





CHAOS BEAST HANDLER AND CHAOS HOUNDS





BY RICK PRIESTLEY

WITH ANDY CHAMBERS

BESTIARY COVER

MARK GIBBONS

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THE BATTLE BESTIARY

The Battle Bestiary provides you with descriptions and special game rules for the fighting races of the Warhammer World plus many monsters. These have been presented in terms of the armies to which they belong rather than in alphabetic order. So, for example, you will find all the Orcs, Goblins, Giant Wolves, Giant Spiders and various other creatures of the same kind all together. Similarly you will find all the Undead together, including Skeleton Warriors, Zombies, Mummies, and so forth.



Some armies have their own special rules which affect the army as a whole, and these are included in a general description before the details of individual creatures. The most important example is probably the Animosity rule for Orcs and Goblins which represents the way in which these creatures squabble and bicker even in the midst of a battle. This general layout has been preferred over a simple alphabetic version so that you can study the troops belonging to each army in a sensible and convenient way.

If you want to look up the rules for a particular creature, and you are not sure which army it is from, then refer to the alphabetical index at the back of the book.

THE WARHAMMER WORLD

Few races know the Warhammer World as well as the High Elves, for their fleets ply the northern oceans between the Old World in the east and Ulthuan in the west. Still further west their warfleets maintain a careful watch over the passage to Naggaroth, the realm of the Dark Elves. Nor are the High Elves strangers to the warm waters of the south and the jungle infested coasts of Lustria. Their bravest traders have travelled even further, past the southern tip of the Southlands and into the mysterious far east. Only rumours and strange spices come from those lands, for the Elves do not reveal their movements casually. To Men the lands of the east are known only as Cathay, and they are as much a part of fable as the black pits of the Dark Lands which lie between.

The Old World is home to Men, Dwarfs, Wood Elves, and Halflings. It is also home to many of the evil creatures that are their enemies: Orcs, Goblins, and the followers of Chaos in their various guises. The high mountains and deep forests are infested with many monsters, and the northern regions are so wild and dangerous they are known as the Troll Country. Beyond the Troll Country lie the Northern Wastes, where there is only the shifting Realm of Chaos.



The Old World is bounded by the Worlds Edge Mountains to the east and by the Great Western Ocean to the west. The northern coast lies against the Sea of Claws, on the other side of which is Norsca, the home of fierce seafighting warriors and raiders. The southern coast lies against the Southern Sea which divides the Old World from the Southlands and the realms of Araby.



The Old World stands in the path of the armies of Chaos as they advance southwards from the Northern Wastes. It also lies within striking distance of the raiding fleets of the Dark Elves of Naggaroth, which sweep through the Seas of Chaos and attack the northern coasts of the Old World, often in concert with raiding bands of Chaos Warriors from the north. Of the lands of the Old World we shall have more to say when we describe the creatures that live there.

To the Men of the Old World the lands of the far south, east and west remain mysterious and exciting. For centuries ships from Bretonnia and Norsca have sailed west, hoping to discover the land of the Elves and the ports of the Dark Elves. For centuries they were thwarted. The northern passage through the Sea of Chaos proved too dangerous, and ships were destroyed like matchwood beneath the jaws and coils of the serpents that guard the Dark Elf lands. The southern passage too was guarded, but this time by the High Elves, who regarded the sea passages as their territory, out of bounds to other travellers.

Such arrogance is not untypical of the High Elves. For many years they succeeded in driving the ships of men away, or else wrecked them on their rocky shores. Those few that chanced upon Ulthuan were destroyed by the Elves and no report ever came back of their fate. However, the persistence of the Norscans is legendary, and eventually a way was found past the Elven Kingdoms of Ulthuan to the rich lands of gold and silver beyond. Even today it is only the brave and adventurous that travel to the lands known as Lustria, to explore the treasure packed ruins of that land.

The discovery of Lustria has been made, but its exploration and study has only just begun. The sea journey itself takes many long months, and not all survive the trip. The High Elves still regard the seas around Ulthuan as exclusively theirs, and will attack and destroy any who trespass nearby.

With the discovery of a route into the south the Men of the Old World have begun to map the coasts of the Southlands and Lustria, although to date they have discovered nothing but jungle and savage natives. No Old Worlder has yet rounded the southern tip of the Southlands, and rumour tells of a mighty High Elf fortress that bars passage eastwards as once the southern sea route itself was blocked.

THE THREAT OF CHAOS

The Warhammer World lies constantly under the threat of the dark corrupting presence of Chaos. To the people of the Warhammer World Chaos is a real and growing horror. Its dangers are two fold. Chaos is born from a potent magic energy that seeps over the world like a slow poison, polluting the land and fouling the waters. This raw energy is the same stuff that powers magic, and enables wizards to cast their spells. All magic is therefore dangerous and potentially corrupting, no matter what the intentions of its practitioners.

The presence of so much magic Chaos energy in the Warhammer World causes mutations and twisted monsters to be born, creatures with many heads and scaly skins, fiery breath and other foul and unnatural powers. The second and most obvious danger of Chaos comes from these creatures. Some are mutants born to Men and other normal creatures, others are monster races spawned long ago from twisted progeny. Half-human Beastmen hide in the deep forests from which they emerge to burn and destroy, rat-like Skaven burrow beneath the world spreading the corruption of Chaos unseen, while in the Northern Wastes the creatures of Chaos breed and multiply unchecked.

Beneath the world there are darker things than all the fear and terror of man can conjure. Things as black as darkest hate, and they do hate us, they hate us and they want to destroy us. They gnaw beneath our cities. They crawl under our houses. They hew and mine at the very earth beneath our feet. They pray for our doorn. They conjure foul daemons to crush us. They amass armies of darkness and pestilence unseen. And that, my students, is but the least of our troubles.

Lectures of Acrastorus Boehme of Altdorf.

The power of Chaos is greatest in the northlands, towards the polar regions of the Warhammer World. Here the energy of Chaos is so strong that the whole fabric of reality has broken down so that even time has no meaning. This is the land known as the Realm of Chaos. It is a shifting and unstable place, whose topography is never certain and where distances cannot be measured. Daemons and all manner of obscene monsters roam here, fighting their own bloody battles and gathering their strength to invade the Old World,

Although it may seem hard to believe, there are Men and other rational creatures who willingly embrace Chaos by joining marauding bands of Chaos Warriors to serve the whimsical and ultimately powerful gods of Chaos. Their reward is power, for as they mutate they become more powerful, and the most successful of all may gain the ultimate gift of immortality. Few ever attain this goal, for most become so heavily mutated that their minds or bodies are destroyed. These Chaos Spawn, as such mutants are called, may be nothing more than a writhing mass of mute tentacles with bloated organs spilling onto the ground. No vestige of their former life remains except a vague memory of the humanity they have gambled and lost.





MEN

Men are numerous and powerful in the Old World and their cities are large and well fortified. Long ago when the Elves and Dwarfs fought over the land there were only few scattered tribes of men, barbarians with almost no skills and little learning. However, once the Elves and Dwarfs had almost destroyed each other, leaving the Old World to be overrun by Orcs and Goblins, the tribes of men grew and prospered.

Today only the men who live on the fringes of the Old World can truly be called barbarians, the rest have multiplied and formed powerful nations. They have built sprawling cities which have become centres of learning and prosperity, while the Elves have long since retreated to their deep woods and the Dwarfs to their few remaining strongholds in the Worlds Edge Mountains.

Of course the Old World is still a wild and dangerous place. The human nations are more fragile than they seem; their cities havens in a sea of dark terrors. These cities and the armies that protect them are the chief bulwark against invasion from the Chaos Hordes to the far north, as well as from the Orc and Goblin tribes that infest the whole land. These constant dangers provide considerable incentive for the human nations to work together, but ancient rivalries and territorial ambitions run deep. War between the human nations is a common state of affairs, while rebellions and uprisings can overturn nations and plunge them into civil war.



The Old World is a violent and unpredictable land, where life is often short and death sudden and unexpected. There is little surety or guaranteed stability even in the most powerful nations. Brought up amidst constant wars, dark forests full of Goblins and Beastmen, and the ever present reality of plague and other incurable diseases, the people of the Old World are natural adventurers, willing to risk all to win fabulous riches or fame in a world where their future is never certain. The most important nations of the Old World are described below.

THE EMPIRE

The Empire is the largest and most powerful of all the realms of Men. It lies in the centre of the Old World between the Worlds Edge Mountains and the sea, and encompasses all the lands north of the Grey Mountains and south of the nation of Kislev in the icy north. It is a land dominated by huge rivers and deep, dark forests, which are infested with all kinds of monsters from savage Chaos Beastmen to marauding Forest Goblins. They also hide the ruins of ancient Elf cities. While some still contain undiscovered treasures, most have become the lairs of beasts or are used as hideouts by bandits, Chaos Warbands and other evil creatures.

The southlands of the Empire are more civilised with numerous cities built along the river Reik. This land, called the Reikland, is the heart of the Empire. The northern lands and the wastes that abut the Worlds Edge Mountains are far wilder and more dangerous, where the Empire's cities really are bastions of order in a savage land.

These wild and tough places breed tough men, and it hardly surprising that the armies of the Empire are so successful. The backbone of the army is its well disciplined infantry, ably supported by effective cannons and the small but potent bodies of fully-armoured knights.

The Empire's capital city Altdorf is also the chief centre of magical learning, and wizards come from all over the Old World to study at the Colleges of Magic. Thanks to the Emperor's judicious patronage the Colleges provide the Empire with its potent Battle Wizards, the best in all the Old World.

The Empire is also home to communities of Dwarfs whose forebears sought refuge there when their strongholds became untenable or fell to the Goblins. The Dwarfs have passed on a great deal of their technical knowledge, so the Empire has many skilled metal workers and craftsmen: inventive and imaginative people who have created a bizarre arsenal of spectacular if rather unreliable weapons. The Engineers School of Altdorf is the most famous of the institutions which teach and develop these skills, and another is the Gunnery School of Nuln where the foremost manufacturers and artillerists come from. These are genuinely cosmopolitan places where people of many nations come together to study under the most learned men in the Old World.

BRETONNIA

Bretonnia lies to the south of the Empire between the Grey Mountains and the Middle Sea. To the south lie the vast Loren Forests which are home to the only permanent communities of Elves left in the Old World, the Wood Elves of Loren, secretive Elf Lords of the Forests. The Bretonnians are ruled by a king whose magnificent palaces rise high into the air in imitation of the ancient abandoned Elf towers along Bretonnia's northern coast.

The Kings of Bretonnia live in the most sumptuous style, with every luxury the world has to offer, from vast palaces to stables of warhorses, jewelled clothing, the finest food, and hundreds of servants to perform any number of menial tasks. This apparent foppery extends throughout the Bretonnian nobility, so that in the Empire the extravagant fashions and haughty manners of the Bretonnian Lords make them figures of fun. However, it is rare indeed for anyone to mock a Bretonnian noble to his face, for behind the courtly graces and embroidered silks is a knight bred to battle and trained in all the martial skills, whose entire life has been dedicated to learning how to fight, ride and endure the hazards of battle.

All Bretonnian knights are raised from childhood to practice the noble code of chivalry, which demands not only the highest standards of honour, combat skills, and horsemanship, but also states that knights protect the weak, honour their feudal lords, and destroy the enemies of Bretonnia. The Knights of Bretonnia are the most daring and accomplished warriors in the Old World and they form the core of the Bretonnian army.

The arrow will find the feint hearted! For Bretonnia and the King - Charge!

> Louis the Bold as he led the last charge at the battle of Death Pass.

Bretonnian society is very strictly feudal. Nobles and knights hold land on behalf of counts, whose duty is to their Duke, who in turn is the vassal of the King himself. This rigid hierarchy of responsibility extends right down to the lowest classes of society, the small farmers and peasantry. Few of these lowly individuals have any sort of military training because knights quite rightly regard the art of war as their exclusive province. In battle the knights are supported by small bodies of men-at-arms they have trained and equipped – in effect their own private retinues who protect their master's lands and guard his castle.

In times of extreme danger the peasantry may be equipped with simple weapons and brought along to battle, but on the whole they make poor soldiers. Bretonnian armies can be seen as two quite distinct parts – the knights who are amongst the best warriors in the Old World, and the infantry who are barely trained and mostly poorly equipped but who none-the-less supply useful archers and crossbowmen to support their masters.

KISLEV

Kislev is the most northern of the lands of men and the closest to the daemon-infested Realm of Chaos. It is a cold land divided by the World's Edge Mountains, whose eastern and western provinces are accessible only by means of high mountain passes which are closed off in the winter. The plains of the east are sparsely inhabited by the nomad horse tribes, expert riders and archers who are born to the saddle. The western valleys are densely inhabited with many heavily fortified settlements. In the northlands every town and village is heavily fortified because the lands are infested with Chaos Warbands and marauding monsters.

Kislev is ruled by great warrior-mages called Tzars and Tzarinas, who have potent magical powers rooted in their own brand of elemental ice magic. The Kislevite Tzars are long standing allies of the Empire. In times of great danger the two realms unite to overcome the perils of Chaos and the ever present dangers of the Orcs. This relationship has lasted for many years with only the occasional dispute has set the two nations against each other.

THE NORSE

The land of Norsca lies right on the edge of the Old World by the frozen fjords that adjoin the western shores of the Sea of Claws. Towering mountains of ice and bleak rock keep the menace of Chaos at bay, while deep harbours provide anchorage for the feared Dragon Ships of the Norse raiders.

The Norse are hardy barbarians whose wild drinking and fighting are legendary in the civilised lands to the south. The Norse hunt all kinds of ferocious animals including wild wolves, bears and the monstrous bison, and wear their skins as trophies. They spend their time feasting and fighting, and when not fighting their enemies they fight mock battles amongst themselves, although these often get out of hand and turn into real battles!

Norse have bristling beards and long hair which they sometimes twist in plaits. They are big, hardy men, with bulging muscles due to the constant exercise of rowing their Dragon Ships in search of fresh plunder. The Norse raid the shores of the Old World and waylay any ships they can find. Their warriors are feared and respected, and despite their drunken habits they are much in demand as mercenaries. Of all their warriors the most dangerous are the Berserkers. Even ordinary Norse warriors are wild and crazy, but the Berserkers are insanely dangerous even by the standards of their fellows. These warriors get



MEN

completely drunk before every battle and go berserk, slashing frenziedly with their heavy axes, becoming almost totally oblivious to pain or personal danger.

OTHERS

There are countless smaller realms of Men, though none are so powerful as Bretonnia or the lands of the Empire. The hot, dry lands of Estalia to the far south comprise many tiny kingdoms, few of which are known beyond the confines of Estalia itself. Similarly, the city states of Tilea are numerous and varied, but even all together they are not comparable to the nations of the north.

Estalians and Tileans are both traders and travellers, and it is quite common to find Estalian merchants in the northern port of Marienburg and Tilean mule caravans in the cities of the Reikland. Tileans are also common mercenaries and their crossbowmen are especially in demand.

The highlands where the Grey Mountains and Worlds Edge Mountains meet are known as the Vaults. They are inhabited by fierce mountain clans who guard the few passes and extort a heavy toll from merchants travelling between Tilea and the Empire. These mountain people sometimes travel down into the Reikland to join the Empire's armies.

Further east is a large, wild area called the Border Land or the land of the Border Princes. These lands are extremely



dangerous, being full of marauding Orcs and Goblins as well as bandits, brigands and outcasts from the rest of the Old World. These are new lands that adventurers and brave settlers are trying to civilise, and where eventually they will raise new cities and found new realms. Meanwhile it is a dangerous place where honest men live behind high wooden stockades under the protection of noble adventurers called Border Princes.

Тгоор Туре	M	ws	BS	s	Т	w	I	A	Ld
MAN	4	3	3	3	3	1	3	1	7
CHAMPION	4	4	4	4	3	1	4	2	7
HERO	4	5	5	4	4	2	5	3	8
LORD	4	6	6	4	4	3	6	4	9
Тгоор Туре	м	ws	BS	s	T	w	I	A	Ld
WIZARD	4	3	3	3	4	1	4	1	7
WIZARD CHAMPION	4	3	3	4	4	2	4	1	7
MASTER WIZARD	4	3	3	4	4	3	5	2	7
WIZARD LORD	4	3	3	4	4	4	6	3	8

WAR HORSE

Heroes and men of noble birth ride fierce battle steeds to war. These fiery-tempered stallions are strong enough to carry a fully armoured man, and are trained to kick and bite while their master fights from their back. The Knights of Bretonnia and the Knightly Orders of the Empire ride champing war horses into battle.

A Knight riding a war horse is at a considerable advantage, as his horse will attack the enemy with courage and determination equal to his own. In addition to their powerful kick, war horses can trample and crush any foe who fall under their flailing legs.

	М	ws	BS	s	Т	w	I	A	Ld
WAR HORSE	8	3	0	3	3	1	3	1	5

HORSE

The horse is ridden into war by warriors from many nations of the Old World and beyond. Although it cannot attack foes the way a Warhorse and other steeds can, it is able to carry its rider quickly across the battlefield.

	м	ws	BS	s	Т	w	I	A	Ld
HORSE	8	0	0	3	3	1	3	0	5

NORSE BERSERKERS

The Norse are wild, hairy barbarians much given to drinking and fighting. Of all these battle-crazed warriors the most feared of all are the Berserkers.

Not any warrior can become a Berserker, it is a quality men are born with: a predilection for furious unreasoning rage in which the Norseman completely loses all selfcontrol and quite literally goes berserk! Anything can set a berserker off (although beer is usually involved somewhere) but nothing is as certain to send one into a raging frenzy as a battle. As the enemy battle-lines approach the Berserker goes completely insane with rage, roaring and bellowing like a beast. His eyes bulge with unrestrained fury, and white foam starts to dribble from his slavering mouth. Other Norse warriors will encouraging the Berserker by yelling and cheering, so that he soon goes completely out of control.

Once they are utterly frenzied Berserkers become blind to reason and impossible to control. They throw themselves at the enemy slashing wildly with their axes without any regard for their own lives. They are so enraged that they become insensitive to pain and often don't even notice hideous wounds until well after the battle is over.

Тгоор Туре	М	ws	BS	\$	Т	w	I	A	Lđ
BERSERKER	4	6	0	4	4	1	4	1	10

SPECIAL RULES

FRENZY

Berserkers are affected by the rules for *frenzy* described in the Warhammer rulebook. This means that they will always *charge* enemy within reach, being so enraged they have no choice but to rush forward and throw themselves upon their foes. As with all frenzied troops Berserkers double their attacks and will therefore have 2 attacks instead of 1. Also, frenzied warriors always pursue enemy who break and flee in combat. See the description of *frenzy* for full details of how this applies.

Though ale is good and evening long, I will not say that drink and song are best whilst there are foes to fight, I'll slay them all before I rest at night. I'll drink and sing and fight!

Norse drinking/fighting song

FLAGELLANTS

The Old World is a dangerous and often cruel place, where war, plague and the vagaries of nature can destroy whole towns and force their inhabitants to become beggars, vagabonds and brigands. It is probably no wonder that many are driven mad by the terrible hardships that they suffer. Many see their condition as a sign that the realms of men are about to collapse, that they are living in the last days of a dying world, and that soon they will be swallowed by Chaos.

It quite common for these hordes of penniless zealots to band together under the leadership of some ranting madman, a preacher of apocalyptic doom. These bands travel the towns and cities of the Old World spreading their nightmarish vision of doom and despondency. When they hear there is a battle brewing Flagellants gather together in anticipation of the final apocalyptic conflict. As the armies clash the Flagellants throw themselves into the fray in a gesture of sacrifice and doom.

Thanks to their constant hardships, many self-inflicted, Flagellants feel almost no pain and are difficult to kill. They are also completely fearless – having long since confronted their own vision of world destruction, nothing holds any terror for them any longer.

Тгоор Туре	М	ws	BS	s	Т	w	I	A	Ld
FLAGELLANT	4	3	3	4	4	1	3	2	10

SPECIAL RULES

PSYCHOLOGY

Flagellants are not affected by panic, fear, terror, or any of the psychology rules. They are far too enwrapped by their own insane vision of imminent doom to be worried by such things.

COMBAT

Flagellants will fight on in hand-to-hand combat regardless of casualties or circumstances. Flagellants need never take a break test in hand-to-hand combat. They never flee from combat, and will fight to the death even if repeatedly beaten by their opponents.

LEADERSHIP CHARACTERISTIC

As Flagellants don't take psychology or break tests they need no leadership value – in effect any test taken against their leadership is considered to have been automatically passed. Should a leadership value ever be required for comparative purposes then use the value as 10.

DWARFS

The Dwarfs have lived in the Old World for a very long time and have always made their homes deep beneath the mountains, in the mines and halls carved by their own hands from solid rock. In ages past the Dwarfs prospered and their scattered halls grew into flourishing underground cities. The chief of these were built in the Worlds Edge Mountains, the long chain of mountains that runs from the north of the Old World far into the South Lands.

This ancient Dwarf empire was connected by underground roadways, broad enough to drive carts along. Legend tells of the wealth of those days, of gold and silver dug from the mountain, of fabulous jewels won from the rock, and of the precious stones, marble, onyx and jade, that adomed the halls of the Dwarf Kings.

Sadly those days are gone, only a memory recited in the stone halls of the Dwarf strongholds that survive. Of the wars that led to the fall of the Dwarf Empire, the sagas say little, but clearly their cities succumbed one by one to the Night Goblins, aided by some dark and evil power of which the Dwarfs do not speak. Today only a fraction of the Dwarfs' old empire remains in their hands. The Dwarfs themselves are few, and their wealth much reduced compared to former times. Still they remain a proud and defiant people, as grim as the mountains and as hard as the rock itself!

Dwarfs are immensely strong and resilient, broad in the shoulder, wide in the girth, with big thick hands and



broad feet. They respect three things above all else: age, wealth and skill.

Unless slain in battle Dwarfs live to a very great age. A Dwarf's age can be readily deduced by the length and colour of his beard. The oldest and wisest Dwarfs have silver beards many yards long. These are worn wrapped round the Dwarf's belly but can still trail behind him if they are really long. This respect for age extends to all aspects of Dwarf culture, where ancient workmanship is held up as an example of achievement, and where weapons may be reforged time and time again so that their blades are the same iron that was wielded over a thousand years ago.

The second thing that Dwarfs respect is wealth. Hoarding wealth is a great passion amongst them, and no Dwarf feels secure unless he has a substantial hoard he can pass on to his descendants. The hoards of some of the Dwarf Lords are of immense proportions and antiquity. Rumours of this wealth have driven ambitious armies to the gates of the Dwarf strongholds, where most of their bones still lie. But not all attackers have failed, and some Dwarf strongholds have fallen to the Orcs and Goblins, their hoards lost or scattered across the world.

The third cornerstone of Dwarf values is their superb craftsmanship. All Dwarfs take pride in their work, whether it is making a tunnel, or carving some tiny gem. They are uncannily good at making small, intricate things, and everything they do is accomplished in a painstaking and thoughtful manner. Dwarfs hate to see rough or shoddy work, and everything they make is always built to last.

Another characteristic of Dwarfs is that they always keep their word. Dwarfs have a very rigid sense of pride and honour. If a Dwarf makes a promise he will remember it and keep it, and he will also honour a promise made by his ancestors no matter how long ago it was made. To break faith is the worst possible kind of dishonour to a Dwarf. A broken bond will be bitterly remembered, leading to determined acts of vengeance and vendettas which may last for centuries. Great breaches of faith against the Dwarfs of a particular stronghold are recorded for posterity in a Great Book of Grudges, a huge tome carefully maintained by the stronghold's Dwarf Lord and constantly updated.

There are many surviving Dwarf strongholds throughout the Worlds Edge Mountains, although in past times there were many more and they were substantially larger. Those that remain are beleaguered fortresses, beset by Orcs, Goblins and other evil things. Such holds include Karak Kadrin, which overlooks the famous Peak Pass much travelled by merchants from the Empire and Kislev, and one of the main paths between the east and the Old World. Zhufbar to the south stands by the cold lake Varn, and has had a long and bloody history, being overrun by Goblins and subsequently recaptured with help from Sigmar, the first Emperor.

The largest and most important Dwarf stronghold is Karaz a Karak. This mighty and populous city is the ancient capital of all the Dwarf realm and the stronghold of the High King of the Dwarfs. This city is the spiritual heartland of the Dwarf race, where the Great Book of Grudges and Book of Remembering are kept, and where the temples of Grungi, Grimnir and Valaya are situated. All Dwarf strongholds have long and noble histories, and it would be impossible to describe them all here. Each is a proud and independent kingdom, but all hold ultimate fealty to the High King of Karaz a Karak.



Because their kingdom is situated in the high mountains the chief foes of the Dwarfs have always been Goblins. Many years ago, before the Empire or other human realms even existed, the Dwarfs and Elves divided up the Old World between them. Such a relationship could hardly last for long – being so different in character the Dwarfs and the Elves were bound to come to blows eventually. This led to a terrible and destructive war, which has soured relations between the races ever since.

After the war had ground on for several centuries the Elves abandoned the Old World, leaving a few settlers in the woodlands of Loren, and the Dwarfs retreated back to their mountains. However, such was the toll on Dwarf lives that their empire was rendered vulnerable to the Orc and Goblin invaders which poured in from the south and east, destroying most of the old Dwarf Empire. The Dwarfs have never forgotten this, and call the Elves traitors and oathbreakers, blaming them for starting the war. It would be fruitless to try and find out now, after so many years, what exactly led to the war between the two races. That fact, if it exists at all, is doubtless recorded in bold letters of dried blood in the Great Book of Grudges in Karaz-a-Karak

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
DWARF	3	4	3	3	4	1	2	1	9
CHAMPION	3	5	4	4	4	1	3	2	9
HERO	3	6	5	4	5	2	4	3	10
LORD	3	7	6	4	5	3	5	4	10

SPECIAL RULES

HATE ORCS AND GOBLINS

Dwarfs *hate* all Orcs, including Black and Savage Orcs, and all Goblins regardless of type. This enmity is rooted deep in the past as their age old Dwarf empire was destroyed by Orcs and Goblins.

ELF GRUDGE

Dwarfs bear grudges for a long time – possibly forever. As a race they have never forgiven the Elves for their part in the ancient wars which ultimately led to the destruction of the old Dwarf Empire. Although Dwarfs will fight on the same side as Elves when they have to, no Elf character can join a Dwarf unit, and similarly no Dwarf character can join an Elf unit. If your army is led by a Dwarf general then Elven units cannot test on his leadership value, and vice versa if the army is led by an Elf general.

The same applies to the Army Standard. If it is carried by an Elf then it confers no bonuses or re-rolls to Dwarfs; if carried by a Dwarf no bonuses or re-rolls are permitted to the Elves.

Furthermore, Dwarfs distrust Elves so much that they dislike fighting next to them, believing that they are untrustworthy and unlikely to stand their ground. Dwarfs therefore suffer a -1 leadership penalty if there are any Elves within 6", this represents their mistrust and the inevitable discord in the ranks. Note that this only applies to Dwarfs, not Elves, who are far more willing to put aside old and dusty quarrels.

ARMOUR

Dwarfs are sturdy folk who can bear the weight of armour more easily than fragile humans and other races. A Dwarf therefore has a move value of 3" regardless of any armour he wears, no encumbrance penalties apply.

PURSUIT AND FLEE

Dwarfs are not particularly fast, even in the frantic running combat of close pursuit. To represent this they flee and pursue 1" less than other troops, ie 2D6-1" rather than 2D6".



Dwarfs are above all very proud individuals, and do not cope easily with failure or personal loss. Should a Dwarf suffer some terrible personal tragedy he will be inconsolable. The loss of his family, his hoard or failure to uphold a promise can seriously unhinge the mind of any Dwarf. Young Dwarfs forsaken in love often never recover from the blow to their pride. Whatever the cause, Dwarfs who have suffered what they perceive to be a serious loss of honour will often forsake the fellowship of their family and friends.

Leaving their home stronghold as far behind as possible they wander in the wilderness brooding on the misery of life. Having broken with everything he holds dear, the Dwarf deliberately seeks death by hunting out and fighting large monsters. These Dwarfs are called Slayers. They are stern and laconic individuals, not much given to talking about themselves, and they tend to be horribly scarred as a result of their encounters with Trolls, Giants, Dragons and other monsters.

Slayers dye their hair bright orange, and stiffen it with starch so that it sticks out at alarming angles. Their way of life invariably means that many achieve their ambition and are slain at the hands of whatever ferocious beast they have confronted. Others, the least successful ones in a sense, tend to survive either because they are the toughest, the fastest, or most determined. This process of natural selection weeds out all those who do not have exceptional abilities, so you can be fairly sure that any Slayer you meet is exceptionally tough, violent, and psychopathically dangerous.

Slayers are a fascinating sub-cult of Dwarf society, and many famous Slayers have achieved deeds of exceptional valour. Younger Slayers often band together, sometimes under the tutelage of an older master, so that they can learn all the arts of monster slaying. Although they seek



SLAYERS

death, a Dwarf is incapable of deliberately fighting to lose, and so always enters the fray to win and spends as much time as possible improving his warrior skills. We have divided Slayers into troops and characters in the same way as other troops. Troll Slayers fight in bands, sometimes led by Giant Slayers, while Dragon and Daemon Slayers are characters equivalent to Heroes and Lords.

In the time of Gundir the Grim an Elven Prince of the name Numilorin of the family of Altilor did promise to pay six hundred crowns to the Rune Smith Fengir for the working of certain magic blades, three in number, to be wrought in the workshops of Zhufbar under the second moon of Balorm. So these blades were wrought and well, cunning runes were set there, and Fengir was glad of them. Yet when the second moon of Balorm fell the Elf did not come, nor his kin, and there was no report of him between mountain and sea. And as a consequence of this Fengir's youngest son Fengrim did search east and west and was slain by Orcs in the Summer of Sadness under the moon of Kharluk. And as a consequence of this Fengir's oldest son, Fenbar, did take the Oath of the Slayer, for his father had charged him with Fengrin's safety and at the test he had failed his word. Fenbar vanished from the world and Fengir grew weak at his double loss and thereafter died.

> Extract from the Great Book of Grudges in Karaz-a-Karak

Тгоор Туре	M	ws	BS	s	Т	w	I	A	Ld
TROLL SLAYER	3	4	3	3	4	1	2	1	9
GIANT SLAYER	3	5	4	4	4	1	3	2	9
DRAGON SLAYER	3	6	5	4	5	2	4	3	10
DAEMON SLAYER	3	7	6	4	5	3	5	4	10

SPECIAL RULES

SLAYERS

All Slayers are Dwarfs and the special rules already described for Dwarfs apply.

PSYCHOLOGY

All Slayers are unaffected by any psychology rules except for *batred* of Goblins and Orcs which affects all Dwarfs. This means they never need take panic, fear, terror or any other psychology tests.

BREAK TESTS

Slayers cannot be broken from hand-to-hand combat. They do not need to take a break test if defeated in close combat and will fight to the last breath in their bodies if given the chance. As they take neither psychology or break tests their leadership is never used, but is included for comparative purposes.

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

Trolls are not very intelligent monsters, but they are extremely strong and powerful. If they can catch a man they are easily capable of crushing him between their great palms or tearing his body aprt with their long fingers. Trolls are greatly feared because of their unthinking ferocity and indiscriminate appetite. Trolls can and will eat anything – flesh and bone, wood, rocks, bits of metal – nobody has yet discovered anything they cannot eat. The stomach of a Troll contains some of the most powerful acids known in the Old World, and its digestive juices are highly valued by alchemists and wizards.

The other unusual and perhaps best known characteristic of Trolls is that their flesh is able to regrow almost as quickly as it is damaged. If a Troll's clawed hand is severed a fresh one will grow from the stump. If a Troll is decapitated a new head forms on its shoulders, grinning madly and gnashing its sharp teeth. You have to cause a great deal of damage to a Troll to stop it regenerating, and even then it will often regenerate the following day. The only thing that Trolls cannot survive is fire. If they are burned they cannot regenerate, so fire is the greatest ally of the Troll fighter.

Trolls are wild creatures that live either alone or in small groups with others of their kind. They sometimes hang around Orc and Goblin encampments, scrounging food and picking off the the odd stray Goblin. Trolls can sometimes be persuaded to join Orc or Goblins as they march to battle, although it is doubtful if they really understand what is going on. A particularly brave and patient Orc Champion might even strike up a relationship with a group of Trolls by feeding them tit-bits and amusing them with simple tricks.



The Orc may try to lead his bizarre pets into battle, hoping that the loud noises and bright flashes won't confuse them. If the Orcs are lucky the Trolls will stumble into combat where they can tear and rend as much as they please. If unlucky, the Trolls might be distracted by the sights and sounds of battle, and blunder about in a confused manner, attacking the first thing they stumble into, or they might even just sit down and go to sleep. Left to their own devices the chances are the Trolls will go wild or become soporific, but if led by a more intelligent creature they can often prove to be dangerous foes.

	м	ws	BS	s	Т	w	Ι	A	Ld
TROLL	6	3	1	5	4	3	1	3	4

SPECIAL RULES

TROLLS

FEAR

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

STUPIDITY

Trolls are extremely stupid creatures that get confused very easily. Trolls are affected by the rules described for *stupidity* in the Psychology section of the Warhammer rulebook.

REGENERATE

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



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

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

FIRE

Troll flesh cannot regenerate when it is burned. If a Troll sustains one or more wounds from flames then it cannot regenerate any wounds, not even those inflicted by ordinary weapons.

VOMIT

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

HIGH ELVES

Many Years ago the High Elves of the Elven Kingdoms of Ulthuan sailed to the Old World far to the east of their island continent. There they discovered the Dwarfs, and the fathers of Men, and built cities along the coasts for their ships to harbour. In those days the swift ships of the Elves were busy indeed, carrying Dwarf gold and precious stones back to Ulthuan, returning with rare woods, silk and exotic wares from the far west.

While Dwarfs burrowed and mined beneath the mountains, the Elves raised tall towers amongst the forests, and both races prospered. Given the very different natures of the two races it was perhaps inevitable that this state of harmony did not last. While Dwarfs are quiet, serious, hardworking and materialistic with little time for frivolity, the Elves are a richly talented and expressive race, quick to laughter and song, but proud and sometimes haughty in their dealings with others.

The war between the Dwarfs and Elves lasted for many years and caused much lasting bitterness between the two races. Eventually the Elves abandoned the Old World and sailed back to their own realms in the far west. A few remained behind in the forests where their descendants still rule over the Wood Elf realm of Loren. The High Elves themselves have no permanant settlements in the Old World any more, although trading ships still ply the seas between Ulthuan, the Kingdom of Bretonnia, and the great trading port of Marienburg. This last city still has a substantial Elven quarter inhabited by merchants and adventurers. Elves and men trade and prosper, and on the whole relations betwen the two races are good. When the need of the Emperor or the Bretonnian King is great, Elven armies sail to the lands of Men to support their struggle against the many great evils that beset the world of Elves and Men alike.

The land of Ulthuan in the far west is a vast circular island continent surrounding a large inner sea. The circle consists of a high and uninhabitable mountain chain, bounded on both inner and outer coasts by narrow wooded plains. Only at one point is the circle broken, at the mighty sea gates of Lothern. Here the mountains are cleft as by a gigantic axe stroke, and here the Elves of Lothern have embattled the towering cliffs to build the most formidable fortress in the world. None may enter through that gate without the leave of the Lord of Lothern, and to this day no man has passed within, or at least none have returned to report the passage.

The coastal strips, both inner and other, are divided into many separate Elf kingdoms some vast and powerful, others very small but proud and independent. The city of Lothern, the seat of the Phoenix King, lies in the southern land of Etaine which straddles the inner and outer oceans. To the north and east of Lothern is Saphery, a land of sorcerous towers adjoining the inner sea. Other lands within the encircling mountains include Avelorn with its green forests, the horselands of Ellyrion, and Caledor, the land of the Dragon Princes.

Although Elves are not wantonly aggressive the kingdoms of Ulthuan are haughty and their lords are proud of their status. Wars between the kingdoms are often swift and bloody, for Elves are determined and mighty warriors. The kingdoms of the outer coast are more used to battle, for they are exposed to the raids of Dark Elves and fierce Norsemen. The great Mists of Yvresse and swift ships from the Kingdom of Cothique protect the eastern approaches.

To the north the dour Elves of Chrace and the vengeful people of Tiranoc guard the approaches from Naggaroth and the Shadow Lands. The Dark Elves are the most bitter and implacable of the High Elves' foes, their raiders land upon the broken isles of the north and pour south destroying and slaying as they advance. Keeping them at bay is an eternal battle and one that has cost the lives of many brave Elves over the centuries.

Elves are tall and very proud in their bearing and manner, and though they have a slim build they are surprisingly strong and agile for their size. Elves are pale skinned and for the most part have dark or grey hair and finely chiselled features. All Elves learn the art of war from an early age and become accomplished warriors with spears, swords and bows. Those of noble birth learn to ride with exceptional skill, and are taught to bear the arms of the Silverhelms – as the High Elven cavalry are named. With tall lances, glittering armour, and high browed helms of silver the Silverhelms are the proudest and most deadly amongst their whole kindred.

All Elf weaponry and armour is finely crafted. Swords are often passed down from father to son, and may be extremely ancient family heirlooms which have drawn blood in hundreds of battles. Armour is beautifully made from metal scales and is very flexible. Tall shapely helms may be encrusted with precious gems, for Elves love gemstones and use them to decorate their armour and weapons. Clothes are sheer and finely made of clean white cloth embroidered with patterns of many colours.

Ulthuan is the most magical part of the whole world, and the Elves have developed their sorcery far beyond the accomplishments of other races. The forces of magic have been harnessed to protect the land of Ulthuan itself, for without the conjurations of the Elves the entire land would sink beneath the waves forever. The High Elven mages are mighty spell casters whose fiery blasts and awesome energies have won them many battles. It is the Elves who, in years past, taught their magic to men, although the Elves far surpass the Wizards of the Old World in their skill and knowledge.

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Id
HIGH ELF	5	4	4	3	3	1	6	1	8
CHAMPION	5	5	5	4	3	1	7	2	8
HERO	5	6	6	4	4	2	8	3	9
LORD	5	7	7	4	4	3	9	4	10

Тгоор Туре	M	ws	BS	s	Т	W	I	A	Ld
MAGE	5	4	4	3	4	1	7	1	8
MAGE CHAMPION	5	4	4	4	4	2	7	1	8
MASTER MAGE	5	4	4	4	4	3	8	2	8
MAGE LORD	5	4	4	4	4	4	9	3	9



HIGH ELF STEEDS

The horses of the Elves are reknowned for their beauty and speed. It was the Elves who first brought real horses to the Old World, and all the breeds of horses known to Man are descended from Elven steeds, but their bloodline in mingled with that of rough wild horses and so is far inferior to the gracious and swift mounts of the Elves.

The best and most highly prized Elf steeds are the sleek dappled horses of Ellyrion. None can match the nobility of the Ellyrian breed which come only from the Kingdom of Ellyrion and nowhere else in the world. Elven Steeds are almost always grey or dappled, and more occasionally pure white. Bays and chesnuts are very uncommon and are regarded as a indication of poor blood. Black horses are said to have evil tempers and are shunned.

Тгоор Туре	м	ws	BS	s	т	w	I	A	Ld
ELF STEED	9	3	0	3	3	1	4	1	5



The ancient Land of Ulthuan is a great focal point of magic in the Warhammer World. The drifting energies of magic which permeate the world are all drawn eventually to the centre of Ulthuan, like water into a whirlpool, forming a vortex of magic. In this way Ulthuan drains magic out of the Warhammer World preventing the tide of magic overpowering everything and turning the entire world into a seething realm of Chaos.

The very existence of Uithuan therefore keeps the powers of Chaos in check, and acts as a counterbalance to the Realm of Chaos which lies to the north of the Old World. Many thousands of years ago, the High Mages of Ulthuan created this magical vortex with many powerful enchantments, thereby saving the world from being engulfed by Chaos.

The High Elf Mages chose to anchor their speil in the Isle of the Dead, in the exact centre of the inner sea of Ulthuan. So great was the power required to harness the raw magic that a system of magic standing stones was built to contain and direct the flow of energy towards the Isle of the Dead. The system consisted of hundreds of magic stones, each more than twice as tall as a man and throbbing with magic power. The stones were arranged round Ulthuan in a vast web, forming a pattern around the Isle that extended right to the very edge of the outer sea.

Each stone collects and absorbs magic energy, and passes the power on to its inner neighbour. Thus the magic is gathered and passed inwards to the Isle of the Dead where the ancient conjuration of the High Elves drains it back into the dimension of magic from whence it came. All magic is dangerous, and magic of such cosmic potency is more dangerous than any other. The Isle of the Dead itself is so suffused with sorcerous energy that time has been destroyed in that place, so that it exists out of time, and beyond the reach of the physical world. If an Elf were to sail to that island today they would find the High Elf Mages of old still chanting their spells, doomed to an eternity of conjuration to preserve the balance of the world.

Few Elves make that journey, and those that do never return. It is said that when the end of the world comes at last the ancient Mages of Ulthuan will emerge from the Isle of the Dead accompanied by an army of all the lost souls of Ulthuan to reclaim their thrones.

Located at the focal point of this magical drain, the Isle of the Dead is the most dangerous place of all, but the entire land of Ulthuan is affected too. The power of the stones is so great and their balance so fine that should any fail, or be destroyed, the whole system would collapse in upon itself and Ulthuan would be consumed by the energies coursing through it. Ulthuan would be turned into another Realm of Chaos, and the Dark Elves would return to claim the lands for their Chaos Lords at last.

While the stones remain in balance the power of Chaos is confined to the mountainous core of Ulthuan, the uplands that lie in a great ring round the entire land. The mountains are home to monsters and all manner of evil and daemonic things, but they are contained by same spell that draws magic towards the Isle of the Dead. The mountains cannot be crossed except at one of the strategic passes where tunnels dive beneath the mountains, or counterspells drive aside the raw magic from deep passes in the mountains' side.

HALFLINGS

HALFLINGS

Halflings are a small people that live in the region of the Empire known as The Moot or Mootland. They are subjects of the Emperor and their people provide regiments for the Imperial army in times of extreme need. The Moot itself is a largely peaceful land, and Halflings are a peacable people, preferring the quiet routine of farming to military adventure. Despite this Halflings are tougher than they look, which is just as well for the Moot is not immune from the ravages of marauding Orks from the Worlds Edge Mountains to the east.

Halflings are remarkably courageous, and will often stand their ground and resolutely fight on while larger creatures turn and flee. They are rather small to make first class warriors, but they are excellent shots with a bow. It is therefore as archers that they tend to be recruited into the Imperial army, although



they are capable of fighting with spear and sword when the need arises.

Halflings are also good woodsmen, and have an uncanny ability to pick their way quietly and swiftly through woods and forests. This gives them a real advantage over their foes despite their small size.

Тгоор Туре	м	ws	BS	S	т	w	I	A	Ld
HALFLING	4	2	4	2	2	1	5	1	8
HALFLING CHAMPION	4	3	5	3	2	1	6	2	8
HALFLING HERO	4	4	6	3	3	2	7	3	9
HALFLING LORD	4	5	7	3	3	3	8	4	10

SPECIAL RULES

WOODS

Halflings are natural woodsmen and can move swiftly and silently through wooded territory. Halflings therefore suffer no move penalty for moving through woods.



ORCS AND GOBLINS

Orcs, Goblins, and their smaller cousins Snotlings all share a common body chemistry. They are all, to coin a human term, green skins. Orcs are ferocious raiders and relentless warriors, and their constant attacks threaten to engulf the human lands of the Old World and plunge the entire continent into a dark age of endless and unremitting warfare. All Orcs live to wage war, and and it is this that makes them so dangerous. This love of combat is also their greatest weakness as it means they expend much of their energy fighting each other. Goblins are smarter than Orcs but nowhere near as warlike. They are cunning rather than strong, and rely a great deal on their Orc cousins when it comes to the serious business of fighting.

Orcs and their relatives are different to humans and other human-like creatures in a number of ways. These differences have been studied for many years by humans with an interest in such matters, including alchemists and necromancers who have tried to harness Orc properties by means of unspeakable magic.

Scholars in the Empire have examined Orc anatomy by dissecting warriors who have fallen in battle. In an age

where even human anatomy is a source of wonder and speculation, the insides of an Orc provides endless subject matter for debate but very few hard facts. This has led to all sorts of popular speculation that Orcs are the spawn of daemons or even that they are fathered by nightmares and the dreams of evil men. All this is nonsense of course, but so little is known for sure that the superstitious and fearful minds of ordinary folk are willing to believe the ravings of madmen and bogus experts. The more rational and intelligent of those who have studied such matters have managed to agree on the following points.

Orcs and their relatives have a tough and waxy green skin, which becomes scabby, gnarled and even tougher as they grow older. Their blood varies in colour from red to purple or black and is thick and sticky. They do not seem to feel pain to anything like the extent that humans do, and it takes a quite serious wound to stop an Orc from fighting.

Orc bodies are capable of healing very quickly. It is claimed that if an Orc's arm is severed from his body then it can be stitched crudely back in place and within a short



time it will have healed back almost as good as new. No one really understands why Orcs are like this, least of all the Orcs themselves who naturally take their tough bodies for granted and regard humans as weak, fragile and 'squishy'.

All Orcs and Goblins live in tribes. Some of these are huge with thousands of individuals, while other warbands number little more than a few hundred warriors. Tribes are led by a powerful chieftain called a Warboss or, if he is very powerful, a Warlord. The more successful a Warboss is the more Orcs or Goblins will flock to join his tribe. As the tribe gets bigger the Warboss leads it to fight bigger battles, so he either becomes more famous still and his tribe gets even bigger or he is finally killed and his tribe breaks apart.

As Orcs enjoy fighting more than anything else, a successful Orc always tries to find bigger and more powerful opponents, until eventually he has to face a large Imperial or Bretonnian army, or a strong force of Dwarfs or Elves. Once a powerful Warboss starts to win battles Orcs from all over the Old World will mass around him anticipating fresh conquests and glorious victories. As tribes are constantly fighting amongst themselves and breaking up, there is never any shortage of Orcs and Goblins wandering about, ready to ally themselves under a powerful leader. The way a successful Orc force gathers strength and momentum is what makes Orcs so dangerous.

Most of these tribes will be Orc tribes, led by an Orc Warboss, or Goblin tribes, led by a Goblin Warboss. On the whole the two creatures live apart, but as most Orc tribes have Goblin servants or slaves it is common to find Goblins under the sway of Orcs. In many cases these servant Goblins are more than happy with their lot, because it gives them a chance to be near Orcs and take part in their battles. Every Goblin knows that Orcs are good fighters, certainly better than Goblins, so it is a good life being in an Orc tribe even if their big masters do sometimes box their ears and treat them rather harshly.

Orc and Goblin tribes live all over the Old World in areas which are sparsely inhabited or where humans cannot survive at all. They also live on the boundaries of the Old World in the lands to the south and east, and it is in these areas where they are most prolific.

If there can be said to be an Orc homeland it is probably the area between the southern Worlds Edge Mountains and the Black Mountains known as the Badlands, and the foothills of the Worlds Edge Mountains between Blood River and Black Fire Pass. These areas are infested with Orc tribes, and the adjoining lands of the human Border Princes are little better, although fortified human settlements maintain the presence of men on the very edge of civilisation. There are also many Orcs and Goblins inside the Old World, especially in the high mountain passes and deep forests which are virtually impenetrable by humans.

Orc and Goblin tribes will ally and trade with each other, but they have little to do with humans or the other civilised races of the Old World. There are several types of Orc and Goblin, as explained later, but these are different only in minor ways and as far as they are concerned these are brother Orcs and Goblins rather than different races.

The Orcs do have dealings with a few other races, including Snotlings, their smallest related species. They also have some dealing with Trolls, though these creatures are not so much intelligent allies as animals that the Orcs keep as mascots. Ogre bands will sometimes hire out their services to Orcs although Ogres are equally happy to fight for humans or anyone else for that matter.

The most complex relationship Orcs have with another intelligent race is that between their tribes and Chaos Dwarfs. According to Orc belief, when the Orcs were simple brute creatures, without knowledge of metal working or how to make weapons, it was the Chaos Dwarfs who taught them how to construct war machines, smelt iron, and fashion war gear. Even today, Goblins trade gold and captives with the Chaos Dwarfs which they sell on to the Orcs.

Chaos Dwarf Mages are always made welcome in the Orc camps and treated with honour and respect. The Orcs rely on Chaos Dwarf Mages to help them make some of the most complex war machines and magically arcane devices. For their part the Chaos Mages recruit Orcs as bodyguards and take Goblin slaves and human captives who they put to work in their sorcerous towers.

THE WAAAGH!

When Orcs mass together to conquer and fight this great belligerent gathering is called a Waaagh! or a Waaa-Orc! A Waaa-Orc is a really big aggressive push, when some successful Warboss throws everything he's got against his chosen enemy and all the other Orcs and Goblins flock to join him. A Waaa-Orc is truly terrifying – a sea of green skinned monsters swarming across the horizon, whooping, jeering, and yelling their barbarous war cries.



ORCS & GOBLINS

A Waaa-Orc is virtually unstoppable. The best defence is to retreat before it, hoping that the energy of the Waaagh will be soon be dissipated by petty squabbling and break apart. Sometimes this does happen, as Orcs are extremely quarrelsome and cannot cooperate for long, but all too often the Orcs reach a big city and there is no choice other than to send an army out against them.

'If it ain't green, belt it till it stops movin'. Then belt it again, jus' to be sure."

Morghum Necksnapper at the Battle of Death Pass.

One of the most notorious Waaaghs of all time was the Waaa-Gorbad, when Orc Warlord Gorbad Ironclaw led his hordes through Black Fire Pass and on a trail of devastation throughout the Empire. Having rampaged through the Moot and sacked the city of Nuln, Gorbad defeated a large Empire army on the banks of the river Reik and then marched on the capital city of Altdorf. During the siege that followed the then Emperor Sigismund was killed when Orc Wyverns dropped from the sky and attacked his palace.

The whole Empire was overcome with terror, but Altdorf held out for over a year during which time the Waaa-Orc gradually lost enthusiasm and broke up into smaller armies. Gorbad eventually rallied the much reduced remnants of his force and fought his way back to the Worlds Edge Mountains. Here he was brought to task by the Dwarf Lords of Karak Varn in a huge and fierce battle fought under the shadow of the mountain still known as Blood Peak in memory of that day's slaughter.

SPECIAL RULE

ANIMOSITY

Orcs and Goblins are extremely quarrelsome creatures. They argue and fight amongst themselves all the time, and it is quite common for rivalries between individuals or even whole groups of these creatures to erupt into a full scale ruck. Even at the best of time fighting in the ranks can cause disarray and confusion in the army, with individual units suddenly stopping their advance to settle some difference between two warriors. This is a great drawback to the Orc commander, who will inevitably hear the cries of squabbling from his army and realise that his best laid plans have once more been laid low by his warriors' usual lack of discipline.

At the start of his turn the Orc player must test to determine if fighting has broken out amongst his own troops. Starting on one side of the table and working through his army, the Orc player rolls 1D6 for each Orc and Goblin unit. The dice roll determines whether the troops fight normally or start fighting amongst themselves. If the dice roll is between 2 and 6 then all is well, and the green skinned warriors do what is expected of them without too much arguing.

On a roll of a 1, however, something is amiss. Maybe an especially truculent Orc has decided that he wants to march in front, possibly one of the Goblins has taken the chance to avenge some petty slight by clubbing the Goblin in front of him over the head. It's impossible to tell how these little arguments start – with Orcs and Goblins it could be almost anything.

To determine what the unit does roll another D6 and consult the table below.

GOBLIN ANIMOSITY TABLE

1 **Get 'em!** The closest Orc or Goblin unit to the affected unit is asking for trouble, pulling faces, shouting rude insults, and hurling dung. They deserve a bashing!

If the affected unit is armed with bows or other missile weapons it won't move this turn, but will shoot at its offending rivals instead – models may be turned in place to face their target. Work out casualties from shooting now before any troops are moved. The affected unit may do nothing else this turn.

If the affected unit is not armed with missile weapons then it will *charge* its aggressors if it is able to do so. If unable to charge for some reason (if it is too far away, for example) then the unit does nothing as described below. Assuming it is able to charge, the enraged unit is immediately moved against its rivals and a huge brawl breaks out. Work out hand-to-hand combat with all the models in base contact fighting. This should be worked out immediately before any further movement. Once both sides have fought, casualties are removed and the two units spend the rest of the turn unable to do anything while they dust themselves down.

- 2-5 Some internal squabble throws the ranks into disorder preventing all movement and fighting this turn. The unit may do nothing this turn while the Bosses shout at them.
- 6 **We'll Show 'emi** The closest rival unit is a right bunch of show offs who think they are going to win this battle on their own. The Orcs in the affected unit decide to show them who's best. Determined to get stuck in, the unit starts to move forward in a gung-ho way, cheering and waving weapons, bounding forward towards the disconcerted enemy.

The affected unit bounds forward towards the enemy a full normal move deducting distance for terrain or obstacles. It must move the full distance, and it cannot move less unless there is something in the way, such as an uncrossable river or another unit. Move this distance now, before the movement phase. The unit may move again in the movement phase exactly as normal, and the player may declare a Charge! if the unit has moved to within charge range.



Orcs vary in height and their physical appearance more than humans – some are no taller than a man but most are substantially larger and the biggest Orcs stand well over seven feet tall. They are also much broader than humans, with big deep chests, massive shoulders and long, powerfully muscled arms. Orcs have large heads with huge jaws but tiny foreheads behind which lurk a thick skull and not very much brain.

Despite their apparent lack of intelligence Orcs are not stupid, although they are rather limited in the way they think and act. They are not the deepest thinkers in the world, but neither are they doubtful or divided. When an Orc wants to do something he simply does it, where a human might spend untold time weighing the pros and cons.

The Orcs' single-mindedness is one of their greatest strengths, especially as they enjoy fighting more than anything else. When they're not actually at war, Orcs spend all their time fighting each other to establish rights of leadership. Orc leaders are known as Boss Orcs, but even Boss Orcs fight amongst themselves to decide which of them is the overall leader. This means there are innumerable layers in the Orc pecking order, from Boss to Big Boss, Warboss and Warlord.

A Warlord is an Orc who has established total supremacy over his rivals (having either killed them or driven them away) and now leads all the tribes in glorious conquest over other puny races such as Men, Elves and Dwarfs (Orcs call Elves skinnies and Dwarfs stunties). An Orc's



life is therefore spent in constant battle either with his fellow Orcs or against some worthy opponent. This is regarded as a Good Thing by Orcs who are universally content with their lot, being ultimately happy to meet their end in battle so long as they get a chance of a good fight

The more battles and the more kills an Orc has under his belt the more respect he earns from other Orcs, the more his enemies fear him, and the happier he will be.



Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
ORC	4	3	3	3	4	1	2	1	7
BOSS ORC	4	4	4	4	4	1	3	2	7
BIG BOSS	4	5	5	4	5	2	4	3	8
WAR BOSS	4	6	6	4	5	3	5	4	9

Ттоор Туре	м	ws	BS	s	Т	w	I	A	Ld
SHAMAN	4	3	3	3	5	1	3	1	7
SHAMAN CHAMPION	4	3	3	4	5	2	3	1	7
MASTER SHAMAN	4	3	3	4	5	3	4	2	7
SHAMAN LORD	4	3	3	4	5	4	5	3	8

SPECIAL RULE

PANIC

Orcs expect Goblins to run away and it doesn't really surprise them when this happens. The sight of Goblins running in flight does not upset the Orcs, it simply reminds them why they are better! When a Goblin unit breaks or flees past during the turn, there is no need for the Orcs to test for panic. There is no way that big, tough Orcs are going to panic just because some weedy Goblins run off!

ORCS & GOBLINS

SAVAGE ORCS

There are so many tribes of Orcs that it is impossible to count them, especially as they are constantly breaking up and reforming under the leadership of new ambitious Orc Warlords. Most of these tribes are the common sort of Orc, but there are other kinds as well, including Savage Orcs.

Savage Orcs are not physically different to the great mass of Orcs, except that they like to wear tattoos and warpaint, but they are none-the-less quite distinct. They live in their own tribes and have their own ways of fighting which make them easily distinguishable.

Many hundreds of years ago all Orcs were savages with no means of manufacturing metal weapons, armour and war machines. These primitive Orcs used stone weapons, wooden clubs, and what other weaponry they could steal from more advanced races. When other Orcs began to learn about metal working from the Chaos Dwarfs, a few tribes either missed out or deliberately turned their back on these new ways. These Savage Orcs were happy to continue in their old ways, using metal weapons and atmour on occasions when they could steal or trade it, but on the whole sticking to their ancient traditions. Over the years the Savage Orc tribes became increasingly distinct as their brother Orcs learned new ways, until eventually the two kinds were quite different.

Savage Orcs persist in their savage ways to this day. They continue to sing the praises of the boisterous Orc gods Gork and Mork in their barbarous fashion, holding midnight feasts to consume gallons of Brew and to fight each other under the watchful eyes of their crude idols. In battle they believe so strongly in the power of the Orc gods Gork and Mork to protect them that enemy arrows and swords blows really can be deflected by the Orcs' aura of self-generated arcane power.

It is also possible that the tribal tattoos which Savage Orc Shamans paint onto them protect the Orcs in some way. This is a very mysterious and wondrous thing, and confirms the Savage Orcs' strong belief in their old and trusty ways. Other Orcs are completely puzzled by this, but the Savage Orcs maintain it is their undivided attention to the tried and tested Orc way of life and the veneration of their ancient gods. Perhaps this is why Savage Orcs are famous for the number and power of their skin-clad bone waving Shamans.

Тгоор Туре	м	ws	BS	S	т	w	I	A	Ld
SAVAGE ORC	4	3	3	3	4	1	2	1	7
BOSS ORC	4	4	4	4	4	1	3	2	7
BIG BOSS	4	5	5	4	5	2	4	3	8
WAR BOSS	4	6	6	4	5	3	5	4	9

Тгоор Туре	м	ws	BS	s	т	w	I	A	Ld
SHAMAN	4	3	3	3	5	1	3	1	7
SHAMAN CHAMPION	4	3	3	4	5	2	3	1	7
MASTER SHAMAN	4	3	3	4	5	3	4	2	7
SHAMAN LORD	4	3	3	4	5	4	5	3	8

SPECIAL RULES

PROTECTIVE TATTOOS

Savage Orcs do not usually wear armour although they sometimes obtain it as war booty or trade it from wandering Goblin tribes. They do use shields and these are often made from animal hide. A Savage Orc without body armour will be protected by his unshakeable faith. This is comparable to wearing a mail shirt or breastplate, conferring a D6 saving throw of 6. If the Savage Orc has a shield as well then he has a saving throw of 5 or 6 just as if he had a mail shirt and shield.



Note that this saving throw is not strictly speaking because of armour, and the Orc always has a saving throw of 6 even if he is struck by a weapon that would normally have a saving throw modifier. For example, a two-handed axe deducts -2 from your armour save but a Savage Orc protected by his tattoos still gets a save of 6. This special protection is lost if the Orc wears body armour.

FRENZY

Savage Orcs are wild fighters, whooping and screaming as they attack, calling upon Gork and Mork to help them as they crash into the enemy ranks. Savage Orcs are therefore affected by the rules for *frenzy* described in the main rules. This means that they will charge enemy within reach, and fight with double attacks (2 rather than 1). See the Warhammer rulebook for details.

PANIC

Just like other Orcs, Savage Orcs expect Goblins to run away and it doesn't really surprise them when this happens. The sight of Goblins running in flight does not upset the Orcs, it simply reminds them why they are better!

When a Goblin unit breaks or flees past during the turn, there is no need for the Savage Orcs to test for panic. There is no way that big, tough Orcs are going to panic just because some weedy Goblins run off!

BLACK ORCS

Black Orcs are the biggest and strongest of all Orcs. They first appeared in the Old World during Sigmar's time, when a whole band crossed the Worlds Edge Mountains and conquered the other Orcs that lived in the hills to the northwest of Stirland. The great hero Sigmar first united the men of the middle Old World into the Empire, and to do so he had to drive out the Orcs and Goblins that lived there. The Black Orcs were the most difficult to defeat, because they were so warlike and determined.



Black Orcs have skin which is black or extremely dark green. They are bigger than normal Orcs and pride themselves on being the best Orc fighters of all. They take war much more seriously than other Orcs, and are usually better armoured and carry more or better weapons. Black Orcs prefer to fight at close quarters, where their brute strength and determination makes them very powerful. They often carry two weapons, one in each hand, rather than a shield, so they can strike their enemies two at a time.

Black Orcs regard other Orcs and Goblins as frivolous and not entirely trustworthy, especially Goblins, who are always running off in battle instead of standing and fighting. When they are not fighting in battle Black Orcs engage each other in head-butting contests to settle minor differences. Disputes which would lead to squabbling or disorganised fighting in other Orcs are therefore settled in a formal way, without causing any unnecessary disruption on the battlefield. Some other Orcs claim that this headbutting has seriously reduced what intelligence Black Orcs might have originally had, but Black Orcs have exceptionally thick skulls and, like all Orcs, they are very resilient.

Ттоор Туре	м	ws	BS	s	Т	w	τ	A	Ld
BLACK ORC	4	4	3	4	4	1	2	1	8
BOSS ORC	4	5	4	5	4	1	3	2	8
BIG BOSS	4	6	5	5	5	2	4	3	9
WAR BOSS	4	7	6	5	5	3	5	4	10

SPECIAL RULES

ANIMOSITY

Black Orcs are not affected by the squabbling and infighting that characterises other Orcs and Goblins, and never test for animosity. It is possible that Black Orcs may be the victims of animosity, and if attacked by brawling Orcs or Goblins they will certainly fight back just like any other Orcs.

LEADERS

Black Orcs don't think much of other Orc Bosses. If another Orc or Goblin character model joins the unit he will be allowed to fight with it, but the Black Orc unit will refuse to take much notice of him. This means the unit cannot test against the character's leadership as it normally would.

BLACK ORC LEADERS

Black Orc characters can join up with other Orc or Goblin units and lead them, exactly as described in the rules. Because the unit is led by a Black Orc it wouldn't dare start scrapping amongst itself and so doesn't suffer from the normal animosity rules. In fact, the unit is treated exactly like a unit of Black Orcs for animosity.

PANIC

Black Orcs think so little of other Orcs and Goblins that they do not have to take a panic test if they break or flee past them during the turn. Black Orcs expect other Orcs and Goblins to run away – when they do it merely confirms the Black Orcs' conviction that they are the best. This applies only to Black Orcs, not to units of other Orcs or Goblins being led by a Black Orc character.



ORCS & GOBLINS

GOBLINS

Like their big relatives the Orcs, Goblins vary in size although they are typically smaller than Orcs and usually smaller than a man. Goblins have quick, nimble fingers and small darting eyes, their teeth are tiny and very pointy. Compared to the large, powerful bodies of the Orcs, Goblins look rather thin and skrawny with gangly arms. Their voices are much higher pitched than those of Orcs, and they are extremely noisy and garrulous where Orcs are inclined to speak slowly and infrequently (considering the determined glare and comparison of fangs to be sufficient communication in most situations).



Goblins are more intelligent than Orcs and love nothing better that trading and bartering with their slow-witted relatives, because they always come out best. Goblin tribes are partly nomadic. They move about from plain to forest, or along the river valleys and in between the mountain passes where they buy, sell or steal things that they can re-sell to other Orcs or Goblins later on.

Goblin tribes are often accompanied by huge caravans of scrap metal, captured monsters in crude wooden cages, or even men, Dwarfs or Elves that they have trapped and enslaved. Outriders mounted on huge slavering wolves patrol the area to the tribe's front, probing for enemies and scouting out small settlements that can be raided and pillaged.

Some Goblins become very wealthy by trading in this way and the tribe's King becomes exceedingly rich. Goblins like to show off their wealth. A really successful Goblin trader wears countless rings, ornamental daggers, swords, and the biggest helmet he can comfortably balance on his head. Others spend their ill-gotten gains on fast chariots which they race against each other, trying to outdo their rivals by having the fastest or flashiest machine. Goblins can acquire a great variety of weaponry as they travel about, either looted or traded with other Orcs and Goblins.

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
GOBLIN	4	2	3	3	3	1	2	1	5
BOSS GOBLIN	4	3	4	4	3	1	3	2	5
BIG BOSS	4	4	5	4	4	2	4	3	6
WAR BOSS	4	5	6	4	4	3	5	4	7

Тгоор Туре	M	ws	BS	s	т	w	I	A	Ld
SHAMAN	4	2	3	3	4	1	3	1	5
SHAMAN CHAMPION	4	2	3	4	4	2	3	1	5
MASTER SHAMAN	4	2	3	4	4	3	4	2	5
SHAMAN LORD	4	2	3	4	4	4	5	3	6

SPECIAL RULE

FEAR

Goblins strongly dislike fighting Elves, partly because of the dire reputation of these formidable troops, but also because the natural aura of Elves incites unreasoning fear in Goblins. A unit of Goblins *fears* any unit of Elves which it does not outnumber by at least two to one. The unit is affected by fear as described in the Psychology section of the Warhammer rules.

Amongst the most infamous of Goblin Warlords the one that stands head, shoulders and belly above the rest is the hugely obese Grom. Grom's horde blazed a red trail of carnage from the flinty heart of the Worlds Edge Mountains, through the provinces of the Empire to the shores of the Sea of Claws. His armies stormed and destroyed the castles of men and looted the tombs of Dwarf Kings. They routed armies and slaughtered untold thousands.

Grom could have toppled the kingdoms of men and raised a savage kingdom of his own amongst the ruins. But he chose not to do so, for fate took a hand and his attentions were drawn west, over the sea, towards the land of Ulthuan and the Elven Kingdoms

For months the tribes laboured, building vast and ugly ships for the journey. Like floating fortresses they were, ungainly and scarcely seaworthy, daubed with black pitch to keep out the water. Then, when the fleet was ready, the whole host went aboard and sailed from the Old World, leaving behind a great desolation and everlasting memory of those troubled times. Of Grom and his savage war against the Elves no word ever came back to the Old World.

FOREST COBLINS

The dark forests of the Old World are home to many strange and dangerous creatures including marauding bands of Chaos Warriors, elusive Beastmen, Minotaurs and countless others even more ancient and hideous. In these gloomy forests live the Forest Goblins.

Forest Goblins are not physically different from other Goblins. They are the same size, have the same green skin, and overall it would be hard to tell one from another were it not for their distinctive styles of dress and skin painting. Forest Goblins decorate themselves with colourful feathers, often sticking the quills directly into their skin as Goblins feel little pain. Different tribes often use different colours and combinations of feathers to identify themselves.

Metal ores are quite rare in the forests, so the Forest Goblins trade with other Goblin tribes, swapping captives and fungus for ores from the mountains. Because they don't have much metal at their disposal, Forest Goblins also like to use bones and teeth to make armour as well as for decoration.

Forest Goblins wear warpaint in broad bands of colour over their bodies. Bright red and blue are the most popular colours, and these are commonly applied to make V shaped chevrons over their face and arms.

The forests are full of all kinds of spiders, and the Forest Goblins are experts when it comes to capturing and finding uses for these creatures. Forest Goblins even eat certain species of spiders which they regard as especially succulent and superior to any other kind of flesh. The

really gigantic spiders are sometimes captured and used as barter, but mostly these enormous creatures are avoided because they are too dangerous. Smaller spiders, about the size of a horse, are ridden by the Goblins, and smaller ones are kept as pets. Forest Goblin Shamans keep small poisonous spiders their mouths. These bite the Goblin on the tongue so th his body is always saturated with strange intoxicatir poisons. This drives the Shaman a bit mad and makes h tongue swell up and turn a bright colour such as purp or blue, but it also stimulates the part of his brain th; controls magic.



Forest Shamans are the chief figures in the Spider Cu which worships the forest spiders as the gods of the fores Forest Goblin tribes have totem poles depicting Gorl Mork and the Spider, and this is where they meet befor marching to raid a human farmstead or burn som woodcutter's house. Shields and banners often hav spiders on them, and spider decorations are commo designs for buckles, banner pole tops, and weapons

Тгоор Туре	М	ws	BS	s	т	w	I	A	Ld
FOREST GOBLIN	4	2	3	3	3	1	2	1	5
BOSS GOBLIN	4	3	4	4	3	1	3	2	5
BIG BOSS	4	4	5	4	4	2	4	3	6
WAR BOSS	4	5	6	4	4	3	5	4	7

Тгоор Туре	M	ws	BS	s	Т	W	I	A	Ld
SHAMAN	4	2	3	3	4	1	3	1	5
SHAMAN CHAMPION	4	2	3	4	4	2	3	1	5
MASTER SHAMAN	4	2	3	4	4	3	4	2	5
SHAMAN LORD	4	2	3	4	4	4	5	3	6

SPECIAL RULE

FEAR

Like other Goblins Forest Goblins strongly dislike fighting Elves. A unit of Goblins *fears* any unit of Elves that it does not outnumber by at least two to one. The unit is affected by fear as described in the Warhammer rulebook.



NIGHT GOBLINS

Many years ago some Goblins took to living in the caves beneath the Worlds Edge mountains. Over the centuries these became distinct in type and are now known as Night Goblins.

Night Goblins have become so accustomed to the dark that when they come out into the open they prefer to move around at night and hide away during the day. Many of them wear long ragged cloaks, hooded coats, and dangling caps which cover their bodies and protect them from the sunlight.

Night Goblins raise special subterranean fungi deep beneath the mountains in their cool damp caves. They cultivate many types of fungus and are always searching for new ones to experiment with. Some fungus is used as food for the Night Goblins and their strange animals, but many are grown for their hallucinogenic or intoxicating properties or because they affect the Goblin metabolism in some other way. These fungi are traded with other Goblins for weapons and many of the other items the Night Goblins need. Night Goblin Shamans are expert at identifying, growing and using fungi, and they grow many special strains to use as poisons or even weapons.

When the Night Goblins prepare for battle they brew huge quantities of fungus beer to bolster their courage. As they get steadily more drunk they sing loudly so that their voices fill the tunnels of the Worlds Edge Mountains and echo through the Dwarf strongholds. When the time is right Shamans pick the special fungus and make the vile brew which sends the Fanatics crazy and turns them into uncontrolled whirling maniacs.



Night Goblins often take over abandoned Dwarf strongholds to live in, and much of the ancient Dwarf Empire is now infested with these creatures. Occasionally the Dwarfs will try to drive the Goblins out, or the Goblins will find some tunnel which leads them into the Dwarf tunnels, and the two races battle it out beneath the mountains. Due to this ancient enmity Dwarfs and Goblins are implacable foes and will often fight to the death rather than give an inch of ground to their enemies.



Тгоор Туре	М	ws	BS	s	Т	w	I	A	Ld
NIGHT GOBLIN	4	2	3	3	3	1	2	1	5
BOSS GOBLIN	4	3	4	4	3	1	3	2	5
BIG BOSS	4	4	5	4	4	2	4	3	6
WAR BOSS	4	5	6	4	4	3	5	4	7

Тгоор Туре	М	ws	BS	S	Т	w	I	A	Ld
SHAMAN	4	2	3	3	4	1	3	1	5
SHAMAN CHAMPION	4	2	3	4	4	2	3	1	5
MASTER SHAMAN	4	2	3	4	4	3	4	2	5
SHAMAN LORD	4	2	3	4	4	4	5	3	6

SPECIAL RULES

HATE DWARFS

Night Goblins *bate* their old rivals the Dwarfs so intensely that they will often fight to the death rather than run away. When fighting Dwarfs Night Goblins are affected by the rules for *batred* as described in the Warhammer rulebook.

FEAR

Like other Goblins, Night Goblins strongly dislike fighting Elves. A unit of Night Goblins *fears* any unit of Elves which it does not outnumber by at least two to one. The unit is affected by fear as described in the Warhammer rulebook.

SNOTLINGS

Snotlings are the smallest of the green-skinned races. They are not very intelligent and behave very much like extremely enthusiastic and uncontrollable puppies. They can fetch and carry for other Goblin or Orc races, and do other rather limited tasks, but they are little use for any real work.

Snotlings live around Orcs and Goblins, infesting their caves and huts, scavenging amongst their rubbish piles, and stealing anything they can get their hands on. Their larger relatives regard Snotlings with a certain amount of affection and treat them as wayward and rather mischievous pets. Sometimes an Orc or Goblin will capture a few Snotlings and train them to perform entertaining tricks, or to perform simple tasks.

Snotlings are great mimics and are fascinated by the activities of their larger relatives, which, although their actions are completely inexplicable to Snotlings, they will often cheerfully imitate. It is quite common to see an important Orc Boss strutting through the Orc camp followed closely by a tiny Snotling impersonating his walk and copying the Boss' every movement in an exaggerated comic fashion.

This aping behaviour can be infuriating for Orc Bosses who like take themselves seriously, especially the Black Orcs, who are renowned for their lack of humour. When Orcs or Goblins march off to battle they invariably find themselves accompanied by a horde of Snotlings armed with bits of wood, broken spears, and weapons they have stolen or scrounged.

On the battlefield the Snotlings latch on to a unit of Orcs or Goblins, following them about and copying their actions. When their big friends get stuck into close combat the Snotlings throw themselves on the enemy, screaming and yelling crazily, waving their wooden clubs and biting the foes with their sharp teeth. The sheer mass of Snotlings can overwhelm or tie down an enemy unit even if the tiny creatures don't cause many casualties!

	М	ws	BS	s	Т	w	I	A	Ld
SNOTLINGS	4	2	2	1	1	3	3	3	4

SPECIAL RULES

SNOTLING BASES

Snotlings are so small that they are modelled in multiples on a single large base. The base contains about nine Snotlings but is treated as if it were a single large monster with several wounds and attacks. The Snotling base fights at full effect until it has taken 3 wounds when it is removed.

MIMIC

Snotlings don't really think for themselves, they merely mimic the actions of Orcs and Goblins around them. A Snotling unit must always be within 12" of an Orc or Goblin unit and will move to within this distance during the movement phase if it finds itself further away. The Snotlings always do what the nearest unit of Orcs or Goblins does – cheerfully imitating their neighbours' actions. If the nearest unit of Orcs or Goblins is engaged in handto-hand combat or declares a charge this turn then the Snotlings must charge the nearest enemy if they can. If they are too far away to charge the Snotlings move towards the nearest enemy as fast as they are able.

If the nearest unit of Orcs or Goblins is fleeing, or if it fails a break or panic test and so starts to flee, then the Snotlings pretend to flee as well! The Snotling unit is immediately broken and treated just like a unit broken in combat or fleeing following a failed panic test.



If the nearest unit is Savage Orcs fighting in a *frenzy* then the Snotlings also go frenzied if they are fighting hand-tohand.

Otherwise the Snotlings will keep pace with their nearest neighbours, ensuring that they remain within 12".

So long as they have neighbours within 12" the Snotlings are not affected by the psychology rules and they do not need to take break tests when they are beaten in hand-tohand combat. Because they copy their neighbours they will be affected by the results of these units' psychology tests, break tests, and so on. This means that Snotlings can be very frustrating to fight, because no matter how many are slain they keep fighting so long as their neighbours hold steady. A large powerful unit of enemy troops can be bogged down by Snotlings and overwhelmed, even though the Snotlings are unlikely to cause many casualties.

If Snotlings find themselves themselves further than 12" away from a unit of Orcs or Goblins, and if they cannot move to within 12" of a unit during that movement phase, then they mill around in a confused mass. The Snotlings will not move until they are able to move within 12" of a friendly Orc or Goblin unit, and if charged by enemy troops they are automatically broken as if they had failed a panic or fear test. If the Snotlings are not within 12" of a friendly Orc or Goblin unit they are affected by psychology as normal.

LEADERS

Snotlings cannot be joined by heroes or led by them – they fight as a big mass of their own kind and are far too excited to respond to even the simplest commands. Note that the animosity rules do not affect Snotlings – animosity only applies to Orcs and Goblins.

GIANT WOLVES

The Giant or Great Wolf of the Warhammer World is a fearsome monster with slavering fangs and huge claws. They are a great menace to humans and have been hunted to such an extent that the huge wolf packs that terrorised whole provinces are now a thing of the past. Only in the vast wastes of Kislev is it still common for entire villages to be raided and destroyed by marauding wolf packs, and for children to be stolen away or herds of domestic animals to be destroyed in a single night.

Attacked and driven out by men, Giant Wolves have allied with Goblin tribes. This partnership of Goblin and Wolf has proved very successful. The Goblins protect and feed the wolves (fortunately wolves don't much like the taste of Goblins). In turn, Goblins are small enough to ride Giant Wolves, and also hitch them to chariots and carts in place of horses. who detest the smell of Goblin, and won't have anything to do with them. Wolves and Goblins seem to get along very well, and the two races have thrived together. Goblin wolf riders raid and pillage far afield, while outriders scour the surrounding countryside for any sign of enemy armies.

	M	ws	BS	\$	Т	w	I	A	Ld
GIANT WOLF	9	4	0	3	3	1	3	1	3





GIANT SPIDERS

The forests of the Old World are infested with all kinds o horrible creatures of which spiders are probably the mos numerous. Most are no larger than the palm of a man's hand, but even spiders this small can have a deadly poisonous bite. Others are as big as dragons, grea bloated monsters which can hardly move from their lain and which are revered by the Forest Goblins as gods o the forest. There are all sorts and shapes of spider between these two extremes, including the creatures about the size of small ponies which Forest Goblins capture and ride. These are captured when still small and raised on tasty tit-bits until they are big enough to ride. As they are hand reared these spiders become accustomed to Goblins and quickly learn to accept a rider.

Spiders are good fighters, with gaping mandibles like steel pincers. Although they are not as fast as wolves or horses, spiders can move swiftly over obstacles or rough territory thanks to their eight legs.

SPECIAL RULE

MOVE

Spiders have eight hairy legs which enable them to move easily over obstacles and rough territory. In woodlands they can swing from tree to tree or scramble over the treetops to drop to the forest floor below. To represent this spiders are not slowed down by crossing difficult ground or obstacles.

	M	ws	BS	s	Т	w	I	A	Ld
SPIDER	7	3	0	4	3	1	1	1	5

WAR BOARS

The War Boar is a ferocious animal, as big as a horse, extremely strong, vicious, bad tempered, loudly flatulent, and its behaviour is in all respects dangerous and unpredictable. These are just the sort of qualities that Orcs really respect!

Orc War Boar riders are rough, tough and very determined. Breaking in a War Boar can be a long and dangerous business, but fortunately Orcs have thick skulls and don't feel pain much. In fact you never really train a War Boar, you just learn to hang on better while the creature goes crazy, goring and stamping, twisting and biting, and generally causing as much damage as it can.

Thanks to their size, toughness, and extreme ferocity War Boars make excellent mounts for Orc warriors. They can also be harnessed to pull chariots. Thanks to these admirable qualities War Boars have earned themselves a place alongside Orcs, and most Orc settlements have one or more secure pens where the War Boars are kept. War Boars are evil minded creatures that will take every opportunity to maim, bite, and kick their Orc masters but this doesn't really bother the Orcs who are on the whole sensible enough to keep out of the way.

	М	ws	BS	S	Т	W	I	A	Ld
WAR BOAR	7	4	0	3	4	1	3	1	3

SPECIAL RULES

LEADERSHIP

War Boars are really hard to control so when the boar decides to run off or charge madly out of control it is very difficult for the rider to do much about it. To represent this wildness a War Boar rider always reduces his leadership value by -1 when taking any tests. So an Orc with a leadership of 7 will test with a leadership of 6, for example.

SAVE

War Boars are obstinate, thick-skinned and very difficult to kill. A hit is likely to make the creature even more determined to fight on. A War Boar rider therefore receives an extra bonus onto his save roll, +2 rather than +1 for other cavalry mounts such as horses and wolves. So, for example, an Orc rider wearing a chainmail shirt and carrying a shield has an armour save of 3+ compared to 4+ for a man wearing the same armour and riding a horse, and 5+ for the same Orc fighting on foot. This makes War Boar riders very difficult to kill!

COMBAT BONUS

A charging War Boar is a bad-tempered mound of bloodyminded muscle and bone with pointy tusks, sharp teeth, and thundering hooves. The impact of this slavering beast on an enemy formation is just as effective as that of a Knight with a lance. A charging War Boar therefore receives a strength bonus of +2. This extra bonus applies only to the War Boar and not to the Orc rider.



NICHT GOBLIN FANATICS

Night Goblins cultivate many kinds of toxic fungi in their dark caves and they are constantly on the look-out for new and exotic varieties. The least noxious ones are eaten with great enthusiasm. Others are used by Shamans to make their foul potions and poisons. One particular variety, known as the Mad Cap, is used as the basis for an intoxicating brew whose effects are legendary amongst the Night Goblins. This is the brew which turns a Goblin into an ecstatic gibbering lunatic who is impervious to pain, almost completely unaware of his environment, hugely strong, and completely fearless into the bargain. It is the secret behind the powers of the Goblin Fanatics, probably the most dangerous Goblins of all.



Goblins Fanatics carry a huge ball and chain, a weapon so large that it would be impossible to pick up in normal circumstances, but the Fanatic's strength is boosted by fungus beer enabling him to swing the heavy ball round and round. The Goblin is almost completely unaware of what is happening around him, and he has to be carried into battle by his mates. His urge to leap about and start to swing his weapon is difficult to suppress, but his fellows manage this by grabbing him very tight and sitting on him if necessary. Should the Fanatic start to whirl about anywhere near them they know they are in trouble!

The Goblins wait until the enemy are close by, and then push the Fanatic out towards the foe, giving him a good shove to start him off in the right direction. Free at last, the deranged Goblin starts to spin round crazily, swinging his ball and chain in a dizzy circle of death. Anything that gets in his way is smashed to pieces. Eventually the Goblin runs out of energy and collapses into an exhausted pile with a silly grin on his face, or he crashes straight into a tree or other obstacle and ends up throttling himself with his chain.

If the Goblin Fanatic manages to keep going then he quickly becomes disoriented, and will start to spin about the battlefield first one way and then another – which can be very disconcerting for all combatants! Despite the eager shouting of his Goblin mates, the Fanatic really has little idea of where he is going, and will happily plough through troops from his own side if they get in the way.

	М	ws	BS	s	Т	w	I	A	Ld
FANATIC	2D6	Special		5	3	1	-	D6	-

SPECIAL RULES

HIDE

Goblin Fanatics are not placed on the table at the start of the game like other troops. Instead you must note down where they are hidden. Up to three Fanatics can hide in each Night Goblin infantry unit – note down which units conceal Fanatics and how many. These Fanatics remain hidden, carried along by their fellows, until they are ready to be pushed out towards the enemy.

If the Night Goblin unit is routed then the Fanatics are carried along with their companions. If the Night Goblin unit is destroyed then the Fanatics are destroyed as well.

ATTACK

Goblin Fanatics are released as soon as enemy come within 8" of their unit. There is no choice here, all the Fanatics in a unit must be released as soon as enemy are within this distance. This often forms an exception to the normal turn sequence, because the enemy may move to within 8" during his turn. He may even be charging the Night Goblin unit for example.

Whatever the situation. whether it is your or your opponent's turn, as soon as enemy approach to within 8" you declare that your Fanatics are coming out! All movement is halted immediately. If a moving enemy has triggered the Fanatics then the enemy unit is halted at 8" away. The Fanatics' attacks are worked out completely before the game proceeds any further.

MOVE

The Fanatics are shoved out of their unit towards the enemy. Take each Fanatic model and declare which direction it will be moving in. Now roll 2D6 for each Fanatic and move the model that number of inches. Obviously some models will move further than others, and the average roll is 7, so you have to do slightly better than average to hit your target.

Fanatics move straight through any troops in the way. They do not stop but keep whirling forwards oblivious to their surroundings. It is possible for a Fanatic to whirl through several enemy units if he is especially lucky!

FIGHTING

Fanatics don't fight hand-to-hand combat at all. Instead they cause immense damage as they whirl through their target. They cannot be attacked in hand-to-hand combat either – the only way to destroy a Fanatic is to shoot him or to wait and let him collapse from exhaustion.

If a Fanatic touches a unit as he moves, it automatically sustains D6 strength 5 hits from the spinning ball of death. It does not matter how many models the Fanatic spins through. If he hits one then he bounds about inside thé unit, bouncing from foe to foe, until he spins out of the other side, leaving the enemy completely devastated.

No saving throws are permitted for armour from Fanatic attacks. Heavily armoured targets are therefore just as vulnerable to others – their armour is easily crushed by the huge ball while nimbler, more lightly armour individuals may actually be able to dodge and duck more easily.
Work out all the damage from Fanatics as they emerge from their concealing units. If they cause very high casualties in enemy units this results in a panic test in the same way as missile casualties. In this case work out the result before continuing. This can be useful, as it allows Goblins to drive off charging enemy units with their Fanatics, and even enemy who are not panicked into fieeing away will be severely mauled.

FURTHER MOVEMENT

Once Fanatics are in place they move during their own turn at the beginning of the movement phase once charges have been declared. It is best to move Fanatics before doing other compulsory movement (such as fleeing units). For each Fanatic in turn roll a scatter dice to determine which direction it moves in – the Goblin is now so utterly disorientated that he moves in a random direction. Move the Fanatic 2D6 inches in the direction indicated by the arrow on the scatter dice.

If you roll a double on the 2D6 roll then the Fanatic has met with an accident, wrapping the chain around his neck, or perhaps his heart just gives out and he collapses to the ground. In any case, a double indicates the Fanatic has met his end and the model is immediately removed from the table. Note this only happens when moving randomly, not when the Fanatic emerges from his unit.

Work out damage on units the Fanatic touches as he moves. Of course, as he is moving in a random direction at a random speed, he is quite likely to whirl out of control and hit either side. Hopefully the initial push towards the enemy will ensure that the Fanatic hits the enemy more often than he hits his mates... but you can never be sure.

"Ere now! Wot do you think you're doin'?" belowed the big Black Orc Boss. Furtive Goblin faces turned round and flinched instinctively.

"Nuffink Boss, just 'aving a bit of grub is all," whimpered the bravest of the greenskins.

"Don't give me that. Yer up to sumfink..." The towering Orc looked around suspiciously. "Where's Ratgash? You 'aven't... et im?" There was a shocked silence.

"'Et Ratgash," the Goblin sounded hurt. "'Et Ratgash. That's disgustin' Boss. E's one of us ladz."

"Besides," squeaked another greenskin "'E's all grease and gristle 'im. Give us all innagestion e' would."

"Then who is this then?" The Black Orc pointed a damning claw towards the meal. "And none of yer lies or I'll give yer sumfink a whole lot worse than innagestion."

"Et... Gitter, Boss. One of Maggot's lot. But 'e was dead when we found 'im." The Goblin paused a moment. "Corse 'e claimed 'e was just sleepin'... but that lot is all liars ain't they." The Goblins nodded reassuringly on this point. No Goblin really trusted another, and with good reason.

"Well that's all right then," pronounced the Black Orc. "Carry on. And you'll save me a leg if you know what's good for you."



CHARGING THROUGH FANATICS

Fanatics are spinning circles of death, so it is not a good idea to move troops into them deliberately. If a charging unit is suddenly confronted by emerging Fanatics, leaving Fanatics in front of the chargers and between them and their target unit, then the chargers can either remain halted or complete their charge. This is up to the player.

If chargers move through Fanatics they have not already encountered then they sustain more damage as they hit the deranged Goblins. This may cause a panic test on the charging unit, but if they have already taken and passed a panic test due to Fanatic casualties that turn then they do not have to test again.

MOVING THROUGH FANATICS

Apart from chargers who are moving through emerging Fanatics, troops are not allowed to move through Fanatics. No one in their right mind would even think of going near these whirling maniacs, and chargers can only do so because they have already built up a head of steam (and keep their eyes shut!). Sometimes troops are forced to move into Fanatics, because they move randomly, or they are forced to flee through them for example. Such troops sustain damage as if hit by the Fanatics

OBSTACLES

If a Fanatic moves into an obstacle, wood, building, or into another Fanatic then he is slain. In the case of two Fanatics colliding both are slain. Splat!

PSYCHOLOGY

Fanatics are immune to and cannot be beaten (or even fought) in hand-to-hand combat. They therefore have no leadership value – they are far too crazed to care!

CHAOS

The people of the Old World live in constant fear of Chaos. To them it is a two-fold danger – armies of unnatural creatures prowl the borders of civilised lands, waiting for any opportunity to attack, while the corrupting influence of Chaos threatens their society from within.

To the far north of the Old World lies a region known as the Northern Wastes and beyond is the Realm of Chaos itself, breeding ground of Chaos Monsters and refuge of the Chaos Warbands. Very few Old Worlders have ever travelled beyond the Northern Wastes, but tales speak of a land immersed in perpetual darkness lit only by monumental pillars of flame that soar high into the sky. A place where days run backwards, a land where great champions from past times still fight on trapped in a timeless world of eternal battle, and countless other perversions that mutate time and space in strange and unpredictable ways. From this nightmare region the armies of Chaos sweep down upon the world. As the armies move south the Realm of Chaos grows behind them, fed in some inexplicable way by the slaughter of battle and wanton destruction, so that the land becomes changed and twisted, and is absorbed into it.

Several times in the history of the Old World the armies of Chaos have swept down through the northlands and overwhelmed everything in their path. Fortunately the Incursions of Chaos, as these major invasions are called, are rare, and so far have always been beaten back. The Chaos armies and the Realm of Chaos are the creations and playthings of the Chaos Gods. There are many outlandish Chaos Gods, but the most important are the four Great Powers: Khorne the Blood God, the most warlike and bloodthirsty; Slaanesh Lord of Pleasure, seductive and enticing; Nurgle the Lord of Decay, master of disease and physical corruption; and Tzeentch the Changer of the Ways, architect of change, whose chief tool is magic.

These four continuously play with the lives of their followers and slave creatures, sometimes joining forces to invade the Old World, but at other times pitching their own followers against each other simply to determine which will survive the longest. Why they act in this unpredictable and whimsical manner is beyond comprehension. The strange purposes and motivations of the Chaos Powers surpass understanding, and cannot be divined by human reasoning or logic.

A mortal who finds himself in the clutches of Chaos is just as likely to be gifted with marvellous powers as he is to be horrifically destroyed or twisted into some mindless plaything. A mortal who happens to entertain, please or amuse a Chaos God can find himself showered with gifts such as only gods can bestow including the ultimate gift of immortality, eternal life as a daemon with undreamed of powers.



The hordes of Chaos are not solely restricted to the Northern Wastes by any means. The Old World is a vast and wild land, where cities and towns are little more than outposts of order amid a world of midnight horrors, where monsters prowl the dark forests and necromancers conjure cruel magics to overcome natural life. The deep forests are home to many things, creatures created by the warping powers of Chaos amongst them. The most numerous of these are the Beastmen, half-beast and halfman, the descendants of people and beasts who were mutated centuries ago by the twisted energy of Chaos. Now they live in warbands in the deep forests, from where they raid human settlements and sometimes organise into armies to storm larger towns and castles.



There are many other monsters beside Beastmen including Minotaurs, Chaos Centaurs and Dragon Ogres, and some whose bodies are so misshapen and grotesque they are simply called Chaos Spawn. All of these creatures are the creations of Chaos in some way or other.

Not all these creatures are intelligent. Many are ravening beasts and some are drooling idiots that must be goaded into battle if they are to be of any use. These creatures do not cooperate readily, but they may join forces for a short while for some specific purpose before dividing once more into innumerable interwarring factions, each pursuing their own individual aims. The one cause that always brings Chaos Creatures together is a major Incursion, when daemons and monsters sweep down from the north, and Chaos Creatures from all over the Old World flock to fight beneath the dark daemonic banners of Chaos.

It may come as a surprise to find that the Chaos Gods value their human followers far above their own minions, the daemons that serve them and Creatures of Chaos whose forebears they created. None-the-less this is so, for daemons and Creatures of Chaos have little choice about their nature, and the only way the Chaos Gods can increase their power is by recruiting men or other intelligent free-willed creatures to their cause. Some of these souls are easily won, brigands, bandits and outcasts who would willingly follow any leader that brought them plunder and offered them protection. Such individuals are all too common in the Old World but there are few strong willed and powerful enough to turn into true Chaos Warriors.

The most important followers of Chaos are the Champions of Chaos – warriors chosen by the Chaos Gods as their Champions. The Chaos Gods take great interest in their Champions and will favour them with all kinds of gifts including magical weapons, arcane abilities, and strange physical mutations such as horns, bestial faces, and beastlike talons. These disfigurements are borne with pride by the Champion as a symbol of his complete allegiance to his master.

The Champions are really representatives of the Chaos Gods and as such they constantly strive to outdo each other. Sometimes their masters send them on special missions or direct them to band together and with other Creatures of Chaos to destroy an army or overthrow a castle. On other occasions the Champions will be deliberately set upon each other to determine which is fit to be rewarded with fresh gifts.

The ultimate reward for a successful Champion is to be gifted with immortality as a Chaos Daemon, so that he can live forever by his master's side and continue to fight on his behalf. It is this dream that drives the Chaos Champions onwards, although only a very few will achieve immortality. Most Champions will either die in combat or their masters will reward them with so many horrendous mutations they they become mindless slavering things, beasts with malformed bodies and only the barest recollection of their former glory.

Chaos Champions and their warbands are forced to live in the forests and mountains. All normal men fear and abhor Chaos, and no city in the Old World would tolerate the presence of a Chaos follower. However, not all followers of Chaos are so obviously marked that they are immediately obvious. Men live in perpetual terror of the enemy within, the hidden followers of Chaos who they fear will mass together and destroy them one day. They are quite right to be afraid, as there are many agents of Chaos at work within the cities of men, recruiting new followers, consulting their daemon masters by means of arcane rituals, and slowly but surely infiltrating the houses of the powerful. As the years pass they construct a secret network of corruption that extends from town to town and city to city. One day the Incursions of Chaos will come again, and the followers of Chaos within the cities of men will be ready to rise up and join the Chaos Champions, daemons, and Chaos creatures in the final battle for the Old World.



CHAOS WARRIORS

Chaos Warriors are individuals who, for whatever reason, have thrown in their lot with one of the Gods of Chaos by joining the warband of a Chaos Champion. By doing this they have chosen to accept a life of bloodshed and adventure in return for the chance of gaining the favour of their master and achieving immortality as a daemon. Many of these followers are little more than brigands and outcasts from normal society, criminals fleeing from justice, madmen, and discontents seeking refuge from persecution.



However, not all Chaos followers come from the dregs of society: their ranks can also include deposed nobles, brave warriors unfairly accused of crimes they have not committed, and young fortune hunters seeking the ultimate adventure. If a Chaos Warrior proves himself in battle he may be lucky enough to be recognised by one of the Chaos Gods as worthy to become his Champion.

Chaos Warriors are powerful fighters. Over time they inevitably acquire mutations such as huge fangs, horns, bestial claws, strange coloured skin, extra eyes, and countless other deformities, some of which make them extraordinarily tough or strong. Many Chaos Warriors wear all-enclosing suits of thick armour, often covering their mutations beneath a sinister helmet.

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
CHAOS WARRIOR	4	6	6	4	4	1	6	2	9
CHAOS CHAMPION	4	7	7	5	4	1	7	3	9
CHAOS HERO	4	8	8	5	5	2	8	4	10
CHAOS LORD	4	9	9	5	5	3	9	5	10

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
CHAOS SORCERER	4	6	6	4	5	1	6	2	9
SORCERER CHAMPION	4	6	6	5	5	2	7	2	9
MASTER SORCERER	4	6	6	5	5	3	8	3	9
SORCERER LORD	4	6	6	5	5	4	9	4	10

SPECIAL RULES

CHAOS CHAMPIONS

We have stuck to the three terms: Champions, Heroes, a Lords to distinguish between three types of Cha Champion. Bear in mind that any references and rules the refer to Champions will apply to Heroes and Lords too.

Blood for the Blood God! Skulls for the Throne of Khome!

Battlecry of the Champions of Khorne

There are many Chaos Gods and each rewards hi Champions in slightly different ways. It would b impossible to differentiate between each and every minc Chaos Power, but special rules are provided here for th four Great Powers. The Chaos player may choose to fiel Champions from any of these four Great Powers or h can simply ignore the rules below and assume the Champions are either equally devoted to all the Gods o follow some minor Chaos God whose gifts are les significant.

Whichever Chaos God they follow, Chaos Champions car only lead troops who follow the same God. A Champior of Slaanesh can only lead Slaanesh Chaos Warriors fol example. A Champion of one God can never join a unit of Chaos Warriors of another Chaos God.



SLAANESH Slaanesh is the sensual Lord of

Pleasure. His Champions live on

the edge of excitement and

experience, revelling in the joy

of life and battle. The fury of

combat drives them wild. Even

death holds no fear for them.

and the more intense the agony



KHORNE

Champions of Khorne are fierce armoured fighters whose Chaos Armour grows to be part of their bodies so that they can never remove it. If their armour should be damaged it will grow back in time but it can never be taken off. The Chaos Armour of

Khorne is always either black, red or brass – the Blood God's three most favoured colours.

CHAOS ARMOUR

Chaos Armour gives the Champion an armour saving roll of 4+ and can be combined with a shield and the saving throw bonuses for a mount in the normal manner. For example, chaos armour + shield gives a save of 3+; a mounted champion with chaos armour + shield has a save of 2+. This would be 1+ if the steed had barding.

FRENZY

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



NURGLE

Champions of Nurgle are often large and impressively robust, their bodies swollen or bloated with disease, and their skins leathery and resilient. Their skin may be torn and part of their bodies may have rotted away, as a result of which they tend not to

feel much pain and can withstand blows that would send another warrior reeling in agony.

TOUGHNESS

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



TZEENTCH

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

MAGIC DISPEL

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



or terror that a normal man would suffer the greater is their exhultation.

PSYCHOLOGY

Champions of Slaanesh take a strange pleasure in all experiences, no matter how terrifying they might be, and are thus not affected by any of the psychology rules. Even the prospect of pain, wounds, and death hold no fear, only the anticipation of new and sensual experiences.

COMBAT

Champions of Slaanesh are uncaring of personal danger and physical pain. Therefore they will fight on in hand-tohand combat regardless of casualties or circumstances. Champions of Slaanesh need never take a break test in hand-to-hand combat.

If fighting as part of a unit they do not flee if the unit flees, contrary to the normal rule, but are immediately separated from the unit so they can contine to fight.



BEASTMEN

Beastmen call themselves the Children of Chaos. Many hundreds of years ago their forebears were ordinary humans and animals who became mutated by Chaos and turned into the half-man half-beast forms of Beastmen.

Most Beastmen have either goat or bull heads with long horns, and are calls *Gors*. Beastmen without horns are called *Bray*, and these are regarded as poor relations by other Beastmen who take great pride in the size and number of their mighty horns.



Beastmen live in the deeper recesses of the great forests, emerging to raid human settlements and waylay travelling merchants. They live and fight in warbands led by old, savage warriors who have long since proved their ability to lead. Beastmen are powerful and very resilient fighters with big, brutish heads, sharp piercing horns, and as often as not hooves that can kick in a man's rib cage and break his limbs.

ws BS м S T 117 I A Ld BEASTMAN 4 3 4 2 3 4 3 1 7 CHAMPION 4 4 4 5 4 2 4 2 7 HERO 4 6 5 4 5 3 5 3 8 LORD 4 7 6 4 5 4 6 4 9

	M	ws	BS	s	Т	w	I	A	Ld
BEASTMAN SHAMAN	4	4	3	3	5	2	4	1	7
SHAMAN CHAMPION	4	4	3	4	5	3	4	1	7
MASTER SHAMAN	4	4	3	4	5	4	5	2	7
SHAMAN LORD	4	4	3	4	5	5	6	3	8

BEASTMEN CHAMPIONS

When a Beastman leader is slain all of his followers mourn him with raucous feasting and dancing around a Herdstone which marks an ancient Beastmen meeting place. If the dead leader is particularly renowned many warbands may come to the feast and a great meeting called a Brayherd is held.

At the feast the leader's corpse is eaten by the dead Beastman's followers. The most tender and choice bits are eaten by by his oldest and most favoured retainers. The leader's successor consumes the old leader's heart, gulping it down in one bite to the roaring applause and wild chanting of the others. Beastmen maintain that the warrior's essence lies in his heart, and that by eating the heart of the old leader part of his wisdom and power passes to his successor.

CHAOS STEEDS

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

Few ordinary horses can match a Chaos Steed in battle, especially if it has some weird mutation such as horns, razor edged teetch, claws upon its hooves, or a mace tail with which it can lash its enemies.

	M	ws	BS	S	Т	W	I	A	Lđ
CHAOS STEED	8	4	0	4	4	1	4	1	5

CHAOS HOUNDS

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

	М	ws	BS	s	Т	w	I	A	Ld
CHAOS HOUND	6	4	0	4	4	1	4	2	6



CHAOS CENTAURS

Centaurs live on the northern and eastern edges of the forests of the Old World where the trees give way to the sparse grasslands of the northern wastes. They are wandering creatures that rely upon hunting and raiding to provide their few needs.

Centaurs have heavy, brutish bodies, with strong but clumsy limbs. They are unable to make any but the simplest things and rely upon Chaos Beastmen and other creatures to provide weapons for them. Although they can speak their voices are thick, slow and inarticulate. Centaurs are ill-tempered, violent, and resentful of other races who are more skilled and dextrous than themselves. Before a battle they drink bucketfuls of strong beer, becoming excited and violent, so that their tempers can only be quelled by deeds of the most bloodthirsty kind.

	M	ws	BS	s	Т	w	I	A	Ld
CENTAUR	8	3	4	4	3	2	3	2	7
CHAMPION	8	4	5	5	3	2	4	3	7
HERO	8	5	6	5	4	3	5	4	8
LORD	8	6	7	5	4	4	6	5	9



DRAGON OGRES

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

Dragon Ogres spend much of their time asleep, as they find the sun's warmth soporific. The only thing that rouses them is thunder storms and lightning. At the height of mighty storms the Dragon Ogres emerge from their mountain caves to battle on the peaks, fighting for the position at the tip of the mountains where the lightning strikes. Dragon Ogres feed off lightning which seems to magically invigorate them. A small storm may wake many Dragon Ogres, but only a really huge storm will rouse the oldest and hugest of the race.

Dragon Ogres live practically forever. Legend tells of the Grand Sire of all their race Krakanroc the Black, who will awake at the end of the world when the earth is spilt apart by the lightning and broken by the thunder.

	M	ws	BS	s	т	w	I	A	Ld
DRAGON OGRE	6	4	2	5	5	4	2	3	7
DRAGON OGRE CHAMPION	6	5	3	6	5	4	3	4	7
DRAGON OGRE HERO	6	6	4	6	6	5	4	5	8
DRAGON OGRE LORD	6	7	5	6	6	6	5	6	9

SPECIAL RULES

FEAR

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

SCALY SKIN

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

LIGHTNING

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

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



MINOTAURS

Minotaurs live in the very deepest parts of the old forests, the spider-haunted core where even Beastmen are afraid to go. They are slow and ponderous creatures and although they can speak they do so only rarely. In battle they are transformed into raging bulls, bellowing their savage war cries and waving their weapons wildly.

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

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

	М	ws	BS	s	Т	w	I	A	Ld
MINOTAUR	6	4	3	4	4	3	3	2	9
CHAMPION	6	5	4	5	4	3	4	3	9
HERO	6	6	5	5	5	4	5	4	10
LORD	6	7	6	5	5	5	6	5	10





SPECIAL RULES

BLOODGREED

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

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



FEAR

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

THE BLOODTHIRSTER - GREATER DAEMON OF KHORNE

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

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

	М	ws	BS	s	Т	w	I	A	Ld
BLOODTHIRSTER	6	10	10	8	7	10	8	10	10



SPECIAL RULES

GREATER DAEMONS

All the special rules for Daemons apply as described in the Warhammer rulebook.



TERROR!

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

CHAOS ARMOUR

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

AXE OF KHORNE

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

FLY

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

BLOODLETTERS OF KHORNE

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



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

	M	ws	BS	s	T	w	I	A	Ld
BLOODLETTER	4	5	5	4	3	1	6	2	10

SPECIAL RULES

DAEMONS

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

FEAR

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

HELLBLADE

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

FLESH HOUNDS OF KHORNE

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

	М	ws	BS	s	Т	w	I	A	Ld
FLESHHOUND	10	5	0	5	4	2	6	1	10

SPECIAL RULES

DAEMONS

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

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

FEAR

COLLAR OF KHORNE

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



JUGGERNAUTS OF KHORNE

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



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

	M	ws	BS	s	T	w	I	A	Lđ
JUGGER	7	3	0	5	5	3	2	2	10

SPECIAL RULES

DAEMONS

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

FEAR

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

CRUSH

Juggernauts have 2 attacks: one conventional attack to represent butting and goring and one *crusb* attack to represent their trampling hooves. A hit from a crush attack automatically causes 1 wound – the target's toughness and armour give it no protection.

THE KEEPER OF SECRETS - GREATER DAEMON OF SLAANESH

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

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

	м	ws	BS	s	Т	w	I	A	Ld
KEEPER OF SECRETS	6	9	10	7	7	8	7	6	10

SPECIAL RULES

AURA OF SLAANESH

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

GREATER DAEMONS

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

TERROR!

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



DAEMONETTES OF SLAANESH

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

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

Тгоор Туре		ws	BS	s	Т	w	I	A	Ld
DAEMONETTE	4	6	5	4	3	1	6	3	10

SPECIAL RULES

DAEMONS

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

FEAR

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

CHAOS

FIENDS OF SLAANESH

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



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

	M	ws	BS	s	т	w	I	A	Ld
FIEND OF SLAANESH	6	3	0	3	3	1	3	3	8

The Steeds of Slaanesh are weird bipedal beasts that are

SPECIAL RULES

DAEMONS

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

SCORPION TAIL

The Fiend has 3 attacks, one of which is from its long barbed tail. Work out the tail attack separately. If the tail hits then take any armour saving throw for the victim immediately. If the save fails, the target takes 1 wound automatically – the Fiend's poison is so strong that no further roll is necessary.

FEAR

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

SOPORIFIC MUSK

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

STEEDS OF SLAANESH

FEAR

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

	М	ws	BS	s	Т	W	I	A	Ld
STEED OF SLAANESH	12	3	0	4	5	1	6	1	10

SPECIAL RULES

DAEMONS

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

TONGUE ATTACK

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



GREAT UNCLEAN ONE - GREATER DAEMON OF NURGLE

The Great Unclean One resembles Nurgle himself: huge, green-skinned and bloated with disease. From sores and boils, pus and slime dribbles over the daemon's body, glistening on leprous skin. Decaying inner organs protrude from rents in rancid flesh.

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

	M	ws	BS	s	Т	w	I	A	Ld
GREAT UNCLEAN ONE	4	7	7	7	8	10	4	7	10

SPECIAL RULES

GREATER DAEMONS

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

TERROR!

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

STREAM OF CORRUPTION

The Great Unclean One can *vomit* over its enemies – this is worked out in the shooting phase. The extent of the vomit is indicated using the extended teardrop-shaped template, the same one that is used for dragon's flame and fire attacks. Position the template in front of the daemon, so that the broad end lies away from the daemon and the template covers your target. Every model under the template must attempt to dive aside in order to avoid the vomit. To dive aside models must roll equal to or less than their initiative on a D6 (ie humans must roll 3 or less). If it fails, the target automatically takes 1 wound. A roll of 6 always fails, even if the target has an initiative of 6 or more. There is no need to disrupt formations by actually moving models aside when they jump out of the way, it is enough to imagine that they do so.



NURGLINGS

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

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

	М	ws	BS	s	Т	w	I	A	Ld
NURGLINGS		3	3	3	3	3	4	3	7

SPECIAL RULES

DAEMONS

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



FEAR

Nurglings are daemons and so cause *fear*, as described in the Warhammer rulebook. One base of Nurglings counts as one model for purposes of fear.

PLAGUEBEARERS OF NURGLE

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

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



	м	ws	BS	s	Т	w	I	A	Ld
PLAGUEBEARER	4	5	5	4	3	1	6	2	10

SPECIAL RULES

DAEMONS

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

PLAGUESWORD

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



FEAR

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

CLOUD OF FLIES

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

BEASTS OF NURGLE

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

	M	ws	BS	s	T	w	I	A	Ld
BEAST OF NURGLE	3	3	0	3	5	3	3	D6	6

SPECIAL RULES

DAEMONS

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

FEAR

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

ATTACKS

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



SLIME TRAIL

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

CHAOS

THE LORD OF CHANGE - GREATER DAEMON OF TZEENTCH

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

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

	M	ws	BS	s	Т	w	I	A	Lđ
LORD OF CHANGE	8	9	10	7	7	7	10	6	10

SPECIAL RULES

GREATER DAEMONS

All the special rules for daemons apply as described in the Warhammer rulebook. Note that the Lord of Change has a saving throw of 4+ due to its daemonic aura.

FLY

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

TERROR!

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



HORRORS OF TZEENTCH

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



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

		ws	BS	S	Т	w	I	A	Ld
PINK HORROR		5	5	4	3	1	6	2	10
BLUE HORROR	4	3	3	3	3	1	7	1	10

SPECIAL RULES

DAEMONS

All the special rules for daemons apply as described in the Warhammer rulebook, but note they do not receive the usual saving throw for daemons for the reasons given below.

FEAR

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

SPLIT

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



FLAMERS OF TZEENTCH

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

	M	ws	BS	s	Т	W	I	A	Ld
FLAMERS	9	3	5	5	4	2	4	2	10

BOUND

Flamers move by bounding – they can move over any obstacles without penalty.

FLAME ATTACKS.

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

SPECIAL RULES

DAEMONS

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

FEAR

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

SHOOT FLAME

Flamers can shoot magical flame in the shooting phase. Magical flame has a range of 6" and any target struck sustains D6 strength 3 hits.



DISCS OF TZEENTCH

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

	м	ws	BS	s	Т	w	I	A	Ld
DISC	12	3	0	3	3	1	3	1	10



SPECIAL RULES

DAEMONS

All the special rules for daemons apply as described in the Warhammer rulebook. The Disc has a saving throw of 4+ due to its daemonic intangibility or daemonic aura. Also, note that the Disc can *fly*, although it has no wings.

FLY

Discs can *fly* as described in the Warhammer rulebook.

FEAR

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

DRAGONS

Dragons are an incredibly ancient race whose forefathers lived many thousands of years before Elves or Men first set foot in the Old World. Today they are few in number compared to times of old, when the air was full of soaring Dragons and the deep cries of Cold Drakes as they tussled for supremacy of the primeval skies. Those that remain are reclusive creatures that mostly spend their time asleep in dark holes deep beneath the mountains.

The Dragons of Ulthuan, the Elven continent in the west, are amongst the most numerous and active of their breed. The High Elves of that land have long studied the Dragons, and their greatest Lords have learned how to master these ferocious and cunning monsters.

In the lands of the Old World, the greatest of all Dragon kin still live under their stony mounds. These are the kin of the Dragon known as Graug the Terrible, or Dwarf Slayer, who in former times destroyed the last Dwarven defenders of Karak Azgal and made his golden nest in the throne chamber of the Dwarf Lords. For a thousand years Graug gathered all the gold and jewels from Karak Azgul and made his bed amongst a fabulous treasure. Graug hunted far and wide to enrich his hoard still further, and raided the lands of Bretonnia, gorging himself on whole villages at a time and slaying armies sent against him.

Treasure hunters and heroes came from far and wide to try their luck against the Dragon, and soon his treasure chamber became cluttered with the bones of brave Bretonnian Knights and would be Dragon slayers. Graug finally met his end at the hands of the renowned Dwarf Skalf Dragon Slayer, who re-opened the old gates of the fortress and became the new Lord of Karak Azgal.

Dragons are a diverse species and apt to display enormous variation in colour and abilities. These differences do not depend on a Dragon's breeding, for the father of all Dragons was the fabled Kalgalanos the Black, and his spawn were red, golden, silver, white, blue and all colours under the sun. Different coloured Dragons have different metabolisms. Red or Fire Dragons breathe roaring flame, Green Dragons belch corrosive fumes, while Blue Dragons spit lightning bolts.

A Dragon's size is proportional to its age. They continue to grow throughout their life, and Dragons of any colour may reach huge proportions if they live for long enough. Few Dragons today can approach the size of Kalgalanos the Black, whose vast scaly body was bigger than a ship and whose smoke shrouded head was larger than a house. Because of this variation in size three profiles are included for Dragons, including the larger and more powerful but slightly slower Great and Emperor Dragons.

	M	ws	BS	s	Т	w	I	A	Ld
DRAGON	6	6	0	6	6	7	8	7	7
GREAT DRAGON	6	7	0	7	7	8	7	8	8
EMPEROR DRAGON	6	8	0	8	8	9	6	9	9



SPECIAL RULES



FLY

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

SCALY SKIN

Dragons have extremely hard scales which act like armour, protecting them from attack. A Dragon therefore has an armour saving throw of a 5 or 6 on a D6.

TERROR

Dragons are huge and frightening monsters which cause *terror* as described in the Psychology section of the Warhammer rulebook. Remember that creatures that cause terror also cause *fear*.

DRAGON'S BREATH

Dragons breathe a deadly flame, gas, or lightning discharge. The type of breath depends on the colour of the Dragon, although there are other colours, and even those described here can vary tremendously. For example, Fire Dragons can be red, orangey, or brazen.

A Dragon has one of the following breath attacks. Except where noted otherwise, breath attacks are all worked out the same way. Take the teardrop-shaped flame template and place it with the broad end over your target and the carrow end at the Dragon's mouth. Any model lying under the template area is hit on a D6 score of a 4 or more. **Black Dragons** breathe thick oily smoke which can overwhelm and choke an enemy. Each model hit by the oily smoke suffers a number of wounds equivalent to D6 minus the target's toughness. No armour save is allowed for armour. Against a Man or Elf with a toughness of 3, for example, dice rolls of 1, 2 or 3 cause no damage, a roll of 4 will inflict 1 wound, 5 inflicts 2 wounds and 6 causes 3 wounds. Foes with a toughness of 3 who can sustain only 1 wound are therefore slain automatically on the roll of 4 or more.

Red or Fire Dragons breathe flames. Each enemy hit by dragon fire suffers a strength 3 hit. Damage and saving throws are worked out normally. In addition the Dragon can set buildings on fire as described in the game rules, and causes extra damage on targets which burn easily such as Treemen and Mummies.

Green Dragons belch corrosive green fumes. These acrid clouds dissolve skin and irritate eyes. Any model hit suffers a strength 3 hit with no saving throw for armour. In addition a unit attacked by corrosive fumes may be forced to give ground before the choking clouds. The unit takes a leadership test in the same way as for a *fear* or other psychology test (2D6 against its leadership characteristic – see the Psychology section of the main rulebook for details).

If this test is passed the unit holds its ground. If the unit fails it is moved directly away from the attack by D6". This does not affect the unit's move next turn.

Blue Dragons generate an electric charge which they spit out in the form of arcing forks of lightning. This is not worked out using the flame template but as follows. The lightning has an initial range of $12^{"}$ - nominate an enemy model within range as the target. The target is hit on the D6 roll of 4, 5 or 6. If the target is hit then the lightning bolt will leap to a model touching the original target on the roll of a 4, 5 or 6. If this target is hit the lightning bolt leaps to the next model on the roll of 4, 5 or 6 and so on.



The lightning bolts keeps leaping and striking a new target so long as you continue to roll 4 or more. A lightning bolt may leap more than 12" range in total as a result. As soon as you roll 3 or less the lightning bolt earths to the ground and there is no further effect. The Dragon can direct the bolt to some extent by choosing where the bolt leaps to in cases where there is a choice. Any model struck by lightning suffers a strength 6 hit with damage and armour saving throws as normal.

White Dragons breathe a freezing chill mist so cold that enemy are numbed and frozen. Any frozen model suffers 1 wound on the D6 roll of a 6, with no saving throws for armour. Any unit hit by a freezing chill is frozen to the spot. A frozen unit may fight normally if attacked, but may not do anything else until it thaws out. It takes a unit an entire turn to thaw out.

DARK ELVES

The Dark Elves were driven from the Elven land of Ulthuan many centuries ago and now live in the northern regions of Naggaroth, the bleak and unwelcoming Land of Chill. Dark Elves, or *Drucbii* as they are called in the Elf tongue, are close kin of the High Elves and in appearance they are almost identical, although Dark Elves have extremely pallid skin compared to their old rivals.

The High Elves are the greatest wizards in the whole world, and the Dark Elves are also a race touched by magic power. Whereas the High Elves have always taken great care to protect themselves from dangerous magical energies, especially Chaos Daemons, the Dark Elves long ago embraced the Dark Gods of Chaos. The natural magic powers of Elves and the unnatural vitality of Chaos are mated together in the Dark Elves, so that they have become the ultimate masters of dark sorcery.



The Dark Elves live in six heavily fortified cities, their innumerable black towers rising like pinnacles of ice from the cold, hard rock of Naggaroth. The surrounding landscape is bleak and unwelcoming: bare rock and poisoned black-water streams, with dark forbidding pine forests to the south. Of their six cities the largest is Naggarond, the Tower of Cold, where the greatest and most evil of all the chieftains of the Dark Elves, the Witch King of Naggarond, holds court.

Few mortals have ever seen this sinister sorcerer, and his body is said to have changed beyond recognition over the untold centuries of his unnaturally long life. His original Elf form has been corrupted and altered by the magic of Chaos for which it forms a mortal vessel.

The Witch King is master of the Dark Lords, the chieftains of the Dark Elves and rulers of the other cities of Naggaroth: Ghrond the North Tower, Clar Karond the Tower of Doom, Hag Graef the Dark Crag, Har Ganath the City of Executioners, and Karond Kar, the Tower of Despair. All these cities are dark and evil places, steeped in death and agony. Their black dungeons are crammed with captive daemons and unfortunate mortals whose wailings fill the air and whose moans seep through the thick walls of the high towers, saturating the place with pain and despair. At the tips of these towers, soaked with evil and doom, the sorcerers of Naggaroth cast their malign magic over the world and consort with the darkest daemons of Chaos.

The greatest enemies of the Dark Elves are the High Elves of Ulthuan. Dark Elf armies set off from the harbour of Har Ganath in their huge daemon-infested ships, sailing west over the Sea of Grudges to the Old World and south through the Straights of Rhinasha towards Ulthuan. When they reach their objectives the Dark Elves rampage and destroy as much as they can, often burning and looting whole cities before retiring with their plunder back to Naggaroth. Many of their raids are undertaken for captives: Men, Elves, or other creatures, that they take back in chains to their sorcerous towers.

Few have ever escaped from slavery at the hands of the Dark Elves, and fewer still speak of their captivity. Such tales as are known tell of the daemon-haunted dungeons of the Witch Kings, of living sacrifices to the Chaos Gods, and of souls burned up to fuel the sorcery of Naggaroth.

Dark Elf armies are mobile and well armed. Many carry the deadly repeater crossbow which shoots a hail of small barbed arrows. Others ride captive beasts, including gigantic scaled reptiles calls Cold Ones. These creatures are hunted down and captured in the caves and tunnels beneath Hag Graef where many strange ferocious creatures live.

Dark Elf women are just as deadly as their menfolk, and are equally adept warriors, fighting alongside their men in battle. The wildest of all are the Witch Elves – a warrior sisterhood devoted to the Chaos God Khorne who they call Khaine Lord of Murder. They are the most cruel of all the Dark Elves and the most bloodthirsty. After a battle they choose victims to sacrifice to Khaine and bathe in cauldrons of blood, renewing their dark pact with the Lord of Murder. Witch Elves eat only the flesh of sacrifices and drink blood to which they add strong poisonous herbs, which cause nightmarish hallucinations and send them into frenzied dancing and obscene revelries.

Witch Elves live in the temples of Khaine under the glowering eyes of their Hag Queens. The Hag Queens are extremely ancient, and once a year they take part in the riotous celebrations of Death Night when the Witch Elves prowl the streets and steal away any Dark Elves they find, sometimes breaking into houses to take petrified inhabitants away for sacrifice. On Death Night the Hag Queens bathe in blood to restore themselves, at which time they are the most enchanting and voluptuous of all Elves, their strangely cadaverous beauty more powerful and captivating than any magic. Over the year they revert into the haggard crones they really are, until Death Night comes round once more and Dark Elves hide in their homes, listening to the revelry and evil laughter of the midnight celebrations of the Witch Elves.

The Witch Elves steal away some male children to raise in the temples of Khaine to be assassins, and these are probably the most deadly and evil Dark Elves of all, the masters of subtle and murderous magics.



DARK ELVES

DARK ELVES

Dark Elf warriors are cruel and fierce fighters. Many of them are Dark Elf women and it is common to find both women and menfolk fighting side by side. Like all Elves, Dark Elves are lithe and sinuous, their muscles are strong and their reactions every bit as quick as their agile minds. Despite their deathly pallor and cruel faces they are savagely beautiful and highly intelligent, although they treat other creatures with contempt and place no value on the lives of lesser races.

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
DARK ELF	5	4	4	3	3	1	6	1	8
CHAMPION	5	5	5	4	3	1	7	2	8
HERO	5	6	6	4	4	2	8	3	9
LORD	5	7	7	4	4	3	9	4	10

Тгоор Туре	М	ws	BS	s	т	w	I	A	Ld
DARK ELF SORCERER	5	4	4	3	4	1	7	1	8
SORCERER CHAMPION	5	4	4	4	4	2	7	1	8
MASTER SORCERER	5	4	4	4	4	3	8	2	8
SORCERER LORD	5	4	4	4	4	4	9	3	9

SPECIAL RULE

HATE HIGH ELVES

Dark Elves hate their ancient enemies the High Elves so intensely that they will often fight them to the death rather than run away. When fighting High Elves, Dark Elves are affected by the rules for *hatred* as described in the Warhammer rulebook.



WITCH ELVES

Witch Elves are the most cruel, evil and savage of all Dark Elves. They are followers of the Witch Hags, and mistresses of Khaine the Lord of Murder.



Before battle Witch Elves drink blood laced with poisonous herbs which drives them into a frenzy of bloodlust. They do not carry shields, caring nothing for their own protection, and are armed with sharp swords and long knives whose edges are dipped in venom. After the battle they sacrifice captives so that they can feed on their flesh and bathe in their blood amidst insane and riotous celebration of victory.

Тгоор Туре	М	ws	BS	s	Т	w	I	A	Ld
WITCH ELF	5	4	4	3	3	1	6	1	8
WITCH ELF CHAMPION	5	5	5	4	3	1	7	2	8
WITCH ELF HERO	5	6	6	4	4	2	8	3	9
DARK WITCH	5	7	7	4	4	3	9	4	10

SPECIAL RULE

FRENZY

Witch Elves are subject to *frenzy*, as described in the Psychology section of the Warhammer rules.



DARK ELF ASSASSINS

During the insane revelries of Death Night the Witch Elves steal away young male children who they raise in the temples of Khaine. As they grow they learn the dark secrets of Khaine: the deadly martial arts, the power of poisons, how to move without sound and how to slip through the night unseen. They are murderers supreme, the most deadly agents of the Hag Queens.

Dark Elf Assassins have few equals in combat. They are master swordsmen and their weapons are rendered even more deadly by being tipped with Black Venom. In battle they are secreted amongst the other Dark Elves and hunt down enemy leaders, wizards and other vulnerable characters, pouncing upon them unexpectedly as regiments clash in combat.

Тгоор Туре	M	ws	BS	S	Т	w	I	A	Ld
ASSASSIN	5	9	9	4	4	1	10	2	10

SPECIAL RULES

DISGUISE

At the start of the game Assassins may be hidden in Dark Elf infantry units. You can hide one Assassin in each unit – make a note to indicate which units conceal Assassins. Assassins are not placed on the table, but are assumed to move along with whatever unit they are with, keeping pace even if the unit moves faster. In this way the enemy does not know where your Assassins are until they are ready to attack.

ATTACK

Assassing may be revealed once their unit is fighting hand-to-hand combat. The player declares that his unit contains an Assassin and places the model amongst the ranks where it can fight, removing another model from combat if necessary. The Assassin may choose to attack any model his base touches, so it is usual to position him next to the leader or some other important enemy character. In keeping with their ability to attack suddenly and unexpectedly they always attack first, even when the enemy charges.

POISON ATTACKS

Dark Elf Assassins are expert poisoners and their swords are tipped with the deadly Black Venom, a poison which drives its victims insane with agony. When a Dark Elf Assassin inflicts a wound he causes not 1 but up to D3 wounds (1-2 = 1, 3-4 = 2, 5-6 = 3). Roll a D6 to determine how many wounds the blade inflicts.

FURTHER FIGHTING

Enemy models can attack the Assassin in the normal way. Assassins are quite vulnerable once they have made their attacks, although if an Assassin can slay all the enemy his base touches then he is safe from attack for that turn. Once the Assassin has been revealed he moves in company with his unit and continues to fight as described. In any round of hand-to-hand combat the Assassin can always choose where he wants to fight, moving from one place to another to take on the most powerful enemy characters if he wishes.

LEADERSHIP

The Assassin continues to move with his unit and the unit takes any leadership based tests using its own leadership value. Assassins are not leaders but exceptional individuals, so their leadership value is never used by the unit they are with. Should the Assassin's unit be broken, forced to flee, or subjected to any psychology or other leadership based test which it fails, then the Assassin has two options. Firstly, he can remain with the unit and is affected along with the other troops. Secondly, if within 5" of another Dark Elf infantry unit, he can take a separate leadership test and, if he passes this, he can move immediately to this new unit. If unable to do so he is carried along with the broken/fleeing unit.

COLD ONES

Cold Ones are ancient green skinned reptiles that live in the dark caves and tunnels in the mountains underneath Hag Graef. Cold Ones are extremely stubborn beasts, and not at all intelligent. Their cold flesh is almost immune to pain and their bodies exude a slime which is poisonous. Dark Elves can withstand small quantities of this slime and tiny amounts are used to make the poisons and intoxicating brews used by Assassins and Witch Elves. Other races succumb much more readily to the poison and creatures fighting Cold Ones are as likely to be overwhelmed by this as killed by the Cold One's brutish claws or razor sharp teeth. Cold Ones can be broken into the saddle and ridden to war.

	м	ws	BS	s	т	w	I	A	Ld
COLD ONE	8	3	0	4	4	1	1	2	3

SPECIAL RULES

FEAR

Cold Ones are large and frightening monsters with scaly skins and hideously sharp teeth. Cold Ones and troops riding Cold Ones therefore cause *fear* as described in the Warhammer rules.

STUPIDITY

Cold Ones are not very bright creatures and sometimes become confused or go inexplicably wild. They are therefore subject to *stupidity* as described in the Warhammer rulebook. This means a stupidity test must be taken at the start of each turn, using the **Ld** value of the Cold One's *rider*.

GIANTS

Giants are exceptionally rare in the settled parts of the Old World, having long since been hunted down and destroyed by chivalrous Bretonnian Knights and crazed Dwarf Giant Slayers. In the northlands they are more common because the lands are wild and untamed, and the mountains are tall, craggy, and full of the sort of caves where Trolls, Giants and other creatures of their sort make their homes.

Giants are big but not especially bright and many are positively dim witted. Most live solitary lives, occasionally banding together with other Giants, Trolls, Ogres or Orcs to raid and pillage. Giants will join up with Orc armies for a share of the spoils and a chance to take part in a big battle. They are notorious drunkards who will raid breweries and ale houses, making off with barrels of ale which they consume together with other Giants in loud drinking bouts. Giants regard anything smaller than themselves at potential food, including Men and other intelligent creatures. They will steal whole herds of cattle or sheep, and sometimes take their human custodians as well.

	м	ws	BS	s	т	w	I	A	Ld
GIANT	6	3	3	7	6	6	3 S	pecia	16

SPECIAL RULES

FEAR

Giants are large, verbose, rude and extremely threatening individuals and tend to be rather smelly into the bargain. They cause *fear* as described in the Psychology section of the Warhammer rulebook.

MOVE

Giants have long limbs which enable them to cross over normal sized obstacles such as walls and hedges without penalty.

FALL OVER

Giant are tall, ungainly and poorly balanced creatures with a tendency to topple over if something disturbs them. They are especially prone to fall over if they have been raiding the local brewery and imbibing the contents. When a Giant falls over this is bad news for anyone nearby, as a tumbling Giant can easily squash anything it falls on.

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

- 1. When it is beaten in hand-to-hand fighting.
- 2. At the start of its movement if it is fleeing.
- 3. When it crosses an obstacle.

4. If the Giant wishes to Jump Up and Down (see below)

To see whether the Giant falls over, roll a D6. If you score between 1 and 5 then the Giant sways slightly, but regains

its balance. If you roll a 6 then the Giant falls over. Giants are often drunk and hence prone to stumbling and falling over.

To determine which direction the Giant falls in roll a scatter dice – the arrow indicates which way the Giant falls. Place the Falling Giant template with its feet at the model's base and its head in the direction of fall. Any models lying under the template are automatically hit in the same way as models hit by a stone from a stone thrower. Any model caught by a falling Giant must roll equal to or less than its toughness on a D6 otherwise it is squashed and slain regardless of its armour or wounds total. Heroic characters may avoid being squashed if they roll equal to or less than their initiative level on a D6, so in effect they get two chances to save because they are heroes.



Once on the ground a Giant may get up in his following movement phase but may not otherwise move that turn. While on the ground a Giant may not attack, although he may defend himself after a fashion so the enemy must still roll to hit him. If forced to flee while on the ground the Giant is slain, the enemy swarm all over him and cut him to pieces.

ATTACKS

Giants do not attack in the same way as other creatures. Instead they have a choice of different attack modes such as 'pick up and stuff into bag' or 'swing with club'. The player may choose any one of these special attacks when it his his turn to fight in hand-to-hand combat.

THUMP WITH CLUB

Most giants carry a big axe or a club, often a bit of tree trunk or even a big bone. If they have no weapon, they simply use their enormous fists. The Giant brings down his club with a single mighty stroke. The target may be any model in base contact with the Giant, or any model adjacent to such a model – Giants have quite a long reach so they can choose their target. The target may attempt to avoid the blow by rolling equal to or less than its initiative value on a D6. If avoided there is no effect, otherwise the club causes D6 wounds with no armour saving throw allowed. On the roll of 6 the Giant inflicts 6 wounds and his blow is so powerful the club sticks in the ground and he must spend his following hand-to-hand combat phase pulling it free.

SWING WITH CLUB

The Giant swings his club across the enemy's ranks, knocking many targets to the floor. The Giant inflicts D6 \$ 7 hits on the target unit, distributed among the models in the normal way. Work out damage and saves as normal.

STAMP

The Giant raises his huge boot and stamps on a single small enemy. Stamping only works on man-sized creatures, and certainly not on large creatures such as Ogres or Trolls. The enemy model must be touching the Giant's base and may attempt to avoid the descending boot by rolling equal to or less than its initiative on a D6. If this roll is successful the target is unharmed, but otherwise the victim takes D3 wounds (ie, half the score of a D6) with no armour saving throw. Although less effective than thumping the enemy with a club, stamping is less risky as there is no chance of the Giant getting carried away and losing his club.

PICK UP

The Giant stoops down and selects a model from the enemy unit. As with stamping the target must be approximately man sized, so the Giant can pick it up with one hand. When the Giant picks up his victim the enemy model may make one attack. This is an extra attack and takes place out of the normal sequence to represent the victim trying to struggle free of the Giant's grasp. Work out the victim's attack as normal. If the victim successfully wounds the Giant it lets go, and the victim tumbles back into his unit. The Giant withdraws his hand and cries out with anger, but causes no damage this turn. Assuming the victim fails to inflict a wound on the Giant, roll a D6 to determine what the Giant does next.

1. Squash. This doesn't really bear thinking about too closely. Suffice to say the model becomes a casualty and is removed from the game.

2. Throw Back into Unit. The victim is thrown back into his unit like a living missile. This causes a strength 5 hit on the thrown model and D6 strength 3 hits on the remainder of the unit.

3. Hurl. The Giant chooses any enemy unit within 12" and hurls the unfortunate victim into it. This causes a strength 5 hit on the thrown model and D6 strength 3 hits on the remainder of the unit.

4. Eat. Giants are always hungry and will eat anything, including people. The Giant gobbles up the poor victim in the following hand-to-hand combat phase. The Giant does not attack in the next hand-to-hand phase as he is too busy eating. If the enemy is beaten this turn the Giant will not pursue as he is too preoccupied.

5. Stuff into Bag. The Giant stuffs the victim into his bag along with the assorted sheep, cows, and other plunder he's already collected. The model is effectively a casualty, but should the Giant be slain any captives are automatically freed.

6. Pick Another. The Giant stuffs the victim hurriedly into his bag or under his shirt (or down his trousers if you are really unlucky) and picks up another victim. Choose another victim and make another Pick Up attack. If the Giant rolls a succession of 6's it is possible to make several pick up type attacks in the same turn, amassing a collection of trapped models in his pockets and bags. Trapped models are casualties, but should the Giant be slain any captives are released.

JUMP UP AND DOWN

This is another attack which only works against victims which are more or less man sized. The Giant jumps up and down vigorously on top of the enemy unit. Before he starts to bounce the Giant must test to see if he falls over. If he falls over work out where he falls and calculate casualties as described already. Assuming he remains on his none too nimble feet the Giant bounds up and down over the unit cackling madly.

The unit sustains 2D6 strength 7 hits. Work out damage and saves as normal. Giants enjoy jumping up and down so much that a Giant who starts to jumping on his enemy may be so carried away by excitement that he won't stop. If a Giant jumps up and down then at the start of his next hand-to-hand phase he must test against his leadership to stop. If he rolls equal to or less than his leadership (ie, 6 or less) then the Giant may stop jumping and can attack as the player wishes. Otherwise the Giant must jump up and down again, and must test to fall over beforehand.



YELL AND BAWL

The Giant yells and bellows at his enemy. This is not a pleasant experience, especially as Giants are rather smelly and deafeningly loud. The terrible noise inflicts no casualties but the Giant automatically wins the combat regardless of casualties and the enemy must take a break test with an additional -2 modifier (ie, if leadership is 7 you must test on 5).

HEAD BUTT

This attack only works against large sized targets and not on creatures which are merely man sized. The Giant head butts his enemy. This causes a single strength 7 hit which is worked out as normal. If the victim is wounded but not slain, he is knocked out immediately and spends his entire next turn unconscious. While unconscious the target may do nothing and any hand-to-hand combat hits struck against it will automatically hit.

SKAVEN

In the distant past rats infesting some decaying ruin are thought to have fed upon upon a mighty source of magic power. This power was a substance called warpstone solidified fragments of raw sorcery. Under its unwholesome influence the scuttling vermin mutated, growing in size and intelligence into the vile children of Chaos known as the Skaven.

The Skaven quickly spread across the world, establishing settlements in the sewers beneath unsuspecting cities and invading underground strongholds from below. They have created a vast and intricate web of tunnels that spread from Araby in the far south to Cathay in the east. An equally complex network of spies and agents inform the Skaven of their enemies' plans. At the centre of the web lies the capital of this under-empire, the vast, sprawling city of decay called Skavenblight. This most secret and vile of places lies deep in the treacherous marshes of Northern Tilea.

With their heightened intellect and humanoid bodies the Skaven have learned to use warpstone to fuel their corrupt sorceries and to create weapons of awesome power. Warpstone is vital to the Skaven, they depend on it to feed and drive their civilisation – it forms a vital part of their foul ceremonies and the worship of their dark god, the Horned Rat.

The insidious spread of the Skaven continues tirelessly and unceasingly, gnawing at the roots of civilisation like a



cancer. They seek to bring corruption and decay to the Old World, causing the downfall of all civilised races so they can feed on the ruins and dominate all living creatures. The Skaven under-empire spreads apace and the Horned Rat grows in power every day – though for the most part he sleeps, awaiting the call from his children that will awake him and bring him down to the world of mortals to feed upon their decaying flesh.



When the Horned One rouses the Skaven erupt into an intense period of warfare and strife, laying waste to towns and cities in an orgy of destruction. In these times not only do the Skaven wage war upon other races but among themselves as well: the slow, the weak and the foolish are set upon and torn apart. The Skaven race purges itself of its weaker members and makes slaves of the defeated.

The Skaven are divided into clans of which the Warlord Clans are by far the most populous. Each Warlord Clan has a pecking order ranging from the lowliest weakling slaves to the most powerful warriors, and ultimately to the Skaven Warlord, who is the cruel and cunning master of the entire Clan.

Life for all Skaven is marked by constant squabbles and fights for supremacy. These individual clashes are fought with tooth and claw or knives. There are few fatalities but nearly all Skaven are scarred from these fights, many having lost an ear or eye. Skaven crippled in fights can expect only to be summarily despatched by the victor.

Skaven have many slaves, many of them Skaven beaten in combat, but some are other races defeated in battle. Slaves occupy the most miserable position in Skaven society, often being used in dangerous experiments or as cannon fodder in battles. Their lives are brutish, painful but mercifully short.

Within the greater Clan structure the story is the same: weaker Clans are dominated by stronger ones and any which become vulnerable are quickly enslaved by their peers. The four most powerful Clans are Clan Moulder, Clan Eshin, Clan Skryre, and Clan Pestilens. These Great Clans are the masters of the Skaven and the rulers of their under-empire, and have complete ascendency over the struggling mass of the ordinary Warlord Clans.

Each of the Great Clans has its own weird armaments and foul methods of waging war. **Clan Moulder** are powerful beastmasters, and use warpstone to mutate breeds of ferocious fighting-beasts. **Clan Eshin** are feared as assassins and stealthy murderers, active within and under the cities of man. Wherever there is squalor the adepts of Clan Eshin can be found, poisoning human food and water supplies and stirring up the rat packs. **Clan Skryre** are known as the Warlock Engineers, masters of the insane blend of magic and science which has produced, amongst other things, the dreaded warpfire throwers and the equally devastating poisoned wind. The **Clan Pestilens** are also known as the Plague Monks. They are disciples of disease and dedicate themselves to spreading pestilence and plague with morbid energy.

All the Skaven Clans are ruled over by the Thirteen Lords of Decay. These include the leaders of the greatest cities and fortresses of the Skaven as well as some who lead a reclusive life studying the ways of magic and death. There are twelve, rather than thirteen Skaven Lords Of Decay, the full number being completed by the Horned Rat himself. The council of twelve meet together occasionally and at other times maintain contact via magical means. Between them they coordinate the activities of the Skaven across the world and spread the word of their master the Horned Rat. It is said that any Skaven can challenge one of the Lords of Decay and gain a place on the council of twelve by defeating him, but it is also said that the current Lords of Decay have held their positions for over four hundred years.

The mysterious Skaven known as **Grey Seers** are the servants of the Lords of Decay and carry their instructions to the Clans. There are many Grey Seers and they occupy an elevated position amongst Skaven, only concerning themselves with the most important of matters. Grey Seers are invariably magicians of great power and may be found leading hordes of Skaven Clans into battle.

On the battlefield Skaven rely on weight of numbers and potent magic to overcome their foes. Regiments of clanrat warriors wearing dark, ragged clothing and scavenged armour swarm forward in a squeaking, chittering tide supported by the insanely dangerous warpstone weapons of Clan Skryre and the mutant beasts of Clan Moulder. The Clan Eshin ambush unwary foes and the frenzied Plague Monks squeak their devotion as they hurl themselves into the foe.



Individual Skaven warriors are vicious but cowardly creatures, preferring to strike their foes from behind or as they sleep, but in large packs or gangs they can be driven into a fanatical state which makes them oblivious to casualties and danger. In such a state they are virtually unstoppable.



Тгоор Туре	M	ws	BS	s	Т	w	Ι	A	Id
SKAVEN	5	3	3	3	3	1	4	1	5
CHAMPION	5	4	4	4	3	1	5	2	5
CHIEFTAIN	5	5	5	4	4	2	6	3	6
WARLORD	5	6	6	4	4	3	7	4	7

Тгоор Туре	M	ws	BS	s	т	w	I	A	Lđ
WARLOCK ENGINEER	5	3	3	3	4	1	5	1	5
WARLOCK CHAMPION	5	3	3	4	4	2	5	1	6
WARLOCK MASTER	5	3	3	4	4	3	6	2	7
GREY SEER	5	6	6	4	4	4	7	4	7

SPECIAL RULES

LEADERSHIP

Skaven are more confident in numbers. Skaven regiments add their close combat rank bonus to their leadership for all tests. This means that Skaven regiments receive +1 to their leadership for every complete rank after the first up to a maximum bonus of +3. If the Skaven are fleeing or skirmishing no rank bonus would normally apply so they receive no bonus. Remember that the maximum possible leadership score is 10, and no bonuses may take the score above this.

SKAVEN ASSASSINS

The black-clad assassins of Clan Eshin are rightly feared by those who know of them. They are trained from birth as quick, murderous fighters adept in the use of poisons, garrottes, throwing stars and all manner of exotic weapons. Most Clan Eshin weapons are forged with warpstone so that they constantly weep a potent corrosive venom. Much of the assassins' training hones their already fast Skaven reflexes to unparalleled heights, enabling them to perform incredible feats like leaping many times their own height into the air, running as fast as a galloping horse or climbing sheer surfaces.

The Skaven of Clan Eshin act as secret police and enforcers for the council of twelve. If the Lords of Decay decide a Warlord or a Grey Seer is no longer loyal, assassins of Clan Eshin are set on their trail, maintaining the council's rule through murder and terror. Assassins are also despatched to slay leaders and champions of opposing armies or to sabotage the defences of towns and cities by poisoning water supplies, setting fires, murdering civic dignitaries, stirring up the rat packs and spreading disease.

In pitched battles assassing often disguise themselves and lurk in the ranks of ordinary Skaven until they have an opportunity to strike at enemy leaders or heroes in the confusion of combat.

Тгоор Туре	M	ws	BS	s	Т	w	I	A	Ld
ASSASSIN	6	5	4	4	3	1	5	2	7



SPECIAL RULES

DISGUISE

At the start of the game Clan Eshin Assassins can conceal themselves in Skaven regiments, disguised as ordinary warriors. Once the regiment enters combat the Assassins cast off their disguise and leap into the fray. You can conceal up to two Assassins in a regiment, but remember to make a note of which regiment they are hiding in.



The Assassin models are not placed on the table with the rest of the troops, but are assumed to move along with the unit until revealed. In this way the enemy doesn't know where your Assassins are lurking until they strike.

ATTACK

The Assassins are revealed once their regiment is fighting in hand-to-hand combat. The player declares that his regiment conceals Assassins and places the models in a rank where they can fight, removing other models from the front rank to make room for them if necessary.

Because they attack by surprise on the first round of combat, the Assassins fight before any other models, regardless of initiative and who charged into combat. The Assassins can fight any model their base is touching, so it is usual to place them next to an enemy leader or other important character.

WEEPING BLADES

The weapons carried by a Clan Eshin Assassin incorporate warpstone and baneful spells in their construction so that they constantly weep a deadly corrosive venom. The venom burns through armour and hits from an Assassin have an extra -1 saving throw modifier, so with their strength of 4 they have a saving throw modifier of -2. The caustic potency of the venom means that each hit causes not one wound but D3 wounds.

FURTHER FIGHTING

After the Assassins have attacked they can be attacked by enemy models in the normal way. Once an Assassin has been revealed it remains with the regiment and will continue to move with them and fight as described. In any round of combat an Assassin can always choose where to fight within the regiment and can be repositioned to take on enemy characters if the player wishes.

LEADERSHIP

The Assassins remain with their regiment and the regiment continues to take leadership tests using its own leadership value. Assassins are not leaders but skilled murderers, so their leadership value is never used by the regiment they are with.

If the regiment is broken, forced to flee, or subject to some other unfortunate psychology or leadership based test which it fails, the Assassins can either remain with the regiment and suffer the consequences or pass a separate leadership test and transfer to another regiment within 6° .

CLAN SKRYRE POISON WIND GLOBADIERS

Poisoned wind globes are one of the Clan Skryre's most infamous weapons. A poisoned wind globe is a fragile glass or crystal sphere filled with a lethal warpstone gas. When the globe is shattered a noxious cloud of yellowishgreen vapour billows out to fill the area around it with deadly, choking gas. These heinous weapons were first used in the bitter tunnel fighting which took place between Skaven and Dwarfs beneath the Worlds Edge Mountains.

Clan Skryre trains specialist 'Globadiers' who are experienced in handling and throwing the fragile globes. The Globadiers wear distinctive masks which are meant to filter out the gas in case a globe is accidentally dropped and shatters. In battle, individual Globadiers either form small skirmishing units or lurk around near the flanks of Skaven regiments until they have an opportunity to hurl their deadly globes into the enemy's ranks.

Тгоор Туре	M	ws	BS	s	T	w	I	A	Ld
GLOBADIER	5	3	3	3	3	1	4	1	5

SPECIAL RULES

POISONED WIND GLOBES

Poisoned wind globes have a range of 6", and use a 1" radius area effect template. Place the template anywhere in range of the Globadier and roll the scatter dice to see if

a globe is on target. If a 'hit' is rolled the globe is on target. If an arrow is shown the template is moved D3" in the direction indicated by the arrow. Any model that is more than half under the template is hit on a 4, 5 or 6 (Globadiers are only affected on a roll of 6 because of their special masks).

Hits automatically cause 1 wound with no armour saving throw possible. Unlike most missile weapons poison wind globes can be hurled into the rear ranks of an enemy regiment which is fighting in hand to hand combat with no risk to the unit they are fighting – unless the globes miss of course!

GLOBADIERS

When Globadiers operate as individuals they must stick with a particular Skaven regiment throughout the battle. A maximum of two Globadiers can be attached to a regiment and they must remain within 6" of the regiment at all times. The Globadiers count as part of the regiment for all intents and purposes and don't test separately for psychology, panic etc, so if the regiment flees the Globadiers flee as well; if the regiment rallies the Globadiers rally too.

The only exception to this rule is that if the Globadiers are charged they must *evade* – usually moving around the side of the Skaven regiment for protection. A skirmishing unit of Globadiers forms a completely separate regiment and follows all the normal rules for skirmishers.

PLAGUE MONKS

The Plague Monks of Clan Pestilens are utterly dedicated to the spreading of corruption and decay in the name of the Horned Rat. They are the initiates of infection and disciples of disease, with numerous agents scattered across the cities of the Old World.

Hidden away in their underground strongholds the Plague Monks cultivate deadly diseases in bubbling vats filled with warpstone, carcasses and fetid offal. Each new plague they create is unleashed by infected rats released into city sewers by the Clan Eshin, bringing great misery and hardship upon the human inhabitants. The results of each experiment is recorded in a great book, the Liber Bubonicus, otherwise known as the Book Of Woe, a tome which contains details of every disease known to man as well as some unknown ones.

Clan Pestilens plot to ultimately create a devastating plague which will ravage mankind, leaving the Skaven untouched to inherit the ruins. The Horned Rat and the Skaven, his children, will rule supreme.

In battle Plague Monk regiments hurl themselves into the fray with fanatical ferocity, eager to bring death and destruction to their foes. They may be led by a great Plague Priest who raises their frenzied devotion to new heights. The monks themselves are maniacal fighters whose exposure to disease and pestilence has toughened them and inured them against pain and injury. Plague Monks favour stained robes of sickly greens, purples and blues, these bright colours contrasting horribly with the weeping sores, bony growths and fluidfilled blisters which mark their flesh. Clan Pestilens banners are particular horrible to see, often comprising a half rotted carcass hanging from the banner pole surmounting a chaotic vision of twisted horror rendered in pigments distilled from blood and warpstone.

Ттоор Туре	M	ws	BS	s	Т	w	Ι	A	Ld
PLAGUE MONK	5	3	3	3	4	1	4	1	5

SPECIAL RULE

FRENZY

Plague Monks are affected by the rules for *frenzy*. This means they will always charge enemy within reach, being so fanatical they won't hesitate to attack their foes immediately. When they're frenzied the Monks double their number of attacks so each Monk will have 2 attacks instead of 1. Frenzied warriors must always pursue enemy who break and flee in combat. See the description of frenzy in the Warhammer rulebook for full details.



SKAVEN

PLAGUE CENSER BEARERS

Only the most fanatical and deranged members of Clan Pestilens are given the singular honour of wielding a plague censer, carrying the foulest disease into the heart of the enemy ranks. A plague censer is a hollow spiked metal ball attached to a long chain. A plague infested warpstone is burned inside the ball so that it emits a foul bubonic vapour as the censer is swung. Anyone who inhales the fumes may be overcome by a deadly and painful plague. Flesh exposed to the vapour quickly erupts into sores and fluid filled blisters.

Plague Censer Bearers frequently fall victim to their own weapons. The warpstone fumes induce exhilaration and ecstasy in them before they die, driving them into a killer frenzy so that they foam and squeak their devotion to the Horned Rat even as their lungs fill with fluid and their joints swell and burst. As Plague Monks march into battle they are preceded by a swarm of Plague Censer Bearers who pollute the air with their swinging censers to the chanted accompaniment of the Liturgus Infecticus.

Тгоор Туре	м	ws	BS	S	Т	w	I	A	Ld
CENSER BEARER	5	4	0	4	4	1	4	1	5

SPECIAL RULES

FORMATION

Plague Censer Bearers always fight in a loose, skirmishing formation as described in the rules for skirmishers in the Warhammer rulebook. This is because the foul fumes of their censers form a poisonous cloud around each Skaven, making it difficult and disadvantageous to fight in a closely packed formation.



PLAGUE MONKS

Plague Censer Bearers always fight alongside a unit of Plague Monks. Censer Bearers must remain within 6" of their Plague Monk unit until they charge into combat. If the Plague Monk unit flees or is affected by psychology, the Censer Bearers are also affected in exactly the same way. If the Censer Bearers are called upon to make a leadership test for combat or psychology, then they may use the leadership value of their Plague Monk unit, assuming it is still within 6".

COMBAT

In close combat the Plague Censer is wielded like a flail – see the Weapons section for rules on flails. In addition the swinging censer creates a 1" radius fog of death around the bearer. Roll a D6 for any models inside this area at the start of the close combat phase, and if the roll is higher than the model's toughness value the bubonic vapours overcome the model and inflict one wound. No armour saving throw is possible as the vapours penetrate any defence.



Note that the Censer Bearer must make this test himself, for even Skaven are not immune, but they are more resistant and are only overcome on the roll of 6. Astute readers will realise that it is a very good plan to keep all your Censer Bearers at least 1" apart and away from other Skaven to avoid accidentally poisoning your own troops.

SHOOTING

The billowing clouds of vapour surrounding Censer Bearers makes them difficult targets to shoot at, hence the normal -1 to hit modifier for shooting at skirmishers is doubled up to -2 when shooting at Plague Censer Bearers.

FRENZY

Plague Censer Bearers are fanatical servants of Clan Pestilens, crazed upon the fumes of their censers, and driven to insane acts of bravado by the excitement of battle. Plague Censer Bearers are therefore affected by the rules for *frenzy* given in the Warhammer rulebook. When Plague Censer Bearers charge they must test to see if they go into a wild destructive frenzy.

HATRED

The ecstatic exhilaration of the Plague Censer Bearers manifests itself as a consuming hatred of living things. Censer Bearers are affected by the rules for *hatred* given in the Warhammer rulebook. This means they take all break tests as if they had a leadership of 10, they can reroll any misses on the first round of combat and must always pursue a fleeing foe.

SKAVEN PACKMASTERS

Clan Moulder is the wealthiest of all the Skaven Clans. It uses the power of warpstone to breed fell beasts from slave-stock, crossbreeding and tampering with their genetic structure. Their greatest triumph to date has been the creation of the fearsome Rat-Ogres. These ghastly creations are the source of much of the Clan Moulder's power as Grey Seers and Skaven sorcerers will pay a fortune in warptokens to buy a Rat-Ogre bodyguard, and those who have one enjoy vast respect and prestige from the fearful lesser Skaven.



Clan Moulder has relatively few warriors but sends packs of its mutant beasts into battle. They are driven on by specially trained Packmasters, experts in plying the lash and goading their truculent beasts into combat.

Тгоор Туре	м	ws	BS	s	т	w	I	A	Id
PACKMASTER	5	4	4	3	3	1	4	1	7

RAT-OGRES

Rat-Ogres are the most feared of all of the Clan Moulder's mutant beasts. Rat-Ogres are huge, Skaven-like creatures the size and strength of true Ogres but possessed of the speed and ferocity of Skaven. A Rat-Ogre's small brain is devoted entirely to fighting and bloodshed so in battle units of Rat-Ogres are controlled by Clan Moulder Packmasters who direct the monsters and unleash their devastating charges when the time is ripe.

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
RAT-OGRE	6	4	0	5	5	3	5	2	5

SPECIAL RULES

FEAR

Rat-Ogres are big, frightening blasphemies against nature which cause *fear* in other creatures. The psychological rules for fear therefore apply.

STUPIDITY

Being incredibly single-minded, Rat-Ogres that aren't in close combat are subject to the psychological rules for *stupidity*. However, as long as they are led by a Clan Moulder Packmaster or a Skaven character acting as Packmaster the Rat-Ogres don't have to think for themselves and don't suffer from stupidity.

SPECIAL RULES

COMBAT

In combat each Packmaster and all the creatures in the pack fight using their own weapon skills, strength etc., Enemy models can choose to strike at any Packmaster or creature whose base they are touching.

MOVEMENT

A pack of creatures moves at the speed of its slowest members, normally the Packmasters. When a pack charges or pursues the creatures will move at full speed. If the enemy is more than 10" away the Packmasters will not be able to fight on the first turn. Place them at the rear of the pack.

MISSILE CASUALTIES

When the enemy shoots at a pack of creatures randomise the casualties inflicted between the creatures and the Packmasters. For example, if the unit comprises 4 creatures and 2 Packmasters roll a D6 for each hit. On a 1-4 a creature is hit; on 5-6 a Packmaster is hit.

LEADERSHIP

Packs of creatures always use the Leadership characteristic of their Packmasters when they take any leadership tests, providing there is still at least one Packmaster alive in the unit.

GIANT RATS

The Giant Rat is the largest of all ratkind and by far the most dangerous, being up to six feet long with strong limbs, powerful jaws and an extremely aggressive temperament. Giant Rats were created by Clan Moulder selectively breeding the biggest, fiercest rats and feeding them on warpstone. As a result many Giant Rats exhibit mutations such as multiple heads or twisted human faces and hands.

Тгоор Туре	м	ws	BS	s	т	w	I	A	Ld
GIANT RAT	6	2	0	3	3	1	3	1	4

SPECIAL RULES

PURSUIT

Giant Rats are extremely vicious and always pursue a broken enemy regardless of the Skaven player's wishes.

OVERWHELM ENEMY

Giant Rats fight in a huge and unstoppable mass. It is impossible for enemies fighting Giant Rats to lap round them because of their overwhelming advance. Conversely, Giant Rats can always lap round their enemy, even if they are beaten in hand-to-hand combat. See the Hand-to-hand Combat section of the Warhammer rules for details of how lapping round works.

OGRES

Ogres stand almost twice as tall as a man and are far more strongly built. They have massive well muscled frames, huge limbs, jutting jaws and thick bony foreheads. The clenched fist of an Ogre is larger than a man's head and his grip is vice-like and tenacious.

Ogres are not especially bright, but they are not stupid or evil by any means. Although slow of mind and not especially quick or agile in their movements, once Ogres decide to act they are as unstoppable as a vast boulder rolling down a mountain chasm.

Ogres are tough creatures who neither need nor desire the comforts of civilised living. They prefer to avoid cities and towns, and make their camps among the rocky mountains. Ogres do not especially like other races, and will sometimes hunt down stray Orcs, Trolls and even men who wander into the mountains. Because they are such good fighters, many races attempt to recruit Ogres into their armies, promising food or gold and whatever else the Ogres want in return for their services. Bands of Ogre mercenaries have often fought on behalf of the Empire as well as for Orc and Goblin Chieftains. Ogres are notoriously unbothered who they fight for.

One of the most famous Ogre Chiefs was the immensely successful Golgfag. This ferocious and especially massive Ogre leader joined a marauding army of Orcs which was at that time engaged in a long struggle against the Dwarfs of the northern Worlds Edge Mountains. Golgfag's band



proved to be excellent troops, if somewhat undisciplined and extremely rowdy, as you might expect of Ogres. One night, after a particularly long drinking bout, Golgfag and the Orc leader, Gnashrak, who had never liked each other much, fell to arguing. Soon Ogres and Orcs were at each other's throats and blood was flowing freely.

What does Ogre eat? Oh, what does Ogre eat? Well men they is lean and sweet An' Gobbos is gristle an' stringy Them Elves is thin an' mostly skin An' Dwarfs is all blubber an' hairy But don't gi' us Skaven, Oh no more Skaven Cos' them Skaven they tastes o' rat.

Extract from very long Ogre marching song.

Heavily outnumbered, the Ogres fought their way out of the stockade where the army was encamped and took to the hills. Golgfag soon found fresh employment with the Dwarfs, and was instrumental in the final battle of Broken Leg Gulley when the Orc army was trapped in a narrow defile and crushed. Having finished his argument with Gnashrak by beating the Orc Chieftain senseless, Golgfag presented the Orc in chains to the Dwarf leader Ungrim Ironfist to do with as he pleased.

Golgfag next headed south and further employment fighting for the Emperor. After years and several more employers, Golgfag and his companions returned to the north laden down with wagon loads of gold, weapons, food and beer.

One popular story about Golgfag concerns the time he was captured by the Dwarfs. He was imprisoned in the infamous Black Hole of Raven Keep along with several dozen Orcs and Goblins. Crammed into a tiny space, with no air and hardly enough room to move, the Dwarfs confidently expected the occupants to die. However, when the jailor opened the door the following morning he was aghast to find Golgfag chewing on the remains of the last Goblin. The cell was otherwise empty, although there was a good deal of blood and gore on the floor and the odd splintered bone. The Dwarf leader Ungrim Ironfist was so awed by this feat that he ordered the Ogre to be taken a long, long way away and released.

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
OGRE	6	3	2	4	5	3	3	2	7
CHAMPION	6	4	3	5	5	3	4	3	7
CHIEFTAIN	6	5	4	5	6	4	5	4	8
WAR CHIEF	6	6	5	5	6	5	6	5	8

SPECIAL RULE

FEAR

Ogres are large and extremely threatening monsters, and cause *fear* as described in the Psychology rules of the Warhammer rulebook.

UNDEAD

Many strange, unearthly things hide in the forests and mountains of the Old World, lurking among the long abandoned Elf watch towers, stalking ancient ruins, and crawling through the subterranean caverns beneath the surface.

In the Old World it is all too easy for evil to hide. Many men fall prey to temptation, and the more powerful they are the more terrible the consequences. The secrets of life and death tempt many wizards into the dark and evil study of necromantic sorcery. These individuals soon abandon human society to conduct their foul magical experiments in solitude, raising the dead, questioning long departed spirits, and creating their own undead servants.

Even if they do not begin as evil men Necromancers soon become corrupted. Some use their powers to give themselves centuries of extra life, though they gradually lose their physical form and become more and more corpse-like as the years pass. Others discover how to raise themselves after death so that they can live again as Liche Lords. Some masters of dark magic are not human at all, though they may live in the guise of men for years, but are Vampires, half human and half daemon – Lords of the Undead.

An Undead army is a horrific thing to behold – hordes of dead walking resolutely forward, bones rattling, dry flesh creaking, corroded wargear scraping and clanking. The smell of death hangs over the army like a cloud of



contagion, the air is full of grave dust and the resinous smell of mummified flesh. Spirits prowl like shadows amongst the ranks: powerful Wraiths, insubstantial Ghosts, and Wights plucked from their stony tombs. The skies darken with the tattered wings of Carrion and the earth shakes under the tread of Skeleton Warriors, Zombies, Mummies and other repulsive undead creatures.

Awake O dead for there is no rest for ye beneath the earth.
Let splintered bone burrow from grave pall,
Let cold fingers grip time-eaten blades.
And unseeing eyes look upon the fields of slaughter.
For your time has come once more,
And the dead shall walk upon the earth,
from the spell of doom

The leader and creator of an undead army will be a potent magician, a living Necromancer perhaps, or an undead Liche, or even one of those powerful Lords of the Undead: a Vampire. This leader is the lynchpin of all the magic power that holds the army together, the force that drives every undead creature forward. Every undead warrior is bound to his will in some way and without his power the whole army will crumble to dust or scatter to the four corners of the world.

All men dread the evil forces of the Undead. In battle they are very difficult to destroy because they stand firm until the last of their number is cut down. This stern resoluteness is extremely unnerving for mortal troops. Many of the Undead are poor fighters with little coordination or skill, but there are some extremely dangerous creatures indeed amongst them. Most deadly of all is the army's leader, the evil wizard at its core.

SPECIAL RULES FOR UNDEAD

The Undead army is utterly unlike a mortal force. It is wholly dependent upon its leader, the Necromancer, Liche or Vampire whose will binds it together. If the army leader is destroyed then the whole army is defeated – Skeletons will crumble to dust, spirits dissolve into the ether, and Ghouls scatter to their secret hiding places.

NO MARCH MOVES

No undead troops other than the army's leader can ever make a *march* move. They move forward in a slow, shambling manner, driven by the will of their master. Undead troops lack the coordination to march in ranks in the normal manner, which makes them less mobile than living warriors. They might be imagined shambling forward in an unstoppable horde, a relentless mass that is inevitably slow to change its purpose.
UNDEAD

NECROMANCER

The Necromancer is an evil wizard with powers over the world of the dead and even over the dead themselves. His magic enables him to extend his own life for centuries and to raise corpses from the ground to create Skeleton and Zombie legions. Necromancers are extremely dangerous individuals. They are able to steal the vigour of living creatures to make themselves stronger and tougher, and they have many magical powers that they use to destroy and confound their enemies.

Necromancers are wizards with unique powers which enable them to lead Undead to battle. They are all individuals with their own strengths and weakness, foibles and abilities. The following table shows four typical Necromancer profiles, each better than the next, providing a broad range of Necromantic wizards to choose from.

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
NECROMANCER	4	4	4	4	3	1	3	2	8
NECROMANCER CHAMPION	4	5	5	4	3	2	4	3	9
MASTER NECROMANCER	4	6	6	5	4	3	5	4	9
NECROMANCER LORD	4	7	7	5	4	4	6	5	10



LICHE

Some wizards are powerful enough to defy death itself and return to the world of the living as an evil-hearted Liche. A Liche is a undead Necromancer. Although his flesh may be shrivelled and his bones cracked and ancient, he is still immensely powerful. In fact he is probably more powerful than he ever was when alive, with the added powers of the Undead as well as his ability to cast spells.

	M	ws	BS	s	Т	w	I	A	Ld
LICHE	4	7	7	5	4	4	6	5	10

SPECIAL RULES

FEAR

A Liche is a corpse-like creature which causes *fear*. Liches are covered by the psychology rules for fear as described in the Warhammer rulebook.

IMMUNE TO PSYCHOLOGY

A Liche is not affected by psychology. He is immune to fear, terror, panic and all other psychology tests.



VAMPIRES

It is centuries since the Vampire Count of Sylvania waged war upon the Empire, when hordes of Zombies poured through the streets of Waldenhof and Skeleton legions plagued the lands between Wurtbad and Bechafen on the Northern Marches. In the terrible and bloody battle of Hell Fen the last Vampire Count of Sylvania, Manfred Von Carstein, was slain by the combined forces of the Elector Counts of Stirland and Ostermark, but his body was never found and Vampires have a habit of resting uneasily in their graves.

While vampire blood may have been eradicated from the ruling houses of the Counts of the Empire, there can be no doubt that they are far from extinct. Who knows how many eccentric and solitary men still carry the curse in their veins, or how many Vampires hide in haunted castles in the dark woods of Sylvania.

Vampires are human in appearance, but their blood is tainted with supernatural energy. They are undead immortals, who must spend the hours of sunlight resting in darkness, for strong sunlight burns their flesh and destroys them. Even in the twilight they wear dark cloaks to cover them from the sun's rays. Vampires need to feed upon the blood of living creatures to sustain themselves, and so must emerge to find victims or else wither away to nothing. Vampires are called Lords of the Undead because they can command dead spirits and resurrect the dead to fight for them.

	м	ws	BS	s	Т	W	I	A	Ld
VAMPIRE	6	8	6	7	6	4	9	4	10

SPECIAL RULES

TRANSFIXING GLARE

Vampires are able to *transfix* their victims with their glowing eyes. At the start of a hand-to-hand combat round the Vampire may attempt to transfix any model he is fighting. The model must make a successful leadership test to avoid the Vampire's glare. This is a 2D6 test, exactly like a psychology test. If this is failed the model is transfixed. A transfixed model is unable to fight that turn and any blows struck against it by the Vampire will automatically hit.

SKELETON WARRIORS



The battlefields of the Old World are strewn with the graves of countless brave warriors who have fallen in combat, consigned to a hasty resting place, or simply left upon the ground amidst the carnage. Even in death there is no peace for fallen warriors, for they can be summoned back to action by dark sorcery. All the Skeletons can recall of mortal life are faint memories of battles fought long ago. They feel the compulsion to fight, to march, to wage war, and obey the commands of their master as they did when they were alive. The power of dark magic binds their bones together and gives strength to their grip.

Skeleton warriors carry rusty weapons, axes and swords, spears with splintered shafts and other ancient war gear. A few tattered rags may still cling to their old bones, or they may still be encased in battered armour covered with filth and corrosion.

	M	ws	BS	s	Т	w	I	A	Ld
SKELETON	4	2	2	3	3	1	2	1	5

SPECIAL RULES

FEAR

Skeletons are unnatural creatures which cause *fear* in others. Skeletons are covered by the psychology rules for fear as described in the Warhammer rulebook.

IMMUNE TO PSYCHOLOGY

Skeletons are not affected by psychology themselves. They are immune to fear, terror, panic and all other psychology tests.

COMBAT

Skeletons cannot be broken in hand-to-hand combat, and need never take a break test if beaten in combat. When they are beaten in hand-to-hand combat the magical link between them and their master is weakened and, as a result, some of the Skeletons collapse and are destroyed. For every point by which they have lost the combat one extra Skeleton is removed. This means that Skeleton units will quickly dissolve away if they are beaten, although they can never be broken as such.

UNDEAD

SKELETON STEEDS

It is not just the foot soldiers of long dead armies that are plucked from their graves to fight for their necromantic masters. Fleshless horses carry bony riders to battle once more, with loose and dangling harness, dull brass fittings and long rotted saddles. Even though their substance has long since vanished, these creatures are animated by a ferocious will. Their hooves are hard and their teeth as sharp as ever, and many a foe is crushed or kicked by a bony limb or gripped between mouldered teeth.

	М	ws	BS	s	Т	w [·]	I	A	Ld
SKELETON STEED	8	2	0	3	3	1	2	1	5

SPECIAL RULES

MOVE

Skeleton Steeds can discorporate to move through walls or other solid objects, becoming momentarily ethereal as they ride straight through solid objects. This enables Skeleton Steeds and their riders to move over difficult terrain or obstacles without penalty.



GHOULS

Ghouls are the descendants of insane and evil hearted cannibals – men who ate the flesh of the dead. They were driven mad by this tainted meat, and over the years their children have degenerated into a race that is no longer human. They live amongst places of the dead, feeding on corpses and sometimes attacking and consuming lone travellers or vulnerable groups.

Ghouls are stooping, ugly creatures with only a vestigial sense of reason. Their skin is dark and filthy, their eyes bestial and insane, and their snarling lips reveal sharppointed teeth and slavering mouths. They dress only in the rags they pull from their victims and carry weapons they have picked up. Many carry long bones which they



wield as primitive clubs. They do not need weapons, however, as their teeth and long claws are sufficient for their needs. Ghouls are tough but cowardly creatures, and will flee if their victims put up much of a fight, preferring to scavenge amongst the battle-dead rather than overcome living foes.

	M	ws	BS	\$	Т	w	I	A	Ld
GHOUL	4	2	0	3	4	1	3	2	5

SPECIAL RULES

FEAR

Ghouls are foul, unnatural and repulsive creatures which cause *fear* as described in the Warhammer rulebook.

COMBAT

If beaten in combat Ghouls will always flee. There is no need to take a break test as they are assumed to have failed.

PURSUIT

If they succeed in beating their enemy and forcing the foe to break and flee, Ghouls will not pursue but will stop to feed on the corpses. They will do nothing until they stop feeding. They will stop feeding if an enemy charges them, in which case they will fight normally. They will also stop feeding if there are enemy within 12" at the start of their turn and the player rolls a 4 or more on a D6. If there are no enemy within 12" the Ghouls will continue to feed indefinitely.

GHOSTS

Ghosts are ethereal creatures or spirits, the shades of dead men returned to haunt the land of the living. Few men have power to command Ghosts, but there are dark magics which can bind these creatures to the will of a powerful magician. Ghosts are insubstantial and often semi-transparent, glowing pale white with magical energy. They are silent creatures but no less frightening for all being so.

	м	ws	BS	s	Т	w	I	A	Ld
GHOST	4	2	0	3	3	3	3	1	5

SPECIAL RULES

ETHEREAL

Ghosts are insubstantial creatures whose bodies are ethereal. They can move through solid objects and therefore suffer no penalties for moving over difficult terrain or obstacles. They can move through buildings just as easily, but they cannot move through living creatures.

FEAR

Ghosts are supernatural creatures which cause fear as described in the Warhammer rulebook.

ZOMBIES

Zombies are fresh corpses brought back to life by foul necromancy. Being more recently dead than Skeletons they retain more of their intellect and are more like living humans, although they are totally under the will of the Necromancer whose conjurations created them. Although rejuvenated by magic they continue to decay. Their flesh is rank and hangs in strips from their bodies, and their clothes are tattered and caked with blood.

Like Skeletons, Zombies are animated by magic, and this link can be broken as they fight, making them vulnerable to weapons in the same way as living men. They are horrible creations and extremely difficult to fight, though troops who stand their ground can beat them off if they keep their nerve.

SPECIAL RULES

FEAR

Zombies are disgusting unnatural creatures that cause fear as described in the Warhammer rulebook.

IMMUNE TO PSYCHOLOGY

Zombies are not affected by psychology themselves. They are immune to fear, terror, panic and all other psychology tests.

	м	ws	BS	s	Т	w	I	A	Ld
ZOMBIE	4	2	0	3	3	1	1	1	5

COMBAT

Ghosts cannot be harmed in combat except by attacks from magic weapons or daemons. They are also affected by magic spells. They can still be beaten in hand-to-hand fighting because combat results are not wholly dependent upon casualties.

IMMUNE TO PSYCHOLOGY

Ghosts are not affected by psychology themselves. They are immune to fear, terror, panic and all other psychology tests.

COMBAT RESULTS

If they are beaten in combat, fail their break test and are forced to flee then Ghosts are immediately destroyed. If they win the combat then their defeated enemy may flee automatically (as troops defeated by creatures which cause fear are automatically broken if outnumbered).

Otherwise, a unit fighting Ghosts must take a break test at the end of every turn of hand-to-hand combat, and will flee if this is failed. This means it is possible for a unit to win the combat, but still end up fleeing if the Ghosts are not destroyed.

RRFAK

Units of Zombies who fail a break test in hand-to-hand combat are destroyed immediately. The magical link that keeps them animated is destroyed and they collapse lifelessly to the floor.



CARRION

In ages past gigantic birds of prey lived amongst the high peaks of the Worlds Edge Mountains. When the Gods of Chaos first unleashed their daemonic hordes upon the world a great burst of magical energy swept from the northlands. In the far south the earth shuddered, in the middle lands of the Empire buildings tumbled, but in the north living creatures were struck blind, overcome by madness, or driven to their own destruction.

The birds of prey of the Worlds Edge Mountains were destroyed, but they were not killed in the normal sense. Their bodies were so saturated with magic that they lived on as undead creatures, half way between one world and the next, doomed to fly forever over the barren peaks. These are the Carrion and their ghostly riders are the spirits of the creature's many victims. Every time a Carrion slays another creature its attendant spirit grows in power. The Carrion's body is decayed and bloated with death. It flies with slow, sorrowful strokes of its tattered and leathery wings.

	М	ws	BS	S	Т	W	Ι	A	Ld
CARRION	4	3	0	3	3	2	4	3+	7

SPECIAL RULES

COMBAT

Carrion cannot be broken in hand-to-hand combat, and need never take a break test if beaten in combat. Instead, when they are beaten in hand-to-hand combat the magical link between them and their master is weakened and, as a result, they sustain further damage. For every point by which they have lost the combat the Carrion unit sustains an extra wound, which may be enough to destroy one or more Carrion.

FEAR

Carrion are hideous supernatural creatures and therefore cause *fear* as described in the Warhammer rulebook.

IMMUNE TO PSYCHOLOGY

Carrion are not affected by psychology themselves – they are immune to fear, terror, panic and all other psychology tests.

GHOST RIDER

The Carrion's rider is a spirit that feeds upon death. It can attack once for every wound scored by the Carrion. Work out the Carrion's attacks first, then work out the Ghost Rider's attacks. The Ghost Rider has 1 attack for each wound caused by the Carrion, at the same strength value and with other details as the Carrion. This means that the Carrion and rider can potentially attack up to 6 times.



MUMMIES

Mummies come from the ancient tombs of Araby, the desert lands far to the south of the Old World. They are plucked from their tombs and sold by merchants to the curious, commanding an extremely high price. The ancient people of that land were a race of warriors and magicians, but their chief preoccupation was death and necromancy. All that remains of them today are the ruins of their temples, their tombs and their Mummies.

Mummies are protected by powerful magics to preserve them and to cheat death itself. Because of this Mummies are of great interest to Wizards and Necromancers. It is thought that Mummies can be made to reveal their secrets, although this is far more difficult than might be imagined, not least because they speak an unfathomable tongue of which only a few words are understood. Using dark magic these ancient dead can be made to speak and even to walk and move after a fashion. They are held in thrall by the magician who brought them back, bound to his service until destroyed.

	M	ws	BS	s	т	w	I	A	Ld
MUMMY	3	3	0	4	5	4	3	2	8

SPECIAL RULES

FEAR

Mummies are supernatural and disturbing monsters which cause *fear* as described in the Warhammer rulebook.

FIRE

Mummies are dry as tinder and many of the chemicals with which they are embalmed are highly flammable. Any Mummy hit by a flaming weapon or fiery magic spell will take double wounds, so for every wound scored the Mummy sustains 2 wounds.

WIGHTS

In ages past the men of the Old World buried their dead beneath mounds of earth or stone, together with their battle gear and worldly wealth. Powerful spells were cast over them to protect their hoard, and potent enchantments were placed over the dead so that they could keep vigil over their resting place.

Those buried in this way were not all good men – many were rotten-hearted lords enmeshed by evil magic and worldly greed. It is their restless corpses which still haunt the abandoned grave mounds, and it is the cold chill of their evil which causes living creatures to shun these places.

Although their bodies are decayed leaving only bones and tattered flesh, Wights are held together by evil magic so strong that it has endured for centuries. They wear ancient battle gear of bronze and black iron, corroded by time and dusty with the years. They carry bright Wight Blades of bronze or steel, weapons inlaid with evil runes and glistening with gold and silver. Their shrivelled and horrific bodies are adorned with golden amulets and rings, precious metals and rare gem stones.

Powerful spells bind Wights to their tombs, but these spells can be broken by evil Necromancers who can compel the inhabitants to fight on their behalf.

	M	ws	BS	s	Т	w	I	A	Ld
WIGHTS	4	3	0	3	4	3	3	1	8

SPECIAL RULES

FEAR

Wights are evil and unnatural creatures which cause *fear* as described in the Warhammer rulebook.



IMMUNE TO PSYCHOLOGY

Wights are not affected by psychology themselves. They are immune to fear, terror, panic and all other psychology tests.

BREAK

Wights who are beaten in combat and fail their break test are destroyed. The magical hold that their master has over them is destroyed and they crumble to dust.

WIGHT BLADES

Wights are armed with ancient enchanted swords, or other evilly enchanted weapons. These are magic weapons and any blow from a Wight's sword will drain the life away from its victim, causing not 1 wound on the individual but D3 (roll a D6: 1-2 = 1, 3-4 = 2, 5-6 = 3).



UNDEAD

WRAITHS

Those who practice dark magic face many terrible dangers. Some try to extend their lives for decades or even centuries beyond their natural span. Sometimes they succeed, and the individual retains his physical body and mental powers, but more often the result is far more horrible than death itself. Continual use of dark magic drains the soul and withers the body, until only an insubstantial husk remains, deprived of its substance and driven by a mind twisted by its most hideous fears.



Such miserable creatures are called Wraiths. Once they were great men, wizards of considerable power, Necromancers with legions of Undead at their command, but now they are just shadows kept between life and death by their own bitterness. Their cloaks give them substance, but nothing remains of their physical bodies. Two glowing red eyes glint from behind their cowls, glimmering with malign knowledge. They are dangerous because their chill touch drains life from living creatures, sucking out the warmth and spirit, driving their victims wild with terror.

	M	ws	BS	s	Т	w	I	A	Ld
WRAJTH	4	3	0	3	4	3	3	2	5



SPECIAL RULES

ETHEREAL

Wraiths are insubstantial creatures whose bodies are *ethereal*. They can move through solid objects and therefore suffer no penalties for moving over difficult terrain or obstacles. They can move through buildings just as easily, but they cannot move through living creatures.

TERROR

Wraiths are supernatural evil creatures of great power. They cause *terror* as described in the Warhammer rulebook.

IMMUNE TO PSYCHOLOGY

Wraiths are not affected by psychology themselves. They are immune to fear, terror, panic and all other psychology tests.

The land of Sylvania in the Empire is a haunted and troubled place, where memories of its ancient Vampire Counts have never completely faded. Though the long abhorred Carsteins were destroyed with the death of Manfred von Carstein the last Vampire Count, there can be no doubt that his bloodline is far from extinct. And who can say which is master – Vampire or Death, or whether the dread Count will rise again to lead once more the legions of Undead that wait patiently in their graves.

COMBAT

Wraiths are insubstantial creatures and so cannot be harmed in combat except by attacks from magical weapons or daemons. They are affected by magic spells. They can still be beaten in hand-to-hand fighting because combat results are not wholly dependent upon casualties.

CHILL ATTACK

The touch of a Wraith drains life from living creatures. Most creatures are drained in a single attack and are slain, but creatures with several wounds will be harder to drain. If a victim takes a wound from a Wraith then it must subtract -1 from all its combat dice rolls to hit. If the victim takes 2 wounds then it subtracts -2 from its dice rolls, 3 wound -3 and so on. Obviously if the victim has only 1 wound then it will be killed outright, so this rule only affects creatures with several wounds.

COMBAT RESULTS

If they are beaten in combat, fail their break test and are forced to flee then Wraiths are immediately destroyed. If they win the combat then their enemy may flee (as troops beaten by creatures which cause fear or terror are automatically broken if outnumbered). Otherwise a unit fighting Wraiths must take a break test at the end of every turn of hand-to-hand combat, and it will flee if this is failed. This means it is possible for a unit to win the combat, but still end up fleeing if the Wraiths are not destroyed.

MONSTERS

CHIMERAS

The Chimera is a huge and vicious monster, and one of the most fearsome that stalk the Old World. This ferocious creature has three bestial heads: one resembling a vast lion, another with horns like a ram, and the third reptilian and scaly like a dragon. Its hulking body is powerful and quick and its claws are long and sharp. The Chimera also has a lashing tail which is barbed with venomous stings. It is a very dangerous creature indeed, and impossible to fully master, though many have tried, to their cost.

CHIMERA 6 4 0 7 6 6 4 6 8		M	ws	BS	s	Т	w	I	A	Ld
	CHIMERA	6	4	0	7	6	6	4	6	8

SPECIAL RULES

TERROR

Chimeras are extremely large and horrifying monsters and cause *terror* as described in the Warhammer rulebook. Remember that creatures which cause terror automatically cause *fear* too.

BREATHE FIRE

The Chimera's dragon head can *breathe fire* in the shooting phase. Use the teardrop-shaped flame template to work out hits. Place the template with the end lying over the target and the narrow part coming from the chimera's mouth. Any model lying under the template area is hit on a D6 score of a 4 or more. Fire hits have a strength of 4.

COCKATRICES

The Cockatrice is a fearsome creature whose squat, strong body is covered with scales and feathers. Powerful leathery wings propel it through the sky, from where it swoops down upon its enemy and rends them apart with its sharp claws. The Cockatrice's head has a fierce beak and is covered with ugly red wattles, which make it look both bizarre and frightening. The Cockatrice can petrify its foes with its magical gaze, literally turning them to stone. This weird ability makes it very difficult to fight.



	М	ws	BS	S	T	w	I	A	Ld
COCKATRICE	4	3	0	4	4	2	4	3	6

SPECIAL RULES

FEAR

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

PETRIFY

The gaze of the Cockatrice can *petrify* its opponents, turning them into stone and slaying them. The Cockatrice may use its magical gaze in the magic phase. This potent spell has a range of 8" and can be used against one model that the Cockatrice can see. The target can try and avoid being turned to stone by looking aside quickly. If a model can roll less than its initiative value on a D6 then it looks away in time and is unaffected; otherwise it is turned to stone. On a roll of a 6 the target is always affected, even if its initiative is 6 or more.

GIANT SCORPION

The dank underground passageways and caverns of the Worlds Edge Mountains conceal many huge and evil monsters. They breed in the darkness and grow huge and fat on a diet of unnameable crawling things that live deep below the earth.

Giant Scorpions are sometimes fought and captured by Night Goblins. Goblin Chieftains like to keep big, ferocious monsters as pets and as a means of clearing away unwanted servants and captives. They are also highly valued by Wizards throughout the Old World, and sometimes ridden to battle.

The Giant Scorpion has a shiny armoured shell and chitinous claws with saw edges and knife-like bristles. Its most deadly weapon is its venomous sting.

	M	ws	BS	s	Т	w	Ι	A	Ld
GT SCORPION	5	3	0	5	4	4	1	2	7

SPECIAL RULES

FEAR

Giant Scorpions are horrible and unnerving creatures which cause fear as described in the Psychology section of the Warhammer rulebook.

CHITINOUS ARMOUR

A Giant Scorpion's body is protected by thick horny plates of chitin. These act just like layers of armour and give the Giant Scorpion a saving throw of 4, 5 or 6 on a D6.

PINCER ATTACK

The Giant Scorpion attacks with its 2 pincers. If both pincers hit, then they have grabbed hold of their target and the Giant Scorpion brings its tail down to sting its victims. Where both attacks hit, both hits are therefore resolved at double normal strength, ie 10 instead of 5. If only one hit is scored this is resolved at the normal strength of 5.

GIGANTIC SPIDER

The Spiders that crawl through the dark forests of the Old World are huge and bloated creatures, many so large that the Forest Goblins ride them as other races ride horses. The horrific spiders that haunt the pits of Naggaroth are no smaller and no less vicious, though dark in colour, red-eyed and malicious like the Dark Elves themselves. But even these monsters are not the largest of their kind. There are Spiders of unbelieveable antiquity and size, the mothers and fathers of untold lesser spiders, gigantic spiders that wait in the darkest corners of the dim forests and blackest tunnels.

These monsters are rare and only the foolhardy would attempt to seek them out. The Night Goblins worship them, and are sometimes eaten by them, and occasionally, just once or twice in every hundred years, a Night Goblin Shaman crazed with spider bites will successfully master a gigantic spider to ride into battle.

	м	ws	BS	s	Т	w	Ι	A	Ld
GIGANTIC SPIDER	5	3	0	5	4	4	1	2	7



SPECIAL RULES

FEAR

Gigantic Spiders are horrifying creatures which cause *fear* as described in the Psychology section of the Warhammer rulebook.

CHITINOUS ARMOUR

A Gigantic Spider's body is protected by thick horny plates of chitin. These act just like layers of armour and give the Gigantic Spider a saving throw of 4. 5 or 6 on a D6.

MOVE

Spiders have eight hairy legs which enable them to move easily over obstacles and rough terrain. In woodlands they can swing from tree to tree or scramble over the treetops to drop onto the forest floor below. To represent this spiders are not slowed down by crossing difficult ground or obstacles.

GORGONS

The Gorgon is a horrifying snake-headed she-monster with long thin claws and small sharp teeth through which the creature hisses like a serpent. Like a Cockatrice the gaze of a Gorgon is magical and can turn a victim to stone. Gorgons sometimes carry weapons which they clutch awkwardly in their misshapen hands, and they dress in robes pulled from battle corpses.



	М	ws	BS	s	т	w	I	A	Ld
GORGON	4	2	3	3	3	3	5	1	9

SPECIAL RULES

FEAR

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

PETRIFY

The gaze of the Gorgon can *petrify* its opponents, turning them into stone and slaying them. The Gorgon may use its magical gaze in the magic phase. This potent spell has a range of 8" and can be used against one model that the Gorgon can see.

The target can try and avoid being turned to stone by looking aside quickly. To do this, the model must roll less than its initiative value on a D6, or else be turned to stone. On a roll of a 6 the target is always affected, even if its initiative is 6 or more.

GREAT EAGLES

The ancient and proud race of Great Eagles has lived among the peaks of the Worlds Edge Mountains since the time before humanity. These wise and intelligent creatures live for many centuries. From the vantage point of their high eyries, the Eagles keep a close watch on the world, carefully observing the movement and behaviour of ground-dwelling creatures. They particularly revile evil creatures like Goblins who seek out their nests and destroy their young.

Of old their greatest friends amongst the races of the Old World were the High Elves, and in former times the Wind Lords of the Eagles would fly to the towers of the Elves to talk of movements amongst the Orc tribes and the progress of Chaos. Nowadays the High Elf towers are ruined and abandoned, but the Wind Lords still fly to the forests of Loren to commune with the Wood Elves. The races of Elves and Eagles are very close, and the Elven Lords often ride to battle upon the broad backs of their mighty allies. The Eagles are also friends of the Dwarfs, as both races have little liking for Goblins and the Dwarfs are always grateful for words of their enemy's activities.

Great Eagles are large creatures with long black claws and ferocious beaks which they use to tear their enemies apart. Their feathers are golden yellow and glisten in the sun, while their underside, tail and the tips of their wing feathers are white like clouds. Some eagles have black edges to their tail and wing feathers. This is a sign of great maturity and power, and only the mightiest Wind Lords are marked in this way.

One of the most famous of all the Great Eagles was Gwandor the Black. This mighty Wind Lord had plumage of the deepest black that shone like polished jet. Gwandor carried the Wood Elf Lord Thalandor Doomstar into ill-fated battle against the undead hordes of Manfred Von Carstein, the Vampire Count of Sylvania. It was thanks to the bravery and power of the eagle that Thalandor survived. Though his army was overwhelmed by tides of Skeleton warriors and foul Zombies, the Eagle managed escape the slaughter, bearing the badly wounded Elf back to the safety of Loren.

	M	ws	BS	s	Т	W	I	A	Ld
GREAT EAGLE	2	7	0	5	4	3	5	2	8

SPECIAL RULE

FLY

Eagles can fly as described in the Warhammer rulebook.



GRIFFONS

Griffons are wild and dangerous creatures that hunt from the tallest crags of the northern World Edge Mountains. Brave adventurers seek out their high nests and steal chicks to raise in captivity. Only in this way can a Griffon ever be made tame enough to allow anyone to ride it, and even then they are temperamental and ferocious beasts.

The Emperor Karl Franz is famous for his extensive collection of creatures including the Griffon Deathclaw, who the Emperor rode into battle on many occasions. Taken from its nest as an egg and raised by the Emperor



himself, Deathclaw formed an unusually close bond with his master and even learned to obey commands. Deathclaw used to fly free above Altdorf and return to his cage in the evening (much to the relief of the citizens).

During the battle of Blood Keep Deathclaw stood over the fallen Emperor, defying his enemies to come near and slaying several who tried. Although the Emperor was so badly wounded that it took many months for him to recover his strength, it was thanks to the uncanny loyalty of Bloodclaw that he survived to fight another day.

Griffons have fierce heads with a hooked beak like that of a huge bird of prey. Their forequarters too are feathered, with scaly limbs bearing foreclaws which are bird-like and razor sharp. Behind its huge feathered wings the Griffon's body is furred and it has huge clawed feet and a tail like that of a great hunting cat such as a lion or tiger. Some Griffons have great golden pelts like mountain lions, other have skins which are spotted or striped, or black as night.

	м	ws	BS	s	Т	w	I	A	Ld
GRIFFON	6	5	0	6	5	5	7	4	8

SPECIAL RULES

FLY

The Griffon has great wings which enable it to *fly* as described in the Warhammer rulebook.

TERROR

The Griffon causes *terror* as described in the Warhammer rulebook. Remember creatures that cause terror automatically cause *fear* as well.

HARPIES

Harpies live amongst the high crags of the Mountains of Mourn far to the east of the Old World, but they roam wide in search of prey, sometimes swooping over the foothills of the Worlds Edge Mountains and into the lands of men. They are cruel and evil flesh-eating monsters, as willing to raid an Eagle's nest as to steal away calves and lambs from peaceful farms. Their bodies are scaly and muscular, and their chief weapons are their claws and teeth. Some carry simply clubs, or stones to pound their enemy, but they attack like wild beasts, screeching and howling as they swoop to the attack.

	м	ws	BS	s	Т	w	I	A	Ld
HARPY	4	4	0	4	4	2	2	1	6

SPECIAL RULE

FLY Harpies can *fly* as described in the Warhammer rulebook.



HIPPOGRIFFS

A Hippogriff is a large and extremely feroclous beast. Its head is feathered like a great bird of prey, and it can slash at enemies with its deadly beak.



The forequarters of a Hippogriff are furry, with legs and claws like a great cat such as a lion. Its rear quarters more resemble those of a horse, with hooves and a sweeping tail. The colour of Hippogriffs' fur and feathers can vary tremendously.

Hippogriffs inhabit the high mountains passes of the northern Old World but they are also the favoured mounts of Elven Mages who hunt them down in the mountains of Ulthuan. Only the most iron willed of riders can hope to master a Hippogriff, for they are treacherous beasts, ever ready to tip their riders from their seats should they prove lax on the rein.

	М	ws	BS	S	T	w	I	A	Ld
HIPPOGRIFF	8	5	0	6	5	5	6	3	8

SPECIAL RULES

FLY

The Hippogriff has towering wings which enable it to fly as described in the Warhammer rulebook.

TERROR

The Hippogriff causes *terror* as described in the Psychology section of the Warhammer rulebook. Remember a creature that causes terror automatically causes *fear* as well.

HYDRAS

The Hydra is a many headed monster with a scaly, reptilian body. Its serpentine heads belch out smoky flame, but they can also attack by biting enemies with their sharp teeth, and crushing them in the coils of their necks. Their bodies are low and squat, heavily muscled and covered with thick scales which are as hard as iron.

Hydra scales are said to be even harder than dragon scales, and are much sought after to make suits of armour. Few men are foolhardy enough to ride such a creature yet there are tales of Chaos Champions riding Hydras into battle and of Chaos Sorcerers who cast their dark spells from the back of a multi-headed beast.

	М	ws	BS	s	Т	w	I	A	Ld
HYDRA	6	3	0	5	6	7	3	5	6

SPECIAL RULES

TERROR

The Hydra causes *terror* as described in the Psychology section of the Warhammer rulebook. Remember that creatures which cause terror automatically cause *fear* as well.

BREATHE FIRE

The Hydra's heads can breathe fire in the shooting phase. Although there are many heads they all breathe together, producing a single sheet of flame. Use the teardropshaped flame template to work out hits. Place the template as you wish, with the end lying over the target and the narrow part coming from the front of the Hydra. Any model lying under the template area is hit on a D6 score of a 4 or more. Fire hits have a strength of 4.

SCALY SKIN

Hydra have an exceptionally tough scaly skin. This acts like armour and gives the Hydra an armour saving throw of 5 or 6 on a D6.



MONSTERS

MANTICORES

The Manticore is a gigantic lion-like monster with large leathery wings and a tail that is spined or spiked. They **are** adept and devastating fighters, attacking with raking claws and their long sharp teeth. Manticores live amongst the northern regions of the Worlds Edge Mountains, from where they soar high above the Old World. They are exceptionally fierce and brutal creatures, and dangerous in captivity. Only the bravest of Chaos Sorcerers would dare to ride one of these beasts.

	М	ws	BS	S	т	w	I	A	Ld
MANTICORE	6	6	0	7	7	5	4	4	8

SPECIAL RULES

TERROR

The Manticore causes *terror* as described in the Psychology section of the Warhammer rulebook. Remember a creature that causes terror automatically causes *fear* as well.

FLY

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

SWARMS

The Warhammer World teems with life of all kinds, large and small, and is occasionally visited by plagues of small but voracious creatures. Whether natural or magically induced, these swarms devastate whole provinces and destroy towns and villages. Rats consume entire harvests and foul what food remains. Scorpions bite and sting man and beast alike, killing many and sending others into blind panic. Plagues of biting spiders swarm into houses and crawl over people as they sleep. Frogs emerge from ponds, clogging the highways and smothering the ground.

None of these swarming creatures are dangerous as individuals, but in plague proportions they are almost as dangerous as a large monster.



	м	ws	BS	s	т	w	I	A	Ld
INSECTS OR SPIDERS	4	3	0	3	2	5	1	5	10
SCORPIONS	4	3	0	4	2	5	1	5	10
SERPENTS	3	3	0	4	2	5	1	5	10
RATS	6	3	0	3	2	5	1	5	10
FROGS	4	3	0	3	2	5	1	5	10
LIZARDS	4	3	0	3	2	5	1	5	10
BATS	8	3	0	3	2	5	1	5	10

SPECIAL RULES

BASE

Swarms are represented by a number of models mounted onto a single 40 x 40mm base. The exact number of models is not important, but there should be enough to convincingly fill the base. In most cases 5 models is sufficient. A swarm always consists of one type of creature - a swarm of frogs, ants, rats etc.

COMBAT

A Swarm moves and fights as a large monster with 5 wounds and 5 attacks. If your force includes several Swarms of the same type they must congregate and fight together, forming a mass rather like a unit of troops.

LEADERSHIP

Swarms are immune to all psychology effects and never take break tests if defeated in hand-to-hand combat. They will automatically pass any leadership based test they are obliged to take. The leadership value of 10 is therefore never used, but has been included for comparative purposes.

TYPES OF SWARM

The following special rules apply to each type of swarm.

Insects or spiders are so small that they can crawl into armour and bite or sting their target. No armour saving throw is allowed if you are fighting insects or spiders.

Frogs can cross water, marshes, bogs or other wet ground without penalty.

Bats can fly, but because they are so small they may only fly up to 8" during their turn. Although they do not fly particularly fast, they can move over terrain which would slow down creatures moving over land, and they can move directly over a body of troops.

PEGASUS

The Pegasus is a mighty winged monster that looks much like a horse, but is cunning and intelligent beyond the measure of any ordinary steed. To be properly tamed they must be caught and reared as foals, taken from their nests high in the Grey Mountains whose snow-tipped peaks overlook the vast forest of Loren. Their hides are white and glisten like snow, while their wings are broad with long elegant feathers. The greatest ability of the Pegasus is to carry its rider high into the air.

	м	ws	BS	s	т	w	I	A	Ld
PEGASUS	8	3	0	4	4	3	4	2	5

SPECIAL RULE

FLY

The Pegasus has broad wings which allow it to fly as described in the Warhammer rulebook.



TREEMEN

The forests of the Old World are inhabited by many strange and ancient creatures, some as old as the forests themselves. When the High Elves raised their glittering towers deep in the heart of the forests they soon noticed that they were not alone in the woodlands. As intelligent and inquisitive as the Elves were, they never came face to face with the gigantic shadowy creatures they saw at the edges of the woods. It was only many centuries later, after the High Elves departed for Ulthuan that the Treemen of Loren forest befriended the Wood Elves.

The Treemen had been watching and studying the Elves for hundreds of years, deciding whether they were good creatures or ill, and whether they intended to harm their forest homes. It was as well for the Wood Elves that the Treemen eventually decided in their favour, as Treemen are powerful enemies, and completely intolerant of creatures who threaten their beloved forests.

Treemen have a great antipathy of fire because of the damage it can do to themselves and to trees – Treemen's skin is very dry and burns easily. Treemen have a particular hatred of Orcs and Goblins, not just because they are evil creatures but because they chop down the biggest and oldest trees to make their war machines.

Treemen are extremely large creatures, two or three times the height of a man, with massive trunk-like legs and thick branching arms. When they stand still they can easily be mistaken for tall trees with their clawed feet spreading into the ground like roots. Even their flesh is tough and woody, and their gnarly skin has the texture of dry cracked bark.

The Elves maintain that Treemen can communicate with the trees, spreading information from tree to tree and root to root. The Elves also call Treemen Guardians of the Forest and take great care not to harm the old trees to which the Treemen seem particularly attached.

	M	ws	BS	s	Т	w	I	A	Ld
TREEMAN	6	8	3	6	7	6	2	4	9

SPECIAL RULES

FEAR

Treemen are huge and frightening monsters. They cause *fear* as described in the Psychology section of the Warhammer rulebook.

WOODY SKIN

Treemen have skin which is like thick bark. This acts like armour and gives the Treeman an armour saving throw of 5 or 6 on a D6.

FIRE

Treemen burn extremely easily because of their dry, woody skin. Any Treeman hit by a flaming weapon or a fiery magic spell will take double wounds, so for every wound scored the Treeman sustains 2 wounds.

HATE ORCS AND GOBLINS

Treemen *bate* Orcs and Goblins because they burn the forests and cut down the oldest trees to make war machines. The rules for *batred* apply as described in the Psychology section of the Warhammer rulebook.

MOVE

Treemen may move in woods without penalty. Woodlands do not count as difficult terrain to Treemen.

MONSTERS

UNICORN

The Unicorn is a powerful creature with heavy hooves as hard as iron and snorting breath like plumes of steam. It is a difficult beast to master because it is more intelligent than most large monsters. Unicorns have a particular aversion to evil creatures and will not allow themselves to be ridden by them. A Unicorn may eventually be mastered by a Man or Elf, and Wood Elf Mages favour these strong and loyal creatures.



	м	ws	BS	s	T	w	I	A	Ld
UNICORN	9	5	0	4	4	3	4	2	9

SPECIAL RULES

HORN ATTACK

When a Unicorn charges it uses its horn like a lance to pierce its enemy. This confers the same +2 strength bonus as a charging lance, so the Unicorn has a strength of 6 when it charges into combat.

MAGICAL PROTECTION

A Unicorn radiate an aura of magic power that can nullify the effect of other magic.

If a spell is cast against the Unicorn rider, or a unit he is with, then it is automatically dispelled on the D6 roll of a 4, 5 or 6. A dispelled spell has no effect.

DAEMON AURA

A Unicom's magic power extends to its attacks, shrouding it in magic. This disrupts the daemonic aura of a Chaos Daemon and cancels out its daemonic saving throw in the same way as a magic weapon.

WYVERNS

Wyverns are similar in appearance to Dragons, though they are longer and more sinuous and do not have front limbs. Wyverns are scaly beasts, with thick plates of horn covering their bodies from head to foot. This makes them very difficult to slay, as their hide protects them from harm much like armour.

Wyverns nest in dark caves high on the upper slopes of the Worlds Edge Mountains. Adventurous Night Goblins raid Wyvern nests to steal eggs, which they trade to other Goblins and which are subsequently sold amongst Orcs and Goblins. A hand reared Wyvern is a great prize and is the favoured mount of Orc Shamans. They develop a strong bond of loyalty to their master, and some say they even grow to resemble him in character and appearance.

Wyverns have long sinuous necks, which dart forwards and back with lightning speed. Their heads are spiny and their mouths full of barbed teeth, while their constant screeching and roaring is extremely frightening.

	М	ws	BS	S	T	w	I	A	Ld
WYVERN	6	5	0	5	6	4	4	3	5



SPECIAL RULES

TERROR

Wyverns cause *terror* as described in the Psychology section of the Warhammer rulebook. Remember that a creature which causes terror automatically causes *fear* as well.

FLY

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

SCALY SKIN

The Wyvern has exceptionally scaly skin which acts like armour, giving it an armour saving throw of 5 or more on a D6.

WOOD ELVES

The Wood Elves of Loren are all that remains of a once powerful Elven realm in the Old World. Many years ago the High Elves of Ulthuan travelled to the Old World to trade with the Dwarfs from the mountains and human barbarians that lived in the forests. For hundreds of years the Elves built proud cities on the coastal plains and high towers in the forests, distant outposts of Elven civilisation in a wild land. After the long war between the Dwarfs and the Elves these settlements were abandoned. The High Elves set sail back to Ulthuan and left their cities to fall into ruin. However, not all the Elves left with the last ships, a few were either unwilling or unable to leave their adopted homes and retreated into the land of Loren.



The Elves remain in the Forest of Loren to this day. Over the centuries their way of life has adapted to living amongst the forests. They are expert archers and woodsmen, able to move swiftly and silently through the greenwood. Loren is their domain, a green and magical realm protected by Elven sorcery and soldiery. Though The Forest of Loren lies within the borders of Bretonnia, it is in fact far older than the Kingdom of Men, and on the whole it is avoided by humans. The King of Bretonnia sometimes sends envoys into the woods to convey promises of support or pleas for help.

Occasionally the Elves and Bretonnians come to blows, but more often than not it is their mutual enemies that have cause to regret the closeness of the two peoples. The Bretonnians prefer to cooperate with their Elven neighbours, and do not venture into their realm unless they have good reason. Evil creatures know that to enter the wood is to invite a swift death from an unseen arrow or a sudden sword stroke,

Wood Elves are physically identical to High Elves. They are tall and elegant, graceful in all their movements, and extremely agile and quick. Unlike High Elves they favour the bow as their principle weapon, although they are not afraid of hand-to-hand fighting as they are very skilled warriors. They prefer not to wear much armour, so they can move as quickly as possible through the dense woods.

Wood Elves favour natural colours for their clothes and apparel such as blue, green and ruddy browns. often decorated with sharply contrasting patterns of a more vivid hue. Many wear their hair long and braided, or decorated with feathers which are a symbol of marksmanship. The most skilled archers amongst them are the scouts: way-watchers, messengers and hunters who patrol the woodlands and hunt down intruders.

Wardancers are the wildest of the Wood Elf warriors – young Elves trained in the deadly arts of hand-to-hand

combat. These extremely athletic warriors are the match for several foes, and can leap over the heads of even the tallest enemy, slashing at their throats with unnerving accuracy, severing limbs and sending heads toppling to the ground. They wear colourful clothes and have exotically styled hair, sometimes dyed in spectacular colours.

The strangest of all the Wood Elves are the Beastmasters. These are Elves with magical powers, who are able to talk to animals and even change into their shape. They are able to communicate with all kinds of creatures, but usually choose a single creature which they adopt as their second skin or totemic beast. Because the Beastmasters live in the forests, the animals they adopt are those familiar to them, wild bears, boars, dogs and boars, as well as hawks, eagles and other forest birds.

Beastmasters live alongside their adopted creatures for periods of time, growing more and more like them as they do so. If they live long enough among the beasts their usual form changes to that of a beast and they are only able to change to Elf form for brief moments. Most Beastmasters remain Elves and only change their form for a few moments, becoming beasts for just a few seconds of close combat before reverting to their true form. When they fight they are continually changing shape, so that their bodies are only recognisable as either one thing or the other for the briefest moment. This is quite unnerving for the enemy, who is confronted by a monstrous vision of twisting flesh and cracking bones, of claws that sprout from hand, slash, and are gone leaving gaping wounds and gushing blood.

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
WOOD ELF	5	4	4	3	3	1	6	1	8
CHAMPION	5	5	5	4	3	1	7	2	8
HERO	5	6	6	4	4	2	8	3	9
LORD	5	7	7	4	4	3	9	4	10

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
WOOD ELF MAGE	5	4	4	3	4	1	7	1	8
MAGE CHAMPION	5	4	4	4	4	2	7	1	8
MASTER MAGE	5	4	4	4	4	3	8	2	8
MAGE LORD	5	4	4	4	4	4	9	3	9

SPECIAL RULES

WOODS

Wood Elves are born in the woodlands and have the ability to move quickly through wooded territory. Wood Elves therefore suffer no move penalty when moving through woods.

WOOD ELVES

WOOD ELF SCOUTS

The realm of Loren is huge, from the deep oak woods at its core to the scattered beech and birch at its edge. It contains hills and mountains, rocky outcrops, and hidden valleys. Most Wood Elves live in Athel-loren, the largest and most important of their hidden cities, but there are numerous other smaller settlements too.

Wood Elf Scouts roam the entire realm, living under the trees, watching for signs of the enemy, or simply keeping an eye on the forests. They are explorers as well as guardians, but most importantly they are deadly warriors and the most accomplished archers in the entire land. They are able to advance towards an enemy army behind cover, often approaching close without being seen, ready to spring out and attack as his forces move forward.

Ттоор Туре	м	ws	BS	s	Т	W	I	A	Ld
SCOUT	5	5	5	3	3	1	6	1	8

SPECIAL RULES

WOODS

Scouts are Wood Elves and therefore suffer no movement penalties for moving through woods.

SKIRMISH

Wood Elf Scouts can skirmish if you wish – see the rules for skirmishing.

SPECIAL DEPLOYMENT

Wood Elf Scouts may be positioned on the table once both sides have completed their deployment. You can place the Scouts anywhere within their side's normal deployment zone, or you can place them anywhere else on the table that is out of sight of any enemy and not within the enemy player's deployment zone. A good place is on the flanks, behind woods or concealed by hills.

WOOD ELF BEASTMASTERS

Wood Elves are very close to the natural world in which they live, and many can communicate with the animals that live alongside them. A small number of Wood Elves can talk to animals and also shift their shape, taking on the form of beasts and birds. Powerful magic is required for them to make a change that lasts, but it is easy for them to shift shape for a few moments. The metamorphosis of Elf to savage beast is a horrible to see as their bones crack and stretch, fur sprouts from their bodies and teeth laden muzzles extend from their faces.

In battle Beastmasters fight alongside each other in company with their animals, ferocious bears and stubborn boars, wild cats and hunting dogs.

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Lđ
BEASTMASTER	5	4	4	4	4	1	6	2	8
CHAMPION	5	5	5	5	4	1	7	3	8

SPECIAL RULES

MOVEMENT

A unit of Beastmasters includes a number of Beastmasters plus one beast for every Elf. Although these all have their own movement rates the whole unit keeps together, moving at the speed of the slowest.

WOODS

Beastmasters are Wood Elves and therefore suffer no move penalties for moving through woods.

HAND-TO-HAND FIGHTING

Each model makes whatever attacks are appropriate using its own strength, toughness, etc. Enemy models may choose to direct their blows against any Beastmaster or beast whose base they are touching.

LEADERSHIP AND CHARACTERS

The whole unit uses the leadership value of the Beastmaster – ie 8. The unit of Beastmasters may have its own Champion with the profile shown. No other character model can fight with a Beastmaster unit as he would not be accepted by the ferocious animals or their savage masters.

SHOOTING

When the enemy shoots missiles at the Beastmasters and their animals randomise any hits scored between potential targets. For example, if the potential targets are 3 Beastmasters, a wild cat, a hog and a bear roll a D6 for each hit. A score of 1-3 = a Beastmaster, 4 = wild cat, 5 = hog, and 6 = bear.

BEASTS

A Beastmaster may be accompanied by any of the many kinds of wild beast that roam the forests of Loren. Characteristics for some of these are given below.

Тгоор Туре	M	ws	BS	s	Т	w	I	A	Ld
WILD HOG	7	4	0	3	4	1	3	1	3
BEAR	4	3	0	5	5	2	3	2	6
WILD CAT	8	4	0	4	3	1	4	2	4
HUNTING DOG	8	4	0	3	4	1	4	2	4

ELF WARDANCERS

The temples of Loren are the ancient guardians of Elven lore. Here, the heritage of the Wood Elves is recorded in great tomes: their magic lore is engraved upon sheets of beaten copper, and the history of their race is enacted by the temple Wardancers. Every temple has a number of Wardancers, ordained at birth, selected in childhood and raised to the spectacular skills that make them famous.

Wardancers are fantastically agile and exceptionally swift, even for members of a race whose grace and speed are legendary. The frantic dances of the Elves are physically demanding beyond human endurance, often lasting for many days and nights. In battle the Wardancers use their amazing skills to the full, leaping over their enemy, darting away from deadly blows with lightning speed, and striking with their weapons before their foe has time to react.

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Lđ
Wardancers	5	5	5	3	3	1	6	1	8

SPECIAL RULES

WOODS

Wardancers are Wood Elves and therefore suffer no movement penalties for moving through woods.

ARMOUR

Wardancers wear little or even no armour, but they suffer no movement penalties for the armour they wear. They are used to the weight, and often wear specially lightened armour for their dances.

MOVEMENT

Wardancers fight as a loose group, leaping and bounding over the ground as they dance forward into combat. To represent this they do not have to adopt a formal formation, but can fight with models up to 2" apart. This is the same as skirmishing troops, although Wardancers do not skirmish as such. Also in the same way as skirmishing troops Wardancers do not suffer any penalties for turning, moving over difficult terrain, or moving over obstacles.

MOVE THROUGH

Wardancers can move straight through friendly units, leaping and bounding straight over the top of their own troops. They can literally dance across their spear points! This does not restrict the movement of either the Wardancers or any units moved over.

MOVE OVER ENEMY

Wardancers can also move straight over enemy units by leaping over the heads of the enemy troops. No blows are struck by either side when the Wardancers do this, as the Elves are too busy jumping and the enemy are too surprised!

The Elves must clear the unit when they leap over enemy troops. They cannot leap into the middle of an enemy formation as this would undoubtedly lead to combat. Wardancers can leap over an enemy unit to charge another enemy from the flank or behind, thus avoiding skirmishing troops or a blocking unit to reach their preferred target.

SPECIAL ATTACKS

Wardancers are masters of all kinds of martial abilities. When fighting in close combat the unit may use one of the following special attack modes. Obviously you will choose the one which gives you the best advantage over whatever enemy is being attacked. All the Wardancers in the unit must choose the same attack mode each round, but you can use whichever attack you wish.



1. Whirling Death.

By means of the whirling dance of death each Wardancer strikes twice, increasing his attacks from 1 to 2.

2. Woven Mist.

With sinuous dancing movements the Wardancers distract and entrance their enemy, like snakes which sway to the piping of their master. Before combat begins the enemy unit makes a leadership test to overcome the Woven Mist (2D6 against leadership). If successful the unit is unaffected. If the enemy unit fails its test they will require a 6 to hit when they attack that turn.

3. The Shadows Coil.

With astounding grace and skill the Wardancers avoid the stabbing swords and clumsy blows of their enemies, darting aside, leaping in the air, ducking to the ground, and making it impossible to hit them. Neither side may strike any blows this turn. The combat is automatically drawn with neither side victorious. This is a good ability for holding up powerful enemy, trapping the foe in a combat he cannot win.

4. Storm of Blades.

The Wardancers leap from side to side, but as they pass a particular enemy they each strike at him, concentrating their blows against one target. All the Wardancers may strike all of their attacks against any single enemy model which is facing any one of the Wardancers. Other enemy in contact with Wardancers are ignored. This does not prevent other enemy models in contact with Wardancers fighting back, but it does enable the Wardancers to deal effectively with a powerful enemy character.

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PROFILE SUMMARY

BEASTS OF NURGLE

	м	ws	BS	S	Т	w	I	A	Lđ
BEASTS	3	3	0	3	5	3	3	D6	6

BEASTMEN

		м	ws	BS	s	Т	W	I	A	Ld
BEAST	MAN	4	4	3	3	4	2	3	1	7
CHAMP	ION	4	5	4	4	4	2	4	2	7
HERO		4	6	5	4	5	3	5	3	8
LORD		4	7	6	4	5	4	6	4	9

CHAOS CENTAURS

	М	ws	BS	S	Т	w	I	A	Ld
CENTAUR	8	3	4	4	3	2	3	2	7
CHAMPION	8	4	5	5	3	2	4	3	7
HERO	8	5	6	5	4	3	5	4	8
LORD	8	6	7	5	4	4	6	5	9

CHAOS HOUNDS

	M	ws	BS	s	Т	w	I	A	Ld
CHAOS HOUND	6	4	0	4	4	1	4	2	6

CHAOS STEED

	M	ws	BS	s	т	w	I	A	Ld
CHAOS STEED	8	4	0	4	4	1	4	1	5

CHAOS WARRIORS

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
CHAOS WARRIOR	4	6	6	4	4	1	6	2	9
CHAOS CHAMPION	4	7	7	5	4	1	7	3	9
CHAOS HERO	4	8	8	5	5	2	8	4	10
CHAOS LORD	4	9	9	5	5	3	9	5	10

Тгоор Туре	M	ws	BS	s	Т	w	I	A	Ld
CHAOS SORCERER	4	6	6	4	5	1	7	2	9
SORCERER CHAMPION	4	6	6	5	5	2	7	2	9
MASTER SORCERER	4	6	6	5	5	3	8	3	9
SORCERER LORD	4	6	6	5	5	4	9	4	10

CHIMERAS

	М	ws	BS	S	Т	w	I	A	Ld
CHIMERA	6	4	0	7	6	6	4	6	8

COCKATRICES

	М	ws	BS	s	Т	W	I	A	Id
COCKATRICE	4	3	0	4	4	2	4	3	6

HERO	4	6	5	4	5	3	5	3	8
LORD	4	7	6	4	5	4	6	4	9
	м	ws	BS	s	т	w	I	A	Ld
BEASTMAN SHAMAN	4	4	3	3	5	2	4	1	7
SHAMAN CHAMPION	4	4	3	4	5	3	4	1	7
MASTER SHAMAN	4	4	3	4	5	4	5	2	7
SHAMAN LORD	4	4	3	4	5	5	6	3	8

BLACK ORCS

Тгоор Туре	M	ws	BS	s	т	w	I	A	Ld
BLACK ORC	4	4	3	4	4	1	2	1	8
BOSS ORC	4	5	4	5	4	1	3	2	8
BIG BOSS	4	6	5	5	5	2	4	3	9
WAR BOSS	4	7	6	5	5	3	5	4	10

BLOODLETTERS

	м	ws	BS	\$	т	w	I	A	Lđ
BLOODLETTER	4	5	5	4	3	1	6	2	10

BLOODTHIRSTER

	M	ws	BS	s	Т	w	I	A	Ld
BLOODTHIRSTER	6	10	10	8	7	10	8	10	10

CARRION

	М	ws	BS	s	Т	w	I	A	Ld
CARRION	4	3	0	3	3	2	4	3+	7

COLD ONES

	м	ws	BS	s	Т	w	I	A	Ld
COLD ONE	8	3	0	4	4	1	1	2	3

DAEMONETTES OF SLAANESH

Тгоор Туре	M	ws	BS	s	Т	w	I	A	Ld
DAEMONETTE	4	6	5	4	3	1	6	3	10

DARK ELVES

Тгоор Туре	М	ws	BS	S	Т	w	I	A	Ld
DARK ELF	5	4	4	3	3	1	6	1	8
CHAMPION	5	5	5	4	3	1	7	2	8
HERO	5	6	6	4	4	2	8	3	9
LORD	5	7	7	4	4	3	9	4	10

Тгоор Туре	M	ws	BS	S	Т	w	I	A	Ld
DARK ELF SORCERER	5	4	4	3	4	1	7	1	8
SORCERER CHAMPION	5	4	4	4	4	2	7	1	8
MASTER SORCERER	5	4	4	4	4	3	8	2	8
SORCERER LORD	5	4	4	4	4	4	9	3	9

DARK ELF ASSASSINS

Тгоор Туре	м	ws	BS	s	T	w	I	A	Lđ
ASSASSIN	5	9	9	4	4	1	10	2	10

DISCS OF TZEENTCH

	м	ws	BS	s	Т	w	Ι	A	Ld
DISC	12	3	0	3	3	1	3	1	10



DRAGON OGRES

	M	ws	BS	s	т	w	I	A	Ld
DRAGON OGRE	6	4	2	5	5	4	2	3	7
CHAMPION	6	5	3	6	5	4	3	4	7
HERO	6	6	4	6	6	5	4	5	8
LORD	6	7	5	6	6	6	5	6	9

	M	ws	BS	s	Т	w	I	A	Ld
DRAGON	6	6	0	6	6	7	8	7	7
GREAT DRAGON	6	7	0	7	7	8	7	8	8
EMPEROR DRAGON	6	8	0	8	8	9	6	9	9

DRAGONS

DWARFS

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
DWARF	3	4	3	3	4	1	2	1	9
CHAMPION	3	5	4	4	4	1	3	2	9
HERO	3	6	5	4	5	2	4	3	10
LORD	3	7	6	4	5	3	5	4	10

Тгоор Туре	м	ws	BS	s	т	w	I	A	Ld
TROLL SLAYER	3	4	3	3	4	1	2	1	9
GIANT SLAYER	3	5	4	4	4	1	3	2	9
DRAGON SLAYER	3	6	5	4	5	2	4	3	10
DAEMON SLAYER	3	7	6	4	5	3	5	4	10



FIENDS OF SLAANESH

	M	ws	BS	s	т	w	I	A	Lđ
FIENDS	6	3	0	3	3	1	3	3	8

FLAGELLANTS

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
FLAGELLANT	4	3	3	4	4	1	3	2	10

FLAMERS OF TZEENTCH

	м	ws	BS	s	т	w	I	A	Ld
FLAMERS	9	3	5	5	4	2	4	2	10

FLESH HOUNDS

	M	ws	BS	s	Т	W	I	A	Ld
FLESHHOUND	10	5	0	5	4	2	6	1	10

FOREST GOBLINS

Тгоор Туре	M	ws	BS	s	Т	w	I	A	Ld
FOREST GOBLIN	4	2	3	3	3	1	2	1	5
BOSS GOBLIN	4	3	4	4	3	1	3	2	5
BIG BOSS	4	4	5	4	4	2	4	3	6
WAR BOSS	4	5	6	4	4	3	5	4	7

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld	
SHAMAN	4	2	3	3	4	1	3	1	5	
SHAMAN CHAMPION	4	2	3	4	4	2	3	1	5	
MASTER SHAMAN	4	2	3	4	4	3	4	2	5	
SHAMAN LORD	4	2	3	4	4	4	5	3	6	

GHOST

	M	ws	BS	S	T	w	I	A	Ld
GHOST	4	2	0	3	3	3.	3	1	5

GHOULS

	M	ws	BS	s	т	w	I	A	Ld
GHOUL	4	2	0	3	4	1	3	2	5

GIANT

	M	ws	BS	\$	Т	w	I	A	Ld
GIANT	6	3	3	7	6	6	3 Special 6		

GIANT RATS

Тгоор Туре	М	ws	BS	s	Т	w	I	A	Ld
GIANT RAT	6	2	0	3	3	1	3	1	4

GIANT SCORPIONS

	М	ws	BS	S	T	w	I	A	Lđ
GT SCORPION	5	3	0	5	4	4	1	2	7

GIANT SPIDERS

	М	ws	BS	\$	Т	W	I	A	Ld
GT SPIDER	7	3	0	4	3	1	1	1	5

GIANT WOLVES

	М	ws	BS	s	Т	w	I	A	Ld
GIANT WOLF	9	4	0	3	3	1	3	1	3

GIGANTIC SPIDER

	М	ws	BS	s	Т	w	I	A	Ld
GIGANTIC SPIDER	5	3	0	5	4	4	1	2	7

GOBLINS

Тгоор Туре	м	ws	BS	s	т	w	I	A	Ĺď
GOBLIN	4	2	3	3	3	1	2	1	5
BOSS GOBLIN	4	3	4	4	3	1	3	2	5
BIG BOSS	4	4	5	4	4	2	4	3	6
WAR BOSS	4	5	6	4	4	3	5	4	7

Тгоор Туре	М	ws	BS	s	т	w	I	A	Ld
SHAMAN	4	2	3	3	4	1	3	1	5
SHAMAN CHAMPION	4	2	3	4	4	2	3	1	5
MASTER SHAMAN	4	2	3	4	4	3	4	2	5
SHAMAN LORD	4	2	3	4	4	4	5	3	6



GORGON

	М	ws	BS	s	T	w	I	A	Ld
GORGON	4	2	3	3	3	3	5	1	9

GREAT EAGLE

	M	ws	BS	s	T	w	I	A	Ld
GREAT EAGLE	2	7	0	5	4	3	5	2	8

GREAT UNCLEAN ONE

	M	ws	BS	s	T	w	I	A	Ld
GREAT UNCLEAN ONE	4	7	7	7	8	10	4	7	10

GRIFFON

	М	ws	BS	s	Т	w	I	A	Ld
GRIFFON	6	5	0	6	5	5	7	4	8

HALFLINGS

Тгоор Туре	M	ws	BS	s	Т	w	I	A	Ld
HALFLING	4	2	4	2	2	1	5	1	8
CHAMPION	4	3	5	3	2	1	6	2	8
HERO	4	4	6	3	3	2	7	3	9
LORD	4	5	7	3	3	3	8	4	10

HARPIES

	М	ws	BS	s	Т	w	I	A	Ld
HARPY	4	4	0	4	4	2	2	1	6

HIGH ELVES

Тгоор Туре	м	ws	BS	s	т	w	I	A	Ld
HIGH ELF	5	4	4	3	3	1	6	1	8
CHAMPION	5	5	5	4	3	1	7	2	8
HERO	5	6	6	4	4	2	8	3	9
LORD	5	7	7	4	4	3	9	4	10

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
MAGE	5	4	4	3	4	1	7	1	8
MAGE CHAMPION	5	4	4	4	4	2	7	1	8
MASTER MAGE	5	4	4	4	4	3	8	2	8
MAGE LORD	5	4	4	4	4	4	9	3	9

HIGH ELF STEED

Тгоор Туре	м	ws	BS	S	Т	w	I	A	Ld
ELF STEED	9	3	0	3	3	1	4	1	5

HIPPOGRIFF

	M	ws	BS	s	Т	w	I	A	Ld
HIPPOGRIFF	8	5	0	6	5	5	6	3	8

HORRORS OF TZEENTCH

	M	ws	BS	s	т	w	Ι	A	Ld
PINK HORROR	4	5	5	4	3	1	6	2	10
BLUE HORROR	4	3	3	3	3	1	7	1	10

HORSES

	м	ws	BS	s	Т	w	I	A	Ld
HORSE	8	0	0	3	3	1	3	0	5

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	M	ws	BS	s	Т	w	I	A	Ld
HYDRA	6	3	0	5	6	7	3	5	6

JUGGERNAUTS OF KHORNE

	M	ws	BS	s	Т	w	I	A	Lđ
JUGGER	7	3	0	5	5	3	2	2	10

KEEPER OF SECRETS

	М	ws	BS	s	T	w	I	A	Ld
KEEPER OF SECRETS	6	9	10	7	7	8	7	6	10

LICHE

	М	ws	BS	s	Т	w	I	A	Ld
LICHE	4	7	7	5	4	4	6	5	10

LORD OF CHANGE

	М	ws	BS	S	Т	w	Ι	A	Ld
LORD OF CHANGE	8	9	10	7	7	7	10	6	10

MANTICORE

	М	ws	BS	s	Т	W	I	A	Ld
MANTICORE	6	6	0	7	7	5	4	4	8

MEN										
Тгоор Туре	M	ws	BS	s	Т	w	I	A	Ld	
MAN	4	3	3	3	3	1	3	1	7	
CHAMPION	4	4	4	4	3	1	4	2	7	
HERO	4	5	5	4	4	2	5	3	8	
LORD	4	6	6	4	4	3	6	4	9	

Тгоор Туре	М	ws	BS	s	Т	w	I	A	Lđ
WIZARD	4	3	3	3	4	1	4	1	7
WIZARD CHAMPION	4	3	3	4	4	2	4	1	7
MASTER WIZARD	4	3	3	4	4	3	5	2	7
WIZARD LORD	4	3	3	4	4	4	6	3	8

MINOTAURS

	M	ws	BS	s	Т	w	Ι	A	Ld
MINOTAUR	6	4	3	4	4	3	3	2	9
CHAMPION	6	5	4	5	4	3	4	3	9
HERO	6	6	5	5	5	4	5	4	10
LORD	6	7	6	5	5	5	6	5	10

MUMMY

	м	ws	BS	s	т	w	Ι	A	Ld
MUMMY	3	3	0	4	5	4	3	2	8

NECROMANCERS

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
NECROMANCER	4	4	4	4	3	1	3	2	8
NECROMANCER CHAMPION	4	5	5	4	3	2	4	3	9
MASTER NECROMANCER	4	6	6	5	4	3	5	4	9
NECROMANCER LORD	4	7	7	5	4	4	6	5	10

NIGHT GOBLINS

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
NIGHT GOBLIN	4	2	3	3	3	1	2	1	5
BOSS GOBLIN	4	3	4	4	3	1	3	2	5
BIG BOSS	4	4	5	4	4	2	4	3	6
WAR BOSS	4	5	6	4	4	3	5	4	7

Тгоор Туре	M	ws	BS	s	T	w	I	A	Ld
SHAMAN	4	2	3	3	4	1	3	1	5
SHAMAN CHAMPION	4	2	3	4	4	2	3	1	5
MASTER SHAMAN	4	2	3	4	4	3	4	2	5
SHAMAN LORD	4	2	3	4	4	4	5	3	6

NIGHT GOBLIN FANATICS

	м	ws	BS	S	T	w	I	A	Ld
FANATIC	2D6	Spe	cial	5	3	1	-	D6	-

NORSE BERSERKERS

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
BERSERKER	4	6	0	4	4	1	4	1	10

NURGLINGS

	м	ws	BS	s	т	w	Ι	A	Ld
NURGLINGS	4	3	3	3	3	3	4	3	7



OGRES

Тгоор Туре	м	ws	BS	S	Т	w	I	A	Ld
OGRE	6	3	2	4	5	3	3	2	7
CHAMPION	6	4	3	5	5	3	4	3	7
CHIEFTAIN	6	5	4	5	6	4	5	4	8
WAR CHIEF	6	6	5	5	6	5	6	5	8

ORCS

Тгоор Туре	M	ws	BS	S	Т	W	I	A	Ld
ORC	4	3	3	3	4	1	2	1	7
BOSS ORC	4	4	4	4	4	1	3	2	7
BIG BOSS	4	5	5	4	5	2	4	3	8
WAR BOSS	4	6	6	4	5	3	5	4	9

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Id
SHAMAN	4	3	3	3	5	1	3	1	7
SHAMAN CHAMPION	4	3	3	4	5	2	3	1	7
MASTER SHAMAN	4	3	3	4	5	3	4	2	7
SHAMAN LORD	4	3	3	4	5	4	5	3	8

PEGASUS

	М	ws	BS	s	Т	w	I	A	Ld
PEGASUS	8	3	0	4	4	3	4	2	5

PLAGUEBEARERS OF NURGLE

	M	ws	BS	s	Т	w	I	A	Ld
PLAGUEBEARER	4	5	5	4	3	1	6	2	10

PLAGUE CENSER BEARERS

Тгоор Туре	M	ws	BS	s	T	w	I	A	Id
CENSER BEARER	5	4	0	4	4	1	4	1	5

PLAGUE MONKS

Тгоор Туре	м	ws	BS	s	Т	w	Ι	A	Ld
PLAGUE MONK	5	3	3	3	4	1	4	1	5

SKAVEN ASSASSINS

Ттоор Туре	M	ws	BS	\$	Т	W	I	A	Ld
ASSASSIN	6	5	4	4	3	1	5	2	7

POISONED WIND GLOBADIERS

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
GLOBADIER	5	3	3	3	3	1	4	1	5

RAT OGRES

	м	ws	BS	s	Т	w	Ι	A	Ld
RAT-OGRE	6	4	0	5	5	3	5	2	5

SAVAGE ORCS

Тгоор Туре	М	ws	BS	S	Т	W	I	A	Ld
SAVAGE ORC	4	3	3	3	4	1	2	1	7
BOSS ORC	4	4	4	4	4	1	3	2	7
BIG BOSS	4	5	5	4	5	2	4	3	8
WAR BOSS	4	6	6	4	5	3	5	4	9

Тгоор Туре	M	ws	BS	s	т	w	I	A	Ld
SHAMAN	4	3	3	3	5	1	3	1	7
SHAMAN CHAMPION	4	3	3	4	5	2	3	1	7
MASTER SHAMAN	4	3	3	4	5	3	4	2	7
SHAMAN LORD	4	3	3	4	5	4	5	3	8

SKAVEN

Тгоор Туре	М	ws	BS	s	Т	w	Ι	A	Ld
SKAVEN	5	3	3	3	3	1	4	1	5
CHAMPION	5	4	4	4	3	1	5	2	5
CHIEFTAIN	5	5	5	4	4	2	6	3	6
WARLORD	5	6	6	4	4	3	7	4	7

Тгоор Туре	М	ws	BS	s	Т	w	I	A	Ld
WARLOCK ENGINEER	5	3	3	3	4	1	5	1	5
WARLOCK CHAMPION	5	3	3	4	4	2	5	1	6
WARLOCK MASTER	5	3	3	4	4	3	6	2	7
GREY SEER	5	6	6	4	4	4	7	4	7

SKAVEN PACKMASTERS

Тгоор Туре	м	ws	BS	S	Т	w	I	A	Ld
PACKMASTER	5	4	4	3	3	1	4	1	7

SKELETON STEED

	м	ws	BS	s	Т	w	I	A	Ld
SKELETON STEED	8	2	0	3	3	1	2	1	5

SKELETON WARRIORS

	м	ws	BS	s	т	w	Ι	A	Ld
SKELETON	4	2	2	3	3	1	2	1	5

SNOTLINGS

	м	ws	BS	S	T	w	Ι	A	Ld
SNOTLINGS	4	2	2	1	1	3	3	3	4

SWARMS

	м	ws	BS	s	Т	w	I	A	Ld
INSECTS OR SPIDERS	4	3	0	3	2	5	1	5	10
SCORPIONS	4	3	0	4	2	5	1	5	10
SERPENTS	3	3	0	4	2	5	1	5	10
RATS	6	3	0	3	2	5	1	5	10
FROGS	4	3	0	3	2	5	1	5	10
LIZARDS	4	3	0	3	2	5	1	5	10
BATS	8	3	0	3	2	5	1	5	10

TREEMEN

	М	ws	BS	s	T	w	I	A	Ld
TREEMAN	6	8	3	6	7	6	2	4	9

TROLLS

	м	ws	BS	s	Т	w	I	A	Ld
TROLL	6	3	1	5	4	3	1	3	4

UNICORN

	М	ws	BS	s	Т	w	I	A	Ld
UNICORN	9	5	0	4	4	3	4	2	9

VAMPIRE

	м	ws	BS	s	Т	w	Ι	A	Ld
VAMPIRE	6	8	6	7	6	4	9	4	10

WAR BOAR

	M	ws	BS	s	Т	w	I	A	Ld
WAR BOAR	7	4	0	3	4	1	3	1	3

WARHORSE

Тгоор Туре	M	ws	BS	S	T	w	I	A	Ld
WAR HORSE	8	3	0	3	3	1	3	1	5

WIGHTS

	M	ws	BS	S	T	w	I	A	Ld
WIGHT'S	4	3	0	3	4	3	3	1	8

WITCH ELVES

Тгоор Туре	M	ws	BS	s	т	w	I	A	Ld
WITCH ELF	5	4	4	3	3	1	6	1	8
CHAMPION	5	5	5	4	3	1	7	2	8
HERO	5	6	6	4	4	2	8	3	9
DARK WITCH	5	7	7	4	4	3	9	4	10



WOOD ELF BEASTMASTER

Тгоор Туре	м	ws	BS	s	Т	w	I	A	Ld
BEASTMASTER	5	4	4	4	4	1	6	2	8
CHAMPION	5	5	5	5	4	1	7	3	8

Тгоор Туре	М	ws	BS	s	T	w	I	A	Ld
WILD HOG	7	4	0	3	4	1	3	1	3
BEAR	4	3	0	5	5	2	3	2	6
WILD CAT	8	4	0	4	3	1	4	2	4
HUNTING DOG	8	4	0	3	4	1	4	2	4

WOOD ELF SCOUT

Тгоор Туре	M	ws	BS	s	Т	w	I	A	Ld
SCOUT	5	5	5	3	3	1	6	1	8

WOOD ELF WARDANCER

Тгоор Туре	M	ws	BS	S	Т	w	I	A	Ld
WARDANCERS	5	5	5	3	3	1	6	1	8



WOOD ELVES

Тгоор Туре	M	ws	BS	s	т	w	I	A	Ld
WOOD ELF	5	4	4	3	3	1	6	1	8
CHAMPION	5	5	5	4	3	1	7	2	8
HERO	5	6	6	4	4	2	8	3	9
LORD	5	7	7	4	4	3	9	4	10

Тгоор Туре	М	ws	BS	s	T	w	I	A	Ld
WOOD ELF MAGE	5	4	4	3	4	1	7	1	8
MAGE CHAMPION	5	4	4	4	4	2	7	1	8
MASTER MAGE	5	4	4	4	4	3	8	2	8
MAGE LORD	5	4	4	4	4	4	9	3	9

WRAITH

	М	ws	BS	S	Т	W	I	A	Ld
WRAITH	4	3	0	3	4	3	3	2	5

WYVERN

	M	ws	BS	s	Т	w	I	A	Ld
WYVERN	6	5	0	5	6	4	4	3	5

ZOMBIES

	м	ws	BS	s	Т	w	I	A	Ld
ZOMBIE	4	2	0	3	3	1	1	1	5







CHAOS BEASTMAN







IMPERIAL HERO RIDING GIANT PEGASUS