors may attack the Doomseeker as normal, except that his whirling blades always mean the enemy are at -1 to hit.

Against units consisting of only a single model (including mounted monsters and chariots) the Doomseeker inflicts D3 automatic hits on each such unit in contact.



A Slayer Doomseeker hurls himself at a group of Stone Trolls in the northern Worlds Edge Mountains.

Baying and hollering echoed along the valley walls, threatening to bring down the piles of ice and snow further up the gorge. The gruff shouts of Dwarf voices mingled with the bestial hooting and roaring. A gigantic two-headed beast with a scaled hide and whipping tentacles sprouting from its back squatted atop a large boulder, blocking the way forward. Threkki Hurgisson ran forward as fast as his legs would carry him, seeing Hadrin and Grumbar surging ahead to his right.

"I'm buggered if I'll let some drongal-muncher beat me to this one," he thought as he pulled his axe from his belt. Around him, the other Slayers leapt to the attack, yelling battle cries and family oaths of vengeance.

The first to swing his axe in earnest was Borrin Thunderbeard, his blade careening off a bony plate covering the creature's left head. On a snake-like neck, the other head snapped forward, its jaw cutting the Slayer in half in a single snap of sword-length fangs.

"Lucky beggars," thought Threkki as two more Slayers were gouged by the creature's raking front claws.

Grumbar stumbled over a rock and suddenly Threkki found himself at the front of the mass of orange-haired, tattooed Dwarfs. He brought his axe up high, the blade slicing through an outstretched furry paw, spattering green ichor over the ice-dusted rocks. The creature bellowed in pain and reared up, and Threkki saw his opening. His axe bit deep into grey flesh, and the creature backed away. Threkki refused to relax his grip and was dragged bouncing over the sharp rocks. Grumbar had regained his feet and grabbed a handful of dark mane to haul himself atop the monster's back, his twin axes slicing into each side of one of its necks, severing the head. The beast collapsed, falling across Threkki's legs and pinning him to the ground.

Turning his head, the Slayer saw more twisted, monstrous shapes pouring up the valley towards them. He saw the War-mourner, Garagrim Ironfist, leaping down the canyon to meet them, his axes glinting in the sun. Behind him, dozens more Slayers yelled their delight and followed at a run.

"Oi!" shouted Threkki as Grumbar turned and joined the charge. "Get this thing off me!"

He watched despondently as the other Slayers and monsters met, as axes rose and fell in bloody arcs and claws and fangs slashed and maimed.

"Bugger," he said, slumping to the ground.





Malakai Makaïsson and his crew admire the deadly effects of the Goblin-hewer.

MALAKAI MAKAISSON'S GOBLIN-HEWER

Malakai is a shaven-headed Dwarf, with the customary red-dyed crest and a short leather jerkin with a sheepskin collar, a leather cap with long ear flaps and a cut out for his crest to fit through. He wears a set of thick optical lenses engraved with a cross-hairs, though he claims it is simply to improve his already superb eyesight, rather than to make up for any deficiency he may be suffering from.

Thought to be the best engineer who ever lived, Malakai Makaïsson was drummed out of the Guild of Engineers after the first airship fiasco and became a Slayer. He built the *Spirit of Grungni* and is responsible for devising many other ingenious munitions and weapons also. He is originally from Dwimmerdim Vale, way up the north – an isolated place, which is thought to account for his somewhat odd accent.

His latest invention is the Goblin-hewer. A rapid-firing, axe-throwing extravaganza of destruction, the Goblin-hewer is capable of scything through even the most numerous opposition with a hail of blades.

MALAKAI MAKAISSON'S GOBLIN-HEWER

Malakai Makaïsson and his Goblin-hewer may be taken in a Slayer army as a Rare choice. It may also be used in a Dwarf army or an Empire army, in which case it counts as one Hero and one Rare choice.

	M	WS	BS	S	T	W	I	A	Ld
Malakai	3	5	5	4	4	2	3	3	10
Crewman	3	4	3	3	4	1	2	1	10

Unit: Consists of Malakai Makaïsson, two Slayer crew and a single Goblin-hewer.

Equipment: The crew are armed with hand weapons and great weapons. Malakai is armed with a great weapon, and a Repeating Dwarf handgun (same as a normal Dwarf handgun with Multiple Shots x3).

SPECIAL RULES

Slayers: Malakai and his companions are Slayers and follow all of the normal rules for Slayers. Note that in a Slayer army, the Goblin-hewer ignores the "Look Snorri, Trolls!" rule.

Engineer: Although seriously deranged and sworn to the Slayer oath, Malakai is still a formidable expert in black powder, mechanics and construction. He follows all of the rules for a normal Dwarf Engineer. However, he is part of the crew and must stay with the Goblin-hewer just like any other war machine crew member.

Goblin-hewer: This is a war machine for all purposes. When it fires, nominate a target unit within range and Line of Sight and roll to hit as normal (using Malakai's BS if he is still alive and not firing his repeating handgun). The spinning axe blades inflict a variable number of hits depending on the number of ranks in the target unit. Roll a D3 for every rank the target has, this is the total number of rolls to Wound you should make. If the Goblin-hewer is in the flank arc of a unit, then the number of models in the widest rank is counted as the number of 'ranks' for this purpose.

For example, a unit four ranks deep that is hit by the Goblin-hewer takes 4D3 hits. If it were six models wide and hit in the flank, it would suffer 6D3 hits. Casualties are allocated just like normal shooting hits. If firing at a single model or skirmishers, or other target that does not use ranks, it inflicts D3 hits.

The Goblin-hewer is affected by loss of crew in the same way as a Bolt Thrower.

Goblin-hewer: Range: 48", Strength: 4, Save modifier: -2
Move: As crew Toughness: 7 Wounds: 3

THE SLAYER ARMY OF KARAK KADRIN

SLAYER ARMY SPECIAL RULES

"Look Snorri, Trolls!": When surrounded by their fellows, Slayers find it hard to resist the urge to close with the enemy as soon as they can.

After all deployment, before the first player's turn, the Slayer army surges forward. Each unit and character moves directly ahead 2D6". Units may only make a single wheel during this movement, and only if it is necessary to avoid terrain or another unit. This special move ignores terrain modifiers (except impassable terrain).

In addition, the Slayer player may roll an additional D6 when determining who gets the first turn, discarding the lowest roll.

A Glorious Death: The Slayer army is set on a course of self-destruction, determined to fight the largest, toughest enemies it can face. There is no dishonour in falling against such a foe, and in fact such deaths actually hearten the rest of the army.

Keep a note of the number of models slain in close combat by enemies with a Strength and/or Toughness of 5 or more (before modifications). Each Slayer killed by such a worthy enemy adds 10 Victory Points to the Slayer army's total.

This includes impact hits from chariots or monsters with similar attacks, but not to the crew or riders of chariots or monsters unless they themselves are Strength or Toughness 5 or more.

Dispel Dice: Even more so than other Dwarfs, Slayers resolutely refuse to concede to the airy-fairy magic used by other races, and their sheer force of will is often enough to thwart the spells cast at them.

Like all Dwarf armies, the Slayer army generates four Dispel dice in the opponent's Magic phase. In addition, they generate an extra Dispel dice for each 1,000 points being played (so +1 dice at 1,000 points, +2 dice at 2,000 points, and so on).

First Amongst Slayers: One character in the army must be nominated as the general, though Slayer characters cannot be a general in a normal Dwarf army. This must be a Daemonslayer if the army has one. This has very little effect in the game since Slayers are all the same Leadership, but sometimes it's just good to know who's in charge (and the enemy will score additional VPs for killing this character).

SLAYER SKILLS

A Slayer Hero may be given one of the following Slayer skills, while a Slayer Lord may be given up to two Slayer skills. These are in addition to the points allowance for Rune weapons.

WARDS OF GRIMNIR

Some Slayers are covered in protective tattoos that ward away enemy magic. They have Magic Resistance (1), which can also be used on any spell cast by a wizard within 6" or targetted within 6" of the model.

A Slayer character may be given Wards of Grímnir for +30 pts (this comes out of their allowance for Runes).

MASTER RUNE OF GRIMNIR

Runic Standard 50 points

Forged only by the Runesmiths of Karak Kadrin, the Rune of Grímnir projects an aura of Dwarfishness that is so strong it can deflect arrows and even cannonballs! Any friendly unit within 12" of the standard gains a 5+ Ward save against any ranged attack.

Deathblow 20 points

If the Slayer is killed in close combat, he immediately makes all his attacks before being removed as a casualty (even if he has already attacked that round).

Killing Blow 25 points

The Slayer has the Killing Blow ability.

Beastslayer 25 points

Each wound inflicted by the Slayer counts double towards that round's Combat Resolution (excluding Wounds from Overkill in a challenge).

Vampireslayer 45 points

Against enemies with Toughness 5 or higher, any unsaved wound inflicted by the Slayer becomes D6 wounds.

Skavenslayer: Dragonslayer 60 points

Daemonslayer 80 points

The number of Attacks the Slayer has is multiplied by the number of enemy models in base contact, up to a maximum of 10 (this may not be further increased with an additional hand weapon, Runes, etc). There is no effect if the Slayer is involved in a challenge.



LORDS

DAEMON SLAYER 130 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Daemon Slayer	3	7	3	4	5	3	5	4	10

Equipment: Hand weapon.

Options

- May choose either a great weapon (+6 pts), or an additional hand weapon (+6 pts).
- May choose runic items from the Weapons lists (see Warhammer Armies: Dwarfs, pages 20-23), with a maximum total value of 100 pts.

SPECIAL RULES

Slayer: See Warhammer Armies: Dwarfs, page 7.

Loner: See Warhammer Armies: Dwarfs, page 7.

Unbreakable: See the Warhammer rulebook, page 112.



HEROES

A Slayer Army may include one more Hero than normally allowed.

DRAGON SLAYER 65 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Dragon Slayer	3	6	3	4	4	2	4	3	10

One Dragon Slayer may be upgraded to a Battle Standard Bearer for free (since Slayers are Unbreakable).

The Battle Standard Bearer may have a runic standard worth up to any amount (see Warhammer Armies:

Dwarfs, pages 21-22), but if he does so, he may not carry a rune weapon. He may be given a Slayer skill as normal.

Equipment: Hand weapon.

Options

- May choose either a great weapon (+4 pts), or an additional hand weapon (+4 pts).
- May choose runic items from the Weapons lists (see Warhammer Armies: Dwarfs, pages 20-23), with a maximum total value of 50 pts.

SPECIAL RULES

Slayer: See Warhammer Armies: Dwarfs, page 7.

Loner: See Warhammer Armies: Dwarfs, page 7.

Unbreakable: See the Warhammer rulebook, page 112.

CORE UNITS

TROLL SLAYERS 11 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Troll Slayer	3	4	3	3	4	1	2	1	10
Giant Slayer	3	5	3	4	4	1	3	2	10

Unit Size: 10-30

Equipment: Armed with two hand weapons, which may be exchanged for great weapons for free.

Options

- Upgrade one Slayer to a Musician for +6 pts.
- Upgrade one Slayer to a Standard Bearer for +12 pts.
- Promote any number of Troll Slayers to Giant Slayers for +15 pts/model.

SPECIAL RULES

Slayers: See Warhammer Armies: Dwarfs, page 7.

Unbreakable: See the Warhammer rulebook, page 112.



DOOMSEEKERS 65 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Doomseeker	3	5	1	5	4	2	2	*	10

No more than half of your Core choices may be Doomseekers. Each choice allows you to field between 1 and 3 Doomseekers. All Doomseekers in the army are deployed at the same time, like war machines.

Unit Size: 1

Equipment: Whirling blades of death.

SPECIAL RULES

Single Model; Hate Greenskins; Wards of Grimnir; Whirlwind of Death. (See page 64).

Unbreakable: See the Warhammer rulebook, page 112.

SPECIAL UNITS

BROTHERHOOD OF GRIMNIR... 14 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Brother of Grimnir	3	4	3	4	4	1	3	1	10
Giant Slayer	3	5	3	4	4	1	3	2	10

Unit Size: 10-30.

Equipment: Armed with two hand weapons, which may be exchanged for great weapons for free.

Options

- Upgrade one Slayer to a Musician for +6 pts
- Upgrade one Slayer to a Standard Bearer for +12 pts
- Upgrade any number of Slayers to Giant Slayers for +13 pts/model.
- A Standard Bearer may carry a runic standard worth up to 50 pts.

SPECIAL RULES

Slayers: See Warhammer Armies: Dwarfs, page 7.

Wards of Grimnir: See page 67.

0-1 LONG DRONG'S SLAYER PIRATES

Long Drong's Slayer Pirates are a Regiment of Renown. Long Drong plus nine Slayer Pirates, including a Standard Bearer and Musician, cost a total of 195 points. This is the minimum unit you can hire. The regiment may be increased up to a maximum of 30 models at a cost of 12 pts per additional model.

	M	WS	BS	S	T	W	I	A	Ld
Drong	3	6	4	4	4	2	4	3	10
Slayer Pirate	3	4	3	3	4	1	3	1	10

Unit Size: 10-30, including Drong.

Equipment: Lots of pistols. Lots and lots of pistols...

SPECIAL RULES

Slayers: See Warhammer Armies: Dwarfs, page 7.

Festooned with Pistols: All the Pirates, including Long Drong, gain an additional Attack because they are fighting with a pistol in each hand.

Since they are festooned with pistols that they shoot off in a hurricane of destruction, all of their attacks are considered to be Strength 4, with Armour Piercing.

The Pirates carry so many pistols that they never need to reload and therefore always count the pistol bonuses in every round of combat.



RARE UNITS

0-1 GOBLIN-HEWER 130 pts

The Goblin-hewer is a Regiment of Renown. It may also be taken in a normal Dwarf army or in an Empire army, counting in each as one Hero and one Rare choice.



See page 66 for full rules.



PAINTING SLAYERS




Painting Dwarf Slayers is really all about two things: the flesh and the beard. What makes them really stand out from the rest of Dwarf society is their wild, orange, dyed hair. Here we also show a number of variations we used to differentiate the units in our army.

SKIN







-  The skin areas were painted with Dwarf Flesh and
-  highlighted with Elf Flesh.







HAIR

-  An ink wash of watered-down Brown Ink was applied over a basecoat of Blazing
-  Orange to shade the hair. The highlighting was achieved by drybrushing the hair
-  with Fiery Orange.

SHAVED HEAD

-  To get the shaven head
-  effect, we first painted the
-  skin as normal, then
-  applied a layer of
-  thinned-down Codex Grey
-  to the shaved area.




WEAPONS

-  The weapons were given a basecoat
-  of Boltgun Metal, leaving the darkest
-  recesses black, and then overbrushed
-  with Chainmail.

TATTOOS

The big bold tattoos used on some of the Slayers were painted using a basecoat of Ultramarines Blue highlighted with a mix of Ultramarines Blue and Skull White.

GOLD DECORATION

-  A Shining Gold basecoat was used for the
-  areas of gold decoration and then shaded
-  using a mix of Flesh Wash and water.



Tattoo down
centre of face.



Tattoo on one
side of face.



Back tattooed.



Hair dye can be used
instead of tattoos.

SLAYER BANNERS

Slayer banners tend to take the form of trophy racks showing off the result of previous conquests. Our army has taken the theme of Trolls' heads and uses conversions based on the Troll Slayer Standard Bearer, plus a variety of different Trolls' heads.



FIGHTING A CHAOS INVASION







On the next pages you will find two new scenarios that tie in with the events of the Storm of Chaos, and can be used to represent any situation where a desperate defender is fighting for time. They can be used for any kind of invasion – a horde of Undead, for example, or an Orc tribe on the rampage. These two new scenarios can also be used to fight a tree campaign to represent a Chaos incursion from start to finish. The basic details of how a tree campaign works can be found on page 233 of Warhammer.

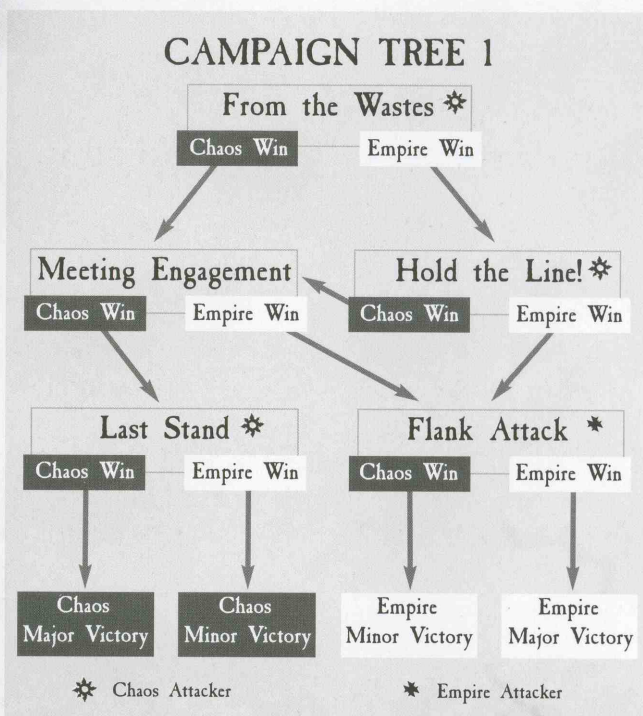
How It Works

The campaign begins with the initial outpouring of demented Chaos worshippers from the north, as represented by the new From the Wastes scenario. If the Chaos forces are victorious here, they sweep down into the Empire before any proper defence can be mustered. This is resolved with a Meeting Engagement battle, representing the hordes from the north clashing with a column of Imperial troops still marching to their prepared positions. On the other hand, if the Empire holds up the opening foray for long enough, lines of defence will have been prepared and thus the next battle will be a Hold the Line! game.



If the Chaos troops break through the line quickly enough, they will move on to the next line of defence, and so play a Meeting Engagement. If they are successful here, the Chaos army will have broken through to the inner reaches of the Empire and so it leaves the defenders nothing but a desperate Last Stand to save the day.

However, should the Empire successfully hold the line or meet the Chaos army head-on and come out victorious in the Meeting Engagement, supporting forces will have moved into position. This is represented by a final Flank Attack scenario, to see whether the Chaos host can withstand the co-ordinated counter-attack from the Empire.



In the case of any battles ending in a draw, then fight the same scenario again, to represent the successive lines of defence drawn up by the Empire generals.

Alternatives

Slightly different narratives can be created by altering the scenarios used in the campaign. For example, the special Halting the Tide scenario that can be used with the Archaon's Horde army list could be substituted for the first scenario, and so if the Empire forces are victorious, they have managed to disrupt Archaon's advance long enough to take on the various armies as smaller hosts. Alternatively, you might like to use Halting the Tide instead of the Meeting Engagement or Last Stand, which will mean that earlier scenarios determine whether Archaon can bring in enough troops to swamp the Empire before it puts up a sturdy defence. Similarly, you can replace Flank Attack with Ambush for the final fight, to show an even more prepared Empire defence. If you want to, rather than a Last Stand, the last throw of the dice by the Empire could be determined by the result of a Capture battle, or maybe even a siege game.

More Complex Campaigns

The campaign outlined above is relatively straightforward and will probably last no more than four games, and each of the battles is determined on a straight win/loss result. If you want to play something more involved, you can introduce skirmish scenarios and loops in the campaign that go back and forth until one side has managed two victories in a row, or perhaps needs a massacre to get the best possible outcome. Although we haven't room to go into all the possible solutions, you will find the outline for a campaign like this on the page opposite.

Multi-player Games

A campaign like Storm of Chaos is a great opportunity for a group of friends, store or club to get together for some really big battles! Not only is the size of the invasion appropriate for these large games, most of the Warhammer world is involved. This has led to all manner of strange alliances being forged, some out of mutual maliciousness, others for simple survival.

Playing multi-player games with allies like this is easy. Opposite you will find an Alliances chart. This table lists which armies can fight alongside each other, which are friendly allies, and which are unfriendly towards each other but fight if there is a common cause. Simply cross-reference the races you wish to ally with. The following notations represent:

B = Battle brothers – same race, no problems.

X = Disallowed – the races cannot ally.

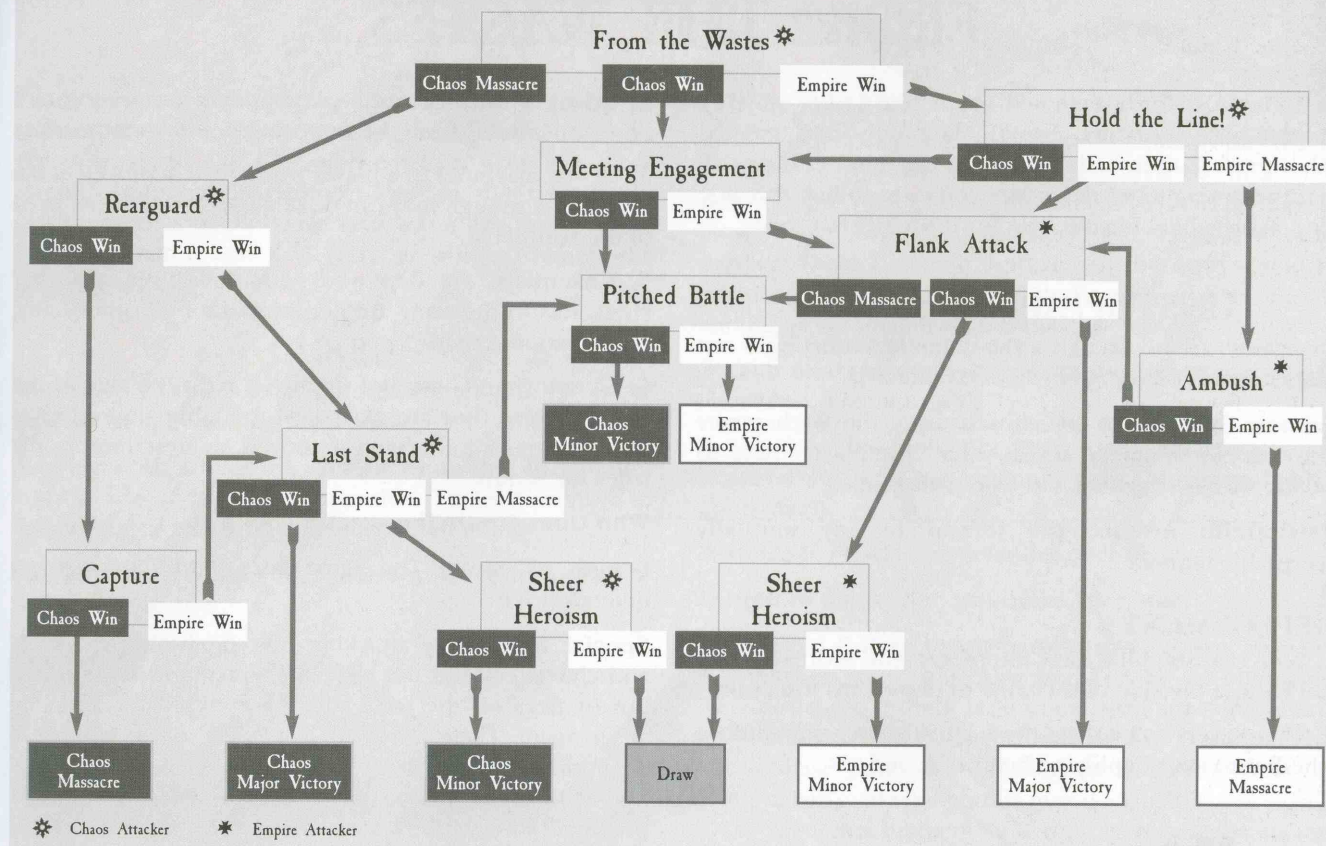
T = Trusted allies – no special rules, alliance is permitted.

D = Distrustful allies – alliance is permitted, but allied units and characters within 6" of each other suffer a -1 Leadership penalty (after other modifiers).

Multi-player games can take place between two players versus one, two players on each side, or even more players. Each player on the same side must take an army that is allowed to ally with the other army or armies on the same side. For example, one player has a Skaven army, and his team-mate has Chaos. A third player on the same side could not have a Vampire Counts army, because although the Chaos player can ally, the Skaven player cannot.

Each army is chosen as normal according to the scenario being played and the army list. It's worth bearing in mind that different restrictions apply at different levels, for example some choices may be 0-1 or 1+ units. This being the

CAMPAIGN TREE 2



case, even if two players are battling against a single opponent, their opponent might want to take his force as two armies – he could take his own allied force (perhaps borrowing from a friend's collection, if necessary), or he could take both forces from the same army. Allied armies are considered entirely separate in terms of using their General's Leadership, re-rolls from Battle Standards and characters joining units. However, they do count as part of the same

army for the purposes of pooling magic dice, the effects of spells and magic items, psychology tests, combat resolution and so on. There are a number of other ways of playing multi-player battles, such as the Border Patrol Team Play rules available on the Games Workshop website. For details of this go to: www.games-workshop.com/borderpatrol or visit the main News page for other useful links.

ALLIANCES CHART

	(E)	(O)	(L)	(S)	(C)	(TK)	(VC)	(DE)	(HE)	(WE)	(CD)	(B)	(D)	(DoW)
Empire (E)	B	X	T	X	X	D	X	X	T	D	X	T	T	T
Orcs & Goblins (O)	X	B	X	T	T	X	D	D	X	X	D	X	X	T
Lizardmen (L)	T	X	B	X	X	D	X	X	T	T	X	T	T	T
Skaven (S)	X	T	X	B	T	D	X	D	X	X	D	X	X	T
Chaos (C)	X	T	X	T	B	D	D	D	X	X	T	X	X	T
Tomb Kings (TK)	D	X	D	D	D	B	X	D	D	D	D	X	D	T
Vampire Counts (VC)	X	D	X	X	D	X	B	D	X	X	D	X	X	T
Dark Elves (DE)	X	D	X	D	D	D	D	B	X	X	D	X	X	T
High Elves (HE)	T	X	T	X	X	D	X	X	B	T	X	T	D	T
Wood Elves (WE)	D	X	T	X	X	D	X	X	T	B	X	T	D	T
Chaos Dwarfs (CD)	X	D	X	D	T	D	D	D	X	X	B	X	X	T
Bretonnians (B)	T	X	T	X	X	X	X	X	T	T	X	B	T	T
Dwarfs (D)	T	X	T	X	X	D	X	X	D	D	X	T	B	T
Dogs of War (DoW)	T	T	T	T	T	T	T	T	T	T	T	T	T	B

STORM OF CHAOS SCENARIO 1: FROM THE WASTES

As Archaon's Horde marched south, wave after wave of fierce Chaos Warriors, brutal Marauders and twisted monsters fell upon Kislev and then the Empire. It was all that the beleaguered defenders could do to halt this tide for a short while, buying time for those behind them.

UNSTOPPABLE ASSAULT

Overview: In this scenario, the defenders must hold out against a never-ending horde of attackers.

Armies: Both armies are chosen using the Warhammer army lists to an agreed points value. The players have to decide who is attacking and who is defending.

Battlefield: Arrange the terrain in any mutually acceptable manner.

DEPLOYMENT

1. Both players roll a dice, the player who scores highest can choose the side of the table to deploy his forces on.
2. The players roll a dice, the highest scorer may choose whether to start deploying first or second.

3. Taking it in turns, each player deploys one unit at a time, at least 24" from the opposing deployment zone.

4. All war machines in a player's army are deployed at the same time, though they can be deployed in different parts of the battlefield.

5. Champions are deployed with their unit, all other characters in the army are deployed after all other units, all at the same time.

6. Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all units in both armies have been deployed, as described in the rules for Scouts.

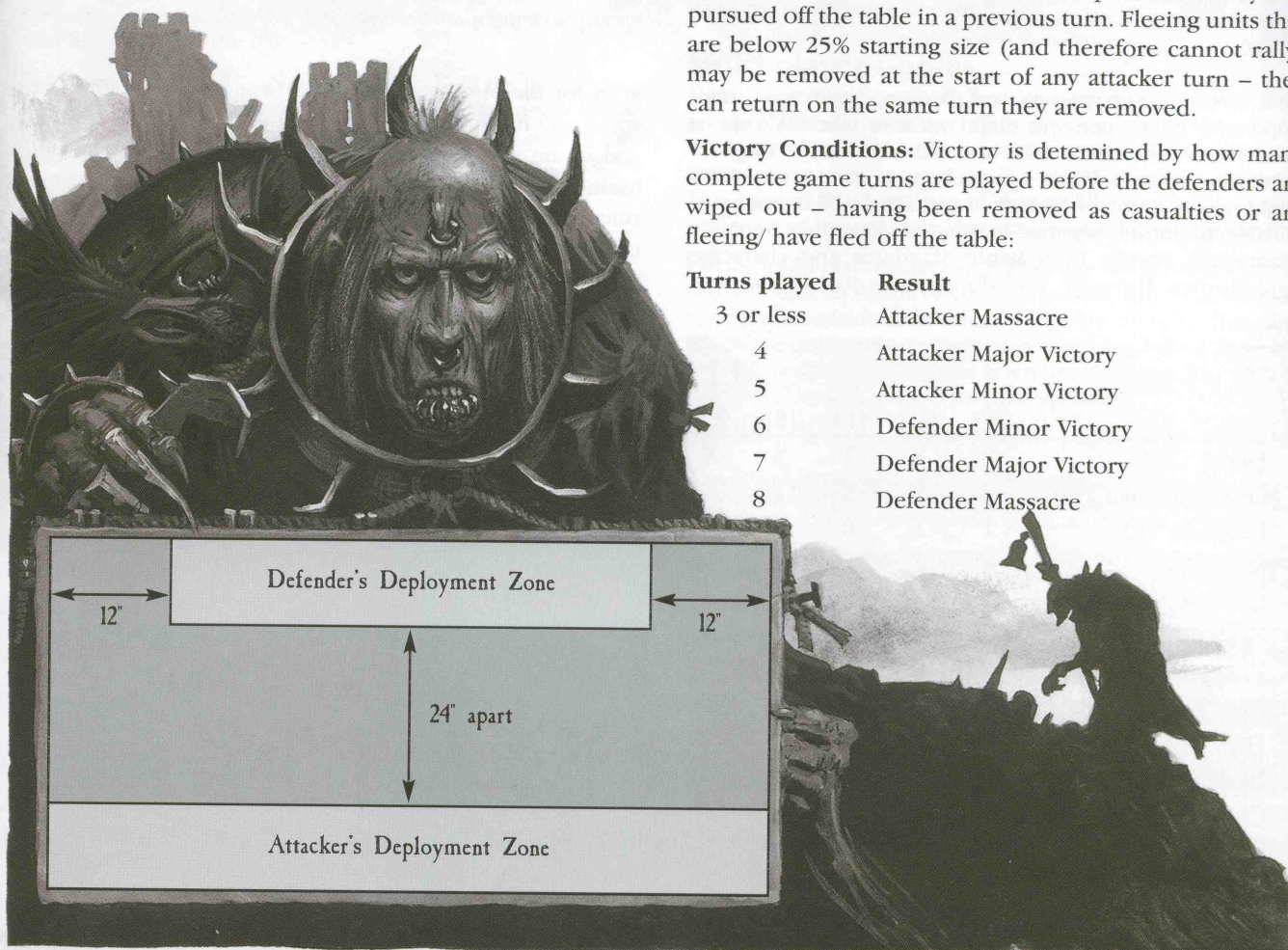
Who Goes First?: The attacker goes first.

Length of game: The game lasts until there are no defenders left.

Special Rules: Any attacking unit (including monsters and characters, but not special characters) that is wiped out or flees off the table may be recycled to enter the battle again. These units may move on to the battlefield from a table edge within the attacker's deployment zone during the attacker's next Movement phase as if they had pursued off the table in a previous turn. Fleeing units that are below 25% starting size (and therefore cannot rally) may be removed at the start of any attacker turn – they can return on the same turn they are removed.

Victory Conditions: Victory is determined by how many complete game turns are played before the defenders are wiped out – having been removed as casualties or are fleeing/ have fled off the table:

Turns played	Result
3 or less	Attacker Massacre
4	Attacker Major Victory
5	Attacker Minor Victory
6	Defender Minor Victory
7	Defender Major Victory
8	Defender Massacre



STORM OF CHAOS SCENARIO 2: HOLD THE LINE!

Time was of the essence during the defence of Middenheim. The longer it was before Archaon's vast armies attacked the City of the White Wolf, the more carefully prepared the defences awaiting them. Every day that the hordes could be delayed was a day closer to the armies of Valten and Karl Franz arriving to relieve the threatened city.

GUARD

Overview: In this scenario the defenders must stop the attacker from breaching their lines.

Armies: Both armies are chosen using the Warhammer army lists to an agreed points value. The players have to decide who is attacking and who is defending

Battlefield: Arrange the terrain in any mutually acceptable manner.

DEPLOYMENT

1. The defender places an objective marker in the Victory zone for every 1,000 points being played (ie, in a 3,000 points game, place three markers). No marker may be closer than 3" to a table edge, nor closer than 6" to another marker. These objective markers can be represented by wagons, stockpiles of barrels and crates, and so on, and should be no smaller than roughly 3" square.

2. The attacker deploys first in the deployment zone shown on the map.

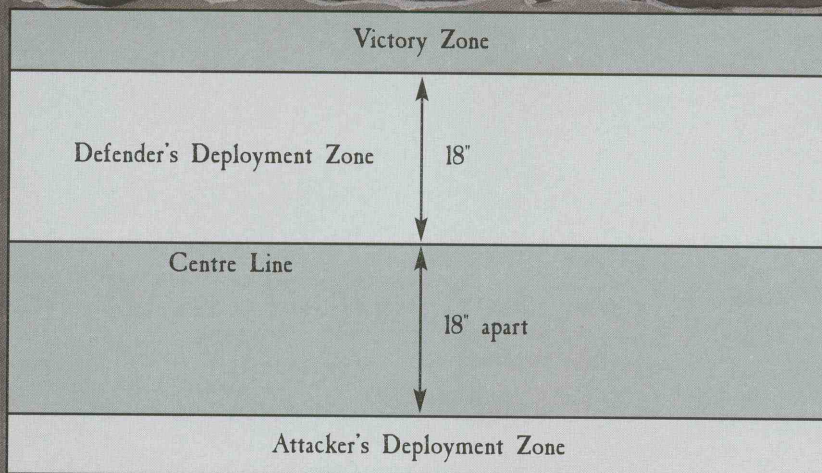
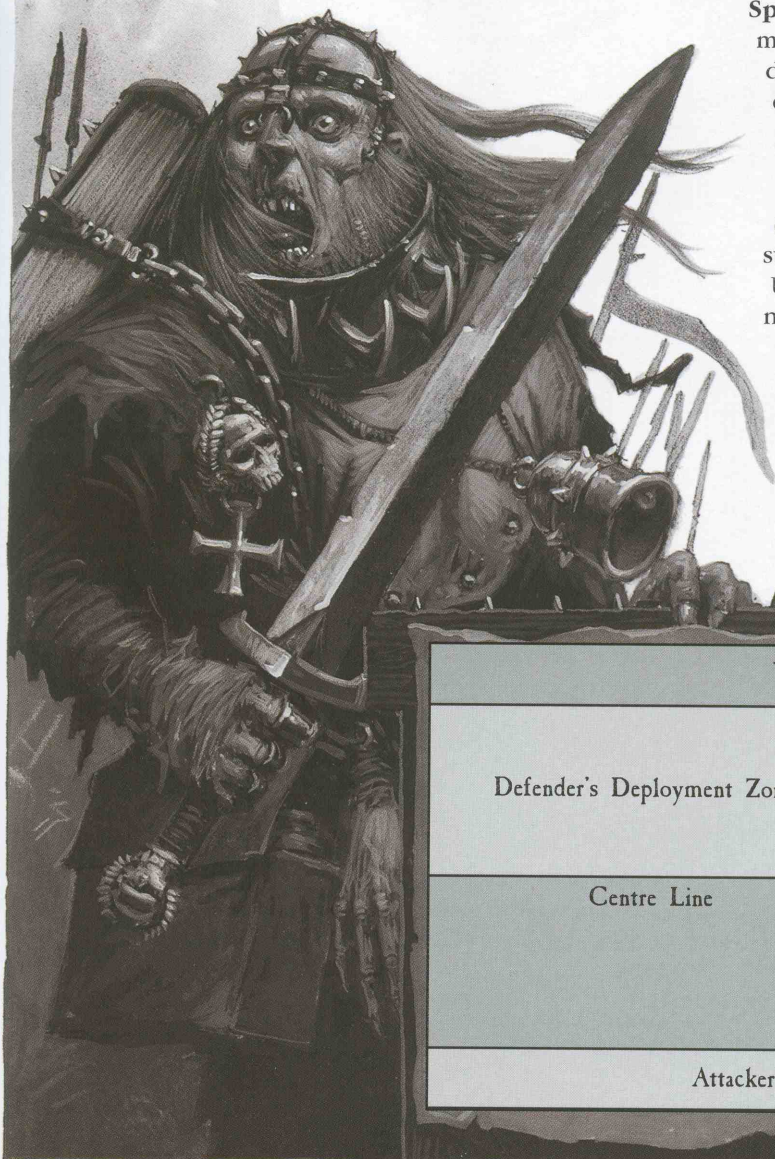
3. The defender deploys his army next. The defender may deploy units in the Victory zone (in fact, this is probably a good idea!).

Who Goes First?: The defender goes first.

Length of game: The game lasts six turns.

Special Rules: Attacking units may destroy objective markers. An objective marker is automatically destroyed if there is an unengaged attacking unit in contact with it at the end of any Close Combat phase (after any Break tests and Panic tests are taken). Attacking units may declare charges against objective markers as if they were an enemy unit (and must declare charges against one in range if subject to *Frenzy* or similar compulsory movement). Units in contact with only an objective marker do not count as being engaged in combat for the purposes of shooting, targetting spells, etc.

Victory Conditions: The defender scores Victory Points as normal. The attacker scores 1,000 Victory Points for every objective marker destroyed.



OTHER CAMPAIGN TYPES

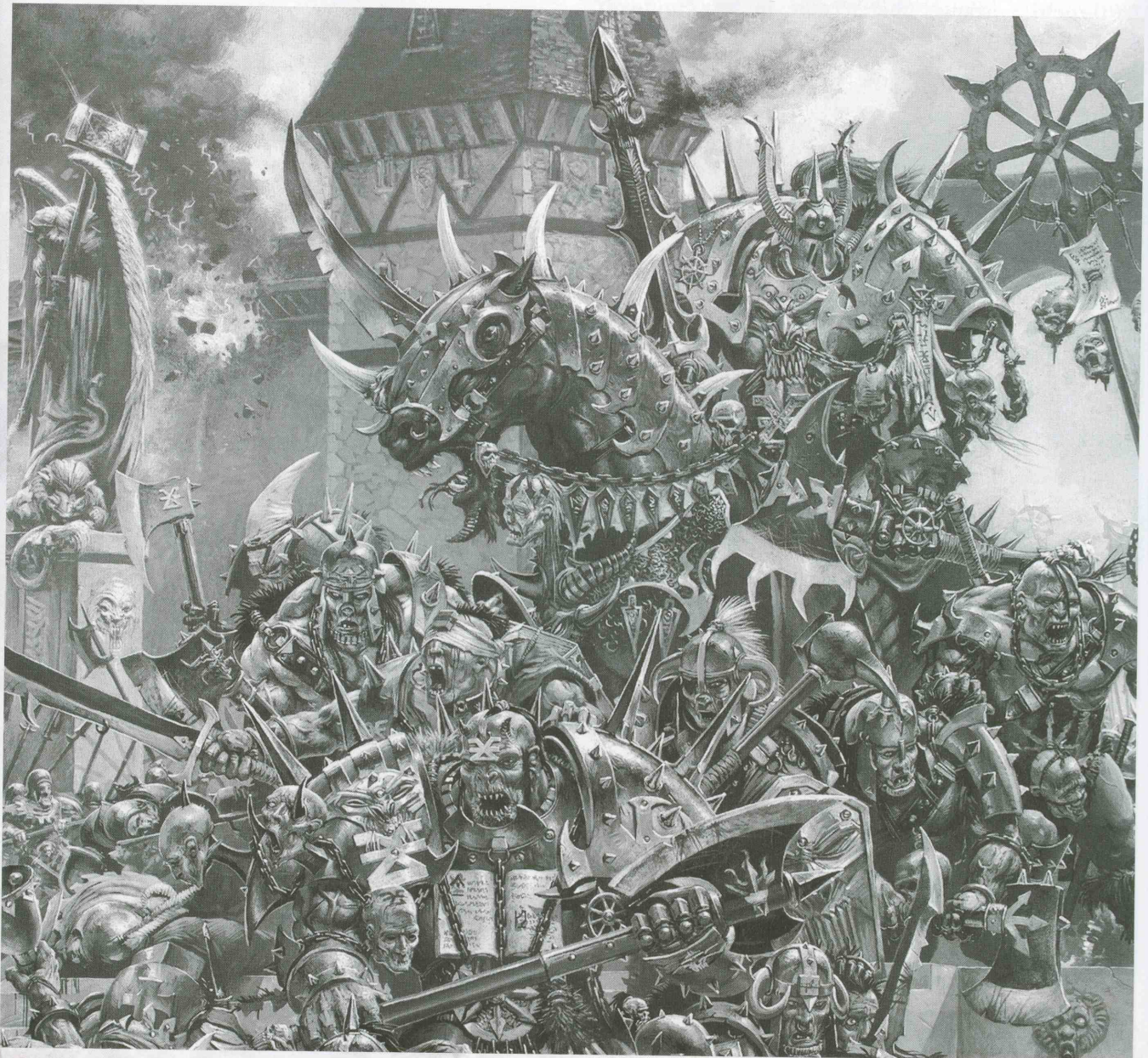
As well as Tree campaigns, a Chaos invasion could be fought out using any one of the other campaign systems detailed in Warhammer. You could adapt the Border Princes campaign to detail Kislev and the Empire, or re-enact an assault on one of the fortresses defending the Empire with the Siege campaign rules at www.games-workshop.com/generalscompendium.

Although a Chaos incursion sees great armies set in motion, and entire regiments crushed or victorious, in the Warhammer world there is always room for the heroic actions of a few individuals to turn the tide. History and legend is full of tales of a few brave warriors or despicable villains who have unearthed a great treasure to aid their comrades or located a hidden passage into an enemy-held keep. Even if you haven't got time for a full blown Warhammer battle, you can always play a skirmish game to keep the campaign moving along while you wait for the opportunity to unleash your armies. A good selection of

skirmish scenarios can be seen at www.games-workshop.com/skirmish. In particular, why not try out the search function to look for Chaos-themed games.

Remember that, at the end of the day, a campaign should be fun. It's a great way to play scenarios and games that you might not normally play, to challenge your skills of generalship in different ways. The campaign should never become more important than the games being played, and if you find yourself spending more time worrying about supply routes and strategic moves rather than pushing your army around and rolling dice, it might be time to rethink the system you're using!

Happy gaming,



ADDITIONAL ARMIES



The forces of Chaos are a constant threat, from the forays of marauders through Kislev and on into the Empire, to the daemonic apparitions that beset the watchtowers of northern Naggaroth. In the far orient of Cathay, the Great Bastion guards constantly against the warriors of the Chaos Wastes. These attacks are constant yet fragmentary, and the nations of mortals take their brief respites from these assaults to rebuild their defences.

However, when Archaon rampaged into the south, it was a conflict that affected the whole world. Not only those attacked by the Lord of the End Times and his champions were engulfed in the Storm of Chaos. Even as far south as Lustria and the Lands of the Dead, the surging Chaos energies felt the touch of the invasion.

THE CULT OF SLAANESH

Fearing assault from the north while her son, the Witch King Malekith, fought on Ulthuan, the Dark Elf Sorceress Morathi sought to embrace the coming of the Chaos legions and turn them to her own ends.

With Malekith utterly fixated upon reclaiming Ulthuan, Morathi was concerned with the amount of energy this ongoing war was draining from the Druchii nation. Morathi decided the time was right to revive the Cult of Slaanesh to become a significant power once more. Though the Hag Queens believed that they had suppressed the Cult for years, almost stamping it out utterly, this was merely an illusion, and the growth of the Cult dramatic. The power of the Convents of the Sorceresses had grown strong in recent years with their increasing involvement with the Cult of Slaanesh.

Seeking to strengthen the Cult, Morathi travelled far to the north. Borne upon the back of her Dark Pegasus,

Sulephet, and accompanied by a coterie of Sorceresses also riding swift, flying steeds, she soared through the darkness over the mountains and forest. They flew on past the great spires of the northern watchtowers that marked the border of their realm. Yet still they flew on, pushing far into the enemy territory of the savage Chaos tribes known collectively as the Hung.

Eventually, Morathi and her coterie directed their steeds to land upon the tainted soil in the midst of a great gathering of warbands. An enormous fire burned at the heart of the gathering, around which sat the warlords and chieftains. The grim northern warriors clutched their cruel weapons tightly as the female Elves leapt lightly from their saddles, and gracefully walked through the campsite. None dared to halt their progress, for all could feel the power these strange, lithe women wielded as they made their way to the centre of the gathering.

The warlords rose from their council to confront the interlopers. The savage sorcerers of the tribes gasped as they saw the beauty of Morathi; the eye of the great god Slaanesh, who they knew as Shaarnor, was upon her, proclaimed the mystics. In their eyes, the favour of the Prince of Pleasure coiled around her like a serpent.

In a spectacular, orgiastic ritual, Morathi summoned sixty troupes of six Daemonettes, and bid them descend upon the tribe's main Kurgan rivals. The Daemonettes ripped through the Kurgan warbands with insouciant ease, and the warlords swore their oaths of alliance with the Dark Elf Sorceress. So it came to pass that Morathi allied herself with the tribes that had been previously raiding the borders of Naggaroth. Word of her alliance spread throughout the Hung tribes, to whom she became known as the Consort-Queen of Shaarnor.



Marauders of the Hung tribe watch on as Dark Elves of the Cult of Slaanesh summon Daemonettes to do their bidding.

With Morathi at their head, her Chaotic allies began the march towards the lands of the Dark Elves. No more would they have need to assault those lands, for behind Morathi they would march within its borders without bloodshed. When they arrived in Naggaroth, Morathi planned to form her great Cult army and turn towards the south, towards the steaming jungles of Lustria. In her greed for the ancient, magical marvels of the Old Ones, she sought once more to push deep into that land like a plunging dagger. To her son Malekith, she justified this desire by feeding his own greed – for such wonders and weapons that lie dormant within the crumbling temple-cities could surely be turned against the hated High Elves. The gods of Chaos smile down upon Morathi, for any attack against the fading Lizardmen must weaken their resistance to the forces of Chaos...

A NEW ERRANTRY WAR

From Karl Franz's Conclave of Light, messengers rode south, crossing the Grey Mountains at Helmgart and entering Bretonnia at Montfort. They made all speed to the capital at Couronne, to the court of King Leoncoeur. A monarch ever aware of the threats to his nation, Louen Leoncoeur was not surprised to hear the dire news that the emissaries brought. There were some amongst the Dukes and Knights who argued that the perils of the Empire were not their concern, and that they should look to securing their own borders and defences should the Empire fall to the might of Archaon.

A warrior king in the greatest traditions of Bretonnia, Leoncoeur chastised these counsellors and spoke of the Norse longships that had grown brave and ventured south to raid the coastal villages of Bretonnia. He saw that if the Empire were to succumb to the hordes of the north, Bretonnia could not hope to hold against the tide that would be unleashed against his people.

The Fey Enchantress too guided his decision, telling the court that it was the will of the Lady that Bretonnia take to arms and aid their fellow men. Her divine mistress had come in dreams to many Grail Knights in the preceding nights, and even now they were gathering at Montfort for the march north.

The King had no hesitation in declaring a new Errantry War against the forces of Archaon. He would ride north himself at the head of his knights, and prove to the world that the strength of Bretonnia had not lessened under his reign.

Yet Bretonnia is a large realm and its knights spread far and wide, and though many thousands answered the call to arms it would take several months for the army to be readied for war. From north, south, east and west, young knights eager to prove their honour and worth and gain the rank of Knight of the Realm descended on the towns and cities of Bretonnia. The march north would be a long journey, the crossing of the Grey Mountains no small task in itself, and Leoncoeur feared that despite his great efforts he might arrive too late and find the Empire ruined and in flames.

DRUCHII ANOINTED

In the long distant past, at the time of the Sundering, many Elves under the influence of Morathi turned to the worship of Slaanesh. As catastrophic civil war erupted, some favoured warriors who had dedicated their souls to the Dark Prince were gifted with fell, unnatural powers. These powers grew as the centuries passed, and the Elves who backed Morathi and her son left their homelands, founding a new world for themselves across the seas – Naggaroth.

When the Cult was outlawed in favour of the worship of Khaine, these favourites of Slaanesh hid themselves away from prying eyes. Some journeyed far to the north, there to meet battle with the denizens of the Realms of Chaos, and experience every sensation possible. As passing centuries turned to passing millennia, the numbers of these now supremely powerful beings, known as the Anointed, dwindled, so that only a handful remained. Unlike lesser beings, Elves are resistant to the physically mutating taint of Chaos, yet over so many years of exposure, the touch of Chaos began to affect them in other ways. Overloaded with sensations and craving more, their pupils dilated to such an extent that their eyes appeared as complete blackness. The skin of some of the Anointed turned translucent and blue tinged – others, their flesh turned ebony. They exude terrifying strength, and are capable of unnatural feats of Daemonic power. Now that Morathi has reawakened the Cult of Slaanesh, the Anointed have returned.

THE FLEET OF LORD AISLINN

As promised by Teclis, the High Elves sent what warriors they could spare from their battles with Malekith to aid in the fight against Archaon. Teclis himself was accompanied by three hundred of the finest Elven warriors, including a number of the deadly Swordmasters of Hoeth. It was not these fighters that would be the greatest boon to Karl Franz and his allies though, but the Dragonships and Hawkships of the fleet of Lothorn. Led by the Sea Lord Aislinn, the flotilla of Elven ships guarded the northern shores of the Empire against raiders from Norsca. Though he arrived too late to stop the Norse from their landings at Erengard, Lord Aislinn pursued his war against the Norse with not just efficiency, but ruthless enthusiasm.

He despatched some of his fleet to blockade Erengard, and many hundreds of Norse were slain as they attempted to leave the sacked port, and hundreds more left stranded on the shore and forced to make the long march south with Archaon.

Not content to merely contain the longships of the marauders and prevent their attacks, Lord Aislinn adopted an offensive strategy, striking at the villages of the Norscan coast. Aided by the Sea Rangers and Sea Guard, his ships' companies wiped out settlements and slaughtered livestock, spreading confusion and fear along the coast. The terrified survivors of the Sea Lord's attacks carried tales of the White Warriors, the Sea Ghosts, from village to village.

These attacks were heralded by a strange calmness on the Sea of Claws, and in the pre-dawn gloom, an eerie mist would rise from the waters and swathe the village in a glittering, white blanket of cloud. Under this cover, the Hawkships would glide silently onto the shores, their companies spreading out with well-trained precision and speed. Haunting, distant voices would be heard, echoing along the fjords, stirring the Norse from their sleep. As they emerged from their huts and lodges, weapons ready, they would be struck down from the mists by white-shafted arrows, their death cries sounding alongside the lilting calls of the sea spirits brought forth by the Sea Lord's mages.

Volleys of bolts would scythe unerringly through the pale clouds, launched from the Hawkship's batteries to cut down any group of warriors that managed to assemble. Any who withstood this onslaught would rush forwards to confront their attackers, only to find themselves facing the glittering, disciplined ranks of the Sea Guard of Lothorn. Those who survived the hail of arrows from the massed bowmen would be mercilessly impaled upon the spear tips of Lord Aislinn's warriors. Once the defenders had fled or been slain, the village would be razed with alchemical fire, and the host would depart as silently and swiftly as it appeared.



THE VON CARSTEINS ARISE

In the east of the Empire, in the dread-laden lands of Sylvania, the Vampire Counts have been content for many years to bide their time, gathering their strength once again perhaps for a new assault upon the lands of the living. In the quiet, haunted castles of that dark realm, they have plotted and schemed, content that the Empire has threats enough to face without a return to the Vampire Wars.

The sinister peace of the dead was to be disturbed, and from an unexpected quarter. From the east, across Peak Pass, the warriors of Vardek Crom came from the Dark Lands. Though the majority of this host would be met in Peak Pass by the Dwarfs of Karak Kadrin, there were still many thousands of warriors in smaller forces and warbands that made their way into the Empire by more treacherous, less obvious routes. It is no surprise then, that many of these Chaos worshippers crossed the unmarked boundaries into the lands of the Vampire Counts.

The von Carsteins are jealous guardians of their borders, and will not suffer the presence of any who do not owe allegiance to them. Thus the presence of so many warriors of the Dark Gods was met by a swift response. As accustomed as they were to the harsh life and dangers of the Chaos Wastes, the tribesmen who had followed Crom across the Dark Lands were ill prepared for the terrors that would confront them. They assaulted ancient, twisted towers and found them garrisoned by skeletons dressed in mouldering Empire uniforms.

Wailing, ethereal creatures stalked them at night, their piercing screams plaguing their nightmares. They came across villages infested with mindless zombies and flesh-eating ghouls, and corpse-groves and graveyards that stirred at their approach.

All of this was little compared to the dread foes they would face when the von Carsteins themselves emerged from their castles and keeps to do battle against the invaders. With unholy strength that matched the Chaos warbands' own greatest champions, and sorcerous powers the equal of the most skilled shamans, the Vampires descended upon the warriors of Crom with savage ferocity. They tore armoured warriors limb from limb with their bare hands and hewed through ranks of marauders with baleful swords. The ground erupted with regiments of the Undead, armed with rotted crossbows and halberds, while dark coaches crashed through their lines driven by silent, terrifying spectres.

Though dreadfully afraid of the foes they faced, the warriors were scared even more by the thought of failing the Conqueror and their own Dark Gods. They pressed on despite their losses, and the attacks of the Vampires and their shambling legions grew ever more frequent.

Mannfred von Carstein himself was stirred from his deathly slumbering, ruler of all Sylvania and most deadly of the Vampire Counts. He resolved to crush this invasion of his ancestral lands. Then, his eyes would turn westwards, to the Empire again.

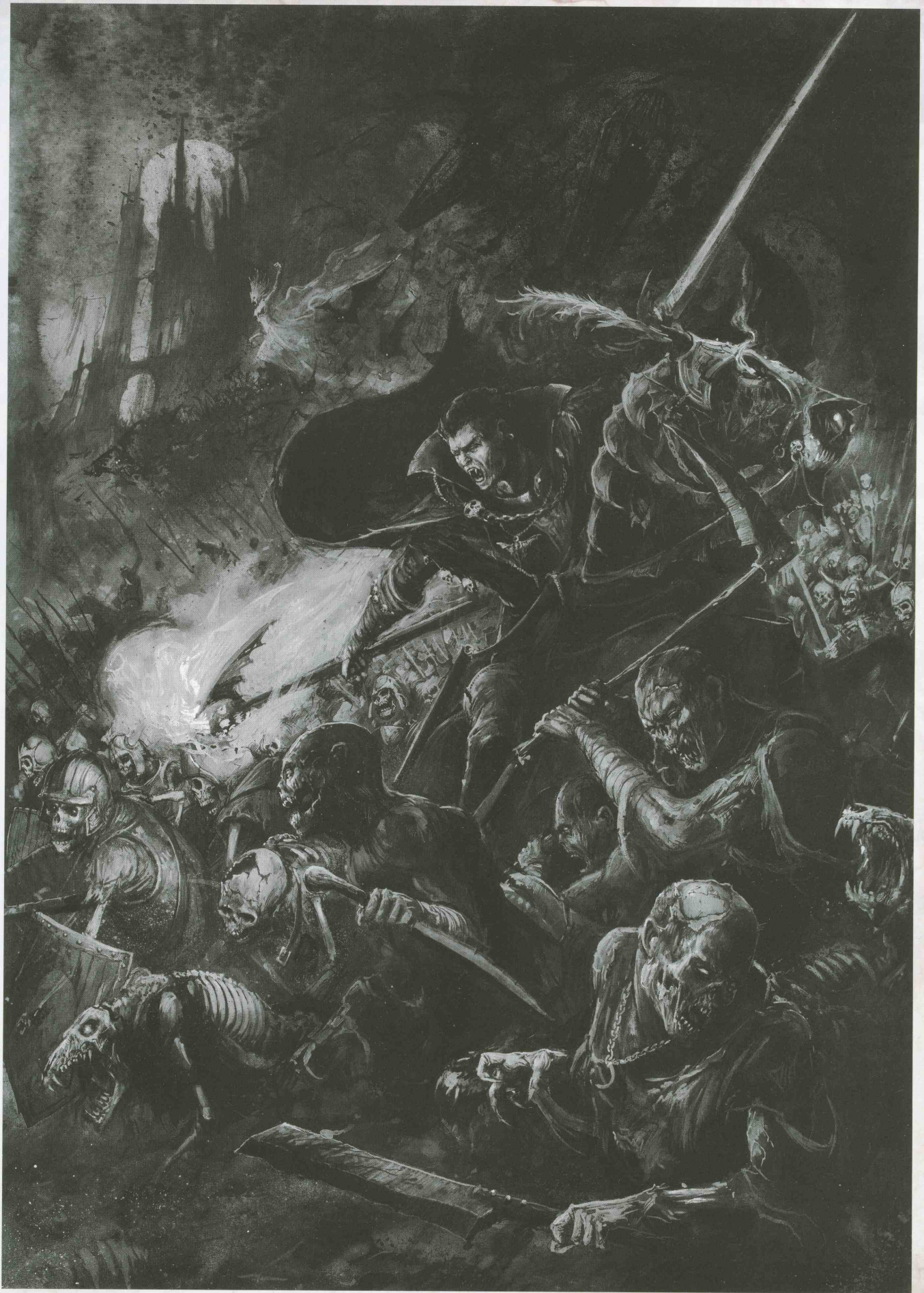
THE THREAT WITHIN

Whilst the warbands marched southwards under Archaon's banner, and Crom's army crossed the Worlds Edge Mountains, another force was busy at work, unseen by any others. In the tunnels and catacombs that riddle the Ulricsberg, the time-worn defences were mysteriously being dismantled. Watchmen and wardens were disappearing in greater numbers, and rumours began to spread telling of dark, furred shapes skittering through the shadows.

Well-respected and time honoured patrolmen and guards reported seeing man-sized rats in the sewers and crypts, only to be laughed at by their younger, more cynical comrades. Most of those comrades would not survive to regret their naïve scoffing.

Tales abounded of scratching noises in the dead of night, of echoing chitters from the depths and newly dug tunnels appearing overnight. Above in the rambling warren of alleys and dens of Middenheim, the rats were growing fat and brave, gathering in such numbers that even the packs of semi-feral dogs that roam the streets were put to flight and sent cowering to the better respected and patrolled areas of the city.

Unaware of the growing peril below their feet, the rulers of Middenheim prepared their defences to face the tide of Chaos worshippers marching upon their city across Middenland. Little did they know that the cannons and mortars, the bolt palisades and chain launchers would not avail them against their closest foe.



WAAAGH! GRIMGOR

"I wun't see him nah if'n I was you." A dribble of green ectoplasm accompanied the Shaman's words, clear evidence that the power of the Waaagh! was coursing through his body. Instinctively Borgut slammed his massive forehead into the Shaman's face, pitching him backwards to land flat on his back.

"But you ain't me," he muttered. "Zoggin' shamans."

If you didn't treat them right then they tended to explode all over you. Borgut, fortunately, knew how to calm them down. Now though he had to calm the boss down and that wouldn't be so easy.



He stood at the mouth of a rocky ravine that twisted away from him. From around the next corner he could not only hear but feel the fury of Grimgor Ironhide. It was no wonder the Shaman was all worked up.

Borgut stomped down the ravine and, as he turned a corner, a shower of rock shards hit him full on. It didn't really hurt but it made him blink and in just that moment he stepped straight into the mangled remains of a Night Goblin. It wasn't the only one – scattered around the ravine's floor and walls were the bodies of Grimgor's Goblin Big Bosses. Clearly Grimgor hadn't had enough yet; he stood in front of the ravine wall cutting great rents in the rock with his choppa Gitsnik. The Warboss glowed with rage, his veins stood out and his eyes blazed balefully. Borgut was at a loss for words, reasoning that anything that drew Grimgor's attention just now would be a mistake, so he just scraped the Gobbo off his boots and hung back.

Suddenly Grimgor stepped back from the ravine wall, Gitsnik dropping to his side. He stared pointedly at the rock and snarled.

"Wot are you lookin' at?"

Borgut took a careful step backward.

"Nuffink boss. Just come to get some orders dat's all."

Grimgor didn't seem to hear him. Instead his attention was focused on the rock. He seemed to be listening and then he nodded.

"Dat's right, I ain't never not won before but I still ain't been beat."

Borgut knew that not being able to beat the Chaos-man Crom had made Grimgor angrier than ever, and Grimgor always tended to be on the brink of a raging fury. He listened as the mightiest Black Orc warboss in the world held a conversation with a rock face.

"Yeh, youse right. Dem Gobbos were too weak. Gudfernuffink scum. I've seen to them now, they won't go lettin' me down again. Right den, let's get started. Boooooorgut!"

Grimgor's bellow echoed down the ravine. Borgut took a step forward again.

"Yes Boss?"

Grimgor turned to regard his second-in-command.

"Dat was quick. Good. First fings first. Round up any Gobbos we got left and get 'em dahn here. I want this rock cut away and put on some wheelz. When dey is done doing it, chop' em, cos I don't want' em no more. Den put out da word, Gork has tole me wot to do. We is goin' to win again but we is goin' to do it 'is way. I dunno how I ever fergot. Tell the lads the war's back on and Gork's goin' to be wiv us ev'ry step of da way."

With that Grimgor bared his fangs in what for him was a smile and strode away.

Borgut watched him go before looking at the rock face. At first he couldn't see it, but as he looked at the cuts Grimgor had made it slowly dawned on him that he could see a face in the rock, an orcy face. Gork's face. It was splattered with Gobbo bits but there was no mistaking it. His huge, scarred face split in a chisel-toothed grin as he surveyed the effigy.

"Right," he said, "now we'll see."

GAMING WITH THE ADDITIONAL ARMIES

Just as with the army lists detailed earlier in this book, these additional armies can be used freely by players, either in one-off games or in campaigns of their own invention. They have been placed here at the back to allow us to concentrate on the main protagonists of the Storm of Chaos, but these armies also play a significant part, as outlined in the previous pages. Just as with the Fighting a Chaos Invasion section, there are some scenarios that are particularly suited to re-enacting the battles conducted by these forces.

In fact, many of these armies contain special rules that can change a relatively straightforward Pitched Battle into a mini-scenario in its own right. For players who want even more variety in their games, and to set themselves different challenges as a general of a miniature army, there are a number of ideas to expand the gaming available with these additional lists. The following suggestions are, of course, only a starting point, and there are many opportunities within the events of the Storm of Chaos to create all manner of interesting games.

One of the more obvious scenarios that can be used is **Quest**, given in Warhammer Armies: High Elves. When used with the High Elf Sea Patrol list detailed in the following pages, with a Marauder-heavy Chaos army, players can recreate one of Lord Aislinn's many devastating raids against the coast of Norsca. There have also been a number of ship-to-ship boarding rules and landing scenarios written by various players over the years. Many of these can be found on various websites on the internet. Other options from Warhammer include the **Last Stand** and **Ambush** scenarios, with the Sea Guard attacking their beleaguered defenders from their advantageous positions.

The Clan Eshin army list is perhaps one of the most easily adapted to all manner of scenarios, including as it does many skirmishing units. They too can use Quest to represent the Gutter Runners and Assassins poisoning wells, spoiling store houses or attacking guardhouses. This light infantry force is also ideal for skirmish scenarios. In the caverns and tunnels beneath Middenheim or in the twisted alleys and gutters of the city above, small bands of Clan Eshin fighters go about their secret, deadly missions. As mentioned in the earlier section, details of some great skirmish scenarios can be found at www.games-workshop.com/skirmish.

The Specialist Game Mordheim is also ripe for adaptation for games set within the war-torn buildings and streets of a devastated Middenheim. Although Mordheim itself is set several hundred years before even Archaon was born, it is quite a simple matter to adapt the warbands list in that game, and it even contains specific Middenlanders and Clan Eshin warbands already! The system from Mordheim could be used to run an entire skirmish campaign for Storm of Chaos. Although Middenheim is not littered with chunks of wyrdstone, as Mordheim was, its buildings are still full of valuable resources for both the Skaven and the city's defenders. You may even want

to update some of the Exploration charts to reflect some of the locations of Middenheim more accurately.

Moving on to the Cult of Slaanesh, like the Sea Guard there is a scenario in the Dark Elves Armies book perfectly suited to a raid on a Lizardmen Temple – **The Raid**. Don't forget to have a look at the Lustria terrain table in Warhammer to give some variety to your battlefields. You can also use the **Capture** scenario from Warhammer to represent one of Morathi's attacks to claim the ancient artefacts of the Slann for the Druchii.

Another interesting variation, if you know another Dark Elves player or have an extensive collection, is to fight out the battles that took place between Morathi's Cult of Slaanesh and Hellebron's Temple of Khaine. The Devotees of Khaine section in Warhammer Armies: Dark Elves gives an indication of which units would be loyal to Hellebron – use the Cult of Slaanesh as it is, and theme an army around Witch Elves (perhaps allowing them as a Core unit) and Assassins for the Temple of Khaine. You may even want to give all the units *hatred* against their enemy to represent the bitter rivalry between the two factions. You might also want to agree a limit on the amount of magic available to the Cult of Slaanesh to offset their opponent's loss of the Sorceresses of the Convent (or perhaps allow them to have a renegade magic user who is not loyal to the Convent!).

As the Bretonnians make their hasty march northwards, they were beset by all manner of beasts in the mountains and forests of the Empire. If you have access to Warhammer Armies: High Elves, the **Annuli Patrol** skirmish scenario would be a fun way to pit your best knights against their monstrous foes, or adapt the **Sheer Heroism** scenario from Warhammer to see if your brave nobles can take on an army. **Breakthrough** and **Meeting Engagement** are also good for representing King Leoncoeur's desperate attempts to reach his allies before it was too late.

With their special rules, the Sylvanian Vampire Counts can present a bit more of a problem for some of the more radical scenarios, as they have units springing up all over the place! However, if you want to theme your battles, the **Attacker/Defender** scenarios can be used to play out a simple re-enactment of the advance of Crom's forces into the lands of the von Carsteins.

These are just a selection of the ideas that we could fit into the space available, but even with these simple suggestions there's no reason why you should sit by on the sidelines and let the Chaos and Empire players have all the fun themselves!

Happy Gaming!



THE CULT OF SLAANESH

CULT OF SLAANESH SPECIAL RULES

- The Army General must be a High Sorceress, or a Sorceress if no High Sorceress is present (even if they do not have the highest Leadership in the army).
- The Army General must have the Mark of Slaanesh.
- Daemons cannot join units of Dark Elves or Mortal Chaos.
- Dark Elf characters cannot join units of Mortal Chaos or Daemons. Aspiring Champions cannot join units of Dark Elves or Daemons.
- Dark Elves with the Mark of Slaanesh still have hatred of High Elves. Units or characters with the Mark of Slaanesh and riding Cold Ones are still subject to *stupidity*.
- Sorceresses with the Mark of Slaanesh must use the Lore of Slaanesh, and gain +1 to cast their spells.
- All rules for Marks of the Dark Gods (pages 46-47 of Hordes of Chaos) apply.
- Dark Elf characters with the Mark of Slaanesh may take any 'Models with Mark of Slaanesh Only' magic items from Hordes of Chaos as part of their Magic Item allowance.
- Any Dark Elf unit that has the Mark of Slaanesh and access to a Magic Standard may choose to take the Rapturous Standard (from Hordes of Chaos) instead of another Magic Standard (although of course only one Rapturous Standard may appear in the army).
- Chaos characters and units may not use Dark Elf magic items.

NEW MAGIC ITEMS

These Magic Items are available to any Dark Elf army – not just to Cult of Slaanesh armies.

Magic Weapons

Draich of Dark Power 50 Points

This mighty two-handed, curved blade is deadly when wielded by a skilful swordsman, easily able to carve through armour and bone with deadly grace.

+2 Strength. Killing Blow. Uses two hands.

Blade of Spite 25 points

This barbed blade constantly oozes venom, giving its dark metal an oily sheen. Even the slightest cut quickly enflames, causing the victim considerable pain, and eventual death.

Any rolls to hit of a 5 or 6 wound automatically, with no need to roll to wound.

Talisman

Heart-stone of Darkness 45 Points

Blood red and pulsing, this stone wards off the most powerful of blows.

The bearer has a 4+ Ward Save.

MORATHI

Morathi is the only special character allowed in the Cult of Slaanesh, and if the army is led by her then she will always be the army general.

In a Cult of Slaanesh army, Morathi's special rule, Beloved of Khaine, is removed. In addition, she has the Mark of Slaanesh (at no additional cost).

Her High Sorceress special rule is slightly changed – Morathi may choose four spells at the start of the game instead of rolling for them. She may choose from Dark Magic and/or from the Lore of Slaanesh.

Enchanted Item

Wand of the Kharaidon 40 Points Bound Spell. Power Level 4.

A powerful item of dark sorcery, this wand unleashes the powers of the fell daemon Kharaidon on command.

Once per Magic phase, the wielder may unleash the power of the Wand. This automatically casts the spell Doombolt. Each time it is used, roll a dice: on a 1 its power is exhausted, and it cannot be used for the remainder of the game.

The Cloak of Dark Souls 25 points

This billowing cloak of the darkest shadows envelops the wearer, allowing them to pass by almost unnoticed.

A character with the Cloak of Dark Souls may Scout, so long as they are on foot.

Magic Standard

Soul Shadows Standard 50 Points

This shadowy banner hides the intent of those beneath it.

The unit may make a make a flee response when charged (even if Immune to Psychology), and will immediately and automatically rally at the end of its flee movement, so long as it outruns the charger(s).

Anointed Daemonic Gifts

Quickening Blood 25 pts

The Anointed always strikes first in combat, even if charged or armed with a weapon that normally strikes last. If any of the Anointed's opponents also strike first, revert to normal Initiative.

Avatar of Slaanesh 35 pts

Any unit with the Mark of Slaanesh (including the Anointed himself) within 12" may re-roll any failed Break tests.

Allure of Slaanesh 25 pts

Any unit wishing to shoot the Anointed (or any unit he has joined) must first pass a Leadership test. If this test is failed, the unit may not shoot that turn.

LORDS

HIGH SORCERESS

May take Mark of Slaanesh at +25 points. If so, may ride a Steed of Slaanesh at +40 pts.

May not ride a Manticore.

0-1 KEEPER OF SECRETS

DRUCHII ANOINTED Points/model: 235

A Druchii Anointed can never be the army General.

He does not count as Daemonic, and so can only join Dark Elf units.

On foot, a Druchii Anointed is fielded on a 20mm square base.

	M	WS	BS	S	T	W	I	A	Ld
Anointed	6	8	7	5	4	3	9	5	9

Equipment: Hand weapon, Chaos armour.

Magic: A Druchii Anointed may be a Sorcerer at +40 points per level, up to Level 2. If a Sorcerer, he may use the Lore of Slaanesh or Dark Magic and gets +1 to cast.

Options:

- May choose either an additional hand weapon (+6 pts), a halberd (+6 pts), a great weapon (+6 pts), or if mounted, a lance (+6 pts).
- May also be armed with a repeater crossbow (+15 pts).
- May carry a shield (+3 pts).

- May ride a Cold One (+39 pts), a Dark Steed (+18 pts), a Barded Chaos Steed (+24 pts), or a Steed of Slaanesh (+40 pts).

- May choose Anointed Daemonic Gifts (see page 86), Dark Elf magic items, and any Slaanesh Daemonic Gifts and 'Models with Mark of Slaanesh Only' items from the Hordes of Chaos book, to a total of 100 points.

SPECIAL RULES

Hates High Elves; Causes *fear*; 5+ Anointed Ward Save (does not save against magical attacks); Mark of Slaanesh.

HEROES

NOBLE

As presented in the Dark Elf army list, with the following additions and exceptions: may not take a Sea Dragon cloak. May take Chaos armour at +10 pts. May take the Mark of Slaanesh at +20 pts. If so, may ride a Steed of Slaanesh at +40 pts.

SORCERESS

As presented in the Dark Elf army list, with the following additions and exceptions: may take the Mark of Slaanesh at +20 pts. If so, may ride a Steed of Slaanesh at +40 pts.

0-1 ASPIRING CHAMPION OF CHAOS

As presented in the Hordes of Chaos list, with the following exceptions and additions: may not be given the Army Battle Standard. Must have the Mark of Slaanesh.

CORE UNITS

DARK ELF WARRIORS

May take the Mark of Slaanesh at +20 pts.

1+ DEVOTED OF SLAANESH Points/model: 12

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

Unit Size: 10+

Weapons: Two hand weapons

Armour: None

Options:

- Upgrade one Devoted to a Musician for +6 pts.

- Upgrade one Devoted to a Standard Bearer for +12 pts.
- Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Upgrade one Devoted to a Mistress for +12 pts.
- A Mistress may take Speed of Slaanesh (allowing her to always strike first) for +10 pts.

SPECIAL RULES

Mark of Slaanesh; *Hate* High Elves; Soporific Musk.

SHADES

May take the Mark of Slaanesh at +10 pts.

MARAUDERS OF CHAOS

DAEMONETTES OF SLAANESH

SPECIAL UNITS

DARK RIDERS

May take the Mark of Slaanesh at +10 pts.

COLD ONE KNIGHTS

May take the Mark of Slaanesh at +20 pts.

MOUNTED DAEMONETTES OF SLAANESH

New unit. See page 29.

WARRIORS OF CHAOS

Cannot be upgraded to Chosen. Must take the Mark of Slaanesh at +20 pts.

0-1 FURIES

RARE UNITS

SPAWN OF CHAOS

See Hordes of Chaos pages 27 and 64. Must be upgraded to Fiend of Slaanesh. Two may be taken as a single Rare choice.

REPEATER BOLT THROWERS

May take Mark of Slaanesh for +5 pts. Two may be taken as one Rare choice.

0-1 KNIGHTS OF CHAOS

Cannot be upgraded to Chosen. Must take the Mark of Slaanesh at +20 pts. This unit counts as two Rare choices.



THE ARMY OF SYLVANIA

The Vampire Counts of Sylvania have long given thought to the defence of their realm. Rotten and ramshackle carts travel around Sylvania, feeding a slow and steady supply of corpses into the putrid mass graves that form a cornerstone of the land's defence, while sleek and powerful wolves stalk the decaying countryside.

ARMY OF SYLVANIA SPECIAL RULES

At the start of the game, the army of Sylvania places Grave markers (each about the size of a coin) to represent the location of these burial sites. After table edges have been decided, but before units have been deployed, the Sylvanian player places two Grave markers, plus an additional Grave marker for each Vampire Count or Vampire Lord in the army according to the following rules:

- No Grave marker may be placed within 6" of another.
- At least 50% of the Grave markers must be placed in the Sylvania player's table half.
- No Grave marker may be placed in the opponent's deployment zone.

When all the Grave markers have been placed, the Sylvanian player rolls a Scatter dice for each. If a Hit is rolled, the marker remains where it was placed. If the result is an arrow, the Grave marker moves 2D6" in the direction shown. Grave markers that scatter off the table are lost and have no further effect on the game. The Army of Sylvania player may cast From Death Awakened from each Grave marker during each of his own Magic phases.

The army of Sylvania follows all of the Laws of Undeath as laid out in Warhammer Armies: Vampire Counts, unless stated elsewhere.

NEW VON CARSTEIN BLOODLINE POWERS

The following Bloodlines powers may only be used by Vampires in an Army of Sylvania.

SPECTRAL ATTENDANTS (one per army) . . 35 points

This Vampire is accompanied by countless ghostly followers, an immortal remnant of innumerable victims. Though too weak to directly affect the material world, their chill voices resonate through the winds of magic, preventing those attuned to the mystic arts from focusing their powers.

While this Vampire is alive and on the tabletop, all enemy Wizards suffer a -1 penalty on their casting roll. Note that this has no effect if an Irresistible Force is rolled and cannot cause a Miscast.

NEW NECROMANTIC SPELL

From Death Awakened – (Bound Spell; Power Level 4)

Treat this as a 7+ Casting Level *Invocation of Nebek* with a range of 6" from the site of a Grave marker.

New units of Skeletons or Zombies raised in this way are Sylvanian Militia and Sylvanian Levy respectively and may be raised with any weapons and armour allowed by their unit entry.

WOLF LORD 10 points

Upon his home soil this Vampire has an almost unparalleled mastery of the Dark Arts, able to reanimate Dire Wolves with but a thought.

This Vampire may use the spell *Invocation of Nebek* to add to and raise new units of Dire Wolves, in addition to Skeletons and Zombies, raising D3/2D3/3D3 Wolves according to the Power Level. Note that this does not apply to units raised from Grave markers.

EARTHBIND 10 points

In Sylvania, the land and its masters have become inextricably bound together, giving some von Carsteins a measure of protection against hostile magics.

This Vampire has Magic Resistance (1).

NEW MAGIC STANDARD

The following magic standard may only be bought for units in an Army of Sylvania.

The Drakenhof Banner. 50 points

Wherever the fell banner of the von Carsteins flies, so too do Dire Wolves prowl and Fell Bats swarm.

This Banner grants Magic Resistance (2). In addition, any Vampire using either the Summon Bats or Summon Wolves Bloodline Power within 12" of this Banner will summon double the normal number of creatures (roll the dice and then double the score).

ARMY OF SYLVANIA ARMY LIST

The following troops count as characters, Core, Special or Rare units in the Army of Sylvania army list:

LORDS	Von Carstein Vampire Lords Von Carstein Vampire Counts
HEROES	1+ Von Carstein Vampire Thralls (<i>may be the army General</i>) Wight Lords Wraiths
CORE UNITS	Dire Wolves (<i>up to 1 Unit may have the Scouts special rule for +1pt/model</i>) 0-2 Bat Swarms Fell Bats (<i>Do not count towards your minimum Core requirements</i>) Sylvanian Militia (<i>new unit</i>) Sylvanian Levy (<i>new unit</i>)
SPECIAL UNITS	0-1 Spirit Host Grave Guard (<i>One unit may be upgraded to Drakenhof Guard with hand weapons, great weapons & full plate armour only (+3 pts/model).</i>) 0-2 Von Carstein Black Coaches (<i>A Von Carstein Black Coach has the same statistics and special rules as the Black Coach described on page 31 of Warhammer Armies: Vampire Counts, except that each costs 175 points instead of 200 points</i>)
RARE UNITS	0-1 Drakenhof Templars (<i>Black Knights</i>) Banshees

SYLVANIAN MILITIAPoints/model: 10

	M	WS	BS	S	T	W	I	A	Ld
Skeleton Militia	4	2	2	3	3	1	2	1	3
Skeleton Captain	4	2	2	3	3	1	2	2	3

Unit Size: 10-30.

Weapons & Armour: Light armour, shield, & spear, or halberd.

Options:

- May exchange their spear and shield for a crossbow at no additional cost.
- Upgrade one Skeleton into a Musician for +5 pts.
- Upgrade one Skeleton into a Standard Bearer for +10 pts.
- Promote one Skeleton to a Skeleton Captain for +10 pts.

SYLVANIAN LEVYPoints/model: 8

	M	WS	BS	S	T	W	I	A	Ld
Zombie Levy	4	2	0	3	3	1	0	1	2

Unit Size: 10-40.

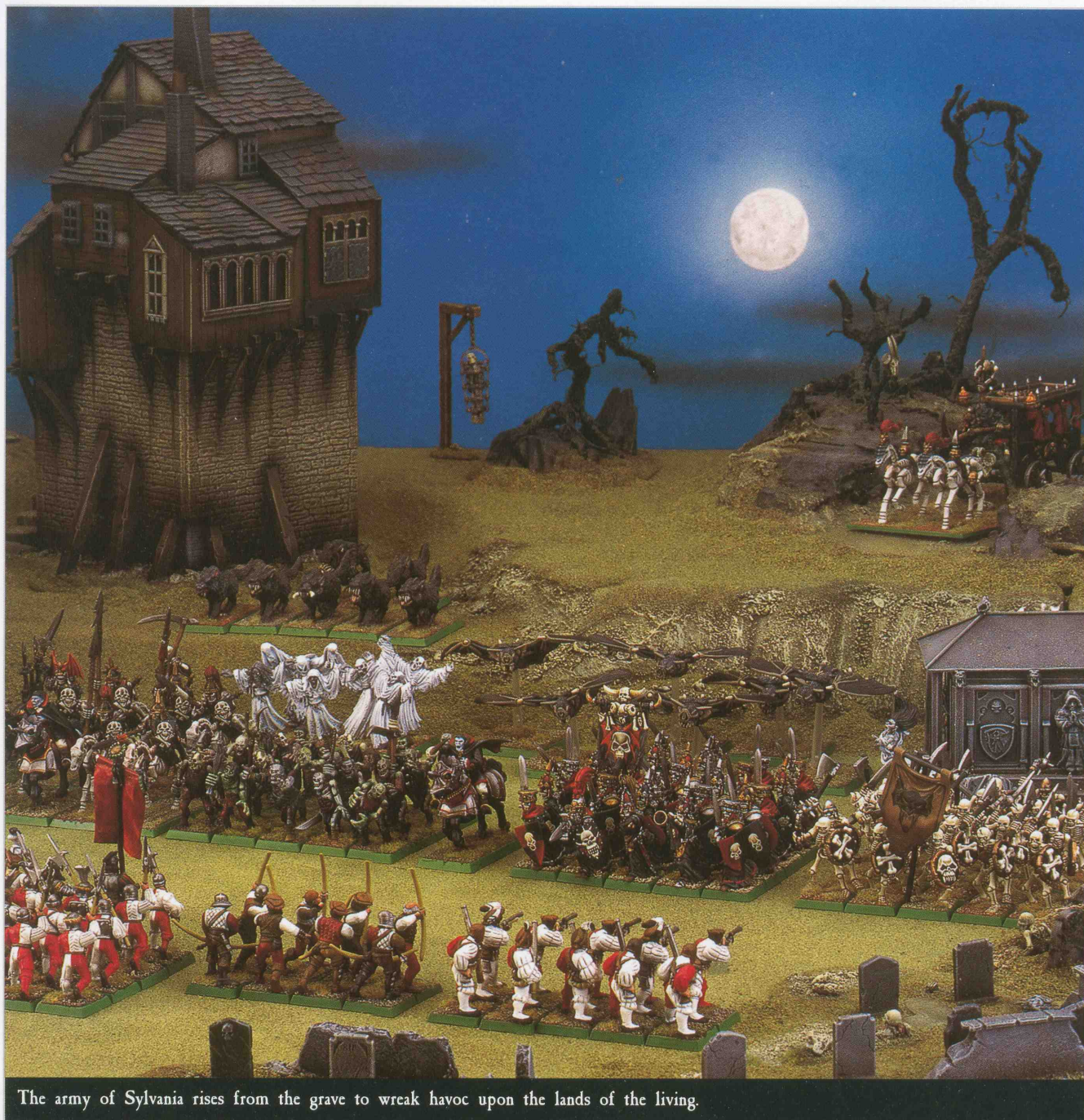
Weapons & Armour: Light armour, shield, & spear, or halberd.

Options:

- Upgrade one Levy into a Musician for +5 pts.
- Upgrade one Levy into a Standard Bearer for +10 pts.

SPECIAL RULE

Braindead. (See page 26 from Warhammer Armies: Vampire Counts.)



The army of Sylvania rises from the grave to wreak havoc upon the lands of the living.

ERRANTRY WAR

The following troops count as characters, Core, Special or Rare units in the Errantry War army list:

LORDS	Bretonnian Lord
HEROES	Damsels Paladins
CORE UNITS	1+ Knights Errant Knights of the Realm Men-at-arms Peasant Bowmen
SPECIAL UNITS	Questing Knights Mounted Yeomen 0-1 Pegasus Knights
RARE UNITS	0-1 Trebuchet Battle Pilgrims

SPECIAL RULES

Errantry War

Unsurprisingly, an Errantry War army consists mainly of young Knights Errant. Knights Errant are the only unit that counts for the minimum number of Core units in the army – ie, in a 2,000 points army, the army must include a minimum of three units of Knights Errant.

Grail Knights will often join the ranks of the young Knights Errant to give them some inspirational leadership – an ideal for them to aim for. Instead of taking a normal unit Champion, Knights Errant may take a Grail Knight as their Champion for +22 points.

Errantry Fervour

All Knights Errant units must take a Standard Bearer. All these Standard Bearers count as having the Errantry Banner (and so may not choose a different magic banner).

Glory or Death!

Knights Errant are rather enthusiastic at the best of times, but during an Errantry War they take their rashness to a whole new level in their attempt to earn themselves honour and distinction.

Knights Errant suffer the following modifiers to any Impetuous test they take (this is cumulative with the -2 modifier due to the Errantry Banner itself).

-1 if there is one or more *fear*-causing enemies within charge range.

-1 if there is one or more *terror*-causing enemies within charge range.

-1 if there is one or more dragons within charge range (including undead Zombie Dragons).

-1 if there is one or more Damsels within 6" (they like to show off in front of the ladies).

-1 if there is one or more enemy unit within charge range that has a higher Unit Strength than the Knights Errant unit.

In addition, Knights Errant must always pursue. They roll an extra D6 in pursuit, and choose the highest three dice.



Knights Errant from Bretonnia set off on their quest to help save the Empire from the grip of Chaos.



SKAVEN CLAN ESHIN

The Eshin way is stealth, not might, but in times of all-out war the Nightlord can decide to send forth an entire army. Led by one of the thirteen Master Assassins, these forces always strike at night. They appear out of nowhere and disappear without trace at the first light of dawn, leaving behind only destruction and death. It is rumoured that the catacombs beneath Middenheim are haunted by the flitting shadows of black-clad killers.

CLAN ESHIN SPECIAL RULES

- The Eshin army is principally employed to collapse command structures and hence gets +100 Victory Points for each enemy character killed in addition to the usual bonuses.
- The elite Eshin Sorcerers have perfected their abilities to teleport their brethren into the desired place on the battlefield. When casting *Skitterleap*, the teleported model may even be placed in base contact with any enemy that is not fleeing, and counts as pursuing into fresh enemy models.

UNDER COVER OF DARKNESS

So great is Clan Eshin's training in the art of stealth that they are fully capable of launching a successful assault in the dead of night. Often the first sign of their presence is when their prey begin to die.

Any Clan Eshin army which consists entirely of skirmishers and character models may impose the following rule:

At the start of each game turn, roll an Artillery dice and multiply the result by 3 to find out how far in inches the troops can see through the darkness. If you roll a Misfire then the moon is bright enough for normal warfare for that game turn. You cannot shoot, charge or cast spells at targets you cannot see.

- An army of 1,999 points or less and with no Eshin Sorcerers must include a Chieftain as its army general.

CLAN ESHIN ARMY LIST

All characters in this list except Chieftains can use magic items that are marked 'Clan Eshin only'.

The following troops count as characters, Core, Special or Rare units in the Skaven Clan Eshin army list:

LORDS	Master Assassin (<i>New character</i>)
HEROES	Chieftain Assassin Eshin Sorcerer (<i>New character</i>)
CORE UNITS	Night Runners (<i>Mainstay unit</i>) Clanrats (<i>they are not a Mainstay unit</i>) Clanrat Slaves 0-1 Stormvermin 0-1 Rat Swarm (<i>if upgraded to Plague Rats, count as a Special choice</i>)
SPECIAL UNITS	Gutter Runners Giant Rats Warplock Jezzails
RARE UNITS	Eshin Triad (<i>New unit</i>) Plague Monks Plague Censer Bearers Poisoned Wind Globadiers Dogs of War



Skaven of Clan Eshin scurry into action, ready to outwit the enemy with stealth and cunning.

MASTER ASSASSIN215 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Assassin	7	8	6	4	4	3	10	4	8

Weapons: Two hand weapons, throwing stars.

Options:

- May choose magic items from the Common and Skaven magic items list with a maximum total value of 100 pts.
- May be equipped with smoke bombs (+20 pts).

SPECIAL RULES:

Poisoned Attacks; Scout; Hidden.

(See page 18 from *Warhammer Armies: Skaven*).

Sensei: The Master Assassin may be the army general. However, he can only pass on his Leadership value to other units if he is not hidden.

ESHIN SORCEROR75 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Sorcerer	6	4	4	3	3	2	5	1	7

Weapons: Two hand weapons, throwing stars.

Magic: An Eshin Sorcerer is a Level 1 Wizard. He always knows the *Skitterleap* spell.

Options:

- May choose magic items from the Common and Skaven magic items list with a maximum total value of 50 pts.
- May be upgraded to a Level 2 Wizard at a cost of +15 pts. He does not gain another spell or Warpstone chunk.
- May be equipped with smoke bombs (+20 pts).

SPECIAL RULES:

Poisoned Attacks; Scout.

(See page 18 from *Warhammer Armies: Skaven*).

ESHIN TRIAD210 pts/team

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

An Eshin Triad is a unit of three Skaven Assassins who hunt down and kill vulnerable individuals and even small units. They do not count as characters, cannot buy magic items and to all intents and purposes form a separate skirmishing unit, which none of them can leave under any circumstances.

Unit Size: 3 Skaven Assassins

Weapons: Two hand weapons, throwing stars.

Options:

- May be equipped with smoke bombs (+30 pts).

SPECIAL RULES:

Poisoned Attacks; Scout;

Skirmish. (See page 18 of *Warhammer Armies: Skaven*).

HIGH ELF SEA PATROL

The fleets of the Lothorn navy guard the coasts of Eataine, but they also range far and wide, sailing every ocean of the world and patrolling the sea-lanes for the enemies of the Elven people.

The fleet of the Sea Lord Aislinn, dubbed 'the Pernicious' by his peers, has been extremely active in recent months, dispatching small patrols of Lothorn Sea Rangers to carry out stealthy hit and run attacks along the southern coast of Norsca, recovering lost artefacts, rescuing prisoners, and even assassinating powerful enemy warleaders. Lord Aislinn's exact motivations are far from clear, but his attacks have caused untold confusion amongst those tribes attempting to join Archon's invasion.

The following troops count as characters, Core, Special or Rare units in the High Elf Sea Patrol army list:

LORDS	0-1 Sea Lord* (Prince) Storm Weaver* (Archmage)
HEROES	Commodore* (Commander) Mist Mage* (Mage)
CORE UNITS	Lothorn Sea Guard (Champions may choose up to 25 points of magic items, one unit may be given a magic standard worth up to 25 points). Ship's Company (do not count towards minimum Core unit choices).
SPECIAL UNITS	2+ Lothorn Sea Rangers (Shadow Warriors)
RARE UNITS	Repeater Bolt Thrower Merwyrm

* No character may be mounted on an Elven Steed: they may only ride flying beasts.

THE SEA LORD AISLINN

The Sea Lord is a veteran of centuries of hit and run, ship to shore warfare. He takes an almost cruel delight in using the sea mists summoned forth by the Lothorn sea-mages to make demoralising attacks upon his enemies before they can form a coherent battle line.

Master of the Mists is a new High Elf Honour which is taken by the Sea Lord in this army, at no additional cost.

Immediately after both armies have been fully deployed (including scouts), each unit of Lothorn Sea Guard, Lothorn Sea Rangers and Repeater Bolt Throwers gets a special round of shooting. During this round of shooting the shooters ignore all negative to hit modifiers, and may target any enemy unit on the table regardless of range, line of sight, and proximity to friendly troops (although they may not single out characters within a regiment of like-sized models).

In addition, Aislinn rules his vessels with an iron hand, and is automatically the army General. If the army contains the Sea Lord it is not subject to the *Intrigue at Court* special rule.

MERWYRM 200 pts/model
The mages of Lothorn are able to summon forth and bind the beasts of the deep, imposing their will upon the creatures' primitive minds. The Merwyrm is a rare example of such a beast that is capable of fighting on land, and this distant relation (some would say ancestor) of the dragons of Caledor is a truly deadly and terrifying foe.

	M	WS	ST	T	W	I	A	Ld
Merwyrm	6	6	5	5	5	3	5	7

SPECIAL RULES

Terror: Large Target; Scaly Skin (3+); Regenerate.

Aquatic: Merwyrm's suffer no movement penalties for moving through water based terrain features, instead, their Movement is increased to 10, and they do not count as a Large Target when in the water.

Summoned from the Deep: You may take as many Merwyrm's as you have Storm Weavers and Mist Mages in the army subject to the restrictions on rare units. Each Merwyrm is 'bound' to a specific mage before deployment (note this on your army list).

In any turn in which a Merwyrm fails a roll to Regenerate, it must make a Leadership test, using the Leadership of the mage that has bound it. If the test is failed, roll on the Monster Reaction table on page 105 of the Warhammer rulebook (regard result 5-6 as the creature acting really dumb rather than guarding a fallen rider!).

Should the mage be slain, the Merwyrm must test on its own Leadership each turn, and if it fails, the effect of the roll on the Monster Reaction table will last until the end of the game.

SHIP'S COMPANY 9 pts/model

The crews of Aislinn's ships are seasoned mariners, and often accompany the Sea Guard and Sea Rangers ashore when numbers are lacking.

	M	WS	BS	ST	T	W	I	A	Ld
Mariner	5	4	4	3	3	1	5	1	8
Champion	5	4	4	3	3	1	5	2	8

Unit Size: 10+

Equipment: Hand weapon, shield.

Options

- Any unit may be equipped with light armour for +1 pt/model.
- Any unit may be equipped with spears for +1 pt/model.
- Any unit may be equipped with bows for +2 pts/model.
- Upgrade one Mariner to a Musician for +6 pts.
- Upgrade one Mariner to a Champion for +12 pts.

UNIQUE SPELLS

The Mages of the Sea Patrol specialise in powerful magics, calling upon the primal magical aspect of the deep oceans. Instead of knowing *Drain Magic* in addition to their other spells, Mist Mages and Storm Weavers must choose one of the spells below as a replacement to *Drain Magic*. Any additional spells are selected in accordance with the rules found on pages 20-21 of Warhammer Armies: High Elves.

THE WRITHING MISTS Cast on 7+ *Remains in Play*

A salt-scented mist rolls in across the battlefield, shrouding the Asur with its ethereal caress.

This spell has a range of 24" and can be cast on any friendly unit visible to the caster, even those engaged in hand-to-hand combat.

Any enemy shooting or hand-to-hand attacks targeted at the unit will suffer a -1 to hit penalty. The Mist does not affect the attacks of the unit it protects.

Once it is cast, the Writhing Mist remains where it is until dispelled, the unit moves (although it may reform and change ranks) or until the Wizard chooses to end it (which he can do at any time), attempts to cast another spell or is slain.

MISTRESS OF THE DEEP Cast on 9+ *Remains in Play*

Even amidst the clamour of pitched battle, the enemies of the Elves are distracted by the mind-twistingly haunting tones of the Oceanid's song, and beguiled by a vision of ominous beauty unique to each beholder.

Place an appropriate (man-sized) model to represent the Oceanid within 6" of the Wizard. This model may not move or perform any actions at all; it is to all intents and purposes an item of scenery rather than a model, and counts as open ground for the purposes of movement.

Whenever an enemy unit wishes to fire upon or declare a charge against a unit in the Lothorn army, it must first measure the distance to the Oceanid. If the Oceanid is closer than the target unit, it must make a Leadership test. If the test is failed, the enemy unit is distracted by the Oceanid's haunting song, and the attack/charge is not performed. If the test is passed, no Oceanid will have any effect against that unit for the rest of the game. This spell has no effect against units that are Immune to Psychology.

Once it is summoned, the Oceanid remains where it is until dispelled or until the Wizard chooses to end it (which he can do at any time), attempts to cast another spell or is slain.



SHOWCASE



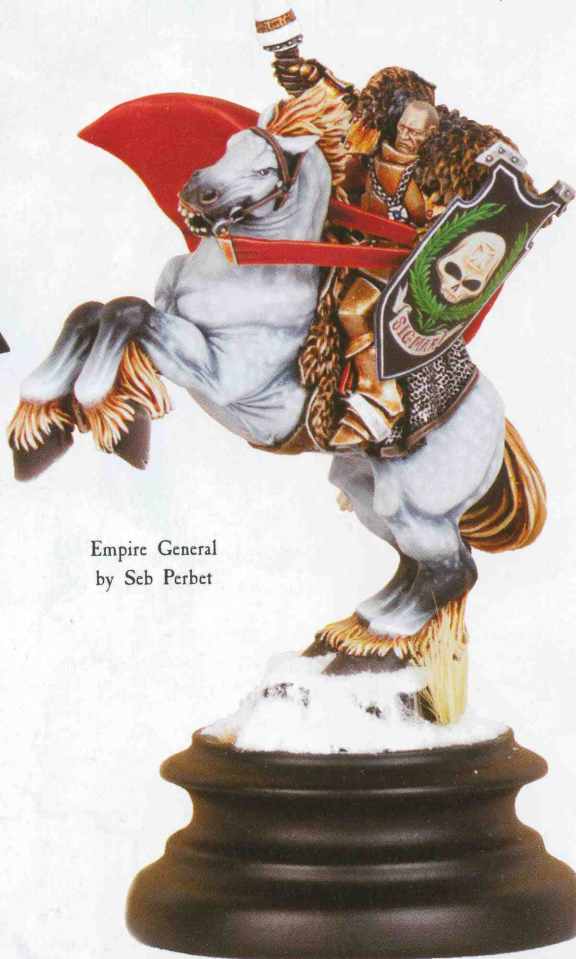
Teutogen Guard
by Mark Tait



Black Orc General
by David Rodriguez



Orc Big Boss on Boar
by Matt Parkes



Empire General
by Seb Perbet



Warrior of Chaos
by Chris Blair



Cult of Slaanesh Dark Elf
by Inge Mygind Jensen



Warrior of Chaos
by Chris Blair

Daemon Chariot of Tzeentch
by Kevin Asprey



Daemon Chariot of Slaanesh
by Kirsten Williams



Warriors of Chaos, by Matt Anderson



Champion of Nurgle
by Richard Armstrong

SIXTY-ONE

WARHAMMER[®]

STORM OF CHAOS[™]

"Sigmar was a weakling, and his Empire is founded on a falsehood. I shall destroy him, and his false god. The city of Ulric will burn and the memory of the upstart king shall be obliterated."

Archaon, Lord of the End Times

The Storm of Chaos has engulfed the Old World. The forces of Archaon the Everchosen march upon Middenheim, City of the White Wolf. The might of the Empire, the Dwarfs and the Elves muster to fight the immense horde, but will the defenders of Middenheim hold out against the tide of unholy warriors and legions of Daemons?

Warhammer: Storm of Chaos is a campaign sourcebook, enabling Warhammer players to recreate the battles of this mighty Chaos invasion on the tabletop.

Inside you will find:

BACKGROUND

The scene is set for the greatest invasion of the Empire since its founding, including the history of the mighty heroes and villains struggling for Middenheim.

VARIANT ARMY LISTS AND NEW RULES

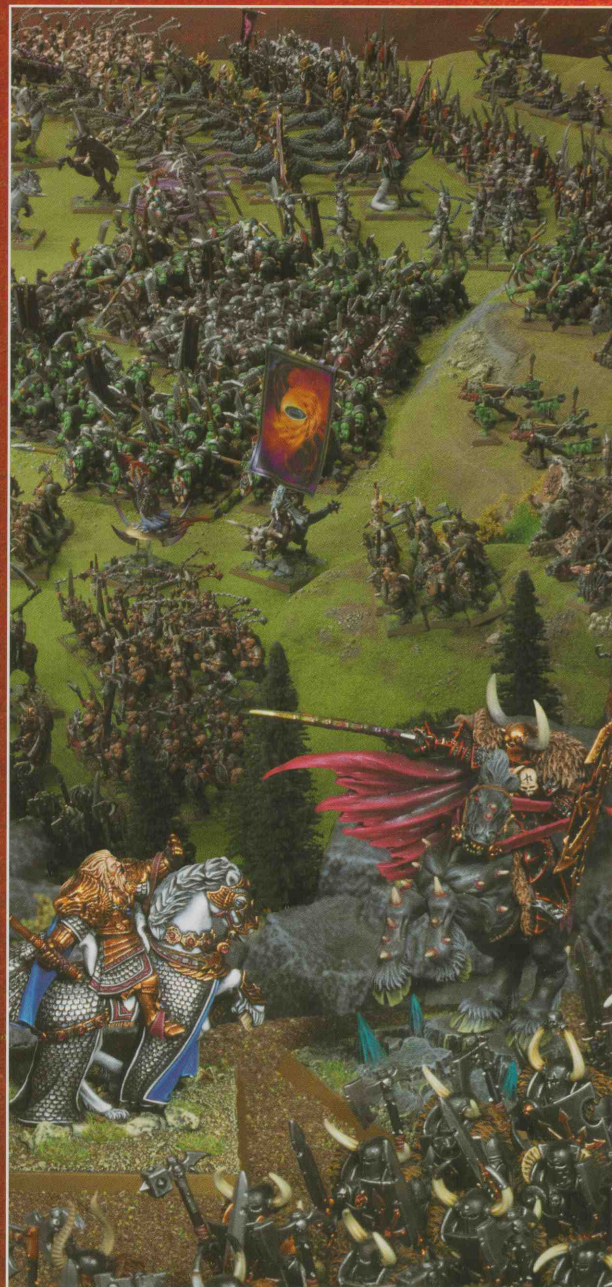
This section contains army lists detailing the multitude of armies involved in the Storm of Chaos, including Archaon's Horde, Siege Defenders of Middenheim, Grimgor's 'Ard Boyz, Slayers of Karak Kadrin and many others. There are also rules for new special characters, troop types and war machines used in these forces.

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SUPPLEMENT FOR
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THE GAME OF
FANTASY BATTLES

Storm of Chaos is not a stand-alone product. You will need a copy of Warhammer and one of the Warhammer Armies series to use the contents of this book.

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PRODUCT CODE 60 03 02 01 004
ISBN 1-84154-460-4



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