

WARHAMMER®

ARCHAON

BOOK II





ARCHAON

The Rules

CONTENTS

INTRODUCTION	3	NEW ARMIES AND UNITS (CONTINUED)	
HOW TO USE THIS BOOK	4	Battlescrolls.	44
ARCHAON NARRATIVE BATTLES	5	– The Blood Hunt	45
CHAPTER 1: NEW WARHAMMER RULES	6	– The Army of Blight	46
Armies of the End Times	8	– The Host of Death	47
Lords of Battle Campaign:		– The Host of Fire	48
Halting the Apocalypse	10	– The Throng of Metal	49
		– The Beast-Waaagh!	50
		– The Host of Shadow	51
		– The Host of Life	52
		– The Host of Light	53
CHAPTER 2: NEW ARMIES AND UNITS	12	CHAPTER 3: NARRATIVE SCENARIOS	54
The Grand Legion of the Everchosen	14	One Last Charge	56
Bloodthirsters	16	Siege of the Black Pyramid	58
Unfettered Fury	18	Battle for the Chasm	60
Insensate Rage	20	Defence of the Eternal Glade	62
Wrath of Khorne	22	The Blood Hunt Unleashed	64
Skarr Bloodwrath	24	Middenheim: Edge of the Abyss	66
Skullreapers	26	Middenheim: Massacre in the Middenplatz	68
Wrathmongers	28	Middenheim: The Western Wall	70
Isabella the Accursed	30	Middenheim: Death Comes to Neumarkt	72
Balthasar Gelt, Incarnate of Metal	32	Middenheim: Clash at the Wynd	74
Tyrion, Incarnate of Light	34	Middenheim: The Battle of Ulric's Bones	76
Grimgor, Incarnate of Beasts	36	The End of All Things	78
Caradryan, Incarnate of Fire	38		
Archaon Everchosen	40		

PRODUCED BY THE GAMES WORKSHOP DESIGN STUDIO

© Copyright Games Workshop Limited 2014. Games Workshop, the Games Workshop logo, GW, Warhammer, the Warhammer logo, Warhammer Armies, Citadel, the Citadel device, The Game of Fantasy Battles, the twin-tailed comet device, Warhammer: Archaon and all associated marks, logos, names, places, characters, creatures, races and race insignia, illustrations and images from the Warhammer world are either ®, TM and/or © Games Workshop Ltd 2014 variably registered in the UK and other countries around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop Ltd., Willow Rd, Lenton, Nottingham, NG7 2WS
Printed by C&C, in China.

www.games-workshop.com

INTRODUCTION

The Old World lies in ruins, crushed beneath the numberless legions of Archaon Everchosen and his ratmen allies. Though all seems lost, the embattled survivors cling on to a glimmer of hope that, should their courage hold, there may still be a chance to thwart the machinations of the Chaos Gods and avert the End Times.

Middenheim has fallen, and with it, the last great hope of the Empire's salvation. Karl Franz gathers the remaining strength of his people at Averheim, though it is not long before even this final bastion is besieged by Archaon's armies. The Dwarfs fare little better – their High King lies slain and their mountain realms are all but destroyed. The eternal forest of Athel Loren shelters the survivors of the three once-great elven nations, though even this sanctuary is assailed by Beastman warherds on an almost daily basis. Meanwhile, the legions of the Everchosen roam freely across the lands to slay and destroy in the name of the Dark Gods. The End Times are nigh, and only a miracle will save the world from drowning in its own blood.

This book describes the epic final battles taking place across the breadth of the Old World, as Archaon's ultimate goal of conquering the weakling Empire and humbling its gods reaches fruition. But even as the arch-champion of the Chaos Gods rides south from the ruin of Middenheim to confront the last of his enemies and put them to the sword, his masters have plans of their own. A shambling daemonic host of Nurgle has penetrated the bone wall of Sylvania, heading inexorably towards the mighty Black Pyramid of Nagash at its heart. Meanwhile, the Blood Hunt of Khorne prepares to breach the forest of Athel Loren and claim for their insatiable master the skulls of those sheltering within.

This book contains new scenarios and rules based on the events in *Warhammer: Archaon*. It is a vital sourcebook for those who want to recreate some of the greatest and most pivotal battles in the history of the Warhammer world – battles the outcome of which will decide the very fate of the world.

This book includes the following three chapters:

New Warhammer Rules: New rules you can use in any game of Warhammer that allow you to field armies representing some of the mightiest (and in some cases, unlikeliest) alliances ever formed in the war-torn history of the Warhammer world.

New Armies and Units: New units that can be used in any game of Warhammer, including Archaon Everchosen, mighty Bloodthirsters from three of Khorne's great hosts, and four new Incarnates, each empowered by one of the eight Winds of Magic.

Narrative Scenarios: A dozen Warhammer scenarios based upon the desperate battles fought by those seeking to prevent Archaon's victory, and the very destruction of the world at the hands of the Chaos Gods.



HOW TO USE THIS BOOK

This book is the companion volume to *Warhammer: Archaon*. If you haven't read the story yet, then we highly recommend that you do so right away, as all of the material in this book is inspired by the dark tale you will read there.

Warhammer: Archaon describes the final episode in the history of the Warhammer world, which follows on from the events described in the first four End Times books. With only a few bastions of resistance remaining, Archaon's hordes are very much in ascendancy. Though all seems hopeless, Lileath and Teclis continue their desperate plan to oppose the Everchosen by infusing some of world's greatest heroes with the power of the Winds of Magic. Known as Incarnates, these mighty individuals wield the power of demi-gods, and stand ready to challenge Archaon or die in the attempt. Another being also sees the desperate struggles of his people, and awaits the chance to return to defend the Empire he founded so long ago. This book will allow you to recreate these events in your own games.

Our intention when writing *Warhammer: Archaon* was to tell the story of these battles, and provide some new Warhammer scenarios based on what happened during Archaon's conquest of the Old World.

We have written the scenarios in this book to be as flexible as possible, which will allow you to use whichever models you may have available. You do not have to use the actual forces that took part unless you wish to do so. That being said, you will find the scenarios often require the use of certain models if you have them available, to represent characters and units that played a critical role in the battle. However, if you don't have the appropriate models, you can still play the scenario using the

models you do have. In addition, if you wish, you can use the scenarios using different armies from those that took part in the actual battle. Although based on events from the history of the campaign, each scenario presents both sides with a unique set of challenges to overcome, and with a little imagination and some minor modifications they can easily be fought using any combination of forces and terrain you have in your collection. It is both interesting and fun to see how other armies could have coped if they had been presented with the same situation.

As well as the scenarios, you'll find that we've included new rules for some of the most prominent heroes of these legendary times, such as Tyrion, the fallen prince of Ulthuan, now reborn as the Incarnate of Light, and Archaon Everchosen, the Lord of the End Times, who is at the terrible height of his powers. These updated rules are in keeping with the changes that these characters undergo during the narrative. These new iterations of the characters can be used in the scenarios mentioned above, or added to your collection and used with the rest of your army in any other games that you play.

Due to the apocalyptic nature of the events in *Warhammer: Archaon*, we have removed the percentage restrictions for picking your army list – your army can now include characters and units in any combination, so long as your combined points cost does not exceed your agreed points total. In these desperate times, mighty heroes and the most famous regiments of every race are called upon to answer the call of war – Indeed, the Council of Incarnates faced the full wrath of Ka'Bandha's Blood Hunt alone and without the support of their respective armies. We thought it only right that your Warhammer armies

should be able to fully represent these extraordinary circumstances. Also included is the complete army list of the Grand Legion of the Everchosen, which combines all of the forces available to Archaon, from fell Daemons and braying Beastmen, to the mortal warriors of the Dark Gods and his verminous allies, the Skaven.

If that's not enough, you will also find a series of Battlescrolls which grant certain benefits for fielding unique formations of units alongside your army. These formations are drawn from key battles in the story that you will find in *Warhammer: Archaon*. Each has its own special rules, representing the cunning stratagems and heroic deeds that came to pass when the last survivors of the Warhammer world's free nations gathered their fading strength to challenge the mass legions of the Everchosen. These formations feature in several of our scenarios, but we have also included rules which allow you to use them alongside your army in other games. Each is a wonderful hobby project in its own right, and gives you a great chance to collect and paint a force with a strong narrative theme.

Finally, this book contains Halting the Apocalypse – a Lords of Battle campaign which brings together most of the new rules from this book and allows you to play through the final act of Archaon's grand invasion of the Warhammer world.

As you can see, this book represents much more than just a selection of scenarios and the special rules to go with them. Instead, you should think of it as a toolbox, from which you can pick and choose what to use in any games of Warhammer that you play. This is highly appropriate: as a result of the events unfolding during the End Times, neither the Warhammer world or the Warhammer battles that you fight will ever be the same again!

ARCHAON NARRATIVE BATTLES

In this book you will find scenarios that recreate the pivotal battles featured throughout *Warhammer: Archaon*. These scenarios will provide you with new ways to play, and a wealth of new tactics to master.

NARRATIVE SCENARIOS

There are several ways in which you can use narrative scenarios. The first and most straightforward is simply to select a battle you are excited about from *Warhammer: Archaon*, and use the relevant scenario to recreate the battle on your tabletop. The Armies section of each scenario provides guidance on the forces to use, so you can replay the battles using the armies and characters that were present in story and recreate the key moments.

Another way to use these scenarios is to fight a campaign by playing through the scenarios sequentially. If you do so, then one player should command the forces of Chaos in all of the battles, while their opponent commands the opposing side. Keep a note of each player's wins and losses, and the winner of the campaign is the player with the highest number of victories at the end of the campaign. Alternatively, the Halting the Apocalypse campaign on page 10 contains rules for linking the latter half of the scenarios together, so that the outcome of each battle has an effect on the next.

PLAYING NARRATIVE SCENARIOS

However you use these scenarios, the following modifications to the Fighting a Battle rules in the *Warhammer* rulebook apply.

THE ARMIES

Each narrative scenario will state which armies must be used in order to fight the battle. In addition to the army lists, most scenarios also list a number of characters and/or

units that must be taken if they are available. These represent leaders and regiments that played a pivotal part in the battle. If you cannot field them, it doesn't stop you from using the scenario with the forces you do have available.

SPECIAL CHARACTERS

Many of the narrative scenarios in this book include particular characters appropriate to the story being retold. You should decide with your opponent(s) whether you will include other special characters (who may not have been present, or even alive, during the battle in question) when playing these scenarios.

THE BATTLEFIELD AND DEPLOYMENT

The deployment map, deployment zones and instructions for a narrative scenario are included with the scenario itself.

SCENARIO SPECIAL RULES

Most narrative scenarios will have one or more special rules that help to represent certain unique aspects of the battle that the scenario recreates. In most cases, these special rules are fully described in the body of the narrative scenario itself, but in some cases, a narrative scenario will use special rules found either elsewhere in this book or in one of the earlier volumes in the End Times series. We recommend that you familiarise yourself with them before playing the relevant scenarios.

Some scenario special rules and victory conditions only apply to specific characters or units. If the specified character or unit isn't present at your version of the battle, then the associated special rule or victory condition is ignored: it only applies if the relevant model has been chosen as one of the armies being used for the battle.







CHAPTER 1

New Warhammer Rules



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 slaving monsters, while devastating artillery batteries thunder against innumerable ranks of desperate warriors.

CHOOSING AN ARMY

This section updates the rules for how to pick an army for games of Warhammer, overriding any previous rules. **All armies now use these rules for choosing an army.**

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, *Warhammer: Nagash*, *Warhammer: Glottkin* or *Warhammer: Khaine*. 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 CHOICES

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 book in the End Times series, it felt only appropriate to include rules that give players the freedom to build the army they've always wanted to play with. You can now 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 series, 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, or the Armies of the End Times rules presented in previous books in this series, but we really do recommend that you give these rules a go – especially when playing through the scenarios in this book.

LORDS OF BATTLE CAMPAIGN: HALTING THE APOCALYPSE

Designer's Note: *This Lords of Battle campaign uses the rules found in Warhammer: Thanquol but with a few changes, as it represents several battles happening at the same time instead of one after the other. As such, you do not need to use the same roster in each battle – instead, follow the guidelines given in each scenario. Furthermore, the rules for Strategic Characteristics and Stratagems are not used, as the scenarios already have several rules to represent cunning strategies, ambushes and similar tricks.*



CAMPAIGN SPECIAL RULES

The following special rules apply to all games that are fought as part of a Halting the Apocalypse campaign:

Last March of the Incarnates: The following characters are referred to as the Incarnates: Caradryan, Incarnate of Fire; Malekith, the Eternity King; Alarielle, Incarnate of Life; Tyrion, Incarnate of Light; Balthasar Gelt, Incarnate of Metal; Nagash, Supreme

Lord of the Undead; Grimgor, Incarnate of Beasts; and Karl Franz, the Emperor/Karl Franz Ascendant. If an Incarnate is slain or flees the battlefield, they have been *laid low*. Before playing any battle which features an Incarnate that has been laid low in any previous battle, roll a D6. On a roll of 1–3, that Incarnate cannot be selected or otherwise take part in this battle. They have either been delayed, grievously wounded – or perhaps even slain outright!



Converging Forces: The following battles are considered to take place at the same time: Edge of the Abyss, Massacre in the Middenplatz, the Western Wall, Death Comes to Neumarkt and Clash at the Wynd. The outcomes of these battles do not affect each other in any way; however, they will each have an effect on the Battle of Ulric's Bones. Furthermore, if you use a Special Character in one of these battles, you cannot use the same character in any of the others.



EDGE OF THE ABYSS

Fight the Middenheim: Edge of the Abyss scenario (page 66).

If the Host of the Eternity King army is victorious, the Incarnate Host player in the Battle of Ulric's Bones does not have to pay any points for Caradryan, Incarnate of Fire.

If the Warriors of Chaos army is victorious, the Host of Fire will be significantly weakened when they come to fight in the Battle of Ulric's Bones. At the start of their first turn in that scenario, each unit in the Host of Fire suffers D6-1 Wounds with no saves of any kind allowed, distributed as shooting attacks.



MASSACRE IN THE MIDDENPLATZ

Fight the Middenheim: Massacre in the Middenplatz scenario (page 68).

If the Incarnate Host army is victorious, Balthasar Gelt and Alarielle are deployed at the start of the Battle of Ulric's Bones instead of arriving as reinforcements.

If the Grand Legion of the Everchosen army is victorious, roll a D6 for each Core and Special unit in the Grand Legion of the Everchosen army that is not destroyed or fleeing at the end of the game. On a roll of a 6, the unit (as it appears on the army roster) may be included in the Grand Legion of

the Everchosen army in the Battle of Ulric's Bones at no points cost.



THE WESTERN WALL

Fight the Middenheim: The Western Wall scenario (page 70).

If the Alliance of Light army is victorious, the Host of Light and Karl Franz Ascendant are deployed at the start of the Battle of Ulric's Bones instead of arriving as reinforcements.

If the Skaven army is victorious, The Host of Light and Karl Franz Ascendant will arrive as reinforcements at the start of the fourth turn of the Battle of Ulric's Bones instead of the second.



DEATH COMES TO NEUMARKT

Fight the Middenheim: Death Comes to Neumarkt scenario (page 72).

If the Undead Legions army is victorious, Nagash will arrive as reinforcements at the start of the third turn of the Battle of Ulric's Bones instead of the fifth.

If the Grand Legion of the Everchosen army is victorious, and Sigvald was slain, Throgg may be included in the Grand Legion of the Everchosen army in the Battle of Ulric's Bones at no points cost.



CLASH AT THE WYND

Fight the Middenheim: Clash at the Wynd scenario (page 74).

If the Host of the Eternity King army is victorious, the Host of Shadow will arrive as reinforcements at the start of the third turn of the Battle of Ulric's Bones instead of the fourth.

If the Waaagh! Grimgor army is victorious, the Beast-Waaagh! will arrive as reinforcements at the start of the third turn of the Battle of Ulric's Bones instead of the fourth.

If the Skaven army is victorious, Darkh'dwel may be included in the Grand Legion of the Everchosen army in the the Battle of Ulric's Bones at no points cost.



THE BATTLE OF ULRIC'S BONES

Fight the Middenheim: The Battle of Ulric's Bones scenario (page 76), taking into account the changes to the armies and scenario rules resulting from the previous battles.

If the Incarnate Host army is victorious, Incarnates who have been laid low cannot be selected to take part in The End of All Things on a roll of 1-2 rather than a roll of 1-3.

If the Grand Legion of the Everchosen army is victorious, Incarnates who have been laid low cannot be selected to take part in The End of All Things on a roll of 1-4 rather than a roll of 1-3.



THE END OF ALL THINGS

Fight the End of All Things scenario (page 78), adding Caradryan, Incarnate of Fire to the Incarnate Host army and noting the adjusted rules for Incarnates who have been laid low based on the outcome of the Battle of Ulric's Bones.

Incarnates who are not deployed at the start of the battle as a result of having been laid low are counted as slain for the purposes of the Ultimate Sacrifice special rule.



CAMPAIGN OUTCOME

If The End Of All Things is a draw, or if the Grand Legion of the Everchosen achieves a victory, the heroes were too late! Nothing can halt the rift from consuming everything they have ever known. If the Incarnate Host achieves a victory, they have averted the world's end, although it is impossible to say for how long...





CHAPTER 2

New Armies and Units

THE GRAND LEGION OF THE EVERCHOSEN

It is 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.

This section of *Warhammer: Archaon* provides you with the rules needed to field a Grand Legion of the Everchosen army in your games of Warhammer. This force will combine units from *Warhammer: Beastmen*, *Daemons of Chaos*, *Warriors of Chaos* and *Skaven*. It can also include several of the new units and characters found in this book, and in *Warhammer: Glottkin* and *Thanquol*.

In this section the term 'Chaos' refers to units from *Warhammer: Beastmen*, *Daemons of Chaos*, *Warriors of Chaos*, and all of the new units described in *Warhammer: Glottkin* (with the exception of Karl Franz Ascendant). 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.

THE GRAND LEGION OF THE EVERCHOSEN ARMY LIST

A Grand Legion of the Everchosen army can include any of the units listed on the following page, using the profiles, points costs, equipment, options and special rules found in the following publications: *Warhammer: Beastmen* (denoted by 'BM'), *Daemons of Chaos* (denoted by 'DoC'), *Warriors of Chaos* (denoted by 'WoC'), *Skaven* (denoted by 'S'), *Glottkin* (denoted by 'GK'), *Thanquol* (denoted by 'T') and this book (denoted by 'A').

Rules for the Exalted Flamer of Tzeentch and Be'lakor the Dark Master are available from the Games Workshop Digital Editions website (denoted by 'GWDE'). 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. The Grand Legion of the Everchosen army list should be used alongside the 'Armies of the End Times' rules (see page 8).

In addition, all units in a Grand Legion of the Everchosen army, with the exception of those chosen from *Warhammer: Skaven* and *Warhammer: Thanquol*, follow the Legions of Chaos army rules from *Warhammer: Glottkin*.



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 Curseling (WoC)
Chaos Lord (WoC)
Chaos Sorcerer Lord (WoC)
The Glotkin (GK)
Orghotts Daemonspew (GK)
Bloab Rotspawned (GK)
Morbidx Twiceborn (GK)
Gutrot Spume (GK)
Ikit Claw (S)
Throt the Unclean (S)
Warlord (S)
Grey Seer (S)
Thanquol & Boneripper (T)
Lord Skreech Verminking (T)
Verminlord Deceiver (T)
Verminlord Corruptor (T)
Verminlord Warbringer (T)
Verminlord Warpseer (T)
Be'lakor the Dark
Master (GWDE)
Bloodthirster of Unfettered
Fury (A)
Bloodthirster of Insensate
Rage (A)
Wrath of Khorne
Bloodthirster (A)
Skarr Bloodwrath (A)
Isabella the Accursed (A)
Archaon Everchosen (A)

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)
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)
Scyla Anfingrimm (WoC)
Exalted Hero (WoC)
Chaos Sorcerer (WoC)
Deathmaster Snikch (S)
Tretch Craventail (S)
Assassin (S)
Warlock Engineer (S)
Chieftain (S)
Plague Priest (S)

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)
Clanrats (S)
Stormvermin (S)
Skavenslaves (S)
Night Runners (S)
Giant Rats (S)
Packmaster Skweel
Gnawtooth (S)
Rat Swarm (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 (GK)
Gutter Runners (S)
Rat Ogres (S)
Plague Monks (S)
Plague Censer Bearers (S)
Warplock Jezzails (S)
Poisoned Wind Globadiers (S)
Skullreapers (A)

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 (T)
Wrathmongers (A)

BEASTMEN OF CHAOS

Beastmen units marked with an asterisk (*) in the list above can take a Mark of Chaos. 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 Warhammer: Glotkin. 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)

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 is the equal of an entire mortal army.

Bloodthirsters are covered in slabs of iron-hard muscle, their taut flesh heavy with the coppery reek of spilt blood. Huge, pounding hooves shatter the ground, leaving naught but cracked stone and ashen 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 Everslaughter, 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 title 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 in 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 God.

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 either 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.



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 stoutest 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 God'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.

BLOODTHIRSTER OF UNFETTERED FURY 400 points

M WS BS S T W I A Ld
Bloodthirster of Unfettered Fury 8 10 10 6 6 5 9 6 9

Troop Type
Monster (Character)

A Bloodthirster of Unfettered Fury is a Lords choice which can be included in a Daemons of Chaos, Legions of Chaos or Grand Legion of the Everchosen army.

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

EQUIPMENT:

- Axe (hand weapon)
- Whip (additional hand weapon)
- Heavy armour

OPTIONS:

- May take Daemonic Gifts totalling up to 100 points



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 stave 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 God'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.

BLOODTHIRSTER OF INSENSATE RAGE 500 points

M WS BS S T W I A Ld
Bloodthirster of Insensate Rage 8 10 10 6 6 5 9 6 9

Troop Type
Monster (Character)

A Bloodthirster of Insensate Rage is a Lords choice which can be included in a Daemons of Chaos, Legions of Chaos or Grand Legion of the Everchosen army.

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

EQUIPMENT:

- Great weapon
- Heavy armour

OPTIONS:

- May take Daemonic Gifts totalling up to 100 points



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 bear 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 headsman'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 a roaring gout of hellfire, which they belch forth from between their gaping jaws to incinerate hordes of luckless victims.

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

WRATH OF KHORNE BLOODTHIRSTER 550 points

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

Troop Type
Monster (Character)

A Wrath of Khorne Bloodthirster is a Lord's choice which can be included in a Daemons of Chaos, Legions of Chaos or Grand Legion of the Everchosen army.

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.

EQUIPMENT:

- Heavy armour

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.

OPTIONS:

- May take Daemonic Gifts totalling up to 100 points





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 Greatspawn Wythlych, before hurling the abomination from atop Bloodfire 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 murderlust, 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.

SKARR BLOODWRATH 300 points

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

Troop Type
Infantry (Special Character)

Skarr Bloodwrath is a Lords choice which can be included in a Warriors of Chaos, Legions of Chaos or Grand Legion of the Everchosen army.

EQUIPMENT:

- Chaos armour

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 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 1-3, 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 to 0. 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 Gods table **do** remain in effect.



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, blood-mad 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 God, 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 tide.

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 Archagon

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 in blood and skulls; the skullreapers will kill, and kill, and kill, until all their foes are slain, or they themselves are no more.

SKULLREAPERS 40 points per model

	M	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

Troop Type
 Infantry
 Infantry

Skullreapers are a Special choice which can be included in a Warriors of Chaos, Legions of Chaos or Grand Legion of the Everchosen army.

UNIT SIZE: 5+

EQUIPMENT:

- Two hand weapons
- Chaos armour

SPECIAL RULES:

Eye of the Gods (Skullreaper Champion only),
Mark of Khorne.

OPTIONS:

- The entire unit may replace their two hand weapons with paired ensorcelled weapons. 5 points per model
- May upgrade one Skullreaper to a Skullreaper Champion. 10 points
- May upgrade one Skullreaper to a standard bearer 10 points

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.



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 wrathmonger's 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.

WRATHMONGERS55 points per model

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Wrathmonger	4	6	3	5	4	3	5	3	8	Infantry
Wrathmonger Champion	4	6	3	5	4	3	5	4	8	Infantry

Wrathmongers are a Rare choice which can be included in a Warriors of Chaos, Legions of Chaos or Grand Legion of the Everchosen army.

UNIT SIZE: 5+

EQUIPMENT:

- Paired wrath-flails
- Chaos armour

SPECIAL RULES:

Eye of the Gods (Wrathmonger Champion only),
Mark of Khorne.

Paired wrath-flails: Attacks made with paired wrath-flails 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.

OPTIONS:

- May upgrade one Wrathmonger to a Wrathmonger Champion. 10 points
- May upgrade one Wrathmonger to a standard bearer. 10 points
- May take a magic standard worth up to 50 points



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 cruelest 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.



ISABELLA THE ACCURSED 430 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Isabella the Accursed	6	7	4	5	5	3	8	6	10	Infantry (Special Character)

Isabella the Accursed is a Lords choice which can be included in a Daemons of Chaos or Grand Legion of the Everchosen army.

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.



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 Gelt with the lore necessary for his great work. To his credit, Gelt 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. Gelt 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 Gelt 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 enthrallment 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.



BALTHASAR GELT, INCARNATE OF METAL..... 475 points

Balthasar Gelt,
Incarnate of Metal

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

Troop Type

Monstrous Cavalry
(Special Character)

Balthasar Gelt, Incarnate of Metal is a Lords choice which can be included in an Empire army.

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 both Balthasar Gelt, the Supreme Patriarch and Balthasar Gelt, Incarnate of Metal in the same army.

MAGIC:

Balthasar Gelt, Incarnate of Metal is a Level 5 Wizard who uses spells from the Lore of Metal.

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

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 Gelt 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.



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 rearguard 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 Alith 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.



TYRION, INCARNATE OF LIGHT 550 points

	M	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

Troop Type
Cavalry (Special Character)

Tyrion, Incarnate of Light is a Lords choice which can be included in a 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.



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 high-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 clawpacks 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 feet 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.



GRIMGOR, INCARNATE OF BEASTS 460 points

	M	WS	BS	S	T	W	I	A	Ld
Grimgor, Incarnate of Beasts	4	8	1	6	6	4	5	6	9

Troop Type

Infantry
(Special Character)

Grimgor, Incarnate of Beasts is a Lords choice which can be included in an Orcs & Goblins army.

You may not take both Grimgor Ironhide and Grimgor, Incarnate of Beasts in the same army.

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.



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 Aqshy, 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.



CARADRYAN, INCARNATE OF FIRE..... 590 points

	M	WS	BS	S	T	W	I	A	Ld
Caradryan, Incarnate of Fire	5	6	6	5	5	7	7	7	9

Troop Type

Monster (Special Character)

Caradryan, Incarnate of Fire is a Lords choice which can be included in a Host of the Eternity King army.

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.

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 (1), 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.

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 Gods, 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 Gods 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 Gods 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 Altar 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.



ARCHAON EVERCHOSEN..... 865 points

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

Troop Type
Monstrous Cavalry
(Special Character)

Archaon Everchosen is a Lords choice which can be included in a Grand Legion of the Everchosen army.

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.

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).





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.

Designer's Note: Remember that, due to the *Armies of the End Times* rules (see page 8), there is no restriction on the number of points you can spend on Lords, Heroes, and so forth. As such, the Formations in this book do not have the Core Formation special rule that was found in most Formations in previous books in this series. If you wish to include one of the Formations from this book in your army without using the *Armies of the End Times* rules, simply add the following to the Formation's rules: 'If your army includes this Formation, then you do not have to spend a minimum of 25% of your points on Core units.'



THE BLOOD HUNT

When Archaon set Ka'Bandha upon the Emperor's trail, the Bloodthirster gathered a mighty Blood Hunt. Comprising the most predatory and blood-hungry daemons of Khorne's 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

RESTRICTIONS

None.

FORMATION

The Blood Hunt consists of the following units:

- Wrath of Khorne Bloodthirster (Ka'Bandha) (page 22)
- Bloodthirster of Insensate Rage (page 20)
- Bloodthirster of Unfettered Fury (page 18)
- 3 units of Bloodletters of Khorne
- 1 unit of Bloodcrushers of Khorne
- 2 units of Flesh Hounds of Khorne

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.

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 pustulant ocean. Flies in their billions boiled around Nurgle's footsoldiers, 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 flies to create a truly hellish cacophony.



RACE: Daemons of Chaos

FORMATION

The Army of Blight consists of the following units:

- Isabella the Accursed (page 30)
- 1 Great Unclean One
- 3 units of Plaguebearers of Nurgle
- 1 unit of Plague Drones of Nurgle
- 2 units of Nurglings

RESTRICTIONS

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".

Roiling Plagueswarm: All shooting attacks made by enemy models suffer an additional -1 penalty To Hit.

THE HOST OF DEATH

The host that Nagash led to battle in Middenheim was a terrifying sight to behold. Here were the mightiest warriors that the undead could muster, revenants 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 (see *Warhammer: Nagash*)

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

RESTRICTIONS

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.

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 (see *Warhammer: Khaine*)

FORMATION

The Host of Fire consists of the following units:

- Caradryan, Incarnate of Fire (page 38)
- 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

RESTRICTIONS

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.

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 (page 32)
- 1 Runelord
- 2 units of Thunderers
- 1 unit of Irondrakes
- 1 unit of Ironbreakers
- 2 Cannons
- 1 Organ Gun
- 2 Gyrocopters

RESTRICTIONS

None.

SPECIAL RULES

Grungni's Blessing: As long as Balthasar Gelt is alive and on the battlefield, all other units in this Formation have the Armour Piercing special rule and a +1 bonus to their armour saves.

Prepared Volley: At the start of the Dwarf player's first Shooting phase, roll a D6 for each war machine and unit armed with missile weapons from this Formation that is on the battlefield and is able to shoot. On a 5+, that unit can shoot twice in this phase, either at the same target or at different targets.

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 Gork 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 (page 36)
- 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

RESTRICTIONS

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.

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 (see *Warhammer: Khaine*)

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 Spearsmen
- 1 War Hydra

RESTRICTIONS

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.

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 (see *Warhammer: Khaine*)

FORMATION

The Host of Life consists of the following units:

- Alarielle, Incarnate of Life
- Durthu
- Naestra & Arahane
- 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

RESTRICTIONS

Naestra & Arahane 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.

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 of 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 (see *Warhammer: Khaine*)

FORMATION

The Host of Light consists of the following units:

- Tyrion, Incarnate of Light (page 34)
- Imrik, Crown Prince of Caledor
- 2 High Elf Princes
- 1 unit of Reiksguard
- 2 units of Knightly Orders
- 1 unit of Demigryph Knights
- 2 Lothorn Skycutters
- 2 units of Silver Helms
- 1 unit of Cold One Knights

RESTRICTIONS

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.





CHAPTER 3

Narrative Scenarios

NARRATIVE SCENARIOS FROM CHAPTER 1



ONE LAST CHARGE

Averheim burns. Its gates breached and walls overrun, the last bastion of Men has fallen. Only a few pockets of resistance now remain as Archaon's hordes wreak carnage upon those now trapped within the city walls. Unwilling to surrender to despair, Karl Franz musters the survivors and prepares to lead the brave men of the Empire and Bretonnia in one last charge; their goal to drive into the heart of Archaon's army and claim the head of the Everchosen, or die in the attempt.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from *Warhammer: The Empire* and/or *Warhammer: Bretonnia*. The other player must take an army selected from *Warhammer: Warriors of Chaos*.

Averheim Army

The Averheim army must include the following units if the models needed to represent them are available.

- Karl Franz Ascendant (see *Warhammer: Glottkin*).
- Ludwig Schwarzhelm.
- Bretonnian Lord (Duke Jerrod).

Warriors of Chaos Army

The Warriors of Chaos army must include the following units if the models needed to represent them are available.

- Archaon Everchosen (page 40).
- Valkia the Bloody.

FIRST TURN

The Averheim army takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

If, at the end of the game, the General of the Warriors of Chaos army has been removed as a casualty, the Averheim player wins. Any other result is a victory to the Warriors of Chaos player.

SCENARIO SPECIAL RULES

Chaos Ascendant (see *Warhammer: Glottkin*), **Magic of the End Times** (see *Warhammer: Khaine*).

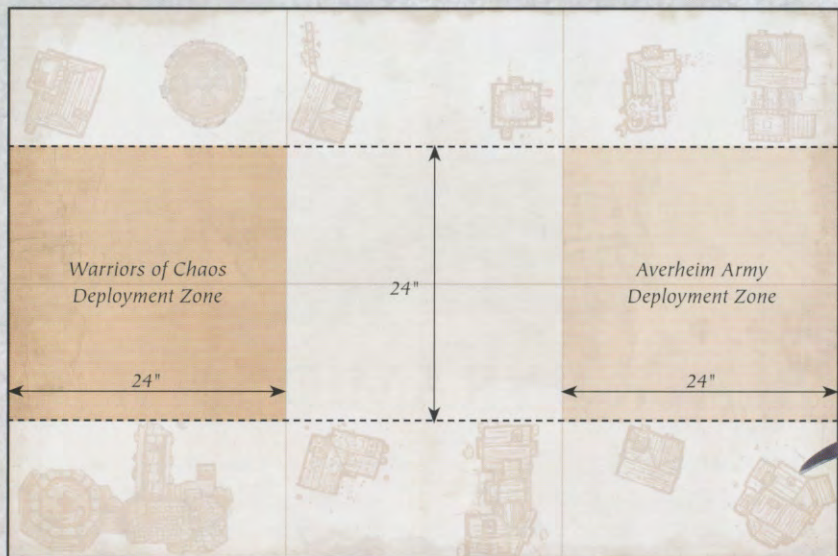
An Empire to Avenge: All units in the Averheim army with the Cavalry, Monstrous Cavalry, Monstrous Beast or Monster troop type have the Devastating Charge special rule.

Converging Conquerors: At the beginning of each of the Warriors of Chaos player's turns, roll a D6 for each Core unit in the Warriors of Chaos player's army that has had all models removed as casualties. On the roll of a 3+, an identical unit

(including any unit upgrades, but not magic items) arrives from elsewhere in the city and can move onto the battlefield as reinforcements from either of the long table edges.

Irresistible Challenge: Archaon cannot move beyond the edge of the Steilstrasse (see the deployment map below). Furthermore, Archaon ignores results of a 2 or 12 on the Eye of the Gods table (see *Warhammer: Glottkin*) – treat these results as The Eye Opens instead.

Nothing to Lose: All units in the Averheim army have the Unbreakable special rule.



THE BATTLEFIELD

The terrain on the battlefield consists of two lines of burning, corpse-choked buildings (treat these buildings as impassable terrain) either side of an avenue that is approximately 24" wide, representing the Steilstrasse. To enable units to manoeuvre between them, we recommend ensuring that buildings are placed at least 6" apart from one another.

DEPLOYMENT

The Warriors of Chaos player first places his units anywhere within his deployment zone (see the deployment map above). The Averheim player then places his units anywhere within his deployment zone.



NARRATIVE SCENARIOS FROM CHAPTER 2



SIEGE OF THE BLACK PYRAMID

For the first time in millennia, the Black Pyramid of Nagash lies besieged. Nurgle's daemon legion has carved its way south through Sylvania with relentless force, smashing aside all attempts to slow its advance. Unwilling to wake the Great Necromancer from his meditative slumber, Arkhan the Black musters the full might of Nagash's undead armies and prepares to crush the invaders once and for all.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from the Undead Legions (see *Warhammer: Nagash*). The other player must take an army selected from *Warhammer: Daemons of Chaos*.

Undead Legions

The Undead Legions army must include the following units if the models needed to represent them are available.

- The Host of Death (page 47).
- Mannfred von Carstein, Mortarch of Night (see *Warhammer: Nagash*).
- Neferata, Mortarch of Blood (see *Warhammer: Nagash*).

Daemons of Chaos Army

The Daemons of Chaos army must include the following units if the models needed to represent them are available.

- The Army of Blight (page 46).

FIRST TURN

The Daemons of Chaos army takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

Use victory points to determine the winner, as described in the *Warhammer* rulebook (see also the Mistress of Deception scenario special rule).

SCENARIO SPECIAL RULES

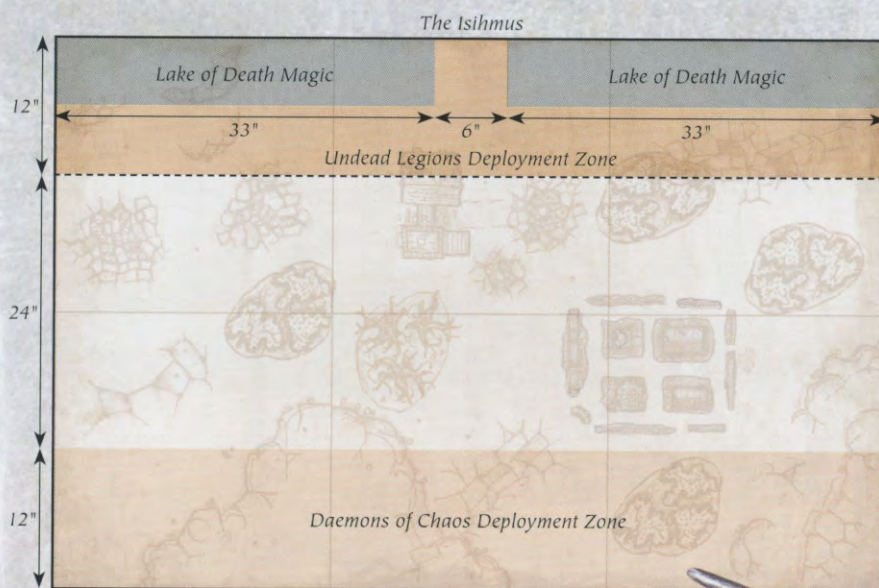
Chaos Ascendant (see *Warhammer: Glotkin*), **Haunted Battlegrounds** (see *Warhammer: Nagash*), **Magic of the End Times** (see *Warhammer: Khaine*).

Lake of Death Magic: The Lake of Death Magic is impassable terrain to any unit that does not have the Undead special rule. Furthermore, any Wizards that know spells from the Lore of Death, the Lore of Undeath, the Lore of the Vampires and/or the Lore of Nehekara have the Loremaster (Death, Undeath, Vampires, and/or Nehekara) special rule respectively.

Lying in Wait: All units of Morghasts and Morghast Archai enter play as reinforcements at the start of the Undead Legion player's third turn. Each Morghast unit moves onto the table from any point along the edge of the Lake of Death Magic (see the deployment map), exactly as if it were a table edge.

Mistress of Deception: If, at the end of the game, Isabella the Accursed is within 6" of the Isthmus (see the deployment map), the Daemons of Chaos player scores an additional 500 victory points.

Roused to Wrath: Nagash enters play as reinforcements at the start of the Undead Legion player's fourth turn. If possible, he must move onto the table via the Isthmus; if there is no room, he enters play through the Lake of Death Magic, as near to the Isthmus as possible.



THE BATTLEFIELD

The edge of the Lake of Death Magic should be approximately 6" wide, taking up half of the Undead Legion player's deployment zone, but with a 6" channel in the middle to represent the Isthmus leading to the Black Pyramid. All other terrain on the battlefield should represent the typical desiccated forests and haunted ruins found in Sylvania. We recommend ensuring that there is a reasonable amount of open ground in front of the Isthmus, and that no terrain is placed upon the Lake of Death Magic.

DEPLOYMENT

Players take it in turn to place units on the table, using the alternating units method of deployment described in the *Warhammer* rulebook. However, do not deploy Nagash, or any units of Morghasts or Morghast Archai – these units arrive later in the game (see the scenario special rules).



NARRATIVE SCENARIOS FROM CHAPTER 3



BATTLE FOR THE CHASM

Heading westward towards the relative safety of Athel Loren, the survivors of Averheim pass through the Chasm of Echoes. But as blood-curdling war cries ring from the canyon's steep walls, it becomes apparent that the Skaramor who have pursued them since the fall of the city have finally caught up with them. Balthasar Gelt urges the survivors on and turns to fight, determined to hold the Skaramor at bay or fall in the attempt, but soon finds that the Zhufbarak will not abandon him. So does the Throng of Metal stand ready to hold the narrow pass. Little do they know, however, that they will not stand alone...

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from *Warhammer: Dwarfs*. The other player must take an army selected from *Warhammer: Warriors of Chaos*.

Dwarf Army

The Dwarf army must include the following units if the models needed to represent them are available:

- The Throng of Metal (page 49).
- The Host of Fire (page 48).

Warriors of Chaos Army

The Warriors of Chaos army must include the following units if the models needed to represent them are available:

- Skarr Bloodwrath (page 24).

FIRST TURN

The Warriors of Chaos army takes the first turn.

GAME LENGTH

The battle lasts for seven game turns.

VICTORY CONDITIONS

Use victory points to determine the winner, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

Chaos Ascendant (see *Warhammer: Glottkin*), **Magic of the End Times** (see *Warhammer: Khaine*).

Bottleneck: The battle is being fought in a narrow pass with sheer cliff faces to either side. Because of this, the long table edges count as impassable terrain. Following the normal rules, fleeing units can force a way through the impassable terrain and disappear from the table (or die trying!). Other units (including reinforcements) may not enter or leave via a long table edge unless they are Ethereal or a Flyer. This means that pursuing or overrunning units, other than Ethereals and Flyers, must stop 1" away from the long table edges.

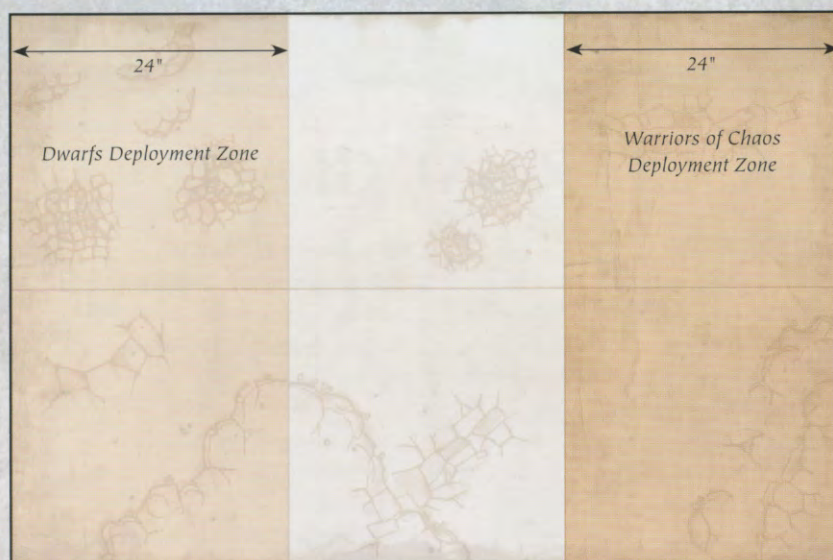
Last Stand: Balthasar Gelt and all Dwarf units have the Stubborn special rule.

Timely Arrival: At the start of the Dwarf player's third turn, all units from the Host of Fire arrive as reinforcements. Each of these units moves onto the table from any point along the Dwarf player's table edge, with the exception of any Flyers, which can instead choose to arrive from either of the long table edges.

The Sword of Khorne: At the start of the Warriors of Chaos player's third turn, he must place a scatter dice anywhere on the table, with the arrow facing in the direction of his choice. Roll 6D6 and measure a line (approximately 1mm wide), from the scatter dice in the direction shown,

equal to the total rolled in inches. All units under the line (friend and foe) are hit. Each unit hit by the attack takes a number of Strength 10 hits with the Multiple Wounds (D6) special rule equal to the number of models from that unit that are under the line. Furthermore, active augment or hex spells affecting any unit hit by this attack are automatically dispelled.

Unsteady Footing: Any models, other than Ethereals or Flyers, which end a charge or march move closer to the western table edge than they were at the start of that move must take a Dangerous Terrain test.



DEPLOYMENT

Players take it in turn to place units on the table, using the alternating units method of deployment described in the *Warhammer* rulebook. However, do not deploy any units from the Host of Fire – these units arrive later in the game (see the scenario special rules).

THE BATTLEFIELD

It's worth keeping in mind when setting up the terrain that the battle will be fought down the length of the table, in a narrow pass with impassable mountains just off each of the long table edges. The terrain on the battlefield therefore consists of a few copses of trees and scatterings of rock and boulders that have fallen from the mountains above.



NARRATIVE SCENARIOS FROM CHAPTER 3



DEFENCE OF THE ETERNAL GLADE

Censure and bitterness have twisted Hellebron's black heart, and she seeks solace in the one constant that has guided her actions for millennia – spilling the blood of her enemies. Gathering to her an army of fanatical followers, she marches upon the Eternal Glade to confront the king and queen that so wronged her. But by the evil machinations of the Dark Master, Be'lakor, Hellebron does not march alone. Drycha and mighty Coeddil – freed at last from his ancient prison – lead an army of embittered forest spirits even as the First-damned sends forth a daemonic legion of his own, born from the magical backlash of Naieth's agonising demise. Swiftly assembling their own host of warriors, the Eternity King and the Everqueen prepare to defend their sacred land at all costs.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from the Host of the Eternity King (see *Warhammer: Khaine*). The other player must take an army selected from the list of units available to Hellebron's Blood Cult (see right).

Host of the Eternity King

The Host of the Eternity King must include the following units if the models needed to represent them are available:

- The Host of Shadow (page 51).
- The Host of Life (page 52).

Hellebron's Blood Cult

Hellebron's Blood Cult must include the following units if the models needed to represent them are available:

- Hellebron.
- Shadowblade.
- Drycha.
- Treeman Ancient (Coeddil).

All other units must have the Daemon of Slaanesh or Forest Spirit special rule, or be chosen from the following list:

- Khainite Assassin.
- Death Hag.
- Dreadspears.
- Bleakswords.
- Witch Elves.
- Har Ganeth Executioners.
- Glade Riders.

FIRST TURN

Hellebron's Blood Cult takes the first turn.

GAME LENGTH

The battle lasts for six game turns.



VICTORY CONDITIONS

Use victory points to determine the winner, as described in the *Warhammer* rulebook.

At the end of the game, the Host of the Eternity King player earns an additional 250 victory points for each of the following models that has been removed as a casualty: Hellebron, Coeddil.

At the end of the game, the Hellebron's Blood Cult player earns an additional 250 victory points for each of the following models that has been removed as a casualty: Malekith, Alarielle.

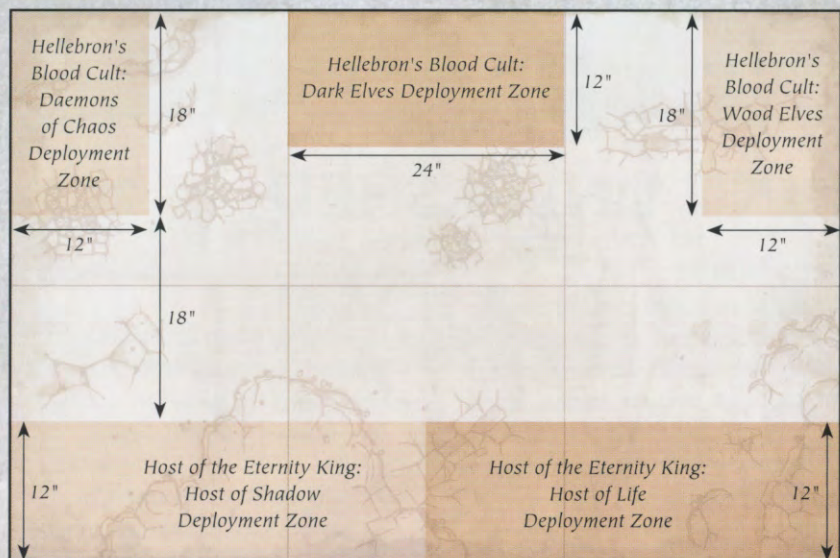
SCENARIO SPECIAL RULES

Chaos Ascendant (see *Warhammer: Glotkin*), **Mag of the End Times** (see *Warhammer: Khaine*).

Coeddil: The Treeman Ancient in Hellebron's Blood Cult army represents Coeddil. This model has +3 WS, BS and A on his profile, as well as the Hatred special rule.

On Sacred Ground: All units in the Host of the Eternity King army have the Stubborn special rule.

Reinforcements: Any units that cannot be placed during deployment must arrive as reinforcements. These units move onto the battlefield from the table edge of the appropriate deployment zone (see below).



THE BATTLEFIELD

The terrain on the battlefield should consist of lush trees and a few elven waystones that mark the border of the Eternal Glade.

DEPLOYMENT

The Hellebron's Blood Cult player deploys first, placing all of his units chosen from *Warhammer: Dark Elves* in the central deployment zone (see the deployment map above). He then places all of his units chosen from *Warhammer: Wood Elves* and *Warhammer: Daemons of Chaos* in their respective deployment zones. The Host of the Eternity King player then places all of his units from the Host of Shadow in the left half of his deployment zone, and all of his units from the Host of Life in the right half of his deployment zone. He then places any remaining units anywhere in either half of his deployment zone.



NARRATIVE SCENARIOS FROM CHAPTER 4



THE BLOOD HUNT UNLEASHED

Khorne's fury has come to Athel Loren. Archaon has sent forth the Blood Hunt and tasked its dread master with claiming the head of the Emperor – along with any who stand in his way. As the bloodthirsty daemons tear through the sentinels tasked with guarding the borders of the King's Glade, they come upon the Incarnates, who were moments before deep in council. Cut off from their loyal warriors, the Incarnates muster their courage and prepare to stand alone in defence of the last bastion of freedom and hope in a world all but laid to ruin.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player commands the Council of Incarnates, and must take an army selected from the Host of the Eternity King (see *Warhammer: Khaine*). The other player must take an army from *Warhammer: Daemons of Chaos*.

The Council of Incarnates

The Council of Incarnates player must include the following units if the models needed to represent them are available.

- Malekith, the Eternity King (see *Warhammer: Khaine*).
- Alarielle, Incarnate of Life (see *Warhammer: Khaine*).
- Tyrion, Incarnate of Light (page 34).
- Caradryan, Incarnate of Fire (page 38).

- Balthasar Gelt, Incarnate of Metal (page 32).
- Nagash, Supreme Lord of the Undead (see *Warhammer: Nagash*).
- Karl Franz, the Emperor (see *Warhammer: The Empire*).
- Teclis.
- Arkhan the Black, Mortarch of Sacrament (see *Warhammer: Nagash*).
- Vlad von Carstein, Mortarch of Shadow (see *Warhammer: Nagash*).
- Runelord (Gotri Hammerson).

All other units in the Council of Incarnates army must be non-unique Lord or Hero choices.

Daemons of Chaos Army

The Daemons of Chaos army must include the following units if the models needed to represent them are available.

- The Blood Hunt (page 45).

FIRST TURN

The Daemons of Chaos army takes the first turn.

GAME LENGTH

The battle lasts for eight game turns.

VICTORY CONDITIONS

Players score 1 victory point each time an enemy unit is destroyed or flees off the battlefield. The Daemons of Chaos player instead scores 2 victory points for each Incarnate (Malekith, Alarielle, Tyrion, Caradryan, Balthasar Gelt and Nagash) that is destroyed or flees off the battlefield, and 3 victory points if Karl Franz is destroyed or flees off the battlefield. The Council of Incarnates player scores 2 victory points for each Bloodthirster (of any kind) that is destroyed.

Designer's Note: We recommend keeping a running total of how many victory points each player has scored, as certain units can return to play as the battle progresses; it also adds to the tension as each unit is slain!

SCENARIO SPECIAL RULES

Chaos Ascendant (see *Warhammer: Glotkin*), **Magic of the End Times** (see *Warhammer: Khaine*).

Ancient Spirits of Athel Loren:

Alarielle, Incarnate of Life, knows the following spell in addition to any other spells. *Summon Ancient Spirits* is treated as a spell from the Lore of Life for the purposes of its lore attribute and Alarielle's Loremaster (Life) special rule.



SUMMON ANCIENT SPIRITS

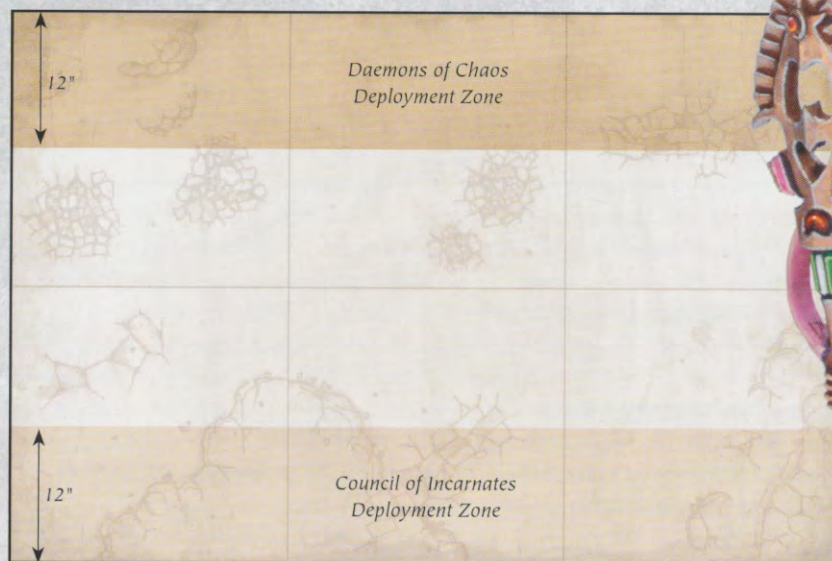
Cast on 20+

Summon Ancient Spirits is a **summoning** spell (see *Warhammer: Khaine*) with a range of 18". It summons a Treeman Ancient worth up to 310 points.

Drawn to the Hunt: At the beginning of each of the Daemons of Chaos player's turns, roll a D6 for each unit in the Daemons of Chaos player's army that has had all models removed as casualties. On the roll of a 3+, an identical unit (including any unit upgrades, but not magic items) can move onto the battlefield as reinforcements from either of the short table edges.

Marked for Death: Karl Franz, the Emperor, is treated as the General of the Council of Incarnates army for the purposes of the The Hunt is On special rule (page 45).

Nowhere to Run: All models in the Council of Incarnates army have the Unbreakable special rule.



THE BATTLEFIELD

The terrain on the battlefield should consist of lush trees and a few elven waystones that mark the border of King's Glade.

DEPLOYMENT

Players take it in turn to place units on the table, using the alternating units method of deployment described in the *Warhammer* rulebook.



NARRATIVE SCENARIOS FROM CHAPTER 4



MIDDENHEIM: EDGE OF THE ABYSS

Having narrowly escaped the Blood Hunt thanks to Teclis' great spell, Caradryan and his host find themselves separated from their allies as they emerge at the edge of Archagon's vast excavation. Worse, they are not alone. As if the yawning chasm at their back were not enough, they find themselves in the midst of a great army of northmen, a horde of warriors quickly rousing to battle as they realise that a chance for fresh slaughter has presented itself. Knowing that they have no route of escape, the fearless warriors of the Host of Fire prepare to cause as much devastation as possible, in the hope that they can be reinforced before they are crushed entirely.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from the Host of the Eternity King (see *Warhammer: Khaine*). The other player must take an army selected from *Warhammer: Warriors of Chaos*.

Host of the Eternity King

The Host of the Eternity King must include the following units if the models needed to represent them are available:

- The Host of Fire (page 48).

Warriors of Chaos Army

The Warriors of Chaos army must include the following units if the models needed to represent them are available:

- 3 units of Chaos Marauders and/or Marauder Horsemen in any combination.
- 2 units of Skullreapers and/or Wrathmongers in any combination (pages 26 and 28).

FIRST TURN

The Host of the Eternity King takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

If, at the end of the game, all of the Host of the Eternity King player's models have been slain, the Warriors of Chaos player wins. Otherwise the Host of the Eternity King player wins.

SCENARIO SPECIAL RULES

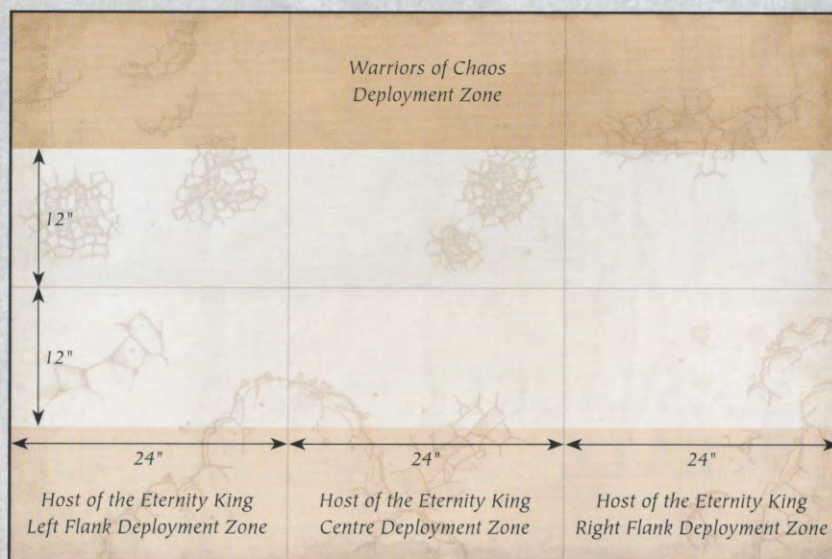
Chaos Ascendant (see *Warhammer: Glotkin*), **Magic of the End Times** (see *Warhammer: Khaine*).

Endless Horde: At the beginning of each of the Warriors of Chaos player's turns, roll a D6 for each Core unit in the Warriors of Chaos player's army that has had all models removed as casualties. On the roll of a 3+, an identical unit (including any unit upgrades, but not magic items) presses forward into the fray and can move onto the battlefield as reinforcements from either of the short table edges.

Long Way Down: The Host of the Eternity King's table edge represents the edge of Archaon's great excavation. Units that do not have the Fly special rule may not enter the battlefield from this table edge in any way. If a unit that does not have the Fly rule pursues a fleeing unit off this table edge, it is removed as a casualty.

No Hope of Escape: All units from the Host of the Eternity King army have the Stubborn special rule.

Unexpected Arrival: All units in the Warriors of Chaos army other than the General start the game unprepared. An unprepared unit cannot march, charge, cast spells or shoot until it is *roused*, but can otherwise act as normal. At the start of each Warriors of Chaos turn, any units that are within 18" of an enemy unit, or are within their General's Inspiring Presence range, are roused; in addition, the Warriors of Chaos player rolls a D6 for each of his unprepared units. On a result of 4+, the unit is roused.



THE BATTLEFIELD

The terrain on the battlefield should consist mostly of ruined buildings representing the fallen temples and town houses of the Ulricsmund. To enable units to manoeuvre between them, we recommend ensuring that any buildings are placed at least 6" apart from one another. The area closest to the edge of the excavation should be mostly piles of rubble and open terrain.

DEPLOYMENT

The Warriors of Chaos player deploys his entire army first, anywhere within his deployment zone. The Host of the Eternity King player then deploys his entire army. Before deploying each unit, roll a dice and refer to the Deployment table on the right to see where the unit must deploy. Characters can either deploy on their own, rolling on the table like any other unit, or deploy as part of a unit they are allowed to join. (State that the character will join the unit before rolling to see where the unit and character will deploy.) Units in the Host of the Eternity King with the Scouts special rule cannot use it in this battle, and must deploy with the rest of the army.

DEPLOYMENT TABLE:

1-2: Left Flank. The entire unit must be placed in the Host of the Eternity King Left Flank deployment zone.

3-4: Centre. The entire unit must be placed in the Host of the Eternity King Centre deployment zone.

5-6: Right Flank. The entire unit must be placed in the Host of the Eternity King Right Flank deployment zone.

Designer's Note: If your gaming table's long edges are less than 72" long, divide the deployment area into three equal parts to represent the Left Flank, Centre and Right Flank.

NARRATIVE SCENARIOS FROM CHAPTER 4



MIDDENHEIM: MASSACRE IN THE MIDDENPLATZ

The vagaries of Teclis' spell translocated the Everqueen and her meagre forces to the Middenplatz in the north of the ruined city. Within moments, the hapless elves find themselves at the mercy of a vast horde of beastmen and Skaramor. These murderous killers are led by none other than Crone Hellebron herself, as if Khorne himself had answered the vindictive plea of his latest champion by offering her a chance to slay the source of her recent woes. But as the massacre begins in earnest, a throng of stout warriors arrives just in the nick of time, offering the beleaguered elves one last chance for salvation.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player commands the Incarnate Host army, and must take an army selected from the Host of the Eternity King (see *Warhammer: Khaine*). The other player must take an army selected from the Grand Legion of the Everchosen (page 14).

Incarnate Host Army

The Incarnate Host army must include the following units if the models needed to represent them are available:

- The Host of Life (page 52).
- The Throng of Metal (page 49).

- Vlad von Carstein, Mortarch of Shadow (see *Warhammer: Nagash*). If Vlad is taken, he does not cost any points.

Grand Legion of the Everchosen

The Grand Legion of the Everchosen must include the following units if the models needed to represent them are available:

- Hellebron.

FIRST TURN

The Grand Legion of the Everchosen takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

Use victory points to determine the winner, as described in the *Warhammer* rulebook.

One Will Stand, One Will Fall: At the end of the game, the Incarnate Host player earns an additional 250 victory points if Hellebron has been removed as a casualty and Alarielle, Incarnate of Life is still alive and on the battlefield. At the end of the game, the Grand Legion of the Everchosen player earns an additional 250 victory points if Alarielle, Incarnate of Life has been removed as a casualty and Hellebron is still alive and on the battlefield.

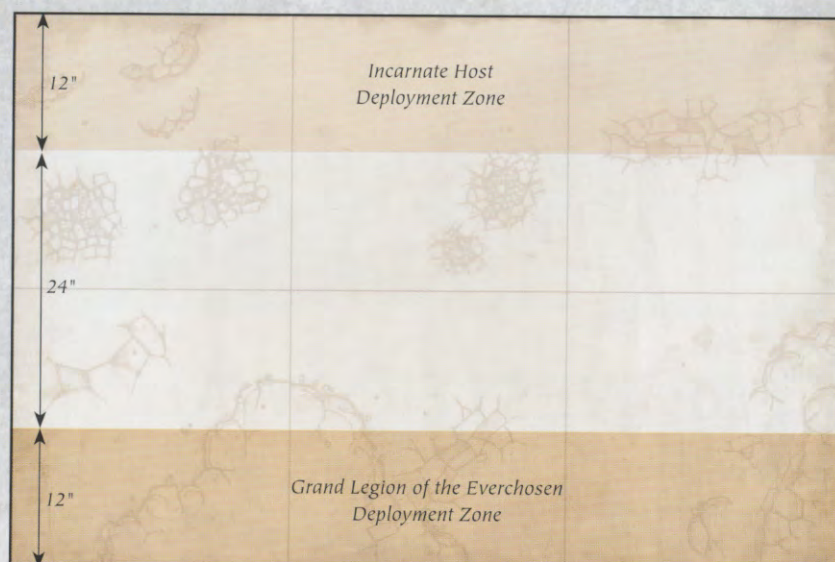
SCENARIO SPECIAL RULES

Chaos Ascendant (see *Warhammer: Glotkin*), **Magic of the End Times** (see *Warhammer: Khaine*).

Explosive Arrival: At the start of the Incarnate Host player's second turn, all units from the Throng of Metal arrive as reinforcements. Each of these units moves onto the table from any point along the eastern table edge (see the deployment map below). Furthermore, on the turn they move onto the battlefield, all war machines in the Throng of Metal can fire as if they had remained stationary.

From the Shadows: At the start of the Incarnate Host player's fourth turn, Vlad von Carstein, Mortarch of Shadow, arrives as reinforcements. He can move onto the battlefield from any table edge.

Protect the Everqueen: As long as Alarielle, Incarnate of Life, is alive and on the battlefield, all units belonging to the Incarnate Host player that are not part of the Throng of Metal have the Unbreakable special rule.



THE BATTLEFIELD

The terrain on the battlefield should be quite sparse to represent the open expanse of the Middenplatz. Any terrain should be limited to piles of rubble (or corpses!), and certainly no more than a few buildings.

DEPLOYMENT

Players take it in turn to place units on the table, using the alternating unit method of deployment described in the *Warhammer* rulebook. However, do not deploy Vlad von Carstein or any units from the Throng of Metal – these units arrive later in the game as reinforcements (see Scenario Special Rules).



NARRATIVE SCENARIOS FROM CHAPTER 4



MIDDENHEIM: THE WESTERN WALL

Middenheim's great curtain wall once stood as a symbol of Imperial might, the outermost defensive measure of the Empire's most heavily fortified city. Since the great citadel's fall, the wall's myriad magazines and barrack-rooms have been infested by hordes of skaven. As the combined cavalry forces led by Tyrion and Karl Franz emerge from Teclis' enchantment, separated but within sight of each other, a vast horde of vermin boils forth from the great western wall. The protection of Hysh can only guard the alliance against their foe for so long; they will need to regroup if they hope to take the fight any further into the city, in search of their goal...

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from the list of units available to the Alliance of Light (see below). The other player must take an army selected from *Warhammer: Skaven*.

Alliance of Light Army

The Alliance of Light army must include the following units if the models needed to represent them are available:

- The Host of Light (page 53).
- Karl Franz, the Emperor (see *Warhammer: The Empire*).

All other units must be Cavalry, Monstrous Cavalry and Chariot units selected from the Host of the Eternity King (see *Warhammer: Khaine*) or *Warhammer: The Empire*. The army may not include any Wizards.

Skaven Army

The Skaven army must include the following units if the models needed to represent them are available:

- Verminlord Warpseer (Visretch) (see *Warhammer: Thanquol*).
- 2 units of Stormfiends (see *Warhammer: Thanquol*).

FIRST TURN

The Skaven army takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

Use victory points to determine the winner, as described in the *Warhammer* rulebook.

At the end of the game, the Skaven player earns an additional 250 victory points for each of the following models that has been removed as a casualty: Tyrion, Incarnate of Light; Karl Franz, the Emperor. At the end of the game, the Alliance of Light player earns additional victory points equal to the points total of any Empire units that are entirely within 12" of the Host of the Eternity King table edge.

SCENARIO SPECIAL RULES

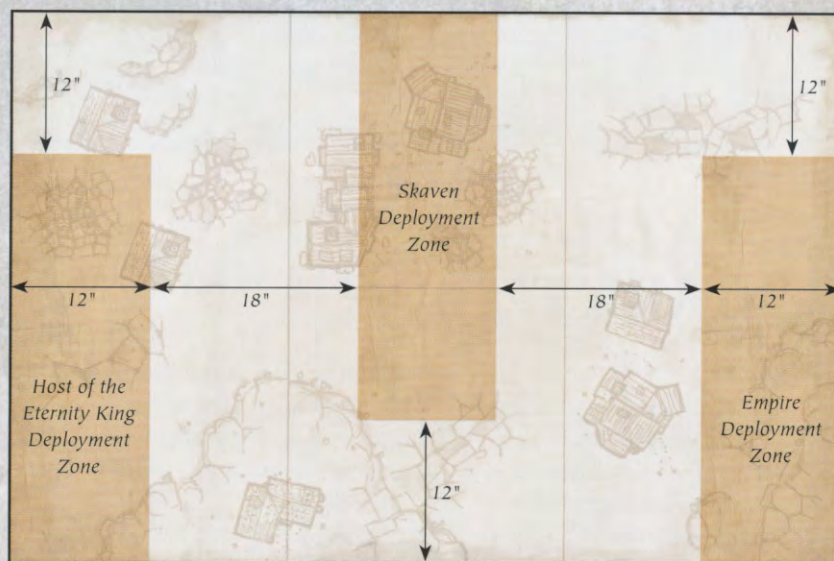
Chaos Ascendant (see *Warhammer: Glottkin*), **Magic of the End Times** (see *Warhammer: Khaine*).

Blinding Light of Hysh: During the first game turn, any To Hit rolls of a 6 made by the Skaven player count as a 1, and any artillery dice rolls of a 10 made by the Skaven player count as a Misfire.

Forces Divided: The Alliance of Light army is divided into two forces – units chosen from the Host of the Eternity King (including Tyrion and Imrik) and units chosen from *Warhammer: The Empire*. Each force has its own deployment zone and table edge.

Imperial Vengeance: All units chosen from *Warhammer: The Empire* have the Hatred, Immune to Psychology and Stubborn special rules.

The Western Wall: The Skaven table edge is impassable terrain to units from the Alliance of Light army; they must stop 1" away from it if forced to overrun or pursue, and their reinforcements (if they have any) cannot enter from this table edge.



THE BATTLEFIELD

The terrain on the battlefield should consist mainly of burnt-out buildings (impassable terrain) representing the pillaged streets of Middenheim. The Skaven deployment zone should be fairly open, mostly consisting of piles of rubble, wreckage and corpses.

DEPLOYMENT

Players take it in turn to place units on the table, using the alternating unit method of deployment described in the *Warhammer* rulebook. The Alliance of Light army is divided – units chosen from the Host of the Eternity King (including Tyrion and Imrik) must deploy within the Host of the Eternity King deployment zone, and units chosen from *Warhammer: The Empire* must deploy within the Empire deployment zone.



NARRATIVE SCENARIOS FROM CHAPTER 4



MIDDENHEIM: DEATH COMES TO NEUMARKT

Upon his sudden arrival within the walls of Middenheim, Nagash found himself amongst the cramped slave pens of Neumarkt. Wasting no time in turning this unexpected boon to his advantage, Nagash soon ensured that his ranks were bolstered by a vast horde of fresh zombies. Heading westwards, the Host of Death pushes on into the Great Park, where they find themselves opposed by a hastily assembled army of northlanders. After a cabal of enemy sorcerers takes a heavy toll upon his recently-raised minions, Nagash personally ensures their destruction as his army advances wordlessly forwards to give battle.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from the Undead Legions (see *Warhammer: Nagash*). The other player must take an army selected from the Grand Legion of the Everchosen (page 14).

Undead Legions

The Undead Legions army must include the following units if the models needed to represent them are available.

- The Host of Death (page 47).
- 3 units of Zombies.

Grand Legion of the Everchosen

The Grand Legion of the Everchosen must include the following units if the models needed to represent them are available:

- Sigvald the Magnificent.
- Sigvald's Daemonic Host (any five units with the Daemon of Slaanesh special rule).
- Throgg.
- Throgg's Monstrous Horde (any five units with the Monster, Monstrous Beasts or Monstrous Infantry troop type chosen from the Grand Legion of the Everchosen army list on page 14).

The army may not include any Wizards or Hellcannons.

FIRST TURN

The Undead Legions army takes the first turn.

GAME LENGTH

The battle lasts for seven game turns.

VICTORY CONDITIONS

Use victory points to determine the winner, as described in the *Warhammer* rulebook.

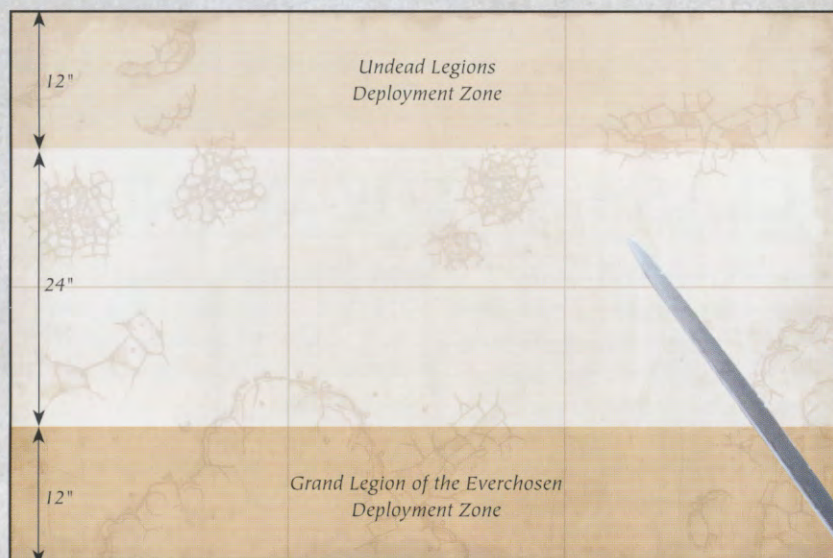
A Debt to Settle: At the end of the game, the Grand Legion of the Everchosen player earns an additional 400 victory points if Sigvald the Magnificent has been removed as a casualty.

SCENARIO SPECIAL RULES

Chaos Ascendant (see *Warhammer: Glotkin*), **Magic of the End Times** (see *Warhammer: Khaine*).

A Magnificent Arrival: At the start of the Grand Legion of the Everchosen player's third turn, Sigvald the Magnificent and the five units that comprise Sigvald's Daemonic Host, arrive as reinforcements. They move onto the battlefield from the Grand Legion of the Everchosen player's table edge.

Here Be Monsters: At the start of the Grand Legion of the Everchosen player's fourth turn, Throgg and the five units that comprise Throgg's Monstrous Horde, arrive as reinforcements. They move onto the battlefield from the Grand Legion of the Everchosen player's table edge.



DEPLOYMENT

Players take it in turn to place units on the table, using the alternating units method of deployment described in the *Warhammer* rulebook. However, do not deploy any units from Sigvald's Daemonic Host or Throgg's Monstrous Horde, nor the two characters that lead them – these units arrive later in the game as reinforcements (see the scenario special rules).

THE BATTLEFIELD

The terrain on the battlefield should have plenty of shrubs and wooded areas to represent the greenery of the Great Park, though it is likely that many of these will be desiccated, having been set alight during the wanton destruction that followed the fall of Middenheim.



NARRATIVE SCENARIOS FROM CHAPTER 4



MIDDENHEIM: CLASH AT THE WYND

The Wynd was once a flourishing district, home to talented artisans and engineers. Now it is little more than a shattered ruin at the edge of Archagon's great excavation. The Verminlord Darkh'dwel has chosen the ruins of the esteemed Engineers' Guild as the place where his routed army of ratmen will turn and stand against the elves that pursue them, hoping to play on Malekith's arrogance and lure him into a trap. However, before it can be sprung, the air fills with bestial roars, announcing the unexpected arrival of a brutal horde of greenskins and ogres, led by the fearsome Grimgor Ironhide. As the three forces meet in open battle, each with its own agenda, it becomes increasingly clear that it will take a tremendous effort to emerge from this encounter unscathed, let alone alive...

Designer's Note: Multi-player games – *This scenario is a multi-player game involving three sides. If you have a copy of Warhammer: Triumph & Treachery, we recommend you play the scenario using the rules from this expansion. Otherwise, you will need to use the scenario special rules from the Battle Royale scenario, which can be found in the Narrative Battles section of the Warhammer rulebook.*

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from the Host of the Eternity King (see *Warhammer: Khaine*). A second player must take an army selected from Waaagh! Grimgor (see the instructions on the right). A third player must take an army selected from *Warhammer: Skaven*.

Host of the Eternity King

The Host of the Eternity King army must include the following units if the models needed to represent them are available:

- The Host of Shadow (page 51).
- 2 War Hydras.

Waaagh! Grimgor

The Waaagh! Grimgor army must include the following units if the models needed to represent them are available:

- The Beast-Waaagh! (page 50).

All other units must be chosen from *Warhammer: Orcs & Goblins* and *Warhammer: Ogre Kingdoms*.

Skaven Army

The Skaven army must include the following units if the models needed to represent them are available:

- Verminlord Deceiver (Darkh'dwel) (see *Warhammer: Thanquol*).
- 1 unit of Stormfiends (see *Warhammer: Thanquol*).

FIRST TURN

Follow the rules described in *Warhammer: Triumph & Treachery* or the Battle Royale scenario to determine which player takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

If you are using the rules in *Warhammer: Triumph & Treachery*, victory points are scored following the rules for Victory Tokens. If you are using the rules from the Battle Royale scenario, victory points are scored at the end of each game turn in the following manner:

The Skaven player scores:

- 250 victory points if Grimgor, Incarnate of Beasts, is destroyed or flees off the battlefield.
- 250 victory points if Malekith, the Eternity King, is destroyed or flees off the battlefield.
- 100 victory points for each other enemy unit which is destroyed or flees off the battlefield.

The Waaagh! Grimgor player scores:

- 250 victory points for each character that is slain in a challenge by Grimgor, Incarnate of Beasts.
- 100 victory points for each other enemy unit which is destroyed by a unit from the Waaagh! Grimgor army, or which flees and is caught by a unit in the Waaagh! Grimgor army.

The Host of the Eternity King player scores:

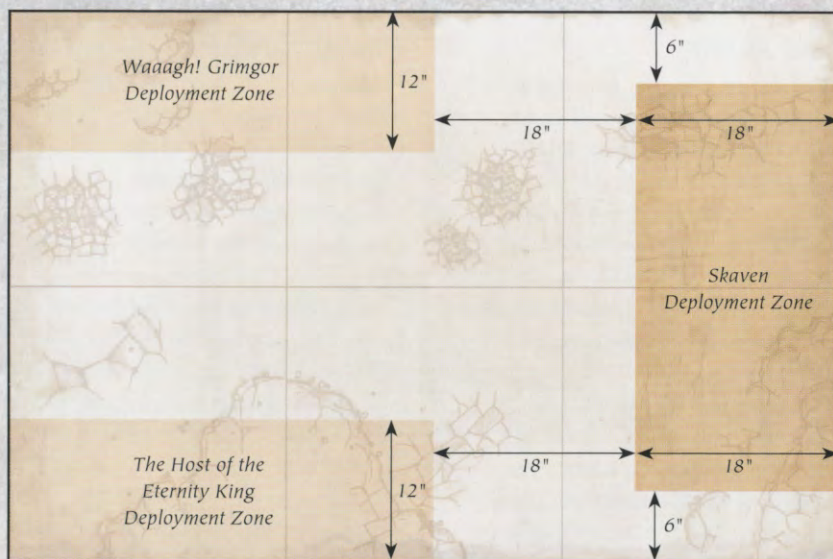
- 500 victory points if Darkh'dwel is destroyed or flees off the battlefield.
- 100 victory points for each enemy unit which is destroyed by a unit from the Host of the Eternity King, or which flees and is caught by a unit in the Host of the Eternity King.
- 50 victory points for each unit from the Host of the Eternity King which has not been destroyed and is not fleeing.

The player with the most victory points at the end of the game wins.

SCENARIO SPECIAL RULES

Chaos Ascendant (see *Warhammer: Glottkin*), **Magic of the End Times** (see *Warhammer: Khaine*).

Death to All!: When firing war machines, the Skaven player can make shots in such a way that they can hit units that are engaged in close combat – including Skaven units.



DEPLOYMENT

Players take it in turn to place units on the table, using the alternating units method of deployment described in the *Warhammer* rulebook. Instead of deploying a unit a player can leave it off the table, in which case it will arrive as reinforcements at the start of the player's second turn. A player must deploy at least three units on the battlefield.

THE BATTLEFIELD

The terrain on the battlefield should be quite open, representing the rubble-strewn ruins of the Wynd. Several ruined buildings, including one large ruin to represent the Engineer's Guild, should be placed in the Skaven deployment zone.



NARRATIVE SCENARIOS FROM CHAPTER 4



MIDDENHEIM: THE BATTLE OF ULRIC'S BONES

The raging inferno surrounding the Host of Fire as they battle overwhelming odds at the Ulricsmund is visible all across war-torn Middenheim. The fiery glow in the distance, combined with the relentless clash of arms, has drawn the attention of warring factions the breadth of the ruined city. As forces converge with all haste upon the Ulricsmund, Caradryan's warriors bravely fight on to secure their foothold atop Archaon's excavation site. If they can hold firm against their foes, there may yet be a chance for the Incarnates to battle their way below ground and avert the impending catastrophe.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player commands the Incarnate Host, and must take an army selected from the Host of the Eternity King (see *Warhammer: Khaine*). The other player must take an army selected from the Grand Legion of the Everchosen (page 14).

The Incarnate Host

The Incarnate Host army must include the following units if the models needed to represent them are available:

- Karl Franz Ascendant (see *Warhammer: Glottkin*).
- The Host of Fire (page 48).
- The Host of Light (page 53).
- The Beast-Waaagh! (page 50).

- The Host of Shadow (page 51).
- Balthasar Gelt, Incarnate of Metal (page 32).
- Alarielle, Incarnate of Life (see *Warhammer: Khaine*).
- Nagash, Supreme Lord of the Undead (see *Warhammer: Nagash*).

Grand Legion of the Everchosen

The Grand Legion of the Everchosen must include the following units if the models needed to represent them are available:

- The Blood Hunt (page 45).
- 3 units of Chaos Hounds.*

**These units count as being part of the Blood Hunt Battlescroll for the purposes of its special rules, and the scenario special rules on the next page.*

FIRST TURN

The Incarnate Host takes the first turn.

GAME LENGTH

The battle lasts for eight game turns.

VICTORY CONDITIONS

Use victory points to determine the winner, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

Chaos Ascendant (see *Warhammer: Glotkin*), **Magic of the End Times** (see *Warhammer: Khaine*).

Cometh the Light: At the start of the Incarnate Host player's second turn, all units from the Host of Light Battlescroll arrive as reinforcements, along with Karl Franz Ascendant. They move onto the battlefield from

the Western Table Edge (see the deployment map below).

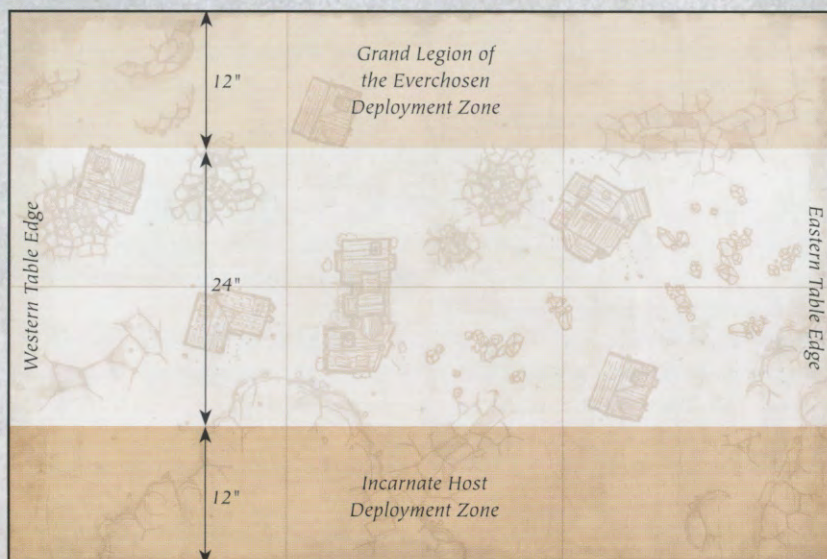
Lone Survivors: At the start of the Incarnate Host player's fifth turn, Balthasar Gelt, Alarielle and Nagash arrive as reinforcements. Balthasar Gelt and Alarielle move onto the battlefield from the Grand Legion of the Everchosen player's table edge, whilst Nagash moves onto the battlefield from the Incarnate Host player's table edge.

Long Way Down: The Eastern Table Edge (see map) represents the edge of Archaon's great excavation. Units that do not have the Fly special rule may not enter the battlefield from this table edge in any way. If a unit that does not have the Fly rule pursues a fleeing unit off this table edge, it is removed as a casualty.

Sigmar Returned: Karl Franz must be the Incarnate Host's General.

The Hunt Begins Anew: At the start of the Grand Legion of the Everchosen player's third turn, all units from the Blood Hunt arrive as reinforcements. They move onto the battlefield from the Grand Legion of the Everchosen player's table edge.

Waaagh!: At the start of the Incarnate Host player's fourth turn, all units from the Beast-Waaagh! and Host of Shadow Battlescrolls arrive as reinforcements. They move onto the battlefield from the Incarnate Host player's table edge.



DEPLOYMENT

Players take it in turn to place units on the table, using the alternating units method of deployment described in the *Warhammer* rulebook. However, do not deploy any units from the Host of Light, the Host of Shadow, the Beast-Waaagh! or the Blood Hunt Battlescrolls, nor should you deploy Karl Franz Ascendant, Balthasar Gelt, Alarielle and Nagash – these units arrive later in the game as reinforcements (see the scenario special rules).

THE BATTLEFIELD

The terrain on the battlefield should consist mostly of ruined buildings representing the fallen temples and town houses of the Ulricsmund. To enable units to manoeuvre between them, we recommend ensuring that any buildings are placed at least 6" apart from one another. The area closest to the edge of the excavation should be mostly piles of rubble and open terrain.

Designer's Note: It is worth bearing in mind that this scenario represents a huge battle that encompasses elements from a number of different armies. As a result, we recommend playing it on a larger battlefield than the traditional 6'x4' size.

NARRATIVE SCENARIOS FROM CHAPTER 5



THE END OF ALL THINGS

Through courage born of desperation and the sacrifice of thousands of brave warriors, the Incarnate Host has fought its way through the ruin of Middenheim and forced a path to Archaon's excavation site. Before them lies an ancient artefact, pulsing with barely controlled energy – the world-ending device with which the Chaos Gods plan to tear reality asunder. Though tired and weary from relentless battle, the time has come for the Incarnate Host to make one last, almighty effort to avert the doom that, even now, threatens to destroy everything they have ever known.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from the Host of Shadow (page 51) and/or the Host of Light (page 53). However, for this scenario, a Battlescroll need not be taken in its entirety, and can comprise only a single unit from those presented if desired. The other player must take an army selected from the Grand Legion of the Everchosen (page 14).

The Incarnate Host

The Incarnate Host army must include the following units if the models needed to represent them are available (even though not all are part of the Battlescrolls mentioned above):

- Malekith, the Eternity King (see *Warhammer: Khaine*).
- Alarielle, Incarnate of Life (see *Warhammer: Khaine*).
- Tyrion, Incarnate of Light (page 34).

- Balthasar Gelt, Incarnate of Metal (page 32).
- Nagash, Supreme Lord of the Undead (see *Warhammer: Nagash*).
- Karl Franz Ascendant (see *Warhammer: Glotkin*).
- Grimgor, Incarnate of Beasts (page 36).
- 1 unit of Black Orcs (Da Immortulz).
- Teclis. If Teclis is taken, he does not cost any points.

Grand Legion of the Everchosen

The Grand Legion of the Everchosen must include the following units if the models needed to represent them are available:

- Archaon Everchosen (page 40).
- Chaos Sorcerer Lord (the Magister).
- 1 unit of Chaos Knights.
- 1 unit of Chosen.

FIRST TURN

The Incarnate Host army takes the first turn.

GAME LENGTH

The battle lasts for eight game turns.

VICTORY CONDITIONS

The following characters are referred to as Incarnates for the purposes of this scenario's victory conditions: Malekith, the Eternity King; Alaric, Incarnate of Life; Tyrion, Incarnate of Light; Balthasar Gelt, Incarnate of Metal; Nagash, Supreme Lord of the Undead; Grimgor, Incarnate of Beasts; Karl Franz Ascendant; Caradryan, Incarnate of Fire; and Teclis.

Designer's Note: *Caradryan will only be available in this scenario if you are playing the Halting the Apocalypse Lords of Battle campaign.*

If, at the end of the game, Archaon has not been removed as a casualty, the Grand Legion of the Everchosen player wins. If Archaon has been removed as a casualty and there are fewer than five Incarnates remaining, the game is a draw. If Archaon has been removed as a casualty and there are five or more Incarnates remaining, the Incarnate Host player wins.

SCENARIO SPECIAL RULES

Chaos Ascendant (see *Warhammer: Glottkin*), **Darkest Depths** (see *Warhammer: Nagash*), **Magic of the End Times** (see *Warhammer: Khaine*).

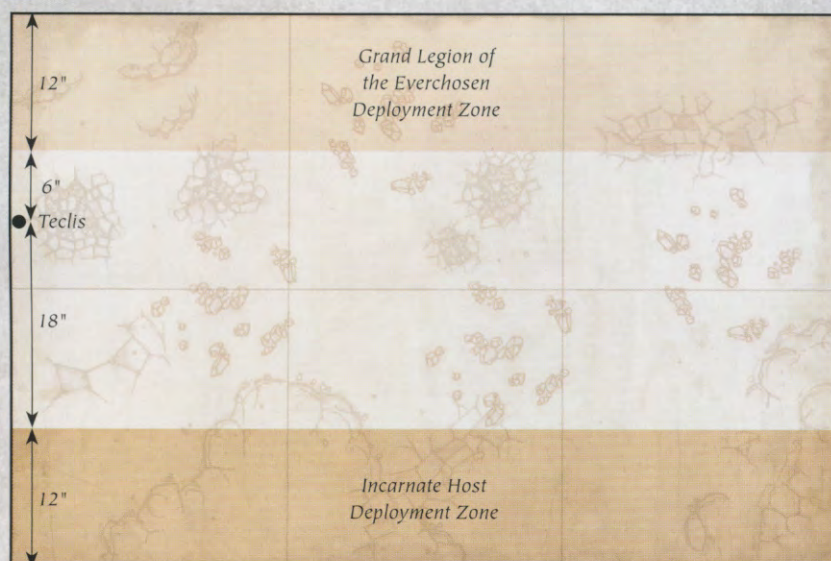
Chained and Unarmed: Teclis begins the game in the location shown on the map. He cannot move, cast spells, or be attacked in any way. If an unengaged unit belonging to the Incarnate Host player moves into base contact with Teclis, he will immediately be freed, and can move, cast spells and be attacked as normal from that point onwards. However, until the Chaos Sorcerer Lord designated as the Magister has been removed as a casualty, Teclis does not have any of his magic items. As soon as the Magister is slain, Teclis immediately counts as being equipped with them as normal.

Encroaching Doom: At the end of each game turn, the Grand Legion of the Everchosen player's table edge moves D3" towards the opposite table edge (it may be useful to use a piece of string or fabric to

represent this). The space between this new table edge and its original position represents the Chaos rift, and will increase in size as the game progresses. Any models that are wholly or partially within this area are immediately removed as casualties. The Chaos rift is impassable terrain.

Last Chance to Save the World: All models in the Incarnate Host have the Unbreakable special rule.

Ultimate Sacrifice: If Teclis is still alive when an Incarnate is removed as a casualty, he immediately gains the Loremaster special rule for that Incarnate's lore. For example, if Grimgor, Incarnate of Beasts was removed as a casualty, Teclis would immediately gain the Loremaster (Beasts) special rule. If a second Incarnate is removed as a casualty, Teclis gains the appropriate Loremaster special rule as before, but will suffer a single Wound at the start of each of his subsequent turns. If a third Incarnate is removed as a casualty, Teclis is immediately removed as a casualty as well.



DEPLOYMENT

First of all, place Teclis in the position located on the map above. Players then take it in turn to place units on the table, using the alternating units method of deployment described in the *Warhammer* rulebook.

THE BATTLEFIELD

The terrain on the battlefield should be fairly sparse, consisting primarily of stalagmites, as well as clumps of boulders and rocks that have fallen from the cavern roof.



