THE END TIMES



WARHAMMER 8.1 & 8.5

Welcome to the End Times Supplement for Warhammer 8.5. Warhammer 8.5 and its sister project Warhammer 8.1 is a project by and for fans of Warhammer Fantasy; the mass combat tabletop wargame produced by Games Workshop.

Warhammer 8.1 is Warhammer Fantasy 8th edition, as released by Games Workshop with the Errata and FAQs incorporated into it. For those who want to play Warhammer as it was originally printed with the official Games Workshop FAQs this is what you will want to play as the Errata has been incorporated into the text of the book and the FAQs are located after the rules. The only change that you will see is the updated format of how things are presented. For the most part, a single page is used to describe the background and rules of each unit with a photo of the unit in question that has been painted up by gamers. This saves time of having to flick between pages to get all the rules and allows time to admire the background and miniatures.

Warhammer 8.5 is a fan made update to Warhammer Fantasy that incorporates often requested rule changes or points adjustments to the rules and associated army books. The main differentiations of the Warhammer 8.5 Project to others like the Ninth Age or Kings of War is that there are not a lot of new rules to learn. Each erratum update to each rulebook from 8th ed to 8.5 is listed on two pages in the form of GW style errata to add into a printed Army/Rulebook folded up as a single double sided page. These changes are also incorporated into the text of the 8.5 versions of the Army/rulebooks to speed play.

In addition to the Rules and Army books being digitalised, alongside the 8.1 & 8.5 releases are Supplements like Warhammer Civil War, Storm
of Magic, Regiments of Renown, Warhammer Skirmish as well as other supplements meant to expand the types of games you can play. With rules for games involving 200pts or half a dozen models right on up to 5,000 pt games with hundreds of models on each side, there is a wealth of variety. These supplements can be played either using the 8th ed rules, or the Warhammer 8.5 rules.

Alongside the supplements that can be played with either 8th or 8.5, 'Back of the Book' Armylists are also being released; from Dogs of War, to Slayer Armies and even Gnoblar Armies. All updated to 8th and 8.5 from their original White Dwarf or Supplements from where they originally appeared.

To keep up to date with the Warhammer 8.5 community, join the FaceBook group at;
https://www.facebook.com/groups/1483795728606274/

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INTRODUCTION

The Ends Times is the great cataclysmic apocalypse that was prophesied to bring about the end of the Warhammer World. It was heralded upon the arrival of the Twin-Tailed Comet, both an omen of hope and destruction, which signalled the coronation of the new Everchosen; Archaon the Three Eyed King, the Lord of the End Times and his bid to bring destruction upon the Human nations of the Old World. In the wake of this inevitable destruction, the nations of the World are engulfed in an endless sea of warfare.

To the West, upon the lands of Naggaroth, the armies of Khorne are descending upon its icy gates, hell-bent on bringing nothing but ruin and destruction in their wake. The Dark Elves rose up fought viciously for their petty kingdoms, but they will inevitably fail, for their King Malekith has abandoned them for one last assault upon the Isle of Ulthuan. Even within the Ten Kingdoms, the High Elves are besieged by the very powers of Chaos, as a mist of dreadful power sweeps across the land, summoning forth demons and other foul things, running amok and unchecked. Within this time of strife, and the loss of their former Phoenix King, a young Elf by the name of Prince Tyrion has arisen through the ranks to become the leader of all the High Elves, leading his people valiantly through this time of war and tragedy. Farther to the south-west, upon the distant lands of Lustria, the massive jungle-realm of the Lizardmen Empire, a new and deadly conflict has once more been reignited after nearly centuries of peace has ensured. In time, the armies of Clan Pestilens and all the Temple-Cities of the Lizardmen race will fight a war that will end with the total annihilation of both civilizations.

To the far East, the prospect of battle brought about by the end of the World has stirred the Greenskin race into a frenzy. The Greenskins have always thrived on war, always fighting each-other as much as any other foe. However a sudden urge soon captured the simple minds of their savage race as they felt something big brewing in the north. Soon, the infighting that has plagued their long history had vanished, and an overwhelming urge to unite upon one banner has made the Greenskin race united for the coming conflict. Even the Dwarfs, stout allies of the Empire and Sigmar's people, have felt this encroaching doom as they saw volcanic fire spew out from the Mountains of Mourn, resulting in the call for massive military mobilization that has never been seen since the first Chaos Incursion. Soon, artefacts of Old are being found, and the Dwarfs stood ready in their hopes of bring about a new Golden Age for their people as they seek to summon forth the Ancestor Gods themselves back to this world.

But it is upon the Human realms of the Old World where the fate of this world truly lies. Everywhere you see; the Nations of the Old World are beset by evil forces both Old and New. In the more southern lands of Tilea and Estalia, the mortals of those distant nations are beset by a nightmarish horde from the depths of the World below. Soon entire cities are lost as the Skaven race have once more invaded in order to bring about their total domination over the surface world. In feudal Bretonnia, the land and her people have been ravaged as a Civil War engulfed the once proud Knights of the realm, and two ancient secrets shall be revealed that would save this kingdom from utter destruction whilst the other shall reveal a truth that shall break their kingdom apart.

As the World draws its last dying breath, refugees by the tens of thousands have begun to flow like a river towards the Empire, the last great defiance against the doom that seeks to destroy them all. To the north, upon the lost lands of Kislev, the Auric's Bastion, the greatest magical wall ever created, loomed higher than the Bastion in Eastern Cathay, so high that it would pierce the clouds themselves. This great wall is the only thing holding the darkness at bay, and should it fall, then the final battle for the entire world shall take place, and to the victor's shall inherit the ultimate prize; the dominion of the Warhammer World.

In the End however, this world is doomed, and from the ashes of the Old, a New World shall emerge out of the Darkness, following a cycle of creation and destruction that has been long in the making.

SPECIAL RULES

The World stands in the brink of Annihilation. It has done so since the beginning of time itself, when the great Old Ones of ancient times were destroyed long ago. The Polar Gates of the Old Ones, once a marvel of technology, have collapsed and with them, Chaos flowed like water into the cold harsh lands of the northern and southern waste. Since then, every few hundred years, the Gods of Chaos will reach out their hands towards this dying world and demand a claim of it as their own. So it is fitting that a Champion of Chaos shall unite the warring tribes of the North and put about the End of Times as we know it.

This supplement for Warhammer 8.5 updates the rules for games of Warhammer to better reflect the changes that have taken place during the War of the End Times. Players can choose to play with some, none or all of these rules, but only if both players agree.

The End Times were a series of supplements originally printed over 5 Volumes (*End Times: Nagash, End Times: Glottkin, End Times: Khaine, End Times: Thanquol & End Times: Archaon*). Collected here for the first time are rules updated to 8.5 balancing some factors in order to provide a fun playing experience for all those involved.

Whilst players can play games set in the End Times at any point's level, it is recommended to play with enough points to play a Grand Army. This way, Exalted Lords and Armies of the End Times like the Legions and Hosts can be played.

That said, there is nothing stopping you from playing Regiments of Renown or Warhammer Skirmish using armies of the End Times, it is just that there may be some imbalances in the rules. Players then should take greater care in these circumstances to ensure the force that they plan to field will be fun to play for their opponents.

This supplement details Armies of the End Times, a new magic lore (Lore of Undeath), new rules for Magic and Army construction, rules for the movers and the shakers of the End Times, different environments to play Warhammer such as fighting on the Street's or Jungle, as well as Battle Scrolls for Warhammer Fantasy – Formations that contain a collection of troops that provide additional special rules.

All of these can be used in games of Warhammer 8.5 with your opponent's approval. However; while all of these rules are optional, it is highly suggested that players can use the rules for the Special Characters be allowed (subject to the normal restrictions of Exalted's & Factions of course.)

These rules offer a magnificent amount of variety and keep gamers playing for years, but don't worry; more supplements are planned for the future of Warhammer 8.5 and the End Times is just the beginning. Remember, the game is what you make of it, use as little or as much as you like – but most of all, remember to have fun!

THE LORE OF UNDEATH

Due to the howling gale of death magic sweeping across the world, it is simplicity itself for one schooled in the magical arts to tap into this dangerous form of sorcery and command the dead to rise and do their bidding.

INTRODUCTION

This section of End Times describes a new type of spell and presents a brand new Lore of Magic - the Lore of Undeath - that can be used in your games of Warhammer. Unlike other spells, which can only be used by Wizards who list that spell lore in their special rules, any Wizard can choose to generate spells from the Lore of Undeath.

SUMMONING SPELLS

Summoning spells are a type of spell that enables the caster to place a new unit under the owning player's command onto the battlefield. The spell will specify what type of unit is summoned, and how many points' worth of models it can have. Such units are referred to as 'summoned units'. Summoned units can be upgraded to include any options listed in their army list entries, but must adhere to their minimum unit sizes as normal.

The summoned unit must be deployed wholly within the spell's range and at least 1" away from all units, buildings and impassable terrain. A unit can be placed facing any direction, and in any legal formation. It does not need to be deployed in the caster's line of sight or forward arc. If the summoned unit includes more than five models, its front rank must be at least five models wide. Summoned units cannot be dispelled, and do not award victory points under any circumstances. Finally, if a summoned unit cannot be deployed because there is not enough room, the unit does not enter play at all, though the spell's lore attribute may still apply.

THE LORE OF UNDEATH

RAISE THE DEAD (Lore Attribute)
Place a counter on the battlefield every time a friendly Wizard successfully casts a spell from the Lore of Undeath. Any friendly Wizard who casts a summoning spell from the Lore of Undeath may choose, after having successfully cast the spell, to spend one or more counters. For every counter spent, he increases by 10 the amount of points that the spell may summon.

THE GRAVE CALL (Signature Spell) **Cast on 9+**
Drawing forth the dark energy coursing through the land, the caster sends tendrils of power seeping into the ground in search of long dead bodies to answer his summons
Call of the Grave is a summoning spell with a range of 12". Base spell summons a 50 point infantry unit from the Undead Legions list. Bigger versions summon a 100 point (13+) or 150 point (16+) unit.

1. BREATH OF DARKNESS **Cast on 6+**
The Wizard draws tendrils of the Wind of Death into a dark fog that restores the undead and fills them with unholy vigour.
Dark Breath is a blessing that targets a friendly unit with the Undead rule within 12" of the caster. The unit immediately regains 1D3+1 wounds. In addition, if the unit is not engaged in combat, it can perform a normal movement as if it were the Remaining Moves phase.

2. HAND OF DUST **Cast on 7+**
Grasping hold of his foe, the wizard pours forth the decaying power of the ages, desiccating flesh, armour & bone, and reducing his victim to dust in a single heartbeat.
Hand of Dust is a blessing that targets the caster. In combat, the wizard may choose to forego all of its normal attacks in order to perform a single attack with the Hand of Dust against a single miniature in base to base contact. If the attack roll hits, the enemy takes a wound with the Multiple Wounds (D6) rule with no armour saves allowed. If Hand of Dust kills an enemy character in a challenge, immediately gain D6 Raise Dead counters.

3. SOUL STEALER **Cast on 8+**
The Wizard tears the souls from his victim's bodies and breathes unlife into their sundered corpses.
Soul Stealer is a direct damage spell with a 12" range. Roll 2D6+2. For each point the result exceeds the target's Leadership, the target takes a wound with no armour saves allowed. If this spell causes at least one unsaved wound, gain D3 Raise Dead counters.

4. ABYSSAL SWARM **Cast on 10+**
The Wizard binds the bones of predatory creatures with dark magic, causing them to rise from their animal graves
Abyssal Swarm is a summoning spell with a range of 12". The caster summons a unit of War Beasts or Swarms from the Undead Legions list of up to 75 points. Caster may instead choose to summon a unit of Monstrous Beasts of up to 150 points, in which case the difficulty is 16+.

5. THE HARBRINGER **Cast on 10+**
The greatest practitioners of the dark arts can summon forth the most fearsome champions & creatures of undeath.
The Herald is a summoning spell with a range of 12". The caster summons a character of up to 65 points from the Undead Legions list. The caster may instead choose to summon a single Monster, Chariot or War Machine of up to 200 points, in which case the difficulty is 24+.

6. THE DARK RIDERS **Cast on 16+**
At the Wizards command, the ground opens up to reveal a portal through which long dead knights ride forth to do battle.
Dark Riders is a summoning spell with a range of 12". The caster summons a unit of Cavalry, Monstrous Cavalry or Chariots from the Undead Legions list of up to 150 points.

MAGIC OF THE END TIMES

Magical energy is pouring into the world in unprecedented levels, empowering practitioners of the arcane arts, and allowing them to attempt magical feats that would have been far beyond their powers previously. However, while the winds of magic arc stronger than at any time since the Great Vortex was established, they blow in great gusts and flurries, making it extremely difficult for any but the most powerful of wizards to reliably gather the magical energy needed to cast a spell. Using magic is more powerful, yet more unpredictable, than ever before.

USING MAGIC OF THE END TIMES

This section updates the rules for Magic in games of Warhammer in order to reflect the changes that have taken place during the End Times. Remember, these rules are only used if both players agree to use these End Times rules.

OVERVIEW

Here is a brief summary of the changes made to the Magic rules. More detailed explanations follow that describe exactly how the rules have changed

Some Lores of Magic have an End Times spell. This is an additional type of signature spell that can be used by Wizards of Level 3 or higher and which cannot be dispelled.

- Wizards can use all of the spells from the Lores of Magic that they know, and are not limited to a number of spells determined by their level. In effect, this means that all Wizards have the Loremaster special rule. Models that already have the Loremaster special rule are allowed to re-roll casting rolls.
- 4D6 are rolled for the Winds of Magic, and the power limit of 12 dice in the power pool is removed. In a Grand army, this is 8D6
- After picking a Wizard and declaring which spell you want them to cast, you must roll a D6. The result of the roll is the maximum number of dice you can use to cast that spell (the minimum number of dice you must use is always one). You must also roll a D6 to see how many dice a Wizard can use to dispel a spell.
- Spells can be used any number of times in each Magic phase as long as all previous attempts to cast the spell have been successful. The only exception to this are End Times spells, and any other spell with a casting value of 15+ or more, which can only be selected once each Magic phase, whether the previous attempt to cast them was successful or not.
- Wizards never break concentration, and can keep on casting spells as long as dice arc left in the power pool. However, a spell still fails if the total of the dice scores is less than 3.

END TIMES SPELLS

Some Lores of Magic have an End Times spell. This is a special type of signature spell that can only be used by a Wizard of Level 3 or higher. A maximum of one Wizard can attempt to cast each different End Times spell each Magic phase. An End Times spell that is successfully cast cannot be dispelled, even if it is a 'remains in play' spell, though the Wizard that cast it can choose to end it as normal.

SPELL GENERATION

The rules for spell generation in the Warhammer rulebook are no longer used. You must still select the Lore(s) of Magic each of your Wizards is going to use when you choose your army, but do not have to generate the spells that each Wizard knows. Instead, all of your Wizards know all of the spells from the Lores that you chose for them.

Wizards that do not generate spells following the normal rules (such as Loremasters of Hoeth, for example), use their special rules to generate their spells, but will know all of the spells from each spell lore that they can use any spells from.

Loremaster
The Loremaster special rule is changed to the following: A Wizard with the Loremaster special rule can re-roll all of the dice used to attempt to cast a spell from his chosen lore, including rolls that result in the spell being miscast and/or cast with irresistible force. The lore in question is normally given in brackets as part of the Loremaster special rule. For example, a model with the Loremaster (Fire) special rule could re-roll attempts to cast spells from the Lore of Fire.

ROLLING FOR THE WINDS OF MAGIC

4D6 are rolled to determine the strength of the Winds of Magic, rather than the usual 2D6. The casting player receives the sum of all the scores as power dice, and the dispelling player receives the sum of the two highest scores as dispel dice (in a Grand army; it is the highest 4 Dice). In addition, the power limit on the number of dice that can be in a pool is removed; pools can hold any number of power or dispel dice.

CASTING SPELLS

A spell can be cast more than once in the Magic phase, as long as it is not:

- An End Times spell for which a casting attempt has been made in the same Magic phase.
- A spell with a casting value of 15+ or more for which a casting attempt has been made in the same Magic phase.
- A spell for which a failed casting attempt was made in the same Magic phase.

Boosted Spells
If a spell has more than one casting value, then the spell cannot be used again in the same Magic phase if an attempt to cast any version of the spell fails, or if the casting value that was needed for the last version attempted was 15+ or more.

Choose Number of Power Dice
Having selected a Wizard to cast a spell, and having selected the target for the spell, you must roll a D6 before you choose the number of power dice you will use for the spell. The number of dice you choose must be from a minimum of 1, up to a maximum equal to the score of the D6 roll, rather than a maximum of 6 as would previously have been the case.

Any special rules or magic items that modify the number of power dice used to cast a spell, will work just as they would have done previously; the only change is that the maximum number of dice you can choose is changed from 6 to the roll of a D6.

BROKEN CONCENTRATION

The rule for Broken Concentration on page 32 of the Warhammer rulebook is no longer used, but the Not Enough Power rule on the same page still applies.

SUMMONING SPELLS

Summoning spells are a type of spell that enable the caster to place a new unit under the owning player's command onto the battlefield. The spell will specify what type of unit is summoned, and how many points' worth of models it can have. Such units are referred to as 'Summoned units'. Summoned units can be upgraded to include any options listed in their army list entries, but must adhere to their minimum unit sizes as normal.

The summoned unit must be deployed wholly within the spell's range and at least 1" away from all units, buildings and impassable terrain. A unit can be placed facing any direction, and in any legal formation. It does not need to be deployed in the caster's line of sight or forward arc. If the summoned unit includes more than five models, its front rank must be at least five models wide. Summoned units cannot be dispelled, and do not award victory points under any circumstances. Finally, if a summoned unit cannot be deployed because there is not enough room, the unit does not enter play at all, though the spell's lore attribute may still apply.

MAGICAL LODESTONES

As the battles during the End Times continued to unfold, the very ground on which armies fought started to be suffused with magical energy. In some places this created lodestones of magical energy that wizards could draw upon to empower their spells, and even allowed them to summon arcane platforms upon which they could stand.

These factors are represented by the following rules for Magical Lodestones, and by allowing any Wizard of Level 3 or more to have access to the Conjure Arcane Fulcrum End Times spell

MAGICAL LODESTONES

All Mystical Monuments and Arcane Architecture have the following Magical Lodestone special rule, in addition any other special rules that normally apply to them.

Magical Lodestone:
Any Wizard model within 3" of a terrain piece with this special rule adds 2 to all of their channelling attempts.

ARCANE FULCRUMS

Arcane Fulcrums are pieces of terrain that can be summoned to the battlefield using the Conjure Arcane Fulcrum End Times spell (see below).

Each Arcane Fulcrum must be represented by an Arcane Fulcrum model from the Citadel scenery range. An Arcane Fulcrum is treated as a building, with the following exceptions and additions:

- Only one model can occupy an Arcane Fulcrum, and that model must be the Wizard that summoned it. If a model occupies the Fulcrum, place him on top of it. Unlike other buildings, a model of any troop type, or with any type of mount, can occupy an Arcane Fulcrum, provided he can fit on top of it.
- The Arcane Fulcrum is protected by powerful enchantments. Except where explicitly stated, a Fulcrum can never be destroyed. Furthermore, a model occupying an Arcane Fulcrum receives a 3 + ward save, has the Stubborn and Immune to Psychology special rules, and is immune to the Multiple Wounds special rule. The model also receives the protection conferred for occupying a building, as described in the Warhammer rulebook.
- If the Arcane Fulcrum is charged, the occupying model must fight. However, only one model (of any troop type) from the attacking unit can fight.
- A model that occupies an Arcane Fulcrum cannot be targeted by Stomps or Thunderstomps.
- A Wizard that occupies an Arcane Fulcrum has the Magical Lodestone special rule (see above), and therefore adds 2 to all of his channelling attempts. Note that only the Wizard on top of the Fulcrum receives this benefit.
- If a Wizard occupying an Arcane Fulcrum exits the building, then the Arcane Fulcrum model is immediately removed from play.

SUMMONING AN ARCANE FULCRUM

Any Wizard of Level 3 or higher can use the Conjure Arcane Fulcrum spell below, in addition to any other spells that they know. Note that you will require an Arcane Fulcrum model in order to be able to use the spell.

CONJURE ARCANE FULCRUM

(End Times Spell) Cast on 12+
The wizard commands a towering fulcrum of magical energy into existence, which lifts him high into the air.

Conjure Arcane Fulcrum is a *summoning spell* with a range of 6". The caster summons a single Arcane Fulcrum model and is immediately placed on top of it.

END TIMES SPELLS

In a game set during the End Times, Wizards of Level 3 or higher know End Times spells in addition to the other spells that they know. Each different End Times spell can be cast only once per Magic phase, and cannot be dispelled if successfully cast.

Most End Times spells are extensions of existing Lores of Magic, and benefit from the lore attribute of their parent lore in the usual way. Any Wizard who knows the lore in question will also know any End Times spells associated with that lore. Some End Times spells are not associated with any lore (for example, Conjure Arcane Fulcrum on page 10). These spells can be used by any Wizard, unless they state otherwise.

THE LORE OF FIRE: WITHERING HEAT

(End Times Spell) Cast on 20+

With a triumpf1ant gesture, the wizard sets a curse of desiccation upon his foe's flesh.

Withering heat is a ***hex*** spell that targets all enemy units on the battlefield. Until the start of the caster's next Magic phase. Whenever a target unit charges, pursues or flees, it rolls an extra dice and discards the highest result. In addition, all target units have the Flammable special rule for the duration of the spell, and all Flaming Attacks re-roll failed To Wound rolls against target units.

THE LORE OF LIGHT: ENLIGHTENMENT

(End Times Spell) Cast on 20+

The light of truth is a powerful thing, strengthening the righteous and banishing the unholy.

Enlightenment is a ***hex*** spell against Forces of Destruction units and an augment spell against Forces of Order units. It targets all units within 12" of the caster (including the caster himself). Target Order units have the Unbreakable special rule until the start of the caster's next Magic phase. For target Destruction units, roll 4D6. For each point by which the roll exceeds the target's Leadership, the unit suffers 1 Wound. Target Non-Aligned units are unaffected.

THE LORE OF BEASTS: A MURDER OF CROWS

(End Times Spell) Cast on 15+

Calling upon Corvus the Crawford, the wizard summons a voracious flock of carrion birds to tear flesh from bone.

Remains in play. A Murder of Crows is a ***magical vortex*** that uses the large round template. Once the template is placed, the player then nominates the direction in which A Murder of Crows will move. To determine how far in inches the template moves, roll an artillery dice and multiply the result by 3.

If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice. The template then moves D6" in the direction shown (if you roll a Hit! use the little arrow shown on the Hit! symbol). Any model under or passed over by the template suffers a Strength 3 hit.

In subsequent Magic phases, A Murder of Crows travels in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, A Murder of Crows collapses in upon itself and is removed.

THE LORE OF METAL: METEORIC IRONCLAD

(End Times Spell) Cast on 15+

Casting charms of silver and iron, the wizard creates suits of enchanted armour that no weapon can breach.

Meteoric Ironclad is an ***augment*** spell with a range of 24 ". The target unit has a 2+ ward save until the start of the caster's next Magic phase.

THE LORE OF LIFE: STORM OF REN EWAL.

(End Times Spell) Cast on 15+

Raw life-energy flows across the battlefield, mending wounds and restoring the fallen to fresh vigour.

Remains in play. Storm of Renewal is a ***magical vortex*** that uses the large round template. Once the template is placed, the player then nominates the direction in which Storm of Renewal will move. To determine how far in inches the template moves, roll an artillery dice and multiply the result by 2.

If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice. The template then moves 06" in the direction shown (if you roll a Hit! use the little arrow shown on the Hit! symbol). Any unit under or passed over by the template immediately regains 2D6 +1 Wounds' worth of models. These Wounds arc regained as follows:

First, the unit champion is resurrected, and then the musician (standard bearers are never resurrected – if the bearer has been slain, the banner is lost), Displacing the rank-and-file models as required. Then rank-and-file models with multiple Wounds (including command figures) are healed to their starting value. Finally, any remaining Wounds resurrect rank-and-file models. In the case of multiple-Wound rank and file models, the first resurrected models must be fully healed before another can be resurrected, and so on. Resurrected models are added to the front rank until it reaches at least five models (or three models if the target unit is Monstrous Infantry, Monstrous Beasts, Monstrous Cavalry or Chariots) - additional models can then be added to the front or rear rank. If the unit already has more than one rank, models can only be added to the rear rank. A unit cannot be taken beyond its starting size. Storm of Renewal cannot heal characters and their mounts. If a character has joined a unit, only the unit will recover lost Wounds.

In subsequent turns, Storm of Renewal travels in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, Storm of Renewal collapses in upon itself and is removed.

THE LORE OF HEAVENS: LET THE FOUR WINDS BLOW!

(End Times Spell) Cast on 15+

Calling upon the spirits of air, the wizard sends mighty winds howling across the battlefield.

Let the Four Winds Blow! is a ***magic missile*** with a range of 48" that targets up to four magical vortexes or enemy units in any combination. Resolve in whatever order you wish. Each target in range is 'pushed' 2D6" directly away from the caster (it does not change facing). If a target unit comes into contact with impassable terrain, it stops and suffers 2D6 Strength 3 hits.

If a target unit comes into contact with another unit, it stops 1" away and both units suffer 2D6 Strength 3 hits. If a magical vortex is pushed into a unit, that unit will suffer the usual effects for the vortex in question. If a vortex ends up in the middle of a unit, place it beyond the unit just as you would had the vortex moved there under its own power.

THE LORE OF HIGH MAGIC: DEADLOCK

(End Times Spell) Cast on 20 +

Such is their mastery in magic, the Slann of Lustria and the most powerful elven mages can mystically nullify the flow of a foe's sorcerous powers.

Deadlock is a ***hex*** spell that targets a Wizard anywhere on the battlefield. Until the start of the caster's next Magic phase, the target cannot channel, cast spells or dispel.

THE LORE OF DARK MAGIC: OBLIVIAN

(End Times Spell) Cast on 25 +

To a wizard proficient in dark magic, an arcane fulcrum is more than a conduit of power; it is unparalleled destruction, just waiting to be unleashed.

Nominate an Arcane Fulcrum anywhere upon the battlefield. Oblivion targets all models (friendly and enemy, including the caster) within 6" of the nominated Arcane Fulcrum. Each target suffers a Strength 10 hit. Once damage has been resolved, roll a D6. On a roll of 4+, the Arcane Fulcrum (and any Wizard occupying it) are blown to smithereens - remove them from play.

THE LORE OF SHADOW: BRIDGE OF SHADOWS

(End Times Spell) Cast on 15+

At the wizard's command, a bridge of shadow and spite whisks his allies across the battlefield.

Bridge of Shadows is an ***augment*** spell with a range of 24 ". The target unit is immediately removed from the table and replaced anywhere on the battlefield visible to the Wizard, provided that no model from the unit is within 1" of another unit or impassable terrain. The unit can be returned to play facing any direction, but must retain the same formation. This spell can be used to remove friendly units from combat- any enemy units left without an opponent can immediately reform.

THE LORE OF DEATH: ASHES AND DUST

(End Times Spell) Cast on 15+

A choking dust cloud erupts from the wizard's fingertips, suffocating all in its path.

Remains in play. Ashes and Dust is a ***magical vortex*** that uses the large round template. Once the template is placed, the player then nominates the direction in which Ashes and Dust will move. To determine how far in inches the template moves, roll an artillery dice and multiply the result by 2. If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice. The template then moves 06" in the direction shown (if you roll a Hit! use the little arrow shown on the Hit! symbol).

At the end of the Magic phase, any unit that has one or more models under or that have been passed over by the template must take a Leadership test with a -3 penalty, suffering a wound for every point by which the test is failed, with no armour saves allowed. In subsequent turns, Ashes and Dust moves in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, Ashes and Dust collapses in upon itself and is removed.

THE LORE OF THE VAMPIRES: THE ARMY OF DOOM KEEP

(End Times Spell) Cast on 25 +

The legendary elf mage Anareth could not forever destroy the dread army of Doom Keep, so he sealed it away in a pocket of magic. Alas, this prison could not remain secret forever and, little by little, accursed necromancers have begun to draw the wight-host into the mortal world once more.

The Army of Doom Keep is a ***summoning*** spell with a range of 36". It summons one Wight King and one unit of Grave Guard. The two units can have a combined points value of up to 300 points. The Wight King must be set up as part of the unit of Grave Guard.

THE LORE OF NEHEKHARA: RETURN OF THE GOLDEN AGE

(End Times Spell) Cast on 20+

The caster focuses his incantations and restores to the army the vigour and might they enjoyed whilst still alive.

Return of the Golden Age is an ***augment spell*** that targets all friendly units from Warhammer: Tomb Kings on the battlefield. All target units add 1 to the Weapon Skill, Strength and Initiative characteristics on their profile until the start of the caster's next Magic phase.

THE LORE OF UNDEATH: MALEDICTION OF NAGASH

(End Times Spell) Cast on 20 +

At the Necromancer's command, his enemies feel the looming shadow of undeath fall across them, sapping their strength and endurance.

Malediction of Nagash is a ***hex*** spell that targets all enemy units within 24". All target units halve the Strength characteristic on their profile (round up any fractions) until the start of the caster's next Magic phase.

THE LORE OF THE WILD: RUINER OF THE WROUGHT

(End Times Spell) Cast on 25+

Slamming his staff into the ground, the bray-shaman unshackles stock and stone from their bindings of artifice, unmaking the enemy's weapons of war.

Ruiner of the Wrought is a ***hex*** spell that targets all buildings and war machines on the battlefield. War machines suffer D3 Strength 10 hits (roll separately for each); buildings collapse and are removed from play on a roll of 4+. A unit garrisoning a building removed in this way is placed in the space previously occupied by the removed building and suffers 4D6 Strength 6 hits from the falling rubble. If any of the surviving models cannot be placed at least 1" away from other units or impassable terrain, the entire unit is removed from play.

THE LORE OF THE GREAT MAW: THE GREAT MAW AWAKENS

(End Times Spell) Cast on 20+

The butcher joins his own hunger to the Great Maw's, conjuring a bloody whirlpool of rock that sweeps across the battlefield, swallowing enemies whole.

Remains in play. The Great Maw Awakens is a ***magical vortex*** that uses the large round template. Once the template is placed, the player nominates the direction in which The Great Maw Awakens will move. To determine how far in inches the template moves, roll an artillery dice and multiply the result by 2. Any model under or passed over by the template must pass an Initiative test or be swallowed whole and removed as a casualty.

In subsequent turns, The Great Maw Awakens moves a number of inches equal to the roll of an artillery dice multiplied by 2, in a random direction. If a misfire is rolled at any point, centre the template over the caster instead. Once damage is resolved, remove The Great Maw Awakens from play.

SPELLS OF THE BIG WAAAGH!: RAISE GREAT IDOL

(End Times Spell) Cast on 15+

Straining and grimacing, the shaman wills an idol of Gork (or possibly Mork) to rise out of the ground. Under the stony gaze of such an idol, greenskins are inspired to further acts of extreme violence.

Raise Great Idol is a ***summoning*** spell. Place an Idol of Gork (or possibly Mork) within 18" of the caster. The effigy uses the Idol of Gork rules from the Warhammer rulebook.

Additionally, all friendly units from Warhammer: Orcs & Goblins within 12" of the Great Idol re-roll failed To Hit rolls. Note that the Idol is a Mystical Monument, and therefore has the Magical Lodestone special rule (see page 10).

SPELLS OF THE LITTLE WAAAGH!: NIKKIT! NIKKIT!

(End Times Spell) Cast on 15+

The shaman conjures a pair of great green hands, one of which binds the chosen enemy in a vice-like grip, whilst the other rifles through the victim's possessions in search of anything shiny enough to be worth stealing.

Nikkit! Nikkit! is a ***direct damage*** spell that targets a single enemy character within 24". The target suffers a number of Wounds equal to D6 minus his own Toughness. Armour saves cannot be taken. Regardless of whether or not the target is slain, the caster steals one magic item of his choice from the target. If the caster does not already have a magic item of this type he can now use it, otherwise it is destroyed.

SKAVEN SPELLS OF PLAGUE: THE GREAT RED POX

(End Times Spell) Cast on 25+

The caster vomits forth a crimson mist that rapidly spreads across the battlefield, causing an instantaneous eruption of fist-sized boils and then a most painful death.

The Great Red Pox targets all units (friendly or enemy) within 24" of the caster. Units are affected on a D6 roll of 4 +, except for Clan Pestilens units, which are affected on a 5+. Every model in an affected unit must pass a Toughness test or be removed as a casualty with no armour saves allowed.

SKAVEN SPELLS OF RUIN: PIT OF THE UNDERWORLD

(End Times Spell) Cast on 20+

The caster strains his mind to open a great rent in the earth. The target site begins to shake until the ground gives way to a vast pit that drops into blackness below.

Pit of the Underworld causes a great pit to open anywhere on the battlefield. Place a suitable marker over the exact spot affected- a coin is ideal. Roll a D6 at the start of each subsequent Magic phase. On a roll of 5+, the pit opens. Centre the large template over the marker. Any model wholly or partially under the template must pass an Initiative test or be removed as a casualty. Any buildings touched by the template collapse and must be removed. Any models garrisoning a building removed in this way are also removed.

THE LORE OF TZEENTCH: DAEMONFIRE VORTEX

(End Times Spell) Cast on 25 +

A prismatic haze empts from the wizard's hand and rages across the battlefield, consuming everything in its path.

Remains in play. Daemonfire Vortex is a ***magical vortex*** that uses the large round template. Once the template is placed, the player then nominates the direction in which Daemonfire Vortex will move. To determine how far in inches the template moves, roll an artillery dice and multiply the result by 2.

If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice. The template then moves D6" in the direction shown (if you roll a Hit! use the little arrow shown on the Hit! symbol). Any model under or passed over by the Daemonfire Vortex template suffers a wound on a 4 + with no armour saves allowed. In subsequent turns, Daemonfire Vortex moves in a random direction and moves a number of inches equal to the roll on an artillery dice plus the number of unsaved Wounds Daemonfire Vortex has caused since it was cast. If a misfire is rolled in subsequent turns, Daemonfire Vortex collapses in upon itself and is removed.

THE LORE OF NURGLE: GRANDFATHER NURGLE'S CIRCLE OF LIFE

(End Times Spell) Cast on 25+

There is a fragment of the Plaguefather in every living thing. A wizard who casts this spell will discover the truth of the matter.

Grandfather Nurgle's Circle of Life is a ***direct damage*** spell with a range of 36". It inflicts 5D6 hits on the target that wound on a 4+, with no armour saves allowed. If at least 10 unsaved Wounds are caused, the spell also summons a Great Unclean One (if the caster is a Daemon of Chaos) or a Daemon Prince with the Mark of Nurgle (if the caster is a Chaos Sorcerer) within 12" of the target (or in the target's position, if it was completely destroyed). The model summoned can be worth up to 375 points.

THE LORE OF SLAANESH: SONG OF SEDUCTION

(End Times Spell) Cast on 20+

Every man has his price, even if he knows it not, and Slaanesh's wizards can divine such things whilst magic flows strong.

Remains in play. Song of Seduction is a ***hex*** spell with a range of 24". For the duration of the spell, models in the target unit reduce their Leadership by 2, and immediately change loyalties- you control this unit as if it were part of your army for as long as the spell lasts. If the target is in close combat, separate the units by I" (you may have to shuffle several units to make this work - this is fine, so long as you don't gain an unfair advantage from it).At the end of each subsequent Magic phase, the unit will attempt to reassert its will by taking a Leadership test (on its modified Leadership). If the test is passed, the spell is dispelled.

BATTLEGROUNDS: DARKEST DEPTHS

Battles rage below the surface of the Warhammer world as well as upon it. These bloody fights are fought in gloom and darkness, the only light coming from flickering torches or the luminescent glow of subterranean fungus. Footing can be treacherous, with unexpected drops that can doom the unwary, while loose rocks or stalactites suddenly fall from the ceiling, crushing anyone unfortunate enough to be standing below. Last, but far from least, the underground realms are home to all manner of creatures, most of which are ferocious predators.

Commanding an army in such treacherous conditions calls for both a special set of skills and truly stoic fortitude. It is very difficult to deploy an army into a battleline in any but the very largest of caverns, and usually the battle will take place as a series of bloody skirmishes in widely scattered tunnels or caves. In such conditions it is hard to provide support for an embattled unit, and warriors will have to rely on their own strength of arm to defeat a foe, even if they are heavily overmatched. A general must do his best to be at the right place at the right time, judging through intuition and experience where the fighting will be most desperate and throwing himself into the fray at that point in order to ensure victory for his forces.

INTRODUCTION

This section introduces several new rules that will help you fight battles below the surface of the Warhammer world. These will recreate the dark and dangerous underground environs where cave-ins and pitfalls are ever-present dangers and where hungry monsters lurk in the gloom waiting to attack the unwary.

USING DARKEST DEPTHS RULES

These rules can be used for any themed game you are using and can be used in addition to any of the six scenarios in the Warhammer Rulebook. These rules are best prepared for in advance as it may change what you want to take in your army as well as helping you to avoid taking some units which may bring about a negative experience of play (either your own, or your opponents.)

Each Battlegrounds rule can be played on its own or combined with others depending on the players. Sometimes a discrepancy between two Battlegrounds rules may look to contradict or interact weirdly. In these cases, try to take the most common-sense solution or if no obvious solution can be found, D6 it and see which rule takes precedence for that game.

SPECIAL RULES

Cave-in

Scenarios that include the Cave-in special rule will state under what circumstances a cave-in occurs.

Circumstances could be;
1 - When a Monster is killed (the impact of a monster falling to the ground);
2 - A Cannonball hitting terrain or going off the edge of the table;
3 - A Comet of Cassandora hitting or similar magic spell;
4 - A unit overrunning into a piece of impassable terrain;
5 - A unit of Monstrous Infantry/Beasts/Cavalry or Monsters rolling a 10 or more on a charge or overrun;
6 - A Miscast.

If this happens, roll off. To determine the position of the cave-in, players take it in turns placing dice on the battlefield, starting with the winner of the roll-off. The first dice must be placed on a piece of open ground more than l" from any model, with the number 'l' facing upwards. The second dice must be placed on open ground more

than 6" from the previous dice and more than l" from any model, with the number '2' facing upwards. Carry on placing dice in this manner, increasing the upwards facing number by 1 each time, and always picking a location that is more than 6" from any dice that has already been placed and more than l" from any model, until six dice have been placed. If it is impossible to place a dice, it is discarded and no further dice are placed.

Next, roll a D6. The dice that has the corresponding number facing upwards is the location of the cave-in. Place a large round template with the centre hole over the location of the dice marking the cave-in's location. Any model under the template is removed as a casualty, with no saves of any kind allowed. The "Look Out Sir!" rule can be used. If it is, the character must swap places with a model that is not under the template; if this is impossible, "Look Out Sir!" cannot be used. After this has been resolved, if there are no models under the marker it is left in play for the rest of the battle, and is treated as impassable terrain that blocks line of sight. You can mark the location and area of the cave-in with a suitable terrain piece or pile of rocks if you prefer.

Falling Stalactites:
At the start of every game turn, D3 stalactites fall from the ceiling. Dice are used to see which units are hit by the falling debris, using the following procedure. First, roll off. Then, players take it in turns placing dice to mark potential target units, starting with the winner of the roll-off. The first dice can be placed to mark any unit, with the number '2' facing upwards. The second dice must mark a different unit, with the number '3' facing up. Carry on placing dice in this manner, increasing the upwards facing number by 1 each time, until five dice have been placed. Units may not be marked more than once. If it is impossible to place a dice, it is discarded and no further dice are placed.

Next, roll a D6 for each falling stalactite. The unit marked with the corresponding dice value facing upwards suffers D3 Wounds with no armour saves allowed, distributed in the same manner as shooting attacks. If no unit is marked with the same value as the roll, then the stalactite misses and no one is harmed - a roll of 1 will always miss.

Gloom & Darkness:
The range of all attacks carried out in the Shooting phase, and all spells cast in the Magic phase, is limited to a maximum range of 24". In addition, attacks carried out in the Shooting phase apply the -l shooting modifier for firing at long range to all shooting attacks that take place at a range of more than 6".

Low Ceilings:
Stone throwers cannot fire indirectly in scenarios that use the Darkest Depths rules. In addition, any model that uses the Fly special rule to make a move must pass a Dangerous Terrain test each time it does so.

Monstrous Denizen:
Roll off, the winner sets up a monster from the Warhammer: Storm of Magic List of Bound Monsters, for which they have a suitable model available. If you have no such model, or the Storm of Magic expansion is not available, then no monstrous denizen is set up.

Monstrous denizens can be set up anywhere on the battlefield that is outside of either player's deployment zone. They treat all other models as enemy models, and are counted as enemy models by both players' armies. All monstrous denizens have the Unbreakable special rule.

A monstrous denizen moves D6" in a random direction in both players Compulsory Moves sub-phase. In the Close Combat phase they fight any unit they are in base contact with. If they are in base contact with more than one unit, randomly select one; they direct all of their attacks against that unit. They will never pursue. If the monstrous denizen has a ranged attack, it will use it in the Shooting phase of both players' turns, against the closest unit that is in range (Breath Weapons can still only be used once during the battle, however). See Warhammer: Storm of Magic for the characteristics and special rules for the various monstrous denizens.

Noxious Fumes:
During deployment, both players must place a Noxious Fumes Cloud on the battlefield. Roll off to see who places the first cloud. Use a small round template to represent these. They can be placed anywhere outside of either player's

deployment area. Each will move 2D6" in a random direction at the start of each game turn. Any unit that starts a turn with one or more models under a Noxious Fumes Cloud suffers a number of hits equal to the number of models from the unit under the template. Hits from a Noxious Fumes Cloud are resolved at Strength 3 with no armour saves allowed.

Pitfalls:
Players roll a D6 at the start of their opponent's Movement phase. On a roll of 1-3 nothing happens. On a roll of 4-6, they must select one enemy unit. Each model in that unit must take Dangerous Terrain tests if the unit moves or charges during that Movement phase.

Trolls & Cave Squigs:
Roll after setting up terrain to see how many of each type of creature have their lairs on the battlefield. There will be D3 Trolls and D6 Cave Squigs, or as many such models as are available, up to the totals rolled. The players take it in turn to set up the models. Roll off to see who sets up the first model. Trolls and Cave Squigs can be set up anywhere on the battlefield that is outside of either player's deployment zone. They treat all other models as enemy models, and are treated as enemy models by both players' armies. They all have the Unbreakable special rule.

Each Troll and Cave Squig moves D6" in a random direction in both players Compulsory Moves sub-phases. In the Close Combat phase, they fight any unit they are in base contact with. If they are in base contact with more than one unit, randomly select one; they direct all of their attacks against that unit. They will never pursue. See *Warhammer: Orcs & Goblins* for their characteristics and special rules. If the army book is not available, do not set up any Troll or Cave Squig models.

Tunnel Fighters:
Certain units in a scenario may be designated as having the Tunnel Fighters special rule. These units are not affected by the following Darkest Depths special rules:

- Gloom & Darkness
- Uncertain Footing
- Noxious Fumes
- Pitfalls
- Underground Maze

In addition, they may not be marked as a potential target unit for cave-ins and stalactites.

Units that are always counted as having Tunnel fighters are: any units of Night Goblins (or any unit with Night Goblin Characters), Dwarf Ironbreakers, Dwarf Irondrakes or Dwarf Miners, Skaven Night Runners, Skaven Gutter Runners, Any Skaven Character and any unit they reside in.

Uncertain Footing:
Cavalry, Monstrous Cavalry and Chariots must take a Dangerous Terrain test whenever they make a march, charge, flee or pursue move.

Underground Maze:
Certain areas of the battlefield are described as having the Underground Maze special rule. Units with one or models in such areas have the Stupidity special rule.

BATTLEGROUNDS: HAUNTED BATTLEGROUNDS

There are many places in the world that have been tainted by dark magic and whole battlefields that bear the scars of fell sorcery. The nature of these places is forever changed, irrevocably warped by the touch of the magic that clings to them still. The Wind of Death - known in the mortal tongue as Shyish - transforms the landscape into a dark, grim and sepulchral echo of it its former existence. Dust lies thickly over such benighted places, for the Wind of Shyish blows through the past, present and future, dragging with it the dust of ages. The ground becomes saturated with the stench of death, and a gloomy dread permeates stone and wood. In such places the breeze is heavy with the disembodied souls of the slain, and the air itself resounds with screams of vengeful spirits. The dead do not rest easy in such places, and those awoken from their deathly slumbers are lent strength and vigour by the magic that lies heavy in the air.

INTRODUCTION

This section introduces new rules that will transform your battleground into one saturated with death magic and haunted by restless spirits. These will grant your necromantic wizards greater power, allowing them to raise and command the dead with ease, whilst at the same time making the Undead themselves more resilient.

You will also find in this section rules that describe the effects the Wind of Shyish has on the landscape itself, twisting forests and cemeteries into domains of the living dead.

USING HAUNTED BATTLEGROUNDS RULES

These rules can be used for any themed game you are using and can be used in addition to any of the six scenarios in the Warhammer Rulebook. These rules are best prepared for in advance as it may change what you want to take in your army as well as helping you to avoid taking some units which may bring about a negative experience of play (either your own, or your opponents.)

Each Battlegrounds rule can be played on its own or combined with others depending on the players. Sometimes a discrepancy between two Battlegrounds rules may look to contradict or interact weirdly. In these cases, try to take the most common-sense solution or if no obvious solution can be found, D6 it and see which rule takes precedence for that game.

SPECIAL RULES

Death on the Winds:
If the scenario you are playing has the Death on the Winds special rule, the Casting Values of all spells from the following Lores are reduced by 1 to a minimum of 3+): The Lore of Death, The Lore of Undeath, the Lore of the Vampires and the Lore of Nehekhara.

Haunted Terrain:
If the scenario you are playing has the Haunted Terrain scenario special rule, all forests and Gardens of Morr on the table are Haunted

Undeath Ascendant:
If the scenario you are playing has the Undeath Ascendant special rule, all units with the Undead or Nehekharan Undead special rule suffer one less Wound than they normally would due to the Unstable special rule, or following the death of the army's General and/or Hierophant. This is cumulative with the effects described in the Undead Battle Standards and Animated Construct special rules.

HAUNTED FOREST

The Wind of Shyish has blasted many great forests into dark and sepulchral places. Saturated from root to branch with dark magic, woodlands across Sylvania and beyond now resemble eerie parodies of graveyards.

Twisted corpses of trees jut from the ground like giant wooden tombstones, their darkened boughs not reaching out to grasp the unwary, but instead hanging heavy with death. The dust of ages lies thick upon the soil and the sounds of the tormented dead wail and howl as the wind blows through these forests. They are places shunned by the living, for they are the haunts of disembodied spirits and the vengeful dead.



If the scenario you are playing has the Haunted Terrain special rule, all forests on the battlefield are Haunted Forests. Use the rules listed below instead of rolling on the Mysterious Forest table in the Warhammer rulebook as soon as a unit enters (or deploys in) the forest. A Haunted Forest otherwise follows all the normal rules for forests, as described in the Warhammer rulebook.

TYPE: **Forest**

SPECIAL RULES:

Heavy with Death:
Wizards within 6" of a Haunted Forest roll 2 additional dice when Channelling power dice if they know any spells from any of the following lores: The Lore of Death, The Lore of Undeath, the Lore of the Vampires or the Lore of Nehekhara.

Shade Haunts:
Units with the Ethereal special rule gain +1 Strength whilst they are at least partially within a Haunted Forest.

HAUNTED GARDEN OF MORR

Morr is the god of the dead and his gardens are normally places of peaceful transition, where physical bodies are put to rest and spirits are allowed to pass into the underworld. However, too many Gardens of Morr have been rent by great outpourings of death magic, and the dead rise unbidden from their graves.

They are places of magical power, for their crypts and tombstones resonate with the power of Shyish - the Wind of Death. Necromancers flock to such places, hoping to harness this power and use it to bind the revenants to their will and raise corpses from their graves.



If the scenario you are playing has the Haunted Terrain special rule, all Gardens of Morr on the battlefield are Haunted Gardens of Morr and use the special rules listed below. Unless otherwise noted, a Garden of Morr's separate elements use the normal rules for their type of terrain.

TYPE: **The Garden of Morr consists of several separate terrain elements, namely a Statue of Morr (Mystical Monument), three Restless Crypts (Arcane Architecture) and several sections of Ghost Fence (Obstacles).**

Ghost Fence:
Ghost Fences are obstacles that grant soft cover to units behind them. A unit defending a Ghost Fence has the Fear special rule in the first round of any combat.

Statue of Morr:
At the end of each Shooting phase, roll a D6 for every unit with the Undead or Nehekharan Undead special rule that is within 6" of the Statue of Morr. On a 6, that unit immediately suffers D6 Strength 4 hits. These hits count as magical.

Restless Crypts:
A unit inside a Restless Crypt has the Fear special rule. In addition, Wizards within 6" of a Restless Crypt summon an additional 25 points 'worth of models when they successfully cast a summoning spell from the Lore of Undeath.

SPECIAL RULES:

Domain of the Dead:
All units within 6" of a Haunted Garden of Morr (or any terrain element of it) that do not have the Undead or Nehekharan Undead special rule suffer a -1 penalty to their Leadership. In addition, all units with either the Undead or Nehekharan Undead special rule (friend or foe) have the Regeneration (6+) special rule whilst within 6" of a Haunted Garden of Morr.

Statue of Morr:
The following units re-roll failed Regeneration rolls whilst they are within 6" of a Haunted Garden of Morr (or any terrain element of it): Crypt Horrors, Crypt Haunters, Varghulfs, Terrorgheists and Strigoi Ghoul Kings.

Restless Crypts:
All Wizards (friend or foe) within 6" of a Haunted Garden of Morr (or any terrain element of it) roll 2 additional dice when Channelling power dice if they know any spells from any of the following lores: the Lore of Death, the Lore of Undeath, the Lore of the Vampires or the Lore of Nehekhara.

BATTLEGROUNDS: STREETS OF DEATH

The Warhammer world is studded with cities, towns and villages, ranging from mighty walled bastions such as Altdorf and Middenheim, through to the dung-filled wooden shanty-towns favoured by goblins and orcs. At times of war it is extremely common for ferocious battles to be fought amidst the streets, buildings and alleyways of these settlements. Combat in such an environment is very different to that fought on a battlefield in rural or Wilderness terrain. Lines of sight are usually limited to a few yards, and there are very few places where an army can array into a battle-line. Instead, almost all fights are one-on-one; warriors fight at close quarters with their foes, with no quarter asked or given, until the gutters of the cobbled street run thick with gore.

But there are other perils facing the grim-faced troops sent to fight on the blood-slicked streets. Every building is a potential stronghold, which can be used by the citizens of the settlement as a vantage point from which to hurl missiles at their attackers. Darkened alleyways offer the opportunity to outflank a foe and attack from an unexpected direction, as do the sewers that lie beneath the streets of the larger cities of the Warhammer world. Lastly, sometimes desperate attackers will try to demolish buildings in order to clear them of defenders or open up new routes of attack, or set fire to buildings to burn them to the ground. As clouds of smoke shroud the city, and the sound of clashing steel mingles with the screams of the dying, it is no wonder that most warriors dread fighting on these death-filled streets.

INTRODUCTION

This section introduces several new rules that will help you fight battles in the cities, towns and villages of the Warhammer world. The rules will recreate the unique perils of these environs, where ambushes and ferocious close-quarters combat are ever-present dangers.

USING STREETS OF DEATH RULES

These rules can be used for any themed game you are using and can be used in addition to any of the six scenarios in the Warhammer Rulebook. These rules are best prepared for in advance as it may change what you want to take in your army as well as helping you to avoid taking some units which may bring about a negative experience of play (either your own, or your opponents.)

Each Battlegrounds rule can be played on its own or combined with others depending on the players. Sometimes a discrepancy between two Battlegrounds rules may look to contradict or interact weirdly. In these cases, try to take the most common-sense solution or if no obvious solution can be found, D6 it and see which rule takes precedence for that game.

ATTACKER & DEFENDER

Most scenarios that use the Streets of Death rules will require one player to be the attacker, and the other player to be the defender. This is an important distinction for several of the Streets of Death special rules, which will only apply to either the attacking or the defending side.

SPECIAL RULES

Ambushes:
If this rule is being used, then the defender is allowed to set up units in Ambush, instead of deploying them on the battlefield. Instead of deploying the unit, the defender must declare that he is setting it up in Ambush. He must then secretly pick an unoccupied building in his deployment area, and write down a note that the Ambushing unit is hiding within it. No other unit can be placed in the same building apart from character models (who will be treated as having joined the unit).

Designer's Note: *The note needs to be crystal clear about which building the unit is hiding it. Either describe a unique feature of the building (e.g. "The building with the green door"), or number the buildings and record the number (e.g. "Building number 5").*

You can reveal the location of a hidden Ambushing unit at any time in your own turn. You must reveal an ambushing unit if an enemy unit attempts to enter the building it is hiding in. The enemy unit may not enter the building, but must instead fight an assault against the building in its combat phase. All models in the assaulting unit have their Initiative characteristic reduced to 1 in the combat phase.

Barricades:
If this rule is being used, then the defender is allowed to set up any number of barricades in their deployment area when they deploy their army.

Each barricade must stretch from one building to a different building that is within 8" of it. The barricade can be represented by walls or fences from the Citadel Scenery range, or any other suitable models in the player's collection.

Barricades are obstacles that grant hard cover to units behind them, and a -l To Hit modifier to charging models in base contact with them. If a unit is in base contact with a barricade at the start of its turn, and there are no enemy models within 6" of the barricade, then it may knock the barricade down; if a barricade is knocked down, immediately remove it from the battlefield. A barricade that has been knocked down may not be rebuilt.

City Watch:
Certain units in a scenario may be designated as having the City Watch special rule. These units are not affected by the Narrow Streets special rule, or the Stupidity special rule for being in an Alleyway

Darkened Alleyways:
An Alleyway is defined as a gap between two separate buildings that is not more than 3" wide. A unit in Alleyways counts as being in soft cover provided that the majority of its models are within Alleyways, but it also gains the Stupidity special rule.

Death From Above:
In the shooting phase, the defender may make D6 shooting attacks with the following profile from each building in his deployment area that has not been Cleared (see below) by an attacking unit. All such attacks have a Ballistic Skill of 2. These attacks do not stop occupying models from making shooting attacks with any missiles that they may have.

Range	Str	Special Rules
6"	2	Slow to Fire

The attacker Clears a building as soon as one of his models enters the building. A building that has been Cleared may no longer make Death From Above attacks, even should the defender re-occupy it.

Demolitions:
If this rule is being used, then either player is allowed to attack buildings as if they were an enemy unit. All buildings are Toughness 7 and have 5 Wounds, unless stated otherwise in a scenario's special rules.

Units must choose whether to shoot at the building or any unit inside. Templates that strike a building will affect the building itself as well as any unit inside it.

In the combat phase, a unit that is within 3" of an unoccupied building, and which is not engaged in combat, can choose to attack the building. A building may not be attacked by more than one unit in any Combat phase. The player attacking the building chooses 10 models to attack the building, exactly as when assaulting it. The building is hit automatically - there is no need to roll To Hit.

A building that loses its last Wound is demolished and will collapse. Remove a collapsed building from the battlefield. The area the building occupied is treated as Dangerous Terrain. Any unit that was inside the building takes 2D6 Strength 4 hits, and must be placed in a legal formation occupying the area where the building was located; any garrisoning models that will not fit in the area the building occupied are assumed to have been on the building's upper stories, and are removed as casualties with no saving throw of any kind allowed.

Designer's Note: *As buildings are not living creatures, in our games we tend to agree that special rules like poisoned Attacks or Killing Blow do not affect them.*

Firestorm:
If this rule is being used, then units are allowed to try and set a building on fire if they are within 6" of the building in the shooting phase of their turn. Units armed with bows of any kind are allowed to try to set a building on fire if their weapons are within range in the shooting phase of their turn. This is a special type of shooting attack called a Firestorm attack. A unit may not make any other type of attack in the same phase that they make a Firestorm attack.

If a unit makes a Firestorm attack, roll 3D6 and compare it to the number of models from the unit that are within range. If the dice roll exceeds the number of attacking models, the attack has no effect. If it is less than or equal to the number of models, then the building is set on fire, and should be marked with a suitable token to indicate this.

Roll a D6 at the start of each player turn for each burning building. Refer to the table below to see what happens in each case:

l. The fire gutters out – remove the token.
2-3. lf the building is garrisoned, the garrisoning unit suffers D6 Strength 3 hits, and the building stops burning - remove the token. If the building is not garrisoned, the building loses 1 Wound.
4-5. The building loses 1 Wound (see the Demolitions rules above). Any unit garrisoning the building suffers D6 Strength 3 hits.
6. The building loses D3 Wounds (see the Demolitions rules above for details on a building's wounds and what happens should they all be lost). Any unit garrisoning the building suffers 3D6 Strength 3 hits, In addition, roll a D6 for any buildings that are within 6" of the burning building; on a roll of 4+ they catch fire too (but do not roll on this table for them this turn).

If a burning building collapses (see Demolitions), remove the token.

Narrow Streets:
Models in a unit of cavalry, monstrous cavalry, or chariots must take a Dangerous Terrain test if they make a march, charge, flee or pursue move within 3" of a building.

Sewers:
A scenario may state that one side or the other can use the Sewers rules. After both sides have deployed, but before the first turn, a player whose army is allowed to use the Sewers rules must place D6 Sewer Entrance markers anywhere on the table that is more than l" from an enemy unit or building. Reinforcements from the side using the Sewers rules can deploy so that at least one model is touching a Sewer Entrance marker, instead of entering from a board edge. The reinforcing unit must be set up in a legal formation, and with no model within l" of an enemy model or impassable terrain. In all other ways it behaves according to the Reinforcements rules

BATTLEGROUNDS: CHAOS ASCENDANT

In these dark times, the power of the Chaos Gods has grown to such an extent that it rivals, perhaps even exceeds, what it was during the Great Cataclysm. Surging forth from the Northern Wastes, the mortal armies of the Chaos Gods are joined by legions of daemons and mutated Beastmen, and as they march southward the very nature of the landscape changes with them.

Each of the Chaos Gods has his own followers, and the changes that take place depend greatly upon each army's patron. Where the followers of Nurgle hold sway, plague and pestilence blossom, while in the lands dominated by Slaanesh all kinds of decadent excesses abound. For the armies fighting against the Chaos invaders, the result is that battles are fought amidst a warped and nightmarish landscape, where the laws of nature can suddenly change, and where the rulers of the Realm of Chaos are ascendant.

INTRODUCTION

This section introduces several new rules that will transform your battleground into one saturated with Chaos magic and dominated by one of the Chaos Gods.

The Daemonic followers of the Ascendant Chaos God cannot be banished from the battlefield as easily as would normally be the case, and is it is highly likely that more of them will be summoned to the battlefield during the course of the battle. By the same token, Chaos Warriors and Beastmen that bear the mark of the Ascendant god will be more likely to earn their patron god's dark favour.

USING CHAOS ASCENDANT RULES

These rules can be used for any themed game you are using and can be used in addition to any of the six scenarios in the Warhammer Rulebook. These rules are best prepared for in advance as it may change what you want to take in your army as well as helping you to avoid taking some units which may bring about a negative experience of play (either your own, or your opponents.)

Each Battlegrounds rule can be played on its own or combined with others depending on the players. Sometimes a discrepancy between two Battlegrounds rules may look to contradict or interact weirdly. In these cases, try to take the most common-sense solution or if no obvious solution can be found, D6 it and see which rule takes precedence for that game.

Designer's Note: *The following rules often refer to the 'Chaos player'. This can be a player using a Beastmen army, a Daemons of Chaos army, a Warriors of Chaos army, or a Legions of Chaos army.*

SPECIAL RULES

A God Ascendant:
Before either side deploys, the Legions of Chaos player must declare which of the four Chaos Gods (Khorne, Tzeentch. Nurgle or Slaanesh) is 'Ascendant' over the battlefield. If there isn't a Legions of Chaos player, or if both players are Legions of Chaos players, roll-off to see who decides which Chaos Cod is Ascendant at the start of the game.

Ascendant Daemons
If this special rule is in effect, the Daemonic Instability special rule from *Warhammer: Daemons of Chaos* is not used. Instead, all models with the Daemonic Instability special rule replace it with the Unbreakable and Unstable special rules.

However, Daemons of the Ascendant Chaos God do not have the Unstable special rule. If the Ascendant Chaos God changes, or if either the Chaos Ascendant or Ascendant Daemons special rules cease to apply, then Daemons of the (previously) Ascendant god immediately regain the Unstable special rule.

Ascendant Mortals
If this special rule is in effect, Champions of Chaos that have the Mark of the Ascendant Chaos God can re-roll any of the dice whenever they roll on the Eye of the Gods table.

Storm of Chaos
This special rule is only used if the Reign of Chaos special rule is also in effect (see *Warhammer: Daemons of Chaos* or the Legions of Chaos army rules).

If a double is rolled when the Chaos player determines the Winds of Magic in a friendly Magic phase (use the two highest results if more than two D6 are rolled to determine the Winds of Magic), the Chaos player can choose to apply the 'Summoned From Beyond' result (result 12) instead of the corresponding result on the Reign of Chaos table. If the Chaos player chooses to do so, the type of models placed depend upon what Chaos God is Ascendant, as shown in the table below.

Ascendant Models

Chaos God	- Placed
Khorne	- Bloodletters
Tzeentch	- Pink Horrors
Nurgle	- Plaguebearers
Slaanesh	- Daemonettes

Note that if the 'Summoned from Beyond' result is rolled anyway (i.e. the two highest dice rolled when determining the Winds of Magic are both a 6) the Chaos player can choose what type of models are placed as normal.

Summon Infernal Legion
All Chaos Wizard know the Summon Infernal Legion spell (see below) in addition to the spells that they can normally cast. Summon Infernal Legion does not have a Lore Attribute:

SUMMON INFERNAL LEGION - Cast on 14+
The wizard calls upon the unholy power of the Chaos Gods to summon forth daemonic servants to do his bidding.
Summon Infernal Legion is a ***summoning spell*** with a range of 12". The caster summons a single unit with the Daemonic special rule worth up to 100 points, selected from the Legions of Chaos army list.

The Wizard can instead choose to summon a single unit with the Daemonic special rule worth up to 150 points, in which case the casting value is increased to l7+.

Alternatively, the Wizard can choose to summon a single unit with the Daemonic special rule worth up to 200 points. If he does so, the casting value is increased to 20+. In all cases, the unit chosen must be a Daemon or Daemons of the Ascendant Chaos God.

BATTLEGROUNDS:
REALMS OF THE LIZARDMEN

Many of the battles described in in the End times by the Skaven take place amidst the temple-cities and Lustrian Jungles that are home to the ancient Lizardmen and their Slann masters. The following special rules will allow you to include the effects of this terrain in your battles.

INTRODUCTION

This section introduces several new rules that will transform your battleground into one saturated with Chaos magic and dominated by one of the Chaos Gods.

The Daemonic followers of the Ascendant Chaos God cannot be banished from the battlefield as easily as would normally be the case, and is it is highly likely that more of them will be summoned to the battlefield during the course of the battle. By the same token, Chaos Warriors and Beastmen that bear the mark of the Ascendant god will be more likely to earn their patron god's dark favour.

USING REALMS OF THE LIZARDMEN RULES

These rules can be used for any themed game you are using and can be used in addition to any of the six scenarios in the Warhammer Rulebook. These rules are best prepared for in advance as it may change what you want to take in your army as well as helping you to avoid taking some units which may bring about a negative experience of play (either your own, or your opponents.)

Each Battlegrounds rule can be played on its own or combined with others depending on the players. Sometimes a discrepancy between two Battlegrounds rules may look to contradict or interact weirdly. In these cases, try to take the most common-sense solution or if no obvious solution can be found, D6 it and see which rule takes precedence for that game.

SPECIAL RULES

Ancient Ruins:
Every Mystical Monument, Building and Arcane Architecture terrain feature has the Ancient Ruins terrain type in addition to its normal rules (see the Warhammer rulebook).

Hidden Treasures:
A unit that starts its Movement phase either touching or inside an Ancient Ruin can search the Ancient Ruin. If it does so, it may not move in that Movement phase. Roll a D6 when a unit searches an Ancient Ruin. On a roll of 1-5 they find nothing. On a roll of 6, they have discovered a hidden treasure. The player commanding the unit receives 100 additional victory points at the end of the battle, as long as it has not been destroyed or fled the table.

Wrath of the Ancients:
Roll a D6 when a unit discovers a hidden treasure. On a roll of 1 or 2, roll the D6 again and refer to the table below. If the unit that discovered the treasure is from *Warhammer: Lizardmen*, then no roll is required (they are preserving the treasure rather than stealing it).

D6	Result	
1	Annihilation	it suffer D6 Strength 8 hits. Then remove the terrain feature from the table.
2	Cursed	For the remainder of the game, the unit must re-roll all successful To Hit rolls for shooting or close combat attacks, and all successful saves.
3	Boulder Trap	The unit suffers D6 Strength 8 hits.
4	Gas Trap	All models in the unit suffer a Strength 2 hit with no armour saves allowed.
5	Poisioned Darts Trap	The unit suffers 3D6 Strength 1 hits that have the Killing Blow special rule.
6	Horrifying Visions	The unit must take a Panic test.

Jungle Terrain:
All Forests are considered to be Jungle (do not roll on the Mysterious Terrain table). Skirmishers treat Jungle as dangerous terrain. All other models treat Jungle as impassable terrain.

Jungle Rivers:
All Rivers are considered to be Jungle Rivers (do not roll on the Mysterious Terrain table). Jungle Rivers are dangerous terrain.

Jungle Events:
At the start of each turn, the player whose turn is taking place must roll 3D6 on the table below. If the General of the rolling player's army is from *Warhammer: Lizardmen*, then the player is allowed to re-roll results of 7 or less.

3D6	Result	
3	Lashworm Attack	One unit chosen by the opposing player suffers D6 Strength 4 hits.
4	Stifling Humidlty	Units cannot march this turn, and subtract 1 from their charge range.
5	Hopelessly Lost	One unit chosen by the opposing player has the Stupidity special rule for the turn.
6	Foul Vapours	One unit chosen by the opposing player must subtract 1 from their Strength characteristic for the turn.
7	Jungle Haze	The ranges for all spells and missile weapons are halved for the turn.
8-13	All Is Well	Nothing Happens
14	Native Guide	One unit of the rolling player's choice can treat Jungle terrain and Jungle Rivers as oPen ground for the turn.
15	Swarm	One enemy unit of the rolling player's choice immediately takes D6 Strength I hits with no armour saves allowed. The selected unit may only make a Hold charge reaction if it is charged this turn.
16	Massive Carnivorous Plant	One unit of the rolling player's choice that is within 3" of a piece of Jungle terrain takes a single Strength 6 hit with the Heroic Killing Blow special rule.
17	Madcap Fungus Spore Cloud	One unit (friend or foe) of the rolling player's choice must take a Leadership test. lf the test is failed, the unit suffers D6 Wounds with no armour saves allowed. Whatever the result ol the Leadership test, the unit gains the lmmune to Psychology special rule for the rest of the battle.
18	Quicksand	Each model in a unit of the rolling player's choice must take an Initiative test. If the test is failed, the model is removed as a casualtl' with no saves of any kind allowed.

ARMIES OF THE END TIMES

As the End Times draw towards their apocalyptic finale, time-honoured conventions of war are utterly discarded. What use is there for ordered lines of battle when the world itself hangs on the brink of destruction? Now bands of mighty heroes battle against hordes of slavering monsters, while devastating artillery batteries thunder against innumerable ranks of desperate warriors. These rules are entirely optional are not required when playing the armies listed in this supplement.

CHOOSING AN ARMY

This section updates the rules for how to pick an army for games of Warhammer during the End Times; overriding any previous rules. All armies now use these rules for choosing an army. Remember that these rules are optional and your opponent needs to agree.

ARMY BOOKS

When choosing your force, you must choose all of your units from a single Warhammer army book (unless otherwise specified in the scenario), or from one of the army lists presented in this book.

Your force can include any Battlescrolls which list that army book or army list as their Race, as well as any number of Bound Monsters from Warhammer: Storm of Magic.

THE GENERAL

When choosing your army, you must nominate one model to be your General. If your army includes at least one Lord or Hero, you must nominate one of these. If you do not have any Lords or Heroes in your army, or if your army only includes Lords or Heroes with a rule which specifically states that they cannot be your General, you must nominate the champion of one of your units.

If you have no champions, you must nominate any other model in your army to be your General.

NO MINIMUM UNITS

There is no minimum number of units that you need to include in your army.

UNIT CATEGORIES

When choosing your force, disregard any limits regarding the minimum or maximum number of points you can spend on each unit category. This means that you do not need to spend a minimum of 25% of your points on Core units, and there is no maximum percentage of your points that you can spend on any other category.

DUPLICATE CTIOICES

Your army can include as many duplicate Special and Rare units as you wish.

MULTIPLE BATTLE STANDARD BEARERS AND ARMY STANDARDS

Your army can include multiple models carrying a Battle Standard, even if the army list states that only one model can do so. However, when choosing your army, you must nominate one of these to be your Army Standard. All Battle Standards (including the Army Standard) have the Combat Result Bonus rule, but only the Army Standard has the 'Hold Your Ground!' rule.

Designer's Note: As part of the final battles in the End Times, it felt only appropriate to include rules that give players the freedom to build the army they've always wanted to play. Now you can field a Dwarf army featuring only War machines, a Lizardmen force containing dozens of terrifying monsters, or a band of Elven lords capable of incredible feats of battle. When used in conjunction with the army lists published across this supplement, there is now an incredible variety of options available to players. Of course, you and your opponent can agree to carry on using the rules for choosing your army presented in the Warhammer Rulebook, but we really do recommend that you give these rules a go - especially when playing through the Scenarios of the End Times.

SPECIAL CHARACTERS

In the End Times; it was not just armies that draw towards their apocalyptic finale, but also individuals whose destinies were always prophesised to be intertwined in that of the end of days. As much as the fate of the Warhammer world would rely on the clash of mighty armies, the schemes of murderous villains as well as valorous heroes would also play a major part.

The following sections details some of those who took part in the final days, some hoping to destroy their enemy's civilisation, others, to save what they can, and some; wanting to tear down the walls of reality themselves.

CHOOSING A SPECIAL CHARACTER

The Battlescroll of each character that follows is done in a similar format to that in the normal 8.5 method of presenting Army selections, this section will tell you how to add one of these Heroes & Villains to your Army.

The first line tells you what role in the Army the Unit has, as well as its name and in some cases another name that character is called. This secondary title is also helpful when determining a character that has multiple different versions depending on where they are in their career.

Take a look at the first entry; EXALTED: NAGASH, Supreme Lord of the Undead
This shows that the unit is an Exalted (so can only be used in Grand Armies), is called Nagash and is sometimes referred to as the Supreme Lord of the Undead.

Underneath the Profile, the first listing is called 'FACTION' this lists what Army that the Character or unit can be used in; in this case; Nagash, Supreme Lord of the Undead can only be used in a Undead Legions army (in most cases, this army can only be used as a Grand Army of over 3000pts.)

EXALTED: NAGASH, Supreme Lord of the Undead

Nagash began his mortal life some four and a half thousand years ago. He was born in Khemri, most prominent of the cities of Nehekhara, the most civilised realm of mankind. As the firstborn son of King Khetep, tradition demanded that Nagash join the priesthood. The Kingship would pass to his younger brother Thutep - a fate deemed intolerable to Nagash. He felt that the inheritance of rule should be his and his alone. Nagash seethed at the indignity, but kept the growing hatred within his heart.

Throwing himself tirelessly into his studies, Nagash began a quest for magical lore that has never ceased. At that time, the death-obsessed mortuary priests of Nehekhara had unlocked many of the secrets of extended life and Nagash mastered every ritual, uncovered every secret. He was never satisfied, and soon his experiments pushed the boundaries far beyond magical embalming. Nagash sought some new insight into the arcane, and fate, in the form of dark elf captives, provided it.

Nagash extracted the secrets of dark magic by tormenting the elves. With this newfound knowledge he created an elixir from human blood that prolonged life. Atop his foundational knowledge of death and arcane immortality, Nagash now blended something new and dreadful. This was the birth of necromancy, and it gave him a new dominion - the ability to animate the dead and bind spirits to his will. With this power, Nagash grew bolder.

Nagash slew his brother, claiming the throne of Khemri. His ambition unchecked, Nagash sought to subjugate all of Nehekhara. To fuel his boundless schemes, Nagash began to build the Black Pyramid. Each of Nehekhara's great cities was coerced into sending tribute – long lines of enforced labour - to aid in its construction. Unprecedented in the history of mankind, the Black Pyramid was a mountainous edifice, larger than any structure before or since. The cost was staggering – not just in labour and materials, but also in blood and souls. It was not only a sign of Nagash's overwhelming pride, as everyone thought it was also designed to attract the winds of dark magic, storing them for Nagash's use.

Not since the great rule of Settra had Nehekhara been so united; however, the nation burned beneath Nagash's cruel tyranny. This, combined with Nagash's disregard for the gods, caused the lesser cities to rise up in revolt. Nagash raised undead armies for the first time, but was ultimately defeated in a series of brutal wars. He only managed to escape Khemri through trickery and the sacrifice of his most loyal follower, Arkhan the Black. All that Nagash had wrought during his fifty-year reign was razed, yet nine tomes - the sum total of all Nagash's learnings - were not destroyed, but secretly spirited out of Khemri. Before long, necromancy would surface in the city of Lahmia in new and horrible fashion.

Presumed dead, Nagash wandered long in the desert, vowing a mighty revenge. It was in this period that Nagash founded his mountain stronghold of Nagashizzar - the huge fortress built into Cripple Peak. He also consumed warpstone for the first time, changing him irrevocably. Nagash's frame grew large and his skin withered and cracked before sloughing away from his bones. His heart stopped, but driven by his dark will, Nagash became more powerful than ever. His mind was opened up to a new and deeper understanding of dark magic.

Nagash was something more than human now, and the tribes of men who lived near Cripple Peak began to worship him as a god. This greatly pleased Nagash, and he taught them the ritual of the Dark Feast. Although twisted and degenerate, their foul descendants remain avid worshippers of the Necromancer to this day.

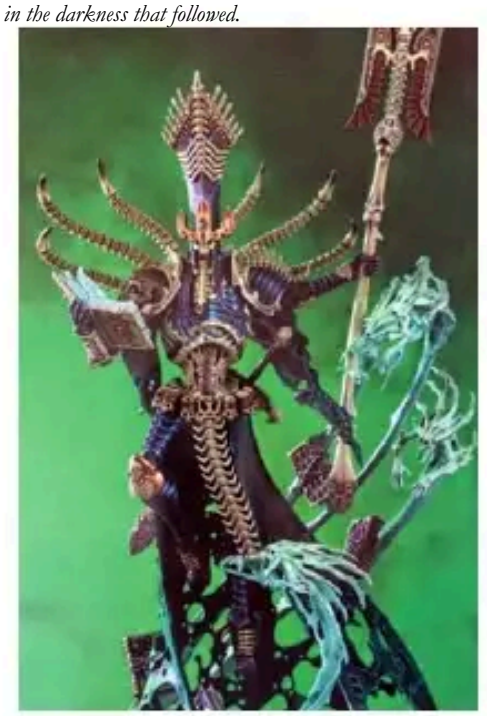
After long wars with the Skaven over the control of warpstone deposits, Nagash was reunited with the first of the vampires. They became champions for Nagash's armies as he attempted to take over Nehekhara, but once again he underestimated his former countrymen. It was a long and destructive campaign, but King Alcadizaar had the upper hand. The greatest general since Settra, he broke the undead armies and the vampires fled - Nagash cursing them so that forever after they burned beneath the light of the sun. His monstrous pride wounded, Nagash concocted the most terrible of plagues and unleashed it upon Nehekhara, wasting everything - crops, cattle and people.

One by one Alcadizaar watched his friends and family die, but he himself was spared, as if some malign power willed it. And so it did, for into this barren wasteland marched the undead, upon Nagash's command. They captured the king and brought him in chains to Nagashizzar. Nagash wanted a living witness to see his Great Ritual - a spell that would re-animate every dead body in Nehekhara, enslaving them all beneath Nagash's indomitable will - a final torment for the man who dared defy him. In order to rule the nation once more, Nagash had turned Nehekhara into the Land of the Dead. The Great Ritual was successful, and one of the largest armies the world had ever seen rose up and marched to do his bidding.

Flushed with power and revelling in his revenge, Nagash let down his guard while he recovered from that awesome feat of magic. Skaven assassins freed Alcadizaar and equipped him with the Fellblade, a warpstone infused sword. Thus was Nagash hacked apart and cast into oblivion for a time, his artefacts stolen and scattered across the world.

It took many years for Nagash's form to coalesce within his Black Pyramid. Once more he attempted to take over Nehekhara, and was again defeated, cast from the lands by Settra. Heading to Nagashizzar once again, Nagash destroyed the Skaven he found there, raging to discover the warpstone all but mined out. He laboured long to create his sword, Zefet-nebtar, and the armour, Morikhane. Piecing together the whereabouts of his missing crown and staff he was led north to the nascent Empire. There, Nagash fought Sigmar and his dwarf allies to a standstill, but with his powers strained to the limit, Nagash fell victim to a blow from Ghal Maraz.

For generations Nagash was little more than a whisper on the Wind of Shyish. Slowly he regained the ability to contact and manipulate his most loyal servants. Always, he steered them towards his reawakening. Nagash vowed to bide his time, not returning until his powers were regained in full, until he was ready to reign supreme. He envisioned the world filled with undead, a realm fully beneath his control. However, the portents were troubled. The Dark Gods were moving, and Nagash realised that unless he returned to thwart them, Chaos would conquer all. This time the Great Necromancer was going to claim the power of death itself. He would choke all life from the world and rule eternally in the darkness that followed.



EXALTED: NAGASH, Supreme Lord of the Undead

Name	Move	WS	BS	S	T	W	I	A	Ld
Nagash	6	7	7	7	7	7	6	6	10

Name	Troop Type	Unit Size	Points
Nagash	Monster (Special Character)	1	1000

FACTION: **Undead Legions**

MAGIC: **Nagash is a Level 5 Wizard. He uses spells from the Lore of Death, Lore of Light, Lore of Nehekhara see *Warhammer: Tomb Kings*), Lore of the Vampires (see *Warhammer: Vampire Counts*) & Lore of Undeath.**

Designer's Note: *Normally, Wizards cannot be above level 4, but Nagash is so incredibly powerful that he is an exception to this rule.*

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

Arch-Necromancer:
If Nagash suffers a miscast whilst casting a spell, you may re-roll the result on the Miscast table but must accept the second result if you do so, even if it is worse.

Death Magic Incarnate:
Nagash, and all friendly units with the Undead special rule within 12" of him, suffer two Wounds fewer than they normally would due to the Unstable special rule. This is in addition to any other modifiers that apply – including the Morghasts' Heralds of the Accursed One special rule.

Supreme Lord of the Undead:
When Nagash successfully casts a summoning spell from the Lore of Undeath, triple the points' worth of models that he can summon, including any additional points generated by Raise the Dead counters. In addition, Nagash treats the summoning spells from the Lore of Undeath as having tripled their usual range.

MAGIC ITEMS:
Alakanash, the Staff of Power:
Arcane Item. This staff can be used to store up to four power dice. Remove the dice from your power pool during the Magic phase. Nagash can expend any or all of the stored dice in any of his future Magic phases, in addition to the six dice he is normally allowed to use when casting a spell, allowing him to roll up to ten dice in a single spell casting attempt. Note that stored dice may not be used in the same Magic phase in which they are stored in the staff.

In addition, dice stored in the staff may be discarded in the Close Combat phase before Nagash attacks. Each dice that is discarded confers the Heroic Killing Blow special rule to one of Nagash's attacks (including attacks he makes with the Mortis Blade). Note that you will need to roll separately for the attacks that have the Heroic Killing Blow special rule and those that do not.

Morikhane, the Black Armour:
Magic Armour. The wearer has a 4+ armour save and a 4+ ward save.

The Nine Books of Nagash:
Arcane Item. Nagash knows nine spells. The first of these is always Ryze - the Grave Call, from the Lore of Undeath. He generates the other eight spells from the Lore of Death, the Lore of Light, the Lore of Nehekhara, the Lore of the Vampires and the Lore of Undeath in any combination. Declare how many spells he will know from each lore before spells are generated.

Zefet-nebtar, the Mortis Blade:
Magic Weapon. Close combat attacks made with this sword are resolved at +1 Strength and have the Multiple Wounds (D3) special rule.

DREAD ABYSSALS

The priests of ancient Nehekhara taught that upon death, the spirit travelled to the Underworld - the fabled Realm of Souls. After passing through the nether kingdom's gates, the spirits of the dead were separated according to their worthiness in life. Those the gods deemed to have lived a laudable existence entered a golden paradise, while the cursed or wretched were instead cast to the dreadful lower depths, to be hunted and devoured by the Hounds of Usirian - the dread abyssals.

When Nagash reduced Nehekhara to a dead realm, the souls entering the Underworld slowed first to a trickle, then stopped entirely. For centuries, the dread abyssal paced their empty realm like caged beasts, craving new souls to feast upon. Driven mad by hunger, they clawed at their bounds. At last, as Usirian's powers waned from lack of worship, powerful necromancers were able to pierce the Underworld's bounds, and lure the dread abyssals forth to serve as steeds.

LORD: MANNFRED VON CARSTEIN

Mortarch of Night

The cursed land of Sylvania has bred many evil things, but none as cunning as Mannfred von Carstein. A vampire sprung from that most infamous of lineages, Mannfred was ever a schemer and a manipulator, During the Vampire Wars, when Vlad von Carstein made his attempt to seize control of the Empire, Mannfred remained in the shadows, manipulating his peers though sorcery and deceit.

When Vlad was at last slain, Mannfred did not involve himself in the infighting that saw Konrad von Carstein rise to prominence. Instead, he journeyed far and wide, seeking to deepen his knowledge of necromantic lore. He made a pilgrimage to the ancient city of Lahmia, and wrested the secrets of the liche priests from bone-dry papyrus, In Nagashizzar, he made pacts with creatures too unspeakable to name, and beneath the tumbled ruins of Castle Drachenfels he uncovered the blighted blade Gheistvor - a sword of unholy power that transmuted the souls of the slain into raw necromantic power.

When Mannfred finally returned to Sylvania in the wake of Konrad's destruction, he was more powerful than ever. Gathering the last of his competitors to Templehof under a flag of truce, Mannfred slew them all. Mixing his rivals, ashes with cursed iron, he forged a new suit of armour that added their strength to his own, and effortlessly assumed control over the undead legions. Thereafter, he loosed a war of terror and destruction second only to that launched by Vlad a century earlier.

For more than a decade, Mannfred brought terror to the Empire, and only through the combined efforts of five states, and the dwarfs of Karaz-a-Karak, did he finally see defeat. The histories of the Empire show that Mannfred was slain at Hel Fenn by Martin Anderssen, Elector Count of Stirland. Yet the historians lie – or at the very least were deceived by a noble who refused to become known as the man who let the Count of Sylvania escape a much-deserved fate. Thus Mannfred did not perish with his army amongst the corpse strewn swamps, but fled to Sylvania to brood upon his failure.

In the years following Hel Fenn, Mannfred chose to work mostly behind the scenes. It was pride, or so he reasoned, that had driven him to conquer the Empire where Vlad had not, and he resolved not to repeat his mistakes. What Mannfred had failed to dominate through force of arms, he now sought to claim through guile and sorcery. Whilst the world thought him dead, Mannfred toiled in secret, building up a network of informants and spies in every major city between the Worlds Edge Mountains and the Bretonnian border.

Stirland and Averland received Mannfred's closest attention. Stirland had claimed Sylvania following Hel Fenn, but Averland had come to contest the seizure. By then, many of Mannfred's strongholds had been secretly rebuilt: any army that marched into Sylvania's forests would have been neck-deep in its own blood. Nonetheless, Mannfred sought to avoid confrontation, for he had far greater freedom to pursue his goals whilst the world thought the menace of the vampire counts ended. Thus, the competing Stirland and Averland armies marched into Sylvania unopposed by any save each other.

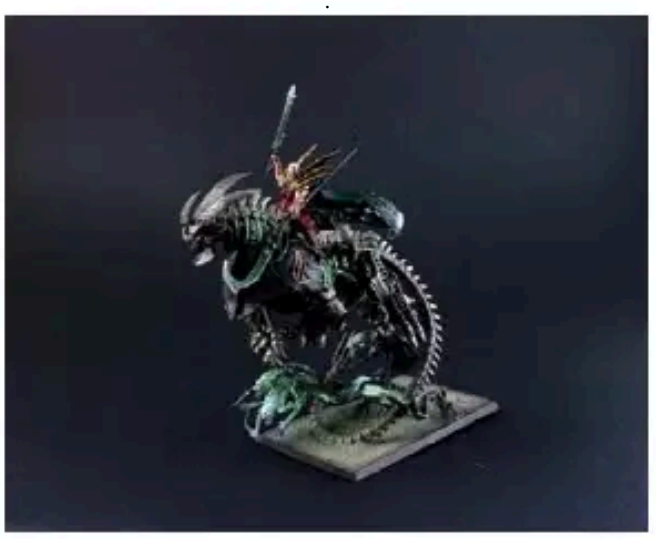
Relations between the two states were already heated, for both Electors were outraged that another would claim what they saw as their own lands, and Mannfred quickly reached out through his web of spies in order to stoke the fires. The Lord of Sylvania played the strings of that web like a harp, plucking out bitter notes from which a symphony of treason and betrayal emerged. The Averlanders struck the first blow at Templehof, when Ignatio Leitdorf received word that his hated rival, Gunther Anderssen, was planning a surprise attack of his own. Reprisals soon followed, and Sylvania was again a land torn by war. This state of affairs suited Mannfred well, for not only did the conflict do much to replenish Sylvania's denuded stocks of shallow buried dead, it also disguised many of the vampire's own deeds. Stray patrols taken for sustenance or sport were seldom missed and, on occasion, a particularly clever or bloodthirsty soldier would draw Mannfred's gaze, and thus prove himself worthy of receiving the blood-kiss.

Generations passed, and the war for Sylvania ebbed and flowed. There were times of peace, most often occasioned by a greater threat on the Empire's borders, but these seldom lasted long before Mannfred's machinations set the conflict in motion anew. Nobles who pleaded for an end to the hostilities disappeared, or were otherwise murdered in such a way as to cast incontrovertible guilt upon their opponents. An arranged marriage between Holger Leitdorf and Klaudia Haupt-Anderssen, intended to fashion a lasting peace between the states, ended in horror when, unknowingly under Mannfred's hypnotic influence, the bride slit her husband's throat on their wedding night. Through it all, the peasants of Sylvania bore their unfolding woes in the same sullen silence as they had borne all others. The truth was, however, that keeping the fires of battle stoked occupied very little of Mannfred's attention. It soon became a game, an amusement that sustained him when his researches grew too frustrating. Finally, Mannfred lost interest entirely, and threw himself wholly into the study of Nagash's lore. He strove to uncover the resting places of the Books of Nagash, the blood-inked tomes in which the sum total of Great Necromancer's knowledge lay recorded.

As the enmity between Stirland and Averland finally faded, the latter abandoning its claim on Sylvania, the former no longer possessing the forces to properly garrison its bounds, Mannfred journeyed once again to Nagashizzar, and this time uncovered secret vaults where three of the Books of Nagash lay. At every step, Mannfred felt the ghostly hand of the Great Necromancer guiding him. The vampire knew that Nagash was attempting to manipulate him, but believing in the dominance of his own will, he scorned the spirit's influence. Returning to Sylvania, he forged the apostolic enchantment that allowed his realm to sever itself from the Empire once and for all. These were but the first confident steps in a plan fashioned to make Mannfred the master of not just the Empire, but of all the human realms. In his arrogance, not once did Mannfred suspect that he was walking a path Nagash had laid out for him, one that prepared the vampire for his destiny as one of the Nine Dark Lords.

Now, Mannfred von Carstein serves at Nagash's right hand, though much of his hard-earned knowledge has been rendered worthless by the sundering of death magic from the Great Vortex. Mannfred resents his servitude, and is ever watchful for a means to free himself. He may yet find that opportunity before the End Times are done..

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LORD: MANNFRED VON CARSTEIN

Mortarch of Night

Name	Move	WS	BS	S	T	W	I	A	Ld
Mannfred	6	7	5	5	6	10	7	9	10

Name	Troop Type	Unit Size	Points
Mannfred	Monster (Special Character)	1	650

Mannfred and his Dread Abyssal mount are described with a single combined characteristics profile. The rider and the mount are treated as a single model for any and all rules purposes. Mannfred and his Dread Abyssal have a combined armout save of 6+ (this is increased to a combined armour save of 4+ due to the Armour of Templehof).

FACTION: **Undead Legions**

MAGIC: **Mannfred von Carstein is a Level 4 Wizard who uses spells from the Lore of Death, the Lore of the Vampires and the Lore of Undeath. He can generate all of his spells from one lore, or from several of the above lore's in any combination. Declare how many spells he will know from each lore before spells are generated.**

SPECIAL RULES: **Fly, Large Target, Terror, Undead, Vampiric.**

Dark Cunning:
At the start of each friendly Magic phase, after rolling to determine the strength of the Winds of Magic, Mannfred von Carstein's controlling player can choose to remove or add up to 3 dice from the power pool. For each dice removed, Mannfred's Attacks characteristic is increased by 1 until the start of the next friendly Magic phase. This can take his Attacks above 10 – an exception to the rule that limits characteristics profiles to a maximum of 10. For each dice that is added, Mannfred's Attacks characteristic is reduced by 1 until the start of the next friendly Magic phase, only Mannfred can use the power dice added to the pool in this way.

Feaster of Souls:
At the end of any Close Combat phase in which this model has caused an unsaved Wound, roll a D6. On a roll of 6, it regains one Wound lost earlier in the battle.

Master of the Black Arts:
Mannfred von Carstein's controlling player may re-roll one of the dice when determining the strength of the Winds of Magic during his own turn.

Mortarch of Night:
Mannfred treats summoning spells from the Lore of Undeath as having doubled their usual range.

MAGIC ITEMS:
Gheistvor, Sword of Unholy Power:
Magic Weapon. For each unsaved Wound caused by the sword, Mannfred von Carstein gains an extra dice at the start of the ensuing Magic phase (this will be a power dice in his own Magic phase, and a dispel dice in the enemy's Magic phase). Mannfred cannot gain more than 5 extra dice in this manner in any one phase.

Armour of Templehof:
Magic Armour. The Armour of Templehof confers a 5+ armour save (giving him a total combined armour save of 4+). Furthermore, the wearer gains +2 Wounds (these are already included in the profile above).

ASHIGAROTH, GORGER UPON THE MEEK

According to mythology, there were hundreds – perhaps thousands - of dread abyssals, each one commanded by Usirian to hunt a specific form of sinner. That which Mannfred von Carstein rides to battle was known in Nehekharan lore as Ashigaroth, Gorger Upon the Meek, for it feasted upon those too callow to raise a hand in their own defence.

Now reborn as a creature of chill bone in the mortal world, Ashigaroth hunts the living as readily as it ever did the dead, galloping through the skies to follow the spirit-spoor of prey. Ashigaroth is a fit steed for Mannfred, who seldom voluntarily enters battle without unshakeable confidence in his ability to carry the day.

Though some warriors judge themselves by the standards of the enemies they vanquish, Mannfred is no slave to conventions of honour or glory. Ends concern him far more than means; if the choice falls between slaughtering the meek and vanquishing the mighty, he chooses slaughter.

Of course, such choices are seldom clear cut, and Mannfred will sometimes have to conquer foes that are worthy of his talents. It matters not to Ashigaroth. Like all dread abyssals, the long years of famine have left the creature with a hunger as indiscriminate as it is unending. Thus, should they venture across Mannfred's path, the souls of the bold and the reckless join those of the weak within Ashigaroth's spectral gullet.

LORD: ARKHAN THE BLACK

Mortarch of Sacrament

Arkhan the Black has ever been Nagash's most loyal follower. He was the first, after his lord, to imbibe the Elixir of Life, and an adept student of his master's sorceries. Thus did Arkhan quickly rise to become Nagash's trusted vizier, ever at the forefront of his schemes for domination. Indeed, it was Arkhan who was the primary architect of the coup that swept Nagash into power, and he was greatly rewarded for his service. Arkhan cared not. Hitherto, his had been a petty and unremarkable life, marked by dissolution and thuggery. Nagash had granted glory and purpose, and these things bound Arkhan to his master's side tighter than riches or enchantments ever could.

When the priest kings forged their alliance and rose against Nagash, it was Arkhan who led the armies that opposed them. He was never once defeated in open combat but, so numerous were the foes arrayed against him, the outcome was never truly in doubt. Ultimately, as the Priest Kings closed in to deliver the final blow, Arkhan led a suicidal counter-attack that gave Nagash the opportunity to escape.

When Arkhan finally fell, it was not to a hero's sword, but to a single spear hurled by an unknown soldier. Legend tells that Arkhan stared in horror at the shaft protruding from his chest, knowing that it had pierced his withered heart. With his dying breath, he warned that a terrible curse would befall any who touched his corpse. Moments later, dark flames had consumed Arkhan's flesh, leaving behind only a blackened skeleton. Whilst the rest of Nagash's followers were beheaded and burnt, none dared risk desecrating Arkhan's remains, and so they covered them under a cairn of stones instead.

Nagash did not forget his most able lieutenant, and when he returned to wreak vengeance on Nehekhara, Arkhan was reborn as the Liche King - the first of Nine Dark Lords - and armed with weapons forged by Nagash's own hand. Zeiet-kar, the Tomb Blade, was brother to Nagash's own dread sword. Deep within its steel lay enchantments that reanimated a victim's body and bound it as a lifeless thrall. Khenash-an, the Staff of Spirits, allowed Arkhan to snuff out the souls of those who opposed him, and twist their life essence to his own purposes. Thus armed, Arkhan made fresh war upon the priest kings but, on the eve of final victory, Nagash was slain.

For countless generations after Nagash's death, Arkhan roamed far and wide across the world. He wrought slaughter on many lands, seldom for any reason save malice, for with Nagash's death he had lost all purpose. Then, after years of wandering, the Liche King at last heard his master's voice whispering through his thoughts. Exultant, Arkhan began the preparations that at last saw the Great Necromancer reborn into the world. Alas, Nagash's return was all too brief. Cast out of Nehekhara by Settra's alliance of kings, the Great Necromancer and Arkhan journeyed far into the north to reclaim the Crown of Sorcery. Upon the River Reik they crossed paths with Sigmar Unberogen, and a mighty blow from the dwarf-crafted hammer, Ghal Maraz, banished Nagash to the spirit world once again.

Records do not tell how Arkhan escaped Sigmar's wrath, but escape he did. The Liche King was masterless once again, but he did not despair at Nagash's destruction as he had before. Arkhan knew that the Great Necromancer would eventually return, and that it was his role to usher him into existence once again. Thus did Arkhan return to the Land of the Dead. About his Black Tower, he carved out the realm of Arkhanaaz so that he might be prepared for the inevitable.

Nehekhara's kings were displeased to discover Nagash's foremost lieutenant in their midst once more, but the alliance that had led to the Great Necromancer's defeat had long since collapsed under the weight of collective hubris. This, Arkhan was quick to capitalise upon, offering his services as warlord and sorcerer to any ruler who could meet his price. The Liche King was seldom short of employ, for the desert kings were a fractious and treacherous lot, each seeking advantage over his rivals. Many deemed Arkhan to be that advantage, but they deceived themselves. Arkhan had little use for treasure, and none at all for the friendship of those who were so plainly his inferiors. Where he struck alliances, he did so according to a far grander plan than any could have guessed, one crafted to keep his neighbours weak whilst his own realm waxed strong.

Only Settra the Imperishable refused to tolerate Arkhan's presence, but though his armies were vast, they were hard-pressed to overcome the Liche King's potent sorceries. Had Settra admitted his weakness and gained the support of his fellow rulers, victory could have been his and Arkhanaaz wiped from the map forever. However, the Great King would never have allowed such a concession, so every battle ended in a stalemate, with Arkhan bowing his head and uttering false promises of fealty in order to satisfy Settra's towering pride and speed him home to Khemri.

In truth, matters of war and royal manipulation were but distractions from Arkhan's wider goals. In the lulls between wars, the Liche King roamed the world. At every step, he was guided by Nagash's voice, driven to set plans in motion that would hasten his master's return. He sought out artefacts bound to Nagash's existence, seizing them when it was in his power to do so, or manipulating others when the risk to himself was too great.

Arkhan granted patronage and knowledge to necromancers all across the Old World, binding the weak to his will and ensuring that the strong had more to gain from his friendship than from his enmity. Even Mannfred von Carstein danced to Arkhan's tune, though he knew it not. Even so, not all succumbed willingly to his schemes, but it mattered little. After thousands of years of existence, Arkhan had learnt patience. He knew his purpose, and was content to carry it out.

Yet though Arkhan has met with many successes, he has known trials also. Not long after he retrieved Alakanash - the fabled staff of Nagash - from the clutches of the vampire Mandregan, a Bretonnian crusade swept across Arkhanaaz. The knights laid siege to Arkhan's Black Tower, seized Alakanash as a trophy and thereafter buried it deep in one of their holiest sites. Of late, Mannfred von Carstein has become more a rival than an unwitting ally, assembling many of the artefacts that Arkhan seeks for some scheme of his own, and doubtless to Nagash's displeasure.

More worryingly, as Nagash's whispers have grown more insistent, so too have the skies blazed with portents of incipient doom. If Nagash is not reborn soon, or so Arkhan believes, there may no longer be a world for him to rule...



LORD: ARKHAN THE BLACK
Mortarch of Sacrament

Name	Move	WS	BS	S	T	W	I	A	Ld
Arkhan	6	4	3	5	6	8	3	7	9
Name	**Troop Type**				**Unit Size**				**Points**
Arkhan	Monster (Special Character)				1				650

Arkhan the Black and his Dread Abyssal mount are described with a single combined characteristics profile. The rider and the mount are treated as a single model for any and all rules purposes. Arkhan and his Dread Abyssal have a combined armour save of 6+.

FACTION: **Undead Legions**

MAGIC: **Arkhan the Black is a Level 4 Wizard who uses spells from the Lore of Death and the Lore of Undeath. He can generate all of his spells from one lore, or from either of the above lore's in any combination. Declare how many spells he will know from each lore before spells are generated.**

SPECIAL RULES: **Fly, Large Target, Terror, Undead.**

Feaster of Souls:
At the end of any Close Combat phase in which this model has caused an unsaved Wound, roll a D6. On a score of 6, it regains one Wound lost earlier in the battle.

First of the Mortarchs:
Arkhan the Black suffers one Wound less than he normally would due to the Unstable special rule. This is in addition to any other modifiers that apply. In addition, Arkhan can make march moves as normal, even though he has the Undead special rule.

Mortarch of Sacrament:
When Arkhan the Black successfully casts a summoning spell from the Lore of Undeath, double the points' worth of models that he can summon, including additional points generated by Raise the Dead counters.

MAGIC ITEMS:
Zefet-kar, the Tomb Blade:
Magic Weapon. For every unsaved Wound caused by this blade to an enemy in close combat, Arkhan the Black immediately regains one Wound lost earlier in the battle. Arkhan cannot regain more than 4 lost Wounds with Zefet-kar, the Tomb Blade, in any one phase.

Khenash-an, the Staff of Spirits:
Arcane Item. This staff can be used to store up to two power dice. Remove the dice from your power pool during the Magic phase. Arkhan can expend the stored dice in any of his future Magic phases, in addition to the six dice he is normally allowed to use when casting a spell, allowing him to roll up to eight dice in a single casting attempt. Note that stored dice may not be used in the same Magic phase in which they are stored in the staff.

RAZARAK, THE DOOM OF TRAITORS

The dread abyssal ridden by Arkhan the Black was known to myth as Razarak, the Doom of Traitors. Those of Arkhan's fellow Mortarchs steeped in Nehekharan lore have often wondered at the irony in their association, for there are few more loyal to their master than Arkhan is to Nagash. However, Neferata suspects Arkhan chose Razarak as his steed as an unspoken warning. The Queen of Mysteries has built an existence upon betrayal, and would doubtless form a welcome feast for a creature such as Razarak.

Razarak's razor-sharp claws have ever been guided by more precision than those of other dread abyssals. In the Nehekharan Underworld, as elsewhere, it was the nature of traitors to surround themselves with the innocent or the misled, and a strike guided by blind hunger would likely go astray. Though Razarak now hunts as indiscriminately as Arkhan wishes, the beast stays true to the habits of its former existence.

Whilst other dread abyssals scoured the depths of the Underworld, Razarak always sought lofty perches from which to track its prey. Such behaviour was well-suited to its duties, for treachery is best lodged from on high. This habit too remains with the dread abyssal in its new existence, and mirrors Arkhan's own ways, for the Liche King ever strives to take a battlefield's measure from the skies, the better to ensure that no detail escapes his unblinking gaze.

LORD: NEFERATA

Mortarch of Blood

Legends tell of a vampire queen who resides high in the Worlds Edge Mountains. The Queen of Mysteries does indeed exist, and those who know call her Neferata, which means 'she who is beautiful in death' in the ancient Nehekharan tongue.

Neferata is enchantingly beautiful. Indeed, though her memories reach back millennia to when Lahmia and Khemri were still sprawling cities of the living, she retains the appearance of a maiden of tender years. From a distance, she appears innocent, almost fragile; she is the very image of a damsel in need of a protector, a vision of divine beauty to be guarded against the perils of the world. Up close, the illusion is dispelled. Long years of cruelty have washed all trace of pity and compassion from Neferata's face, and her dark eyes are windows upon an ancient and wicked soul. Only the addled or the bewitched could mistake her for the innocent she pretends to be. Alas, any who approach so close are likely already prisoners of her fabled allure, shackled to her will by a desire stronger than chains of gromril.

Neferata's home lies atop the Silver Pinnacle - the highest peak in the Worlds Edge Mountains. Once a dwarfen fortress, it was overrun by greenskins long ago and later claimed by the Queen of Mysteries. She delighted in its isolation and the windows of clever dwarf-make that, when opened, flooded the upper chambers with starlight. Under Neferata's immaculate eye, the splendour of Lahmia has been recreated in these rooms, a splendour that is shared with but a few. None find their way into the Silver Pinnacle without Neferata's consent, for the lower levels are a honeycomb of passageways, tunnels and vaults, festooned with traps and guardians. Those who perish in that maze join its denizens in ghastly unlife, though their tortured moans seldom carry into the upper chambers, where decorous gaiety abounds.

It is in the upper chambers that Neferata takes her ease upon a silken divan. Around her, golden masks and rare gemstones glitter in the dark, illuminated only by the starlight reflected from the silver-coated skulls set around the walls. Treasures of old, rescued from Lahmia's fall, are here also: Aken-seth, the Staff of Pain, whose enchantments add crippling agonies to any sorcery she wields; Akmet-kar, the Dagger of let, whose cursed edge screams with the death agonies of innocents. These are all that remain from Neferata's time as Lahmia's high priestess of death, and she suffers no other to to uch them.

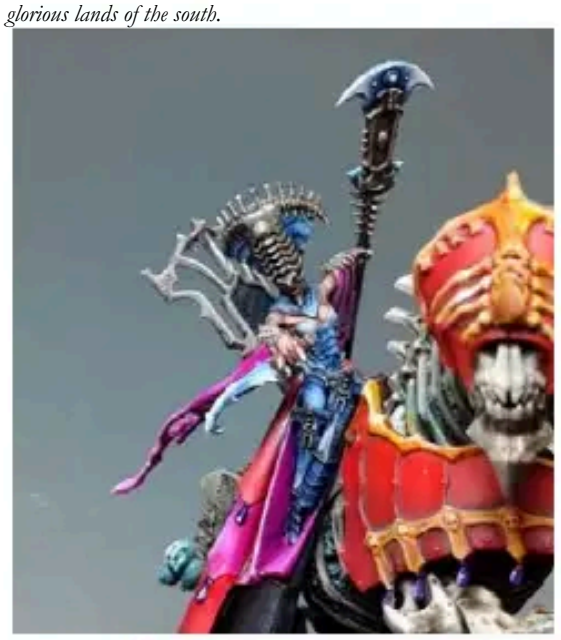
Surrounded by mementoes of ancient days, the vampiress sups the blood of handsome youths from golden cups, and enthralled courtiers play harps, pipes and lutes to ease the burdens of immortality. Men can seldom be found within these rooms. Though Neferata delights in corrupting mortal men of pure heart - she is especially fond of Bretonnian knights, whose chivalric codes are easily exploited - seldom do these doomed souls entertain her for long. .Most sate an appetite entirely different to the one that they expected to fulfil, their bloodless bodies cast into the labyrinths below the peak. To a very few, Neferata grants the blood kiss, but even these must take care, lest their eye linger overlong on one of the court's many handmaidens.

Neferata's handmaidens hail from every realm of humankind, past and present. Potential inductees are identified by Neferata's vast web of thralls, which entangles all the major cities of the world. The chosen maiden's journey - consented to or otherwise - is arranged in secret, and fulfilled via luxuriously appointed carriages that no border guard dares challenge. Neferata does not give her dark blessing easily, however. Beauty is required, as are cleverness and wit, but countless maidens who possess all of these qualities have been rejected, their blood harvested to provide refreshment for guests with unsophisticated palates. What Neferata cannot admit, even to herself, is that some of those she rejects are perhaps more beautiful, cleverer or wittier than the Queen of Mysteries herself.

Neferata's web of thralls is not merely a tool for expanding the sisterhood; rather it is the Queen of Mysteries' true source of power. The influence of the Silver Pinnacle stems not from armies or sorcery - although Neferata can call upon these easily enough, should she choose - but from secrets that others would sooner keep hidden. There is little that does not reach Neferata's starlit throne, for her spies are everywhere, not just in the human realms, but in Ulthuan and Naggaroth. Even the dwarf holds are not beyond her reach. Scandals, deployments, quarrels of succession, trading agreements - all of these and more find their way to Neferata's ears. Some reports are trivial, fit only for simple amusement, but others... others can be used to alter the destiny of a rival, a city or perhaps even a nation. These are the tales which seize Neferata's attention and cause her to send messengers out into the night. Even the Queen of Mysteries can no longer remember how many great leaders have been brought low by her web of intrigue, how many realms have been humbled at her whim. It is a game to her now, a means of whiling away the centuries, but in those first desperate years following the destruction of Lahmia, it was the coin with which Neferata bought her survival. She had many enemies in those days, Nagash amongst them, and knowledge was her shield. Nowadays, she knows who will be the next Emperor before the incumbent has passed away.

Sometimes, in periods of ennui, Neferata seeks sport, and she bids her network of spies reveal her existence to a bold band of fighting men in order to tempt them to assail her stronghold. Such 'volunteers' are carefully selected, for the Queen of Mysteries has no desire to waste her time fighting commoners or glory seekers; only driven men, such as witch hunters or knights, will do. As the army makes the long approach to the Silver Pinnacle, Neferata smiles and readies her own household to do battle - skeletons, wights and other dark things drawn to her malign presence. If feeling particularly generous, the Queen of Mysteries will even take to battle herself, slitting throats with a quicksilver grace that would shame an elf, and wielding sorceries lost to the world when the city of Lahmia fell.

Languorous though Neferata's existence has seemingly become, still she entertains dreams of reclaiming that which she lost millennia ago. She talks to her handmaidens of one day ruling all the vampires of the known world, of claiming the station that is hers by right. Yet those handmaidens who know their mistress best know that what she truly desires is to return to Lahmia, to raise the cursed city up out of ruin, restoring its palaces and temples to their finery of marble, polished s andstone and shimmering gold. It is one thing to be a queen in the darkness of the mountains, and quite another to rule in the glorious lands of the south.



LORD: NEFERATA
Mortarch of Blood

Name	Move	WS	BS	S	T	W	I	A	Ld
Neferata	6	8	6	5	6	8	9	8	10
Name	**Troop Type**				**Unit Size**				**Points**
Neferata	Monster (Special Character)				1				650

Neferata and her Dread Abyssal mount are described with a single combined characteristics profile. The rider and the mount are treated as a single model for any and all rules purposes. Neferata and her Dread Abyssal have a combined armour save of 6+.

FACTION: **Undead Legions**

MAGIC: **Neferata is a Level 3 Wizard who uses spells from the Lore of Death, Lore of Shadow, Lore of the Vampires and the Lore of Undeath. She can generate all of her spells from one lore, or from several of the above lores in any combination. Declare how many spells she will know from each lore before spells are generated.**

SPECIAL RULES: **Always Strikes First, Fly, Large Target, Terror, Undead, Vampiric.**

Feaster of Souls:
At the end of any Close Combat phase in which this model has caused an unsaved Wound, roll a D6. On a score of 6, it regains one Wound lost earlier in the battle.

Mortarch of Blood:
The first time each game Neferata slays an opponent in a challenge, place a Vampire within 12". This model does not have any upgrades, but otherwise follows the rules for summoned models

Twilight's Allure:
Enemies suffer a -1 To Hit penalty when attacking Neferata, except for High Queen Khalida from Warhammer: Tomb Kings.

MAGIC ITEMS:
Akmet-kar, the Dagger of Jet:
Magic Weapon. If Neferata inflicts at least one unsaved Wound against an opponent in a challenge, that model's Strength, Toughness and Attacks characteristic are immediately reduced by I point, to a minimum value of l, for the remainder of the game. A model can only be affected by Akmet-kar, the Dagger of Jet once per game.

Aken-seth, the Staff of Pain:
Arcane item. When Neferata successfully casts a magic missile, direct damage or hex spell, each target unit suffers D3 additional magical Strength 5 hits after the spell has been resolved.

NAGADRON, THE ADEVORE

The dread abyssal that Neferata rides to war is named by Nehekharan legend as Nagadron, the Adevore. In the days before the desert realm's waning, it stalked the lower reaches of the Underworld, feasting upon the corpulent souls of gluttons. Depending on which myth is given the most credence, Nagadron was either the most patient or the most slothful of all the dread abyssals, forsaking the stalking of prey in favour of well-timed ambush.

It is a hideous doom to be eaten by a dread abyssal – for there is no torment that can compare to having one's very soul ingested. Yet even by these standards, it is a special agony to have one's soul devoured by Nagadron. Much as those it once feasted upon, Nagadron has no sense of its own appetite, and constantly attempts to consume far more than its gullet can contain. In its haste to let no morsel go unwasted, the beast too often gluts itself, soon after vomiting up half-eaten soul scraps which it must then devour afresh. This brief respite only makes the nightmarish suffering worse, for it allows the consumption to begin anew - an agonising cycle of eternal damnation.

So voracious is Nagadron that it needs little goading to feast upon other prey, and gorges itself upon Neferata's living enemies as eagerly as ever it did the souls of the dead. When the word of command is given, it falls upon the foe with vicious enthusiasm, half-digested flesh and spirit-stuff spilling from its laws as it attempts to cram yet another morsel into its over-packed craw.

LORD: KRELL

Mortarch of Despair

Krell was a conqueror in days long before the birth of Sigmar, the ruler of a northern tribe whose warriors had pledged themselves to Khorne's glory. The scattered tribes of the northlands fell easily before Krell's might, and Khorne's gifts rained down upon him; not just the strength and fury that the Blood God granted to all his champions, but also a great axe, seemingly carved from a single slab of obsidian. On closer inspection, the souls of its victims could be seen swirling and screaming across its mirror-smooth surface. Even a scratch from this blade was fatal, for it left shards in the victim's flesh, shards that burrowed deep in search of the victim's heart. Kaarok was this weapon's name, though it passed into legend as the Black Axe of Krell.

However, Krell was not satisfied with the domination of his own kind and, hungering for new challenges, led his followers against the dwarfs. For nigh on fifty years, Krell slaughtered his way through the holds of the Worlds Edge Mountains, until he was eventually slain by Grimbul Ironhelm during an assault on Karak Kadrin.

So many skulls did Krell lay at Khorne's feet, so much blood did he spill in his god's name, that it seemed his certain destiny to be raised to daemonhood. Yet Khorne, like his dark brothers, has ever been fickle with his favours. Perhaps the Blood God believed his champion had failed, and thus chose to abandon him; more likely, his gaze was simply elsewhere. When Krell perished there was no dark trumpet call, no chariot of brass come to bear his spirit to an eternity of battle. There was just the cold wet hillside, and the cheering of his foes.

With Krell's death, his realm soon collapsed, its territory carved up between those chieftains who served as his lieutenants. But Krell's legend lived on. For long centuries thereafter, tales blossomed of a spectral executioner who stalked the valleys around Karak Kadrin, offering battle to any who would face him. By necessity, these stories were spread by those who had refused the challenge, for none who matched blades with the ghost lived to tell.

Centuries after Krell's defeat, Nagash came to Peak Pass. There Nagash communed with the warlord's vengeful spirit, and offered him an eternity of battle. Thus did Krell forsake Khorne, and pledge unswerving fealty to Nagash, in return, the great Necromancer rebound Krell's spirit to his ancient bones, and laid dark enchantments upon the champion's burial armour. Moreover, believing Krell would need minions of his own, Nagash raised as wights the tribesmen buried at the champion's side. Thus was the Doomed Legion born.

Krell and his Doomed Legion fought in the forefront of Nagash's battles against Sigmar's newly-founded Empire and, at the Battle of the River Reik, it was Krell who led the assault on Sigmar's dwarfen allies. The battle raged furiously, the dwarfs stubbornly refusing to give ground against Krell's undead ranks. But then, just as it seemed the dwarf line would crumble, Sigmar struck down Nagash. In moments, Nagash's army was all but destroyed as units withered and turned to dust. Only Krell and the Doomed Legion endured the defeat, battling their way through the dwarf lines and escaping into the west.

Sigmar's forces did not pursue Krell at once. This proved a costly mistake. Marching night and day, Krell led what remained of the Doomed Legion across lands already ravaged by war. Sigmar finally cornered and defeated Krell at the Battle of Glacier Lake. Those who recounted the battle described a contest that made the mountains tremble, a duel of titans whose victor was in doubt until the very end. It is said that as Sigmar readied his last strike, he saw deep into Krell's eyes, and realised how similar had been the paths leading them both to that desolate shore. In that moment, Sigmar saw how Krell's fate could have so easily been his, and it was that fear, more than hatred at the slaughter the wight had wrought, that empowered his final blow.

Krell would rise again, that much Sigmar knew, as the Emperor was unable to unmake the dark magic's Nagash had woven through Krell's body. Thus did Sigmar order that the wight and his followers be entombed in a prison of enchanted ice, there to witness the passing years, but ever unable to influence them.

Centuries later, Heinrich Kemmler, the self-styled Lichemaster, happened upon Krell's tomb. Kemmler was on the brink of defeat, his foes hard upon his heels. He knew not that his steps had been guided by Nagash, that the Great Necromancer sought to use him to bring about Krell's freedom; Kemmler knew only that a potential ally lay frozen in the ice, one mighty enough to revive the Lichemaster's flagging fortunes. Thus did Kemmler strike a deal with Krell, and free the Doomed Legion from their icy prison. Thereafter, Kemmler believed Krell to be in his thrall, never suspecting that it was he who was the servant. In the years since his release, Krell has led his Doomed Legion far and wide across the Old World. He hears Nagash's ghostly voice with a clarity matched by none save Arkhan the Black, and he obeys his master without hesitation. Where Krell walks, it is Nagash's will that is done - whether Kemmler realises it or not.

Though Krell's berserker rage has ebbed away with centuries of imprisonment, immortality has only sharpened his talent for war. He has learnt well the lessons taught by both victory and defeat, and this too is all part of Nagash's plan. It is the Great Necromancer's intent that Krell be made commander of his legions, a herald of slaughter and doom in service to the god of death Nagash will one day become.



LORD: KRELL
Mortarch of Despair

Name	Move	WS	BS	S	T	W	I	A	Ld
Krell, Mortarch of Despair	4	5	0	4	5	4	5	4	10
Name	**Troop Type**			**Unit Size**					**Points**
Krell, Mortarch of Despair	Infantry (Special Character)			1					250

FACTION: **Undead Legions**

SPECIAL RULES: **Killing Blow, Terror, Undead.**

Champion of Nagash:
If Krell is fighting a challenge whilst in the same combat as Nagash, he has the Heroic Killing Blow special rule.

Mortarch of Despair:
Whenever an enemy unit fails a Fear, Terror or Break test within 12" of Krell, he automatically regains a single Wound lost earlier in the battle.

MAGIC ITEMS:
Armour of the Barrows:
Magic armour. The Armour of the Barrows confers a 4+ armour save. If a character with a magic weapon wounds Krell in close combat and Krell passes his armour save, that magic weapon's abilities are nullified; it is treated as a normal, non-magical weapon of the same type for the remainder of the game. If no type is listed, treated it as a hand weapon.

The Black Axe of Krell:
Magic Weapon. Requires Two Hands. The Black Axe confers +2 Strength in close combat. It has the Always Strikes Last and Multiple Wounds (D3) special rules. Furthermore, any model taking an unsaved Wound from the Black Axe but not removed from play must roll a D6 at the start of each of its subsequent turns. If the result is higher than the number of Wounds it has remaining, that model suffers an additional Wound with no armour saves allowed.

LORD: VLAD VON CARSTEIN

Mortarch of Shadow

It has been many centuries, perhaps millennia, since Vlad's story began. Nowhere is there a record of his true origins, and he has shared them with no living soul, save perhaps one.

What is known of Vlad's tale began - not unfittingly - on a storm-laden night. As Count Otto von Drak lay dying, he swore he would marry his daughter Isabella to a daemon, rather than let his brother inherit. By chance or design, Vlad came to Drakenhof Castle at that hour. Posing as a nobleman, he claimed Isabella's hand, and the pair were wed before the count's deathbed. When Otto expired moments later, Vlad von Carstein inherited the land of Sylvania.

Though none in the Empire would now dare acknowledge him as such, Vlad was in many ways no worse a ruler than other nobles. He kept his nature secret at first, and what violence he employed, he did so only to create order and purpose in a land sadly lacking both. Certainly, the peasantry of Sylvania were no more ill-treated under Vlad's rule than they were in other states. Indeed, many villages prospered in a way that they had never done before. Peasants disappeared, true enough, but in the beginning they were mostly rogues and ne'er-do-wells, men and women whose demise was celebrated even by their own families. Villages were wiped out, yes, but only those that refused to adhere to Vlad's laws, or withheld tribute. Strange though it may seem, many commoners welcomed Vlad's rule, for with it came a marked reduction in banditry and disorder. Even when Sylvania's priests started to vanish, their holy possessions destroyed or buried, the peasants cared little. But then they were earthy folk, and had scant use for the blandishments and hellfire of official religion.

Vlad was cruel when cruelty was required, but merciful when it was not. That Isabella had great influence over her husband was unmistakeable. Though they had been wedded out of convenience, a genuine love soon blossomed between them. Even before Vlad bestowed the blood kiss upon her, Isabella was his comfort and support, the only being he truly trusted, and the only one who could calm his evil and destructive temper before blood was spilt. Only when Vlad expanded his get to include other Sylvanian nobles did the land truly descend into darkness. The other vampires lacked the restraint of Vlad and Isabella; they were wild, seeking poler wherever they could and revelling in their superiority over their chattels. Nothing save for Vlad's rage could keep them in check, and such lessons quickly faded after the teaching was done.

From the first, Vlad assumed that his dark progeny would outgrow their wildness, as he himself once had. As time passed, it became clear that they would not. Vlad's blood had been shared with others, but his nobility was his and his alone. Many of his get were selfish and despotic creatures long before they cast off their humanity, and their descent into vampirism had made them all the worse. Perhaps Vlad should have chosen his family with more care, but in Sylvania his choices were limited.

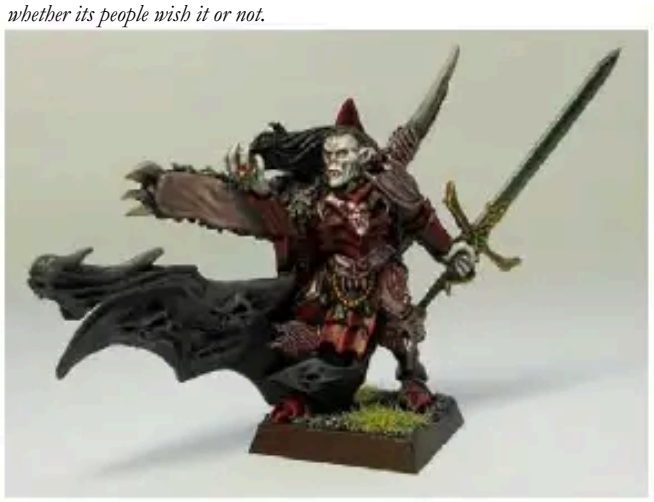
Vlad had ruled Sylvania for a little over two hundred years when he grew restless. By this time. Sylvania was now a paragon of order in a realm riven by war. The noble houses of the Empire squabbled over the succession as they had for generations and, in that division, Vlad saw an opportunity to fulfil a long-held plan. Raising an army of the undead, he marched to claim the Empire for his own.

Thus began a war that lasted for decades. Vlad often led from the front, fighting with a strength and skill that far outshone that of mortal men. He fought with Blood Drinker, a hungry blade that stole the life-force of those it slew. Indeed, rumours told that this was the only way Vlad fed any longer, disdaining the crude feasting of his fellow vampires for something martial, something honourable. As the war ground on, Vlad was reported slain many times, but on each occasion returned miraculously from the dead, granted fresh life by a ring he would bear no other to touch.

As the years rolled past, Vlad brought the Empire to its knees, for how were his foes to slay a creature that could not die, or defeat an army constantly reinforced by its fallen foes? Ultimately, Vlad was destroyed by the treachery of his allies. Mannfred, cleverest and most ambitious of the von Carsteins, betrayed the secret of Vlad's enchanted ring to his mortal foes. Armed with that knowledge, the humans stole the trinket. Not long after, Vlad perished before the very walls of Altdorf itself, and this time he did not return. The other von Carsteins fought on - all save Isabella, who killed herself out of grief – but the forces of Sylvania were defeated. Even Mannfred, cunning though he was, could not triumph. With his defeat the wars of the vampire counts came to a close, and the name of Vlad von Carstein passed into legend.

Even now, five centuries afterward, Vlad is remembered as the most notorious of his kind. Throughout the Empire, priests and scholars whisper his name and pray that he is truly gone. No less watchful are the surviving von Carsteins. Some seek Vlad's return, desiring a lord who can restore their line to power and glory. Others dread his coming, knowing that their own designs will be for naught should their father-in-darkness claim that which is his.

Though few yet know it, Vlad has returned. Restored by Nagash the Accursed, he now stalks the land as one of the nine Mortarchs. Vlad serves not out of loyalty, but in the hope of being reunited with Isabella, whose spirit somehow never joined his in the hereafter. Meanwhile, Vlad has reclaimed his sword, his ring and rightful realm, and intends to start anew that which he began long ago: he will bring discipline to an Empire badly in need of it, whether its people wish it or not.



LORD: VLAD VON CARSTEIN

Mortarch of Shadow

Name	Move	WS	BS	S	T	W	I	A	Ld
Vlad, Mortarch of Shadow	6	7	5	5	5	3	7	5	10

Name	Troop Type	Unit Size	Points
Vlad, Mortarch of Shadow	Infantry (Special Character)	1	500

FACTION: **Undead Legions**

EQUIPMENT: **Heavy Armour**

MAGIC: **Vlad is a Level 3 Wizard who uses spells from the Lore of Death, Lore of Shadow, Lore of the Vampires and the Lore of Undeath. He can generate all of his spells from one lore, or from several of the above lore's in any combination. Declare how many spells he will use from each lore before spells are generated.**

SPECIAL RULES: **Terror, Undead, Vampiric.**

The Hunger:
At the end of any Close Combat phase in which Vlad has caused an unsaved Wound, roll a D6. On a roll of 4+, he regains one Wound lost earlier in the battle (normally this would occur on a D6 roll of a 6, but this is improved by Blood Drinker, below).

Mortarch of Shadow:
All enemy units within 12" of Vlad suffer a -1 penalty to their Leadership. In addition, all shooting and close combat attacks directed against Vlad, or his unit, suffer a -1 penalty to their To Hit rolls.

MAGIC ITEMS:
Blood Drinker:
Magic Weapon. Close combat attacks made with Blood Drinker are resolved at +1 Strength. In addition, whilst Vlad wields Blood Drinker, he restores lost Wounds on a roll of 4+ for the purposes of The Hunger special rule.

The Carstein Ring:
Talisman. The Carstein Ring grants Vlad a 4+ ward save. Furthermore, the first time Vlad is removed from play, roll a D6 at the end of the phase, on a roll of 2+, he is immediately returned to 'life' with a single Wound. Vlad must then be placed in the front rank of a friendly unit anywhere within 12" of the point where he fell (even one in close combat). If there is no such unit for Vlad to join, he is removed as a casualty.

SPECIAL/RARE: MORGHASTS

Heralds of the Accursed One

The origins of the morghasts lie deep in the past, long before the time of Sigmar. Nagash, having failed to claim Nehekhara through open war, had visited plague upon the kingdoms of the south, to weaken his enemies in preparation for war. Thousands perished, and all the rime Nagash awaited the proper moment to renew his assault. The Great Necromancer's pride would not allow him to suffer another defeat, but nor did he want his victory over King Alcadizaar to be delivered from a distance.

Yet Nagash was not the only one who gazed down upon Nehekhara's plight. Ptra, God of Light, had watched powerless as plague had ravaged the Kingdoms of the Sun. Ptra burned to loose the fires of the sun upon Nagash, to smite him out of existence with a blazing column of light. Alas, like many of the old gods, ptra's ability to intervene directly in mortal affairs had receded as the Dark Gods of Chaos had grown in power. But he was not entirely helpless.

Ptra mustered his winged heralds, the hammurai, and sent them to destroy the Great Necromancer. Nagash's power was such, however, that even these divine warriors could not slay him. For forty days and nights, the hammurai battled Nagash atop the spires of Nagashizzar, but neither sun-forged steel nor the light prevailed. As dawn rose on the forty first day, Nagash stood victorious amidst the ruin of Ptra's host.

As the sun flared an angry red with Ptra's impotent rage, Nagash looked upon the corpses of the hammurai and saw opportunity. When last he had marched upon Nehekhara, his plans had been undone by the cowardliness of the vampires. The night-walkers had proven poor lieutenants, but now the Great Necromancer saw the chance to create more effective servants. Drawing upon the power that was his to command, Nagash reshaped the fallen hammurai into worthy emissaries. At his command, bones twisted and bronzed skin sloughed away. Feathers that had once gleamed golden beneath the sun's rays rotted to nothing, leaving only membranous and leathery tatters behind. By the time the final incantation had been uttered, the hammurai were ossified parodies of their former selves, remade in an image abhorrent to the gods, but greatly pleasing to Nagash.

Whatever ruin Nagash had wrought upon the bodies of the hammurai, their minds he left intact. He had witless servants aplenty. What he needed were sentient vassals to lead his armies forth. He wiped away most of their loyalty to Ptra, replacing it with undying servitude to him alone, though in a few cases not entirely, although this would only surface centuries later. The remade hammurai would not fail their master as the vampires had, for they felt neither fear nor arrogance. Thus were the morghasts born.

Soon after, Nagash entered Nehekhara in triumph, the morghasts came with him. They fought mostly in wingbands of anything between two and twenty, though the annals of Khemri recount how a legion of three hundred fought as bodyguard to Nagash at the Battle of Ashkaron. Wherever the morghasts fought, there were the bloodiest battles of that campaign. The morghasts had no command of sorcery, but so suffused with death magic were they that their mere presence urged the dead to rise. Even without this, the humans would have stood no chance against the morghasts, for though the creatures now served the darkness rather than the light, they still possessed the might of demigods. Their swords and glaives, fashioned long ago on Ptra's solar forge, now blazed with the spirit energies of the slain, the souls trapped within driven to drag others to share their fate. The sick and wasted remnants of Alcadizaar's armies were swept aside, and Nagash at last had his victory.

In the wake of his triumph, Nagash began his Great Ritual to raise the Nehekharan dead as an army fit to conquer the world. Desiring that the morghasts would again serve as his heralds, he sent most south to Nehekhara, ready to join the ranks of the newly-risen dead. A few he sent north, the better to hasten that conquest. That invasion never came. The Skaven brought about Nagash's murder, and with the Great Necromancer's passing, the Nehekharans he had animated broke free. Following their master's final instructions, the morghasts attempted to assert their own will over the desert kings, but were overcome. In victory, the Nehekharan kings, unable to find a ritual to unmake the remains, sealed the morghasts' bones in obsidian tombs deep beneath the sands, and laid curses upon the stones so that they would not awaken.

Those morghasts that had gone north fared better, for a time. Their armies of the dead growing with each step, the morghasts brought the gift of oblivion to the scattered tribes. However, without Nagash, the magics that empowered the morghasts ebbed away, seeping into the ether as blood from a wound. One by one, they collapsed and did not rise. The greatest of their number, the archai - Nagash's elite guard who had been fused from the mightiest of Ptra's heralds - felt the waning draw nigh. They bade their minions forge ebonwrought armour to channel the magic of the world into their accursed forms. Most of the morghasts, fixated upon war against Nagash's enemies, did not notice their growing enfeeblement until it was too late.

Centuries passed. The morghasts were all but forgotten, the subject of legend. Prospectors and explorers stumbled upon morghast remains amidst the ruins of fortress-crypts, watched over by sightless skeletons, and worshipped by tribes of ghouls. The morghasts became curiosities, remnants that no scholar could fully explain. Over the years, many necromancers paid handsome sums or risked their wretched lives to reclaim such cadavers, only to meet with frustration with each failed attempt at resurrection. It would have provided little consolation had they known that the failure was not theirs, but due to magic fading from the world through the continuing efforts of the elves. Indeed, when Nagash returned during the time of Sigmar, even he found the magics of that era too thin to sustain a morghast's demigod spirit, and so looked to the mortal dead, such as the warlord Krell, to serve in their place.

Only now, in the hour of Nagash's third and final resurrection, when the power of the Dark Gods waxes and the skies burn with the stuff of raw magic, are the morghasts beginning to awaken. In Nehekhara, there is a hammering on the walls of long buried tombs. Beneath the mountains, bones reknit before the astonished eyes of wretched worshippers. Skeletal wings darken the skies, and ungodly weapons shriek with joy at the prospect of stealing new souls. Only Nagash's closest lieutenants can command them and some have started to remember the loyalty that they had to Ptra; turning their backs on the Great Necromancer, they have knelt in servitude to Settra in the hopes of making up for their failure centuries ago. Only the mightiest heroes of the mortal race have the power to defeat them. Where they tread, the living perish and the dead awaken. The morghasts are rising, and they are the heralds of death.



SPECIAL: MORGHASTS HARBRINGERS
Heralds of the Accursed One

MORGHAST HARBINGERS

Name	Move	WS	BS	S	T	W	I	A	Ld
Morghast Harbinger	6	5	3	5	5	4	4	3	10
Name	**Troop Type**			**Unit Size**					**Points**
Morghast Harbinger	Monstorous Infantry			2+					80 per model

FACTION: **Undead Legions, Vampire Counts, Tomb Kings**

EQUIPMENT: **Two Hand Weapons, Heavy Armour**

SPECIAL RULES: **Hover, Killing Blow, Terror, Undead.**

Heralds of the Accursed One:
Units with this special rule and all friendly units with the Undead special rule within 12" of them suffer one less Wound than they normally would due to the Unstable special rule (in addition to any other modifiers that apply).

RARE: MORGHASTS ARCHAI
Heralds of the Accursed One

MORGHAST ARCHAI

Name	Move	WS	BS	S	T	W	I	A	Ld
Morghast Archai	6	5	3	5	5	4	4	3	10
Name	**Troop Type**			**Unit Size**					**Points**
Morghast Archai	Monstorous Infantry			2+					90 per model

FACTION: **Undead Legions, Vampire Counts, Tomb Kings**

EQUIPMENT: **Halberd, Ebon-wrought armour**

SPECIAL RULES: **Hover, Killing Blow, Terror, Undead.**

Ebon-wrought armour:
A model with ebon-wrought armour has a 4+ armour save.

Heralds of the Accursed One:
Units with this special rule and all friendly units with the Undead special rule within 12" of them suffer one less Wound than they normally would due to the Unstable special rule (in addition to any other modifiers that apply).

EXALTED: KARL FRANZ ASCENDANT

The Emperor Returned

Few realise just how fragile are the bonds that keep the Empire from dissolution. Even in the Imperial court the subject is taboo. Cartographers are sworn to secrecy, priests obey a code of grim silence on the matter, and Elector Counts keep the terrifying truth at bay with the armour of arrogance. Still the fact remains: the towns and äties of the Empire are but islands in a sea of haunted forest. Should the forces of darkness rise up as one, the world of men would be destroyed utterly. It is only the iron rule of the Griffon Emperors that keeps the nation whole: because of this line of elder statesmen, the provinces stand united. For generations the line of Karl Franz has been the lynchpin that held the entire Empire together. But now the latest of their number, the great and incomparable Karl Franz, is missing.

During the tumultuous events that unfolded across the autumn and winter of 2524, Emperor Karl Franz led the greater portion of his battalions to bolster the Empire's defences east of Talabecland. In the shadow of Balthasar Gelt's shimmering Auric Bastion, Karl Franz's disciplined regiments gave their all in battle against hordes of Chaos-worshipping barbarians, sinister undead and foul daemons. Luthor Huss, the Prophet of Sigmar, commanded hosts of chanting flagellants against the most terrifying of foes alongside his protégé Valten, a warrior-smith who many believed was the Heldenhammer reborn. As the Emperor scoured the skies of winged fiends from the back of his mighty griffon, Deathclaw, his trusted aides and champions Kurt Helborg and Ludwig Schwarzhelm led the ground forces in counter-attack against the Norscan hordes. Grand Masters sent column after column of Knightly Orders storming into the fray, each armoured wedge killing five times its number, and Karl Franz himself leading the Reiksguard in the most glorious charge of all, the muddy earth grew red with the blood of fallen northmen, and for a time, it looked as if the Emperor would seize victory.

Then tragedy struck. Whilst marshalling his armies from on high, Karl Franz became engaged in an aerial duel against the vampire swordsman Walach Harkon, the armoured Blood Dragon soaring towards him atop a nameless monstrosity of dead flesh and tattered wings. Perhaps the outcome of the duel would have been different had Karl Franz still wielded Ghal Maraz, for the hammer of Sigmar had felled even Nagash himself in the Empire's past. Yet the Emperor had entrusted the mighty artefact to Valten in the hope of cementing the young man's reputation as the Heldenhammer reborn. Though the Emperor had trained in swordsmanship since he was old enough to walk, and though he wielded a powerful relic in the form of one of the legendary runefangs, his skills paled when compared to those of the undead lord. The vampire ran Karl Franz through with his own enchanted blade, sorely injuring Deathclaw in the process, and sent Emperor and steed alike plummeting to earth behind the front lines of the northern invaders.

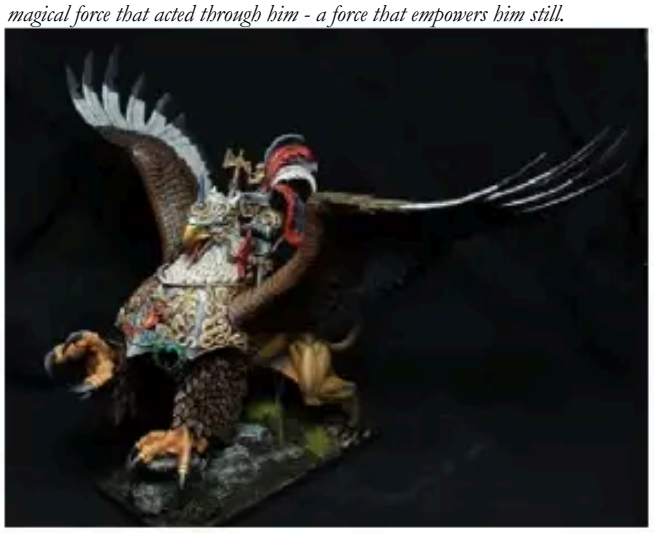
Miraculously, Karl Franz survived his ordeal. Deathclaw's intervention saved his life, and not for the first time - the loyal beast dislocated a wing in softening Karl Franz's plummet towards the ice-hard ground. Within seconds Karl Franz was set upon by a mass of Norscan warhounds, and though he had several broken bones and was bleeding freely from a chest wound, he plunged into battle once more. The runefang flashed and stabbed, sprays of blood flying as Karl Franz drove off his persecutors with a roar. Deathclaw came to his senses, and the two wounded companions limped to the shelter of a nearby copse. They fought on against Chaos warriors and trolls, Chaos spawn and mutant horrors. Eventually they secured their escape amidst the confusion of battle, using the cover of darkness to disappear into the woods.

Karl Franz's mind burned with frustration at the thought that his troops were miles distant, left to fight on in his absence, instead of giving them hope, he had left his men with the gnawing suspicion that their liege had died in battle. It was a distressing thought, yet Karl Franz had no option. Ghosting through the woods, Karl Franz cut down the warbands of the enemy armies that sought to find him, slowly but inexorably heading west towards the seat of his government once more. Unknowing of their fate, but hoping that his armies were safe under the leadership of Huss, Schwarzhelm and Valten, the Emperor began his painful and laborious journey towards Altdorf with Deathclaw limping at his side. He knew that time was against him, for if word spread that he had fallen, the Empire would soon founder under the division of the Elector Counts that had always sought to govern it.

Karl Franz was not alone in this suspicion. The Reiksmarshal Kurt Helborg, a man whose wit was as sharp as his sword, knew that with Karl Franz missing - or worse - the Empire stood on the brink. Requisitioning the pegasus steed of his subordinate officer Janosch Feldtstiel, the Reiksmarshal made a supreme sacrifice for a man of his military upbringing. Swearing an oath to see the Empire victorious no matter the cost, he left the armies of the Empire to the command of his archrival Schwarzhelm and soared away through the skies towards Altdorf. Yet Helborg was a man of battle, not of statesmanship, and his skills at court were to prove cudgel-crude compared to the diplomatic cut and thrust at which Karl Franz was so skilled.

Though he did not realise it, the Emperor's passage through the Great Forest took him on a roughly parallel course to that of his armies as they returned to Altdorf. The war for the eastern Empire had ground to a successful conclusion, though the resultant butcher's bill had been high indeed. Both Ludwig Schwarzhelm and Kurt Helborg sent out rescue parties to seek the Emperor, teams of experienced huntsmen and archers braving ambush as they searched the roads and wood-paths.

The best part of a year had elapsed by the time Karl Franz was found – not by any normal agent of the crown, but by the Supreme Patriarch elected in the wake of the traitor Gelt's disgrace. Gregor Martak, an Amber wizard of superlative skill, eventually heard tell of a man and a great wounded beast with the head of an eagle and the body of a lion travelling the length of the Empire. Martak made haste to intercept them, and sure enough he found Karl Franz grimly limping towards the Empire's capital. Martak healed Deathclaw and did his best to tend the Emperor's wounds. The two heroes returned to Altdorf, and not a moment too soon, for the forces of Chaos had not been idle, and the jaws of an immense trap were closing fast. It was Karl Franz's timely return that saw the city saved from the brink of extinction. In his heart, however, the Emperor believes it was not he who saved the Empire, but rather a divine magical force that acted through him - a force that empowers him still.



EXALTED: KARL FRANZ ASCENDANT
The Emperor Returned

Name	Move	WS	BS	S	T	W	I	A	Ld
Karl Franz Ascendant	6	7	5	6	5	9	7	10	10

Name	Troop Type	Unit Size	Points
Karl Franz Ascendant	Monster (Special Character)	1	810

Karl Franz Ascendant, & his mount, Deathclaw, have a combined characteristics profile, & are treated as a single model with an armour save of 3+ for all rules

You may not take both Karl Franz, The Emperor, and Karl Franz Ascendant in the same army.

FACTION: **Empire**

EQUIPMENT: **Full plate armour**

SPECIAL RULES: **Fly, Immune to Psychology, Large Target, Stubborn, Terror.**

Bloodroar:
Enemy units roll an additional D6, discarding the lowest result, for Leadership tests caused by this model's Fear or Terror special rules

Inspiring Leader:
If Karl Franz Ascendant is your army General, his Inspiring Presence rule has a range of 24"

Lord of Lightning:
Innate Bound Spell (Power Level 6). Lord of Lightning is a direct damage spell with a range of l8". The target suffers D6 Strength 6 hits. Once the damage has been resolved, roll a D6: on a 3+ the target suffers a further D6 Strength 6 hits. After this additional damage has been resolved, roll another D6: on a 5+ the target suffers a further D6 Strength 6 hits.

This is a lightning based attack for the purposes of the Storm Rage special rule (see *Warhammer: Warriors of Chaos*).

MAGIC ITEMS:

The Essence of Ghal Maraz:
Magic Weapon. Hits from the Essence of Ghal Maraz wound automatically with no armour saves allowed. In addition, Wounds caused by the Essence of Ghal Maraz have the Multiple Wounds (D3+1) special rule.

The Silver Seal:
Talisman. The Silver Seal grants Karl Franz Ascendant a 4+ ward save and the Magic Resistance (2) special rule.

LORD: VALTEN

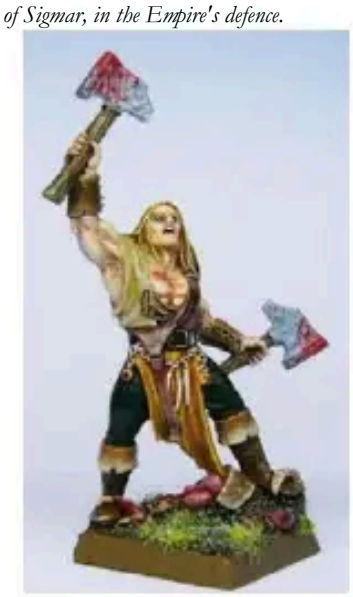
Herald of Sigmar

Valten had an uneventful childhood, growing up as the son of Lachenbad's blacksmith and learning his father's craft as all boys did. The only truly unusual thing about the young Valten was a strange birthmark on his chest, shaped like the twin-tailed comet of Sigmar. This caused a great stir at his birth, for all knew the comet as a powerful omen, but whether for good or ill depended entirely on the whimsy of the gods.

It was on the eve of Valten's eighteenth birthday, however, that the superstitious doomsaying was proven well-founded. From the depths of the Reikwald, the Beastmen came. Led by a powerful brute named Rargarth, they came in numbers not seen in living memory. Bent on pillage and plunder, the Beastmen seemed unstoppable and the few men of Lachenbad that could wield weapons had no hope of standing against them. With primal howls and brays they descended on the village, and the terrified people scattered before them, fleeing for their lives.

But Valten refused to run. Taking up two hammers from his father's forge he set about the horde like a hurricane with cries of anger and vengeance. The panicking villagers saw this, and were heartened by his incredible display of bravery. They gathered their swords, pitchforks and scythes, and ran to join the blacksmith's son. Following the boy, they cut through the warband until Valten stood before Rargarth himself, and shattered the brute's skull with one mighty hammer blow. With their leader dead, the Beastmen fled, and the exultant villagers chanted Valten's name. Though Lachenbad had been half-razed, the amazing prowess and courage of a single boy had spared it from total destruction. Stories of Valten spread like wildfire around the surrounding villages and towns and, before long, all manner of parties were showing an interest in the boy.

Then the twin-tailed comet came again, and dire portents shone amongst the northern stars. Spurred by a feeling he could not explain, Valten left Lachenbad behind and travelled north to the Kislev border. It was there that he would find the first clues to his destiny, and come to wield Ghal Maraz, the fabled Hammer of Sigmar, in the Empire's defence.



Name	Move	WS	BS	S	T	W	I	A	Ld
Valten	4	7	6	4	4	3	6	4	9

Name	Troop Type	Unit Size	Points
Valten	Infantry (Special Character)	1	330

FACTION: **Empire**

EQUIPMENT: **Two Hand Weapons**

OPTIONS: **May replace two hand weapons with full plate armour, barded warhorse and Ghal Maraz: 145 points**
If this option is chosen, Karl Franz may not exchange his Reikland Runefang for Ghal Maraz. Rules for full plate armour and Ghal Maraz can be found in Warhammer: The Empire

SPECIAL RULES: **Immune to Psychology.**

Awesome Presence:
Valten, and all friendly units within 6" of Valten, have the Stubborn special rule.

Chosen of Sigmar:
Valten has a 4+ ward save. In addition, once per game, he may harness the very power of Sigmar. Valten must declare that he is harnessing this power at the start of any Close Combat phase. If he does so, roll a D3 - Valten adds this number to his Weapon Skill, Strength, Toughness and Attacks characteristics until the end of the turn.

Iron Resolve:
The first time Valten suffers a Wound that removes him as a casualty (including unsaved Wounds that killed him as a result of the Killing Blow, Heroic killing Blow or Multiple Wounds special rules), roll 2D6 before removing him as a casualty; if the total is less than or equal to 9, Valten negates the Wound; otherwise, Valten is removed as a casualty as normal.

LORD: BALTHASAR GELT

Incarnate of Metal

Balthasar Gelt's Auric Bastion was hailed as the miracle that would see the hordes of the north defeated. The bastion was a towering golden fortification, formed from the bound might of Chamon, the Wind of Metal, and anchored by the faithful prayers of Sigmarite priests.

Tragically, the downfall of the Auric Bastion was twinned with Gelt's own. Unbeknownst to his allies, Gelt was not the creator of the ritual to maintain the bastion. Rather, he had received aid from a mysterious stranger. A pale, vulpine slip of a girl had presented Celt with the lore necessary for his great work. To his credit, Celt was not fool enough to believe that his benefactor was what she seemed. Yet he was grimly determined to defend the Empire no matter the cost, and just arrogant enough to believe that he could weather whatever consequences befell him. He was wrong.

By accepting vampiric lore as the foundation of his enchantments, Balthasar Gelt took the first step upon a treacherous path. Soon, Gelt found himself trapped in a tanglework of intrigues. Celt hunted a mysterious daemon that could disguise itself as anyone it chose, the machinations of which drove the Supreme Patriarch ever deeper into fearful obsession. At the same time, Gelt's mysterious benefactor, revealed as Vlad von Carstein, continued to tempt the wizard further down the path of dark lore. By the time Gelt realised how thoroughly he had been manipulated, it was far too late.

After unleashing his necromantic powers in what appeared to be an attempt upon the Emperor's life, Gelt was forced to flee in disgrace. Never mind that his intention had been to protect Karl Franz, his every act was now discredited. The Sigmarite priesthood renounced the Auric Bastion as a work tainted by evil, withdrawing their support for the endeavour. Without faith to anchor it, the bastion soon collapsed, clearing the way for the hordes to descend.

Following his tragic downfall, Balthasar Celt became a necromantic thrall in the service of Vlad von Carstein. He learned much beneath the tutelage of his dark master, his will subsumed by that of the vampire he served. Yet the former Supreme Patriarch's guilt never left him, the desire to atone simmering in the depths of his soul.

Gelt's opportunity for redemption did not come until most of the Empire lay in tatters. When the Emperor, besieged within the walls of Averheim, sent a plea for aid to Nagash, only Vlad von Carstein responded. Accompanying his master, Gelt at last came to the defence of his ravaged homeland, and as he did so Vlad's enthralment fell away.

By the time Gelt and Quicksilver dove through the clouds above Averheim's blazing ruins, the former Supreme Patriarch had recalled the full might of his alchemical magics. Yet as he fought the invading hordes, his power continued to swell, the wind of Chamon billowing around him like a shining storm. Finally, opening himself fully to its power, Gelt accepted the Wind of Metal into his soul, becoming its Incarnate.

Now, with power far in excess of anything he had wielded before, Gelt became a force of vengeance and protection both. In the battles to come he would earn redemption in the eyes of his few surviving countrymen, while wielding the mightiest spells his college had ever conceived.



Name	Move	WS	BS	S	T	W	I	A	Ld
Balthasar Gelt, Incarnate of Metal	8	4	3	4	4	6	4	3	9

Name	Troop Type	Unit Size	Points
Balthasar Gelt, Incarnate of Metal	Monstorous Cavalry (Special Character)	1	475

Balthasar Gelt and his mount quicksilver, have a combined characteristics profile, and are treated as a single model with an armour save of 6+ for all rules purposes.

You may not take Balthasar Gelt, the Supreme Patriarch and Balthasar Gelt, Incarnate of Metal in the same army.

FACTION: **Empire**

MAGIC: **Balthasar Gelt, Incarnate of Metal is a Level 5 wizard who uses spells from the Lore of Metal.**

SPECIAL RULES: **Fly, Loremaster (Metal)**

Mantle of Chamon:
Balthasar Gelt has a 2+ ward save against Wounds caused by attacks that have the Flaming Attacks special rule

The Crucible:
Innate Bound spell (Power Level 10). The Crucible is an ***augment*** spell with a range of 18" that targets Balthasar Gelt and/or up to D3 other units. Remove all target units from the battlefield. At the start of Gelt's next turn, set up each target unit anywhere on the battlefield that is more than 1" from any unit and impassable terrain, in the same formation and facing the direction of your choice. Each unit other than Gelt that is set up in this way suffers D6-1 Wounds with no saves of any kind allowed.

MAGIC ITEMS:

Amulet of Sea Gold:
Talisman. The Amulet of Sea Gold grants Balthasar Celt the Magic Resistance (3) special rule.

Cloak of Molten Metal:
Enchanted Item, This item grants Balthasar Gelt a 3+ ward save against shooting attacks.

Staff of Volans:
Arcane Item. The Staff of Volans grants Balthasar Gelt a +2 bonus on all attempts to cast spells.

EXALTED: ARCHAON

Exalted Grand Marshal of the Apocalypse

A towering vision of dark majesty and martial glory, enthroned between the pinioned wings of his chaos steed, Dorghar, Archaon is the Everchosen of the Dark Gods of Chaos. At his command vast legions march to war, armies so numerous they trample the realms beneath their iron shod feet. Of the Mortal Realms only Azyr has escaped the fury of the Everchosen. Even now Archaon's armies stamp out the last vestiges of defiance.

Archaon was once a mortal man, or so legends say. A pious warrior priest who worshipped Sigmar in the world-that-was. Though he walked a path of righteousness, something drove him into the embrace of the Dark cods. Through gruelling trials Archaon won the favour of the gods, gathering six artefacts of power with which he could enact their will. With the inevitability of fate he wrought the ruination of the world-that-was, dooming countless millions as the Dark Gods celebrated their victory and lauded their Everchosen. As the world was unmade, Archaon did not die - instead the Chaos Gods raised him to glory as an immortal demigod to crush their foes forever more.

In the wake of this devastation, new life began, and the Mortal Realms were born. What followed was a time of wonder, known as the Age of Myth. Envious and hateful, the Dark Gods turned their gaze on the realms, unleashing their servant to obliterate all who would not worship them. The realms burned and the Dark Gods exulted. Now, Sigmar's Storm kindles the flames of hope, and it falls to the Everchosen to stamp them out. Sigmar's armies will be eradicated...



Name	Move	WS	BS	S	T	W	I	A	Ld
Archaon Exalted Grand Marshal	8	9	5	9	9	9	7	9	10

Name	Troop Type	Unit Size	Points
Archaon Exalted Grand Marshal	Monster (Special Character)	1	2000

Archaon and his mount, Dorghar, have a combined characteristics profile, and are treated as a single model with an armour save of 1+ for all rules purposes.

Archaon Exalted Grand Marshal may not be used in any army that includes Archaon Everchosen or Archaon. Archaon's base size is 150x100mm.

FACTION: **Grand Legion of Chaos**

MAGIC: **Archaon Exalted Grand Marshal is a Level 4 Wizard who uses spells from the following lores: the Lore of Death, the Lore of Fire, the Lore of Metal, the Lore of Shadow and the Lore of Tzeentch.**

SPECIAL RULES: **Daemonic Attacks, Unbreakable, Strider.**

Chosen of the Gods:
Archaon Exalted Grand Marshal has the Mark of Khorne, the Mark of Tzeentch, the Mark of Nurgle and the Mark of Slaanesh.

His Time is Come:
If you take Archaon Exalted Grand Marshal, he must be your army General. His Inspiring Presence has a range of 36". Archaon counts as a Daemon.

MAGIC ITEMS:

The Slayer of Kings:
Magic Weapon. No armour saves are allowed against Wounds caused by the Slayer of Kings. In addition, Archaon may unleash the power of U'zuhl in any Close Combat phase. If he does this, he fights with 12 Attacks, but any rolls To Hit of a 1 will strike himself. Archaon may not re-roll To Hit results of a 1 when unleashing U'zuhl, once U'zuhl is unleashed, Archaon must use this special ability in every close combat he is subsequently involved in for the rest of the battle.

The Armour of Morkar:
Magic Armour. No attack against. Archaon may ever have a better chance To wound than a 3+. This includes, for example, attacks that wound automatically, or which always wound on a 2+.

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

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

EXALTED: ARCHAON EVERCHOSEN

Lord of the End Times

Archaon Everchosen is the dark and mighty Lord of the End Times. He is the Three-Eyed King, whose rise is prophesied to bring about the ending of the world. Mantled with the power of all four Chaos Cods, Archaon is gifted beyond even the greatest of champions of chaos that have come before him. He walks a perilous path, for he is charged with enacting the will of the gods combined, and bringing about the utter ruination of the world. Should he fail in this task, and displease his mighty masters, Archaon's fate would be horrible beyond mortal comprehension.

Yet the Lord of the End Times radiates absolute confidence in his own abilities; now is the hour of the Everchosen, the time of his long-awaited victory, and he will allow nothing - no mortal, daemon or god - to stand in his way.

Since the time of the Great Cataclysm, the Chaos Cods have elevated champions from amongst their worshippers' number and rewarded those who fight well in their name. Some of the most glorious champions of Chaos have dared to seek a greater boon, however - a position of ultimate authority over mortal man and immortal daemon alike. This is the mantle of the Everchosen; a mighty being who earns the favour of all four of the Cods of Chaos and becomes the avatar of their wills combined.

To achieve this, that individual must undergo trials the like of which even the mightiest mortals could not survive. Indeed, of those who have undertaken the quest of the Everchosen, only a handful have ever prevailed. Each such champion has gone on to unite the hosts of Chaos into an unstoppable horde, and inflicted many years of pestilence, murder and ruin upon the world.

However, there has never been an Everchosen the likes of Archaon; his ascension was motivated not by a desire for power or glory, but by pure, unadulterated hate. Once, long ago, Archaon was a man of faith, a believer in the gods of the Empire and a great force for good. Yet the Gods of Chaos have ever delighted in corrupting that which is pure, and in twisting the best intentions of mortals to achieve the darkest ends.

So it was that, in studying ancient lore the better to understand his foes, the man who would become Archaon Everchosen came across the ancient prophecies of Necrodomo the Insane. What he believed he had learned within those time-gnawed pages can never be known, but it drove him to renounce the gods of the Empire as fraudulent lies.

Despairing utterly, Archaon destroyed every trace of his former life and dedicated his existence to becoming the Everchosen. Here, he believed, was the only cause with any worth at all. He would take this ultimate power for himself, and then use it to stamp out every last trace of the Empire, and the deities that he had once held so dear. Once this was done, the Chaos Gods would be welcome to take the world as their due, for on that day he would be done with it all.

So began Archaon's journey to the very heights of power. Along the way he would have to win six great treasures, proving himself worthy of the ultimate blessing he sought. Within the Akar of Ultimate Darkness in Naggaroth, Archaon slew a horde of troglodytic horrors and used their still-beating hearts to reconsecrate the shrine to Chaos. For this deed he received a blazing mark of the Dark Gods' favour. In a strange realm beyond the bounds of the known world, Archaon led his warband, the Swords of Chaos, to reclaim the armour of the first Everchosen, Morkar. This he did, though he was forced to fight the armour and the spirit which possessed it before he could take the fell panoply as his own.

Amid the Chaos Wastes, Archaon battled the ancient dragon Flamefang, prising the Eye of Sheerian from the butchered beast's underbelly. Deep within the Realm of Chaos itself, Archaon stole the monstrous steed Dhorgar from the twisted stables of the daemon lord Agrammon. Upon the Chimera Plateau, at the very top of the world, Archaon led a vast army of champions to claim the blade known as the Slayer of Kings, to which was bound the greater daemon U'zuhl.

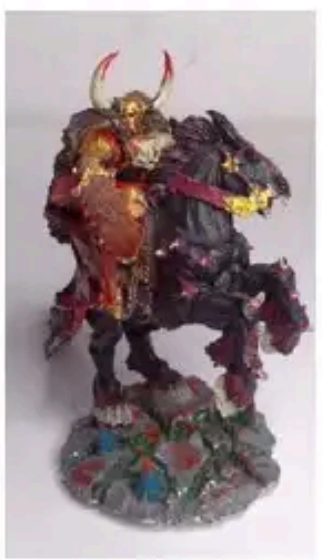
Finally, the Daemon Prince Be'lakor led Archaon to the First Shrine to Chaos, set high atop the Worlds Edge Mountains. Here. Archaon faced and overcame challenges set by all four of the Chaos Gods, enduring wounds to his mind, body and spirit that would have killed any lesser man. Archaon prevailed, seizing the crown of Domination from the heart of the shrine and proving himself worthy of the mantle of Everchosen. That day, he was crowned by Be'lakor himself, though it filled the ancient daemon prince with hatred to do so. The twin tailed comet blazed in the sky above Archaon's coronation, and the End Times were begun.

Now, after more than a century of questing, striving, gathering his might, and preparing his plans, Archaon stands upon the brink of absolute victory. The land he has despised for so long is all but destroyed, the Empire aflame from one end to the other. The Empire's gods have been cast down, the fate of the temple of Ulric and the city of Middenheim a particularly poignant victory for the Everchosen. And yet, his work is not quite done. The Emperor still eludes Archaon, and the Sigmarite faith still endures. Only when Karl Franz lies slain and Sigmar is proved a charlatan's god will Archaon be satisfied: so monstrous has the Everchosen's pride grown, and so hollowed out is the black pit of his soul, that these two deeds are all that is left to him.

Certainly, the Everchosen has grown mighty enough to achieve his goals. As the vessel of the chaos Gods' combined might, Archaon is as potent a sorcerer as the greatest wizards of the age. Likewise, his already matchless skill in combat is further enhanced by the unnatural strength of U'zuhl, rendering the Everchosen all but unstoppable on the field of battle. He looms above his followers, a huge and hulking figure physically swollen by the godly energies that burn within his frame.

Yet it is Archaon's implacable, irresistible will that is his greatest weapon. His steady regard is enough to unman the bravest warrior, and whole armies have been known to cower in defeat simply from finding themselves face to face with the Three-Eyed King. Equally, Archaon's will hangs like a thundercloud over all who rally to his banner, quelling the quarrelsome nature of his hordes and driving them on to victory.

All the massed might of the north marches with Archaon - a teeming tide of monsters and madmen that he will use to secure the absolute annihilation of those who oppose him. The Everchosen will stand amid the ashes of the Empire's corpse and be vindicated once and for all, before handing the chaos Gods the victory they demand.



EXALTED: ARCHAON EVERCHOSEN

Lord of the End Times

Name	Move	WS	BS	S	T	W	I	A	Ld
Archaon Everchosen	8	9	5	5	5	7	7	8	10

Name	Troop Type	Unit Size	Points
Archaon Everchosen	Monstorous Cavalry (Special Character)	1	865

Archaon and his mount, Dorghar, have a combined characteristics profile, and are treated as a single model with an armour save of 1+ for all rules purposes.

Archaon Everchosen may not be taken in the same army as either Archaon or Archaon Exalted Grand Marshal.

FACTION: **Legions of Chaos, Grand Legion of Chaos**

MAGIC: **Archaon Everchosen is a Level 4 Wizard who uses spells from the following lores: the Lore of Death, the Lore of Fire, the Lore of Metal, the Lore of Shadow and the Lore of Tzeentch.**

SPECIAL RULES: **Eye of the Gods, Daemonic Attacks, Unbreakable, Strider.**

Chosen of the Gods:
Archaon Everchosen has the Mark of Khorne, the Mark of Tzeentch, the Mark of Nurgle and the Mark of Slaanesh. This does not prevent Archaon from joining any unit that has a Mark of Chaos, nor does it prevent any other character that has a Mark of Chaos from joining Archaon's unit. In addition, Archaon may re-roll any Eye of the Gods roll, but the second result stands, even if it is worse. Furthermore, Archaon treats any results of the Eye of the Storm or the Eye opens as Khorne's Wrath or Dark Fury respectively.

His Time is Come:
If you take Archaon Everchosen, he must be your army General. His Inspiring Presence has a range of 24".

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

MAGIC ITEMS:

The Slayer of Kings:
Magic Weapon. No armour saves are allowed against Wounds caused by the Slayer of Kings. In addition, Archaon may unleash the power of U'zuhl in any Close Combat phase. If he does this, he fights with 12 Attacks, but any rolls To Hit of a 1 will strike either himself or a friendly model in base contact (controlling player's choice). Archaon may not re-roll To Hit results of a 1 when unleashing U'zuhl, once U'zuhl is unleashed, Archaon must use this special ability in every close combat he is subsequently involved in for the rest of the battle.

The Armour of Morkar:
Magic Armour. No attack against. Archaon may ever have a better chance To wound than a 3+. This includes, for example, attacks that wound automatically, or which always wound on a 2+.

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

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

LORD: CROM THE CONQUEROR

Harbinger of the End Times

Before Vardek Crom was out of childhood, he could wield axe and sword with a skill that far outstripped his tribe's greatest warriors, before his thirtieth year, Crom was one of the steppes' most feared warlords. It was then that the visions started.

Night after night, Crom dreamt of the future, of a world drowning beneath a tide of Chaos. He saw a dark figure silhouetted against, red sky, a blade wreathed in golden fire raised above its head. Crom became convinced that it was a message from the gods; but who was the figure? Was it his own fate to claim the world for the gods, or did the dreams tell of another, even mightier than he? Crom spoke with sorcerers, but when they could not provide him with answers, his mood became dark and brooding.

When news reached Crom of a company of knights riding over his lands without offer of tribute, he rode to bar their path. Enraged, Crom fought and defeated many of the knights, but could not best their leader, a grim and unspeaking figure who rode upon a steed of brooding malice made flesh. This was Archaon, and though Crom knew it not, it was he who was destined to become Lord of the End Times.

At last, Crom met with defeat, for though Archaon did not draw his sword, he was still a foe beyond the warlord's match. But Crom did not perish for his temerity, as perhaps he expected. Rather, Archaon lifted the struggling warlord high off the ground, and at last drew his blade forth from its sheath. As golden flame rippled along the blade, Crom at last realised that Archaon was the figure from his dreams, the chosen of the gods who would bring about the End Times.

Releasing Crom, Archaon spoke of his quest to become the Everchosen, and bade the warlord accompany him as one of his knights. Sensing the will of the gods at work, Crom accepted. Joining Archaon's warband, the Swords of chaos, he left the northlands and passed into the myths of the Kul. When finally Crom returned to his homeland, he did so as Archaon's most loyal lieutenant – a true herald for the Lord of the End Times. Forging his tribe into an army of conquest, Crom struck out for the lands of Kislev, determined to prove Archaon's glory to all.



Name	Move	WS	BS	S	T	W	I	A	Ld
Crom the Conqueror	4	9	3	5	5	3	8	5	9
Name	**Troop Type**			**Unit Size**					**Points**
Crom the Conqueror	Infantry (Special Character)			1					230

FACTION: **Legions of Chaos, Grand Legion of Chaos, Warriors of Chaos**

EQUIPMENT: **Two Hand Weapons, Chaos Armour, Shield**

SPECIAL RULES: **Eye of the Gods.**

Immense Pride:
Crom must always issue a challenge whenever possible, and must accept any challenge issued by the enemy. If other Chaos Warriors with the Eye of the Gods special rule are present in the same combat, then Crom must still be the one to issue/answer any challenges.

Way of the Warrior:
At the start of each Close Combat phase you must declare whether Crom is using a hand weapon and shield, or two hand weapons. He is treated as being armed only with those weapons until the next time he attacks in the Close Combat phase (at which time you can choose whether he will carry on using the same weapons, or swap over as you see fit).

If Crom uses a hand weapon and shield, the shield adds +2 to his armour save rather than only +1, and his parry save is a 5+ ward save instead of a 6+ ward save. If he uses two hand weapons, he has three extra attacks rather than only one extra attack.

LORD: FESTUS EMPOWERED

The Gardener of Nurgle

Dr Festus was once a well-heeled physician and chirurgeon, thought of as the finest of medics across the Empire. He had a string of hostels across Nordland, and even maintained a prestigious apothecaries in Altdorf itself. Despite his success in the treatment of several virulent strains of disease over his career, his failure to conquer the Gnashing Fever drove him to the edge of madness. Lost and despairing amongst the corpses of those he could not save. When Grandfather Nurgle offered him an encyclopaedic knowledge of every form of disease - including the Gnashing Fever - Dr. Festus gladly agreed. He could not conceive of the power with which he dealt, nor the fact that his new patron's strange gift would drive him over the precipice of madness. From that point on the apothecary was driven only by an obsessive desire to experiment, to take his knowledge of contagion and sow its fruit across the Old World and beyond. If he and his ever-thirsting leeches could devise even stranger afflictions in the process, then so much the better.

Dr Festus' strange mission saw him head further and further north in search of outlandish ingredients. The savage armies of Norsca took the Leechlord into their ranks with a willingness bordering on worship, for the apothecary had been remade in a form more fitting to his role, and it was evident even to the youngest of warriors that the blessing of Nurgle was upon him. Festus always had patience and drive enough to achieve it, too; whether it was hunting down a fabled cockatrice and grinding its bones into powder, boiling down the heart of a vortex beast into a slimy black paste, or mustering an army big enough to slay a dozen Chaos spawn so that he could distil their blood into an eye-watering elixir.

The tribes who followed him were dimly aware that the apothecary in their midst was gathering ingredients for some great ritual, but had no idea why, and neither did they care. They were content enough that the poisons Festus spread on their blades could lay low even the ice trolls that attacked their settlements, and that his regenerative potions could bring a man back from the brink of death. Only the Leechlord himself knew the true scale of the great work underlying his conquests.

On and on the Leechlord went, his driving goal hidden from all save Nurgle himself. Upon Hexenacht of 2520, Festus secured the most hallucinogenic of ingredients – the root of the crystal mandrake, stolen over the course of a kaleidoscopic nightmare by the dream-trapped geomancer Eregrest in exchange for a few more days of life. During a clash of daemonic armies less than a year later, the Leechlord afflicted one of Slaanesh's own handmaidens with a disfiguring pox, and only gave her the cure once she had passed him the scented oils she had taken from her master's boudoir. Feigning great skill at dentistry, Festus convinced the Great Unclean One Chu'bu'hurgh that all of his woes could be traced to rotten incisors, and personally extracted a dozen teeth from the daemon's maw. Later, by masking his scent entirely, Festus infiltrated the lair of the Goregluttons and worked Loose a trio of brass skulls from the metallic pillar that had sprouted from their offerings to Khorne. With these icons of Nurgle's triumph, Festus was nearer than ever to his goal.

Festus was aiming for nothing less than to open a rift in reality, a portal so large that the essence of Nurgle's Garden could spill through into the mortal realm. It was a plan of such breathtaking ambition that even Festus privately doubted he could achieve it, yet if h-e was to earn his master's favour, he knew he had to try. Luckily, there was another of Nurgle's servants that would see this plan succeed. Sometimes the vagaries of fate would twist in the doctor's favour, and others he could have sworn that an invisible force was acting to facilitate his tasks. It would be years until he found out the truth.

Using the city's sewers to hide his presence, Festus returned to his subterranean apothegarion in Altdorf during the summer of 2525. Each of his carefully-marshalled ingredients was stashed safely in the large casket he carried upon his back. There the great work began in earnest. Alembics bubbled, steam-phials chortled, brass spheres hissed and labyrinths of glass squirted and dripped the most finely distilled plagues known to man. Over time Festus perfected six of the seven ingredients he needed to lure the Garden of Nurgle into the material realm, spreading unbound life and securing his favour in the eyes of his master forever more.

Only when the Plaguefather Ku'gath revealed his involvement in Festus' quest did the Leechlord realise that Nurgle himself was watching. By day the two apothecaries perfected the Seventh Ingredient, by night Festus stalked the streets of Altdorf, sowing the seeds of the chaos that was soon to bear fruit. Sure enough, upon Geheimnisnacht of 2525, Festus and Ku'gath opened the gate of their master's garden, and sent unreality spilling forth- Their timing was so precise that the portals opened just as the Norscan armies Ku'galth had lured towards the heart of the Empire converged and fell upon their prey. The world of men teetered on the brink of defeat, their ruin brought into being not by the whim of kings or daemon princes, but by the toil of devout craftsmen. It was a deed of such scope, such awe-inspiring, magnitude, that Nurgle rewarded Festus with the immortality he desired. He became a new being swollen with his master's power. Gone was the harrowed sawbones, the apothecary who scrabbled around in damp vaults and made it his business to prevent death – here was the Gardener of Nurgle, for whom bringing obscene life to the world was as easy as drawing breath.



Name	Move	WS	BS	S	T	W	I	A	Ld
Festus Empowered	4	5	3	4	5	3	5	3	8

Name	Troop Type	Unit Size	Points
Festus Empowered	Infantry (Special Character)	1	320

You may not take both Festus the Leechlord and Festus Empowered in the same army

FACTION: **Legions of Chaos, Grand Legion of Chaos, Warriors of Chaos**

EQUIPMENT: **Hand Weapon**

MAGIC: **Festus is a Level 3 Wizard who uses spells from the Lore of Nurgle.**

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

Gardener of Nurgle:
If Festus is on the battlefield, then enemy units must treat all difficult terrain as dangerous terrain instead. In addition, if the Streets of Death rules are being used, then all Alleyways are dangerous terrain.

Destined for Daemonhood:
If, when rolling on the Eye of the Cods table, Festus Empowered rolls a Dark Apotheosis result, he automatically passes his Leadership test and is granted Daemonhood.

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

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

MAGIC ITEMS:

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

Shroudlings:
Bound Spell (Power: Level 5). Shroudlings is an ***augment*** spell. If this spell is cast then all friendly models within 12" of the caster are treated as being in hard cover until the start of the casters next Magic phase.

LORD: THE GLOTTKIN

Befouled Brothers of Nurgle

The story of the Glottkin began in the Empire, on the coast of the Sea of Claws. The father of the triplets was Ollos Glott, a humble Nordland farmer, and their mother was Ethra Greenblood, a magic user schooled in the lore of Life. Having witnessed a bloody Norscan invasion, Ollos and Ethra stowed away with the armies that sailed across the Sea of Claws in search of retribution. However, where their comrades brought bloody vengeance to their Norscan foes, they instead brought enlightenment. By teaching the crafts of the farmer and the healer to the savages of Norsca, they hoped not to prolong the cycle of violence, but to break it.

After deserting from the Empire armies under cover of darkness, the two emissaries slowly carved out a new life. Ollos raised a humble house for his wife and tilled the stubborn ground around it; Ethra acted as a wise woman who influenced many of the fjord clans. Over the course of the winter, Ethra's belly swelled to prodigious size - that year her womb nourished not one child, but three. A jealous Norscan hag cut Ethra's finger with a rusted knife, and the shallow wound became badly infected. Unable to heal herself from the gangrenous curse that flowed in her blood, the she-wizard cried out in the night, begging the gods to save her children from the lethal infection. Father Nurgle was listening, and sent a daemon fly to alight on the pregnant Ethra's gravid belly. Instantly the infection's deadly grip lessened, and less than a week later Ollos delivered three strong triplets near the rugged cliffs of Fiordling tribe. Each bore a three-lobed birthmark, the sigil of the Lord of Decay, but their delighted father was unaware of its significance. He named his children Otto, Ethrac and Ghurek, and counted himself amongst the luckiest men alive.

The triplets that became known as the Glottkin grew tall and strong, and over time each showed great promise. Ethrac in particular was a quick study, drinking in the occult lore his mother had mastered. Meanwhile Otto and Ghurek wrestled each other, clambered across the treacherous cliffs of the fjords, and even sparred with the local youths of nearby Ffordling tribe. For a time, all seemed well, and the Glotts brought the arts of the civilised realms to their adopted people. Otto helped his father harvest his crops with a great scythe of his own making, Ethrac aided his mother in rituals of fecundity that coaxed verdant life from the Norscan ice fields. Only Ghurek proved wayward, more interested in brawling and chasing women than helping his family in more wholesome pursuits.

Though the Glottkin's parents worked hard to promote peace, they could not dissuade the Norscans from the seaborne raids that were so deeply ingrained within their culture. In the autumn of 2506, the forces of Nordland came in search of retribution once more. Over a thousand state troops made landfall to bring war to the fiord tribes that had taken the Glotts into their culture.

This time the triplets were at the fore of the fight. Otto hacked away with the same scythe he had used to reap his father's harvest, Ethrac used his darkest growth-magicks to turn his foes into obese boulders of flesh, and the brawler Ghurek flattened soldiers and champions alike with his fists. Still it was not enough, for the black powder weapons of the Nordlanders could kill at fifty paces, and the great cannons winched up to the clifftops from the gun decks of their galleons took a gruesome toll. The Glottkin fought hard as their people were cut down around them, blood dribbling over the lips of the cliffs and into the crashing waves below.

The triplets soon became surrounded by the bloody confusion of melee. When they saw their mother and father cut down by Nordland halberdiers, all three of the Glottkin cried out as one for vengeance. The seeds of mayhem that had been planted within their souls, watered by the blood of battle, finally began to bear fruit. Otto cut men down like autumn corn as his scythe swung left and right. Handgunner bullets thudded into his chest and even his face, but they did not break the skin. Ethrac's magics became ever more destructive, reducing men to pools of black slime and causing maggots of dark energy to eat his foes from the inside out. Ghurek was filled with a daemonic strength, the warrior punching clean through torsos and guts before picking up a great cannon by its muzzle and swinging it like a giant club to sweep his foes over the cliff. The Empire army broke under the fury of the Glottkin's onslaught, and their legend began in earnest.

Since that fateful battle, Nurgle bestowed gifts upon the triplets with every passing year, spoiling them much in the manner a generous grandfather treats his grandchildren. Little by little, the Glotts become very different men. Churek grew larger and larger as his ravenous appetite for life turned into desperate gluttony. Eventually man became monster as Ghurek gained terrible strength, but lost the ability to reason. Known for growling a corrupted version of his own name, 'Ghurk' was refashioned by his adoptive grandfather into an obese spawn-thing so large his brothers took to riding him to war. Great horns sprouted from his shoulders, popping boils covered his back, and his arms mutated hideously, one into a lamprey maw, the other into a muscular tentacle, the better to scoop up victims to sate his terrible hunger. Ghurek could slay giants and ice drakes alike, devouring their corpses and later defecating heaving mounds from which strange new forms of life emerged into the light.

Embittered by the loss of his mother and father, Ethrac became dark of heart. His spells turned ever fouler, and the types of life they propagated were vile and unwholesome. The sorcerer burnt his parents' bodies on a brazier that he has borne ever since, the stinking scent of burnt offal drawing clouds of flies wherever he roams. The remains of his parents still smoulder there to this day, a cremated reminder of the vengeance their sorcerous son has yet to wreak.

Of all the triplets, Otto embraced his new destiny with the most fervour. He became a true devotee of Nurgle, intending to sow unbridled life across the world in every manner and form, no matter how stomach-churning. His scabrous body bloated and became as tough as bark. Though the wounds he suffered on his steady rise to glory often did not heal completely, the contagions that drizzled from his opened guts grew so virulent they were soon weapons in their own right. Otto took to coating the blade of his scythe with his own poisonous juices whenever he went into battle, cementing his reputation as a harbinger of plague. Amongst all the brothers it is Otto who is the most driven. His taste for carnage has seen the roaming Glottkin triumph against warbands that worshipped Slaanesh, Tzeentch, and even mighty Khorne. Yet, despite their growing favour in the eyes of their patron, it was only when Archaon approached them to lead his vanguard that the triplets began their deadly journey in earnest...



LORD: THE GLOTTKIN
Befouled Brothers of Nurgle

Name	Move	WS	BS	S	T	W	I	A	Ld
The Glottkin	6	6	3	6	6	12	1	5	10
Name	**Troop Type**			**Unit Size**					**Points**
The Glottkin	Monster (Special Character)			1					810

The Glottkin have a combined characteristics profile, and are treated as a single model with an armour save of 4+ for all rules purposes.

Normally, a model cannot have more than 10 Wounds, but the Glottkin are so powerful that they are an exception to this rule and have a starting Wounds of 12.

FACTION: **Legions of Chaos, Grand Legion of Chaos, Warriors of Chaos**

SPECIAL RULES: **Eye of the Gods, Impact Hits (D3), Mark of Nurgle, Poisoned Attacks, Regeneration, Terror.**

Nurgle's Rot:
At the start of every Magic phase, every enemy model in base contact with the Glottkin suffers a single Strength 1 hit, with no armour saves allowed.

Ethrac Glott:
Ethrac casts spells from his perch high on his brother's shoulders: the Glottkin are treated as if they were a Level 4 Wizard that can use spells from the Lore of Nurgle.

Ghurek Glott:
Ghurek Glott can use the massive tentacle that has replaced one of his arms to crush the life from even the mightiest foe: before rolling To Hit, nominate one of the Glottkin's Attacks as the Lashing Tentacle. This Attack has Strength 10 and the Multiple Wounds (D6) special rule.

Otto Glott:
Otto Glott can hurl his scythe to cut down his enemies, even when he is standing on Ghurk's mighty shoulders: roll a D6 at the start of each Close Combat phase, and add the result to the number of Attacks on the Glottkin's profile. This bonus lasts until the end of the phase.

Lords of Nurgle:
The Glottkin, and all other friendly models within 12" of that have either the Mark of Nurgle or the Daemon of Nurgle special rule, re-roll failed charges. In addition, if the Glottkin are ever required to roll on the Eye of the Gods table, do not roll any dice. Instead, the Glottkin always count as having rolled the Aura of Chaos reward.

Pestilent Torrent:
The Glottkin have a Strength 3 Breath Weapon which can only be used in close combat. No armour saves are allowed against Wounds caused by this Breath Weapon.

LORD: ORGHOTTS DAEMONSPEW

Maggoth Rider, Chaos Lord of Nurgle

Orghotts' one and only wish is to become a true daemon. His origins are buried under the blood-flecked snow of three hundred winters, though the people of the Icehorn Tribe whisper that he was born of an unholy union between a Great Unclean one and a human witch. Whether this tryst was the result of a daemonic pact or something even fouler is best not dwelt upon.

Orghotts is consumed by resentment that he has one foot in the mortal realm and one in what he sees as his rightful domain, the Garden of Nurgle. The enemies of the Icehorn tribe call Orghotts the Bastard King of Icehorn Peak, though none use this title in his presence, for the well of buried anger that suffocates the warlord's soul can boil over in a single deadly instant.

Icehorn Peak is situated in the far north of the world, on the penumbra of the Realm of Chaos, and the people that eke out a living from the god touched wilderness are well used to seeing the shimmering landscape disgorge entire hosts of daemons. Orghotts has dwelt on the margin of his master's domain for several centuries, for the ichor that runs in his veins lends him a sham immortality that has extended his lifespan to many times that of the oldest human.

The Realm of Chaos ebbs and flows across the lands as the power of the Dark Gods waxes and wanes, and at times its has spilt over the mountains to consume Icehorn Peak and those who dwell in its shadow. Orghotts has, at times, even walked the twisting pathways of the Garden of Nurgle, though instead of being the transcendent paradise he had hoped for it proved instead a tantalising hell. The Bastard King wandered the Realm of Chaos at one step removed, able to see the garden unfold around him but unable to breathe in the nostril blasting scents of its bright fungus or taste the rancid spores that floated lazily through the air.

It was a vision of heaven dangled in front of his aching senses, granting not peace but instead inflaming Orghotts' desire to appreciate Nurgle's gifts fully. The only things he was able to touch there were a pair of rotbladed axes that he found embedded deep in the trunk of a twisted tree that had once been a dreaming life-wizard. The axes were of mortal origin, and though it took every ounce of his strength, Orghotts wrenched them loose and took them for his own. He fights with these plague-caked Rot Axes to this day, a permanent reminder of the time he stood upon the threshold of his destiny.

There was a period in Orghotts history where he would regularly consort with - and even consume - the daemonic servants of the Lord of Decay in an attempt to contract Nurgle's Rot. He did this in the hope that he would die from the spiritual disease and become a Plaguebearer, as had so many lesser tribesmen before him. Devout as he was, he felt sure that the Lord of Decay would take pity on his devoted disciple and reforge him in immortal form. Ironically, the same unnatural resilience granted to him by his half daemon nature kept him from the embrace of death and the nirvana that lay on the other side. Nurgle's Rot claimed him as a vessel, even reshaping his mortal form so that the single horn of a plaguebearer sprouted from his skull in place of his left eye, but it did not claim him completely as he had hoped. Though he has since spread that most transcendent of diseases to countless mortals, Orghotts remains stranded on the mortal plane.

Like countless warlords before him, Orghotts walks the path to glory in search of his god's favour. This treacherous road leads only to death, to transformation into a mewling Chaos spawn, or - for a rare few - to immortality as a daemon Prince. Though Orghotts' daemonic allies have intimated that even daemon princes bear the stigma of the mortal seed that birthed them, he strives for that status nonetheless, for if he wins favour enough to cross the divide he will at last become a true immortal.

In his quest for Nurgle's approval, Orghotts has sailed in search of glory on many occasions. He has led entire tribes south across the Sea of Chaos, through the wilderness of Norsca and into the Empire. He fought at the Battle of Kislev's Gates during the Great War against Chaos in 2303, challenging and swiftly slaying the warrior priests and grand masters of the Sigmarite armies sent Io stop him

Though Orghotts considers himself a mere shadow of the warrior he will one day become, in battle he has always proved to be a force of terrible destruction. Heavily armoured and all but immune to physical wounds, those fast enough to land a blow on Orghotts' stout frame invariably find their attack shrugged off, and a decapitating blow levelled at them in return. Even those of his blows that do not truly connect can be lethal - a single scratch from the Rotaxes will fester and turn gangrenous in a second, laying the victim low even as Orghotts barrels past in search of fresh opportunities to prove his worth. Those assailants that do manage to penetrate Orghotts' armour and pierce his skin quickly learn the truth behind his name' Whenever the warlord's flesh is cut open, a gout of daemonic ichor spew out with shocking force. Its vitriolic potency is enough to burn through steel and dissolve the flesh beneath' It is a testament to the length of Orghotts' violent odyssey that more men have been killed by his tainted lifeblood than by the blades of the latter-day champions that march alongside him

The daemonic vitae that runs in Orghotts' blood proved unpredictably useful in the harnessing of Whippermaw, the Pox maggoth that the warlord rides to war. Orghotts first encountered the monstrous maggot thing slumbering in the quagmires of the Eternal Lagoon. Guided into the stinking morass by a vision of
Nurgle's fecund favour, Orghotts wisely waited until Whippermaw was in a digestive torpor after devouring a swamp drake before approaching the beast. The maggoth slammed a long claw into Orghotts' neck' but just as its long tongue whipped out to ensnare him and Yank him towards its two gnashing mouths' the scent of daemon ichor gave the beast pause.

Seeing his chance, orghotts caught the beast's lashing tongue in his gauntlet and swung up onto its back using the whip-like appendage as an improvised rein with which to yank the pox maggoth left and right until it had learned to obey his commands.

Any other warrior would have been swiftly thrown off and chewed in half, but the scent of Nurgle's favour ran in orghotts' veins' So it is that he rides a Powerful Pox maggoth to this day, a beast just as impervious to harm as its master. As the scale of his deeds grows ever greater, Orghotts' chances of true immortality become greater with every passing night.



LORD: ORGHOTTS DAEMONSPEW
Maggoth Rider, Chaos Lord of Nurgle

Name	Move	WS	BS	S	T	W	I	A	Ld
Orghotts Daemonspew	6	8	3	6	5	9	7	8	9
Name	**Troop Type**			**Unit Size**					**Points**
Orghotts Daemonspew	Monster (Special Character)			1					430

Orghotts Daemonspew & his steed, whippermaw, have a combined characteristics profile, & are treated as a single model with an armour save of 3+ for all rules purposes.

FACTION: **Legions of Chaos, Grand Legion of Chaos, Warriors of Chaos**

EQUIPMENT: **Chaos Armour**

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

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

Daemon Flesh:
Orghotts Daemonspew has a 6+ ward save.

Whippermaw:
Orghotts Daemonspew can make a shooting attack using the following profile:

Name	Range	Str	Special Rules
Whippermaw	6"	4	Killing Blow, Poisioned Attacks, Quick to Fire

MAGIC ITEMS:

The Rotaxes:
Magic Weapon. Paired Weapons. Close combat attacks made by the wielder have +2 Strength and the Poisoned Attacks special rule.

LORD: BLOAB ROTSPAWNED

Chaos Sorcerer of Nurgle, Maggoth Rider

From afar, the sorcerer Bloab Rotspawned appears to be constantly surrounded by swarms of unnatural insects. Only his fellow warriors in the Icehorn tribe know that Bloab is in fact the swarm, and the swarm is Bloab. Though there was a time when he was a tall and athletic warrior, now there is nothing left of his mortal form but a sack of leathery skin filled with wriggling daemon-maggots.

Even as a child. Bloab had an unhealthy fascination for the smaller forms of life in the world. He took great joy in pulling the legs from snow spiders and trapping ice moths inside wax-sealed skulls until they starved to death. It was a habit that he took with him into adolescence, and then into adulthood. Such was his persecution of the Icehorn peaks, most diminutive creatures that Bloab eventually came to the notice of Grandfather Nurgle.

Nurgle values all forms of life, no matter how small. On some level it offended him that such a powerful young warrior spent his time seeking out and mutilating the least of foes instead of claiming glory by cutting down the champions of the Urfather's rivals. Every winter Bloab fought alongside the rest of his tribe's menfolk against the tribes of Kvellig and Tong, but when spring approached, he always went back to his sadistic one-man war against the worlds of the tiny creatures that eke out a life from the arctic wastes.

As with most of the Icehorn tribe's menfolk, Nurgle had given Bloab the gift of resilience. Though the Lord of Decay usually toughens the constitutions of his devotees so they can better appreciate the plagues that spill out from his garden, Bloab's skin became Thundertusk-thick for quite a different reason.

The Lord of Decay resolved to teach Bloab a lesson. On one of his long hunting expeditions, the young warrior began to find ever larger and more surreal forms of insects. One by one he took his dagger to them, cutting them into pieces and cooking their chitinous legs over small cave fires for sustenance.

One night, when Morrslieb waxed full, Bloab was taking his rest in a cave near the Forest of Decay. He had just enjoyed a long but arduous day of torturing large insects and small animals, and as night fell and he drifted into a deep sleep, he started snoring loud enough to scare off a cave bear. As his dreams strayed into the Garden of Nurgle, a daemonfly with human features wound its way down from the craters of Morrsleib's surface and flew in lazy spirals into Bloab's cavern refuge. Another came down from the skies, then three more.

Soon the cave echoed to the roar of a thick black swarm, bur still Bloab did not wake. Forming a twisting funnel like that of a tornado, the daemonflies dived for his yawning mouth and plunged down his throat into his body. There they laid eggs by the thousand, nestling the clutches of their larvae in his lungs, his guts, and his heart. Once their business was done they flew out once more into the night. blood-slick and grinning.

Bloab woke in agony from strange and disturbing dreams, his insides burning. Within him the daemonfly larvae had hatched, and the wriggling beasts were eating him alive from the inside out. Just as he had taken his time dismembering and persecuting those creatures smaller than him, the daemon larvae were in no hurry, lazily chewing at their screaming host with their tiny razored mandibles until there was nothing left of him save a sack of toughened skin. However, Grandfather Nurgle, in his beneficence, wished not to kill Bloab, but to put him to new use. With the energies of Nurgle sustaining him, Bloab survived his ordeal, even with his insides hollowed out like a drained gourd. One by one, the fat pupae that wriggled inside him matured and split. New daemonflies hatched one after another to crawl out of Bloab's mouth and buzz in his wake, their affection for their host like that of grateful children.

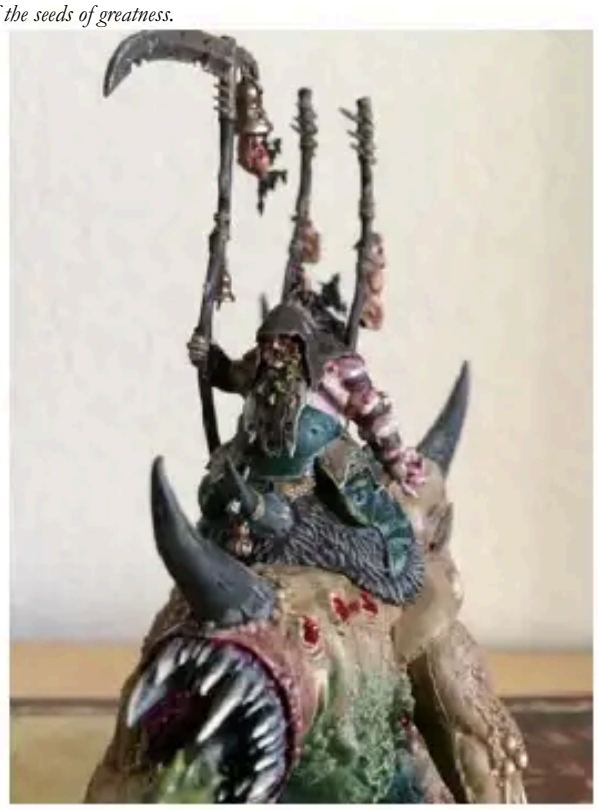
Since that grotesque experience, Bloab Rotspawned has found himself high in the favour of Nurgle, for the Lord of Decay is as forgiving of his worshippers as an indulgent father is of his errant sons. When Bloab becomes enraged, the contours of his flesh ripple and pulse, spells of rot and dismemberment spilling from his lips as his daemonflies hiss praises to Nurgle around him.

Bloab was even allowed to walk the paths of his master's garden, escorted through its treacherous reaches by a humanoid figure that coalesced from the very swarm that makes his fleshsac its home. There he stood upon the threshold of Nurgle's great rotting manse, marvelling at its entropic glory. He did not have the courage to disturb his master's studies at the cauldron, though when Bloab made his obeisance's and left, he found that a pair of bell from the windspeaker that had clanged softly on Nurgle's veranda now hung from his travelling scythe. They still hang there now, their dolorous toll harming the concentration of enemy mages and helping Bloab to focus his own.

Bloab has truly repented of his former sins, taking great pains to overcome sterility wherever he finds it. So tireless has Bloab been in the propagation of his master's diseases that, after introducing the contagion known as the Black Blossoms to the Tong tribe, he awoke one morning to find a giant pox maggoth looming over him. The long-limbed creature had sought him out not with intent to maul and destroy, but to befriend. Once Bloab had recovered from his shock, his daemonflies swarmed around him and lifted him atop its shoulders.

Bloab's joy was magnified threefold when a warband of vengeful Tong sought him out. His pox maggoth heaved great sloshing balls of acidic bile into their ranks even as his daemonfly swarms fell upon them in a frenzy of tiny mandibles. His pets attacked with such fury that they laid the tribesmen low before Bloab had muttered a single incantation. Since that day Bloab has been known in the north as the Lord of the Daemonflies. a title that he delights in.

Not content to rest on his laurels, Bloab Rotspawned has travelled south with the intention of bringing the joys of plague to the civilised realms. Now it is his maggoth, Bilespurter, that dismembers his victims, and his daemonflies that ensure he has space enough to work. In recent months his swarm has thinned in number, its eldest members buzzing out on lengthy migrations to seek out new champions for Nurgle. Rumour has it that those touched by the Lord of the Daemonflies' swarm are destined for great things, though there are just as many reports of their painful bites bearing deadly infection as there are rumours of the seeds of greatness.



LORD: BLOAB ROTSPAWNED

Chaos Sorcerer of Nurgle, Maggoth Rider

Name	Move	WS	BS	S	T	W	I	A	Ld
Bloab Rotspawned	6	5	3	6	5	8	5	6	8
Name	**Troop Type**			**Unit Size**					**Points**
Bloab Rotspawned	Monster (Special Character)			1					415

Bloab Rotspawned and his steed, Bilespurter, have a combined characteristics profile, and are treated as a single model with an armour save of 3+ for all rules purposes.

FACTION: **Legions of Chaos, Grand Legion of Chaos, Warriors of Chaos**

EQUIPMENT: **Great Weapon, Chaos Armour**

MAGIC: **Bloab is a Level 3 Wizard who uses spells from the Lore of Nurgle.**

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

Daemon Flies:
At the start of each of your Magic phases, before rolling for the Winds of Magic, every enemy unit within 6" of Bloab Rotspawned suffers D6 Strength 3 hits, distributed as for shooting attacks. These are Magical Attacks.

Bilespurter:
Bloab Rotspawned can make a shooting attack in the same manner as a stone thrower, using the following profile:

Name	Range	Str	Special Rules
Bilespurter	24"	3(4)	Vile Bile

Vile Bile:
No armour saves are allowed against Bilespurter's attack.

MAGIC ITEMS:

Doombells:
Arcane Item. The bearer adds 1 to all of his casting results. Enemy Wizards within 12" of the bearer must subtract 1 from all of their casting results.

LORD: MORBIDEX TWICEBORN
Champion of Nurgle, Maggoth Rider

The young warrior known as Morbidex Fireborn had a troubled birth, heaved from his mother's womb even as his parents, village was being burnt down around their ears. Badly disfigured by the flames, Morbidex's fearsome appearance impressed all who saw it. Yet it was his skill at arms that saw him rise to chieftain of his nomadic tribe, for Morbidex was a merciless fighter with a will of iron.

Morbidex had been brought up as a devout worshipper of the Dark Gods, and had listened well to his shamans. During their nightly tutelage he learned that the great god Tzeentch was associated with the flames of change. The young chieftain grew to believe that it was the Great Architect that had scarred him as a baby, and vowed to take his revenge. His shamans were horrified at the very idea, but Fireborn insisted. He made preparations for a great voyage, and set out for the Realm of Chaos in search of aid from Tzeentch's greatest rival - Grandfather Nurgle.

Further and further north went Morbidex, climbing through snowdrifts and hauling himself up mountains in his ceaseless pilgrimage. The landscape around him became stranger the further north the chieftain went. Caves became glistening mouths, cliff faces folded in on themselves over and over again, skies screamed and withered trees clutched at Morbidex as he battled past. Yet not for one moment did he entertain the notion of retreat.

In the end, the Garden of Nurgle came to Morbidex. The aethyric winds were blowing strong that year, and the Realm of Chaos spilled out into reality, consuming the lands in a tide of unreality. Unholy vegetation spread rapidly across glacier and ice floe alike, fungi sprouted and spores choked the air until the world became ever more similar to the fecund paradise of the Lord of Decay. Morbidex was climbing the sheer side of Iceborn Peak with only a pair of sharp axes when this wave of strangeness washed over him. As he hung precariously from the mountainside, an avalanche descended upon him - not of snow and ice, but of giggling, excited nurglings. The nurgling avalanche took Morbidex with it all the way to the bottom of the mountain, each of the portly little daemons squealing in delight around the chieftain as they tumbled into the mortal realm. The chieftain cried out too, but not in joy, for he feared he was being carried to his death.

Buried alive by countless tonnes of suppurating, daemonic flesh, Morbidex lost consciousness. When he recovered he was swimming in a pitch-dark morass of diseased liquids and squishy, bloated bodies. He did not know which way was up and which was down, and his breath came in ragged gasps, each foul mouthful carrying a throat-searing stink. He tried to dig his way through the mass, flailing and thrashing as the nurglings around him tittered and wriggled, occasionally tickling him or poking tiny holes in his flesh.

The boldest of the nurglings, introducing himself as Little Bubo, slipped and squirted his way through the living quagmire to Morbidex's side. He asked the chieftain a child's riddle, and though Fireborn sullenly ignored it at first, eventually he gave the answer - it was a riddle he himself had told as a child. Little Bubo burrowed down and yanked hard at Morbidex's belt, but he was little stronger than an infant, and achieved nothing. Next to speak was Bull Boil, a comparatively brawny nurgling with a steer's horns. He asked the trapped chieftain a riddle of his own, and after long thought, Morbidex gave the correct answer to this conundrum too. Bull Boil shouldered his way to Morbidex's feet and pushed upwards with all his inconsiderable might. Over and over again this strange test was undertaken, each of the bravest nurglings asking his own riddle. Those to whom Morbidex gave the right answer would aid him, pushing and pulling as the chieftain struggled to get free. Though they were individually weak, when a dozen Nurglings strove to help, their aid finally paid off. Slowly, inch by painstaking inch, Fireborn managed to climb through the morass.

There was a price to be paid, of course, as there always is when dealing with daemons. Those nurglings to whom Morbidex gave the wrong answer would laugh evilly and touch a part of his anatomy with their spindly fingers. Mere moments later, that part of Morbidex would change to echo the form of the daemon-mite that had touched it. When the chieftain failed to answer Wobblegut's riddle he felt his belly distending to become a pallid boulder of suppurating fat. When Slitherlimb's question went unanswered, Morbidex found a tentacle sprouting painfully from his left elbow. Last of all was the question posed by Grinling, a nurgling who had suckled at Nurgle's own blistered teat. The riddle was simple in nature - what were a man's desires next to those of a god? By this point Morbidex was at his wits end. His head swimming, he roared in frustration and caught the nurgling in his hands, squashing it until it popped like an overripe pimple. He found his maddened shout change to a contralto yelp, then to a high pitched giggle as his face changed to that of the Nurgling he had just destroyed. Morbidex fought through the pain of his transformations, bursting up from the nurgling-tide like a zombie clawing out from the grave. The daemon-mites, impressed by the tenacity of the champion in their midst, cheered in unison as Morbidex threw back his newly-horned head and laughed manically at the shimmering skies.

Morbidex has been followed by hundreds of jubilant nurglings ever since. He was borne on a squelching, farting pile of the creatures to the caves beneath Icehorn Peak, where he introduced himself as Morbidex Twiceborn. Recognising a kindred spirit, Orghotts Daemonspew offered Morbidex the position of jarl in his tribe - provided, that is, he could conquer a beast of greater size than a mere nurgling. Incensed, Morbidex set off for the Eternal Lagoon in search of a pox maggoth much like the one that orghotts himself rode.

He found one soon enough; a giant drooling fiend with a triple tongue protruding from its mouth. The chieftain ducked and rolled out from the maggoth's powerful swings, and though his nurglings distracted and confused the beast, whenever Morbidex's scythe lopped off a limb or a tongue it would swiftly grow back. The rampaging maggoth swallowed dozens of Morbidex's daemon-mites whole, and for a while the chieftain feared for his life. However, the pox maggoth's unholy appetite proved s its downfall. The nurglings inside the maggoth frolicked in its stomach acids, giggling and splashing even as they dissolved. Blending their essence with the beast's, they mingled their minds with that of their devourer until it too became a devoted follower of the Twiceborn. Morbidex rode the beast back to Orghotts, taking his place at Daemonspew's right hand.



LORD: MORBIDEX TWICEBORN
Champion of Nurgle, Maggoth Rider

Name	Move	WS	BS	S	T	W	I	A	Ld
Morbidex Twiceborn	6	7	3	6	5	8	6	7	8

Name	Troop Type	Unit Size	Points
Morbidex Twiceborn	Monster (Special Character)	1	385

Morbidex Twiceborn and his pox maggoth steed, Tripletongue, have a combined characteristics profile, and are treated as a single model with an armour save of 3+ for all rules purposes.

FACTION: **Legions of Chaos, Grand Legion of Chaos, Warriors of Chaos**

EQUIPMENT: **Great Weapon, Chaos Armour**

SPECIAL RULES: **Eye of the Gods, Fear, Mark of Nurgle, Regeneration**

Nurgle's Rot:
At the start of every Magic phase, every enemy model in base contact with the Morbidex Twiceborn suffers a single Strength 1 hit, with no armour saves allowed.

Daemon Flesh:
Morbidex Twiceborn has a 6+ ward save.

Lord of Nurglings:
All Nurgling units within 12" of Morbidex Twiceborn have the Regeneration special rule.

Tripletongue:
Morbidex Twiceborn can make a shooting attack using the following profile.

Name	Range	Str	Special Rules
Tripletongue	6"	6	Poisioned Attacks, Quick to Fire

LORD: ISABELLA THE ACCURSED

Bane of the Undead

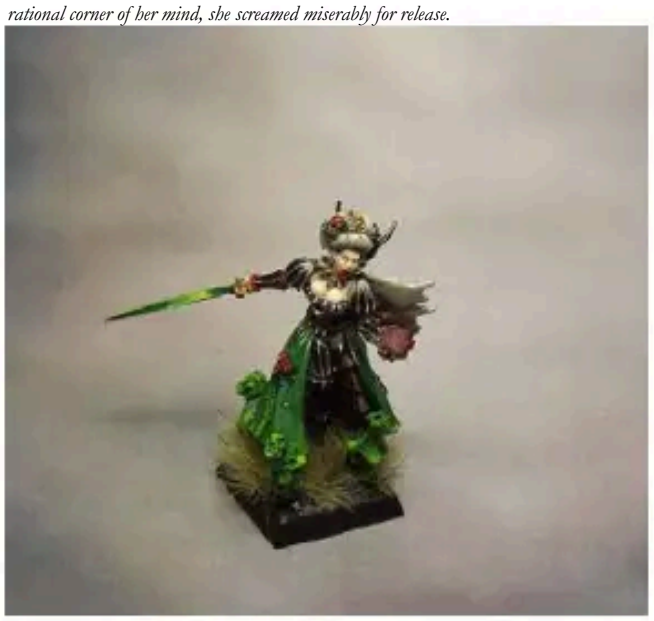
When Vlad von Carstein was slain before the gates of Altdorf, his wife Isabella was lost to maddened grief. For long years the two vampires had been inseparable lovers, existing for one another alone. As she realised that her soulmate was lost to her forever, Isabella cast herself from the city's battlements rather than face eternity without him. Her body was impaled upon the stakes that jutted up around Altdorf's walls, before crumbling to dust upon the wind.

That gesture of absolute devotion should have been Isabella's final act. However, the End Times loomed and the power of the Chaos Gods swelled. Even before Nagash raised his Mortarchs, another had dredged Isabella's essence from beyond the veil. The plague god Nurgle drew the Countess' willing soul back into the lands of the living. This was no act of altruism. Rather, amused by his own abundant wit, Nurgle sought to transform Isabella into a weapon of ironic retribution. She would be a walking avatar of entropy and rebirth, the agent of great Nurgle's punishment upon the undead. Too long had Nagash and his ilk suborned the natural order of things, insulting Nurgle with every sorcerous reversal of the cycle of decomposition and rot. Now, it pleased Nurgle greatly to turn one of the undead into the weapon that would undo her kin.

The accursed being that was reborn through Nurgle's power was Isabella, and yet it was not. Though the countess was outwardly as beautiful as ever, Nurgle had shackled a daemon to her soul- This vile creature, an entity named Bolorog, was a powerful plague daemon that overmastered Isabella's will at every turn. Though she fought and pleaded to slip the chains upon her soul, Isabella could not escape Bolorog, and was forced instead to do the daemon's bidding, of course, her compliance was not wholly unwilling, as Isabella von Carstein needed little prompting to despise the majority of Nagash's Mortarchs; those she knew had only ever treated her with contempt, while those she did not know meant nothing to her.

However; Bolorog s cruellest trick was to poison Isabella's love for Vlad. Even the truest love can become the bitterest hate, given a sufficiently cruel betrayal. By manipulating Isabella's memories of her beloved, Bolorog wove a torturous tale of subservience and degradation that drove the countess mad. She saw her past through a warped and grubby lens, in which Vlad's every act of kindness, became one of contempt, and her own enduring love became a pathetic and shameful thing.

Driven by a bitter desire for revenge against Vlad and all his kind, Isabella marched upon Sylvania as an avatar of Nurgle's power. Her touch now restored undead flesh to teeming life, working in seconds the decomposition of countless years. The magics of undeath had no power over Isabella the Accursed, while her mere presence was enough to undo the enchantments that held the walking dead in thrall. Even the life giving properties of the Blood Chalice had taken on a corrupt new form, sorcerous contagions churning within its depths as they awaited release. Isabella would be Nurgle's weapon against the undead, Bolorog driving the countess to exact her revenge even as, deep within the last rational corner of her mind, she screamed miserably for release.



Name	Move	WS	BS	S	T	W	I	A	Ld
Isabella the Accursed	6	7	4	5	5	3	8	6	10
Name	**Troop Type**			**Unit Size**					**Points**
Isabella the Accursed	Infantry (Special Character)			1					430

FACTION: **Legions of Chaos, Grand Legion of Chaos, Daemons of Chaos**

MAGIC: **Isabella the Accursed is a Level 3 Wizard who uses spells from the Lore of the Vampires or the Lore of Nurgle.**

SPECIAL RULES: **Hatred (Undead), Undead, Vampiric.**

Bolorog's Influence:
When Isabella the Accursed casts spells from the lore of Nurgle, she uses the Children of Nurgle lore attribute from *Warhammer: Daemons of Chaos*, even though she is not a Daemon.

Curse of Life:
At the end of every Close Combat phase, every Undead unit which suffered one or more unsaved Wounds from this model during the phase suffers an additional D3 Wounds with no saves of any kind allowed.

The Blessing of Great Nurgle:
At the start of every Magic phase, every enemy model in base contact with Isabella the Accursed suffers a single Strength 1 hit, with no armour saves allowed

MAGIC ITEMS:

The Plague Chalice:
Enchanted Item. One use only - The Plague Chalice can be opened at the start of the controlling player's Magic phase as long as Isabella the Accursed is not engaged in combat. Place a small round template in base contact with Isabella, with its centre within her front arc. Nominate a direction and roll 3D6; move the small round template that many inches in the nominated direction. Any model touched by the template as it moves, or after it completes its move, must pass a toughness test or take a single Wound with no armour saves allowed.

LORD: GUTROT SPUME

The Lord of Tentacles, Master of the Plague Fleets

Gutrot Spume is the lord of the Dragonbone tribe and the commander of the greatest plague fleet in the north. A proud warrior whose towering arrogance often leads him into battles against overwhelming odds, Spume has risen from the ashes of former failure to reclaim his position as one of the pre-eminent warlords of his age.

The love of the sea runs in Spume's veins. As a youth, he earned his name from his habit of plunging into the Sea of Claws with nothing but a knife. He spent more and more time underwater, slaying the eater-fish and swordsharks that roamed the fjords and dragging their corpses back to his tribe. His ability as a warrior and a provider did not go unnoticed and Spume soon became the jarl of the Dragonbone tribe.

Gutrot was not seeking to impress his fellow humans, however, but the gods above. Spume dived time and time again into the Sea of Claws. Whilst his contemporaries hunted spawn, trolls and slaughterbrutes on the tundra of his homeland, Spume sunk his knife into kharibdyss, sea serpent and merwyrm alike. When Spume heard tell of a gigantic rot-kraken that was haunting the coast of the Bile Lands, he made haste to hunt it down. The lunatic ambition of his plan saw his expedition amassing a flotilla of Norscan wolf ships, each filled with tribesmen eager to turn the seas red with the blood of monsters.

Though it took Spume several months of battling not only the deadly beasts of the Sea of Claws but also the elf fleets that sought to stop them, his shattered fleet eventually found the oily slicks of diseased fluids that were said to follow the rot-kraken's passage. Wasting no time, Spume stripped to the waist and dived deep into the waters. He followed the noisome stream of secretions that he reasoned led to the kraken's lair, swimming ever deeper until he glimpsed a tentacled shadow of immense size writhing in the depths.

His confidence brimming, Spume swam down and buried his blade in the thick fat that protected the kraken's skull. A series of low subsonic shivers pounded through the water, their tempo sounding uncomfortably like booming laughter. Too late, Spume saw smaller tentacle beasts converging upon him. Each of the pallid things was no larger than a hound, though they attacked in such number that he soon found himself fighting for his life. Rubbery white tentacles slapped and grabbed, razored beaks bit into his flesh. One of the creatures swallowed Spume's left arm whole.

Realising that he had seconds left at most, the jarl fought his way free, his legs scissoring as he reached desperately for the surface. He did not expect to survive, just as his men did not expect him to return from his foolhardy quest. Yet Grandfather Nurgle was feeling even more generous than usual, and though his rival gods turned away in disinterest at Spume's failure, the Lord of Decay saw fit to reward him for his bravery.

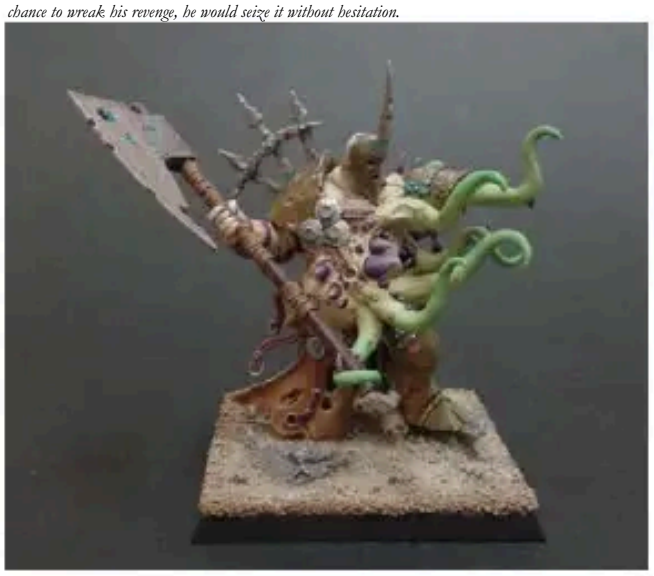
When Gutrot finally surfaced, his body had changed beyond recognition. His left side had merged with the kraken-spawn that had taken his arm, and his entire flank bristled with tentacles that writhed with a mind of their own. His gut had swollen to twice its original bulk, and his skin was the ghostly white of an undersea beast. Spume climbed aboard his flagship once more, not as the jarl of a Norscan tribe, but reborn as the Lord of Tentacles.

It was not long before Spume marshalled his armada once more, this time intending to sack the coastal settlements of the Empire. Word spread of his powers, for those who opposed him quickly sickened and died, or were found drowned inexplicably in the night. By the spring equinox Spume's fleet of ramshackle vessels was plunging through the waves of the Sea of Claws towards the coast of Nordland. Ten thousand men and more were held within the hulls of the algae-caked ships, marauding tribesmen and armoured killers in equal number. This time they would carve their destinies from the soft flesh of southerners.

Gutrot Spume's fleet reached the Nordland coast all but intact, braving the cannon fire of its fiord-forts only to find the beach packed with rank upon rank of Empire state troops. Above them, commanders in elaborate helms flew on pegasus and griffon, bawling down orders for their men to hold. Amongst their number was Karl Franz himself, for the Empire knew well of the Norscan love of spring raids, and word of the approaching fleet had travelled fast.

The invading fleet sailed at full speed into the bay, bellowing hordes leaping over shield-studded gunwales and thundering out into the shallows. In a matter of minutes battle had been joined, Spume at the forefront as the killing began. The warlord shouted a challenge to the Emperor high above, but instead of fighting him, the griffon rider turned his steed around and fled.

Spume was still laughing when the southern ruler returned a few hours later, His mirth soon faded when the pale-skinned Ice Queen that now shared his saddle cast a great spell that froze the waters of the bay, trapping the vast majority of his men up to the knees with it. With the Norscan hordes trapped in the frozen waves, the state troops of the south redoubled their attack, finding it easy to kill Spume's warriors one by one with longspear and halberd. Gutrot fought hard but eventually admitted defeat, skidding back along the thick ice to his flagship and sailing back to the Dragonbone tribe to lick his wounds. Over the years that followed, he rebuilt his armies and his fleet, swearing a solemn oath that should he find a chance to wreak his revenge, he would seize it without hesitation.



Name	Move	WS	BS	S	T	W	I	A	Ld
Gutrot Spume	4	8	3	5	5	4	7	5	10

Name	Troop Type	Unit Size	Points
Gutrot Spume	Infantry (Special Character)	1	250

FACTION: **Legions of Chaos, Grand Legion of Chaos, Warriors of Chaos**

EQUIPMENT: **Great Weapon, Chaos Armour**

OPTIONS: **May take a Chaos Warshrine as a Mount: 125pts**

SPECIAL RULES: **Eye of the Gods, Mark of Nurgle**

Nurgle's Rot:
At the start of every Magic phase, every enemy model in base contact with Gutrot Spume suffers a single Strength 1 hit, with no armour saves allowed.

At Home On Land or Sea:
Gutrot Spume and his unit can move within any area of water on the battlefield, including rivers and even deep water that players have deemed impassable, as if it were open ground. Gutrot Spume and his unit can march, claim rank bonus and be steadfast whilst within areas of water on the battlefield.

Flailing Tentacles:
Immediately before Gutrot Spume attacks in the Close Combat phase, roll a D3 and add the result to the Attacks characteristic on his profile.

SPECIAL: PUTRID BLIGHTKINGS

Exalted Champions of Nurgle

The putrid Blightkings are not one particular tribe or group, but rather a loose brotherhood that spans the northernmost regions of the world. Each of their number has been touched by Nurgle via his earthly emissaries - specifically, the daemonflies that have hatched from within the Chaos champion Bloab Rotspawned ever since the Lord of Decay claimed the sorcerer as a host for his tiny servants.

Whilst Bloab Rotspawned sleeps, his many parasites whisper and scheme inside his sac-like gut, talking of those warriors abroad in the world who deserve the favour of the Lord of Decay. When one such champion has proved himself beyond a doubt, a single daemonfly will take it upon itself to wind its way out of Bloab's snoring mouth and flit erratically into the night sky. So begins the tiny messenger's long journey, but it is not one without aid. As the daemonfly buzzes across the moonlit landscape, the sick light of Morrslieb enriches and invigorates it, filling the tiny creature with the energies of Chaos. Drawn to its quarry by a silver thread of fate, the fly will journey across half the world if necessary before alighting gently on the head of its target and sinking its mandibles into the flesh - a daemon-kiss from Nurgle himself that transfers great physical strength and resilience. From that point on, the fly-touched warrior finds himself completely attuned to the desires of Grandfather Nurgle, a readymade bodyguard for the Urfather's champions and a deadly force of destruction in his own right.

Though such individuals tend to band together and hence are usually encountered in warbands or tightknit military groups, each of the Blightkings is deadly in his own right, a champion in the making who is fully prepared to fight and die for his vile god's cause. Many and varied are the weapons with which these blessed few perpetuate the cycle of life and death. They range from those that typify the tribes of the north, such as bone-crushing flails and flesh hewing axes, to far stranger tools of destruction that echo the proclivities of their patron. Some of their number boast insect-like appendages, others battle scythes, or staffs that carry massive verdigris stained bells, each clanging out a sonorous death toll as its wielder caves in the skulls and ribcages of his foes.

All champions of Chaos hope the eyes of their gods stare down upon them whilst they go about their violent work. With the Putrid Blightkings, it is all but certain. They are fully aware that their lord has not only selected them individually for glory, but also passed a little of his boundless strength on to them so that they might fulfil the destiny apportioned to them. These are the slayers of monarchs and monsters, the bane of judges and priests. They exist to bring the mighty low so that the meek might devour them, hatching a thousand minor lives from every major kill. In this way Nurgle's largesse continues its eternal cycle, forever breaking down the edifices and edicts of civilisation and replacing them with the teeming wilderness of unbound life.

The first of the Chaos worshippers to feel the touch of the Nurgle's insectoid messengers were the Chaos warriors that garrisoned Brass Keep. Having fought their way deep into the Empire at the vanguard of the warlord Undra Kul's invasion, the Repugnant had already made a name for themselves by committing acts of bloody desecration in the name of Nurgle wherever they went. They were part of the besieging army that assailed the titanic Brass Keep, for the fortress had changed hands many times over the years, and had proved an indomitable bulwark for both the Empire and its enemies.

Though they lost the greater part of their number to Empire sorties and the cannon fire from Brass Keep's rivals, the Repugnants were finally able to break the fortress when they invoked Nurgle's favour to pollute the stone of the castle itself and hence infect the greater part of its defenders. Their took the fortress, but the armies of the Emperor finally repelled Undra Kul's invasion, and the Repugnants and their fellow warriors were left defending a staging post that never saw reinforcement. Cut off from the shattered armies of their fellows, the warriors decided to hold the fortress in the Middle Mountains for as long as possible. They reasoned that another Chaos invasion would hack its way into the Empire within a few years - and that when it did, they would be ideally placed to fight at its bloody tip.

The months slid past, however, and one by one the Chaos worshippers that had taken Brass Keep for their own succumbed to the same plague with which they had taken the fortress only a few harrowing months before. Only those blessed in the sight of Nurgle survived the sickness, the Repugnants foremost amongst them.

When the aid of the Dark Gods came, it was not in the form of a baying horde of bloodthirsty barbarians, but instead as a swarm of droop-legged daemonflies. The swarm buzzed down from the overcast skies and into the fort's corridors and cells. There each of the tiny beasts, still dripping wet from bathing in the weeping sores that lined Bloab Rotspawned insides, settled on the guts of the few Chaos warriors left within the keep's walls.

Within a matter of days the Repugnauts grew swollen and fat on the vibrant energies that hummed through them. Some rotted, some bloated, and some changed to resemble the insects that had marked them out for the favour of Nurgle in recognition of their boldness. Around them the Keep itself changed, large portions of its walls dripping unclean fluids into the mountainside that surrounded it. By the time the maggoth riders of Iceborn Peak had reached the fortress, its inhabitants had been reshaped completely by the polluting power of their patron, a warband of veteran killers with the power of a small army in its own right.

Similar stories unfolded from Norsca to the Nordland coast. The daemonflies borne of Bloab's gut would swarm out across the lands, settling upon the brows or abdomens of those that their divine master deemed worthy. The Scions of the Last Plague, long-time allies of the Dragonbone tribe, found their idle appreciation for disease blossom into full scale obsession as flesh-hardening plagues and bone-twisting fungus blossomed across their physical forms. Less than a moon's turn after their ugly transformations, the Scions had fought their way to become the champions of Gutrot Spume's armies. Amongst the warriors from the Glottkin's muster at Fiordlingtribe, the most devoted of the triplets' followers found themselves bulge and bulk out, as mutations of a severity that would have killed lesser men bestowed strength instead of weakness.

Wherever Nurgle's influence would be needed most in the world-spanning struggles that were to come, the Putrid Blightkings were there, bound together not by a formal brotherhood but by the will and foresight of their disgustingly generous god.



Name	Move	WS	BS	S	T	W	I	A	Ld
Putrid Blightking	4	6	3	4	5	3	5	3	8
Putrid Blightking Champion	4	6	3	4	5	3	5	4	8

Name	Troop Type	Unit Size	Points
Putrid Blightking	Infantry	5+	40 per model
Putrid Blightking Champion	Infantry (Champion)	0-1	+10

FACTION: **Legions of Chaos, Grand Legion of Chaos, Warriors of Chaos**

EQUIPMENT: **An Array of Weaponry, Shield, Chaos Armour**

OPTIONS:
May upgrade one Putrid Blightking to a Champion: 10pts
May upgrade one Putrid Blightking to a Musician: 10pts
May upgrade one Putrid Blightking to a Standard Bearer: 10pts
- **May take a Magic Standard worth up to 50pts**

SPECIAL RULES: **Eye of the Gods, Mark of Nurgle**

Bountiful Blades:
At the start of each combat, a unit of Putrid Blightkings can choose to fight with a great weapon, two hand weapons or a hand weapon and shield.

BLOODTHIRSTERS

Greater Daemons of Khorne

Bloodthirsters are the mightiest of Khorne's daemons, the fury of war given terrible form. Every one of these towering beasts ls the equal of an entire mortal army.

Bloodthirsters are covered in slabs of iron-hard muscle, their taunt flesh heavy with the coppery reek of spilt blood. Huge, pounding hooves shatter the ground, leaving naught but cracked stone and as hen desolation in their wake, while vast, membranous wings drive scorching, sulphurous winds before them, their immense span blotting out the light of the sun. The daemons faces are bestial and terrifying, their heavy canine features ever distorted by bellows of rage and hate. In their eyes burns a murderous insanity so intense that a mere glance from one of these terrifying creatures has more than once been enough to stop the heart of a mortal.

Many Bloodthirsters boast twisted horns in which they take aggressive pride, whilst others are crowned with jagged war-helms that make their silhouette more fearsome still.
The daemons' smouldering armour is forged directly onto their living flesh by Khorne himself, and imbued with a cruel and angry sentience of its own. Bloodthirsters battle almost constantly, and thus are often smeared from head to foot in the blood of slain foes, be it fresh arterial spray, or dry, encrusted gore. A haze shimmers around many Bloodthirsters, an aura of such pure, undiluted fury that it manifests as blazing heat.

These daemons are, in all things, echoes of their mighty master. The desire to kill in the name of Khorne is the Bloodthirsters' sole imperative, and their overwhelming, warlike fury is unquenchable. A Bloodthirster will fight any foe, no matter the odds, the enemy, or the stakes. Should one of these beasts find itself with no foes to butcher, it may well turn upon its own allies in order to continue the bloodshed. All that truly matters to the Bloodthirsters is that Khorne continues to receive his bloody due.

It is this lack of subtlety that some, especially the worshippers of Nurgle, Slaanesh and Tzeentch, scorn as a weakness. Yet they are mistaken, or else wilfully self-deceived. Khorne feels nothing but disdain for the scheming, intrigues and sorceries of his brothers, and thus his Bloodthirsters echo this sentiment. They do not stoop to the use of magic or deception because they have no need of them. Such concepts are anathema to a Bloodthirster, and the daemon's rage and contempt armour it against their effects. Even the most devastating spell can find little purchase upon the brass-clad form of a Bloodthirster, and will whirl impotently around it, or else sputter out altogether. Trickery is met with equal disgust, and is equally ineffective. No ambush will overwhelm such a mighty daemon, nor any ruse or trap hold it long in check. A Bloodthirster will simply hack its way free of such entanglements, the beast's raw force easily overcoming its foe's cowardice and duplicity. There are few enemies a Bloodthirster cannot defeat, few trials from which it cannot emerge victorious, for its predatory cunning and endless rage will carry it headlong through almost any obstacle that blocks its path.

Every Bloodthirster in the service of Khorne is an unstoppable engine of destruction. They are the berserk leaders of Khorne's daemon legions, ultimate warriors of annihilation against which there can be little hope of survival. To mortal beings, the Bloodthirsters of Khorne are unholy terrors, merciless monsters to be feared without exception. Yet what few mortals realise is that one Bloodthirster is not necessarily the same as another. Indeed, Within Khorne's legions there exist no fewer than eight tiers of Bloodthirsters, each with their own titles, duties and ranks within the Blood God's mighty hosts.

The highest rank of these beings, the most powerful of Khorne's warriors, are the exalted greater daemons of Khorne. Only eight of these apocalyptically powerful daemons exist at any given time, yet within each resides the power to destroy armies, nations, even worlds. The exalted greater daemons are the ultimate generals of Khorne's Legions, the implements of his will, and the honour guard to their wrathful liege. Each has a personal Legend of bloodshed and slaughter that spans millennia. Each has a dozen names or more, whispered in terror by any unfortunate enough to know them. At the feet of these merciless lords of carnage are laid such deeds as the Shattering of Daemonichordia, the fverslaughter, and the Storm of Skulls, only to fight in the very greatest of battles do Khorne s generals leave his side, for it takes massacres of epic proportions to draw them forth. Yet whenever they do bestride the field of battle, the exalted greater daemons bring with them the full fury of their bloody-minded master.

Below the exalted greater daemons lie seven other hosts of Bloodthirster, each more numerous than the last. Every host possesses a tide of its own, and is marked out by distinct armaments and duties. Bloodthirsters of the eighth host are known as the Unfettered Fury. A member of this host can be recognised by the mighty axe it carries in one hand, and the lashing, barbed whip it clutches in the other. By comparison, Bloodthirsters of the third host are known as the wrath of Khorne. These daemons wear jagged crowns seared with smouldering runes, and wield brazen axes and long chain-flails ending ln vicious, bludgeoning hammers. To them falls the duty of hunting down and calling out mortal champions who, in their foolish pride, have given personal offence to the Blood cod.

Any Bloodthirster can attempt to fight his way up through the ranks of his peers. After all, even a Bloodthirster of the eighth rank is an unquestionably mighty warrior, embodying the fury of his maker. Challenges can be issued upon the field of battle, amid the bloody sacrament that so pleases Khorne, or else by sounding the Horn of wrath within the brass citadel. In the latter case, the challengers fight their duel within the Bloody Pit.

This massive amphitheatre is a hulking monstrosity of obsidian and brass, and lies far out in the wastelands of the Blood god's realm. Around its edge are arrayed mighty thrones in which Khorne and his Exalted sit in judgement of the combatants as they fight. Upon the blood-soaked sands of that arena, countless leadership challenges and personal grudges have been settled.

The combatants fight until one of them can rise no more. At that point, the defeated daemon's head is hacked from its shoulders, while the worthy victor takes their opponent's place within the ranks of the Bloodthirsters. Khorne has no favourites in these duels, no matter how long ether Bloodthirster has served him, or how much murderous glory they have won in his name. After all, Khorne cares not from whence the blood flows – he cares only that it does.



LORD: UNFETTERED FURY

Bloodthirsters of the Eighth Host, Lords of the Legions

The Bloodthirsters of Unfettered Fury are supremely skilled warriors. These rage-filled killing machines can smash enemy regiments asunder with a single bellowing charge, their violent onset enough to swing whole battles in the favour of Khorne's legions.

In one of their mighty fists, the Bloodthirsters of Unfettered Fury wield heavy-bladed axes. These murderous weapons thirst endlessly for blood and slaughter. Moreover, they are swung with such unstoppable force that they can easily hack a mortal foe in two or demolish the steadfast shield wall.

In the other hand, these Bloodthirsters wield a cruelly barbed lash. When sent whipping out, these dread weapons split the air with a deafening crack. Such whips can break a dragon's wing with a single blow, or throttle the life from even the most tenacious foe.

Every daemon of Unfettered Fury is armed thusly, for these are the ritualistic weapons of the eighth host within the Blood Cod's legions. The Unfettered Fury are the most numerous of the Bloodthirsters; at any time there will be eight hundred and eighty eight of these monstrous beings in their master's service.

This is not to say that the eighth host is somehow weak or lacking. Even one of these mighty daemons can hack a red path of ruin through almost any warrior foolish enough to face them. Across the ages, it has been the Bloodthirster of Unfettered Fury that have most often taken to the battlefields of the mortal world. Indeed, in the minds of mortals they are the most renowned and therefore the most feared of all their kind.

When Khorne's legions march to war, they often do so beneath the generalship of these raging daemons. Each Bloodthirster of Unfettered Fury is an accomplished, if homicidally direct battlefield commander, forever driving their armies onward into the enemy lines.

The strategies of these Khornate daemon-lords often seem crude or foolhardy to their foes, for they will hurl their followers into the most savage meat grinder with not a moment's hesitation. However, the Bloodthirsters know that sending their warriors into the teeth of the enemy s defences will lead to massive casualties on both sides. Indeed, they count upon it. Khorne cares only to see battle in his name, and the blood of his vassals satisfies just as well as that of foes.

In victory or defeat, only the most psychotic and determined devotees of Khorne survive such tactics. These individuals, of course, are the ones whose service Khorne most desires. Thus it is no accident that a battle led by a Bloodthirster of the Unfettered Fury is an exacting crucible of butchery; these blood-hungry daemon-lords seek to hone their hordes as a headsman hones his axe - until only the lethal edge remains.

Beyond leading Khornate warhosts, the eighth host have numerous duties. Sometimes they will be despatched, either alone or in the terrifying warbands known as Skullwrath Slaughterbands, to hunt down the greatest champions of the foe. These they lay low in battle, mastering them effortlessly and carving them to gory chunks before bearing their skulls back to the brass citadel.

Beyond the walls of that vast bastion, it is the Unfettered Fury that acts as Khorne's first line of defence. To these Bloodthirsters falls the duty of prowling the bone-strewn wastes that lie within the citadel's furnace hot shadow. It is these Bloodthirsters who lead roving bands of Khornate daemons on endless, sweeping patrols, and they who watch over the approaches to the gates.



Name	Move	WS	BS	S	T	W	I	A	Ld
Bloodthirster of Unfetted Fury	8	10	10	6	6	5	9	6	9
Name	**Troop Type**			**Unit Size**					**Points**
Bloodthirster of Unfetted Fury	Monster (Character)			1					400

FACTION: Legions of Chaos, Grand Legion of Chaos, Daemons of Chaos

EQUIPMENT: Axe (hand weapon), Whip (additional hand weapon), Heavy armour

OPTIONS: May take Daemonic Gifts totalling up to: 100pts

SPECIAL RULES: Daemon of Khorne, Daemonic, Fly, Large Target, Magic Resistance (2), Terror.

LORD: INSENSATE RAGE

Bloodthirsters of the Sixth Host, Reavers of the Bloody path

The Bloodthirsters of Insensate Rage are amongst the most terrifying of all their kind. The boom of their wingbeats jars brutally within mortal minds, shattering thought like a hammer-blow. Those engulfed in their shadows feel all hope desert them, gagging on the sudden taste of ash and blood that fills their mouths. The bellows of these beasts reverberate through reality, even the stoutest warriors quaking in fear at the sound.

These greater daemons wield massive daemonic axes, grotesquely huge weapons several times the height of a mortal man. So heavy are these axes that even the Bloodthirsters of other ranks might struggle to wield them. Yet those of the Insensate Rage are imbued with an endless fury that eclipses all else. Their boundless anger lends them such strength that they not only heft their axes with ease, but can fight on for hours, even days, at a time.

There is no finesse in the fighting style of the Insensate Rage. The fires of Khorne's great forge blaze within their chests, filling their veins with a roiling firestorm of white hot anger. Thus, their every word is a howled imprecation or bellowed war cry, and their every axe-swing is a wild sweep that strikes with the force of a meteor. A Bloodthirster of Insensate Rage can cave in a castle door with a single blow, or lop the head from the mightiest beast. Whole ranks of lesser warriors are scythed down with every swing, or flung through the air in broken, bloody ruin.

Such a blood-mad fighting style leaves these Bloodthirsters open to attack. They give no thought whatsoever to their own defence. Indeed, the blows of the enemy barely register within the inferno of their thoughts.

Yet it does not matter. The sheer fury of these Bloodthirsters carries them through the worst that the foe can hurl their way. Rains of shot clang from their armour, or thud ignored into their smouldering hides. Eldritch spellcraft billows about them with no more effect than a gentle breeze, not halting their charge in the slightest, once a Bloodthirster of the sixth host has built up momentum; lesser foes simply vanish beneath its pounding hooves, ground to bloody paste without ever being noticed at all.

Only the greatest of foes can stand against the Insensate Rage. Even then, by meeting one of these beasts in battle they are only fulfilling its true purpose. The leadership qualities these raging daemon lords possess extend little beyond forging a path for the hordes that follow behind. Their true task, the role allotted them by Khorne, is the slaying of great beasts.

It was a Bloodthirster of Insensate Rage that finally felled the six-headed ur-giant Behemogoth, claiming every last one of that mountainous horror's skulls for Khorne, when the mighty dragon syllokai was finally laid low, it was beneath the axe-blows of a Bloodthirster of the sixth host. With every passing day, the Bloodthirsters of Insensate Rage slay innumerable champions and mighty beasts, garnering great trophies that are mounted upon jagged brass spikes within the Blood Cod's throne room.

On the rare occasions that these Bloodthirsters are recalled to the brass citadel, it is to provide their lord with entertainment. They have no assigned duties within Khorne's mighty fortress, for their uncontrollable fury precludes all but the most violent of tasks. Instead, the Bloodthirsters of Insensate Rage are hurled into the deep, spike lined fighting rings of the Neverpit by Khorne himself. There, the Bloodthirsters fight for their master's pleasure, either against one another or battling the mightiest monsters from Khorne s horrific menagerie. So does the Blood God keep his mightiest berserkers occupied, until war most worthy calls them forth once more.



Name	Move	WS	BS	S	T	W	I	A	Ld
Bloodthirster of Insensate Rage	8	10	10	6	6	5	9	6	9
Name	**Troop Type**			**Unit Size**					**Points**
Bloodthirster of Insensate Rage	Monster (Character)				1				500

FACTION: **Legions of Chaos, Grand Legion of Chaos, Daemons of Chaos**

EQUIPMENT: **Great Weapon, Heavy armour**

OPTIONS: **May take Daemonic Gifts totalling up to: 100pts**

SPECIAL RULES: **Daemon of Khorne, Daemonic, Fly, Frenzy, Heroic Killing Blow, Large Target, Magic Resistance (2), Terror.**

LORD: WRATH OF KHORNE

Bloodthirsters of the Third Host, Headsmen of Khorne

Khorne dreams of whole realms drowned in slaughter, and cares little for the fates of individual combatants, be they worshipper or foe. However, just as mortal champions may win Khorne's approval, so there are those whose defiance draws the personal ire of the Blood God down upon them. Punishing such individuals falls to the Wrath of Khorne. Whether they are a hero who has defied Khorne's will, some brave priest who has banished Khorne's daemons, or simply one who has offended the Blood God, the victims of these Bloodthirsters will all meet the same doom.

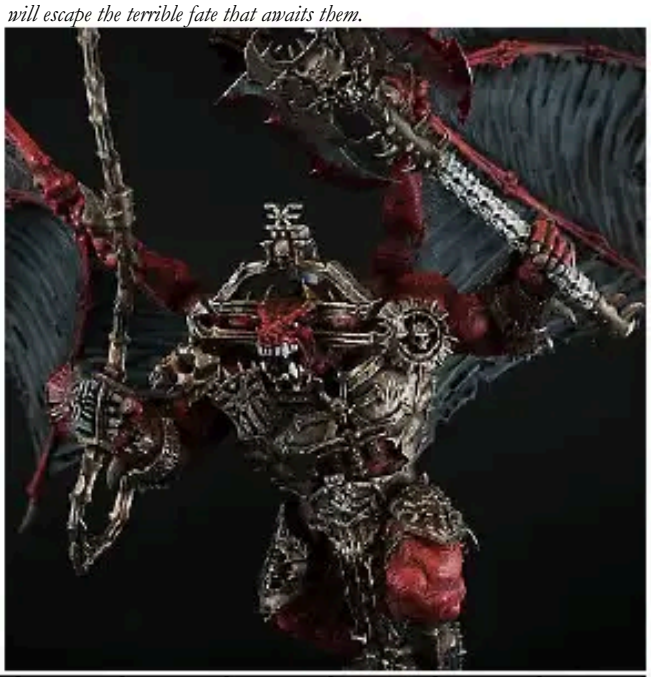
The Bloodthirsters of the third host are tireless executioners. They take vast pride in the successful completion of the hunt, stalking their prey across all of reality if they must. Dogged and relentless, the wrath of Khorne live for the thrill of the hunt, their baying packs running the prey to ground, no matter how long or arduous the chase. It is a rare and fortunate quarry indeed that lives to tell the tale.

Sometimes these Bloodthirsters will fight alone, their pride driving them to prove their superiority over the prey unaided. However, these greater daemons know better than to court Khorne's wrath by risking failure. Where the target surrounds themselves with armies of defenders, the Wrath of Khorne Bloodthirsters will lead a mighty Blood Hunt to sweep them aside. Comprised of Khorne's most predatory daemons, these cavalcades of carnage thunder out from the Blood God's realm, baying for the skulls of their foes.

As with the other hosts, the Wrath of Khorne Bloodthirsters bears distinctive armaments that mark them out. In one hand they carry axes of prodigious size, their hafts comprised of the skulls of champions. In the other, they wield long hammer-flails, each link forged from the armour of a slain hero. These brutal weapons can be used to strike crushing blows against foes beyond arm's reach, or entangle and choke larger enemies such as other greater daemons or monsters.

Khorne knows that his headsmen's quarry often resort to the use of magic in their own defence, or else surround themselves with masses of expendable underlings behind whom they hope to hide. Thus, the Wrath of Khorne Bloodthirsters wear scorched crowns upon their brows. These baleful, rune-etched artefacts are powerfully warded against sorcery, allowing their wearer to shrug off all but the most potent spellcraft. Furthermore, these Bloodthirsters are able to channel their rage and hate into roaring gout of hellfire, which they belch forth from between their gaping jaws to incinerate hordes of luckless victims.

Once the Wrath of Khorne begins the hunt, there is little chance that their prey will escape the terrible fate that awaits them.



Name	Move	WS	BS	S	T	W	I	A	Ld
Wrath of Khorne Bloodthirster	8	10	10	6	6	5	9	6	9

Name	Troop Type	Unit Size	Points
Wrath of Khorne Bloodthirster	Monster (Character)	1	550

FACTION: **Legions of Chaos, Grand Legion of Chaos, Daemons of Chaos**

EQUIPMENT: **Heavy armour**

OPTIONS: **May take Daemonic Gifts totalling up to: 100pts**

SPECIAL RULES: **Daemon of Khorne, Daemonic, Devastating Charge, Fly, Frenzy, Large Target, Magic Resistance (3), Stubborn, Terror.**

Hellfire:
A Wrath of Khorne Bloodthirster has a Strength 5 Breath Weapon with the Flaming Attacks special rule.

Relentless Hunter:
A wrath of Khorne Bloodthirster has the Hatred (characters) special rule, and adds 3" to its charge range if the unit it is charging is a character, or contains one or more characters.

Wrathaxe and Bloodflail:
Attacks made with a Wrathaxe and Bloodflail are resolved at +2 Strength in the first round of close combat. Furthermore, a Wrathaxe and Bloodflail grant the wielder the Extra Attack special rule.

LORD: SKARR BLOODWRATH

Daemonic Lord of Khorne

Skarr Bloodwrath began killing in Khorne's name from the moment he was strong enough to heft an axe, swiftly garnering a reputation as a bloodthirsty butcher of the worst kind, while still a mere whelp in the eyes of his fellow Skaramor, he slew their tribe's chieftain in a brutal display of violence. Though this was far from the first skull that Skarr had claimed for Khorne, it was the one that drew the vast and terrible eye of the Blood God. Stood over the corpse of a rival twice his size, Skarr roared in agony as the rune of Khorne branded itself upon his beating heart.

Though the tribes of the Skaramor did not deign to challenge the weak peoples of the south, Skarr found no shortage of foes to battle in Khorne's honour. The Chaos Wastes rang to the sound of Skarr's war cries, and as the years passed so his legend grew. Skarr cut down Ungolor of the Tahmaks with insulting ease. He hacked the heads from the Creatspawn Wythlych, before hurling the abomination from atop Bloodfre Falls. It was Skarr who fought for twenty years amid the daemon-thick morass of the Blood Marshes, and he who felled the Keeper of Secrets T'shy'thnis below the Infinite Arch.

Unstoppable though Skarr was, none could fight with such raging abandon without eventually being slain. Yet death proved not to be the end for this champion of Khorne.

Skarr met his first death in the lair of the sorcerer Vydas the Liar. Skarr slew every one of the Tzeentchian magus nine hundred and ninety nine worshippers, only to be sliced in half by Vydas' crystal blade. Yet Khorne judged the blow a cowardly one, struck from behind a veil of sorcerous illusion. Thus, the Blood God breathed fresh Life into his champion that day.

Skarr's mortal form burned away to nothing, only to be reborn from the pooled blood of Vydas' followers. Skarr surged up from the bloody lake, huge daemon axes on brazen chains clutched in his white-knuckled fists. Hurling his new weapons across the shadowed chamber, Skarr sunk both blades deep into Vydas' unnatural flesh. Dragged with horrible inevitability into Skarr's embrace, Vydas the Liar pleaded and squirmed. By way of a response, Skarr tore his foe's throat out with his teeth. Glittering blood sprayed in a wide arc, before Khorne's champion ripped one axe free and lopped the sorcerer's head from his shoulders.

Skarr Bloodwrath has died many times since that day, but always Khorne has brought his champion back to life through the spilled blood of his foes. In return, Skarr reaps such a tally of skulls that none can keep count. Skarr is one of Khorne's most favoured, savage to the point of madness, devoted to nothing but slaughter in the name of his merciless deity. In battle, his chain-linked daemon axes whirl about him in a hurricane of blood and death- Those who follow him must keep pace with his murder lust, or else fall by the wayside, their skulls in turn offered up for the glory of Khorne. One by one, they are all cut down. Eventually only the gore-soaked Skarr remains, to gather new followers and lead them to war once more.

Incessant resurrection has its price, however. With each bloody rebirth. Skarr has lost a little more of himself, his grasp upon reality slipping with each step upon the road to daemonhood. These days, Skarr needs no sustenance save combat. He does not sleep, and the fire in his veins is such that he could never rest even should he wish to. His fury is endless, his hunger for battle a constant clamour that drowns out all consideration of strategy or caution.

So lost to Khorne's rage has Skarr become that none save Archaon Everchosen can command him- Even then he bends the knee only at Khorne's behest, his form trembling every moment with the barely suppressed need to kill. To Archaon, Skarr is nothing but a blunt instrument, a living weapon to be wielded unto destruction. Skarr, lost amid a red haze of bloodlust, could not care less. Khorne demands a slaughter like never before, and Skarr Bloodwrath will deliver it gladly



Name	Move	WS	BS	S	T	W	I	A	Ld
Skarr Bloodwrath	4	8	3	5	5	3	7	5	8
Name	**Troop Type**			**Unit Size**					**Points**
Skarr Bloodwrath	Infantry (Special Character)			1					300

FACTION: **Legions of Chaos, Grand Legion of Chaos, Warriors of Chaos**

EQUIPMENT: **Chaos armour**

SPECIAL RULES: **Eye of the Gods, Immune to Psychology, Magic Resistance (1), Mark of Khorne.**

Bloodborn:
Keep a count of the number of times Skarr Bloodwrath kills an opponent in a challenge or kills a monster - this is referred to as the Blood Tally. If he is removed as a casualty as a result of anything other than Spawndom or Dark Apotheosis, mark his position with a counter (a small coin is ideal). At the end of the turn, roll a D6 and add the current total of the Blood Tally. If the result is l-3, remove the counter from play - this rule has no further affect. If the result is 4+, Skarr is reborn: place Skarr anywhere within 6" of the centre of the counter and at least 1" away from any unit and impassable terrain, then reset the Blood Tally too. If it is not possible to place Skarr, remove the counter instead, and Skarr is not reborn. Skarr returns to play with D3 wounds, and suffers no bonuses or penalties incurred from his former existence. For example, if Skarr was fleeing or affected by an augment or hex spell at the time of his death, the reborn model will not be. However, any bonuses or penalties conferred as a result of Skarr rolling on the Eye of the Cods table do remain in effect.

MAGIC ITEMS:

Bloodstorm Blades:
Magic weapon. Paired weapons. Attacks made with the Bloodstorm Blades are resolved at +2 Strength in the first round of close combat. Furthermore, the Bloodstorm Blades grant the wielder the Impact Hits (D3) special rule.

SPECIAL: SKULLREAPERS

The Chosen of Khorne

The tribes of the Skaramor have long maintained an existence of constant battle throughout the Chaos Wastes. That they have rarely crossed the Sea of Chaos is a matter of choice; the Skaramor are devoted to claiming the skulls of the mightiest foes and offering them up to Khorne. For thousands of years, they have viewed all who dwell to the south as unworthy offerings, electing instead to prey upon the hardened survivors and mighty champions of the Chaos Wastes. They have hunted down the greatest monsters, and hurled themselves outnumbered into battle against warbands of warriors or daemons time and again. Thus have they themselves become ever stronger and more battle-hardened. Now, as the End Times draw on, the assembled tribes of the Skaramor are amongst the greatest and most fearsome mortal armies in the world

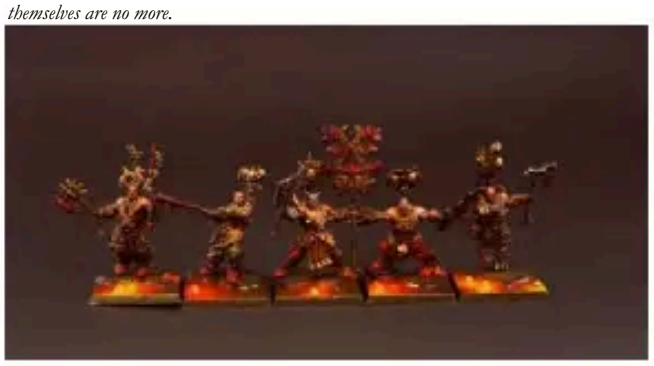
The Skullreapers are the warrior-elite of the Skaramor, a blood-hungry caste even among a people feared for their wanton battle-lust. They are wrath and they are ruin - howling, bloodmad reavers who fight and kill for the glory of Khorne. Few are they who can stand against them in battle, and countless are the skulls they have laid before the skull Throne.

The Skullreapers are murderous devotees of the Blood Cod, every last warrior devoted body and soul to Khorne's everlasting war. Where they march, the skies flicker an arterial crimson, rivers turn to gushing blood and the ground cracks open, venting furnace-hot steam and molten brass. Their war cries are closer to howls and screams, shot through with the maddened thunder of foe-skin drums and the harsh braying of horns. They know little of discipline and strategy, and care even less; the charge of the Skullreapers is a disordered stampede, an avalanche of brazen blades, bunched muscle, and screaming rage. Every warrior fights as an individual, seeking to win Khorne's regard through the frenzied slaughter that he wreaks. Amongst lesser warriors, such anarchic division would prove disastrous. Not so for the Skullreapers. So utterly overwhelming is their onset, so blood-mad is each individual warrior, that even the staunchest foe will soon be swept away before the red ride.

The Skullreapers have dwelt for so long amid the lethal horrors of the Chaos Wastes that they no longer seem entirely human. Their bodies are so thick with muscle that they can quite easily tear a man limb from limb with their bare hands. They tower head and shoulders above even the marauder tribesmen who fight at their side, and can shrug off the most grievous of wounds without breaking their stride. Each Skullreaper is an engine of destruction, bludgeoning, hacking, whirling and stamping with a speed that belies his massive bulk. Once in amongst the press of the foe, a single such warrior can wreak terrible havoc, each axe-swing hurling broken bodies to the ground as sprays of blood fill the air. En-masse, the Skullreapers transform a battlefield into a hellish abattoir.

As if the physical might and frenzied devotion of the Skaramor were not enough, many tribesmen wield Khornate blades. Neither truly mortal nor wholly daemonic in manufacture, these axes are forged by the twisted smiths that reside atop the Tower of Screams. It is a right of proving for Skullreapers to fight their way to the top of this looming fortress, hacking their way through the damned shades of those who have been slain within its deadly corridors. Those who reach the forgeworks at the tower's apex are rewarded with the awful weapons they seek: axes forged in daemonfire and quenched in murderers' blood. Armed with such blades, the Skullreapers become more deadly still, their blows struck with incredible force, tearing even sorcerous or incorporeal beings apart with their savage and frenzied blows.

It is not difficult to see why the Skullreapers have long been amongst the most feared denizens of the Chaos Wastes, until the End Times, however, they were content to serve Khorne's will in the far north. Now, following the commands of their wrathful god, they have pledged themselves to the cause of Archaon Everchosen, the Lord of the End Times. Marching south in a bloody tide, the Skullreapers have hacked down everything that dared stand in their path. They seek to offer their god his greatest ever tribute ln blood and skulls; the Skullreapers will kill, and kill, and kill, until all their foes are slain, or they themselves are no more.



Name	Move	WS	BS	S	T	W	I	A	Ld
Skullreaper	4	6	3	4	4	3	5	3	8
Skullreaper Champion	4	6	3	4	4	3	5	4	8

Name	Troop Type	Unit Size	Points
Skullreaper	Infantry	5+	40 per model
Skullreaper Champion	Infantry (Champion)	0-1	+10

FACTION: **Legions of Chaos, Grand Legion of Chaos, Warriors of Chaos**

EQUIPMENT: **Two hand weapons, Chaos armour**

OPTIONS: **The entire unit may replace their two hand weapons with paired ensorcelled weapons. 5pts each**

May upgrade one Skullreaper to a Skullreaper Champion: 10pts
May upgrade one Skullreaper to a Standard Bearer: 10pts

SPECIAL RULES: **Eye of the Gods (Skullreaper Champion Only), Mark of Khorne.**

Paired Ensorcelled Weapons:
Attacks made with paired ensorcelled weapons are resolved at +1 strength and are magical attacks. Furthermore, they grant the Extra Attack special rule.

RARE: WRATHMONGERS

The Bringers of the Bloodstorm

Even amongst the ranks of the Skullreapers, there are those individuals whose absolute devotion to Khorne sets them apart. These are the Wrathmongers, lunatic murdersmiths who are revered and feared by their bloodthirsty kin in equal measure.

Once a Skaramor tribesman begins to walk the path of the Wrathmonger, there is no going back. Surrendering themselves to the tutelage of the tribe's Khornate demagogues known as bloodspeakers – the aspirants are subjected to a punishing regime of conditioning and worship. They eat only the flesh of those they slay, and drink only the hot blood that flows from their victims' veins. The bloodspeakers goad the aspirants to battle one another night and day, never allowing them to rest for long before hurling them back into the fighting pits before their baying kinsmen. One by one the aspirants are slain by their fellows, until finally only the most murderous and determined of their number remain.

Only when this winnowing has taken place will the bloodspeakers lead the worthy upon the Pilgrimage of Skulls. Setting out from their tribal lands, the aspirants strike north. They forge on through myriad dangers, battling all that cross their path and leaving the fallen to rot in their wake. Eventually, the aspirants reach the Brazen Cage: a Khornate shrine stood atop a vast mountain of skulls, on the very edge of the Realm of Chaos. At the mountain's peak, the aspirants discover that the Brazen Cage is aptly named. Bursting from the osseous ground, thick brass bars rise up to form a prison within which a lake of blood bubbles and steams. A crown of spikes juts from the cage's crest, cradling a vast, jagged crystal of blood-red sanguinite.

Ushered into the cage, the aspirants wade waist-deep into the bloody lake. At the bellowed exhortations of the Bloodspeakers, fiery lights blossom amid the haze that marks the Realm of Chaos. In answer, the mountain of bones rumbles like an angry volcano, skulls tumbling and rattling down its flanks as the crystal above blazes. Drawn from the beyond by the call of the bloodspeakers, daemons of Khorne flow from the sanguinite stone and fall upon the aspirants. Each man is plunged into a battle for control of his very soul, a war fought at the core of his own being. Rapacious and full of fury, some daemons win the fight, snuffing out the raging soul of the mortal before tearing his living flesh apart. However, the aspirants have been honed and hardened, and many emerge victorious. These warriors force the daemons down, subjugating them to their will.

The beings that emerge from the Brazen Cage are greater than those that entered. They have become Wrathmongers, mortal flesh made mighty through battle, and infused with the unnatural energies of a daemon. They have fought upon the battlegrounds of their own soul and emerged victorious; what is there to fear after such a trial? Moreover, they now walk upon the very cusp of reality, the daemon subjugated within providing them with a conduit to the boundless power of the Realm of Chaos. Reality flickers and fractures around them, shuddering under the weight of their bellowing cries. Their flesh twists itself into forms more pleasing to mighty Khorne teeth become jagged fangs, bodies twist and bulge with corded muscle. In some cases, the Wrathmongers feet or hands become bestial claws, while in others their skin may turn an angry crimson, or weep steaming blood through its pores. Before they leave the mountain to return to their tribes, Khorne's gifts are bestowed upon the Wrathmongers by the bloodspeakers. Daemon-wrought armour girds their bodies, while mighty hammer-flails are placed in their hands.

From the day of their ascendancy, the Wrathmongers become the elite of their tribe. Those who return from the Pilgrimage of Skulls are viewed with awe and reverence, their snarled words heeded as those of Khorne himself. In battle they are unstoppable, hurling themselves at the foe with unnatural vigour while whirling their hammer-flails in bloody arcs. Armoured knights, hordes of soldiers, mighty beasts or engines of war, none can stand before the Wrathmongers in combat. It is unsurprising, then, that as the Everchosen leads his last, greatest army to war, the Wrathmongers charge at the very fore of the horde.



Name	Move	WS	BS	S	T	W	I	A	Ld
Wrathmonger	4	6	3	5	4	3	5	3	8
Wrathmonger Champion	4	6	3	5	4	3	5	4	8

Name	Troop Type	Unit Size	Points
Skullreaper	Infantry	5+	55 per model
Skullreaper Champion	Infantry (Champion)	0-1	+10

FACTION: **Legions of Chaos, Grand Legion of Chaos, Warriors of Chaos**

EQUIPMENT: **Paired wrath-flails, Chaos armour**

OPTIONS: **May upgrade one Wrathmonger to a Wrathmonger Champion: 10pts**
May upgrade one Wrathmonger to a Standard Bearer: 10pts
- **May take a Magic Standard worth up to: 50pts**

SPECIAL RULES: **Eye of the Gods (Wrathmonger Champion Only), Mark of Khorne.**

Paired wrath-flails:
Attacks made with paired wrathflails are resolved at +1 Strength in the first round of close combat. Furthermore, paired wrath-flails grant the wielder the Extra Attack and the Impact Hits (D3) special rules.

EXALTED: MALEKITH

The Eternity King

Malekith's story is one of vengeance and treachery. He was born to Aenarion and Morathi during the war against the daemons, and was raised in the courts of Nagarythe. Morathi had always intended for Malekith to take his father's place upon the Phoenix Throne, and groomed her son for this destiny. However, upon Aenarion's disappearance, the Phoenix Court decided that the position of Phoenix King should not be hereditary, but should rather pass to the best candidate. Thus saying, they elected one from amongst their own ranks - Bel Shanaar of Tiranoc - to enter the Flames of Asuryan and emerge as the new Phoenix King.

Unlike his predecessor, Bel Shanaar did not have to endure Asuryan's flame without protection. Mages stood close at hand, their spells shielding him from the worst of the fire and healing what damage they could. Thus began a tradition that would continue for thousands of years. No Phoenix King after Aenarion had Asuryan's blessing, for none had truly withstood the fires. If any there realised that they were interfering with holy purpose, they said nothing.

The truth of what followed is little understood, though there have been many accounts written. Some say that Malekith was even then plotting to reclaim his birthright, others that he truly intended to serve Bel Shanaar at first. Whatever the case, he soon departed overseas, where he would act as ambassador to the court of Karaz-a-Karak. Malekith earned many glories in those days, forging a legend that allowed him to escape the shadow of his illustrious father. He honed his martial skills alongside the dwarfs, and for the first time delved into the forbidden lore of sorcery, his studies aided by the discovery of the Circlet of Iron in the frozen north. By the time Malekith returned to Ulthuan, he was much changed, and all could see he was marked for greatness. Not all saw a future to their liking. Allisara, a priestess Malekith had married during his time in the eastern lands, fled him after glimpsing a shadow of what was to come.

There was certainly darkness in Malekith's heart now, but few save Allisara glimpsed it. Indeed, upon his return to Ulthuan, Malekith threw himself into persecuting the cults of pleasure that Morathi had founded in his absence. So righteously did Malekith pursue this cause, that the Phoenix Court was eager to grant him ever-greater powers, only when Bel Shanaar was accused of treachery did any suspect Malekith's intentions.

By then, it was too late. Bel Shanaar died by poison - though whether at his own hand or at Malekith's has long been debated, certainly the Phoenix Court believed that Malekith had slain his liege. Even as the armies of Nagarythe rose up in his support, Malekith seized the chance to ascend to his father's throne, and threw himself into the Flames of Asuryan.

The throne of Ulthuan may have been Malekith's birthright, but Asuryan was not prepared for him to ascend untested. As agony wracked his burning flesh, Malekith's will broke. Realising he could not pass through the fire, he hurled himself clear. As the armies of the Phoenix Court converged upon the Shrine of Asuryan, Malekith's closest followers carried their master north to Nagarythe. His fire-blackened skin would never heal, and nor would the wounds that failure had inflicted upon his pride. Only when the ensorcelled Armour of midnight was sealed about his flesh did the agony dim, the cold embrace bringing clarity to his desires. In that moment, Malekith was reborn as the Witch King, and swore revenge against all who had forsaken him. Taking up the Destroyer – an obsidian blade forged in imitation of the dread Widowmaker – he marshalled the armies of Nagarythe and set out to claim his throne.

Thus began a war that would last for thousands of years, fought on the one hand by Malekith's followers, and on the other by those who remained loyal to Bel Shanaar's successors. It was a conflict that would see billions slain, the elven race split in two, and the very bedrock of Ulthuan shattered by sorcery.

Though Malekith and his followers - ever after known as the dark elves - were often driven back to the cold land of Naggaroth, they always returned, driven by a hatred that settled deeper in the blood with every passing generation.

Nine more Phoenix Kings followed Bel Shanaar, and Malekith opposed them relentlessly. He seized many victories along the way, but these were ever outnumbered by his defeats. As the millennia passed, and the waters of the Great Ocean turned red with elven blood, Malekith dipped in and out of fugues of despair, but his pride – and Morathi's goading tongue – always saw him resurface to inflict fresh woe upon his enemies.

Though Malekith realised it not, his exile in Naggaroth was but a test set by Asuryan. Had Malekith been able to endure the flames a heartbeat longer, the full power of the Creator would have been his. Thus was Malekith ultimately denied not by the collusion of others, but through his own weakness. Asuryan was disappointed in that failure, but had not forsaken Malekith. He sent dreams to beset all those who took the Phoenix Throne after Bel Shanaar, fanning their pride and paranoia until insanity or ennui overcame them. If the Witch King could prove himself worthy, the Creator decided, the Phoenix Throne would yet be his - until that day, no fresh dynasty would be permitted to establish itself. Only Finubar realised the cause of his torment, and he saw no way to end it save his own death.

So it was that even Malekith's defeats brought him closer to his long-sought destiny. Each forged the Witch King's determination into something stronger than steel; a determination that would one day see Malekith free himself from Morathi's influence, cast out the line of usurpers and claim his birthright as Phoenix King.

However, the Phoenix Throne would not long survive Malekith's ascension. With the Rhana Dandra looming, the mage Teclis schemed to unmake the Great Vortex, and use its power to make eight chosen mortals the equal of the Chaos Cods. Teclis had intended to grant Malekith the power of fire, thus forever completing his transformation into a being of light and hope. Alas, treachery and ill fortune made this impossible, and instead Malekith was wedded to the shifting power of shadow, and a darker path now awaits him.

Yet Malekith still fights to save the elves. He was crowned the Eternity King in Athel Loren, and three races battle at his side, united as one for the first time in many thousands of years. He does not lead them out of kindness, nor out of compassion. Malekith the Eternity King is as ruthless as Malekith the Witch King ever was. Rather, he has come to recognise the full horror of the times, and understands that if any are to survive what is coming, then all elves must stand united.



EXALTED: MALEKITH

The Phoenix King

Name	Move	WS	BS	S	T	W	I	A	Ld
Malakith, The Phoenix King	6	8	7	6	6	9	8	10	10

Name	Troop Type	Unit Size	Points
Malakith, The Phoenix King	Monster (Special Character)	1	825

Malekith and his mount, Seraphon, have a combined characteristics profile, and are treated as a single model with an armour save of 3+ for all rules purposes.

FACTION: **Host of the Phoenix King**

MAGIC: **Malekith, the Phoenix King, is a Level 4 Wizard. He uses spells from the Lore of Fire and the Lore of Dark Magic**

SPECIAL RULES: **Always Strikes First, Eternal Hatred, Fly, Immune to Psychology, Large Target, Martial Prowess, Terror.**

Absolute Power:
If Malekith is your army General his Inspiring Presence has a range of 24".

Noxious Breath:
Seraphon has a Strength 4 Breath Weapon. All models in a unit that has suffered one or more casualties from the attack suffer a -l penalty to their Weapon Skill and Ballistic Skill until the end of their following turn.

The Phoenix King:
All friendly units with the Martial Prowess special rule that are within l2' of Malekith can make supporting attacks with one extra rank than normal. This is cumulative with any other special rule that allows a unit to fight in extra ranks (such as Martial Prowess itself).

MAGIC ITEMS:

Asuryath:
Magic Weapon. Hits from Asuryath have the Multiple Wounds (D3) and Flaming Attacks special rules.

Armour of Midnight:
Magic Armour. The Armour of Midnight grants Malekith a 2+ ward save against all non-magical attacks. If Malekith suffers an unsaved Wound from an attack that has the Heroic Killing Blow or Multiple Wounds special rules, he will only ever suffer a single Wound

Circlet of Iron:
Arcane Item. Once per Magic phase (yours and your opponent's), Malekith can use the Circlet of Iron to add a single bonus dice to any of his failed casting or dispel attempts. This can contribute to irresistible force (and a miscast).

EXALTED: MALEKITH

The Eternity King

Name	Move	WS	BS	S	T	W	I	A	Ld
Malakith, The Eternity King	6	8	7	6	6	9	8	10	10

Name	Troop Type	Unit Size	Points
Malakith, The Eternity King	Monster (Special Character)	1	1000

Malekith and his mount, Seraphon, have a combined characteristics profile, and are treated as a single model with an armour save of 3+ for all rules purposes.

FACTION: **Host of the Eternity King**

MAGIC: **Malekith, the Eternity King, is a Level 5 Wizard. He uses spells from the Lore of Shadow**

SPECIAL RULES: **Always Strikes First, Eternal Hatred, Fly, Immune to Psychology, Large Target, Loremaster (Shadow), Martial Prowess, Terror.**

Absolute Power:
If Malekith is your army General his Inspiring Presence has a range of 24".

Noxious Breath:
Seraphon has a Strength 4 Breath Weapon. All models in a unit that has suffered one or more casualties from the attack suffer a -l penalty to their Weapon Skill and Ballistic Skill until the end of their following turn.

The Eternity King:
All friendly units with the Martial Prowess special rule that are within 12" of Malekith can make supporting attacks with one extra rank than normal. This is cumulative with any other special rule that allows a unit to fight in extra ranks (such as Martial Prowess itself). In addition, Malekith, and all friendly units with the Murderous Prowess special rule that are within 12" of Malekith, re-roll all failed To Wound rolls in close combat.

Shadow Sorcerer:
If Malekith suffers a miscast whilst casting a spell, you may re-roll the result on the Miscast table (but must accept the second result if you do so, even if it is worse).

Incarnate of Shadow:
At the start of your Remaining Moves sub-phase, select a friendly unit within 12" of Malekith (or Malekith himself). The target unit gains the Ethereal special rule until the end of the sub-phase and, instead of moving normally, can immediately move up to 20".

MAGIC ITEMS:

Asuryath Reforged:
Magic Weapon. Hits from Asuryath Reforged have the Multiple Wounds (D3+1) special rule.

Armour of Midnight:
Magic Armour. The Armour of Midnight grants Malekith a 2+ ward save against all non-magical attacks. If Malekith suffers an unsaved Wound from an attack that has the Heroic Killing Blow or Multiple Wounds special rules, he will only ever suffer a single Wound

Circlet of Iron:
Arcane Item. Once per Magic phase (yours and your opponent's), Malekith can use the Circlet of Iron to add a single bonus dice to any of his failed casting or dispel attempts. This can contribute to irresistible force (and a miscast).

EXALTED: IMRIK

Crown Prince of Caledor

Prince Imrik is sprung from one of the noblest lines on all Ulthuan. His blood is that of kings, and of Caledor Dragontamer - the very greatest of heroes. Yet Imrik is also the last of his line; though he knows it not, his fate is intertwined with that of his entire race. For so long as the prince has the strength to wield the Star Lance and Dragonhorn of his foresire, the elves will endure. When he falls, the elves will perish soon after.

In the early years of his rule, Imrik concealed his distaste at how parochial and cautious the high elves had become in their dealings. For long years, Imrik took no action. The princes of Caledor had always prized loyalty highly, and the prince had no wish to bring shame upon his forebears. Nevertheless, as the years wore by, Imrik grew ever more frustrated by the Phoenix Throne's meekness, and resolved to set an example as only Caledor could.

And so, when Caledor's seers spoke increasingly of an oncoming age of fire and destruction, Imrik sought to meet it prepared. At his order, dragons were woken and armies levied. The warriors of Caledor were dispatched around the globe, bringing fresh hope to the high elves' far-flung colonies. Dragon banners graced the ramparts of every fortress, and the walls of every outpost from the tip of Lustria to the scattered islands south of Cathay. Furthermore, Imrik began to take increasing interest in the struggles of the realms of men, and lent them aid. Imrik himself led the charge in many of these battles, riding tall in the saddle of the mighty dragon Minaithnir, himself counted amongst the last and greatest of his kind.

Imrik's deeds rekindled Ulthuan's glory, and his glittering Star Lance broke many a shieldwall, but it was not enough. Everywhere, the forces of the Dark Gods were on the march, and it was plain to Imrik that the civilised realms were locked in a war they would be hard-pressed to win.

Thereafter, Imrik immersed himself in his new crusade, certain that his striving was both honourable and necessary. But as time marched on, and ever more Caledorian blood was spilt in defence of distant lands, the prince realised that his rallying cry had fallen on deaf ears. Few of Ulthuan's nobles had followed his example, and some openly mocked his efforts as wasteful and brash. Thus did Imrik return to Ulthuan in a simmering fury, determined to meet his detractors. Yet his home had ever been upon the battlefield, not in the silken courts of Lothern, and his arguments were too often deflected by the pretty speeches of his opponents.
Perhaps if Tyrion and Eltharion – both of whom shared many of Imrik's concerns - had been present, the prince of Caledor would have gained more traction with the Phoenix Court. Alas, both were far afield at that time, searching desperately for the lost Everchild, Aliathra.

As Imrik's temper grew worse, he sought audiences with the Phoenix King, but each time received only a regretful refusal. Finubar hardly ever even attended the council any longer. Even when the Phoenix King did appear, so weary did he seem that Imrik realised that his support would count for little, even if it could be secured. Worse, it was clear to Imrik that several of the Phoenix Court were looking to position themselves as Finubar's eventual successor. Such deliberations were hardly uncommon, of course, but there was an urgency in the air that was unseemly at best, and ominous at worst.

At last, his patience stretched beyond its limits, Imrik edged towards treason. It began slowly enough. Caledor's might - once gifted freely to the Ten Kingdoms - was now granted only to those lords and princes who were prepared to support Imrik in his own bid for the Phoenix Crown. Suddenly, many who had derided the prince sought to become his dearest friends, for they had looked upon their own armies and found them wanting. By the time the twin-tailed comet returned, and Ulthuan was beset by daemons to a degree unseen since Aenarion's time, few laughed at Imrik any longer, for they were too busy beseeching him for aid.

It was then that Finubar at last granted Imrik an audience, summoning the prince of Caledor to his tower in the dead of night. Expecting to be upbraided for his recent actions, Imrik was surprised to find the Phoenix King quietly approving of his actions - or at least, so far as he could tell. Finubar spoke much in riddles and half-sentences that night, as if trying to convey a truth that even he grasped but dimly, others might have thought Finubar mad, so jumbled was his speech, but Imrik saw the truth of the matter: that the future the other had glimpsed was so vast as to defy simple explanation. Thus when Finubar calmly spoke of his own imminent death, Imrik believed him utterly.

When Imrik at last left Finubar's tower, he did so with fresh resolve, and redoubled his efforts to gain the backing of the Phoenix Court. However, discord was growing across Ulthuan, and the princes of the realm were increasingly polarised between Imrik and those who claimed to be acting according to Finubar's wishes. Thus, when Tyrion at last returned from over the sea, he held Imrik accountable for Ulthuan's division and laid down a challenge before the Phoenix Court. Deserted by his fickle supporters, Imrik was forced to abandon his seat upon the council and return to the vastness of Caledor. From Tor Caleda he watched Tyrion and Teclis drive the daemons from Ulthuan, but involved himself little save where Caledor or its few remaining allies were threatened.

Little by little, the Wars of Reclamation turned in the elves' favour, but Imrik took no heart from the victories. He had seen in unfolding events too many things described in Finubar's guarded mutterings, and watched warily as Tyrion's standing in the Phoenix Court blossomed as never before. Increasingly aware that the war against the daemons was but the precursor to something far worse,
Imrik sent dragon riders out across the oceans, ordering all Caledorian troops to return home. The prince did not know for certain what was coming, but he was determined that Caledor would survive it.

Soon thereafter, the goddess Lileath visited Imrik's dreams. Guiding the prince to the heart of the Great Vortex, she brought him before his illustrious forebear, Caledor Dragontamer. There, the goddess and the mage spoke of a stolen throne restored, and of a terrible future that could be thwarted only if the hatreds of old were put aside. Imrik awoke in a cold sweat, his gut churning. He had been asked to do the unthinkable, but he knew if Caledor had spoken true, then there was no other way.

The next morn, a lone Naggarothi ship sailed into the harbour of Tor Caleda. The sign of Lileath was upon its sail and the dragon of Caledor on its prow. Its arrival changed Imrik's destiny forever...



EXALTED: IMRIK
Crown Prince of Caledor

Name	Move	WS	BS	S	T	W	I	A	Ld
Imrik, Crown Prince of Caledor	6	8	7	7	7	10	8	10	10

Name	Troop Type	Unit Size	Points
Imrik, Crown Prince of Caledor	Monster (Special Character)	1	810

Imrik and his mount Minaithnir, have a combined characteristics profile, and are treated as a single model with an armour save of 3+ for all rules purposes

FACTION: **Host of the Phoenix King, Host of the Eternity King**

SPECIAL RULES: **Always Strikes First, Fireborn, Fly, Martial Prowess, Large Target, Terror, Valor of the Ages**

Dragonfire:
Imrik's mount has a Strength 4 Breath Weapon with the Flaming Attacks special rule.

Lord of Dragons:
Monsters suffer a -1 To Hit penalty when directing their attacks against Imrik.

MAGIC ITEMS:

Star Lance:
Magic Weapon. The Star Lance can only be used in a turn in which the bearer made a successful charge. Attacks with the Star Lance are resolved at +3 Strength, and armour saves cannot be taken against wounds caused by the Star Lance. If the bearer did not make a successful charge this turn, he must instead fight using another weapon.

If your army includes Imrik, Crown Prince of Caledor, no other character in your army can have the Star Lance Magic Weapon from Warhammer Armies: High Elves.

Armour of the Dragontamer:
Magic Armour. The Armour of the Dragontamer grants Imrik, Crown Prince of Caledor, a 5+ ward save.

The Dragonhorn:
Enchanted Item. One use only. At the start of any of your turns, you can sound the Dragonhorn. Imrik, and all friendly Monsters within 12", have the Stubborn special rule until the start of your next turn.

MINAITHNIR

Minaithnir has been bound to Imrik for many years, just as Imrik's line is all but spent, so too is Minaithnir's. The blood of dragons is no less in decline than that of the elves, and Minaithnir can be counted amongst the handful of kin who remain.

As is often the case in Caledor, Imrik did not choose Minaithnir as his companion in life and battle. Rather, it was the dragon who chose the prince. In the midst of battle, Imrik lay dying upon the Amari foothills, his body pierced by many a cruel Naggarothi blade. Then the mountainside shook to Minaithnir's fearsome roar. The dragon had slumbered for long centuries, but some chance had roused the mighty beast and sent him to the young prince's aid. Those dark elves who scattered before Minaithnir's onset were the fortunate ones. All who stayed to fight the dragon were immolated by his fulsome flame, or torn to \vet scraps by his talons. When the foe was routed, Minaithnir bore Imrik to Tor Caleda, where the prince's physicians laboured to heal the wounds of battle.

Ever since that day, Imrik and Minaithnir have fought as one. The dragon has never spoken of his reasons for joining their fates and Imrik, displaying the hubris common to his bloodline, thought it merely a sign that Caledor's star was ascendant once more. Only as the Rhana Dandra looms, and strange times beckon, has Imrik considered that Minaithnir's loyalty serves a greater goal.

LORD: TYRION

Avatar of Khaine

Tyrion was once Ulthuan's foremost hero – perhaps, it's greatest since the days of Aenarion.

For centuries, Tyrion protected the twin thrones of Ulthuan, selflessly shedding his own blood for the Everqueen and Phoenix King. It was sung by minstrels that even Malekith, the tyrant Witch King of Naggaroth, feared Tyrion's wrath - a reluctant accolade granted to few others. Certainly, the dark elves feared the prince. Finubar the Seafarer often said that Tyrion's presence upon the battlefield was worth ten thousand spears, not for his warrior's skills - though these were impressive enough - but because the sight of him riding into battle upon the noble steed Malhandir gave hope to those who fought beneath the Phoenix Banner, and stole courage from those who stood against it.

So many and so incredible were the tales of Tyrion's deeds that it would have been easy to discount them as exaggerations - perhaps paid for by the prince's own coin. However, few had the temerity to disbelieve Tyrion's deeds, for all knew him to be a blooded heir of fabled Aenarion - first of the Phoenix Kings – and his queen Astarielle. In all the years since Aenarion's time, none of his heirs had so captured his likeness as had Tyrion. Indeed, to see the young prince clad in the fabled Dragon Armour of Aenarion was to see the king of old reborn.

Aenarion's legacy granted Tyrion a formidable strength of body and will, as well as a noble aspect that harked back to the earliest days of Ulthuan. However, the blood of the first Phoenix King also carried a curse, one that had taken many forms across the millennia. This curse left its mark on all of Aenarion's line, often resulting in an affliction of the mind or body. At first, many believed that the curse of Aenarion had passed over Tyrion. However, it soon became clear to Tyrion's closest allies that this was not the case. With each passing year, the prince's moods grew darker, his temper so extreme that only Teclis' counsel, and that of the Everqueen, Alarielle, could soothe his anger.

Tyrion's ill temper did nothing to reduce the regard in which he was held. For many, his direct nature was a welcome change to those who had too long endured the interminable half-truths and sophistry of the Phoenix Court. The prince cared little for politicking, and for every enemy this earned him at court, it gained him many friends in those families who had too long been denied their proper status. Thus did Tyrion's patronage allow the rise of many great heroes who would otherwise have languished beyond the impenetrable bickering of the nobles.

By the time Tyrion elevated the scorned princess Eldyra to be his squire, many already spoke of him as the logical successor to the Phoenix Throne. In many ways, it must have seemed inevitable. Finubar was becoming ever more distant from his people, and Tyrion increasingly shouldered the burden of commanding Ulthuan's armies. Furthermore, it was by now common knowledge that Tyrion had become the consort to the Everqueen, Alarielle, for he bore the Heart of Avelorn that was a token of her favour. It seemed natural that a child born of their union – and thus the union of Ulthuan's greatest bloodlines - could only bode well for the high elves' future. What no one knew, because Tyrion and Alarielle took great pains to keep the matter secret, was that the hoped-for union had taken place long ago.

By tradition, the first daughter born to the Phoenix King and Everqueen during their marriage of state was the Everchild, raised to be the next Everqueen and so perpetuate the cycle. Alarielle did indeed bear a daughter during her marriage to the Phoenix King - but it was Tyrion, not Finubar, who was the father. The Everqueen named the child Aliathra, meaning 'hidden fortune' in an ancient Avelorni dialect, and raised her as the Everchild nonetheless. Thus were set in motion events that would lead to Tyrion's downfall, and to the downfall of all Ulthuan.

What no one realised - least of all Tyrion himself - was the true nature of his bloodline's curse. It was not a blight upon mind and body, not exactly, but rather a slowly germinating seed. Even before he drew the fabled Widowmaker of Khaine, Aenarion had unknowingly courted the Destroyer's favour; he could not have stood against the daemonic hordes without Khaine's blessing. And so did the greatest of Phoenix Kings welcome a fragment of Khaine into his heart, a portion of godly viscera that would pass from one generation to the next.

Each of Tyrion's forebears had struggled with the curse within their blood, and many had succumbed to its rage. For decades, the curse had boiled in Tyrion's heart and soul, goading the prince to destructive acts. Yet Tyrion resisted, unknowingly harnessing the willpower that was also his birthright, and thus his actions remained his own. Nevertheless, the prince's control was far from complete, and he increasingly fell into moods so black even his brother Teclis could not bear to be around him.

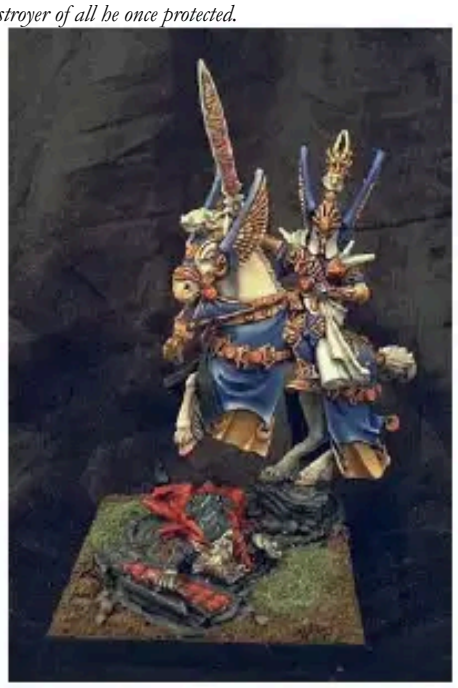
Disaster struck at last as dark days loomed. The Everchild Aliathra, acting as ambassador to the dwarfs of the Worlds Edge, was captured and ultimately slain in a ritual designed to bring about the return of Nagash, the Great Necromancer. Though half a world away, Tyrion felt his daughter's death and embraced Khaine's wrath. Had circumstances been different, even this might not have sealed Tyrion's fate, but destiny was aligned against him.

Morathi had long desired to have Tyrion for her own, for she saw much of her lost love Aenarion in his countenance. As the prince stood upon the brink of damnation, the Hag Sorceress came to him. Her seductions - and her revelation that Teclis had been complicit in Aliathra's death - pushed Tyrion over the edge.

When Tyrion laid hands on the Widowmaker of Khaine some days later, he was no longer the noble warrior he had been. He was grimmer and darker of aspect than ever before; bloodthirsty in a manner more fitting to the Witch King he had fought for so long. The Widowmaker, a weapon first forged to lay low a god, glinted darkly in his hand, and even the brilliant armour of Aenarion seemed to have lost its famous lustre.

Thereafter, the Shadow of Khaine fell wherever Tyrion walked. Where it passed, the weak-willed became little more than beasts, whilst the strong grew malicious and cruel. With each foe slain at Tyrion's hands, the shadow spread ever further, driving thousands more into the damnation that had claimed him.

Tyrion was once Ulthuan's greatest defender. Now he is the Avatar of Khaine, and the destroyer of all he once protected.



LORD: TYRION

Avatar of Khaine

Name	Move	WS	BS	S	T	W	I	A	Ld
Tyrion, Avatar of Khaine	5	10	7	5	4	5	10	5	10
Malhandir	10	4	0	4	3	1	5	2	7

Name	Troop Type	Unit Size	Points
Tyrion, Avatar of Khaine	Infantry (Special Character)	1	700
Malhandir	Cavalry	1	

FACTION: **Host of the Aestyrion**

SPECIAL RULES: **Always Strikes First, Frenzy, Immune to Psychology, Murderous Prowess**

The Shadow of Khaine:
Tyrion, Avatar of Khaine, and all friendly units with the Murderous Prowess special rule within 12" of him, re-roll all failed To Wound rolls in close combat.

Avatar of Khaine:
Tyrion knows the Summon the Glorious Dead innate bound spell;

SUMMON THE GLORIOUS DEAD
*As the Avatar of Khaine, Tyrion can call upon those e slain in battle to rise from their resting places and return to the fray*Innate bound spell (power level 10). Summon the Glorious Dead is a ***summoning*** spell with a range of 18". Tyrion summons a single unit of 2D6 +3 Skeleton Warriors (see below for profile, special rules and equipment). You can instead choose to summon a single unit of 3D6+2 Skeleton Warriors, in which case the casting value is increased to innate bound spell (power level 15). Alternatively, you can choose to summon a single unit of 4D6 +1 Skeleton Warriors. If you do so, the casting value is increased to innate bound spell (power level 20).

MAGIC ITEMS:

The Dragon Armour of Aenarion:
Magic Armour. The Dragon Armour of Aenarion grants Tyrion, Avatar of Khaine, a 1+ armour save that cannot be improved by any means. In addition, it grants Tyrion a 4+ ward save and the Fireborn special rule.

Heart of Avelorn:
Enchanted Item. The Heart of Avelorn gives Tyrion, Avatar of Khaine, the Magic Resistance (2) special rule. In addition, if Tyrion suffers an unsaved Wound that would kill him, (including an unsaved Wound that killed him as a result of the Killing Blow, Heroic Killing Blow or Multiple Wounds special rules), roll a D6 before removing him as a casualty; on a 2+ , Tyrion negates the Wound and the Heart of Avelorn is destroyed. Otherwise, Tyrion is removed as a casualty as normal.

Widowmaker:
Magic Weapon. Hits from Widowmaker wound automatically and have the Multiple Wounds (D6) special rule. Armour saves cannot be taken against hits caused by Widowmaker. Widowmaker cannot be destroyed by enemy spells or magic items.

SKELETON WARRIORS

Name	Move	WS	BS	S	T	W	I	A	Ld
Skeleton Warrior	4	2	2	3	3	1	2	1	3

Name	Troop Type
Skeleton Warrior	Infantry

EQUIPMENT: Hand weapon, light armour, shield.

SPECIAL RULES:
Undead:
All units with the Undead special rule have the Unbreakable, Unstable and Fear special rules, as described in the Warhammer rulebook. In addition, when charged, units with this special rule can only elect to Hold. Lastly, units with this special rule cannot make march moves unless they are within 12" of the army General.

MALHANDIR

Malhandir is the finest of Ulthuan's steeds, a true descendant of Korhandir, Father of Horses. He is swift as the wind, strong and faithful unto death. Malhandir understands elven speech, though Tyrion seldom needs to issue commands at all. Like all his line, the prince of horses possesses a keen intelligence that far outstrips that of lesser beasts, and even eclipses that of many creatures who walk upon two legs.

Though Malhandir is invariably at Tyrion's side in battle, he is free to follow his own will at other times. The horse's friendship with Teclis and Alarielle is only a fraction less pronounced than the loyalty he feels to his master, and he often acts as Teclis ' courier or roams the forest of Avelorn when Tyrion has no need of his services. Of course, this all comes to an end when Tyrion's shrill whistle rings out across the Ten Kingdoms. Thus summoned, Malhandir uses every scrap of his famous speed to return to his master's side, ready for battle once more.

LORD: ALARIELLE

Incarnate of Life

The Everqueens of Ulthuan are the elves' oldest tradition. In the time before the Phoenix Kings, each Everqueen ruled alone, an emissary of Isha, whose staff of rule had itself been a gift from the Mother Goddess. In times of peace, she nurtured her people with Isha's magics; in the rare times of strife, she wielded cleansing fire to protect them, for it is never a mother's place to sit idle when her children are threatened. And so it was for many long years, with the title and power of Everqueen passing from mother to daughter with each generation. Then came the Phoenix Kings, and everything changed.

With the invasion of the daemons and Aenarion's ascension to the Phoenix Throne, the role of Everqueen diminished. Faced with a threat that could only be confronted through strength of arms, the elves came to rely on their new king more than his queen. In so doing, they forgot that strength takes forms far subtler than mere physical might, and thus lost forever a part of their heritage. Astarielle, Everqueen of those times and wife to Aenarion, could perhaps have altered this course, but she died too soon. When Astarielle's daughter, Yvraine, at last ascended to the Everthrone many years later, elven tradition had shifted: much of the Everqueen's power now rested with the Phoenix Kings.

And so it was for generations. The Everqueen was seldom more than a figurehead, a priceless jewel to be kept safe from Ulthuan's enemies. Protected by an elite sisterhood of maiden guard, Yvraine and those who followed her were political vessels. They were all but forbidden from fighting in battle, for the succession of the Everqueen was still seen as vital to the elves' survival, even if the reason was long forgotten.

All that changed when Alarielle ascended to the Everthrone. Daughter of wise Bel-Hathor and Estrielle the Silver, Alarielle was strong-willed in a manner that often drove her mother to despair. As a young girl, she would often evade her protectors and stray deep into Avelorn, where no amount of searching would uncover her. Upon returning, Alarielle would unconcernedly announce that she had been walking with Sernalla, a woman whose hair shone with starlight. None amongst Estrielle's court knew of this woman. Fearing the predation of some daemon or evil spirit, the Everqueen sent her daughter away to Lothern, to dwell in the halls of her father. Alarielle went without complaint, and none thought to search her. Had they done so, the Star of Avelorn that Sernalla had gifted the Everchild would surely have been discovered.

Many years later, Bel-Hathor passed away, and Alarielle ascended to the Everthrone as wife of Finubar the Seafarer. From the very first, the new Everqueen made it quite clear that she was not prepared to stand idle whilst her homeland was threatened. Many nobles objected, but Alarielle paid them no heed – if anything, she was more often seen upon the battlefield than her husband. It helped, of course, that Ulthuan was then threatened to a degree not seen in years, and also by the fact that the Phoenix King refused to add his voice to those who called for his errant Everqueen to conform with tradition. Time and again, Alarielle took command of the armies mustered in Ulthuan's defence, her cold, clear voice ringing out across the din, and her touch soothing the most savage of wounds. No Everqueen had ever lacked for her subjects' respect, but not since before Aenarion's time had one earned her subjects' love so completely as Alarielle.

There were some traditions, however, that Alarielle refused to break. She would not wield steel, no matter how dark the hour, but then she had no real need to do so, for her touch – like that of all who had come before her - was anathema to creatures of evil heart. Likewise, she never forsook her duties as Isha's high priestess, even when Ulthuan might have been better served by a warleader than a celebrant. Avelorn, in particular, she loved beyond all the other realms. Alarielle walked for hours beneath its leaves, just as she had as a child, speaking with the trees as Sernalla had taught her, and learning whatever secrets she could.

As the reign of Finubar wore on, and the days grew increasingly dark, Alarielle came ever more to the fore. The sisterhood of Avelorn, for so long tasked only with the Everqueen's defence, were spread across the Ten Kingdoms, fighting alongside the militias and nobles of many lands. Alarielle became bolder and more determined, no longer content to await trouble to befall, but scouring the mists of Yvresse and the slopes of the Annulii in order that she might prevent the predations of daemons. By now, her ritual marriage to Finubar was long over, and it was well known that Alarielle had taken Prince Tyrion as her consort, but none save the lovers knew just how far back their union truly went.

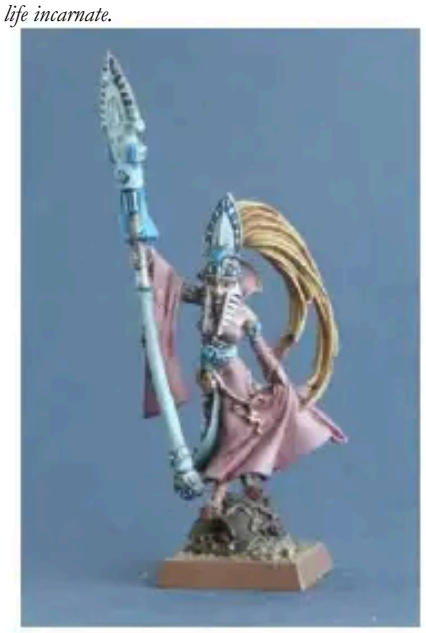
As the End Times approached, disaster struck. Aliathra – daughter to Alarielle, and future Everqueen - was captured, and no attempt at rescue could set her free. All Ulthuan mourned the loss, for they believed that all would perish if the line of Everqueens withered. Alarielle, who cared only that her daughter was in peril, prayed for guidance. It was then that Sernalla came to her once more, and revealed herself to be Lileath. Beneath the pale light of the moon, the goddess showed Alarielle how to make use of the worldroots – ancient pathways that bound together all the forests of the world - and bade her seek the wood elves' aid.

Alarielle was lost to Ulthuan for many long months, and her absence was keenly felt. When the Everqueen at last returned to Ulthuan, she was much changed. During her time in Athel Loren, Alarielle's soul had merged with that of the dying Ariel, who was herself the last facet of the goddess Isha. As she slept beneath the Oak of Ages, Alarielle's will asserted itself over that of the goddess she had joined with. Though ever after Alarielle would recall moments from Isha's life, her thoughts and decisions were her own, not those of the Mother Goddess. Her power, however, was greater that it had ever been before.

Before her transformation, Alarielle possessed phenomenal control over the magics of light and life. After, with the fading essence of Isha entwined about her soul, her light drove back the darkness, and she banished with a single glance those whose presence once left her weak and brittle.

However, this was not the only transformation Alarielle would undergo. In the last battle upon the Isle of the Dead, the Wind of Life became fused to her being, remaking her once more into a locus of renewal. Now, those who fight at Alarielle's side feel the power of life itself floating through their veins, healing even the most severe of wounds, and lending weary limbs the strength to fight for as long as there is need.

Alarielle is no longer merely the Everqueen, nor even the Avatar of Isha. Now, she is life incarnate.



LORD: ALARIELLE
Avatar of Isha

Name	Move	WS	BS	S	T	W	I	A	Ld
Alarielle, Avatar of Isha	5	6	5	3	3	3	6	1	10
Name	**Troop Type**			**Unit Size**					**Points**
Alarielle, Avatar of Isha	Infantry (Special Character)			1					375

FACTION: **Host of the Phoenix King**

MAGIC: **Alarielle, Avatar of Isha, is a Level 4 Wizard. She uses spells from the Lore of Life, the Lore of Light and the Lore of High Magic**

SPECIAL RULES: **Always Strikes First, Lileath's Blessing, Martial Prowess, Valour of Ages**

Anathema to Chaos:
Tyrion, Avatar of Khaine, and all friendly units with the Murderous Prowess special rule within 12" of him, re-roll all failed To Wound rolls in close combat.

Blessings of Isha:
Alarielle, Avatar of Isha, and all friendly Elven units within 12" of her have a 5+ ward save and are immune to Fear and Terror.

Touch of Purity:
Alarielle's close combat attacks are magical attacks. In addition, they always wound on a 2+ and have the Multiple Wounds (D6) special rule if directed against models from the Forces of Destruction.

MAGIC ITEMS:

Star of Avelorn:
Enchanted Item. At the start of your Movement phase, nominate a single friendly character within 12" of Alarielle - that model immediately regains a single Wound lost earlier in the battle. Alarielle can only restore her own Wounds if there is no other viable target in range.

Stave of Avelorn:
Arcane Item. One use only. The Stave of Avelorn is used in the Magic phase. When used, it allows Alarielle to immediately attempt to cast a spell that she has already cast that phase, even if the casting attempt failed, or was miscast. The spell is otherwise cast according to the normal rules.

LORD: ALARIELLE
Incarnate of Life

Name	Move	WS	BS	S	T	W	I	A	Ld
Alarielle, Incarnate of Life	5	6	5	4	4	4	6	3	10

Name	Troop Type	Unit Size	Points
Alarielle, Incarnate of Life	Infantry (Special Character)	1	540

FACTION: **Host of the Eternity King**

MAGIC: **Alarielle, Incarnate of Life, is a Level 5 Wizard. She uses spells from the Lore of Life.**

SPECIAL RULES: **Always Strikes First, Loremaster (Life), Martial Prowess, Murderous Prowess, Valour of Ages**

Touch of Purity:
Alarielle's close combat attacks are magical attacks. In addition, they always wound on a 2+ and have the Multiple Wounds (D6) special rule if directed against models from the Forces of Destruction.

Locus of Renewal:
If Alarielle, Incarnate of Life, suffers a miscast whilst casting a spell, you may re-roll the result on the Miscast table (but must accept the second result if you do so, even if it is worse).

Incarnate of Life:
Alarielle, Incarnate of Life, and all friendly units within 12" of her have a 6+ ward save and the Regeneration special rule. In addition, at the start of each friendly Magic phase, Alarielle and every friendly model within 12" of her regain a single Wound lost earlier in battle.

MAGIC ITEMS:

Star of Avelorn:
Enchanted Item. At the start of your Movement phase, nominate a single friendly character within 12" of Alarielle - that model immediately regains a single Wound lost earlier in the battle. Alarielle can only restore her own Wounds if there is no other viable target in range.

Stave of Avelorn:
Arcane Item. One use only. The Stave of Avelorn is used in the Magic phase. When used, it allows Alarielle to immediately attempt to cast a spell that she has already cast that phase, even if the casting attempt failed, or was miscast. The spell is otherwise cast according to the normal rules.

LORD: TYRION

Incarnate of Light

Prince Tyrion, the Dragon of Cothique, was the greatest hero of his age. Yet an old ulthuani proverb held that the brightest stars have the furthest to fall. So it proved with the noble prince; drawn down a dark path by circumstances beyond his control, Tyrion was to become the mortal incarnation of Khaine the Destroyer.

When Malekith led a warhost from Naggaroth to attack Ulthuan, Tyrion led a mighty army to oppose him. It soon became clear that the Witch King sought to claim the Widowmaker of Khaine, and Tyrion hastened to stop him. Yet circumstances were to conspire against the prince, corrupting his honourable intentions.

Even as Tyrion fought Malekith's rear-guard upon the plains of Reaver's Mark, he fell to the curse of Aenarion that lurked in his blood, worse was to come when Morathi revealed herself to the prince, bringing him under her thrall. By the time Tyrion reached the Blighted Isle, the mantle of Khaine lay heavy about his shoulders. He defeated Malekith, only to draw the cursed Widowmaker himself. By this deed, the erstwhile Defender of Ulthuan became the Avatar of Khaine.

The war that followed saw Malekith rise to become the true Phoenix King. More amazing still, as the fighting wore on, was that the elves reunited as a single race for the first time in millennia to oppose the influence of Khaine. However, even as hope spread, Tyrion descended into degradation and cruelty beyond imagining. As the prince became ever more lost to murderous madness. So too did all those who served under him. As the mantle of Khaine spread far and wide, more and more elves of Ulthuan fell beneath its spell. Finally, at the head of a frenzied horde, Tyrion swept his foes before him.

So desperate did Tyrion's enemies become, that eventually they sought to unbind the Great Vortex at the heart of Ulthuan. Yet Tyrion pursued Malekith's host relentlessly. Finally, in a terrible battle upon the Isle of the Dead, Tyrion and Morathi ruined the great ritual of unbinding that Teclis had prepared for so long. It was during that crazed conflict that Tyrion was finally struck down, an arrow from Alth Anar's bow punching into his chest and piercing his heart. At the moment of his death, Tyrion returned to his senses, realising the full horror of what he had done before darkness consumed him utterly.

The next thing Tyrion knew was a blazing tidal wave of heat and light, sweeping him from the void and back into the lands of the living. Though he could not know it at that moment, the prince later learned that his rebirth had come at the artifice of his twin brother. The curse of Aenarion was purged from his soul, replaced by the stolen flame of a god, the vitality of the sundered Heart of Avelorn, and the incredible energies of Hysh, the Wind of Light. Tyrion had died a monster, but was reborn as the Incarnate of Light, a being whose very presence was anathema to the servants of Chaos.

Charging forth from the Oak of Ages, Tyrion's intervention came just in time to drive back Be'lakor the First damned, preventing the daemon prince from destroying the venerable tree and rending the Weave of reality asunder. This dramatic rebirth saved the heart of Athel Loren from destruction, and was but the first of many heroic deeds that Tyrion would perform in those dark times. Still. The reincarnated Tyrion was a sorrowful figure, for upon his hands there was blood that no number of good deeds would ever wash clean.



Name	Move	WS	BS	S	T	W	I	A	Ld
Tyrion, Incarnate of Light	5	10	7	4	4	5	10	5	10
Malhandir	10	4	0	4	3	1	5	2	7

Name	Troop Type	Unit Size	Points
Tyrion, Incarnate of Light	Infantry (Special Character)	1	550
Malhandir	Cavalry	1	

FACTION: **Host of the Eternity King Army.**

SPECIAL RULES: **Always Strikes First, Martial Prowess, Valour of Ages.**

Incarnate of Light:
At the start of every Magic phase, every enemy model with the Undead or Daemonic special rule which is within 6" of Tyrion suffers a single Strength 4 hit. Hits from this attack are magical.

Shield of Light:
All friendly units within 12" of Tyrion, Incarnate of Light have a 5+ ward save against enemy shooting attacks and spells. This is increased to a 4+ ward save if the attacking unit or the Wizard which is casting the spell has the Undead or Daemonic special rule.

MAGIC ITEMS

Sunfang:
Magic Weapon. Hits from Sunfang are resolved at +3 Strength and have the Flaming Attacks special rule. In addition, Tyrion can make a Strength 4 Breath Weapon attack once per game. Hits from this attack are magical, and have the Flaming Attacks special rule.

Dragon Armour of Aenarion:
Magic Armour. The Dragon Armour of Aenarion grants Tyrion, Incarnate of Light, a 1+ armour save that cannot be improved by any means. In addition, it grants Tyrion a 4+ ward save and the Fireborn special rule.

LORD: CARADRYAN

Incarnate of Fire

While still a young noble, a pilgrimage to the Shrine of Asuryan was to change Caradryan's life forever. During his visit, Caradryan crept unbidden into the Chamber of Days and there witnessed something so profound that it left the rune of Asuryan inscribed in flame upon his brow. Caradryan swore the oath of the Phoenix Guard that day, dedicating his life to the will of the elven creator god.

The years passed, and Caradryan rose to prominence, eventually assuming captaincy of the Phoenix Guard. In truth, he spent much of his time in gloomy contemplation. The vision Asuryan had shown him was a grim and confusing one; Tyrion fought Malekith for possession of the Widowmaker, with the fate and hopes of the elven people - and indeed their gods - hinging on the outcome.

Worse, the Phoenix Guard captain knew that he would have the power to determine who should win that deadly duel. This might have seemed a heroic charge, had Caradryan not sensed the madness and evil in Tyrion, and the embers of hope that would burn within Malekith on that fateful day.

When finally the moment came, Caradryan interceded on behalf of Malekith, exactly as he had always known he would. The confrontation that Caradryan had dreaded for centuries had come and gone, and it appeared that he had made the right choice. Yet the Captain of the Phoenix Guard had precious little time for relief, for his life was swiftly spiralling beyond his control.

Caradryan's oath of silence was broken, shattered in the moment he raised his blade between Tyrion and Malekith. The power of Caradryan's god had exhausted itself in Malekith's final confrontation with Tyrion, replaced by a gestalt shadow magic that the captain neither liked, nor trusted. Worst of all, Ulthuan, the land Caradryan had spent his life defending, was but a shattered, sunken memory.

Caradryan was angry, conflicted, his noble heart hot with the fires of vengeance. It was these qualities that made him a lodestone for Ashy, the Wind of Fire. Swirling wild and directionless, Aqshy found in Caradryan a sort of kindred spirit. As the captain of the Phoenix Guard fought his desperate battle against Skarr Bloodwrath, Aqshy poured its might into this new and worthy bearer, infusing Caradryan and Ashtari both with the powers of the Incarnate of Fire.

In one way, Caradryan was uncomfortable with his newfound status, ill-inclined as he was to assert himself over figures like Tyrion and Malekith. However, the bonding brought Caradryan a kind of peace. Though no sorcerer, the Captain of the Phoenix Guard felt an innate kinship with Aqshy that allowed him to master its power swiftly. Its fires surged through him, and through his phoenix mount, leaping forth as easily as thought.

Becoming an Incarnate gave Caradryan new purpose, a meaning to his deeds that he had missed keenly since that fateful day on the Blighted Isle. He was resolved that he would be the champion his people demanded, no matter how difficult he might find that duty. He would fight the servants of Chaos until either they were scoured from the face of the world, or else his own fires were extinguished forever. Better to burn up in a worthy war, than wait to be smothered by the power of the Dark Gods.



Name	Move	WS	BS	S	T	W	I	A	Ld
Caradryan, Incarnate of Fire	5	6	6	5	5	7	7	7	9

Name	Troop Type	Unit Size	Points
Caradryan, Incarnate of Fire	Monster (Special Character)	1	590

Caradryan and his mount, Ashtari, have a combined characteristics profile, and are treated as a single model with an armour save of 4+ for all rules purposes.

You may not take both Caradryan, Captain of the Phoenix Guard and Caradryan, Incarnate of Fire in the same army.

FACTION: **Host of the Eternity King Army.**

MAGIC: **Caradryan, Incarnate of Fire is a Level 3 Wizard who uses spells from the Lore of Fire.**

SPECIAL RULES: **Always Strikes First, Attuned to Magic, Fireborn, Flaming Attacks, Fly, Large Target, Loremaster (Fire), Magic Resistance (l), Martial Prowess, Terror, Valour of Ages, Wake of Fire.**

Mark of Aqshy:
If Caradryan is slain in close combat, the unit that killed him immediately takes 3D6 Strength 4 hits with the Flaming Attacks special rule. Hits from this attack are magical. Any Wounds caused are distributed as for shooting attacks, and count towards combat results. If Caradryan is killed in a challenge, then only his opponent takes these hits - any excess Wounds caused by the Mark of Aqshy count towards overkill.

MAGIC ITEMS

The Phoenix Blade:
Magic Weapon. Close combat attacks made by Caradryan, Incarnate of Fire are resolved at +1 Strength and have the Multiple Wounds (D3) special rule.

LORD: THANQUOL AND BONERIPPER

Ascendant Grey Seer and Enhanced Bodyguard

Through magic, manipulation and shrewd intuition, Thanquol had served the Under-Empire on many missions. In every deed and every action, Thanquol had but one goal: how he could exploit the situation to best serve his own needs.

Like every Skaven, Thanquol was a self-serving, ambitious opportunist - however, no other could match the grey seer's good fortune. Whether it was precognition or the blessing of the Horned Rat, the grey seer had an uncanny sixth sense that allowed him to land feet first no matter what. With a twitching of his tail, Thanquol would alter war plans or stratagems at the last minute. This was often a probe for new advantages, but could simply have been a sudden strong intuition. In the past, such hasty re-directions allowed his armies to avoid ambushes, or pointed him in the direction of undiscovered treasures.

Not all of Thanquol's last-minute masterplans worked out. In fact, few, if any, of his ideas panned out according to their initial design. His constant tinkering and meddling invariably left the original plan so altered that no-one, least of all Thanquol, was entirely sure what was supposed to happen next. However, as Thanquol was a powerful mage, and also incredibly lucky, the Council of Thirteen learned that the end results were as often as not better than expected.

Indeed, for many years, Thanquol had managed to profit from his high standing with the Council of Thirteen - so much so that his horned peers could only look on with envy. The grey seer had a knack for wheedling himself into prime position to be rewarded with many, more tangible, assets. Chief amongst these prizes was his rat ogre bodyguard,

Boneripper or, more properly, a series of rat ogre bodyguards named Boneripper - for none of them lived for very long. Each one was larger and bore more mechanically enhanced parts than the last, although no few used re-animated pieces of their former namesakes as well.

Richly rewarded as he was, Thanquol could afford more and more warpstone. Securing a steady supply of that precious commodity became a prime goal of his missions. The twisted, prophetic visions that the warpstone granted the grey seer had always paid off. There was a downside, however, as Thanquol had become completely addicted to the dangerous substance. Other Skaven found that even a nibble of pure warpstone had horrific consequences, but no matter how much Thanquol ingested, he never seemed troubled by it. He could grind down large nuggets, boosting his powers hundredfold with no disastrous effects.

As events unfolded, and the grey seers were manoeuvred out of their ascendant position, Thanquol was just returning from Tilea. With his coffers full of slaves and warpstone, his personal power had never been greater. Like his peers, Thanquol was fearful of this ominous new development, but rather than railing at the indignity of the situation, he saw opportunity. With Grey Seer Kritislik dead, there was an empty seat on the Council of Thirteen. He needed only to prove his worth to the remaining Lords of Decay - and ensure none of his fellow grey seers stood in his way.

When Great Warlock Skribolt asked for Thanquol's assistance during the Clan Skryre-led attack upon Nuln, Thanquol - ever full of himself – was certain he was asked because of his high standing, his knowledge of the man-things, and his successful attack years go upon the very same city. He was happy to oblige Skribolt, seeing a chance to prove his prowess once and for all. As was often the case, though, the grey seer had badly misjudged.

Skribolt, like many others, had longstanding grudge-debts against the horned mages. Without wishing to openly attack the grey seer, Skribolt did the next best thing - he pinned all the blame for every failure upon Thanquol. This, along with separating the sorcerer from his bodyguard under the pretence of 'repairs' seemed a sure way to dispose of him. However, Skribolt could not have anticipated the grey seer's amazing ability to somehow come out on top in every situation.

Driven by desperation, Thanquol attempted to summon a Verminlord. This was always a nerve-racking experience for any grey seer, but was even more so for Thanquol. His previous attempt had summoned a rampaging Bloodthirster - and not just any, but Skarbrand, the Destroyer from Beyond. Although the end result was perhaps more devastating, it was an experience that had rightfully left a mark upon the grey seer.

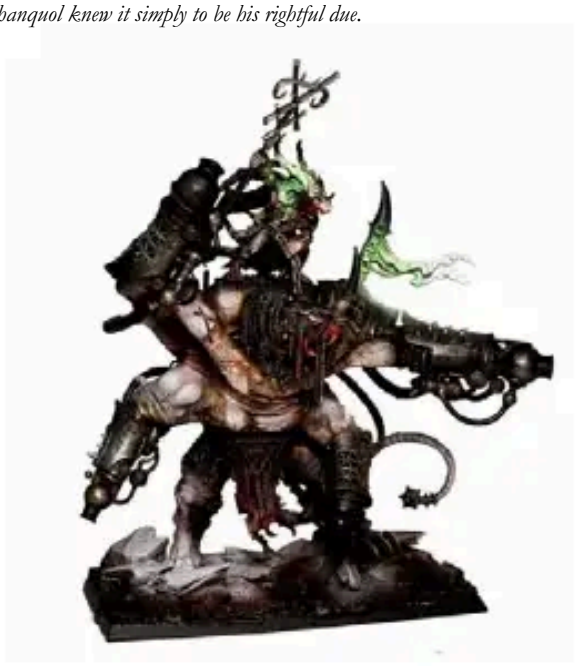
As fortune would have it – with the cursed moon that men called Morrslieb dragged closer, and the tides of Chaos growing stronger than ever before - Thanquol's summoning brought forth not just a Verminlord, but perhaps one of the most powerful of the rat daemons to ever walk the world - Skreech Verminking.

Anxious to get his claws dirty in the mortal realm, Verminking became Thanquol's patron, aiding the grey seer in usurping leadership of the Nuln attack from Clan Skryre. It was Verminking that enhanced Boneripper, using his magics to enlarge the creature and amalgamating several other specimens within that hulking beast. Boneripper was akin to all rat ogres, only greater in every respect; more muscle-bound, bestial, and absolutely hostile towards everyone save Thanquol and its creator.

Skreech Verminking also ensured that the warlock engineers outfitted the giant rat ogre with the latest and most devastating weaponry. Thus, when Thanquol met his improved, Boneripper, the beast bore a warpfire thrower upon each of its four arms - enough firepower to immolate entire enemy regiments. For closer encounters, warp braziers could be affixed - wrecking balls of burning warpstone that struck with the impact of falling meteors.

Despite his callous and self-centred ways, Thanquol had always been fond of his Boneripperss. This was not so much an emotional attachment as it was the simple relief of knowing that he was watched over by a sturdy and loyal, albeit mindless, bodyguard. Naturally, with his protector now grown huge and better armed than ever, Thanquol's appreciation likewise increased. The new Boneripper was so large that the grey seer could scramble up its back, using it as a monstrous mount of sorts.

Thanquol and Boneripper made a fearsome duo, the arcane might of the grey seer complementing the savage brawn of the giant rat ogre. While some may have pointed out that Thanquol's blessings were merely down to good fortune, the grey seer himself claimed that, this time, his genius could not be denied. It was possible that all cowered before him because of his towering rat ogre – but Thanquol knew it simply to be his rightful due.



LORD: THANQUOL AND BONERIPPER

Ascendant Grey Seer and Enhanced Bodyguard

Name	Move	WS	BS	S	T	W	I	A	Ld
Thanquol & Boneripper	6	4	3	6	5	8	5	6	7

Name	Troop Type	Unit Size	Points
Thanquol & Boneripper	Monster (Special Character)	1	650

Thanquol and his mount, Boneripper, have a combined characteristics profile. They are treated as a single model with an armour save of 6+ for all rules purposes.

You may not take this version of Thanquol and Boneripper from Thanquol in the same army as Thanquol and Boneripper from Warhammer: Skaven.

FACTION: **Grand Legion of Chaos, Skaven**

MAGIC: **Thanquol is a Level 4 Wizard. He uses spells from the Skaven Spells of Ruin or Plague (see *Warhammer: Skaven*) in any combination. Thanquol can choose to substitute any one of his spells for The Dreaded Thirteenth Spell.**

EQUIPMENT: **Warpfire Projectors**

OPTIONS: **May replace warpfire projectors with Warpfire Braziers: Free**

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

Blessings of the Horned Rat:
Thanquol and Boneripper have a 4+ ward save.

Boneripper's Warpfire Projectors:
If Boneripper is equipped with warpfire projectors, he can make two warpfire projector attacks in each of his Shooting phases. These attacks are completely resolved one at a time, and may be directed at different targets if desired. In addition, he re-rolls all failed To Wound rolls when shooting with these weapons.

Warpstone Addiction:
Thanquol does not suffer a Wound if the result of a warpstone generated power dice roll is a l.

MAGIC ITEMS:

Staff of the Horned Rat:
Arcane Item. The bearer adds 1 to the result of any casting roll for a spell from the Skaven Spells of Ruin or Plague.

Warp-amulet:
Talisman. Roll a D6 at the start of each of the controlling player's turns, on a roll of 5+ the bearer recovers 1 Wound that was lost previously in the battle.

Warpstone Tokens:
Thanquol starts the battle with D6 +2 warpstone tokens (see *Warhammer: Skaven*).

WARPFIRE BRAZIERS

Thanquol's latest Boneripper can switch out his warpfire projectors for something more suited to close combat: warpfire braziers. Trailing green flame like some sickened meteor, these enormous wrecking balls allow Boneripper to pulverise stone or smash through armour with ease.

Name	Range	Str	Special Rules
Warpfire Braziers	Combat	+1	Flaming Attacks, Multiple Wounds (D3), Storm of Attacks, Warp-fumes, Warpstone Weapon

Storm of Attacks:
A model equipped with warpfire braziers can re-roll all failed To Wound rolls in the Close Combat phase (including Impact Hits and Stomps). However, it never benefits from the Extra Attack special rule for having more than one close combat weapon.

Warp-fumes:
At the beginning of any round of close combat in which a model equipped with warpfire braziers is engaged in combat, all models (friend or foe) in base contact with that model must pass a Toughness test or suffer a single Wound with no armour save allowed.

Warpstone Weapon:
Warpstone Weapons and attacks made by them count as magical.

VERMINLORDS

Daemons of the Horned Rat



To behold a Verminlord is to see a splinter of· the verminous glory that is the Skaven deity: the Great Horned Rat. It is to see creeping decay and inscrutable knowledge made manifest. The rat daemons are living icons of ruin, the ultimate scavengers from beyond the veil.

Verminlords are everything a Skaven aspires to be, taken to extremes. They are towering figures, and despite their sinuous build, they possess the raw strength to challenge a giant. Yet for all their power, Verminlords are subtle creatures that far prefer manipulation to open battle. Wherever possible, a Verminlord will use its matchless guile to get others to do its bidding.

Although leery of placing themselves in harm's way, when pressed, the rat daemons reveal a feral savagery. Simply by beckoning with its claws, a Verminlord can summon to itself a doom glaive - a hellishly sharp weapon fashioned from warpstone. Whirling this massive polearm, a Verminlord can split foes in two and then split each half again before the corpse hits the ground. Only the very powerful or the very foolish would dare to challenge such a creature.

As avatars of the Horned Rat, Verminlords can call upon fell energies. With the power of its voice alone, a Verminlord can manipulate the weak-willed into doing almost anything. Foes upon the battlefield have laid down their weapons before a Verminlord, convinced by whispered words that this was the wisest course of action. They stare at the Verminlord trustingly as they do so - even as the doom glaive falls. The rat daemons can even call down storms of warp lightning, or disappear in a cloud of nebulous shadow only to reappear at another location in the blink of an eye.

It is, of course, entirely possible for Verminlords to manifest in the world of mortals. However, unless the Winds of Magic are raging, the rat daemons must soon return to the shadowy and ruinous realm of their master. It is possible to summon a Verminlord, though only the grey seers know the secret rites that can call these beings from beyond the veil. Naturally, this rare knowledge gives the horned sorcerers a great advantage, and they have exploited this to gain political power. The more cynical amongst the clans question whether grey seers truly are the prophets of the Horned Rat, suggesting instead that they are charlatans, covetously keeping this information to themselves.

Grey seers are quick to threaten the use of their ability to summon a Vermin lord, but they are loath to actually do so. This apprehension is for a good reason: those who open a rift between worlds often do not live long enough to regret it.

Verminlords cannot be tricked or beguiled, for they see through the most cunning plans, and are able to smell lies and discern true intentions with supernatural insight. As such, it is easy for a Vermin lord to pluck out hidden fears and secret desires, using these to gain an advantage. Diabolically clever and calculating, a Verminlord insinuates itself into a plan - fitting in its own needs with the same ease with which a rat squeezes and wriggles into a narrow crevice.

The moment a Verminlord touches his clawed feet upon the mortal realm, it begins to scheme. Shrewd beyond the ken of mortals, the rat daemon's plots are so utterly convoluted that they are all but unfathomable. As the webs of fate change, so too will a Verminlord's plans - shifting alliances, switching supplicants, or altering in their design. Thus, it is insanity itself to trust a Verminlord, for today it may bring aid, but tomorrow drive a doom glaive through an unguarded back. To observers, such betrayals appear whimsical- but they are simply unknowable, bound up in an intricate and labyrinthine world of intrigue and treachery. Barring perhaps the scale of the betrayals, this is not much different to the Council of Thirteen's own actions, or the daily routines of every Skaven clan.

A Vermin lord is wiser and more wicked than any Skaven, yet it retains a jealous lust for power and a love of schemes and betrayal. That Verminlords exhibit many of the same flaws, foibles and desires as the Skaven themselves is not surprising. All Verminlords are fragmented embodiments of the Horned Rat. Some are formed from the thoughts of that verminous deity, while others are Skaven elevated to immortality for glorious deeds that spread ruination and decay across the mortal realm - the daemonic forms of ancient Lords of Decay warped into something greater by the Horned Rat.

Like Skaven themselves, each Verminlord has its own motivations and its own proclivities, just as Skaven divide into factions, so too do Verminlords. All are embodiments of blight, but some favour one method over another. For instance, those that prescribe pestilence first and foremost are the Corruptors, the disease-mongers, whilst those who are masters of shadowy intrigue and stealth are the Deceivers.

As the rift in reality grows wider, more and more Verminlords have entered the material world. They can be found stalking the UnderEmpire, offering aid to clans, but in turn manipulating them like pieces on a game board. Naturally divisive, many Verminlords have chosen favourites in the ongoing struggle for clan supremacy, sometimes they side with those they have a greater affinity with, especially those that embody a specific aspect of the Horned Rat. Many Verminlord Deceivers seek Clan Eshin and its thralls, while a larger proportion of Verminlord Warpseers plot to re-establish the dominance of the grey seers. The most warlike amongst the Verminlords' number often grant their mighty patronage to the warlord clans.

As creatures of Chaos, Verminlords are by their very nature unpredictable. Like does not always call to like, and it is possible to find a Verminlord Corruptor - a master of plagues - working not alongside Clan Pestilens, but rather trying to thwart them. This may be as vindication for old betrayals, or the continuation of a war within the shadow realms - for even there, beneath the feet of their creator, the Horned Rat's children plot and feud.

The Horned Rat knows that, for them to conquer, the Skaven must work together. At his demand, the Verminlords have formed a secretive collective – the Clandestine Council. It is a warped mirror of the Council of Thirteen - a gathering intended to ensure that all work together towards the same goal. The reality, however, has so far proven somewhat different.

LORD: LORD SKREECH VERMINKING

The Rat King

Amongst the Children of the Horned Rat there, was a legend that, one day, the thirteen-headed one would rise. It was said that this Rat King would usher in a new era, bringing closer the day when the Great Horned One would come forth and the entire world would be made into a nest-lair of ruination. This mythical figure would prove to be Skreech Verminking, mightiest of the Verminlords.

Verminking's tale began long ago, in a different age of the world. The nascent race of Skaven had only recently discovered a huge warpstone meteor interred in the sundered mountain called Cripple Peak. It was then, and remains to this day, the largest deposit of that coveted substance yet found. The Skaven, however, were not the first to lay claim to it.

Cripple Peak was the domain of the father of necromancers – the great Nagash. He had turned the mountain into an undead stronghold, and his shambling minions mined deep underground, extracting the warpstone for some fell purpose of the necromancer.

So it was that the Skaven made war, bursting into the lower mines of Nagashizzar, or the Cursed Pit as the ratmen came to know it. An endless battle of attrition began, with the Skaven pitting their vast numbers against a foe that could never be slain. The war stretched into years, then into decades. The Council of Thirteen craved the limitless power offered by the warpstone, but no matter how many warriors they ordered into the conflict, they could not break the stalemate. For his part, the Great Necromancer could find no way drive off the Skaven that infested the tunnels under the mountain, and so was unable to bring his own dark plans to fruition.

In the end, Nagash offered an unholy pact to the Council of Thirteen. In return for peace, the Great Necromancer would supply the Skaven with warpstone mined below Cripple Peak. After much deliberation, the Council agreed and claw-marked the pact. In truth, the Council desired all of the warpstone, yet even their reserves were finite. This compromise at least offered some return.

Nagash soon sent rotting emissaries to the Council of Thirteen. He offered more warpstone if the Skaven would lure greenskin tribes into the Cursed Pit. The Council of Thirteen agreed, but they also redoubled their number of spies, as they were intrigued about what their foe was plotting. At first, there was little to report. However, it soon became obvious that powerful magic was at work. Storm clouds of energy revealed a spell that would reshape the world itself. The Council of Thirteen hastily convened, for Nagash's Great. Ritual was underway.

Through their scrying orb, the Skaven saw what they feared. Far to the south an innumerable legion of undead was flowing north, like a river of bone. Millions of restless dead strode relentlessly towards Nagashizzar in perhaps the mightiest army the world had ever seen. Before that host, the living would be snuffed out like a candle's flame in a black whirlwind.

For the first time, the Council of Thirteen voted unanimously – they had to stop Nagash. Unsure if their weapons could harm a being of such stature, one of the Council suggested a blade of purest warpstone be forged, and he oversaw that work. And so it went, with each member contributing to the task at hand. Finally, a last Council member sent forth spies via secret tunnels to deliver the fell blade into the hands of an unwitting Pawn.

The plan worked - but only barely. Nagash was cut into a thousand pieces. Even in defeat, the Great Necromancer had lashed out at his foe. Far away in Skavenblight the Council of Thirteen was stricken with the arcane feedback of that spell. It was so potent that two of the Lords of Decay dropped dead, blood spraying from their eyes and ears. Yet it was over - the most powerful necromancer the world had ever known was stopped. The Skaven scurried to collect the pieces of Nagash, taking them to the warpforges to destroy them. Without his great will, Nagash's legions were no more than bones in the desert.

The Skaven grew strong and proliferated. Deep they tunnelled under the Worlds Edge Mountains, establishing many lair-nests. In Nagash's absence, the Skaven had been poised to claim swathes of the surface world, and the Horned Rat was pleased. Yet his Pride soon turned to wrath, as petty rivalries and internal strife bled all momentum from the skaven's progress.

In anger, the Skaven deity plucked up each of the Lords of Decay, Placing them in a dark hole within his realm. There they were re-joined with the members of their Council who had been killed by Nagash's spell - for the Horned Rat had debated about how to reward these supplicants. How long the Lords of Decay remained in that pit was unknown, for time passes strangely in all the corners of that shadowy limbo. In that hellish pit, there was nothing to sustain the fallen Lords of Decay except the scraps of failed plots thrown to them by the Horned Rat. So, day after day,, year after year, the disgraced Lords of Decay could do nothing but gnaw upon missed opportunities, Point claws at one another, and bicker,

In the end, the Horned Rat relented. Besides, he was fond of his children, flaws and all, and since then no single Council had surpassed the deeds of that banished group. With an enormous claw, the Horned Rat drew forth his errant congregants. What emerged from out of that pit, however, was not twelve Lords of Decay, but a single entity - a hideous amalgamation of the entire Council of Thirteen. Twisted and tail-locked, they were now one, squirming creature. The Horned Rat looked over the creation he had wrought and deemed it would not quite do. With a searing bolt of black lightning, the rat god formed the twisted shape into a form more pleasing to him – that of a Verminlord - and with a final, vomitus belch, he anointed it with a portion of his own godly power. Horns still sprouting and twisting, the Verminlord rose from this baptism of filth, and thus was Skreech Verminking born.

Verminking was a Verminlord like no other. He incorporated within his being the stealth of Clan Eshin, the arcane talents of the grey seers, the technological insight of Clan Skryre, the flesh-crafting skills of Clan Moulder, and the warrior ambition of the Warlord Clans. Although Clan Pestilens had not yet been formed at the time of Nagash's fall, the forebears of their founders were upon that Council of Thirteen, and they too now resided within Skreech's twisted body. In this manner, Verminking bore great knowledge of disease, along with a burning zeal to spread that corruption in the name of the Horned Rat.

At long last, after so much time in the black pit, Verminking was free. He glared into the mortal realm, scratching at the ever thinning walls that separated the shadowy realm of ruin from the world of mortals.



LORD: LORD SKREECH VERMINKING

The Rat King

Name	Move	WS	BS	S	T	W	I	A	Ld
Lord Skreech Verminking	8	8	4	6	6	6	10	5	8
Name	**Troop Type**			**Unit Size**					**Points**
Lord Skreech Verminking	Monster (Special Character)			1					650

FACTION: **Grand Legion of Chaos, Skaven**

MAGIC: **Skreech Verminking is a Level 4 Wizard. One of his spells must be The Dreaded Thirteenth Spell; the remainder of his spells can be generated from the Skaven Spells of Ruin or Plague in any combination**

SPECIAL RULES: **Immune to Psychology, Large Target, Scurry Away!, Terror.**

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

Master of Ruin:
Skreech Verminking re-rolls failed casting attempts when attempting to cast The Dreaded Thirteenth Spell.

Protection of the Horned Rat:
A model with this special rule has a 5+ ward save,

Rat Daemon:
Skreech Verminking is a Daemon, and is affected by any rules, abilities, weapons, spells and so on that work against Daemons. He may never be the Army General.

Ruinous Arsenal:
Skreech Verminking is armed with two Magic Weapons: a Doom Glaive and a Plaguereaper. At the start of each Close Combat phase, you must declare which weapon he is going to use for that turn.

MAGIC ITEMS:

Doom Glaive:
Magic Weapon. Attacks made with this weapon have the Multiple Wounds (D3) special rule.

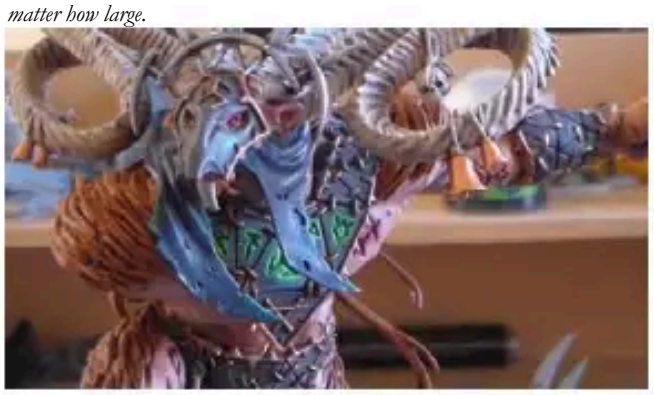
Plaguereaper:
Magic Weapon. Attacks made with this weapon have the Always Strikes First special rule.

LORD: VERMINLORD DECIEVERS

Lords of Assassins, the Shadows that Kill

Perhaps the least seen of all Verminlords are the Deceivers. This is as they prefer it. It is not their way to barge about upon a battlefield like some clumsy warlord. Instead, their power lies in stealth. They move in clouds of shadow, obfuscating even those around them. Only when their intrigues are ripe will a Verminlord Deceiver step out of the darkness to strike. Out of nowhere they appear, moving with blurring swiftness. Into their uplifted hands they summon forth triple-bladed throwing stars. With a snap of its wrist, the Verminlord can fling the killing star, sending it to scythe down foes in a great circling arc. The flash of its passing can be seen, leaving decapitated victims and sliced off limbs in its wake. At the end of its circuitous flight, the Verminlord Deceiver will snatch it out of mid-air and throw it again in quick succession. Such is their agility, and their ability to rapidly displace themselves, that the creatures can even throw their weapon and catch it from some completely different part of the battlefield.

In close combat, the Verminlord Deceivers favour the warpstiletto. A stabbing weapon the length of a man, its steeply acuminated shape allows the blade to penetrate deeply into a foe, where its toxic nature can do the most damage with great efficiency. Whilst common soldiers might batter each other ceaselessly, with only a swift thrust from the warpstiletto a Deceiver can fell any foe, no matter how large.



Name	Move	WS	BS	S	T	W	I	A	Ld
Verminlord Deciever	8	8	4	6	6	6	10	5	8

Name	Troop Type	Unit Size	Points
Verminlord Deciever	Monster (Character)	1	500

FACTION: **Grand Legion of Chaos, Skaven**

MAGIC: **A Verminlord Deceiver is a Level 4 Wizard. One of his spells must be Skitterleap; the remainder of his spells can be generated from the Skaven Spells of Ruin or Plague in any combination.**

SPECIAL RULES: **Immune to Psychology, Large Target, Scurry Away!, Terror.**

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

Protection of the Horned Rat:
A model with this special rule has a 5+ ward save,

Rat Daemon:
A Verminlord is a Daemon, and is affected by any rules, abilities, weapons, spells and so on that work against Daemons. He may never be the Army General.

Shrouded in Darkness:
Enemy units that target a Verminlord Deceiver with a shooting attack suffer a -l To Hit modifier in addition to any other modifiers.

Shadowstrider:
A Verminlord Deceiver can re-roll failed casting attempts when attempting to cast Skitterleap, and can choose itself as the target of this spell.

MAGIC ITEMS:

Warpstiletto:
Magic Weapon. Attacks made with this weapon have the Armour Piercing and Poisoned Attacks special rules.

Doomstar:
Magic Weapon. This is a ranged weapon with the following profile:

Name	Range	Str	Special Rules
Doomstar	12"	User	Arching Death, Poisioned Attacks, Quick to Fire

Arching Death:
A weapon with this special rule makes as many shots as the number of models in the front rank of the target unit that are within range.

LORD: VERMINLORD CORRUPTORS

Pestilent Reapers, Cullers of Civilisation

Verminlord Corruptors are disease given form. They are surrounded by an aura of creeping sickness, and all about them life withers away. The spreading of plague is their craft, and at their command are the worst maladies of the world. with but a malicious glance, a Verminlord Corruptor can cause foes to break out in the Roteye Pox, the Oozing Twitch or the Black Plague. There are none more malignant nor more uncompromising than these infested terrors. Of all the Verminlords, the Corruptors often have severely decayed and, consequently, the least elaborate horns - though simply mentioning this to one of these repulsive rat daemons is certain to begin a vendetta that will last an eternity.



Although not above a degree of skulking, Corruptors are more likely than any other Verminlords to be at the forefront of battle. They are zealots who incite extreme hate in others, proving especially effective in goading plague monks into an extreme frenzy. More sorcerous than most of their kin, the Corruptors can call down plaguestorms, shrivel skin, or vomit forth impossible geysers of noxious poisons. Should any foe live long enough to close with a Verminlord Corruptor, their battle has only just begun. Living upon the greasy pelt of a corruptor can be any number of tiny parasites, stingfleas or three-eyed mites. They bite all who approach, and infect their prey with bubonix - the flesh-bubbling disease that rots foes in minutes. As the foe reels, the Verminlord Corruptor will then summon forth a pair of Plaguereapers, sickle-like blades which it will use to eviscerate its enemies with a savage fury.

Name	Move	WS	BS	S	T	W	I	A	Ld
Verminlord Corruptor	8	8	4	6	6	6	10	5	8

Name	Troop Type	Unit Size	Points
Verminlord Corruptor	Monster (Character)	1	500

FACTION: **Grand Legion of Chaos, Skaven**

MAGIC: **A Verminlord Corruptor is a Level 4 Wizard, one of his spells must be Plague; the remainder of his spells can be generated from the Skaven Spells of Ruin or Plague in any combination.**

SPECIAL RULES: **Immune to Psychology, Frenzy, Large Target, Scurry Away!, Terror.**

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

Protection of the Horned Rat:
A model with this special rule has a 5+ ward save,

Rat Daemon:
A Verminlord is a Daemon, and is affected by any rules, abilities, weapons, spells and so on that work against Daemons. He may never be the Army General.

Plaguemaster:
A Verminlord Corruptor can re-roll failed casting attempts when attempting to cast Plague.

MAGIC ITEMS:

Plaguereapers:
Magic Weapon. Paired Weapons. Attacks made with these weapons have the Always Strikes First special rule.

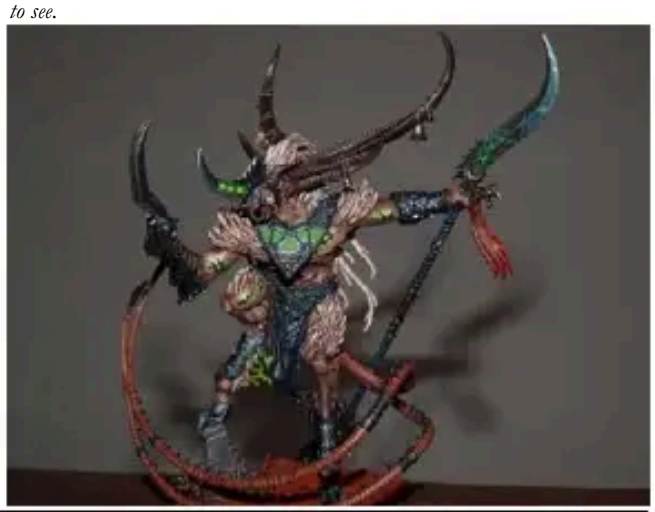
LORD: VERMINLORD WARBRINGERS

Tyrants of Battle, the Great Stabber-slicers

The Verminlord Warbringers are the most commonly seen of the rat daemons, and of all the Verminlords, none are so full of themselves and self-posturing. Warbringers have a fondness for dramatic entrances, such as arriving in clouds of smoke before mustered hordes of Skaven. They stride the battle lines, towering over the ratmen, who cower in the presence of such majestic and terrible beings. Wherever possible they strike heroic poses, with their sinuously curving horns thrust regally outwards, and their weapons glinting in the fires of battle.

All of this preening is not merely pretentiousness on the part of these Verminlords, however. Skaven - particularly clanrats and stormvermin - rally to the awe-inspiring sight of these godly creatures. Thus can the presence of such a Verminlord steady even the most craven force. With each colossal stride or dramatic whip of the tail, the chittering tumult rising from the fighting hordes increases in its intensity. Skaven who bask in that verminous presence for long enough will be overcome by a bloodthirsty, teeth-snapping rage that they long to unleash upon the foe.

The Warbringers are not zealous about leading from the front; they far prefer to stride amongst a seething tide of ratmen, for they draw strength from being amongst their mortal underlings. When they reach the front line, few mortal creatures can match their speed or strength, and they cut down whole ranks at a time with great sweeps from their doom glaives. When facing larger enemies - or to deliver a dramatic coup de grace - a Warbringer will manifest an enormous spike-fist, driving it through the foe and tearing out its entrails for all to see.



Name	Move	WS	BS	S	T	W	I	A	Ld
Verminlord Warbringer	8	8	4	6	6	6	10	6	8
Name	**Troop Type**			**Unit Size**					**Points**
Verminlord Warbringer	Monster (Character)				1				550

FACTION: **Grand Legion of Chaos, Skaven**

MAGIC: **A Verminlord Warbringer is a Level 4 Wizard. One of his spells must be Death Frenzy; the remainder of his spells can be generated from the Skaven Spells of Ruin or Plague in any combination.**

SPECIAL RULES: **Immune to Psychology, Large Target, Scurry Away!, Terror.**

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

Protection of the Horned Rat:
A model with this special rule has a 5+ ward save,

Rat Daemon:
A Verminlord is a Daemon, and is affected by any rules, abilities, weapons, spells and so on that work against Daemons. He may never be the Army General.

Verminous Fury:
A Verminlord Warbringer can re-roll failed casting attempts when attempting to cast Death Frenzy

MAGIC ITEMS:

Doom Glaive and Punch-dagger:
Magic Weapon. Paired Weapons. Attacks made with these weapons have the Killing Blow and Multiple Wounds (D3) special rules.

LORD: VERMINLORD WARPSEERS

Lords of Black Lightnings, the Great Manipulators

The Verminlord Warpseers are the most inscrutable of all the rat daemons. Great leaders and visionaries, they are often found at the centre of the most complex plots. All Verminlords are manipulative, but the Warpseers bring beguilement to new levels. Every syllable whispered and every subtle nuance has been crafted to influence an endgame that it alone can fathom. When a Verminlord Warpseer arrives in the world, it does so not with a plan, but with dozens, even hundreds of plots and intrigues - and is not through words and schemes alone that a Verminlord Warpseer will work its wiles.

When it comes to the arcane arts, the Warpseers wield great power. All Verminlords can hurl black lightning, but when the Warpseers do so, it is not lone bolts that they cast but vast, arcing chains of destruction. With a stomp of their clawed foot they can open rifts, crack foundations and topple the structures of the so-called civilised world. At their command, the vermin of the world swarm, forming tidal waves of rats. So powerful is their call, that rodent kind from the shadow realms join the pack, and nothing can stop their chisel teeth, for they are able gnaw the soul from a body in seconds.

Verminlord Warpseers alone can summon forth a scry-orb of enormous proportions. This sphere can be used to gaze into all possible futures, allowing the Verminlord to know the unknowable and see that which is beyond sight - a powerful boon as they plot the fall of their enemies and the fate of their allies. At times of great need, the Verminlord Warpseer can hurl this swirling orb as a weapon, its destruction releasing a miasma of multiple futures and fumes of purest warpstone. Those caught within the blast are driven mad, reduced to utter feeble-mindedness by the nightmare visions they are gifted.



Name	Move	WS	BS	S	T	W	I	A	Ld
Verminlord Warpseer	8	8	4	6	6	6	10	5	8

Name	Troop Type	Unit Size	Points
Verminlord Warpseer	Monster (Character)	1	550

FACTION: **Grand Legion of Chaos, Skaven**

MAGIC: **A Verminlord Warpseer is a Level 4 Wizard. One of his spells must be Warp Lightning; the remainder of his spells can be generated from the Skaven Spells of Ruin or Plague in any combination**

SPECIAL RULES: **Immune to Psychology, Large Target, Scurry Away!, Terror.**

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

Protection of the Horned Rat:
A model with this special rule has a 5+ ward save,

Rat Daemon:
A Verminlord is a Daemon, and is affected by any rules, abilities, weapons, spells and so on that work against Daemons. He may never be the Army General.

Master of Lightning:
A Verminlord Warpseer can re-roll failed casting attempts when attempting to cast Warp Lightning. Furthermore, he always counts as rolling a 6 when determining how many hits the spell causes.

MAGIC ITEMS:

Doom Glaive:
Magic Weapon. Paired Weapons. Attacks made with these weapons have the Multiple Wounds (D3) special rules.

Scry-orb:
Enchanted Item. A Verminlord Warpseer has a +1 bonus to its ward save while it carries this item. Once per game, in the Shooting phase, you may choose to throw the Scry-orb. If you do so, the bonus to its ward save is immediately lost for the rest of the game.

To throw the Scry-orb, place the small round template with its centre anywhere within 12" of the Verminlord Warpseer and within its line of sight. Scatter the template using the scatter dice and a D6. Models touched by the template must pass an Initiative test or be destroyed, with no saves of any kind allowed. Remember that a 6 is always a failure. "Look Out Sir!" works as normal

RARE: STORMFIENDS

Warped Creations of Clan Moulder

Rat ogres are hulking flesh-beasts, stitched together out of component parts assembled or grown by Clan Moulder. They combine great strength and savage ferocity with the speed of a Skaven. However, lust because they were a successful breed and sold to nearly every Warlord Clan that could afford them did not mean that Clan Moulder was not still tinkering. Indeed, the flesh manufacturers of that clan were never satisfied, but were always seeking ways to make their creations even more deadly.

In the end, it was Throt the Unclean, a Master Moulder of Hell pit, that hit upon a solution. While others fixated upon developing longer claws or grafting multiple arms, Throt set about getting to the root of the matter. Rat ogres did not lack in brawn or fighting potential; they lacked mental capacity. They were small-minded creatures with a singular instinct to kill. It took much training from packmasters to lead them into battle, and even then the brute-beasts were difficult to control. Thus, what Throt attempted to improve were their woefully tiny brains, reasoning that if the beasts were smarter they could be given weapons to use.

The operations were dangerous work, for it was impossible to subdue a rat ogre - they were either viciously fighting with all their might or they were dead, with little to nothing in between. Even when they were chain-bound with heavy fetters, it was difficult to do brain work on the rat ogres. Worse still, the experiments were abject failures. The more the creature could think, the less violent it became. Throt was all too aware that the sole reason Clan Moulder sold so many rat ogres was due to the creatures' mindless aggression. To rob them of their kill-kill mentality was out of the question.

The next step for Throt was a logical one - if he could not make the beast smarter, could he fuse the packmaster onto the beast itself? Not surprisingly, those packmasters who were chosen to be permanently stitched into the back of a rat ogre, their brains and vital fluids connected, were profoundly unhappy. As these packmasters now controlled overmuscled hulking mauler-beasts, their dissatisfaction was all too apparent, and these experiments had to be cancelled. As there were no willing volunteers, Throt had little choice but to grow them himself.

Through gruesome and repugnant techniques, Throt grew the required subjects and merged other parts with captives or slaves. The result was a batch of scrawny and submissive Skaven with unusually large brains. Once permanently integrated into a warpstone-powered harness and rigged with coils and tubes, the skaven's body would become more and more atrophied. Eventually, if it lived long enough, the Skaven would become little more than a shrivelled husk with an auxiliary brain that could help steer the savage beast with which it was melded.

Early results were astoundingly successful - the rat ogres remained ferocious, yet they could be briefly controlled by the far more sensible brain-creature hardwired into their backs. Unfortunately, there was a drawback; the rat ogres were able to use weapons now, but Clan Moulder quickly found out they had nothing with which to make their new creation any more destructive than its previous iteration had been. The rat ogres could wield the enormous clubs or oversized swords taken from defeated ogre tribes, but it made them no more dangerous then they had been with their own claws, fangs and boulder-like fists. There was only one place in all the Under-Empire where the best weapons available could be found: the warpforges of Clan Skryre.

Meaningful collaboration between the Skaven clans has always been rare, as neither side trusts the other. Even when both parties begin with good intentions, such brokered deals never end well, as the temptation to take advantage, swindle or somehow cheat has always been an overwhelming urge for any Skaven. However, Clan Moulder's timing could not have been better when Throt arrived in Skavenblight seeking Clan Skryre aid.

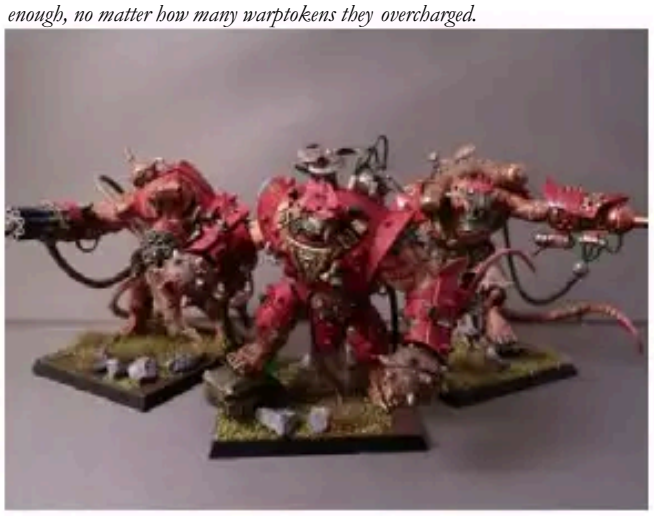
Clan Skryre was seeking allies, for Lord Morskittar had long been planning the demise of the grey seers. The Lord of Decay considered support for his schemes, especially from the Greater Clans, to be vital. This being the case, Morskittar's orders were to placate the beast-makers as much as possible. As it happened, Ikit Claw of Clan Skryre had developed several powerful - albeit problematic – new weapons. In between his failed rocket launch attempts, the Chief Warlock had attempted to upgrade the devices of the weapon teams, but each new design proved too difficult for the teams to carry, too weighty for even larger crews to lift or aim.

Although Ikit himself was hardly keen to work with Throt - it was his belief that all those from Clan Moulder stank of offal - the Chief Warlock was anxious to get back in Lord Morskittar's good graces. It was not long before the improved rat ogres were being kitted out with the new weapons. Ikit was surly to begin with. However, as each technical problem was overcome, he began to see great advantages. The hulking rat ogres could bear heavy weapon loads; a fact that allowed them to carry multiple guns along with the necessary ammunition feeds or warp-generator power sources

Despite Ikit's misgivings, Throt proved especially adept. Without question, the Master Moulder sawed off bits of arm bone to facilitate the attachment of warp-forged gauntlets, or increased the rate of brain-juice transference to better allow the brain-creature to guide his brawny teammate. It was Throt who suggested an automatic cut-off mechanism on the ratling cannons, for it had proven impossible to get the rat ogre or its brainier counterpart to stop firing, resulting, in them using up their ammunition in one sustained spray of bullets.

To trial the new weapon-beasts, a handful of them were released into a sealed slave pen. The results were spectacular. The weapons were improved and more deadly than ever. Better still, they were not carried by Skaven, but by hulking brutes that could more easily shrug off enemy arrows. In the few cases where enemies got close enough to attack the newly dubbed 'stormfiends', they found themselves mauled, crushed or battered by club-like weapon barrels.

When the Skaven overran Tilea, the stormfiends were unveiled before the Warlord Clans. The sight of a rat ogre armed with doom-flayer gauntlets and wearing armour full of spinning blades wading through a street battle was enough for many to place orders immediately. Skaven warlords simply stood agog as they witnessed three ratling cannons borne upon a single rat ogre, whirring away to singlehandedly halt enemy countercharges. Soon, Clan Skryre and Clan Moulder could not produce the up-gunned weapon-beasts quickly enough, no matter how many warptokens they overcharged.



RARE: STORMFIENDS

Warped Creations of Clan Moulder

Name	Move	WS	BS	S	T	W	I	A	Ld
Stormfiend	6	4	3	5	4	4	5	4	7

Name	Troop Type	Unit Size	Points
Stormfiend	Monstrous Infantry	3+	85 per model

FACTION: **Grand Legion of Chaos, Skaven**

EQUIPMENT: **Light armour (or warpstone-laced armour if the model is equipped with doom-flayer gauntlets or shock gauntlets, see below).**

OPTIONS: **May replace warpfire projectors with Warpfire Braziers: Free**

SPECIAL RULES: **Fear, Skirmishers.**

Skaven Weapons of the End Times
Each model in a unit of Stormfiends must be given one of the following Skaven Weapons of the End Times (see next page). Note that the unit can take the weapons in any combination; there is no restriction on how many or how few of each can be taken, and they do not cost any additional points.

- Doom-flayer gauntlets
- Grinderfists
- Ratling cannons
- Shock gauntlets
- Windlaunchers
- Warpfire projectors

Big and Bulky:
Stormfiends cannot use the Fire On The March and Light Troops rules that normally apply to units with the Skirmishers special rule.

Double the Death:
Stormfiends equipped with doomflayer gauntlets, grinderfists or shock gauntlets re-roll all failed To Wound rolls in the Close Combat phase (including Impact Hits and Stomps). Stormfiends equipped with ratling cannons, warpfire projectors or windlaunchers re-roll all failed To Wound rolls when shooting with these weapons.

Designer's Note: *Although Stormfiends are armed with multiple weapons, they never benefit from the Extra Attack rule for having more than one close combat weapon.*

Warpstone-laced Armour:
Stormfiends equipped with doom-flayer gauntlets or shock gauntlets have warpstonelaced armour that gives them a 4+ armour save. If a unit of Stormfiends includes one or more models with warpstone-laced armour when armour saves are taken, then use their armour save of 4+ against all of the Wounds that have been inflicted. However, any Wounds that are not saved must be applied to models with warpstone-laced armour before any are applied to models with light armour. If this creates a gap in the unit, move a model up from the back rank to fill the gap. If the unit consists of only a single rank, close the gap by moving the remaining models sideways towards the centre of the gap.

Any attacks, spells or special rules which allow you to target a specific model ignore this special rule, and use the armour save of the model that is targeted; if the target has warpstone-laced armour save it has a 4+ save, and if not it has a 6+ armour save.

SKAVEN WEAPONS OF THE END TIMES

In secret warpforges deep below Skavenblight, grey seers, plague monks and warlock engineers have joined forces to create a terrifying range of new weapons and equipment.

DOOM-FLAYER GAUNTLETS

By attaching huge motorised iron balls and whirring blades onto the ends of a stormfiend's arms, a truly fearsome tunnel-fighter was created. To further protect these close-combat maulers, they bear heavy armour adorned with spinning cleaver-blades.

Name	Range	Str	Special Rules
Doom Flayer Gauntlets	Melee	+2	Whirling Doom

Whirling Doom:
A model with doom-flayer gauntlets has the Impact Hits (D3) special rule.

WINDLAUNCHERS

Some stormfiends bear paired windlauncher mortar-fists. Mundane armour offers no protection against the vapours released by the poisoned wind globes lobbed into the fray by these weapons. With each shot, a new glass orb filled with gaseous death clicks into position, ready to be fired.

Windlaunchers are fired as a single stone thrower with the following profile:

Name	Range	Str	Special Rules
Windlaunchers	6-24"	NA	Plaguewind, Slow to Fire, Warpstone Weapon, Wild Misfire

Plague Wind:
Windlaunchers do not have a Strength characteristic. Instead, all models under the template suffer a single wound on a D6 roll of 4+, regardless of their Toughness, with no armour save allowed.

Warpstone Weapon:
Warpstone Weapons and attacks made by them count as magical.

Wild Misfire:
Do not roll on the Stone Thrower Misfire chart if the windlaunchers misfire. Instead, the template for the attack scatters 2D6" in the direction shown on the scatter dice. If a hit is rolled on the scatter dice, use the small arrow on the hit symbol to determine the direction of scatter.

GRINDERFISTS

Some of Throt's stormfiends were adapted to carry warpgrinders, allowing them to create their own tunnels by vaporising soil, rock and roots alike. Once in combat, such a stormfiend will grind at the foe, disintegrating flesh with ease.

Name	Range	Str	Special Rules
Grinderfists	Melee	5	Tunneller, Warp-Strike, Warpstone Weapon

Tunneller:
A unit that contains a model with grinderfists is not deployed at the beginning of the game, but instead uses the following rules. During deployment, but before Scouts are set up, place a tunnel marker anywhere on the battlefield that is not impassable terrain (a coin is ideal). At the beginning of your second turn, roll a dice: on a 2+ the unit arrives. On a roll of a 1, it arrives at the start of your next turn instead.

When the unit arrives, roll for scatter using a scatter dice and an artillery dice. If you roll a misfire, the unit is delayed and will instead arrive at the beginning of your next turn. If the marker scatters into impassable terrain or a friendly unit, reduce the scatter distance by the minimum required so that this is not the case.

Once the final position of the marker is established, place the unit so that a model with grinderfists is touching the marker. The unit can face in any direction, and can act normally this turn, including declaring a charge. A unit arriving on the battlefield in this fashion does not count as having moved for the purposes of shooting. If the centre of the marker is under an enemy unit when a unit with grinderfists arrives, you should instead place the emerging unit as though it had charged the front of the enemy unit. It will fight in the Close Combat phase, but does not count as having charged for purposes of Impact Hits, Combat Result etc.

If it is impossible to deploy the unit for any reason, the unit does not emerge and will instead arrive at the beginning of your following turn, using the rules above.

Warp-strike:
In the Close Combat phase, a model with this rule does not roll To Hit; it inflicts D3 automatic hits instead.

Warpstone Weapon:
Warpstone Weapons and attacks made by them count as magical.

SHOCK GAUNTLETS

For the ultimate in shock assaults, stormfiends armed with electrified gauntlets were produced by Clan Skryre. powered by warp generators, it is the heavy armour the beast wears that is the true weapon, for it conducts arcs of warp lightning that wreath the rat ogre's body in crackling energies. Simply being near one of these creatures is enough to sizzle many foes to a burnt crisp.

Name	Range	Str	Special Rules
Shock Gauntlets	Melee	+1	Warp Lightning, Discharge

Warp Lightning Discharge:
A model with shock gauntlets inflicts D3 hits rather than 1 when making a Stomp. Attacks made by a model with shock gauntlets ignore armour saves.

RATLING CANNONS

For pumping out sheer firepower, there is little that can match a stormfiend equipped with ratling cannons. Three sets of eight barrelled weapons bedeck this hulking muscle-beast, enabling it to pour forth warp-bullets which riddle entire enemy units with holes

Name	Range	Str	Special Rules
Ratling Cannons	18"	5	Armour Piercing, Hot Warplead, Multiple Shots (3D6), Quick to Fire, Warpstone Weapon, Wildfire

Hot Warplead:
Ratling cannons do not suffer any To Hit penalties for firing at long range or firing Multiple Shots.

Warpstone Weapon:
Warpstone Weapons and attacks made by them count as magical.

Wildfire:
Each To Hit roll result of 1 inflicts one hit on the closest friendly unit in the firing unit's front arc that is within range, instead of the target unit. If there are no eligible friendly units, then the attack misses.

WARPFIRE PROIECTORS

Stormfiends armed with warpfire projectors wade into battle shooting arcs of green-black warpfire from their heavy gauntlets. While these great cones of unnatural flame might occasionally miss their target, it is a small price to pay for the devastation even a single shot can wreak upon enemy regiments.

Warpfire projectors are fired as a single fire thrower. Place the template touching any of the model's barrels. Warpfire projectors have the following profile:

Name	Range	Str	Special Rules
Warpfire Projectors	Melee	5	Flaming Attacks, Multiple Wounds (D3), Move or Fire, Quick to Fire, Warpstone Weapon, Wildly Off-target

Warpstone Weapon:
Warpstone Weapons and attacks made by them count as magical.

Wildly Off-target:
Do not roll on the Black powder Misfire chart if the warpfire projector misfires. Instead, the weapon inflicts D6 automatic hits on the closest friendly unit in the firing unit's front arc that is within 12". If there are no eligible friendly units, the warpfire projector simply does not fire this turn.

LORD: UNGRIM IRONFIST, Incarnate of Fire

Like all the Slayer Kings of Karak Kadrin that had come before him, Ungrim Ironfist walked a thin line. The fulfilment of his Slayer's Oath required that he meet a glorious death in battle. Yet to do so with wilful intent would see him abandon his other, equally binding oath of kingship over his people. Certainly, it was in keeping with the strong martial traditions of the dwarfs for Ungrim to lead his war throng from the front, yet always he was forced to kerb his recklessness lest he meet an unworthy or overly deliberate death.

Previously, this had forced the Slayer King into a perilous balancing act. Now, however, warrior-kings were needed more than ever. Not since the Goblin Wars had the realms of the dwarfs been so beset by enemies. In such troubled times, Ungrim came into his own.

Yet, no matter how many times Ungrim marched to war and returned victorious, new perils soon called him away. Many of Karak Kadrin marvelled that their king was still alive, so often and so vigorously did he throw himself to the fore.

Battle followed battle, yet always Ungrim came back. On his last sojourn westwards, Ungrim attempted to bring aid to the Empire - for the vampires were restless once again. Upon the Slayer King's return, he found Karak Kadrin an island in a sea of enemies. Skaven armies had broken into the lower mines and night goblins from Karak Ungor had travelled down to invest the high passes.

The situation only grew worse. Swollen by new armies of wolf riders and ogres travelling from the east, the foe grew in numbers daily. The Skaven attacks increased until Karak Kadrin was under full-blown siege. Never one to let the foe take the initiative, Ungrim Ironfist sallied forth time and again to strike at his enemies. Sometimes the Slayer King mustered a war throng to lead to battle, and at other times he simply rounded up all the slayers from Grimnir's Shrine. He destroyed tunnelling equipment, broke into nest-lairs and annihilated droves of Skaven, yet the foe always came back - sometimes within days.

The news from the rest of the dwarf kingdoms was worse. King Belegar was in dire need of help, King Kazador reported greenskins massing in the south and even Karaz-a-Karak requested aid - a rare move from the proud High King. With each delivery of grim tidings, Ungrim gathered an army and attempted to break out. Although he won each battle and cleared a path to leave, he could not do so in good conscience. The foe's numbers were too great to spare even a single dwarf.

Ungrim felt the pull of the slayer - the urge to march off to either glory or doom. Yet this was at odds with his duties as a king - to protect his realm and people above all else. The strain began to tell upon Ungrim. A volcanic rage was building within the dour Slayer King. And then the Skaven dared to begin construction of an enormous siege engine in the middle of Peak Pass, only miles from Karak Kadrin's front gate.

For Ungrim, it was a relief to march to battle - for only in the press of close combat could the Slayer King assuage his rising frustration. The throng that Ungrim Ironfist led out of the front gates made short work of the Skaven construction site - only to then witness the destruction of Karak Kadrin. It was foully done, through the devilry of poison gas. It had been Ungrim that led the remains of his army to cut their way out of Peak Pass even as clouds of toxic vapours rolled through the valleys. None knew then how deadly the attack had been. It was assumed by Ungrim, and all who witnessed the attack, that after the deadly cloud dissipated they would return to find repairs already underway. It took several days for peak pass to completely clear of the gas, during which time Ungrim and his throng fought for their lives along the little known mountainside trails. Only when they returned to drive off the gas mask-wearing scavengers did they realise the scale of the tragedy that had occurred. For days on end the King walked the despoiled halls, witnessing the horrors that had befallen those under his protection.

Alone, at the desecrated Shrine of Grimnir, Ungrim either stumbled upon a strange fortune or met with his predestined fate. As he ran his hands over the sacred runes struck into that shrine of steel and iron, a ritual performed by every slayer before embarking upon his doom quest, something was bound to Ungrim. Swelling with rage and white-hot anger, the Slayer King was sure his ancestors' spirits had entered into his body, granting him godly power.

What Ungrim felt was Aqshy – the Wind of Fire. Freed when Teclis unbound the Great Vortex, Aqshy had raged across the world. Perhaps sensing the fiery spirit of Grimnir, or simply detecting the all-consuming thirst for revenge that burned bright within Ungrim, the Wind of Fire settled - for a time at least – within the Slayer King himself.

Flames danced around Ungrim, leaping from his fiery crest of hair. From his body and armour rose a shimmering heat, and the Axe of Dargo glowed like hot coals. When he strode out of Karak Kadrin, Ungrim was more than mortal.

Ungrim's followers - the slayers and warriors of Karak Kadrin - were stunned by the destruction of their stronghold, yet they were amazed, and not a little cowed, by the transformation of their king. His rage cast forth sheets of fire, and his battle cry was a torrent of living flame. When Ungrim swung the Axe of Dargo, it trailed light and heat like a comet, and its strike was a blazing thunderclap. No longer duty-bound to protect a people who were scattered and destroyed, he had become vengeance itself. Now the world would see Ungrim the Slayer, and his revenge would not be denied.



Name	Move	WS	BS	S	T	W	I	A	Ld
Ungrim, Incarnate of Fire	3	9	4	5	6	4	5	5	10
Name	**Troop Type**			**Unit Size**					**Points**
Ungrim, Incarnate of Fire	Infantry (Special Character)			1					425

You may not take Ungrim Ironfist and Ungrim, Incarnate of Fire in the same army.

EQUIPMENT: **Gromril Armour (4+ Armour Save), The Axe of Dargo, The Slayer Crown, Dragon Cloak of Fyrskar.**
SPECIAL RULES: **Ancestral Grudge, Daemon Slayer, Deathblow, Dragon Slayer, Relentless, Resolute, Slayer, Unbreakable.**

Breath of Aqshy:
Ungrim, Incarnate of Fire has a Strength 4 Breath Weapon with the Flaming Attacks special rule.

Lord of Fire:
Innate bound spell (power level 5). Lord of Fire is a magic missile with a range of 24" & causes 2D6 Str 4 hits with the Flaming Attacks rule.

MAGIC ITEMS:
Axe of Dargo:
Magic Weapon. In close combat, blows struck by the Axe of Dargo are resolved at +2 Strength & have the Killing Blow & Flaming Attacks rule.

Dragon Cloak of Fyrskar:
Talisman. The Cloak grants Ungrim a 4 + ward save, that improves to a 2 + ward save against all hits with the Flaming Attacks special rule.

The Slayer Crown:
Magic Armour. The Slayer Crown adds + 1 to Ungrim 's armour save as well as + 1 to his Toughness (which is already included in his profile).

LORD: GRIMGOR

Incarnate of Beasts

Grimgor Ironhide rose from obscurity to become one of the greatest orc warlords of all time. Standing eight feet tall, his monstrous body thick with knotted muscle and clad in nigh-impenetrable magic armour, Grimgor was an imposing brute. Still, the threat of his physical presence was as nothing compared to the overwhelming savagery that Grimgor displayed in a fight. And Grimgor liked to fight. A lot.

For Grimgor, the fight was its own reward. Moreover, he harboured little ambition for amassing followers or capturing territory. Instead, Gork's chosen was motivated by a simpler desire: he wanted to prove that he was the hardest, most brutal and accomplished warrior in the world.

The onset of the End Times found Grimgor battling in the tunnels beneath Red Eye Mountain. For long months, he and his Immortulz had stood against a constant tide of Skaven surging up from the depths. However, as the ratmen began husbanding their strength in preparation for the great invasion of the surface world, so Grimgor's never-ending tide of foes suddenly dried up. To say that the warboss was displeased would be an understatement; for long hours, the tunnels beneath Red Eye Mountain rang with his furious bellows.

However, as Grimgor burst out of the caves and into the moonlight, he sensed something new in the air. All around Grimgor there hung a palpable sense of energy, drifting like thick smoke on the breeze. His nerves burned and his senses swam. Looking around, he could see that his ladz felt it too. Something was coming. Something huge. The time for fighting for its own sake was over. Now it was time to gather the Waaagh!.

Months of bloodshed followed. Waaagh! Grimgor marched south, through the Worlds Edge Mountains, burning and killing as they went. War drums pounded and boomed. Greenskins beyond count flocked to Grimgor's bloodstained banner. Every day saw innumerable conflicts. Dwarf settlements burned. Greenskin tribes bent the knee, or died bloody. Whole claw packs of Skaven were rooted out of their burrows and brought to battle, buried by an avalanche of green muscle and aggression.

Then, Waaagh! Grimgor met ogre tribes flooding in from the south and east. In the beginning they fought, but only until Gork made his will known. It was in the midst of a great battle against three whole tribes of ogres that the earthquake struck. Massive tremors sent landslides crashing down from the slopes to bury hundreds of greenskins. Ogres roared in surprise as the ground cracked wide beneath their feel and plunged them into lava filled pits. As the earthquake reached its peak, Grimgor felt a vast, hungry energy infuse him, pouring down from the skies to fill every inch of his being. Grimgor threw back his head and uttered a great, deafening roar that seemed to go on forever.

When finally the echoes of Grimgor's shout subsided, so too did the earth tremors. The surviving greenskins and ogres had no idea that Grimgor had been infused with Ghur, the Wind of Beasts. Yet they felt the waves of godlike, bestial power that rolled from the warboss, and they looked at one another in mutual amazement. Almost as one, orc, goblin and ogre alike fell to their knees and abased themselves before the Incarnate of Beasts. From now on, Grimgor would lead the Beast-Waaagh! and it would be an army like none the world had ever seen before.



Name	Move	WS	BS	S	T	W	I	A	Ld
Grimgor, Incarnate of Beasts	4	8	1	6	6	4	5	6	9

Name	Troop Type	Unit Size	Points
Grimgor, Incarnate of Beasts	Infantry (Special Character)	1	460

You may not take both Grimgor Ironhide and Grimgor, Incarnate of Beasts in the sane army.

FACTION: **Orcs & Goblins.**

SPECIAL RULES: **Choppas, Hatred, Immune to Psychology, Waaagh!.**

Da Immortulz:
After deployment, nominate a single friendly unit of Black Orcs to be Da Immortulz. This unit gains +1 Weapon Skill and the Hatred special rule.

Best of da Best:
Grimgor can re-roll failed To Hit rolls and To Wound rolls in a challenge.

Locus of Ghur:
Innate Bound Spell (power level 6). Locus of Ghur is an augment spell which targets all friendly units chosen from *Warhammer: Orcs & Goblins* and *Warhammer: Ogre Kingdoms* within 12" (not including Grimgor himself). All target units have +1 Strength and +1 Toughness until the start of the controlling player's next Magic phase.

MAGIC ITEMS

Gitsnik:
Magic Weapon. Close combat attacks made with Gitsnik are resolved at +2 Strength. In addition, Gitsnik grants Grimgor the Always Strikes First special rule.

Blood-Forged Armour:
Magic Armour. The Blood-Forged Armour grants a 1+ armour save and a 5+ ward save.

LEGIONS OF THE END TIMES: UNDEAD LEGIONS

After many centuries, the Great Necromancer Nagash has returned, and now his dominion over the living dead is total and absolute. For the first time in living memory the disparate forces of the dead are united in purpose, Answering Nagash's summons and fighting together under his rule. Mummified kings ride into battle beside bloodthirsty vampires, whilst skeletal legions from a bygone age form ranks besides corpses freshly risen from their graves. Nagash's undead legions are vast beyond mortal comprehension, utterly relentless and totally without mercy. The age of the living is finally drawing to an end...

INTRODUCTION

This section allows you to pick a force of Undead miniatures ready for battle, providing you with a new set of army special rules to use an Undead Legions army in your games of Warhammer. This force will combine units from both *Warhammer: Vampire Counts* and *Warhammer: Tomb Kings*.

Designer's Note: Undead and Nehekharan Undead

Throughout this chapter, the term 'Undead' refers to units from both Warhammer: Vampire Counts and units from Warhammer: Tomb Kings. Similarly, the term 'Undead Legions army' refers to a combined force chosen from the aforementioned army books. An Undead Legions army is considered to be an non-aligned force for the purposes of the Allied Armies rules found in the Warhammer rulebook.

If you are fielding units from Warhammer: Tomb Kings in an Undead Legions army, replace every occurrence of 'Nehekharan Undead' in rules text with 'Undead'. If a special rule affects models with the Undead special rule, it also affects models with the Nehekharan Undead special rule, and vice-versa.

UNDEAD LEGIONS ARMY SPECIAL RULES

There are a number of common special rules that apply to several Undead units. The Army Special Rules from Warhammer: Vampire Counts and Warhammer Tomb Kings are not used. Instead, units in an Undead Legions army use the Army Special Rules detailed below. Note that the rules for Resurrecting Fallen Warriors have been revised, and players should refer to the note printed below, and not those printed in either *Warhammer: Vampire Counts* or *Warhammer: Tomb Kings*.

UNDEAD

All units with the Undead special rule have the Unbreakable, Unstable and Fear special rules, as described in the Warhammer rulebook. In addition, when charged, units with this special rule can only elect to hold. Lastly, units with this special rule cannot make march moves unless they are within 12" of the army General. Note, however, that this range is not increased to 18" if the army General is mounted on a Large Target.

VAMPIRIC

Unlike other units with the Undead special rule, units entirely composed of models with the Vampiric special rule (excluding any mounts) can make march moves.

UNDEAD BATTLE STANDARDS

In addition to the normal rules for the army battle standard, friendly units with the Undead special rule that are within 12" of an Undead Battle Standard Bearer suffer one less Wound than they normally would as a result of the Unstable special rule.

ANIMATED CONSTRUCT

Units with the Animated Construct special rule have an armour save of 5+. In addition, these units suffer one less Wound than they normally would as a result of the Unstable special rule. This is cumulative with other similar effects, such as that granted by being within 12" of an Undead Battle Standard.

ARROWS OF ASAPH

Units with the Arrows of Asaph special rule never count bonuses or penalties To Hit when shooting, regardless of the source of the modifier.

ENTOMBED BENEATH THE SANDS

A unit with this special rule has the Ambushers special rule with the following modifications. When these units enter the battle in the Remaining Moves sub-phase, they do not move onto the board as reinforcements in the normal way. Instead, place a small marker (such as a coin) anywhere on the battlefield that is not impassable terrain or within 1" of another unit. Roll the scatter dice and artillery dice.

If you rolled a Hit! on the scatter dice, the marker stays in place. If you rolled an arrow, move the marker in the direction shown a number of inches equal to the result of the artillery dice. If the marker's new position is under a unit (friend or foe), impassable terrain or a building, place it 1" away from the closest edge of the unit/terrain. Once the final position of the marker is established, place the emerging unit in a legal formation such that it touches the marker, facing any direction. If you roll a misfire, or if for any reason some of the models in the unit cannot be placed, then the unit is not placed. Instead, remove the marker, roll a D6 and consult the Mishap table below. If a unit is placed successfully, it may act normally for the remainder of the turn. Only characters that have the Entombed Beneath the Sands special rule can be deployed within such units. If you have several units with this special rule arriving in the same turn, repeat this process, one unit at a time.

A unit with the Entombed Beneath the Sands special rule may choose to deploy normally along with the rest of the army if the owning player wishes. In this case, the owning player must clearly state this to his opponent before either player begins deploying their army.

Entombed Beneath the Sands Mishap Table

D6	Result	
1 to 2	**Reclaimed by the Desert**	The entire unit is destroyed and treated as casualties.
3 to 4	**Buried Too Deep**	The unit is not placed this turn, but you will be able to try again next turn to see if it arrives, following the same
5 to 6	**Shifting Sands**	The unit enters the battlefield from any point on a randomly determined board edge, moving on using the rules for reinforcements.

RESURRECTING FALLEN WARRIORS

Some magic spells and items can restore lost Wounds and even resurrect fallen warriors in an Undead unit. Wounds regained in this way follow a strict order. First, the unit champion is resurrected, and then the musician (Standard Bearers are never resurrected - if the bearer has been destroyed, the banner crumbles to dust), displacing the rank-and-file models as required. Then rank-and-file models with multiple Wounds (including command figures) are healed to their starting value. Finally, any remaining Wounds resurrect rank-and-file models. In the case of multiple-Wound rank-and-file models, the first resurrected models must be fully healed before another can be resurrected, and so on. Resurrected models are added to the front rank until it reaches at least five models (or three models if the target unit is Monstrous Infantry, Monstrous Beasts, Monstrous Cavalry or Chariots) - additional models can then be added to the front or rear rank. If the unit already has more than one rank, models can only be added to the rear rank. A unit cannot be taken beyond be taken beyond its starting size.

Unless specifically stated otherwise, spells and magic items that restore lost Wounds cannot heal characters and their mounts. If a character has joined a unit, only the unit will recover lost Wounds. Furthermore, units with the Animated Construct, Vampiric, Ethereal or Large Target special rule can only ever recover a single lost Wound per successful casting of a spell/use of a magic item that restores lost Wounds.

Designer's Note: Slain Generals and Hierophants

Veteran players will notice that the rules pertaining to Generals of Undeath/The Hierophants in Warhammer: Vampire Counts and Warhammer: Tomb Kings, do not appear in these rules. This is quite deliberate. Before Nagash's resurrection, these characters (or their Lores of Magic) were necessary to maintain an army of the dead, and the magical animus binding the undead would begin to dissipate upon the destruction of the army's General or Hierophant, causing their warriors to crumble. However, under Nagash's influence, the undead no longer require the constant incantations of a lesser wizard to sustain them in the mortal world. As a result, all rules pertaining to The Generals of Undeath or The Hierophant are no longer required.

UNDEAD LEGIONS ARMY LIST

An Undead Legions army can include any of the units listed below. With the exception of those units and characters detailed later in this supplement you must use the unit profiles, points costs, equipment, options and special rules found in either *Warhammer: Vampire Counts* (denoted by 'VC') or *Warhammer: Tomb Kings* (denoted by 'TK'). Together, these army list entries should be used alongside the 'Choosing an Army' section of the Warhammer rulebook and the following information on the next page to pick a force ready for battle. Undead Legions are usually only allowed in Grand Armies, that said feel free to agree with your opponent in 'normal' games of Warhammer if Legions & Hosts are to be used.

EXALTED

- Nagash

LORDS

- Mannfred von Carstein, Mortarch of Night
- Arkhan the Black, Mortarch of Sacrament.
- Neferata, Mortarch of Blood
- Krell, Mortarch of Despair
- Vlad von Carstein, Mortarch of Shadow
- Vampire Lord (VC)
- Master Necromancer (VC)
- Strigoi Ghoul King (VC)
- High Queen Khalida (TK)
- Tomb King (TK)
- Liche High Priest (TK)

HEROES

- Necromancer (VC)
- Vampire (VC)
- Wight King (VC)
- Cairn Wraith (VC)
- Tomb Banshee (VC)
- Prince Apophas (TK)
- Tomb Prince (TK)
- Tomb Herald (TK)
- Liche Priest (TK)
- Necrotect (TK)

CORE UNITS

- Zombies (VC)
- Skeleton Warriors (VC)
- Crypt Ghouls (VC)
- Dire Wolves (VC)
- Skeleton Warriors (TK)
- Skeleton Archers (TK)
- Skeleton Horsemen (TK)
- Skeleton Horse Archers (TK)
- Skeleton Chariots (TK)

SPECIAL UNITS

- Corpse Cart (VC)
- Grave Cuard (VC)
- Black Knights (VC)
- Crypt Horrors (VC)
- Fell Bats (VC)
- Bat Swarms (VC)
- Spirit Host (VC)
- Hexwraiths (VC)
- Vargheists (VC)
- Tomb Guard (TK)
- Necropolis Knights (TK)
- Tomb Scorpion (TK)
- Ushabti (TK)
- Tomb Swarm (TK)
- Carrion (TK)
- Khemrian Warsphinx (TK)
- Sepulchral Stalkers (TK)
- Morghast Harbingers

RARE UNITS

- Varghulf (VC)
- Blood Knights (VC)
- Cairn Wraiths (VC)
- Black Coach (VC)
- Terrorgheist (VC)
- Mortis Engine (VC)
- Necrolith Colossus (TK)
- Hierotitan (TK)
- Necrosphinx (TK)
- Screaming Skull Catatapult (TK)
- Casket of Souls (TK)
- Morghast Archai

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LEGIONS OF THE END TIMES: LEGIONS OF CHAOS

The Chaos Gods have united in their desire to crush, once and for all, any resistance to their rule on the mortal world. They have ordered their minions, be they nightmarish daemon, foul beastmen, or mortal Warrior of Chaos, to combine their forces and march forth to do battle together. Chaos knights from the frozen northlands stand shoulder-to-shoulder with Bloodcrushers of Khorne called forth from the Realm of Chaos, and with blood-hungry minotaurs that hail from the darkest depths of the Empire,s forests, crushing all that dare to stand before them. The fate of the Warhammer world stands in the balance as these mighty legions stride forth, ready to give battle to all those that dare oppose the will of their immortal dark masters.

INTRODUCTION

This section allows you to pick a force of Chaos miniatures ready for battle, providing you with a new set of army special rules to use an Chaos Legions army in your games of Warhammer. This force will combine units from both *Warhammer: Beastmen*, *Warhammer: Daemons of Chaos* and *Warhammer: Warriors of Chaos*

In this chapter the term 'Chaos' refers to units from *Warhammer: Beastmen*, *Warhammer: Daemons of Chaos*, *Warhammer: Warriors of Chaos*. Similarly, the term 'Legions of Chaos army, refers to a combined force chosen from the aforementioned army books. A Legions of Chaos army is considered to be a Forces of Destruction force for the purposes of the Allied Armies rules found in the Warhammer rulebook.

LEGIONS OF CHAOS ARMY SPECIAL RULES

There are a number of common special rules that apply to several Chaos units. The army special rules from *Warhammer: Beastmen*, *Warhammer: Daemons of Chaos* and *Warhammer: Warriors of Chaos* are not used. Instead, units in a Legions of Chaos army use the army special rules as described below. Note that several of these rules have been modified from the form in their original army book, in order to better reflect the different nature of battles during the End Times, and therefore they should be read carefully by all players, especially those that have used the original versions of the rules

BEASTMAN AMBUSH

During deployment, any unit in which all models have the Beastman Ambush special rule can be held off table 'in ambush' instead of being deployed. Make sure you tell your opponent which units are being held back in this way.

To determine when your Beastman ambushers enter play, roll for each ambushing unit in the Remaining Moves sub-phase of each of your turns (including Turn t) and consult the following table. Characters with the Beastmen Ambush rule can be included as part of a unit that is set up in this way, and will arrive with the unit they are part of.

D6	RESULT
1	The unit arrives as reinforcements on the table edge of your opponent's choice.
2 to 3	Roll again next turn.
4	The unit arrives as reinforcements on the table edge to your left. *
5	The unit arrives as reinforcements on the table edge to your right.*
6	The unit arrives as reinforcements on the table edge of your choice.

* If for any reason it is not possible to deploy the unit on this table edge, count the result as a roll of l.

DAEMONIC

All models with the Daemonic special rule have the Fear, Unbreakable and Unstable special rules as described in the Warhammer rulebook. In addition, they are also subject to the following special rules:

DAEMONIC ALIGNMENT

Most Daemons (even chariots) are bound to one of the Chaos Gods. Only Daemonic characters can join units of Daemons. Furthermore, Daemonic characters can only join units that are solely composed of Daemons with the same allegiance as themselves. In addition, Daemons receive no benefit from the Inspiring Presence or Hold Your Ground! rules, unless both they and the model with those rules are Daemons of the same allegiance. In addition the following special rules apply, depending on the Daemon's allegiance:

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

Daemons of Tzeentch:
Models with this special rule have the Hatred (Daemons of Nurgle) special rule, and re-roll ward save results of l. Wizards with the Daemon of Tzeentch special rule also re-roll channelling results of 1.

Daemons of Nurgle:
Models with this special rule have the Hatred (Daemons of Tzeentch) special rule. Enemy models attacking a Daemon of Nurgle in close combat suffer a –l penalty To Hit.

Daemons of Slaanesh:
Models with this special rule have the Armour Piercing and Hatred (Daemons of Khorne) special rules.

DAEMONIC ATTACKS

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

DAEMONIC AURA

At the start of the game, a models with special rule has a 5+ ward save (though this might well change as a result of the Reign of Chaos special rule).

Designer's Note: Daemonic Instability

Veteran players will notice that the rules pertaining to Daemonic Instability do not appear in the Legions of Chaos army list. This is quite deliberate. During the End Times the Realm of Chaos has expanded and the magicks sustaining Daemons in the mortal world have changed. As a result, all rules pertaining to Daemonic Instability are replaced by the Unbreakable and Unstable rules.

DAEMONIC GIFTS

Daemonic Gifts are the Daemons' equivalent of magic items. They are chosen differently to magic items (see *Warhammer: Daemons of Chaos*), but otherwise follow all the rules for magic items.

EYE OF THE GODS

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

In addition, if a Chaos Champion kills an opponent in a challenge, or if he kills a monster, immediately make a 2D6 roll on the Eye of the Gods table. Once the result of the roll has been determined, make a note on your army roster – that model now has that reward for the rest of the battle. A Chaos Champion can have several rewards, and it can even have the same reward multiple times. These rewards cannot increase a characteristic above 10, an armour save

beyond 1+, or a ward save beyond 3+. If, for any reason, a reward cannot be applied, the result is ignored and nothing happens.

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

BEASTMEN CHARACTERS
All Beastmen characters and unit champions chosen as part of a Legions of Chaos army have the Eye of the Gods special rule, and hence are Chaos Champions for all rules purposes. However, if a Beastmen character or unit champion receives the Daemonhood reward (whatever the source), it is instead treated as the Spawndom reward.

LOCI OF CHAOS
Several models in a Legions of Chaos army can purchase locus upgrades. There are three tiers of locus. Rising from weakest to strongest these are: Lesser, Greater and Exalted. If a unit is affected by two or more loci, only the strongest takes effect - the rules for the others are ignored. If a model is slain, the effect of its locus is lost immediately. The effects of Loci of Chaos can be found in *Warhammer: Daemons of Chaos*.

MARKS OF CHAOS
Many characters and regiments in a Legions of Chaos army either have, or can purchase, one of the four Marks of Chaos. A model cannot have more than one Mark of Chaos. A character with a Mark of Chaos cannot join a unit that has a different Mark of Chaos. A character with a Mark of Chaos cannot join a unit that has already been joined by a character that has a different Mark of Chaos.

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

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

Mark of Nurgle:
Enemy models attacking a model with the Mark of Nurgle in close combat suffer a –l penalty To Hit.

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

PRIMAL FURY
At the beginning of each round of close combat, each engaged unit with the Primal Fury special rule must take a Leadership test. lf the test is passed, that unit is subject to Hatred of all units they are fighting until the end of the close combat phase. They will reroll failed To Hit rolls even if it is not the first round of combat. In addition, units that pass their Primal Fury test on a roll of a double 1 are subject to both the effects listed above and the Frenzy rule until the end of the close combat phase. A model may become Frenzied in this way even if they have lost a combat earlier in the battle.

REIGN OF CHAOS
If you are commanding a Chaos army, then whenever the Winds of Magic are rolled for in a friendly Magic phase, total the two highest dice scores (in most games you only roll two dice for the Winds of Magic, so simply total these) and immediately resolve the result shown on the Reign of Chaos table.

REIGN OF CHAOS TABLE

2 - THE WINDS RECEDE
All Daemonic units double the number of Wounds inflicted due to their Unstable special rule until you next roll for the Winds of Magic.

3 - PUNISHED BY THE GODS
Randomly select one friendly Chaos character (if there are no friendly Chaos characters on the board, nothing happens this time instead). The selected character must immediately take a Leadership test, losing 1 Wound (with no saves of any kind allowed) for each point by which the test is failed.

4 - CHAOTTC EBB
All models with the Daemonic special rule (friend or foe) suffer a -l penalty to their ward saves (which will therefore normally be reduced to 6+) until you next roll for the Winds of Magic.

5 - STORM OF FIRE*
Roll a D6 for each enemy unit on the board. Do not roll for units that are engaged in close combat. On the roll of a 6, place a small round template centred directly over the centre of the unit - this then scatters D6". Any models wholly or partially beneath the template's final position suffer a single Strength 4 hit with the Flaming Attacks special rule.

6 - ROT, GLORIOUS ROT*
Roll a D6 for each enemy unit on the board. Do not roll for units engaged in close combat. On the roll of a 6, that unit suffers D6+3 Strength 3 hits, with no armour saves allowed.

7 - THE EYE OF THE STORM
If your Army General has a Mark of Chaos, or has the Daemonic special rule, consult the chart below to determine which effect manifests. If the army general does not have a Mark of Chaos or the Daemonic special rule, or if he has been slain, nothing happens:

MARK/ALLIGNMENT	RESULT
Khorne	Khorne's Wrath
Tzeentch	Storm of Fire
Nurgle	Rot, Glorious Rot
Slaanesh	The Dark Prince Thirsts

8 - THE DARK PRINCE THIRSTS*
Roll a D6 for each enemy unit on the board. Do not roll for units that are engaged in close combat. On the roll of a 6, that unit must take a Leadership test on 3D6, adding the results together. If the test is passed, nothing happens. Otherwise, for each point by which the unit failed the test, it suffers a Wound, with no armour saves allowed.

9 - KHORNE'S WRATH*
Roll a D6 for each enemy unit on the board. Do not roll for units that are engaged in close combat. On the roll of a 6, place a small round template centred directly over the centre of the unit - this then scatters 3D6". Resolve damage as you would from a stone thrower shot, with the model under the centre of the template suffering a Strength 9 hit with the Multiple Wounds (D6) special rule, and all other models wholly or partially under the template suffering a Strength 3 hit.

10 - CHAOTIC SURGE
All models with the Daemonic special rule (friend and foe) gain a +l bonus to their ward saves (which will therefore normally be increased to 4+) until you next roll for the Winds of Magic.

11 - DAEMONIC POSSESSION* *
Randomly select one enemy Wizard on the board who does not have the Daemonic special rule (if there are no eligible enemy Wizards currently on the board, nothing happens this time instead). The selected Wizard must pass a Leadership test or be removed as a casualty with no saves of any kind allowed. If the Leadership test is failed then before removing the Wizard, place a Herald of Khorne, Tzeentch, Nurgle or Slaanesh (your choice) anywhere within 6" of the slain model that is more than 1" from all units and impassable terrain. If you chose a Herald of Tzeentch, generate its spell immediately. This Herald can act normally in the turn it is created. If you do not have a spare Herald of Chaos model, or if one cannot be placed on the board according to the aforementioned restrictions, the selected Wizard is removed as a casualty but no Herald is placed.

12 - SUMMONED FROM BEYOND**
Place a new unit consisting of 2D6+3 Bloodletters, Pink Horrors, Plaguebearers or Daemonettes (you choose). When placing this unit, it can be placed anywhere on the battlefield at least l" away from all units, buildings and impassable terrain. It can be placed in any legal formation, so long as the unit's front rank contains at least five models. If the summoned unit cannot be placed (because there is not enough room or you do not have enough models), the unit does not enter play at all.

** Hits and Wounds caused by these results are treated as having been made by magical attacks.*

*** New units created by these results are under your control. They do not have any additional upgrades or award victory points, but are otherwise treated exactly as for other units of their type.*

EYE OF THE GODS TABLE

2 - DAMNED BY CHAOS
The Chaos Champion must take a Leadership test on his own, unmodified Leadership. This test cannot be re-rolled. If the test is passed, the Chaos Champion receives the Insanity reward. If the test is failed, the Chaos Champion instead receives the Spawndom reward.

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

SPAWNDOM * *: If you have a spare Chaos Spawn model, you can place it anywhere within 6" of the Chaos Champion, that is more than l" from any unit or impassable terrain. The Chaos Spawn retains none of the equipment, upgrades, magic items, Marks of Chaos, Chaos Mutations and Powers, special rules or spells that it possessed in its former existence (these are lost). If you do not have a spare Chaos Spawn model, or if it cannot be placed on the board according to the aforementioned restrictions, then no Chaos Spawn model is placed. Finally, the Chaos Champion is removed from play as a casualty. If the Chaos Champion is mounted, his mount is also removed from play, unless it is a chariot or a ridden monster.

3 - EVIL EYEBALL
The Chaos Champion gains + I Ballistic Skill.

4 - UNHOLY RESILIENCE
The Chaos Champion gains + I Toughness.

5 - IRON SKIN
The Chaos Champion's armour save is improved by l.

6 - MURDEROUS MUTATION
The Chaos Champion gains + I Weapon Skill.

7 - THE EYE OPENS
If the Chaos Champion has a Mark of Chaos, consult the chart below to determine which reward he receives. If the Chaos Champion does not have a Mark of Chaos, he can instead re-roll one failed roll To Hit, roll To Wound or saving throw until the end of his next turn:

MARK/ALLIGNMENT	RESULT
Khorne	Dark Fury
Tzeentch	Aura of Chaos
Nurgle	Unholy Resilience
Slaanesh	Unearthly Reflexes

8 - UNEARTHLY REFLEXES
The Chaos Champion gains +l Initiative.

9 - DARK FURY
The Chaos Champion gains +1 attack.

10 - SLAUGHTERER'S STRENGTH
The Chaos Champion gains +1 Strength.

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

12 - DARK APOTHEOSIS
The Chaos Champion must take a Leadership test on his own, unmodified Leadership. This test cannot be re-rolled If the test is failed, the Chaos Champion receives the Divine Greatness reward. If the test is passed, the Chaos Champion instead receives the Daemonhood reward.

DIVINE GREATNESS: The chaos champion gains the Stubborn special rule. If the Chaos Champion already has the Stubborn special rule, he instead gains + I Leadership.

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

LEGIONS OF CHAOS ARMY LIST

A Legions of Chaos army can include any of the units listed below. With the exception of new units and characters found in this supplement, you must use the profiles, points costs, equipment, options and special rules found in *Warhammer: Beastmen* (denoted by BM), *Warhammer: Daemons of Chaos* (denoted by DoC), or *Warhammer: Warriors of Chaos* (denoted by WoC). Where a unit appears in more than one book (e.g. Daemon Prince), you must specify which army book you have taken the unit from. Legions of Chaos are usually only allowed in Grand Armies, that said feel free to agree with your opponent in 'normal' games of Warhammer if Legions & Hosts are to be used.

LORDS

- Khazrak the one-eye (BM)
- Malagor, The Dark omen (BM)
- Taurox, The Brass Bull (BM)
- Beastlord* (BM)
- Doombull- (BM)
- Great Bray-shaman* (BM)
- Skarbrand (DoC)
- Kairos Fateweaver (DoC)
- Ku'gath Plaguefather (DoC)
- Bloodthirster (DoC)
- Lord of Change (DoC)
- Great Unclean One (DoC)
- Keeper of Secrets (DoC)
- Daemon Prince (DoC & WoC)
- Archaon (WoC)
- Galrauch (WoC)
- Kholek Suneater (WoC)
- Sigvald the Magnificent (WoC)
- Valkia the Bloody (WoC)
- Vilitch the Curseling (WoC)
- Chaos Lord (WoC)
- Chaos Sorcerer Lord (WoC)
- The Glottkin (GK)
- Orghotts Daemonspew (GK)
- Bloab Rotspawned (GK)
- Morbidex Twiceborn (GK)
- Gutrot Spume (GK)
- Festus Empowered (GK)

HEROES

- Morghur, Master of Skulls (BM)
- Slugtongue (BM)
- Moonclaw, Son of Morrslieb (BM)
- Wargor* (BM)
- Gorebull* (BM)
- Bray-Shaman* (BM)
- Skulltaker (DoC)
- Karanak (DoC)
- The Blue Scribes (DoC)
- The Changeling (DoC)
- Epidemius (DoC)
- The Masque of Slaanesh (DoC)
- Herald of Khorne (DoC)
- Herald of Tzeentch (DoC)
- Herald of Nurgle (DoC)
- Herald of Slaanesh (DoC)
- Exalted Flamer of Tzeentch (GWDE)
- Wulfrik the Wanderer (WoC)
- Throgg (WoC)
- Festus the Leechlord (WoC)
- Scyla Anfingrimm (WoC)
- Exalted Hero (WoC)
- Chaos Sorcerer (WoC)

CORE UNITS

- Gor Herd* (BM)
- Ungor Herd* (BM)
- Ungrol Four-horn (BM)
- Ungor Raiders* (BM)
- Tuskgor Chariot* (BM)
- Chaos Warhounds (BM & WoC)
- Bloodletters of Khorne (DoC)
- Pink Horrors of Tzeentch (DoC)
- Plaguebearers of Nurgle (DoC)
- Daemonettes of Slaanesh (DoC)
- Chaos Warriors (WoC)
- Chaos Marauders (WoC)
- Forsaken (WoC)
- Chaos Chariot (WoC)
- Marauder Horsemen (WoC)

SPECIAL UNITS

- Minotaurs• (BM)
- Centigors* (BM)
- Ghorros Warhoof (BM)
- Harpies (BM)
- Bestigor Herd* (BM)
- Razorgor Chariot* (BM)
- Razorgor Herd (BM)
- Bloodcrushers of Khorne (DoC)
- Flesh Hounds of Khorne (DoC)
- Flamers of Tzeentch (DoC)
- Screamers of Tzeentch (DoC)
- Nurglings (DoC)
- Beasts of Nurgle (DoC)
- Seekers of Slaanesh (DoC)
- Fiends of Slaanesh (DoC)
- Seeker Chariots of Slaanesh (DoC)
- Chaos Furies (DoC)
- Hellstriders of Slaanesh (WoC)
- Chosen (WoC)
- Chaos Knights (WoC)
- Chaos Ogres (WoC)
- Dragon Ogres (WoC)
- Chaos Trolls (WoC)
- Chimera (WoC)
- Gorebeast Chariot (WoC)
- Chaos Warshrine (WoC)
- Putrid Blightkings (GK)

RARE UNITS

- Cygor (BM)
- Ghorgon (BM)
- Chaos Spawn (BM & WoC)
- Giant (BM)
- Jabberslythe (BM)
- Skull Cannon of Khorne (DoC)
- Burning Chariot of Tzeentch (DoC)
- Soul Grinder (DoC)
- Exalted Seeker Chariot of
- Slaanesh (DoC)
- Hellflayer of Slaanesh (DoC)
- Plague Drones of Nurgle (DoC)
- Hellcannon (WoC)
- Dragon Ogre Shaggoth (WoC)
- Chaos Giant (WoC)
- Skullcrushers of Khorne (WoC)
- Slaughterbrute (WoC)
- Mutalith Vortex Bea'sg (WoC)

BEASTMEN OF CHAOS

Beastmen units marked with an * in the list above can take a Mark of Chaos if playing 8.1. In games of 8.5 simply use the 8.5 Beastmen Army book. If a unit takes a Mark of Chaos, all models in that unit must take the same Mark. The effect of each Mark of Chaos is described in the Special Rules. The cost of each Mark is as follows:

Mark of Khorne: 2 points per model
(10 points if Hero, Lord, Chariot or Monster)

Mark of Tzeentch: 2 points per model
(10 points if Hero, Lord, Chariot or Monster)

Mark of Nurgle: 2 points per model
(10 points if Hero, Lord, Chariot or Monster)

Mark of Slaanesh: 1 point per model
(5 points if Hero, Lord, Chariot or Monster)

LEGIONS OF THE END TIMES: THE ELVEN HOSTS

As Naggaroth and Ulthuan burn, their people, once the bitterest of foes, find themselves torn by fresh betrayals and forced into unlikely alliances. Such change is inevitable, for millennia-long enmities are as nothing to the survival of their very species.

INTRODUCTION

This section allows you to pick a force of Elven miniatures ready for battle, providing you with a new set of army special rules to use a combined force of Dark Elf, High Elf and Wood Elf minatures in your games of Warhammer. This force will combine units from both *Warhammer: Dark Elves*, *Warhammer: High Elves* and *Warhammer: Wood Elves.*

Throughout this chapter, the term 'Elves' and 'Elven' refer to units from *Warhammer: Dark Elves*, *Warhammer: High Elves* and *Warhammer: Wood Elves*. Similarly, the term 'Elven Host' refers to a force chosen from a combination of these army books.

ELVEN HOST ARMY LISTS

An Elven Host can include the units listed in the relevant army list on the following pages. With the exception of the characters detailed in this book, you must use the unit profiles, points costs, equipment, options and special rules found in either *Warhammer: Dark Elves* (denoted by 'DE'), *Warhammer: High Elves* (denoted by 'HE') or *Warhammer: Wood Elves* (denoted by 'WE').

The Elven Host of the Phoenix King and the Elven Host of the Eternity King are Forces of Order for the purposes of the Allied Armies rules, whilst the Elven Host of the Aestyrion is a Force of Destruction.

ELVEN HOST ARMY SPECIAL RULES

The army special rules from *Warhammer: Dark Elves*, *Warhammer: High Elves* and *Warhammer: Wood Elves* are not used. Instead, units in an Elven Host use the special rules as described below that Host's army list. Note that several of these have been modified from the original version in their army book to better reflect the different nature of battles during the End Times, and therefore they should be read carefully by all players, especially those who have used the original versions of the rules.

AMBUSH FROM THE WORLDROOTS

This special rule does not apply to any of the Elven Host army lists presented in Warhammer: Khaine, even if your army contains models from Warhammer: Wood Elves.

HOST OF THE AESTYRION ARMY LIST

A Host of the Aestyrion army can include any of the units listed below. With the exception of new units and characters found in this supplement, you must use the profiles, points costs, equipment, options and special rules found in *Warhammer: Dark Elves* (denoted by 'DE'), *Warhammer: High Elves* (denoted by 'HE') or *Warhammer: Wood Elves* (denoted by 'WE'). A Host of the Aestyrion is usually only allowed in Grand Armies; that said feel free to agree with your opponent in 'normal' games of Warhammer if Legions & Hosts are to be used.

HOST OF THE AESTYRION ARMY SPECIAL RULES

Units in a Host of the Aestyrion use the army special rules described below.
All models in a Host of the Aestyrion that have the Martial Prowess special rule replace it with the Murderous Prowess special rule (see below).

HATRED (ELVES)
All models in an Elven Host with the Hatred (High Elves) special rule replace it with the Hatred (Elves) special rule.

MURDEROUS PROWESS
Models with this special rule (but not their mounts) re-roll all To Wound rolls of a 1 when making close combat attacks.

FIREBORN
Models with this special rule have a 2+ ward save against Wounds caused by attacks that have the Flaming Attacks special rule.

HEKARTI'S BLESSING
Models with this special rule add +1 to all attempts to cast spells from the Lore of Dark Magic.

LILEATH'S BLESSING
Models with this special rule add +1 to all attempts to cast spells from the Lore of High Magic.

VALOUR OF AGES
If your opponent's army roster contains one or more Elven units (see page 20), models with this special rule re-roll all failed Panic, Fear and Terror tests.

LORDS

- Tyrion, Avatar of Khaine
- Morathi (DE)
- Dreadlord (DE)
- High Beastmaster (DE)
- Black Ark Fleetmaster (DE)
- Supreme Sorceress (DE)
- Prince (HE)
- Archmage (HE)
- Loremaster of Hoeth (HE)

HEROES

- Lokhir Fellheart (DE)
- Sorceress (DE)
- Master (DE)
- Death Hag (DE)
- Khainite Assassin (DE)
- Korhil (HE)
- Lothern Sea Helm (HE)
- Noble (HE)
- Mage (HE)

CORE UNITS

- Dreadspears (DE)
- Bleakswords (DE)
- Darkshards (DE)
- Black Ark Corsairs (DE)
- Dark Riders (DE)
- Witch Elves (DE)
- Spearmen (HE)
- Archers (HE)
- Lothern Sea Guard (HE)
- Silver Helms (HE)
- Ellyrian Reavers (HE)

SPECIAL UNITS

- Cold One Knights (DE)
- Shades (DE)
- Cold One Chariot (DE)
- Har Ganeth Executioners (DE)
- Reaper Bolt Thrower (DE)
- Harpies (DE)
- Scourgerunner Chariot (DE)
- War Hydra (DE)
- Lion Chariot of Chrace (HE)
- White Lions of Chrace (HE)
- Swordmasters of Hoeth (HE)
- Shadow Warriors (HE)
- Lothern Skycutter (HE)
- Tiranoc Chariot (HE)

RARE UNITS

- Doomfire Warlocks (DE)
- Bloodwrack Medusa (DE)
- Kharibdyss (DE)
- Bloodwrack Shrine (DE)
- Sisters of Slaughter (DE)
- Eagle Claw Bolt Thrower (HE)
- Great Eagles (HE)

HOST OF THE PHOENIX KING ARMY LIST

A Host of the Phoenix King army can include any of the units listed below. With the exception of new units and characters found in this supplement, you must use the profiles, points costs, equipment, options and special rules found in Warhammer: Dark Elves (denoted by 'DE'), Warhammer: High Elves (denoted by 'HE') or Warhammer: Wood Elves (denoted by 'WE'). A Host of the Phoenix King is usually only allowed in Grand Armies; that said feel free to agree with your opponent in 'normal' games of Warhammer if Legions & Hosts are to be used.

HOST OF THE PHOENIX KING ARMY SPECIAL RULES

Units in a Host of the Phoenix King use the army special rules described below.
All models in a Host of the Phoenix King that have the Murderous Prowess special rule replace it with the Martial Prowess special rule (see below).
All models in a Host of the Phoenix King that have the Forest Stalker special rule replace it with the Forest Strider and Martial Prowess special rules (see below).

MARTIAL PROWESS
Models with this special rule can make supporting attacks with one extra rank than normal. This is cumulative with any other special rule that allows a unit to fight in extra ranks. In addition, when shooting, models with this special rule fire in one more rank than normal (if the unit chooses to Volley Fire, this normally means that all models in the front three ranks, and half the models in the fourth and subsequent ranks, can shoot). This is cumulative with any other special rule that allows a unit to shoot in extra ranks.

ARROWS OF ISHA
Shooting attacks made by a model attacking with a weapon that has this special rule are magical attacks. Models from the Forces of Destruction suffer an additional -l to their armour saves against Wounds caused by Arrows of Isha.

BLESSINGS OF THE ANCIENTS
Any model that has this special rule, and is within a forest, adds +1 to all attempts to cast spells.

ETERNAL HATRED
A model with this special rule has the Hatred special rule. In addition, its Hatred applies in every round of close combat, not just the first.

FOREST SPIRIT
A model with this special rule has the Forest Strider special rule and its attacks (close combat and shooting) are magical. In addition, if the model is not a mount, it has a 6+ ward save and the Immune to Psychology special rule.
Fireborn, Hatred (Elves), Hekarti,s Blessing, Lileath's Blessing, Valour of Ages (see the previous page for these).

EXALTED
- Malekith, the Phoenix King

LORDS
- Imrik, Crown Prince of Caledor
- Alarielle, Avatar of Isha
- Dreadlord (DE)
- Black Ark Fleetmaster (DE)
- Teclis (HE)
- Prince (HE)
- Archmage (HE)
- Anointed of Asuryan (HE)
- Loremaster of Hoeth (HE)
- Durthu (WE)
- Araloth (WE)
- Glade lord (WE)
- Spellweaver (WE)
- Treeman Ancient (WE)

CORE UNITS
- Dreadspears (DE)
- Bleakswords (DE)
- Darkshards (DE)
- Black Ark Corsairs (DE)
- Spearmen (HE)
- Archers (HE)
- Lothern Sea Guard (HE)
- Silver Helms (HE)
- Ellyrian Reavers (HE)
- Glade Guard (WE)
- Dryads (WE)
- Eternal Guard (WE)
- Glade Riders (WE)

HEROES
- Master (DE)
- Khainite Assassin (DE)
- Caradryan (HE)
- Noble (HE)
- Mage (HE)
- Dragon Mage of Caledor (HE)
- Lothern Sea Helm (HE]
- Handmaiden of the Everqueen (HE)
- Drycha (wE)
- Naestra & Arahan (WE)
- Glade Captain (WE)
- Spellsinger (WE)
- Shadowdancer (WE)
- Waystalker (WE)
- Branchwraith (WE)

SPECIAL UNITS
- Cold one Knighrs (DE)
- Black Guard of Naggarond (DE)
- Cold One Chariot (DE)
- Reaper Bolt Thrower (DE)
- Lion Chariot of Chrace (HE)
- White Lions of Chrace (HE)
- Swordmasters of Hoeth (HE)
- Phoenix Guard (HE)
- Dragon Princes of Caledor (HE)
- Lothern Skycutter (HE)
- Tiranoc Chariot (HE)
- Wildwood Rangers (WE)
- Wardancers (WE)
- Tree Kin (WE)
- Deepwood Scouts (WE)
- Warhawk Riders (WE)
- Sisters of the Thorn (WE)
- Wild Riders (WE)

RARE UNITS
- Eagle Claw Bolt Thrower (HE)
- Flamespyre Phoenix (HE)
- Frostheart Phoenix (HE)
- Sisters of Avelorn (HE)
- Great Eagles (HE/WE)
- Waywatchers (WE)
- Treeman (WE)

HOST OF THE ETERNITY KING ARMY LIST

A Host of the Eternity King army can include any of the units listed below. With the exception of new units and characters found in this supplement, you must use the profiles, points costs, equipment, options and special rules found in *Warhammer: Dark Elves* (denoted by 'DE'), *Warhammer: High Elves* (denoted by 'HE') or *Warhammer: Wood Elves* (denoted by 'WE'). A Host of the Aestyrion is usually only allowed in Grand Armies; that said feel free to agree with your opponent in 'normal' games of Warhammer if Legions & Hosts are to be used.

HOST OF THE AESTYRION ARMY SPECIAL RULES

Units in a Host of the Eternity King use the army special rules described below.

All models in a Host of the Eternity King that have the Martial Prowess special rule also gain the Murderous Prowess special rule.
All models in a Host of the Eternity King that have the Murderous Prowess special rule also gain the Martial Prowess special rule
All models in a Host of the Eternity King that have the Forest Stalker special rule replace it with the Forest Strider, Martial Prowess and Murderous Prowess special rules

From Host of the Phoenix King: Arrows of Isha, Blessings of the Ancients, Eternal Hatred, Forest Spirit.
From Host of the Aestyrion: Fireborn, Hatred (Elves), Hekarti's Blessing, Lileath's Blessing, Valour of Ages

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EXALTED

- Malekith, the Eternity King

LORDS

- Imrik, Crown Prince of Caledor
- Alarielle, Incarnate of Life
- Hellebron (DE)
- Dreadlord (DE)
- Supreme Sorceress (DE)
- High Beastmaster (DE)
- Black Ark Fleetmaster (DE)
- Alith Anar (HE)
- Prince (HE)
- Archmage (HE)
- Anointed of Asuryan (HE)
- Loremaster of Hoeth (HE)
- Durthu (WE)
- Araloth (WE)
- Glade Lord (WE)
- Spellweaver (WE)
- Treeman Ancient (WE)

HEROES

- Shadowblade (DE)
- Sorceress (DE)
- Death Hag (DE)
- Khainite Assassin (DE)
- Master (DE)
- Caradryan (HE)
- Noble (HE)
- Mage (HE)
- Dragon Mage of Caledor (HE)
- Lothern Sea Helm (HE)
- Handmaiden of the Everqueen (HE)
- Dycha (WE)
- Naestra & Arahan (WE)
- Glade Caprain (WE)
- Spellsinger (WE)
- Shadowdancer (WE)
- Waystalker (WE)
- Branchwraith (WE)

CORE UNITS

- Dreadspears (DE)
- Bleakswords (DE)
- Darkshards (DE)
- Black Ark Corsairs (DE)
- Dark Riders (DE)
- Witch Elves (DE)
- Spearmen (HE)
- Archers (HE)
- Lothern Sea Guard (HE)
- Silver Helms (HE)
- Ellyrian Reavers (HE)
- Glade Guard (WE)
- Dryads (WE)
- Glade Riders (WE)
- Eternal Guard (WE)

RARE UNITS

- Doomfire Warlocks (DE)
- Bloodwrack Medusa (DE)
- Kharibdyss (DE)
- Bloodwrack Shrine (DE)
- Sisters of Slaughter (DE)
- Eagle Claw Bolt Thrower (HE)
- Flamespyre Phoenix (HE)
- Frostheart Phoenix (HE)
- Sisters of Avelorn (HE)
- Great Eagles (HE/WE)
- Waywatchers (WE)
- Treeman (WE)

SPECIAL UNITS

- Cold One Knights (DE)
- Black Guard of Naggarond (DE)
- Shades (DE)
- Cold One Chariot (DE)
- Har Ganeth Executioners (DE)
- Reaper Bolt Thrower (DE)
- Harpies (DE)
- Scourgerunner Chariot (DE)
- War Hydra (DE)
- Lion Chariot of Chrace (HE)
- White Lions of Chrace (HE)
- Swordmasters of Hoeth (HE)
- Shadow Warriors (HE)
- Phoenix Cuard (HE)
- Dragon Princes of Caledor (HE)
- Lothern Skycutter (HE)
- Tiranoc Chariot (HE)
- Wildwood Rangers (WE)
- Wardancers (WE)
- Tree Kin (WE)
- Deepwood Scouts (WE)
- Warhawk Riders (WE)
- Sisters of the Thorn (WE)
- Wild Riders (WE)

LEGIONS OF THE END TIMES: THE GRAND LEGION OF CHAOS

It ls with good cause that Archaon is known as the Lord of the End Times. By the will of the Dark Gods, he has united not only the warring tribes of the north, but the beasts of the forest, the fell daemonic legions and the children of the Horned Rat into the single largest fighting force in history. Those who have sought to oppose him have been crushed without mercy, their cities razed and their nations all but destroyed.

Though many other champions of the Chaos Gods have come before him, none have possessed the indomitable resolve and single-minded determination of Archaon Everchosen. By his will has the Empire fallen and the old gods been humbled. At his command do the legions of Chaos advance to complete the conquest of the world.

INTRODUCTION

This section allows you to pick a force of Chaos miniatures ready for battle, providing you with a new set of army special rules to use a Grand Legions of Chaos army in your games of Warhammer. This force will combine units from both *Warhammer: Skaven*, *Warhammer: Beastmen*, *Warhammer: Daemons of Chaos* and *Warhammer: Warriors of Chaos*

In this chapter the term 'Chaos' refers to units from *Warhammer: Beastmen*, *Warhammer: Daemons of Chaos*, *Warhammer: Warriors of Chaos*. Similarly, the term 'Grand Legion of the Everchosen army' refers to a combined force chosen from the following list. A Grand Legion of the Everchosen army is considered to be a Forces of Destruction force for the purposes of the Allied Armies rules found in the Warhammer Rulebook.

GRAND LEGIONS OF CHAOS ARMY SPECIAL RULES

There are a number of common special rules that apply to several Chaos units. The army special rules from *Warhammer: Beastmen*, *Warhammer: Daemons of Chaos* and *Warhammer: Warriors of Chaos* are not used. Instead, units in a Grand Legions of Chaos army use the army special rules as described below. Note that several of these rules have been modified from the form in their original army book, in order to better reflect the different nature of battles during the End Times, and therefore they should be read carefully by all players, especially those that have used the original versions of the rules

BEASTMAN AMBUSH

During deployment, any unit in which all models have the Beastman Ambush special rule can be held off table 'in ambush' instead of being deployed. Make sure you tell your opponent which units are being held back in this way.

To determine when your Beastman ambushers enter play, roll for each ambushing unit in the Remaining Moves sub-phase of each of your turns (including Turn t) and consult the following table. Characters with the Beastmen Ambush rule can be included as part of a unit that is set up in this way, and will arrive with the unit they are part of.

D6	RESULT
1	The unit arrives as reinforcements on the table edge of your opponent's choice.
2 to 3	Roll again next turn.
4	The unit arrives as reinforcements on the table edge to your left. *
5	The unit arrives as reinforcements on the table edge to your right.*
6	The unit arrives as reinforcements on the table edge of your choice.

* If for any reason it is not possible to deploy the unit on this table edge, count the result as a roll of l.

DAEMONIC

All models with the Daemonic special rule have the Fear, Unbreakable and Unstable special rules as described in the Warhammer rulebook. In addition, they are also subject to the following special rules:

DAEMONIC ALIGNMENT

Most Daemons (even chariots) are bound to one of the Chaos Gods. Only Daemonic characters can join units of Daemons. Furthermore, Daemonic characters can only join units that are solely composed of Daemons with the same allegiance as themselves. In addition, Daemons receive no benefit from the Inspiring Presence or Hold Your Ground! rules, unless both they and the model with those rules are Daemons of the same allegiance. In addition the following special rules apply, depending on the Daemon's allegiance:

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

Daemons of Tzeentch:
Models with this special rule have the Hatred (Daemons of Nurgle) special rule, and re-roll ward save results of l. Wizards with the Daemon of Tzeentch special rule also re-roll channelling results of 1.

Daemons of Nurgle:
Models with this special rule have the Hatred (Daemons of Tzeentch) special rule. Enemy models attacking a Daemon of Nurgle in close combat suffer a –l penalty To Hit.

Daemons of Slaanesh:
Models with this special rule have the Armour Piercing and Hatred (Daemons of Khorne) special rules.

DAEMONIC ATTACKS

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

DAEMONIC AURA

At the start of the game, a models with special rule has a 5+ ward save (though this might well change as a result of the Reign of Chaos special rule).

Designer's Note: Daemonic Instability

Veteran players will notice that the rules pertaining to Daemonic Instability do not appear in the Legions of Chaos army list. This is quite deliberate. During the End Times the Realm of Chaos has expanded and the magicks sustaining Daemons in the mortal world have changed. As a result, all rules pertaining to Daemonic Instability are replaced by the Unbreakable and Unstable rules.

DAEMONIC GIFTS

Daemonic Gifts are the Daemons' equivalent of magic items. They are chosen differently to magic items (see *Warhammer: Daemons of Chaos*), but otherwise follow all the rules for magic items.

EYE OF THE GODS

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

In addition, if a Chaos Champion kills an opponent in a challenge, or if he kills a monster, immediately make a 2D6 roll on the Eye of the Gods table. Once the result of the roll has been determined, make a note on your army roster – that model now has that reward for the rest of the battle. A Chaos Champion can have several rewards, and it can even have the same reward multiple times. These rewards cannot increase a characteristic above 10, an armour save

beyond 1+, or a ward save beyond 3+. If, for any reason, a reward cannot be applied, the result is ignored and nothing happens.

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

BEASTMEN CHARACTERS
All Beastmen characters and unit champions chosen as part of a Legions of Chaos army have the Eye of the Gods special rule, and hence are Chaos Champions for all rules purposes. However, if a Beastmen character or unit champion receives the Daemonhood reward (whatever the source), it is instead treated as the Spawndom reward.

LOCI OF CHAOS
Several models in a Legions of Chaos army can purchase locus upgrades. There are three tiers of locus. Rising from weakest to strongest these are: Lesser, Greater and Exalted. If a unit is affected by two or more loci, only the strongest takes effect - the rules for the others are ignored. If a model is slain, the effect of its locus is lost immediately. The effects of Loci of Chaos can be found in *Warhammer: Daemons of Chaos*.

MARKS OF CHAOS
Many characters and regiments in a Legions of Chaos army either have, or can purchase, one of the four Marks of Chaos. A model cannot have more than one Mark of Chaos. A character with a Mark of Chaos cannot join a unit that has a different Mark of Chaos. A character with a Mark of Chaos cannot join a unit that has already been joined by a character that has a different Mark of Chaos.

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

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

Mark of Nurgle:
Enemy models attacking a model with the Mark of Nurgle in close combat suffer a –l penalty To Hit.

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

PRIMAL FURY
At the beginning of each round of close combat, each engaged unit with the Primal Fury special rule must take a Leadership test. lf the test is passed, that unit is subject to Hatred of all units they are fighting until the end of the close combat phase. They will reroll failed To Hit rolls even if it is not the first round of combat. In addition, units that pass their Primal Fury test on a roll of a double 1 are subject to both the effects listed above and the Frenzy rule until the end of the close combat phase. A model may become Frenzied in this way even if they have lost a combat earlier in the battle.

REIGN OF CHAOS
If you are commanding a Chaos army, then whenever the Winds of Magic are rolled for in a friendly Magic phase, total the two highest dice scores (in most games you only roll two dice for the Winds of Magic, so simply total these) and immediately resolve the result shown on the Reign of Chaos table.

REIGN OF CHAOS TABLE

2 - THE WINDS RECEDE
All Daemonic units double the number of Wounds inflicted due to their Unstable special rule until you next roll for the Winds of Magic.

3 - PUNISHED BY THE GODS
Randomly select one friendly Chaos character (if there are no friendly Chaos characters on the board, nothing happens this time instead). The selected character must immediately take a Leadership test, losing 1 Wound (with no saves of any kind allowed) for each point by which the test is failed.

4 - CHAOTTC EBB
All models with the Daemonic special rule (friend or foe) suffer a -l penalty to their ward saves (which will therefore normally be reduced to 6+) until you next roll for the Winds of Magic.

5 - STORM OF FIRE*
Roll a D6 for each enemy unit on the board. Do not roll for units that are engaged in close combat. On the roll of a 6, place a small round template centred directly over the centre of the unit - this then scatters D6". Any models wholly or partially beneath the template's final position suffer a single Strength 4 hit with the Flaming Attacks special rule.

6 - ROT, GLORIOUS ROT*
Roll a D6 for each enemy unit on the board. Do not roll for units engaged in close combat. On the roll of a 6, that unit suffers D6+3 Strength 3 hits, with no armour saves allowed.

7 - THE EYE OF THE STORM
If your Army General has a Mark of Chaos, or has the Daemonic special rule, consult the chart below to determine which effect manifests. If the army general does not have a Mark of Chaos or the Daemonic special rule, or if he has been slain, nothing happens:

MARK/ALLIGNMENT	RESULT
Khorne	Khorne's Wrath
Tzeentch	Storm of Fire
Nurgle	Rot, Glorious Rot
Slaanesh	The Dark Prince Thirsts

8 - THE DARK PRINCE THIRSTS*
Roll a D6 for each enemy unit on the board. Do not roll for units that are engaged in close combat. On the roll of a 6, that unit must take a Leadership test on 3D6, adding the results together. If the test is passed, nothing happens. Otherwise, for each point by which the unit failed the test, it suffers a Wound, with no armour saves allowed.

9 - KHORNE'S WRATH*
Roll a D6 for each enemy unit on the board. Do not roll for units that are engaged in close combat. On the roll of a 6, place a small round template centred directly over the centre of the unit - this then scatters 3D6". Resolve damage as you would from a stone thrower shot, with the model under the centre of the template suffering a Strength 9 hit with the Multiple Wounds (D6) special rule, and all other models wholly or partially under the template suffering a Strength 3 hit.

10 - CHAOTIC SURGE
All models with the Daemonic special rule (friend and foe) gain a +l bonus to their ward saves (which will therefore normally be increased to 4+) until you next roll for the Winds of Magic.

11 - DAEMONIC POSSESSION* *
Randomly select one enemy Wizard on the board who does not have the Daemonic special rule (if there are no eligible enemy Wizards currently on the board, nothing happens this time instead). The selected Wizard must pass a Leadership test or be removed as a casualty with no saves of any kind allowed. If the Leadership test is failed then before removing the Wizard, place a Herald of Khorne, Tzeentch, Nurgle or Slaanesh (your choice) anywhere within 6" of the slain model that is more than 1" from all units and impassable terrain. If you chose a Herald of Tzeentch, generate its spell immediately. This Herald can act normally in the turn it is created. If you do not have a spare Herald of Chaos model, or if one cannot be placed on the board according to the aforementioned restrictions, the selected Wizard is removed as a casualty but no Herald is placed.

12 - SUMMONED FROM BEYOND**
Place a new unit consisting of 2D6+3 Bloodletters, Pink Horrors, Plaguebearers or Daemonettes (you choose). When placing this unit, it can be placed anywhere on the battlefield at least l" away from all units, buildings and impassable terrain. It can be placed in any legal formation, so long as the unit's front rank contains at least five models. If the summoned unit cannot be placed (because there is not enough room or you do not have enough models), the unit does not enter play at all.

** Hits and Wounds caused by these results are treated as having been made by magical attacks.*

*** New units created by these results are under your control. They do not have any additional upgrades or award victory points, but are otherwise treated exactly as for other units of their type.*

EYE OF THE GODS TABLE

2 - DAMNED BY CHAOS
The Chaos Champion must take a Leadership test on his own, unmodified Leadership. This test cannot be re-rolled. If the test is passed, the Chaos Champion receives the Insanity reward. If the test is failed, the Chaos Champion instead receives the Spawndom reward.

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

SPAWNDOM * *: If you have a spare Chaos Spawn model, you can place it anywhere within 6" of the Chaos Champion, that is more than l" from any unit or impassable terrain. The Chaos Spawn retains none of the equipment, upgrades, magic items, Marks of Chaos, Chaos Mutations and Powers, special rules or spells that it possessed in its former existence (these are lost). If you do not have a spare Chaos Spawn model, or if it cannot be placed on the board according to the aforementioned restrictions, then no Chaos Spawn model is placed. Finally, the Chaos Champion is removed from play as a casualty. If the Chaos Champion is mounted, his mount is also removed from play, unless it is a chariot or a ridden monster.

3 - EVIL EYEBALL
The Chaos Champion gains + I Ballistic Skill.

4 - UNHOLY RESILIENCE
The Chaos Champion gains + I Toughness.

5 - IRON SKIN
The Chaos Champion's armour save is improved by l.

6 - MURDEROUS MUTATION
The Chaos Champion gains + I Weapon Skill.

7 - THE EYE OPENS
If the Chaos Champion has a Mark of Chaos, consult the chart below to determine which reward he receives. If the Chaos Champion does not have a Mark of Chaos, he can instead re-roll one failed roll To Hit, roll To Wound or saving throw until the end of his next turn:

MARK/ALLIGNMENT	RESULT
Khorne	Dark Fury
Tzeentch	Aura of Chaos
Nurgle	Unholy Resilience
Slaanesh	Unearthly Reflexes

8 - UNEARTHLY REFLEXES
The Chaos Champion gains +l Initiative.

9 - DARK FURY
The Chaos Champion gains +1 attack.

10 - SLAUGHTERER'S STRENGTH
The Chaos Champion gains +1 Strength.

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

12 - DARK APOTHEOSIS
The Chaos Champion must take a Leadership test on his own, unmodified Leadership. This test cannot be re-rolled If the test is failed, the Chaos Champion receives the Divine Greatness reward. If the test is passed, the Chaos Champion instead receives the Daemonhood reward.

DIVINE GREATNESS: The chaos champion gains the Stubborn special rule. If the Chaos Champion already has the Stubborn special rule, he instead gains + I Leadership.

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

GRAND LEGION OF CHAOS ARMY LIST

A Grand Legion of Chaos army can include any of the units listed below. With the exception of new units and characters found in this supplement, you must use the profiles, points costs, equipment, options and special rules found in *Warhammer: Beastmen* (denoted by BM), *Warhammer: Daemons of Chaos* (denoted by DoC), *Warhammer:* Skaven (denoted by a S) or *Warhammer: Warriors of Chaos* (denoted by WoC). Where a unit appears in more than one book (e.g. Daemon Prince), you must specify which army book you have taken the unit from. Grand Legion of Chaos armies are usually only allowed in Grand Armies; that said feel free to agree with your opponent in 'normal' games of Warhammer if Legions & Hosts are to be used.

EXALTED

- Archaon, Everchosen

LORDS

- Beastlord (BM)
- Doombull (BM)
- Great Bray-Shaman (BM)
- Skarbrand (DoC)
- Lord of Change (DoC)
- Great Unclean One (DoC)
- Keeper of Secrets (DoC)
- Daemon Prince (DoC & WoC)
- Galrauch (WoC)
- Kholek Suneater (WoC)
- Sigvald the Magnificent (WoC)
- Valkia the Bloody (WoC)
- Vilitch the Cursellng (WoC)
- Chaos Lord (WoC)
- Chaos Sorcerer Lord (WoC)
- The Glotkin
- Orghotts Daemonspew
- Bloab Rotspawned
- Morbidex Twiceborn
- Guttot Spune
- Ikit Claw (S)
- Throt the Unclean (S)
- Warlord (S)
- Grey Seer (S)
- Thanquol & Boneripper
- Lord Skreech Verminking
- Verminlord Deceiver
- Verminlord Corruptor
- Verminlord Warbringer
- Verminlord Warpseer
- Be'lakor the Dark Master
- Bloodthirster of Unfettered Fury
- Bloodthirster of Insensate Rage
- Wrath of Khorne Bloodthirster
- Skar Bloodwrath
- Isabella the Accused

HEROES

- Morghur, Master of Skulls (BM)
- Slugtongue (BM)
- Moonclaw, Son of Morrslieb (BM)
- Wargor* (BM)
- Gorebull* (BM)
- Bray-Shaman* (BM)
- Skulltaker (DoC)
- Karanak (DoC)
- The Blue Scribes (DoC)
- The Changeling (DoC)
- Epidemius (DoC)
- The Masque of Slaanesh (DoC)
- Herald of Khorne (DoC)
- Herald of Tzeentch (DoC)
- Herald of Nurgle (DoC)
- Herald of Slaanesh (DoC)
- Exalted Flamer of Tzeentch
- Wulfrik the Wanderer (WoC)
- Throgg (WoC)
- Festus the Leechlord (WoC)
- Scyla Anfingrimm (WoC)
- Exalted Hero (WoC)
- Chaos Sorcerer (WoC)
- Deathmaster Snitch (S)
- Tretch Craventail (S)
- Assassin (S)
- Warlock Engineer (S)
- Chieftain (S)
- Plague Priest (S)

CORE UNITS

- Gor Herd* (BM)
- Ungot Herd* (BM)
- Ungrul Four-horn (BM)
- Ungor Raiders* (BM)
- Tuskgor Chariot* (BM)
- Chaos Wathounds (BM & WoC)
- Bloodletters of Khorne (DoC)
- Pink Horrors of Tzeentch (DoC)
- Plaguebearers of Nurgle (DoC)
- Daemonettes of Slaanesh (DoC)
- Chaos Warriors (WoC)
- Chaos Marauders (WoC)
- Forsaken (WoC)
- Chaos Chariot (WoC)
- Marauder Horsemen (WoC)
- Clanrats (S)
- Stormvermin (S)
- Skavenslaves (S)
- Night Runners (S)
- Giant Rats (S)
- Packnqster Shweel
- Cnawtooth (S)
- Rat Swarms (S)

SPECIAL UNITS

- Minotaurs* (BM)
- Centigors* (BM)
- Ghorros Warhoof (BM)
- Harpies (BM)
- Bestigor Herd* (BM)
- Razorgor Chariot* (BM)
- Razorgor Herd (BM)
- Bloodcrushers of Khorne (DoC)
- Flesh Hounds of Khorne (DoC)
- Flamers of Tzeentch (DoC)
- Screamers of Tzeentch (DoC)
- Nurglings (DoC)
- Beasts of Nurgle (DoC)
- Seekers of Slaanesh (DoC)
- Fiends of Slaanesh (DoC)
- Seeker Chariot of Slaanesh (DoC)
- Chaos Furies (DoC)
- Hellstriders of Slaanesh (WoC)
- Chosen (WoC)
- Chaos Knights (WoC)
- Chaos Ogres (WoC)
- Dragon Ogres (WoC)
- Chaos Trolls (WoC)
- Chimera (WoC)
- Gorebeast Chariot (WoC)
- Chaos Warshrine (WoC)
- Putrid Blightkings
- Gutter Runners (S)
- Rat Ogres (S)
- Plague Monks (S)
- Plague Censer Bearers (S)
- Warplock Jezzails (S)
- Poisoned Wind Globadiers (S)
- Skullreapers

RARE UNITS

- Cygor (BM)
- Ghorgon (BM)
- Chaos Spawn (BM & WoC)
- Giant (BM)
- Jabberslythe (BM)
- Skull Cannon of Khorne (DoC)
- Burning Chariot of Tzeentch (DoC)
- Soul Grinder (DoC)
- Exalted Seeker Chariot of Slaanesh (DoC)
- Hellflayer of Slaanesh (DoC)
- Plague Drones of Nurgle (DoC)
- Hellcannon (WoC)
- Dragon Ogre Shaggoth (WoC)
- Chaos Giant (WoC)
- Skullcrushers of Khorne (WoC)
- Slaughterbrute (WoC)
- Mutalith Vortex Beast (WoC)
- Hell Pit Abomination (S)
- Doomwheel (S)
- Warp Lightning Cannon (S)
- Plagueclaw Catapult (S)
- Stormfiends
- Wrathmongers

BATTLESCROLLS

Battlescrolls allow you to add unique battlefield formations to the army that you use in your games of Warhammer.

Each Battlescroll lists its Race (the Warhammer army book it is considered part of), and details of a Formation (a specific group of units that enable you to use special rules when you include them in your army).

RACE

The Race determines which Warhammer army book the Battlescroll is considered part of for all rules purposes. For example, a Formation with The Empire Race is considered to be chosen from Warhammer: The Empire.

BATTLESCROLL FORMATIONS

When you choose an army, you can take one or more Battlescroll Formations as part of your army.

The Battlescroll will tell you what units you need to take in order to field the Formation, and what, if any, extra options or restrictions apply to the units that make it up. The Army List Entries for each unit in the Formation (the units' profiles, points values, unit size, options, special rules, etc.) can be found in the army book or Warhammer supplement that contains the details of the unit in question.

SPECIAL RULES

Each Formation includes one or more special rules associated with the units that make up that Formation.

The special rules for a Formation only apply to the units that make it up (even if there are other units of the same type in your army).

FORMATION POINTS VALUES

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

ALLIED FORMATIONS

Formations do not have to be chosen from the same army book as the rest of your army. If you decide to do this, then Formations made up of units from different army books follow the rules for Allied Armies on pages 136-139 of the Warhammer rulebook, with the exception that allied Formations can be used in any game, not just those between teams of players.

FORMATIONS & CORE UNITS

Formations do not count towards the points in core that you must normally spend, even if the formation contains units chosen from the Core selection. The only exception to this if your army is made up of nothing other than formations. In which case, you no longer need to spend 25% on core units. Also bear in mind that the formation does dot reduce the amount of Core that you need to take. Ie if you take a Formation that costs 500pts in a 2400pt game, you will still need to take 600pts of Core.

Obviously, this also goes the other way. Rare and Special choices in a Formation do not reduce the amount of Rare or Special choices that you can normally take. Also units in the Formation do not count as Duplicate choices.

FORMATIONS & THE GENERAL AND BATTLE STANDARD BEARER

Unless the army is consisted of nothing but Formations, the General and Battle Standard Bearer may not be chosen any Formation; even if they have a rule stating that they must be the General or have the highest Leadership. They are in effect coming to assist your force and are willing to fight under your command.

BATTLESCROLL: THE ARMY OF BLIGHT

The daemonic army that Isabella the Accursed led into Sylvania was as relentless and inescapable as death itself. A vast tide of shuffling, shambling plague daemons, the Army of Blight flowed across the blasted lands of Sylvania like a postulant ocean. Flies In their billions boiled around Nurgle's foot soldiers, turning the skies black and the air thick with their furry bodies. Meanwhile, the droning count of the Tallybands filled the air, mingling with the clanging of bells and the buzzing of files to create a truly hellish cacophony.



RACE: **Daemons of Chaos**

FORMATION: **The Army of Blight consists of the following units**

- **Isabella the Accused**
- **1 Great Unclean One**
- **3 Units of Plaguebearers of Nurgle**
- **1 Unit of Plague Drones of Nurgle**
- **2 Units of Nurglings**

RESTRICIONS: **None**

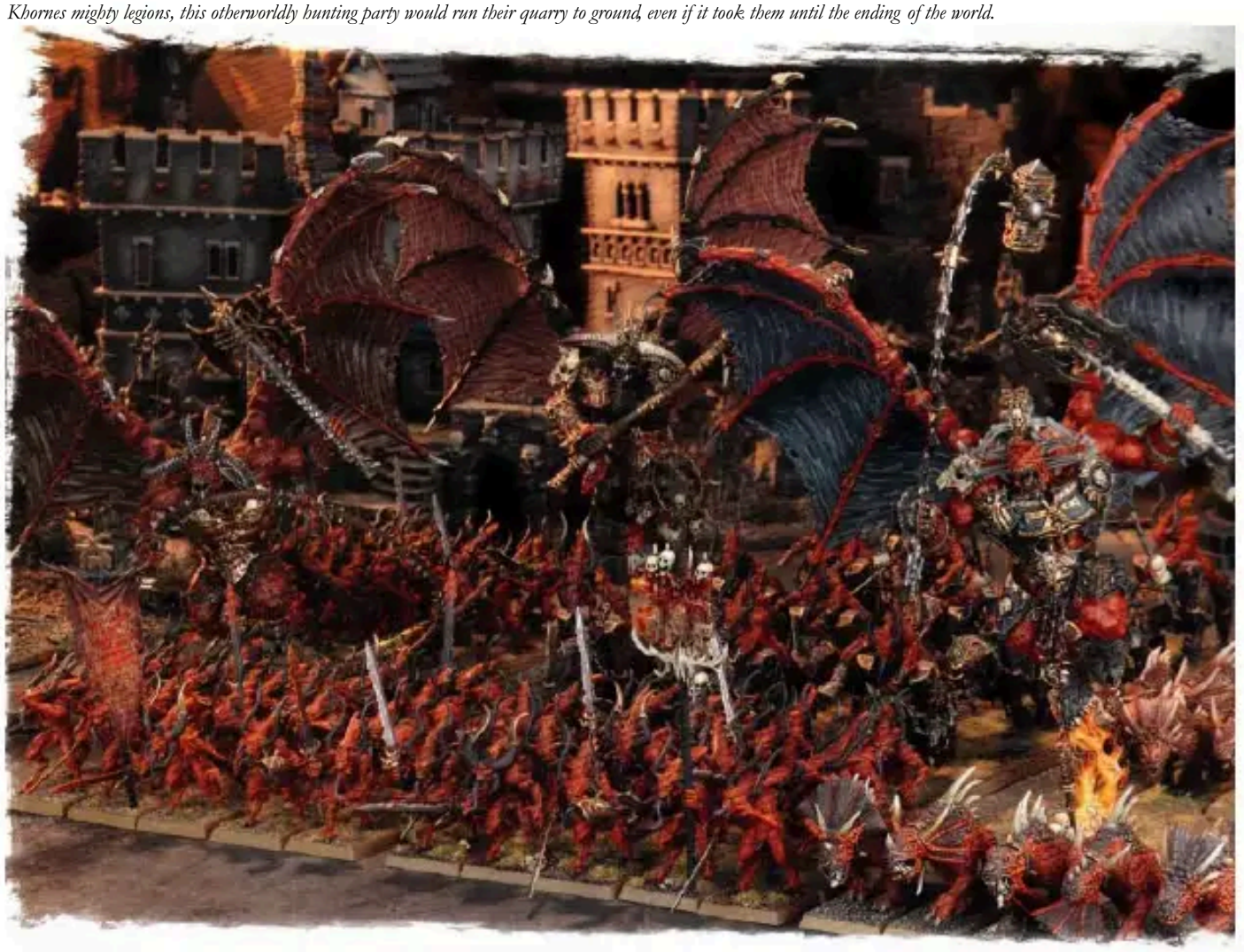
SPECIAL RULES:

Sound the Endless Tally:
All enemy units on the battlefield have -1 Leadership, and the range of the enemy General's Inspiring Presence is reduced by 6".

Rolling Plagueswarm:
All shooting attacks made by enemy models suffer an additional -1 penalty To Hit.

BATTLESCROLL: THE BLOOD HUNT

When Archaon set Ka'Bandha upon the Emperor's trail, the Bloodthirster comprising gathered a mighty Blood Hunt. the most predatory and brood-hungry daemons of Khornes mighty legions, this otherworldly hunting party would run their quarry to ground, even if it took them until the ending of the world.



RACE: **Daemons of Chaos**

FORMATION: **The Blood Hunt consists of the following units**

- **Wrath of Khorne Bloodthirster (Ka'Bandha)**
- **Bloodthirster of Insensate Rage**
- **Bloodthirster of Unfettered Fury**
- **3 Units of Bloodletters of Khorne**
- **1 Unit of Bloodcrushers of Khorne**
- **2 units of Flesh Hounds of Khorne**

RESTRICIONS: **None**

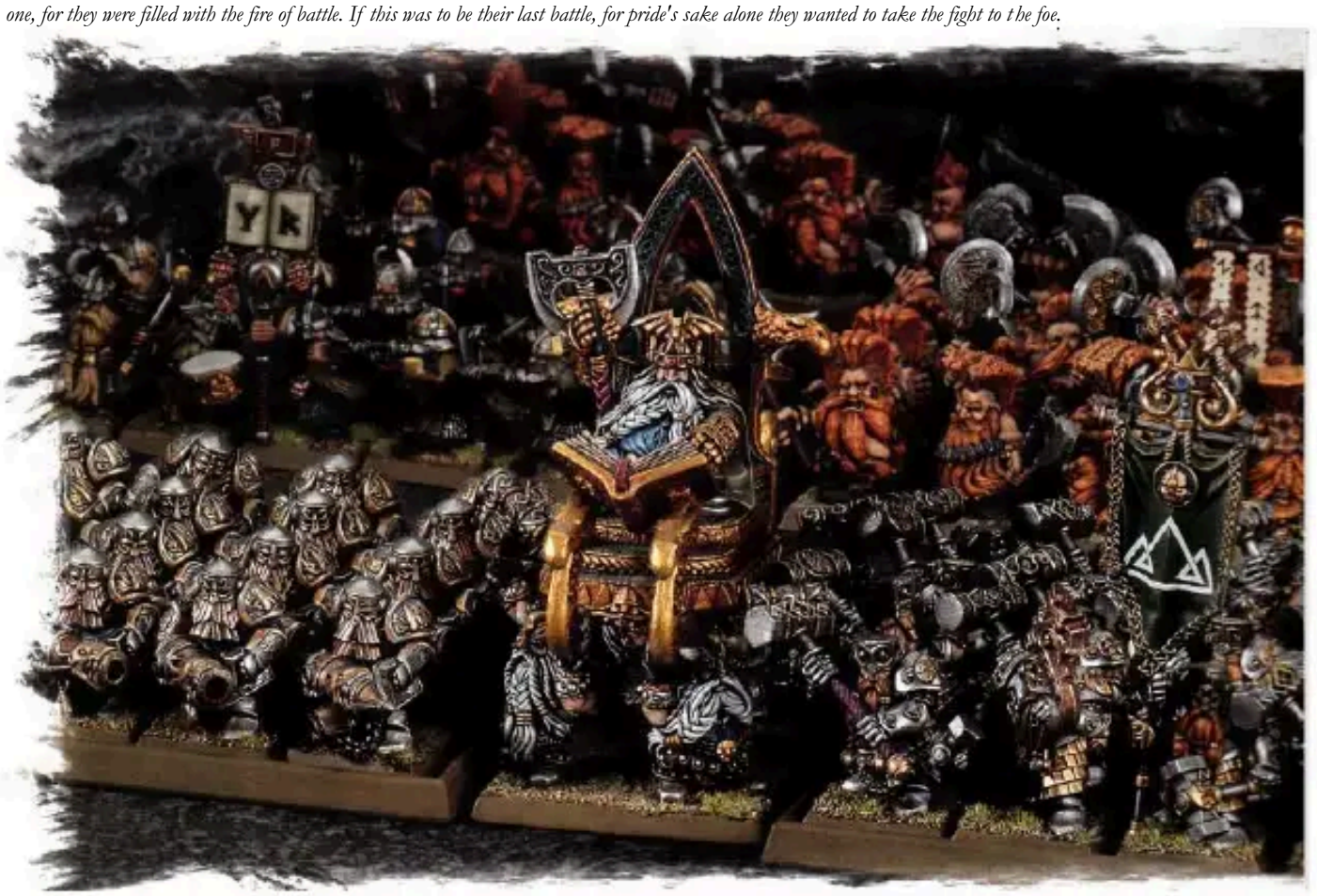
SPECIAL RULES:

Blood-trackers:
Immediately after both sides have finished deploying, you can choose up to D3 units of Bloodletters from this Formation. These units gain the Vanguard deployment special rule.

The Hunt Is On:
As long as the enemy General has not been removed as a casualty, all units from this Formation have the Hatred special rule and can re-roll failed charges.

BATTLESCROLL: THE DWARF THRONG OF KARAZ-A-KARAK

It was a vengeful and hot-blooded throng that Thorgrim Grudgebearer led out of the gates of Karaz-a-Karak. They cared not that they were outnumbered many hundreds to one, for they were filled with the fire of battle. If this was to be their last battle, for pride's sake alone they wanted to take the fight to the foe.



RACE: **Dwarfs**

FORMATION: **The Dwarf Throng of Karaz-a-Karak consists of the following units**

- **Thorgrim Grudgebearer**
- **Ungrim, Incarnate of Fire**
- **Josef Bugman**
- **1 Unit of Hammerers**
- **1 Unit of Rangers**
- **1 Unit of Irondrakes**
- **3 Units of Slayers**

RESTRICIONS: **The unit of Rangers must be upgraded to be Bugman's Rangers.**

SPECIAL RULES:

Last Chance For Glory:
You can re-roll failed To Hit rolls when making a Deathblow attack with Ungrim or any Slayer model from a unit from this Formation that is within 12" of Ungrim.

The Great Armouries of Karaz-a-Karak:
You can re-roll To Wound rolls and armour saves of 1 for any model from a unit in the same army as this Formation that was chosen from the Core section of the army list in *Warhammer: Dwarfs*.

BATTLESCROLL: THE THRONG OF METAL

Though they would never admit it aloud, many of the dwarfs who fought alongside Balthasar Gelt had all but accepted him as the reincarnation of Grungni. Thus they followed the commands of the Incarnate of Metal with all the stolid determination that they would the orders of a dwarf king.



RACE: **Dwarfs**

FORMATION: **The Throng of Metal consists of the following units**

- **Balthasar Gelt, Incarnate of Metal**
- **1 Runelord**
- **2 Units of Thunderers**
- **1 Unit of lrondrakes**
- **1 Unit of Ironbreakers**
- **2 Cannons**
- **1 Organ Gun**
- **2 Gyrocopters**

RESTRICIONS: **None**

SPECIAL RULES:

Last Chance For Glory:

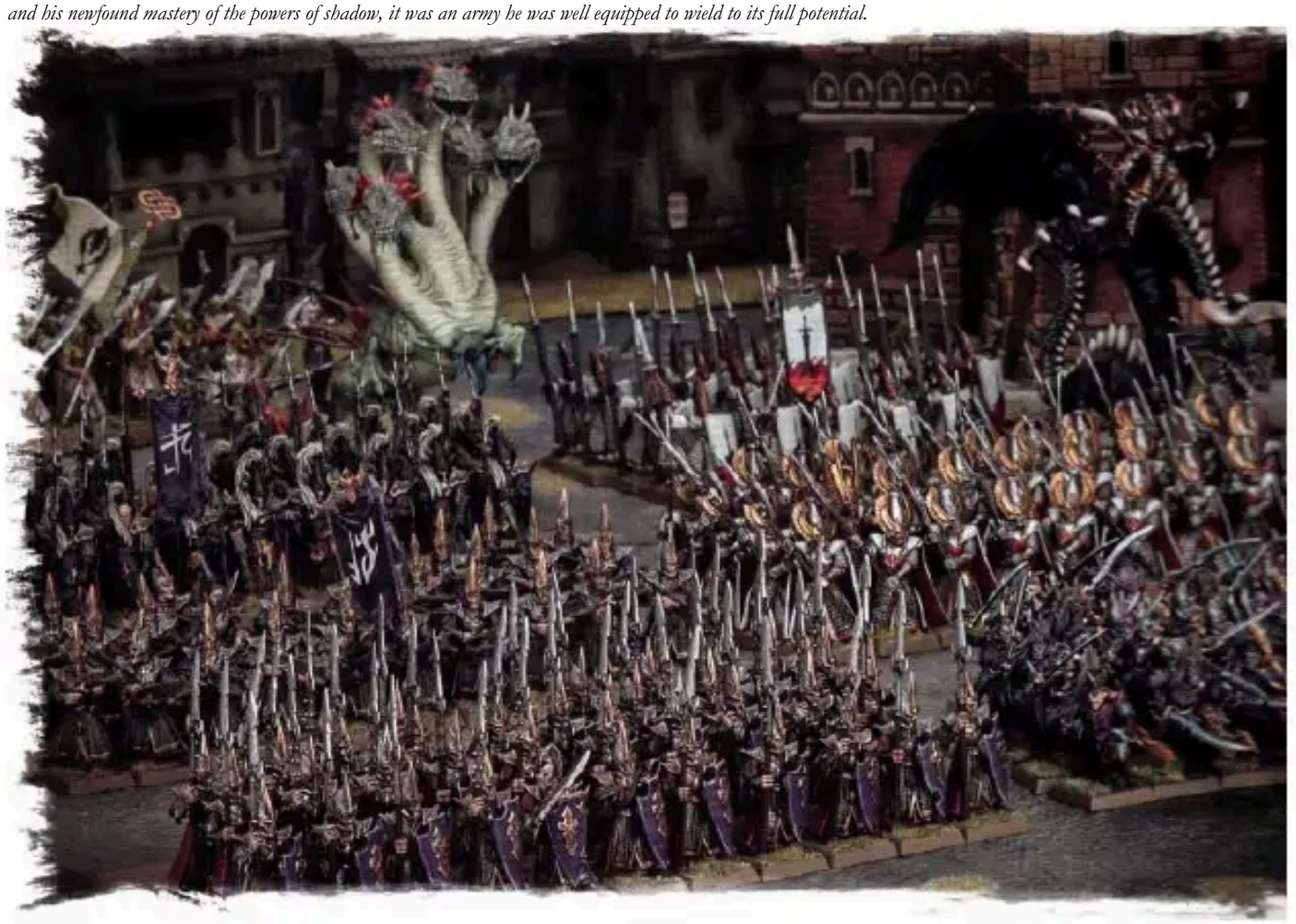
You can re-roll failed To Hit rolls when making a Deathblow attack with Ungrim or any Slayer model from a unit from this Formation that is within 12" of Ungrim.

The Great Armouries of Karaz-a-Karak:

You can re-roll To Wound rolls and armour saves of 1 for any model from a unit in the same army as this Formation that was chosen from the Core section of the army list in *Warhammer: Dwarfs*.

BATTLESCROLL: THE HOST OF SHADOW

Malekith had found himself commanding a core of the most elite warriors his unified people had to offer. Between his vast wealth of experience as a battlefield commander, and his newfound mastery of the powers of shadow, it was an army he was well equipped to wield to its full potential.



RACE: **Host of the Eternity King**

FORMATION: **The Host of Shadow consists of the following units**

- **Malekith, the Eternity King**
- **1 Unit of Black Guard**
- **1 Unit of Phoenix Guard**
- **1 Unit of Wildwood Rangers**
- **1 Unit of Darkshards**
- **1 Unit of Black Ark Corsairs**
- **1 Unit of High Elf Spearmen**
- **1 War Hydra**

RESTRICIONS: **None**

SPECIAL RULES:

Gloomstriders:
As long as Malekith is alive and on the battlefield, units from this Formation never have to take Dangerous Terrain tests. Furthermore, any shooting attacks made against Malekith or a friendly unit within 12" of him suffer an additional -1 penalty To Hit.

Master of Shadows:
When Malekith casts Steed of Shadows, the spell's range is increased to 36" and he can target any unit from this Formation, not just character models. Furthermore, he can attempt to cast Steed of Shadows even if he has already done so in the same turn, so long as his target is a unit from this Formation.

BATTLESCROLL: THE HOST OF FIRE

The Host of Fire blazed with the might of the Incarnate that led them. It did not matter to Caradryan that the battle seemed all but lost already; any purpose was better than none, and if he was to die, then best to fall in one last, heroic battle against the puppets of the chaos gods. Thus he led his host with all the fury of a raging inferno, his fiery powers spreading out to invigorate every last warrior who followed him to war.



RACE: **Host of the Eternity King**

FORMATION: **The Host of Fire consists of the following units**

- **Caradryan, lncarnate of Fire**
- **1 Anointed of Asuryan**
- **2 Units of Phoenix Guard**
- **1 Unit of White Lions of Chrace**
- **1 Unit of Har Ganeth Executioners**
- **1 Unit of Eternal Guard**

RESTRICIONS: **The Anointed of Asuryan must take a Flamespyre Phoenix.**

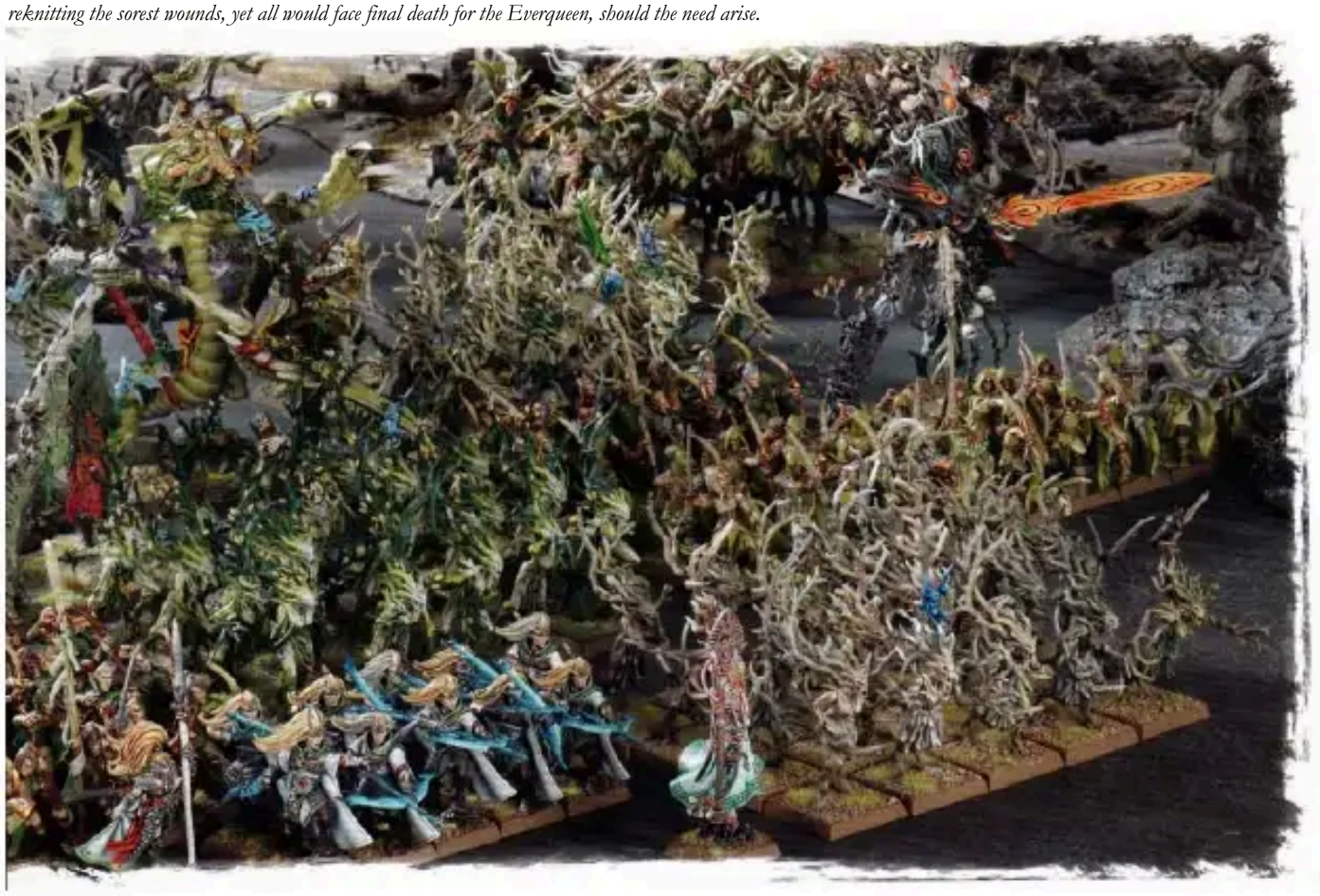
SPECIAL RULES:

Fires of Vengeance:
As long as Caradryan is alive and on the battlefield, all models in this Formation have the Devastating Charge and Flaming Attacks special rules.

Flamestorm:
When a model from this Formation uses the wake of Fire special rule, the hits suffered by the target unit are resolved at +1 Strength.

BATTLESCROLL: THE HOST OF LIFE

Though Alarielle's suffering became ever greater as the end of the world drew nigh, still she fought on as best she could. Around her was gathered a mighty host, their strength increased by the looming presences of Ceithin-Har, and the treemen who followed Durthu into battle. Burgeoning life magic flowed through Alarielle's followers, reknitting the sorest wounds, yet all would face final death for the Everqueen, should the need arise.



RACE: **Host of the Eternity King**

FORMATION: **The Host of Life consists of the following units**

- **Alarielle, Incarnate of Life**
- **Durthu**
- **Naestra & Arahan**
- **1 Treeman Ancient**
- **1 Handmaiden of the Everqueen**
- **1 Unit of Sisters of Avelorn**
- **2 Units of Glade Guard**
- **1 Unit of Deepwood Scouts**
- **1 Unit of Wild Riders**
- **3 units of Dryads**

RESTRICIONS: **Naestra & Arahan must be mounted on Ceithin-Har.**

SPECIAL RULES:

Limitless Renewal:
As long as Alarielle is alive and on the battlefield, all units from this Formation have the Regeneration special rule.

Mighty Guardians:
Durthu and the Treeman Ancient have the Hatred special rule against any enemy unit that is within 12" of Alarielle.

BATTLESCROLL: THE HOST OF LIGHT

Led by some of the noblest heroes that the world had ever known, the Host of Light cut through the hordes of Chaos like a blade. Before the combined might and magic o, this valiant army, none could stand their ground, and the very earth shook beneath their thundering hooves.



RACE: **The Empire, Host of the Eternity King**

FORMATION: **The Host of Light consists of the following units**

- **Tyrion, Incarnate of Light**
- **Imrik, Crown Prince of Caledor**
- **2 High Elf Princes**
- **1 Unit of Reiksguard**
- **2 Units of Knightly Orders**
- **1 Unit of Demigryph Knights**
- **2 Lothern Skycutters**
- **2 Units of Silver Helms**
- **1 Unit of Cold One Knights**

RESTRICIONS: **None.**

SPECIAL RULES:

Earth-shaking Charge:
Units from this Formation have +D3 combat result if they charged in the same turn, rather than +1.

Vengeance of Hysh:
Units from this Formation have the Hatred (Daemons) and the Hatred (Undead) special rules.

BATTLESCROLL:
THE DEFENDERS OF MIDDENHEIM

The army that was arrayed in defence of Middenheim comprised not only the city's standing garrison but also dispossessed state troops from across the Empire. Their numbers had been whittled down by treachery and disaster, yet still they were a powerful force - a united army for whom provincial origins had ceased to matter.



RACE: **The Empire**

FORMATION: **The Defenders of Middenheim consists of the following units**

- **Valten, Herald of Sigmar**
- **1 Battle Wizard Lord**
- **1 Grand Master**
- **1 Knightly Orders Unit**
- **1 Unit of Halberdiers with 2 Detachments of Crossbowmen**
- **1 Unit of Free Company Militia**
- **1 unit of Swordsmen**

RESTRICIONS: **Valten must have full plate armour, a barded warhorse and Ghal Maraz. The Battle Wizard Lord must be on foot and have the Lore of Beasts. The Grand Master must have a great weapon. The Knightly Order must have great weapons and be upgraded to Inner Circle Knights.**

SPECIAL RULES:

Gregor Martak, Empowered by Ulric:

The Battle Wizard Lord knows the following spell in addition to the usual spells that he can take:

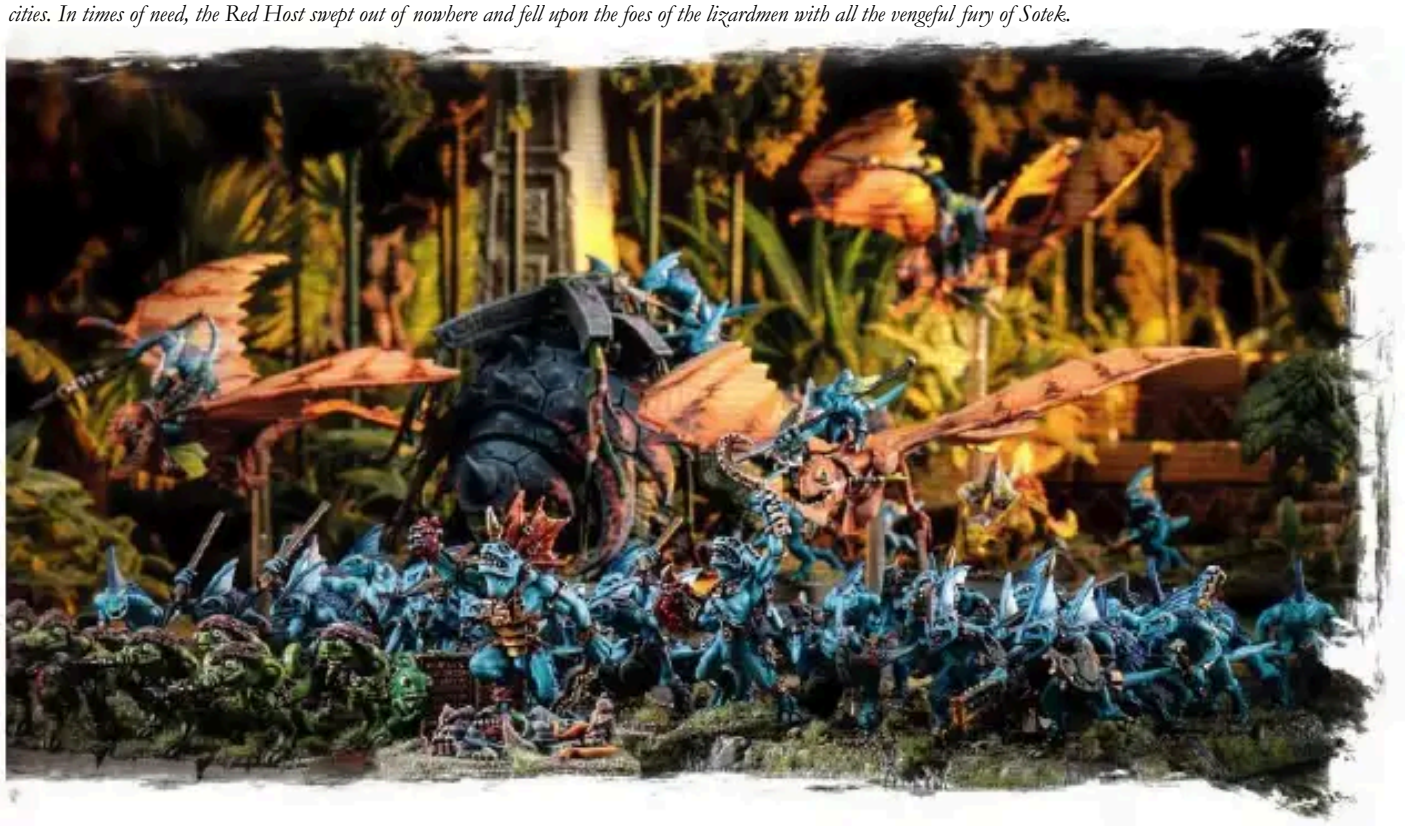
ICY BLAST OF ULRIC (Cast on 5+)
Icy Blast of Ulric is a ***magic missile*** with a range of 12" that causes D6 Strength 5 hits. In addition, the target suffers a -1 modifier to all To Hit rolls (both shooting and close combat), and to its Leadership, until the start of the caster's next Magic Phase. Shooting attacks that do not use Ballistic Skill must roll 4+ on a D6 before firing, or the shot(s) is lost.

Stubborn Faith:

Valten, and all units from this Formation within 6" of Valten, have the Unbreakable special rule. In addition, as long as Valten has not been removed as a casualty, all friendly units from *Warhammer: The Empire* have the Stubborn special rule.

BATTLESCROLL: THE RED HOST

The Red Host of Tehenhauin was known throughout all of Lustria. They moved mysteriously through the deep jungles, arriving unbidden at the gates of each of the great cities. In times of need, the Red Host swept out of nowhere and fell upon the foes of the lizardmen with all the vengeful fury of Sotek.



RACE: **Lizardmen**

FORMATION: **The Red Host consists of the following units**

- **Tehenhauin, the Prophet of Sorek**
- **1 Skink Chief**
- **1 Skink Cohort**
- **1 Salamander Hunting Pack**
- **1 unit of Chameleon Skinks**
- **2 Bastiladons**
- **1 unit of Ripperdactyl Riders**

RESTRICIONS: **The Skink Cohort cannot include any Kroxigor models. Tehenhauin and the Skink Chief cannot be mounted. The Bastiladons cannot replace their Arks of Sotek with Solar Engines.**

SPECIAL RULES: **Hatred (Skaven).**

The Living Bastions:

The Arks of Sotek mounted on the Bastiladons in this Formation each inflict 3D6 Strength 2 hits, instead of only 2D6 Strength 2 hits.

The Red Shields:

The Skink Chief from this Formation must set up as part of the Skink Cohort from this Formation, and cannot voluntarily leave the unit. As long as the Skink Chief is part of the Skink Cohort, then all models from the Skink Cohort add 1 to the Weapon Skill characteristic on their profile.

BATTLESCROLL: THE BEAST-WAAAGH!

When Grimgor Ironhide became the Incarnate of the Wind of Beasts, a mantle of power settled upon him that no savage creature could resist. whether they believed him the chosen of Cork and Mork, the incarnation of the Great Maw, or simply the most dangerous warrior they had ever seen, the Orcs and Ogres obeyed the master of the Beast-Waaagh! without question. After all, here was a leader who filled them with an incredible sense of empowerment, and who would lead them to all the best fights and plunder.



RACE: **Orcs & Goblins, Ogre Kingdoms**

FORMATION: **The Beast-Waaagh! consists of the following units**

- **Grimgor, Incarnate of Beasts**
- **2 Units of Black Orcs**
- **2 Units of Orc Boyz**
- **1 Unit of Orc Boar Boyz**
- **1 Giant**
- **2 Units of Ogres**
- **1 Unit of Ironguts**
- **1 Unit of Leadbelchers**

RESTRICIONS: **Both units of Orc Boyz and the unit of Orc Boar Boyz must be upgraded to Big 'Uns. The normal limit of 1 unit of Big 'Uns per army does not apply to this Formation.**

SPECIAL RULES:

Keepin' Order:
No units from this Formation need to take Animosity tests.

Beast-waaagh!:
When Grimgor calls a Waaagh! all units in this Formation benefit from its effects, even if they would not normally. In addition, in a turn in which Grimgor calls a Waaagh!, each unit in this Formation can re-roll one or more dice when calculating charge range.

BATTLESCROLL: THANQUOL'S UPRISING

Across the Empire, the Skaven attacks seemed doomed to the same failures that had brought low their previous invasions. With the aid of a summoned verminlord, Thanquol sought to reverse that trend. The wily grey seer knew that if he did not succeed in this war, this would be the last clawpack he would ever command.



RACE: **Skaven**

FORMATION: **Thanquol's Uprising! consists of the following units**

- **Thanquol and Boneripper**
- **Lord Skreech Verminking**
- **The Lektrik Coven (see below)**
- **1 Unit of Clanrats**
- **1 Unit of Stormfiends**
- **1 Unit of Gutter Runners**
- **1 Unit of Giant Rats**
- **3 Rat Swarms**

RESTRICIONS: **The Lektrik Coven is a unit of between 3 and l3 Warlock Engineers, who are Infantry instead of Characters. One Warlock Engineer is the unit's champion, and must be upgraded to a Level 1 Wizard and equipped with a Warp-Energy Condenser. No other model in the unit may be upgraded to a Wizard or take any Magic Items.**

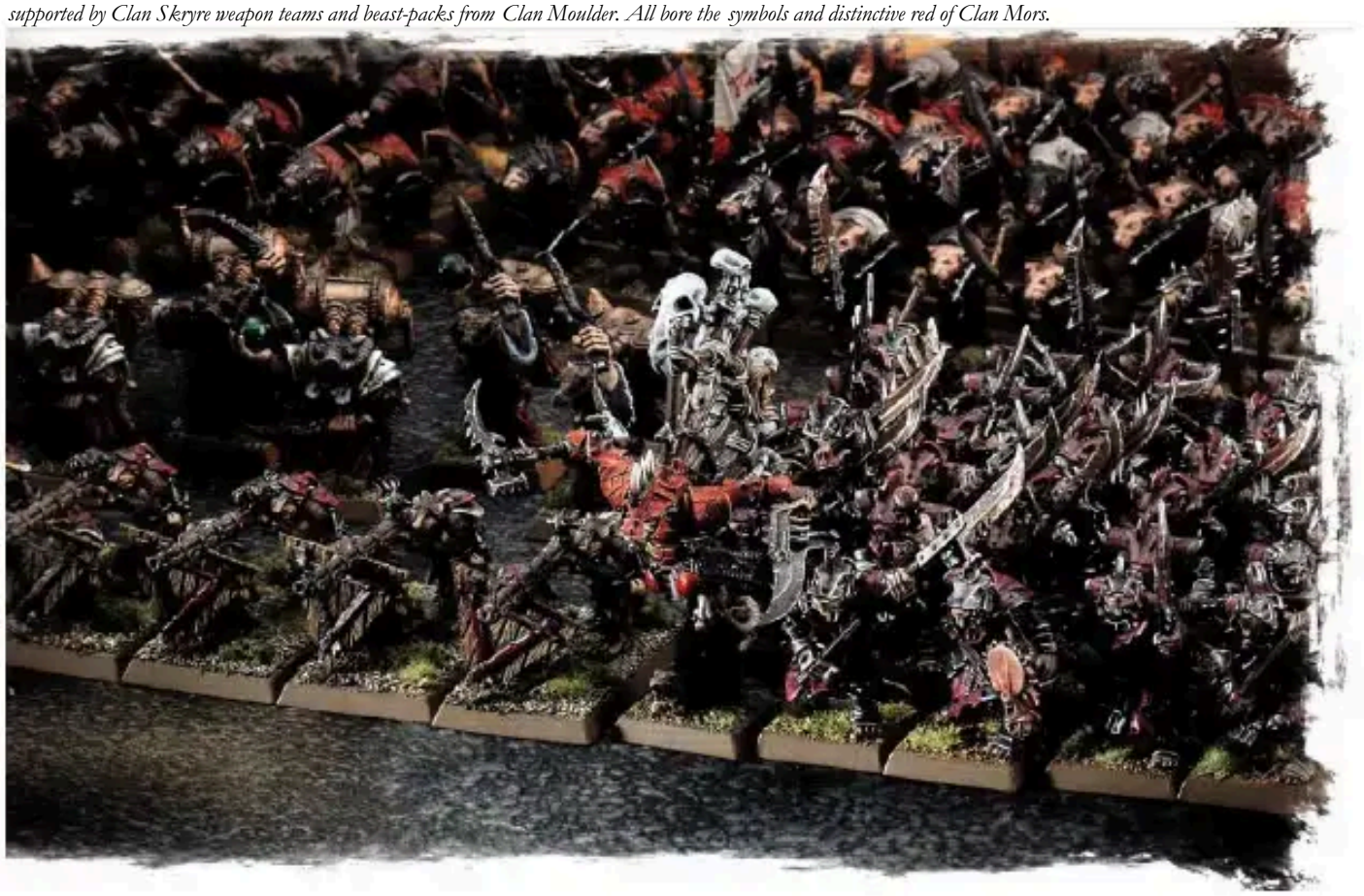
SPECIAL RULES:

Failure Is Not An Option:
Any unit from this Formation that is within 6" of Thanquol, apart from Skreech Verminking, has the Unbreakable special rule.

Lektrik Coven:
The unit champion knows the Warp Lightning spell. When he casts Warp Lightning, add 1 to the casting result and the number of hits caused for each other model in the unit. Furthermore, if a 1 is rolled when determining the number of hits caused, the caster does not suffer a Strength 5 hit; instead, remove a single Warlock Engineer from the unit as a casualty.

BATTLESCROLL:
FIRST CLAWPACK OF CLAN MORS

Behind the slave legions and massed assaults of the lowly dregs came the real strength of Clan Mors. Claw after claw of clanrats and armoured stormvermin scurried forth, supported by Clan Skryre weapon teams and beast-packs from Clan Moulder. All bore the symbols and distinctive red of Clan Mors.



RACE: **Skaven**

FORMATION: **The First Clawpack of Clan Mors consists of the following units**

- **Queek Headtaker**
- **1 Unit of Stormvermin**
- **2 Units of Clanrats**
- **1 Unit of warplock lezzails**
- **1 Unit of Poisoned Wind Globadiers**

RESTRICIONS: **None**

SPECIAL RULES:

Unleash Terrible Violence:

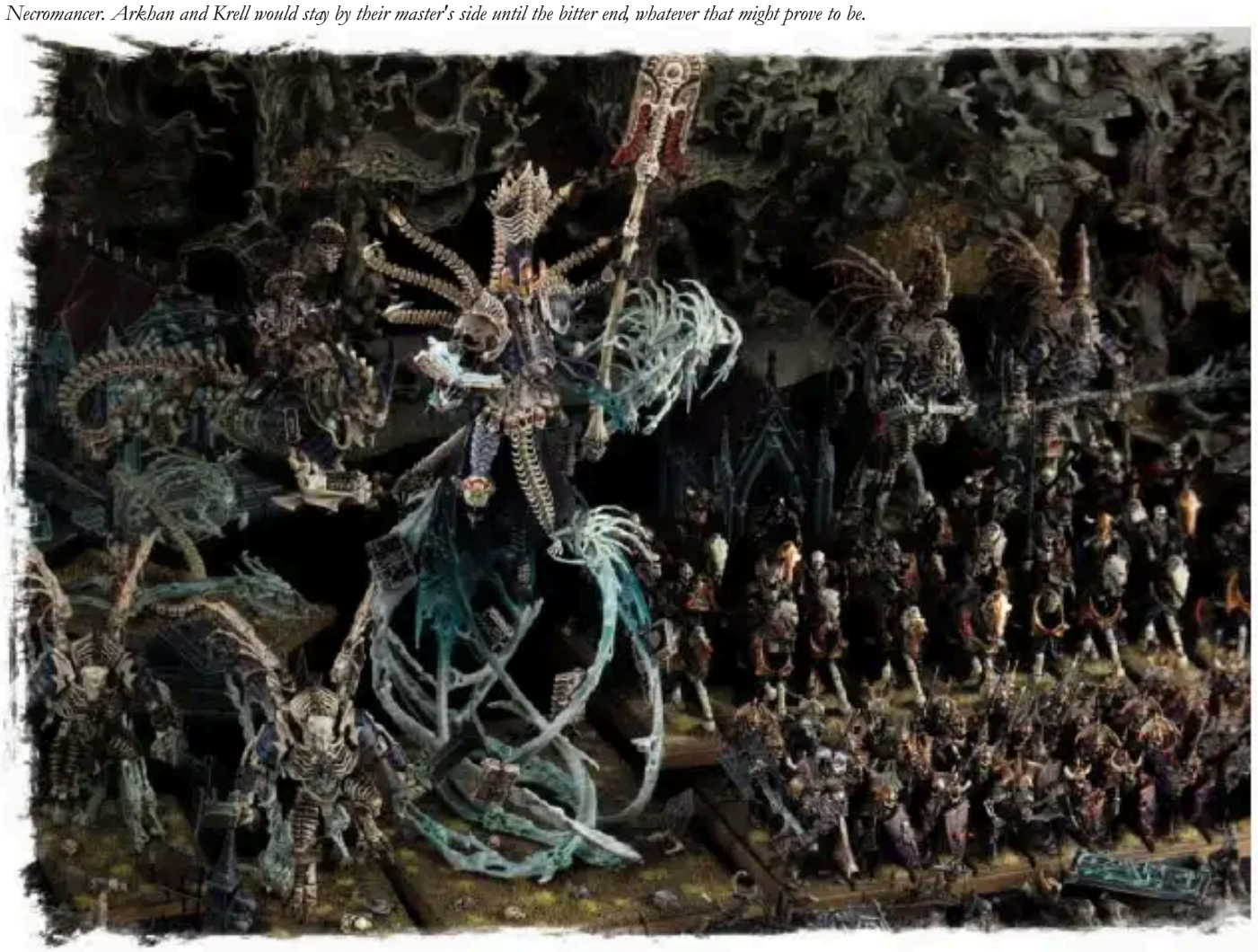
Any unit from this Formation must re-roll the charge range for a failed charge if they are within 12" of Queek Headtaker when the charge roll is made.

Withering Hail of Fire:

Once per battle, at the start of your Shooting phase, you can declare that you are using this ability. During that phase, the unit of Warplock Jezzails and the unit of Poisoned Wind Globadiers from this Formation can each shoot twice, as long as they are within 12" of Queek Headtaker. Each unit's set of shooting attacks must be completely resolved one after the other, and can target different enemy units if desired.

BATTLESCROLL: THE HOST OF DEATH

The host that Nagash led to battle in Middenhelm was a terrifying sight to behold. Here were the mightiest warriors that the undead could muster, reverents that retained dangerous echoes of their former discipline and prowess. At their head marched those Mortarchs who had proved once and for all their abiding loyalty to the Great Necromancer. Arkhan and Krell would stay by their master's side until the bitter end, whatever that might prove to be.



RACE: **The Undead Legions**

FORMATION: **The Host of Death consists of the following units**

- **Nagash, Supreme Lord of the Undead**
- **Arkhan the Black, Mortarch of Sacrament**
- **Krell, Mortarch of Despair**
- **1 Unit of Morghasts**
- **1 Unit of Morghast Archai**
- **1 Unit of Grave Guard**
- **1 Unit of Black Knights**

RESTRICIONS: **None**

SPECIAL RULES:

First Disciple:
As long as Nagash is alive and on the battlefield, Arkhan the Black receives a +3 bonus to each of his casting results.

The Doomed Legion:
The Grave Guard and Black Knight units in this Formation are Weapon Skill 5. Furthermore, they suffer two Wounds fewer than normal due to the Unstable special rule. This is in addition to any other modifiers that apply.