

WARHAMMER

Realm of Chaos™



WARHAMMER® ARMIES

REALM OF CHAOS™

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British Library Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

ISBN: 1 872372 60 0, 2nd Edition (1st Edition ISBN: 1 869893 90 5)

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HONG KONG
GAMES WORKSHOP,
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HORIZON PLAZA,
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PRODUCT CODE: 60 02 02 01 001

COMPONENT NUMBER: 60 31 02 01 001

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INTRODUCTION

*"Dark and dangerous is the world:
a place filled with conflict."*

This book describes the Dark Gods of Chaos and the mighty armies of destruction that gather on the borders of the Old World. Champions of Chaos, Chaos Warriors, Beastmen, Daemons and numerous other monstrosities impatiently await their master's bidding. Mighty Warlords stand ready to assume supreme command of the greatest army that has ever fought in the mortal realms.

This book describes how you can collect and command a Chaos army. It contains all the extra rules for the forces of Chaos, from monstrous Daemons to bestial hordes and formless Spawn. For those brave souls who would know more of the Dark Gods we explore the dark and dangerous machinations of Chaos in all its foul guises.

This book is divided into the following sections:

Realm of Chaos, where the reign of Chaos is described. The past triumphs and mighty deeds of Chaos are recounted so that all may hear of the power of the Dark Gods.

Hosts of Chaos, where we describe how to collect and paint Chaos armies.

Powers of Chaos, which describes all the special game rules including spells, magic items, and Daemonic Rewards.

The Lost and the Damned, a bestiary of the mortal and immortal creatures that fight beneath the banners of the Dark Gods.

Chaos Warbands, three entire army lists for armies of Chaos; divided into Chaos Warrior warbands, Beastman warbands and Daemonic warbands.

Unlike the other books in this series Realm of Chaos provides not just one but three different army lists.

As a Chaos Warlord you command vast armies of Chaos Warriors and Chaos Knights, the most powerful warriors in the whole Warhammer world. Marauder barbarians of Norsca and brutal Ogres flock to your banners as your armies descend upon the mortal realms.

As a Beastman Warlord you command hordes of warped and twisted Beastmen. Mighty horned Gors, cruel Ungors, rumbling Beastman chariots and bellowing Minotaurs gather to challenge mankind for dominion of the Old World.

As a Greater Daemon or Daemon Prince you command the Daemon armies of the Chaos gods themselves. Ready to march at your word are weird unnatural creatures from the dark dimension that is the Realm of Chaos. Their power is unmatched by mortals and they hunger for the end of the world.

We have included three sample Chaos armies to help you decide how to choose and collect your Chaos army.

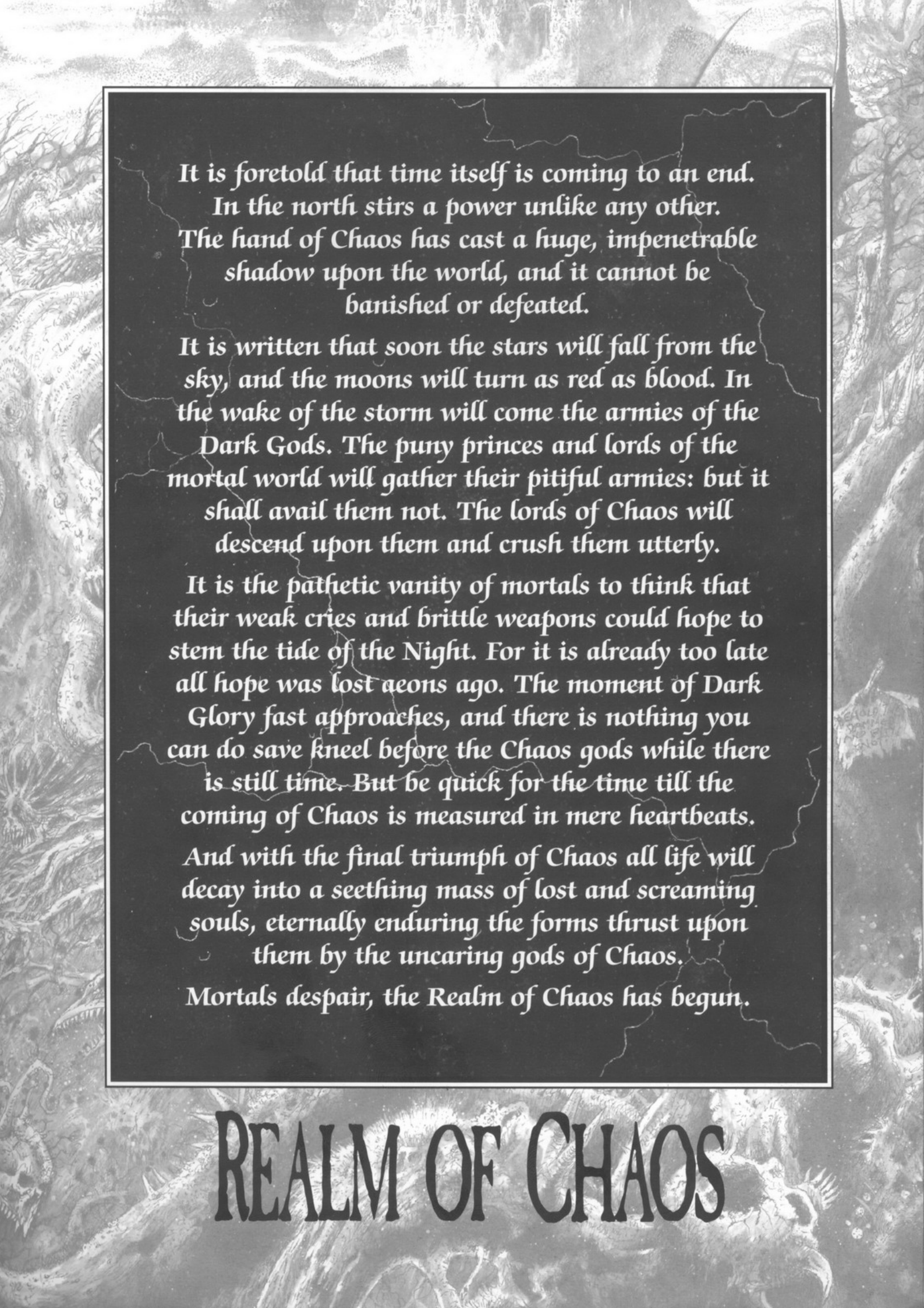
As a Chaos General you lead the most colourful, varied and diverse army in the Warhammer game. The Chaos army is potentially very powerful. Unlike other Warhammer armies, Chaos armies are built around the retinues of troops that follow a Chaos Warlord to battle. Several of these warbands join together to form larger armies or even entire Chaos hordes.

Remember that this book is only the beginning. Chaos is eternally diverse and varied – a blessing for modellers and converters as well as a boon to tabletop generals. At the end of this book you will find designer's notes which include further ideas for scenarios and battles to try out with your Chaos armies.

I hope you enjoy reading Realm of Chaos as much as I enjoyed writing it. I also hope that it will bring you endless hours of excitement in your games of Warhammer and a few victories besides! So turn the page and enter the Realm of Chaos, but remember, there is no return...

Thomas

June 1997



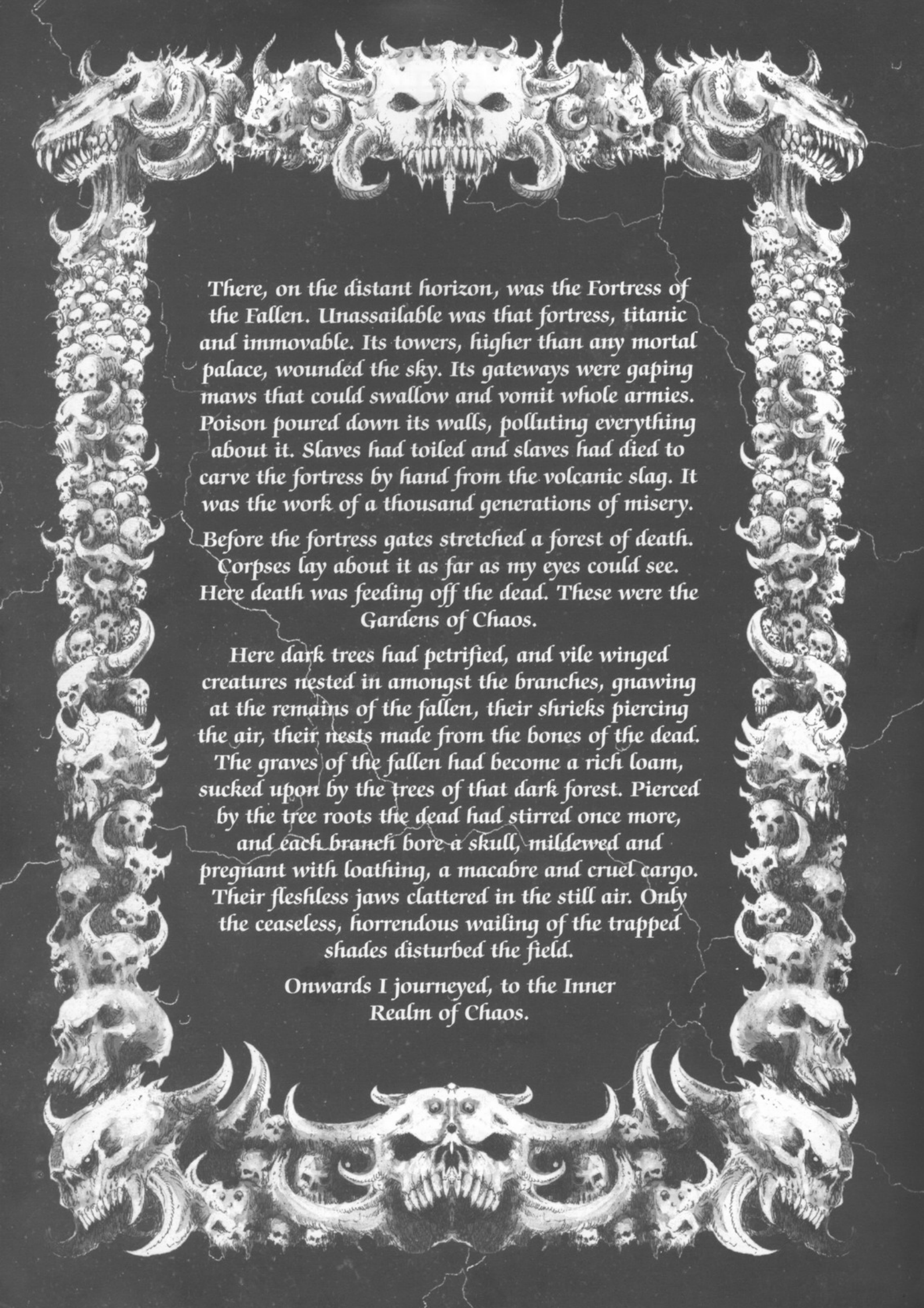
It is foretold that time itself is coming to an end.
In the north stirs a power unlike any other.
The hand of Chaos has cast a huge, impenetrable
shadow upon the world, and it cannot be
banished or defeated.

It is written that soon the stars will fall from the
sky, and the moons will turn as red as blood. In
the wake of the storm will come the armies of the
Dark Gods. The puny princes and lords of the
mortal world will gather their pitiful armies: but it
shall avail them not. The lords of Chaos will
descend upon them and crush them utterly.

It is the pathetic vanity of mortals to think that
their weak cries and brittle weapons could hope to
stem the tide of the Night. For it is already too late
all hope was lost aeons ago. The moment of Dark
Glory fast approaches, and there is nothing you
can do save kneel before the Chaos gods while there
is still time. But be quick for the time till the
coming of Chaos is measured in mere heartbeats.
And with the final triumph of Chaos all life will
decay into a seething mass of lost and screaming
souls, eternally enduring the forms thrust upon
them by the uncaring gods of Chaos.

Mortals despair, the Realm of Chaos has begun.

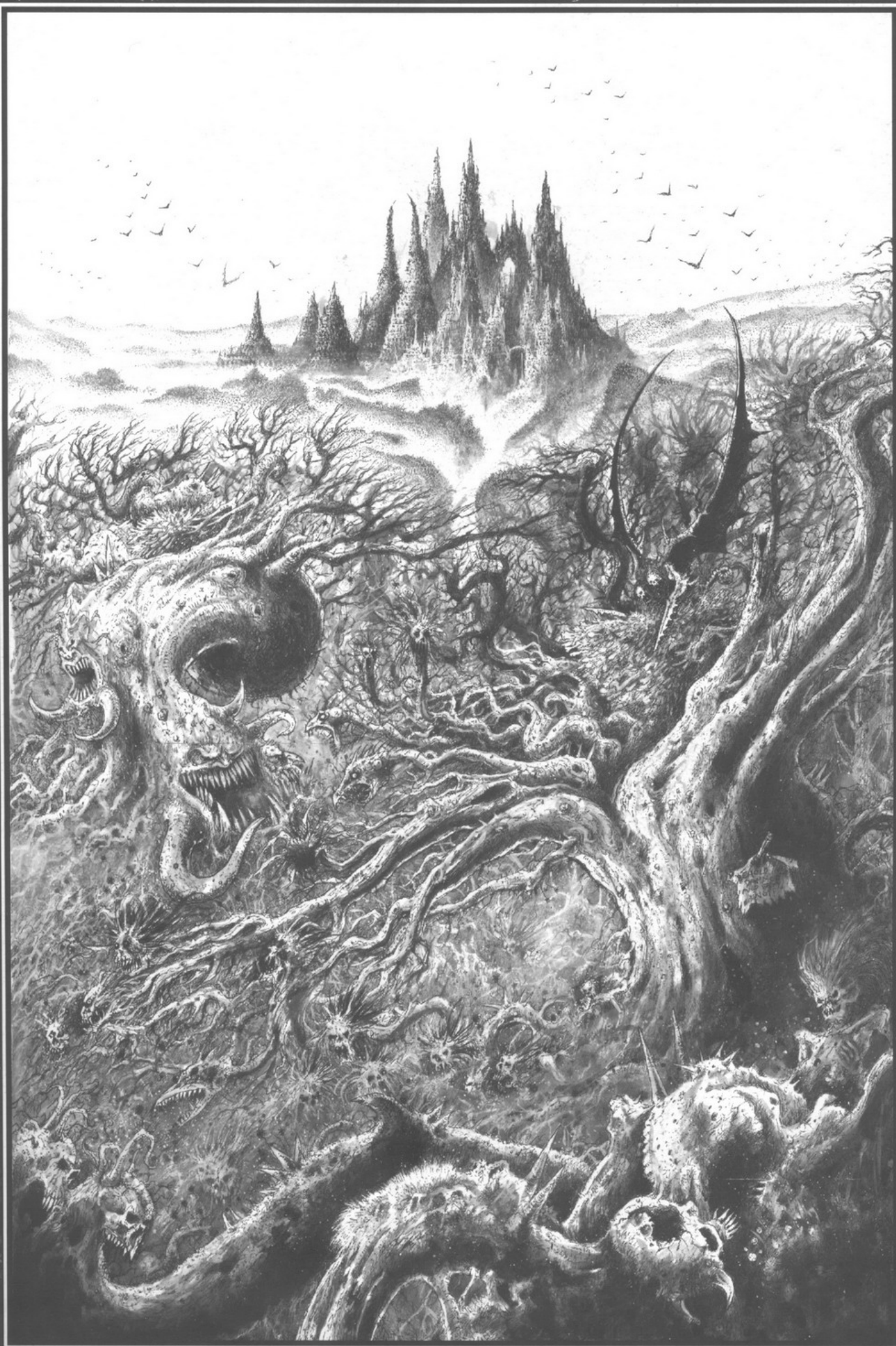
REALM OF CHAOS



There, on the distant horizon, was the Fortress of the Fallen. Unassailable was that fortress, titanic and immovable. Its towers, higher than any mortal palace, wounded the sky. Its gateways were gaping maws that could swallow and vomit whole armies. Poison poured down its walls, polluting everything about it. Slaves had toiled and slaves had died to carve the fortress by hand from the volcanic slag. It was the work of a thousand generations of misery. Before the fortress gates stretched a forest of death. Corpses lay about it as far as my eyes could see. Here death was feeding off the dead. These were the Gardens of Chaos.

Here dark trees had petrified, and vile winged creatures nested in amongst the branches, gnawing at the remains of the fallen, their shrieks piercing the air, their nests made from the bones of the dead. The graves of the fallen had become a rich loam, sucked upon by the trees of that dark forest. Pierced by the tree roots the dead had stirred once more, and each branch bore a skull, mildewed and pregnant with loathing, a macabre and cruel cargo. Their fleshless jaws clattered in the still air. Only the ceaseless, horrendous wailing of the trapped shades disturbed the field.

Onwards I journeyed, to the Inner Realm of Chaos.



THE ORIGINS OF CHAOS

Who can say when Chaos first cast its darkness upon the world? Only the most ancient scrolls of the High Elves in the great Tower of Hoeth dimly recall the beginning of the rule of Chaos. Most of this knowledge is now lost; wars, natural disasters, and the passing of time has destroyed most of what was left of such scrolls. The High Elf Loremasters believe that there was once a time when all things were pure, orderly and serene. The creatures that inhabited the world lived in harmony, governed by the rules of nature. But this golden age of order was destined to end in tragedy.

The origins of Chaos lie in the distant past of the Warhammer world, when it was visited by a starfaring race of unknown origin. In their marvellous silver ships came the Old Ones who changed the Warhammer world for their own, mysterious reasons.

Although the knowledge of their presence is all but lost in the present day, many of the races which now inhabit the world can trace their origins back to this time.

The Old Ones travelled by means of inter-dimensional gateways, spanning the vast distances between stars in a matter of moments. On the other side of their gateways was another world, an unimaginably vast alternate realm that connected all points in the material universe. It was and still is a world consisting purely of psychic energy, generated by the emotions and thoughts of the creatures of the real universe. This parallel dimension is not an empty void but is inhabited by entities of cosmic power. These are the Daemons and gods of Chaos, and they would prove to be the undoing of the Old Ones.

The inter-dimensional gateways of the Old Ones enabled them to travel to distant stars, and draw upon the inexhaustible energy of the warp to power their magic. It was the collapse of the northern gateway that led to the creation of the world as it is today. The gate is a tear in the fabric of reality, a great ring of darkness edged by arcane machinery covered with runes of unimaginable potency.



Once, it floated above the north pole of the world, but at some terrible point in the distant past a catastrophe caused the gateway to crash down to earth. The natural flow of power was disrupted and the world was covered in a descending cloud of mutating warpstone dust, bringing about the birth of many monstrous and terrible creatures, twisted by the corrupting touch of Chaos.

When the gateway to the stars collapsed it created a portal to another dimension where the unspeakable creatures of Chaos dwell. They emerged through the gateway and challenged the order of the Old Ones. It is believed that the Old Ones perished in the conflict, fighting a hopeless battle against the might of Chaos.

The disaster damaged the world irrevocably. The inheritance of the Old Ones and all their works fell into ruin. All things were changed forever, and a multitude of monstrous creatures came into existence. But worse was the spiritual corruption wrought upon the survivors.

The nature of Chaos is neither good nor evil, it simply mirrors the survivalist emotions of the intelligent beings in the real universe. Thus, the predatory entities of Chaos, be they gods or Daemons, exist because living things generate these emotions. So when the human mind turns to petty and evil thoughts the powers of the Chaos gods grow and coalesce into hideous forms shaped by human lust, greed, anger and fear.

Of all the intelligent races, humans prove to be the most eager to pursue the path of damnation. Man brings all his vigour and fanaticism to the service of Chaos. That service brings power to the gods of Chaos, and in return they corrupt and twist their followers.

Humans lust for change and this has led to the present human dominance over many parts of the world. Although few men are aware of this, it is their drive and ambition that feeds and makes the gods of Chaos grow bloated with power.

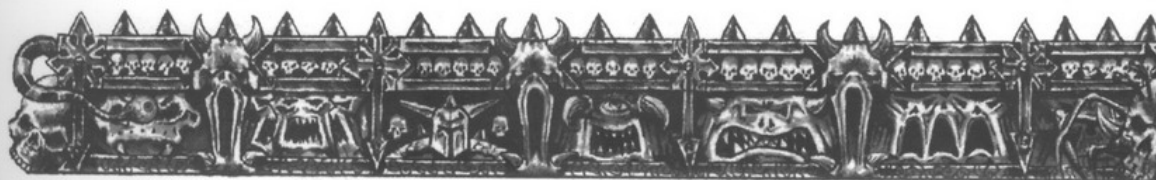


THE ETERNAL WAR

Since the fall of the Old Ones, the war that Chaos wages against the world has never truly ended. While Chaos expends much of its energy in the internal struggle between the aspects of itself, time and again the armies of Chaos gather to wrestle the world from the grasp of its current masters. For Chaos is impatient, and while the humans would deliver the world into the hands of the Chaos gods in any case, the arrogant Dark Gods lust for the moment when the world will be totally under their control.

For eight thousand years, Chaos has struggled to bring the free people of the world to ruin. Countless lives have been lost, kingdoms toppled and entire cities wiped from the face of the world. When Chaos stirs its forces for an assault, its black armoured warriors descend from the north with Daemonic warbands following in their wake. Grotesque creatures, created by the mutating substance of Chaos, emerge from the trackless forests to destroy all who dare to stand in their way. Very few survive the rampaging hordes that Chaos can call upon.

The forces of Chaos will end their slaughter only when the mortal realm is on its knees before their foul gods, and then all that remains will be a Realm of Chaos.



THE REALM OF CHAOS

In the far north, in the area surrounding the polar region of the Warhammer world, lies the Realm of Chaos. Few dare to even whisper the name of this land, where the gods of Chaos reign supreme. Old Worlders believe that even to mention the names of the four great Chaos gods or their domain will invite misfortune. Instead they try to forget the great shadow that hangs over them and attempt to get on with their lives, each secretly praying that the next great Chaos incursion will not come during their lifetime.



But there are stories of those who have travelled to the Realm of Chaos and returned. These tales speak of a land immersed in perpetual darkness lit only by monumental pillars of flame that soar high into the sky. A place where time has lost its meaning and great champions from the past, present and future fight on, trapped in a world of eternal battle.

Here nature itself is cast down, and the very landscape is moulded by the uncaring gods of Chaos. It is a home for monstrous creatures of all kinds, mindless beasts that crave the blood of the living. Here even the earth rebels against what it has become: trees moan in eldritch voices, and the rocks scream their hatred to the skies. Daemons walk freely upon the land, nourished by the magical energy seeping from the great, broken warp gate. This is indeed a hell on earth.

The daemonic legions of the gods of Chaos struggle against each other here, never growing tired of the slaughter, never desiring rest or sustenance. Under the banners of the four gods, Daemon Princes and Greater Daemons lead their hordes, their swollen ranks far outnumbering all the mortals of the world combined.

THE NORTHERN WASTES

The Northern Wastes lie east of the Sea of Chaos, upon the very borders of the Realm of Chaos. To enter the Northern Wastes is to travel to your death. Few brave the terrors of Chaos, but the tales of entire mountains transmuted into gold or precious gems, or the promise of potent magical artefacts hidden in the wastes still attract the most desperate of treasure hunters.

Those that travel here without the protection of the gods of Chaos never return. Most likely these foolish adventurers will be torn apart by the monsters that roam the wastes, or slain by one of the countless warbands who eagerly slaughter any intruders in the name of their god. Others will be mutated beyond recognition by the raw power of Chaos. Some are driven into madness by the horrors that they witness.

Here are located the abodes of the arrogant Champions of Chaos who vie for power and fight against each other like rabid wolves. They commit any deed, no matter how bloody or vile, to please their patron gods. The wastes echo with the eternal clamour of battle, the sounds of clashing steel, the wails of the dying. Hundreds of warbands roam the Northern Wastes testing their strength against monstrous creatures, Orcs and Goblins and even each other, for their own blood is just as welcome to the gods of Chaos.

In the farthest north, beyond the boundaries of sanity and the laws of nature, stands the wrecked gateway of the Old Ones, oozing with darkness and spewing forth mutating energy: the raw stuff of Chaos. It is a bleeding wound, a tear in the fabric of reality, a gateway to another dimension. The shattered gate appears as a great ring circled by arcane machineries, dwarfing the mountains around it. It is covered in runes of unimaginable potency, that glow in the darkness, their dancing shapes altering reality. From the dark reaches of the gateway pour out the winds of magic and mutating clouds of warpstone dust.

Many of the Chaos lords have strongholds here, perhaps built by their followers, or granted as whimsical gifts from the Dark Gods themselves. Those that harbour the followers of Khorne are made of black stone or brass, surrounded by moats of blood or fire, their walls covered with numberless skulls. Fortresses of the servants of Tzeentch are made of glass or smoke and some even travel through the air. The silver towers of the Sorcerers of the Cabal stand on the Screaming Hills, reaching to impossible heights. For here, under the shadow of Chaos, everything is possible.

THE TROLL COUNTRY

North of the last mortal realm of Kislev, past the lawless taiga, lies the shadowy Troll Country. This is the outermost realm of Chaos, the furthest part of the world touched by the shadow of the Dark Gods. No mortal lord claims kingship over this land, instead Chaos warbands strive for ascendancy over each other.

Many creatures of Chaos roam the Troll Country: Chimeras, Minotaurs, Ogres and Beastmen, and as its name suggests, numerous Trolls. These are far more dangerous than their southern kindred, horrifying monsters mutated by the seething energy of Chaos. Sometimes Kislevite patrols, by the direct order of the Tzar or Tzarina, will ride here to challenge the warbands and slay all the Trolls they find. But such exercises are ultimately futile, for the hordes of Chaos are numerous, and slaying a mere few hundred individuals is only a drop in the ocean of foulness.

It is here that the armies of Chaos assemble when the winds of magic blow from the north and the tide of Chaos rises. The followers of the four Dark Gods gather around gruesome monoliths erected in honour of their dark masters. Beastmen emerge from the forests, guided by the visions of their shamans. Champions of Chaos bring their warbands to battle, and Chaos Sorcerers harness hordes of monsters to their will. The gods themselves send forth Daemons: the greatest of all their servants.

THE DARKNESS GATHERS

Thus far the armies of Chaos have been turned back, but at an ever-increasing cost. The Dark Gods bide their time, waiting for the right moment to send their armies forth to claim the world for their own. It may take months, years or centuries before the hosts of Chaos come again. But what does time mean to gods who are eternal, who existed before the world and will exist long after the stars fall from the sky?

Whatever happens, one thing is certain: the power of Chaos is like an eternal shadow which cannot be defeated nor diminished. Over time Chaos will grow stronger, while those that oppose it will grow weaker. One day the armies of Chaos will gather for one final battle, and the world will end in blood, darkness and despair. It is foretold that soon the time of the last and greatest of the Champions of Chaos will come upon us, and the hordes of the four Chaos Gods will claim the world for their own.





THE DARK GODS

THE CHAOS GODS

There are four great Chaos gods – four brothers in darkness – who rule the infernal region known as the Realm of Chaos. This is not a material realm but a place without physical or temporal boundaries, a vast formless limbo that exists beyond the light of any sun or star. From their vantage point beyond space and time the Chaos gods ponder the feeble antics of mortals much as a man might study a nest of ants.

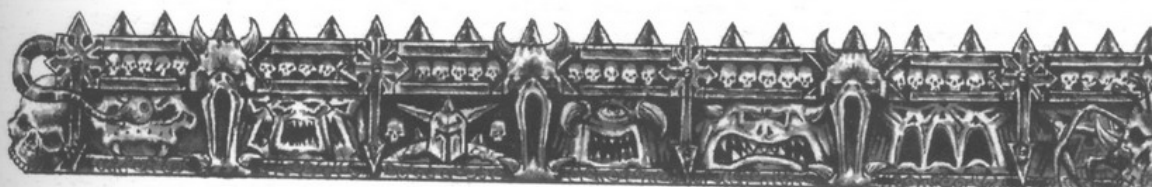
They watch the progress of one tiny creature for a while, until the struggles of a more interesting individual captures their attention. Occasionally their gaze is drawn elsewhere, to another world, perhaps or some other godly concern. For a while mortals are left to pursue their own ends in their own fashion. Such is the nature of the gods, for they are as whimsical in their favour as they are in their anger, and their plans are beyond the wit of any man to comprehend.

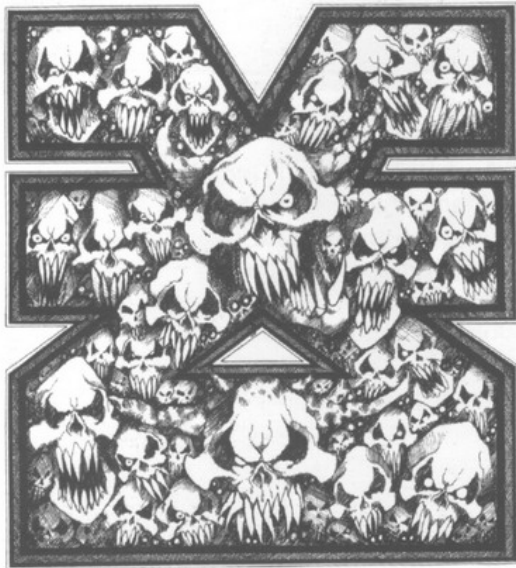
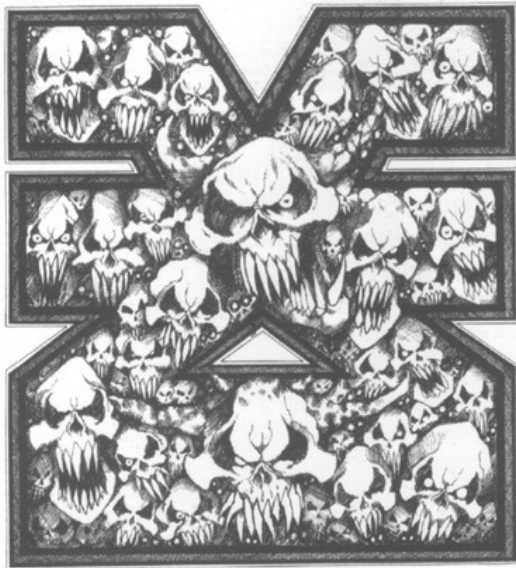
The four great Chaos gods are named as follows. The first and greatest of all is Khorne, the Blood God, who is also known as the Lord of Skulls. Second in power is Tzeentch, the Changer of the Ways, called by some the Great Sorcerer. Next is Nurgle, the Lord of Decay, who is also the Master of Plague and Pestilence. Nurgle is the most resplendently foul of all the Chaos gods. Last of all is the youthful Slaanesh, the handsome Prince of Chaos, seductive and perverse in his supernatural favours. The four gods are known throughout the world by many other names, and their shapes vary, but no matter what their appearance or name, they are the Four Great Gods of Chaos.

KHORNE

Khorne is the Blood God, the god of battle, the angry god whose bellows of insatiable rage echo throughout time and space. He sits upon a mighty throne of brass atop a vast mound of skulls. A sea of splintered bones extends infinitely in all directions from him, the remains of those slain by his conquering champions. Khorne is a god of warriors, and his gaze is drawn towards battles. He shows favour to those who fight for what they desire: to great warriors, and to mighty war leaders. Khorne respects strength, honour, and martial skill.

Khorne wears ornate armour of black metal and brass. He leans upon a mighty double-handed sword made from the same black substance. His body is broad and muscular and his head has the features of a fierce dog superimposed over human form. Upon his fingers he wears many brass rings, some





embossed with his own skull rune. Thus he appears in visionary form to his worshippers, but who can say what shape the gods may assume for their own fell purposes?

Khorne is the most powerful of all the Chaos gods. His chief rival is Tzeentch, the Great Sorcerer, who is the patron of wizards just as Khorne is the patron of warriors. Of course, this rivalry does not prevent Khorne and Tzeentch from fighting for a common cause when it is convenient to do so. Combined, these two gods are always more powerful than the others. Of all his brother gods, Khorne most despises Slaanesh, whose prancing fopperies are an affront to Khorne's sense of honour and martial pride. Even so, Khorne makes use of the Prince of Chaos when necessary, as much as it may gall him to do so.

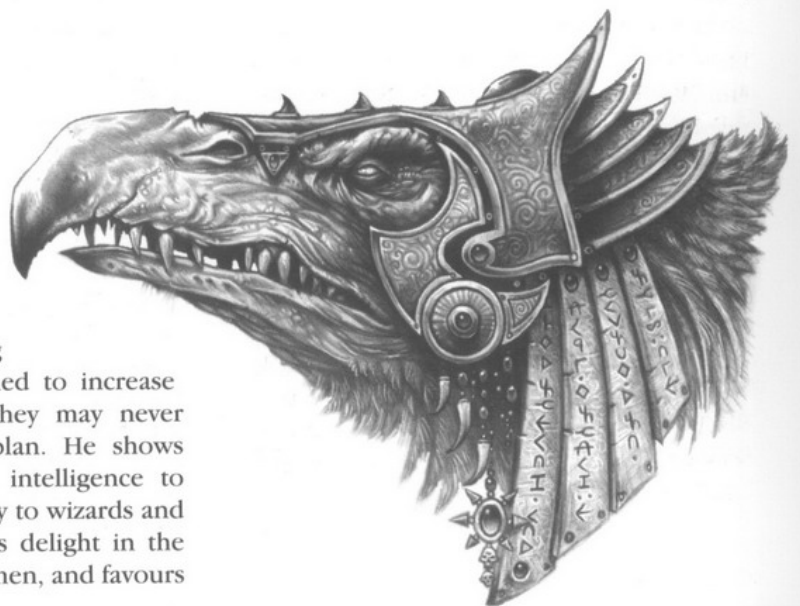
TZEENTCH

Tzeentch is the Great Sorcerer, the god of magic and master of the mutable time stream. He is known as the Changer of the Ways, the one who directs the fate of the universe. Tzeentch guides unwitting mortals along paths destined to increase his own power, though they may never realise their part in his plan. He shows favour to those who use intelligence to control the world, especially to wizards and magical creatures. He takes delight in the plotting and politicking of men, and favours

the cunning over the strong, the manipulative over the violent. Tzeentch is the Great Conspirator, the master of plot and intrigue. Few of Tzeentch's plots are simple, and many may appear contradictory to others, or against Tzeentch's own interests. Only Tzeentch can see the trails of potential futures weaving forward in time like multicoloured threads. Tzeentch's plans reach through time and space, and can carry through untold centuries. For what is a mere hundred years to a god who existed before the dawn of time and will exist long after the world is no more.

Tzeentch is the most weirdly formed of all his brothers. His skin crawls with constantly changing faces which leer and mock those who look upon him. As Tzeentch speaks these faces repeat his words, often with subtle but important differences of meaning. The god's puckered face is formed upon his upper torso, so his head and body are one. From above his eyes spring two sweeping horns of great length. He appears suspended above a sea of swirling, multicoloured mist. In this form he speaks with his followers and in such shape he is depicted in his temples.

Tzeentch is almost as powerful as Khorne but his power takes on a very different form. Tzeentch is the master of magic and subtlety. It is Tzeentch who holds the Realm of Chaos beyond time and space and it is he who watches over the destiny of the material universe. His plots are complex and interwoven, and he is the principal architect of secret alliances amongst the Dark Gods.



Only fools claim to understand Chaos, for by definition Chaos is inhuman and incomprehensible. The mortal sages and mystics who dare to debate upon the nature of Chaos succeed only in attracting the attention of the creatures of Chaos. Many wise men have been carried alive and screaming to the charnel houses of the Realm of Chaos, there to writhe in eternal debate with the daemons of Torment.

Some of them have claimed that Chaos, in its eternal diversity, has spawned an infinite number of gods. Others say that all the apparently different gods are no more than different aspects and manifestations of one supreme being: The Great Unnameable One, The Abomination, The Unspeakable Beast, The Chaos Undivided.

But the true nature of Chaos is beyond any comprehension. No mere mortal can ever hope to understand these matters, and the wise do not puzzle too deeply over Chaos gods, or try to fathom their wars, rivalries and bickerings.

NURGLE

Nurgle is the Great Lord of Decay who presides over physical corruption and morbidity. Disease and putrefaction attract him like a fly to a rotted corpse. It is the lives of lepers and the sorrows of the sick that fascinate him most. For his amusement he devises foul contagions which he inflicts upon the world. Many of the most horrible diseases are the creations of Nurgle, including the nauseating Red Pox and the most disgusting of all: Nurgle's Rot.

The god's gigantic body is bloated with corruption and exudes a sickly, diseased stench. His skin is greenish, leathery and necrotic, its surface pock-marked with running sores, swelling boils and numerous signs of infestation. His inner organs, rank with excremental decay, spill through the ruptured skin to hang like bunches of grapes around his girth. From these organs burst tiny Daemons which chew and suck upon the nauseous juices within. This is the appearance of the Chaos god Nurgle, though mere words can barely do justice to his truly impressive foulness.

Although Nurgle is ranked behind Khorne and Tzeentch the truth is that his power is not necessarily weaker, just less stable than that of the other gods. His passion is to unleash ghastly pestilences upon the world, and at such times his power rises to a peak. Like a plague his power grows and may reach epidemic levels, temporarily overshadowing that of all the other gods put together, before waning again.

SLAANESH

Slaanesh is the youngest of the Chaos gods and is known as the Prince of Chaos. Of all the Dark Gods, he alone is divinely beautiful. Slaanesh is seductive as only an immortal can be, disarming in his innocence, utterly beguiling in his manner. He is drawn to mortals possessed of physical beauty and charm. All the sensual pleasures of art, music and companionship fascinate Slaanesh. He is master of luxury and indulgence, of cruel passions and hidden vices, and of the terrible temptations that only a god can offer.

In bodily form Slaanesh is perfection: long-limbed and elegant, with a haunting androgynous beauty. It is said that it is impossible for a mortal to look upon that divine face without losing his soul, for all who see Slaanesh become slaves to his slightest whim. Some say that Slaanesh can assume male, female or hermaphrodite form at will, but to his followers he manifests himself as a young man, clean limbed and fresh with the vigour of youth.

Though Slaanesh is the least of the Dark Gods of Chaos, he is an important player in the divine game. His support is an essential part of any alliance between the Chaos gods. The favour of Slaanesh can easily swing the balance of power between the gods, giving Slaanesh an influence disproportionate to his power. Nonetheless, the power of Slaanesh is growing all the time. Soon the Prince of Chaos will come to rival the other gods and, who knows, even rise above them.



DAEMONS

There are few in the lands of the Old World who are willing to even acknowledge the existence of Daemons, the dreaded creatures of Chaos. Men fear these lordly beings of the night, and try to forget they exist by dismissing them as mere fables. Still, there are those who study daemonology, the lore of Daemons.

Over the years, wizards and wise men have studied Daemons, in their quest for knowledge. They have collected all their knowledge into great books called grimoires, along with their notes on how to summon or banish these fell servants of Chaos.

Some of these ancient books are kept behind locked and guarded doors in the cathedral of Sigmar in Altdorf and the great temple of Ulric in Middenheim. On their pages, made of human skin, written with ink distilled from blood, are described the denizens of the dark. In times of dire need, when the forces of darkness threaten the world, the keepers of these temples consult the tomes, hoping to find help in their plight. Such actions are filled with peril, for the temptations of Chaos are often too much for mortals, and many of those who seek to become masters of Chaos succumb and become slaves to darkness instead.

There are many types of Daemons, from lowly Nurglings to the mighty Bloodthirsters of Khorne. All of them are blasphemous

offences to the order of the world. Daemons consist of psychic energy, of lies, fears, desperation and rage, given shape and form by our emotions, drawing from the deep unconscious minds of sleepers and madmen. The magical energy that saturates the Warhammer world allows them to sustain a physical form.

Daemons are the only true, pure creatures of Chaos. They are born from the raw power of it and their form is shaped by the merest whim. Their appearance and behaviour always reflects the Chaos god they serve. The Daemons of Khorne, the Blood God, are insanely ferocious, violent and warlike, asking for nothing but the chance to rend their opponents apart with their claws and hell-made weapons. The servants of Tzeentch are blessed with the cunning and wit of their master, and have the rare power to wield magic. The Daemons of Nurgle are like the plagues they spread, corrupting and loathsome. Whatever the Daemon, it always represents the ideals and purposes of the greater power it serves.

Daemons are not physical, mortal creatures in any sense: they are formed of psychic energy with such a ferocious will that they can sustain a physical form moulded of the raw stuff of Chaos. They are capable of withstanding all kinds of damage and shrugging off the most horrifying wounds. Poisons do not harm Daemons and they need no food, air, or rest to sustain themselves.



Apart from the servants of the Four Great Gods there are infinite numbers of Daemons formed by the whim of Chaos undivided, monstrous horrors whose shape and psyche are completely alien to Man. As the power of Chaos waxes, the Daemons march with the armies of Chaos, bringing death and destruction to mortal lands.

DAEMON PRINCES

While there are many mortals who follow Chaos – cultists, barbarian tribes and renegades from human society – most of them use the Chaos gods just to gain power in a world where power is hard to come by. They think that they use the Chaos gods, but in the end this will not profit them, for damnation will claim them sooner or later. All their petty ploys and dark deeds ultimately serve their masters, and they will simply provide the Dark Gods with more energy to grow ever more bloated with power.

But there are those who follow Chaos with a deep, fervent faith, pledging themselves to it, body and soul. There is an ultimate prize for those Champions of Chaos that show unflinching devotion to the Dark Gods of Chaos. If the Champion survives the endless battles, the ravaging mutations granted by their masters, and finds favour in the eyes of the fickle gods, he will be rewarded. The patron god of the Champion will elevate him to his side as a Daemon Prince, forever bound to darkness.

Daemon Princes are mighty beyond mortal comprehension. They have passed beyond petty human concerns, rising to the highest level of power, gaining immortality, and becoming the enemy of all life. There are many who set on the path to damnation in the vain hope of attracting the favour of the gods. But for every champion who raises his head and roars his triumph to the skies as a new-born Daemon Prince, untold thousands perish on the battlefields or end their lives as mindless Chaos Spawn.

Daemon Princes are great in stature, looming over the lesser creatures, their bodies twisted to a form pleasing to their master. They wield arcane weapons, often of a magical nature, and are bedecked in jewellery covered with the symbols and runes of their patron deity.

The variation between Daemon Princes is almost endless, both in power and in form,

but those that follow Tzeentch are often granted powers of sorcery and arcane knowledge, while the Daemon Princes of Slaanesh are often blessed with the gift of divine physical beauty, even if their souls are corrupted and evil. The Daemon Princes of Khorne may be terrifying creatures, in a constant state of rage, or they can be mighty warriors full of martial discipline and pride. It is the Daemon Princes of Nurgle though that are the most revolting. Their plague-ridden bodies are bloated and rank, covered in mouldering robes and rusted armour.

Some Daemon Princes will enter the Realm of Chaos to serve their god in other worlds or dimensions, while others will serve as the commanders of Daemonic armies, destined to wage eternal war on behalf of their masters.

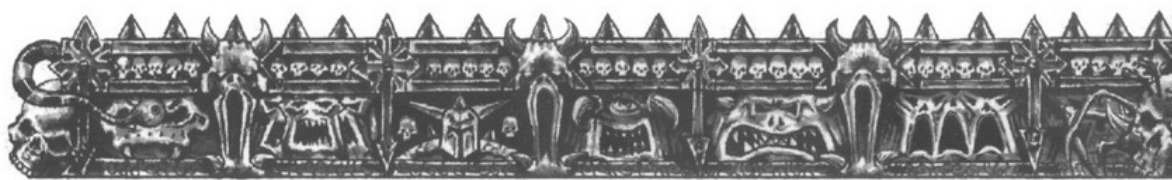
And behold, the Daemon Prince comes in the full panoply of war. At his passing, the trees scream their rage to the uncaring sky and the stones writhe with hatred. He hunts the enemies of his Master, for his meat is mortal flesh and his wine mortal souls.

He has been attired for battle by his Master. At his left hand moans a Daemon, bound in the shape of a sword. Its songs of blood and hatred echo forth, and fill the sky with a terrifying sound that stirs the dead and slays the living. At his right hand stands a pack of Daemons, huntsmen all, waiting for the moment to release their hounds, thirsting for blood and skulls and the taste of innocent souls.

Behind the Daemon Prince waits the legions of his Master, arrayed in fluted and gold-chased armour, brighter than the sun and darker than midnight. Each holds a shrieking sword, all of which scream in disharmony with his blade. Each joins the chorus of Chaos, a promise worse than death for those who hear it. Above them rise the bloodied icons of their Master. Beneath the feet of the Daemons the earth itself writhes, as if seeking to escape their presence.

Behold, the Daemon Prince comes and the time of woe is upon us.

Grimoire Daemonicus





HORDES OF CHAOS

"Being in the main an examination of the foul beasts and creatures that do battle to further the ends of their dark masters, and a description of the numberless unnatural monstrosities that accompany them in spreading mayhem."

THE CHILDREN OF CHAOS

The Old World is saturated with the mutating power of magic. It leaks through the inter-dimensional gate in the far north and permeates the entire world. This power is strongest in the immediate area around the shattered gateway. Further away the mutating magic weakens as the distance from the gate increases.

The far north of the Old World is home to many strange creatures distorted by the power of Chaos. All manner of shapeless beasts and unrecognisable monstrosities can be found in these regions: heinous things with bloated and horrible bodies that writhe with tentacles, creatures whose maws dribble and gape in their unending hunger for blood, and other beasts of every conceivable, terrifying form stalk the lands searching for the weak and feeble. These monsters depend upon the strength of the local magical field to survive. Fortunately they cannot wander too far south, for the power of Chaos becomes too weak to sustain them and they perish.

Many lesser Chaos monsters thrive in the Old World, beings that do not need as much invigorating power to sustain them as the more heavily mutated things of the far north. The most common are Beastmen and their cousins, creatures possessing something of the intelligence and form of men. Other creatures of this kind include the fearsome Minotaurs, vast bull-headed monsters that often ally with Beastmen. All these creatures, and more besides, are called the Children of Chaos. They are marked with mutations and their evil souls belong indisputably to the Chaos gods.

BEASTMEN

Beastmen are wild and brutish creatures who care little for other beings and despise humans above all else. They have bodies that are half-man and half-beast, usually with the horned head of a goat. In battle they

combine ferocity with a savage lack of discipline, fighting and battling amongst themselves in their eagerness to get at the enemy. There are several types of Beastmen, but they can be divided into two rough categories: Ungors, who are the more numerous, twisted creatures that combine the worst qualities of a man and a beast, and Gors, a gigantic breed of Beastmen, a mix of some powerful animal and a man.

Beastmen are the Children of Chaos itself, and their mutated forms and twisted minds are in the service of Chaos from birth. There is no need for the Dark Gods to corrupt them.

Beastmen willingly embrace their heritage of Chaos, for although they have the intelligence of a man, they employ it with the base cunning of a wild animal. Beastmen are not natural creatures: they first came into existence when the polar gateway of the Old Ones collapsed, showering the world with mutating warpstone dust. It worked a dreadful change on many of the ancestors of humans, causing severe mutations. Hence, Beastmen were created: half-man, half-animal, wholly chaotic.

Beastmen live in roaming warbands led by the strongest among them. They infest the forests and the wastelands of the Old World and beyond, being most numerous in the far north and the Forests of Shadows. But even in the relatively safe lands of the south, in chivalrous Bretonnia and the bright lands of Tilea, the ancient forests harbour hidden Beastman camps.

Beastmen are the most numerous of the creatures of Chaos. Their numbers can only be guessed at, but many scholars fear that they outnumber mankind. They pose an unavoidable threat to the travellers on forest roads and to small villages and farmsteads. Often homes or hamlets are raided in the night, their inhabitants slain, the buildings burned down, and the animals carried away to be consumed by the Beastmen.

Beastman hordes are extremely dangerous in battle; a ferocious mass of brutish warriors, great lumbering chariots, packs of slaving Chaos Hounds and numerous bands of Ungors eagerly tear apart any enemies that dare to stand in their way. Towering above the Beastmen come bellowing Minotaurs and ahead of the horde fly Harpies, anticipating the battle, ready to feast on the carrion. The Beastmen pour from their forests in endless masses, stretching across the horizon. Often the horde breaks quickly into warring factions, for the Beastman are Children of Chaos and organisation and order is an alien concept to them.

Only the very strongest Beastlords with a will of iron can hold together their hordes for long enough to pose a serious threat to Humans, Elves, Dwarfs, or Orcs and Goblins. But when this happens the mortal lands are in dire peril.

BEASTMAN UNGORS

Ungors (called Bray in the Dark Tongue), or Un-men, are the most common breed of Beastmen. Ungors may have one horn or many, but it won't be recognisable as that of a goat's. They may have the hindquarters of a goat, and they are roughly the same size as humans, though they are tougher and more resistant to injury than men.

Ungors are the warriors of the Beastman warbands. They often wield crude spears and carry wooden shields with hides stretched over them. They are extremely cruel creatures, full of spite and hatred, and are easily recognised by the braying sounds they make in the anticipation of battle. Ungors band together into huge

warbands, overwhelming any enemy with their sheer power and numbers. One Ungor is easily a match for a man or Elf and in vast numbers they are almost unstoppable.

The youngest Ungors fight in loose packs, acting as scouts and skirmishers for the Gors. This is considered a rite of passage whereby a young Ungor will win his place in the warrior band of his kind.

BEASTMAN GORS

The Beastman battle leaders and best warriors are always mighty Gors. Gors are larger, stronger and more intelligent than their lesser cousins: the Ungors, and treat all who are weaker than themselves with disdain. Amongst a group of Beastmen the mightiest Gor will be the leader, who has to maintain his position by fighting off challenges from other power-hungry Gors. Such a Chieftain makes his banner from the pelts of those he has defeated, so his standard becomes a gory record of his conquests.

The Beastman Chieftains often ride to battle on great chariots pulled by beasts called Tuskhors. Tuskhors are creatures of Chaos themselves, a hideous crossbreed between great horned beasts like rams





and great wild boars of the forests. The chariots are decorated with skulls and banners, and often have wooden spikes on their frames and wheels.

Gors take great pride in their horns and often polish, paint, or decorate them to enhance their natural lustre or shape. Gors sharpen their horns in anticipation of battle, and often coat them with poison to make them even more deadly.

The largest and best-equipped Beastmen warriors, second in power only to the Chieftain, are called Bestigors. These are extremely powerful warriors, and often serve as leaders of smaller raiding parties.

BEASTMAN SHAMANS

Beastman Shamans are a very special kind of Beastmen for they have magical powers, although they do not study magic. Beastman Shamans are born with the gift of sorcery. It is a boon from the Chaos Gods, and Beastman Shamans know their spells intuitively.

It is said that they can 'spirit walk' in the Realm of Chaos itself, communing with the Daemons of the Chaos Gods. Shamans can seek advice and portents of future events, and can relay the orders of the Chaos Gods to the Beastmen.

No other Beastman will harm a Shaman, even if he is from a rival warband. Slaying a Shaman is believed to bring the wrath of Chaos upon the killer, and that is one of the few things that even the brutish Beastmen fear. Even on the battlefield Shamans can walk freely, their brethren making way for the mighty prophets of Chaos.

BEASTMEN AT WAR

Rival Beastmen warbands are fighting against each other all the time, be it over disputed territory, booty, or just for the sake of it! But equally often the Beastmen band together in strength, either to attack a common foe or defend themselves against an attack.

Beastmen gather around their holy herdstones, attracted by the bonfires lit by a Beastman Chieftain who wishes to call the scattered warbands together. The Chieftain will explain why he has gathered them, which usually involves a plan to fight somebody, whether it is the hated humans,

the pitiful Dwarfs or some other foe. Often the Chieftain is guided by a portent or dream of his warband's Shaman, and thus he is doing the bidding of the Chaos Gods themselves.

If the assembled warbands are in favour of the plan, all the Beastman Chieftains present fight each other, the strongest emerging as the leader of the horde. The Chieftains fight unarmed, often with their hands tied behind their backs. This is done so that the warbands will not lose their leaders, but even so the great horns and sharp teeth of the Beastmen are often enough to cause fatal injuries. The winner is given an honorary title of Beastlord or Gorlord. He will now lead the Beastman horde. If the plan of the Beastlord serves the cause of Chaos, the Minotaurs guarding the herdstones will join the horde as well, lending their formidable aid to the Beastman army.

The best warriors chosen by the Beastlord from amongst the Beastman Gors will band together into one horde. They will be equipped with weapons and armour stored in the treasure trove of the herdstone. These hand-picked warriors are called Bestigors, which in the Dark Tongue of Chaos means Battlelords. They wear the heaviest armour available and cover their faces with hoods, often made of chainmail. They carry heavy hafted weapons like halberds, often looted from humans and laid at the herdstone as offerings to the Dark Gods. This is a high honour, and the the Bestigors pledge to fight to the death for the Beastlord.

HERDSTONES

The meeting grounds of the Beastmen are marked with great standing stones called herdstones. These are often immensely ancient monoliths carved from fallen meteors and decorated with the runes of the Chaos Powers.

The herdstones are always erected in places where the winds of dark magic blow strongest. These are the holy places of the Beastmen where the power of Chaos holds sway. They are well hidden and protected by Beastmen warbands, and are often guarded by Minotaurs, the gigantic bull-headed creatures of Chaos.

HARPIES

Harpies are loathsome creatures of Chaos, winged beasts with a shape vaguely resembling a humanoid. The scholars of the Old World believe that Harpies are a breed of Beastmen, given the gift of flight by the mutating power of Chaos. Most commonly they live in the caves of the Northern Wastes and the Troll Country, but often the woods around Beastman herdstones are infested with nests of Harpies as well. When the Beastmen gather for war the Harpies follow them, eager to feast on the dying. Indeed, the Beastmen feed the Harpies with carcasses of the slain to attract them to join their warbands.

Harpies are truly chaotic creatures, psychopathic and dangerous, without any order amongst themselves save the rule of the strongest. The men of the Old World believe flights of Harpies to be an ill omen – and with good reason, for Harpies are far too often followed by the hordes of Chaos.

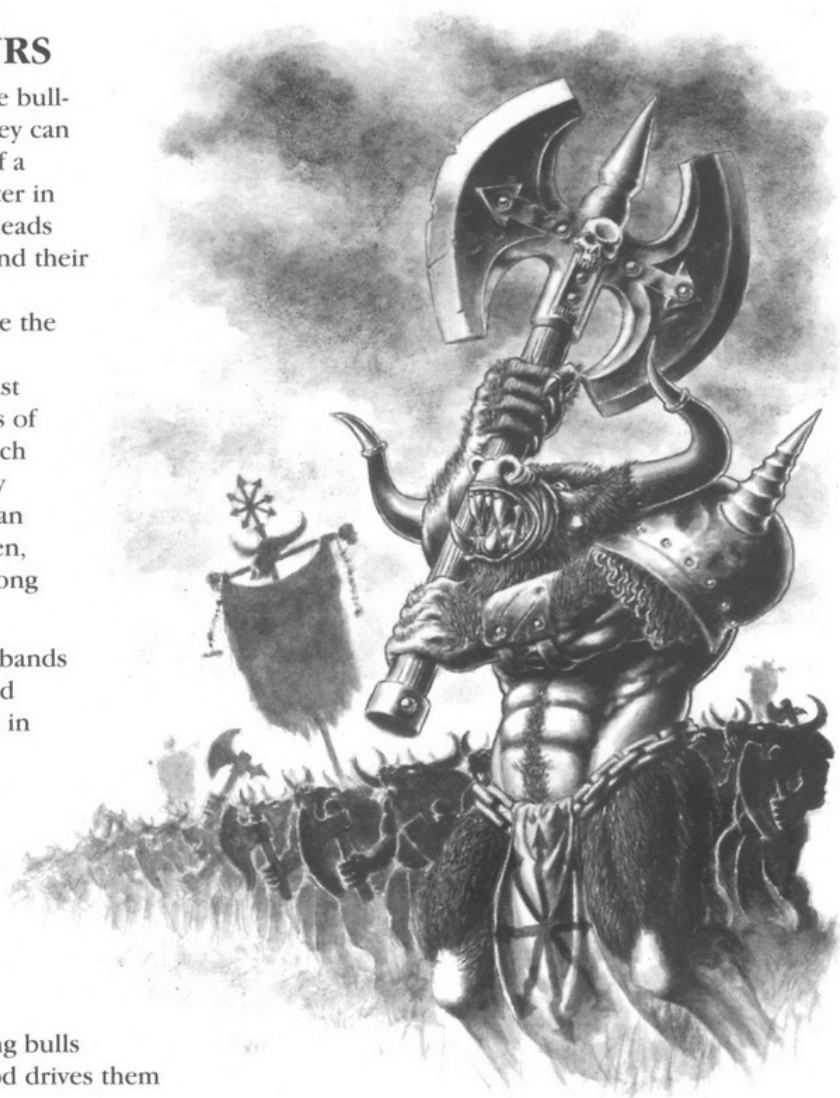
MINOTAURS

Minotaurs are massive bull-headed monsters. They can be twice the height of a man and are far greater in bulk. Their gigantic heads are broad and ugly, and their horns are sharp and dangerous. Many have the cloven-hoofed hindquarters of a beast and other deformities of the body that the touch of Chaos brings. They are less intelligent than Men or even Beastmen, but are uncannily strong and powerful.

Minotaurs live in warbands of their own kind, and make their territories in the very deepest and most dangerous parts of the forest that even Beastmen tend to avoid. Normally ponderous and slow-witted, battle turns them into raging bulls and the scent of blood drives them

to violent excesses. In the midst of combat they tear their enemies apart and swallow down great chunks of bloody flesh, quenching their thirst upon the blood of the dying whilst the battle rages on around them.

The herdstones of the deep forests are encased within crude stone-built shrines erected by the Minotaurs to the glory of the Chaos gods. Within the shrines they hoard the weapons, armour and skulls of their defeated foes. It is supposed that these treasure houses are guarded by the watchful eye of the Chaos gods – certainly only the most foolish of creatures would dare to desecrate such places. Minotaur warriors bring their trophies to the shrines, and often these tiny buildings are almost buried under a mass of rusting weaponry and festering bones. It is said that the Chaos gods commune with favoured Minotaur warriors within the shrines, answering their prayers and granting such gifts as they see fit.



DRAGON OGRES

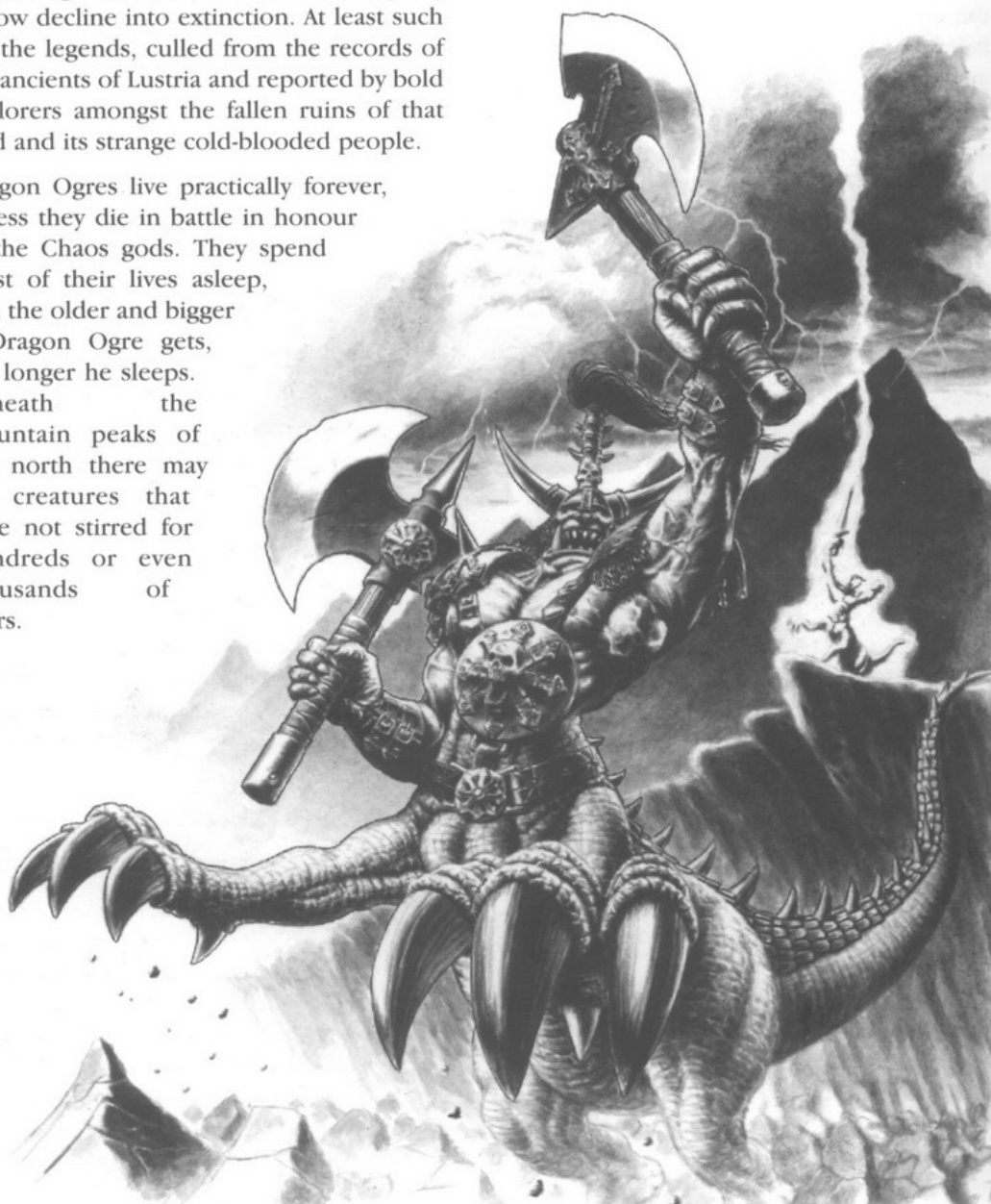
When forks of lightning sunder the night sky and the roar of thunder bellows over the land, the people of the north say that the Dragon Ogres are fighting each other on the peaks of the Worlds Edge Mountains. Travellers, having taken shelter in some cave or hollow, might see the battling Shaggoths, as Dragon Ogres are also called, silhouetted against the raging night by lightning flashes.

Scholars of the Empire have written that Dragon Ogres are the most ancient of all the world's living creatures. They are said to be the kin of Dragons, beasts of immense antiquity who inhabited the world before the Chaos gateways unleashed the power of the Dark Gods. Acons ago their race made a sinister pact with the forces of Chaos, embracing damnation rather than accepting a slow decline into extinction. At least such are the legends, culled from the records of the ancients of Lustria and reported by bold explorers amongst the fallen ruins of that land and its strange cold-blooded people.

Dragon Ogres live practically forever, unless they die in battle in honour of the Chaos gods. They spend most of their lives asleep, and the older and bigger a Dragon Ogre gets, the longer he sleeps. Beneath the mountain peaks of the north there may be creatures that have not stirred for hundreds or even thousands of years.

On cold winter nights terrible storms assail the mountains of the northern Old World. The sleeping Dragon Ogres stir as their dreaming minds hear echoed in the thunder the roar of the Chaos gods calling them to task. For such is the pact the Dragon Ogres made and so placed themselves in eternal bondage to Chaos in return for their long years of life. The louder the thunder, the more Dragon Ogres wake, but only a storm of titanic proportions can awaken the oldest and most powerful Dragon Ogres.

As lightning bolts pour from the skies the Dragon Ogres answer the call to battle. They make for the highest peaks where they bathe in the lightning and are renewed to full potency, absorbing the power of the lightning bolts and preparing for war. If many creatures





are awakened, they battle to ascend the highest peaks and receive the lightning blasts that will invigorate them and extend their lives for another century or so. Such is the gift of Chaos that the Dragon Ogres gained in exchange for the soul of their race.

The Dragon Ogres look forward to a time when their eternal bondage will end with the destruction of the world by Chaos. Amid the lightning and thunder of the apocalypse they believe that their entire race will wake once again. Even dead Dragon Ogres will rise from their graves, and the sire of all Dragon Ogres, Krakanrok the Black, will emerge from his ten thousand year slumber to lead his people to their final rest.

OGRES

Ogres are gross and ugly humanoids who love to fight and kill.

Many sages and scholars believe that they were formerly human, but tainted in the unfathomably distant past by the effects of Chaos. Even so, they are not wholly creatures of Chaos. They have a free will and their souls do not belong to Chaos from birth. While they are brutal and have no respect for the weak and helpless, they must enter the service of the Dark Gods willingly before the Chaos can claim their souls. Many of the most brutish and coarse Ogres do this in return for power and the promise of eternal battle. Many others hire their services as mercenaries to the mortal lords of the Old World.

Ogres are most common in the north, in the lands of Norsca and the domains of the

Chaos Marauders. Here their lives are one continual battle – exactly as the Ogres like it.

Ogres are extremely large, frightening and powerful, with thick limbs bulging with steely muscles. Their bones are massive, and their skin is said to be as thick as that of a bull. In combat they favour immense bludgeoning and chopping weapons, using their powerful arms to heave destruction through the ranks of their foes.

THE NAMELESS CREATURES

Chaos is great and marvellous in its variety, and the natural world cannot compete with the bizarre diversity of form that the touch of Chaos brings. Beastmen, Minotaurs, and the other creatures described here are but some of the misshapen monstrosities that Chaos has created. There are many other creatures which show clear evidence of the mutation that Chaos brings, such as the Skaven, Manticores, Chimera, and Griffons. Even humans are not free of the taint, and there are many mutants lurking in the lands of the Empire.

The dark forests and subterranean depths hide many things of foul form and evil disposition. These are not creatures of any recognisable species or type, their ancestry is submerged beneath generations of physical corruption. They have no name, these Children of Chaos, but they are there – waiting. When the power of Chaos grows strong and the dark gate pours forth its evil energy then the Children of Chaos will rise from the shadows – braying, screaming and howling in anticipation of the final victory of the Dark Gods.



SLAVES TO DARKNESS

"Being an account of the mortal followers of Chaos the four great tribes of the north, the warriors of Chaos, and the misguided worshippers of the Dark Gods hidden amongst human society. Also being in part a demonstration of the diverse processes by which those foolish mortals who serve the Dark Gods come to their just rewards, including a discussion on the fates of such mortals at the hands of Chaos."

THE MORTAL FOLLOWERS OF CHAOS

The gods don't only fight their battles in the immortal universe: their armed forces confront each other in the mortal realm as well. On countless worlds throughout time and space the Chaos gods struggle for supremacy, each god determined to make every world his own. The Old World is one of the most fiercely contested battlefields of all. Here the Chaos gods vie with each other to win the loyalty of Chaos creatures and the souls of men.

Every god directs his own followers, sometimes to ally with the followers of other gods,

sometimes to oppose them. As the world sinks into anarchy the forces of Chaos swell and the doom of the world draws closer.

Gods of Chaos desire mortal followers above all else, for every human soul dedicated to Chaos swells the power of the gods and



hastens the destruction of the world. It may come as a surprise to find that the Chaos gods value their human followers far above their own minions, the Daemons that serve them and the creatures of Chaos whose forefathers they created. Nonetheless this is so, for Daemons and monsters have little choice about their nature, and the only way the Chaos gods can increase their power is to recruit men and other free-willed creatures to their cause.

CHAOS MARAUDERS

In the far north lies the land of the everlasting ice. Here, amongst the mountain peaks and unwelcoming hills, Chaos reigns supreme. It is a land that few of the soft inhabitants of the Empire or Bretonnia could endure. In winter the cold is so great that it can freeze a man within moments. The land lies under the shadow of Chaos, and the sun is rarely seen. Its landscape is riven with deadfalls and chasms and the earth often trembles, creating new dangers and burying the unwary. Warpstone dust from the Realm of Chaos twists the beasts that live here into new, horrifying shapes.

Yet even here, in the most unwelcoming of all the lands, men live. Tribes of humans, if they can be called such, inhabit the mountains and the valleys. Such a deadly land breeds deadly men. Only the strongest survive here, and they earn their right to live by fighting the monstrous creatures of the land. There is only room for the strong and the weak are doomed to perish. These northerners are tall men, powerfully built, with large, well muscled frames and long limbs. How long they have been here no-one knows, but they are an ancient people. Some of the monoliths, erected to glorify the deeds of the champions of their gods are extremely ancient, predating the time of Sigmar.

These barbarians dress in furs and tattoo their bodies with evil symbols to attract the attention of their gods. Mutations amongst them are common and they are seen as a mark of divine favour. These tribes are collectively called Marauders, or Chaos Marauders, though in fact they are divided into many tribes.

There are countless warbands of Marauders, but most of them follow one of the great totem gods. These are Chron or Khorne, the

Hound of War; Tchar or Tzeentch, the Great Eagle; Nurgal or Nurgle, the Skeletal Crow; and Loesh or Slaanesh, the Mighty Serpent. Some Marauders follow the Great Nameless god, Chaos Undivided, but these are much rarer. When the volcanoes that rise amongst the mountains spew forth fire and brimstone it is seen as a sign from their gods who, they believe, live farther north, beyond the Mountains of Dusk.

Of all the skills that men associate with civilisation the barbarians excel only in the making of weapons, for the Mountains of Frost and Dusk are rich with mineral deposits. The Marauders would present a dire threat to the world were they not so divided and continuously warring against each other. It is indeed fortunate that their lands are separated from the Old World by the mighty Mountains of Frost.

The Marauders carve great wooden totems to their pitiless gods, and fight endlessly in their honour. Blood flows under the cold stars as the tribes fight with each other and the bands of Beastmen and Orcs that roam the land.

Beyond the Mountains of Dusk is the Realm of Chaos, the domain of their gods. The Chosen Ones, the greatest amongst the Marauders, can cross the mountains and the Tainted Sea when called by the gods to serve as Chaos Warriors, the retainers of the Chaos Gods. Each Marauder aspires to join them, and strives to distinguish himself in the service of his god.

It is said that the tribes wait for an Arch-Champion: a mighty lord blessed by the Chaos gods who will gather all the tribes under his banner. He will be served by Daemons and Children of Chaos alike, and will eradicate the feeble nations of Men, Dwarfs, Elves and others who resist Chaos. Every Marauder believes that this Champion will come from amongst his own tribe, and destroy their hated rival tribes as well as the weak Dwarfs and soft men of the Empire and Kislev. Marauders pray for a sign from their gods that it is time to raise their blood-soaked standards once again and march against the free people of the world. That day is not far away, for even now the Shamans dream of a terrible slaughter that is to come, and the warriors of the four totem gods sharpen their axes, eagerly awaiting the time when those gods will come to claim the world for their own.





THE MARAUDER TRIBES

TRIBE OF THE HOUND

The Tribe of the Hound is the first and the greatest of the tribes. They are mighty warriors who carry huge, deadly axes to battle.

Their god is depicted as the Great Hound of War, eternally thirsting for blood. Its howl is full of strife and battle, and the only way to appease this merciless god is to wage war and slaughter every living thing on the field of battle. The Marauders call the Hound god Chron. They believe that fire is his element and that the rage of volcanoes is a divine omen, meaning that Chron is angry and demands greater bloodshed.

The Great Hound is but another form of Khorne, the great Chaos god of war. He is the god of rage, but also of martial spirit and battle prowess. His tribe is the largest and the most powerful, and they openly scorn the other tribes. The Tribe of the Hound is eternally waging war, and only by proving his prowess at arms can a tribesman rise to a more dominant position.

It is the Great Hound of War that gave the gift of weapon making and the secret of steel to the Marauders, so that they could shed blood in his name. They also raid Dwarf strongholds to gain weapons and armour, and the Dwarfs hold them amongst their most bitter enemies.

The Tribe of the Hound breeds gigantic Wolfhounds, slaving beasts often warped by power from the Chaos Wastes. Many of them hunt in savage packs, adding yet another danger to this inhospitable land. These are the Chaos Hounds – the dreaded hunters of the Northern Wastes.

TRIBE OF THE GREAT EAGLE

Second in power only to the Tribe of the Hound is the Tribe of the Eagle. The Marauders of this tribe describe their god as a gigantic eagle that soars high above the world. His unblinking eyes see all, and he understands the hearts of men better than any of his immortal brothers. Air is his element, and in the trance-like dreams of his Shamans he always soars above the land, observing the fascinating antics of the puny

Talenchar, Shaman of the Great Eagle, smiled a crooked little smile. Harwulf, the Chieftain of the Bloodwolf warband sat opposite him on the red mat. Harwulf had been most emphatic that if the tribes struck now the accursed followers of the Snake could be crushed.

Talenchar had readily agreed. Harwulf had laid out his battle plans, showing that nothing could stop the tribes from utterly defeating the foe. Talenchar had taken one look and pronounced the plan flawless. Harwulf had reminded Talenchar that he still held Talenchar's daughter hostage against treachery. Without even blinking Talenchar had acknowledged this fact.

Sweating slightly despite the cold, Harwulf had brought Talenchar's attention to the amulet which protected him from magic. Talenchar tried not to smile as he observed that yes, Harwulf was immune to his powers. Thoroughly unnerved, Harwulf had stood up to go and Talenchar had bidden him a safe journey. From within the tent he could easily hear Harwulf's vast bodyguard form up around their leader.

When the jingling of their horses' bridles had died away, Kessi, truthspeaker for the Blacksnake warband, had emerged from his hiding place. He seemed upset. He wanted to know why Talenchar had agreed to everything that Harwulf had said; did this mean that the alliance between the Serpent and the Eagle was over? Angrily, he went to sit down, but Talenchar reached out a hand to stop him. "The rug has been poisoned," he said. "Harwulf will never see his home."

"But what of your daughter?" the Snake leader asked.

"I have no daughter. Now please explain to me this plan of yours. I have other people that I must talk with."

mortal creatures. Indeed Tchar, the Great Eagle, is Tzeentch, the Changer of the Ways, in one of his many guises.

The Chaos Marauders of the Eagle tribe are cruel, cunning and treacherous. They are always allying and negotiating, making new pacts and betraying old alliances. While other tribes know of their treachery, the followers of the Eagle are far too powerful to be ignored. The warbands of the Eagle tribe never stay in one place for long, but travel from place to place, leading a nomadic life. They ride the plains in great chariots carved from the northern oaks, using them in battle to crush their enemies under the great scythed wheels. As their god delights in masquerades and deceit, the tribe mocks its enemy by wearing iron masks so that their victims never see the faces of their killers.

The Tribe of the Eagle boasts numerous Shamans, far more than all the other tribes combined. They are capable of spirit walking and communing with Daemons in their sleep. The most powerful of them will cross the Mountains of Dusk and seek to become Chaos Sorcerers.

Each year the tribe returns to its holy places to perform the rites of the Eagle, chaining prisoners to cliffs so that the blood eagles that inhabit the mountains can come to feed on their flesh. These prisoners are often former allies who the tribe have betrayed, as this sort of sacrifice is believed to please the Great Eagle above all others.

THE CROW TRIBE

The Great Carrion Crow is a terrifying god: a gigantic, flightless skeletal bird, its rotting flesh riven with diseases and maggots writhing in its belly. This is the form in which the Chaos god known as Nurgle chooses to show himself to the tribesmen of the north. The Marauders of the Crow believe that the flight of a crow tells of death: of eyes without life, of the slow lingering end of agonising wounds. The Marauders of the Crow tribe are grim men,



finding the fulfilment they seek in the horrors of battle. It is their belief that suffering and misery are enjoyable things. They carry heavy flails into battle, caring little if they strike their own warrior brothers as well as their enemies.

The wind often blows from the north, bringing all sorts of plagues and diseases with it. Suffering a plague is considered a deed that pleases their patron god, so when word of a new disease reaches them, they pray that they too will be blessed by their god. Miraculously, many of the tribesmen survive these ordeals and are even strengthened by them.

Those that are captured by the Tribe of the Crow are tortured to death. While this goes on, the pitiless Barbarians encourage the poor unfortunates to suffer in silence, as their god approves of those who accept their fate. After that they are buried deep, often still alive. This is not done out of respect, but because the earth below is seen as the domain of the Crow god and the soul of the damned prisoner will be consumed by the god of pestilence as he slowly rots below the ground.





TRIBE OF THE MIGHTY SERPENT

The Clan of the Serpent is the youngest and also the smallest of the great clans, but their numbers are growing. The Serpent god is mysterious and exotic, and thus draws a great number of new recruits.

The clansmen of the Serpent indulge themselves in all sorts of debauchery. Eating hallucinogenic plants such as mushrooms and certain roots is especially common, and the visions granted by these are regarded as signs from the Great Serpent himself. Such are the pleasures offered by the Serpent god, that joining this vigorous new tribe is a great temptation for the young warriors of other tribes, who seek change in their lives.

Before battle the tribesmen of the Serpent brew an intoxicating liquid that renders them almost completely oblivious to pain and fear, making them laugh in the face of even the greatest dangers. The warriors of the tribe sing as they go to war, and scream ululating battle cries, frightening to hear and pleasing to the ears of their god. The tribesmen of the Serpent are daring and skillful horsemen, and they use cavalry in battle more than any other tribe.

The Great Serpent lives in the sea, and it is said that he can sometimes be seen rising from the depths to consume young maidens and youths. Water is his element, and many of his followers cast themselves down from the Cliffs of Woe to join their god. Prisoners are thrown down from the cliffs as well – often tied to a large stone to persuade them to travel deeper in search of the Great Serpent.

THE ENEMY WITHIN

When the witch hunters and preachers of Sigmar warn the population of the Empire about the followers of Chaos, those who listen usually think of mighty Chaos Warriors clad in black armour and wielding daemon-bound weapons. But not all of the slaves of darkness take such an obvious guise. Everywhere there are men willing to sell their souls for the promise of power. Many devotees of the Dark Gods lie hidden deep within human society.

In the Empire and other lands, decadent nobles bored with their lives, seeking excitement and self-gratification, turn to the worship of Chaos. Many powerful men crave immortality and pledge their souls to

the Dark Gods in the vain hope that they may be elevated to daemonhood. The poor and desperate are willing to risk everything to gain an advantage in life. Taking the first step is always so easy.

Those who succumb to Chaos do not begin with any intention of doing so, but the lure of Chaos is buried deep to the subconscious mind of humanity. How many wizards in their yearning for knowledge have delved too deep and unwittingly opened their minds to Darkness? How many warriors have turned into raging berserkers, finding that the howl of Khorne the Blood God is the answer they are craving for? How many hedonistic nobles, craving for luxury, succumb to the lure of Slaanesh?

Throughout the Old World there are countless cults devoted to Chaos. Some are isolated pockets of corruption, while others, like the Coven of Delights and the Cult of the Purple Hand, are vast organisations with hundreds of members. All of them present a dire temptation to the weak-minded.

Many cults are not overtly dedicated to the Dark Gods: they are secret societies, gatherings of influential men, and many find out too late what they are involved in. By then the chance to go to the authorities has passed, since the churches of Sigmar and Ulric prosecute these cults tirelessly and anyone found guilty of worshipping Chaos, however misguided, will be burned at the stake – often alongside his family. There is no easy escape from damnation.

As the years pass, the hidden followers of Chaos become more influential. They worm their way into positions of power and authority, undermining society and waiting for the right moment to reveal their true identity. When the power of Chaos rises again, and the armies of Chaos Warriors and Beastmen come, the secret worshippers of the four Dark Gods will take up arms and rise against human civilisation in the name of the gods of Chaos.

The question is not how to separate the innocent citizens of the Empire from the worshippers of Chaos. The question is how many I can burn.

Witch Hunter Adolphus Mann to
Grand Theogonist Volkmar

CHAOS WARRIORS

Chaos Warriors are the most powerful of the mortal warriors in the service of the Chaos Gods. Most of them are warriors from the Chaos Marauder tribes, fighters who showed exceptional skill and prowess, and have been recognised by the gods of Chaos themselves.

To win the favour of their chosen god they join a Chaos warband. As Chaos Warriors they accept a life of bloodshed and brigandage in return for the chance to win their master's favour. Such favours, once granted, are not always welcome, for the Chaos gods are fickle and inhuman and their gifts often take the form of gross physical deformities.

Many Chaos Warriors come from amongst the tribes of the Chaos Marauders, but there are others as well. From the warrior classes of the Empire, Kislev and even Bretonnia come nobles bored with their life, seeking excitement, adventure and power. Others are outcasts from society: brigands, bandits and impoverished men who have nowhere else to turn. There is a comfort in belonging, even if the cost will be your very soul.

Chaos Warriors are fighters of unmatched prowess. Imbued with the power of Chaos and often encased in potent Chaos armour, they rarely find their match in combat.

Many followers of Chaos sprout tentacles, horns and scales upon their skin, or suffer disfiguring mutations of other kinds. Often their minds are affected as well leaving them liable to fits of rage, feeble mindedness, uncontrollable hysterics, and other aberrations of the spirit. But not all the rewards of Chaos are disadvantageous. Sometimes the gods change their followers in ways that enhance their physical and mental powers conferring gifts of magic, immunity from harm, incredible beauty, and immense strength.

Every Chaos Warrior prays that his god will one day choose him to be one of his Champions. As a Champion he receives further rewards, perhaps even the ultimate reward of daemonhood and immortality, for there is nothing a god cannot do and no favour that he cannot grant.



CHAMPIONS OF CHAOS

Men may turn towards Chaos for many reasons, but many do so because they seek the supreme power that only Chaos can give them. To acquire such power a mortal must attract the attention of a Chaos god. Not only must the mortal dedicate himself utterly to the god, swearing binding oaths of unholy loyalty, but he must excel in the service of Chaos if he is to earn the attention of his master. A Chaos god has many worlds and many servants to watch over, so his concerns may lie elsewhere. Even if they should happen to glance upon the Old World, the gods are whimsical in their favours and unpredictable in how they dispense them.

Khorne is most likely to find his Champions in the midst of battle, marking out the bravest and the strongest Chaos Warriors for further reward. In the case of Tzeentch it is the multicoloured winds of magical conjuration that draw his interest. Nurgle seeks out the sick and disfigured, those marred by deformity and disease. Slaanesh is the weakest of the gods and eager to acquire Champions of any mettle. One of his favourite tricks is to steal Champions from other gods, charming mortals with his irresistible beauty.



THE MARK OF A CHAMPION

A Chaos god chooses his Champions with care. If a Champion excels in his service the god's power in the mortal world increases and his influence in the Realm of Chaos is that much greater. If his Champion is defeated or, worst of all, slain by another god's Champion, then his power is weakened and his standing amongst his brother gods is diminished. Thus a god will choose as his representatives only those that show great determination and promise.

When a Chaos god chooses a mortal Champion he stamps him as his own. This sign is known as the Mark of Chaos, and takes the form of a mark on the body shaped like the god's own rune, denoting that the Champion belongs to him alone. This rune does not necessarily disfigure the Champion, for only rarely does it appear prominently on their face or hands.

In addition to this physical rune, the god gives his Champion a special gift, which is a further mark of the god's hold. This first gift is different for each of the gods. Champions of Khorne find themselves encased in a suit of Chaos armour. Such armour cannot be removed, for it is made of living metal that fuses with the Champion's flesh and becomes part of his body.

Champions of Nurgle have their diseases halted or banished altogether, for it is at the price of their very soul that their infirmities are put aside whilst they fight for him. Champions of Tzeentch are invested with the gift of magical powers. Indeed, many of Tzeentch's chosen become great Sorcerers of Chaos. The favours of Slaanesh are subtle. His gift to his Champions is that they have no fear of death or pain, revelling in the joy of battle, laughing at terrors that would drive other mortals insane.

THE CHAMPION'S REWARD

While the rewards of other followers come irregularly and occasionally, Champions are rewarded often. If they rise high in the esteem of their master then favours will be granted even faster. The Champion finds himself upon a fast road that leads to power or damnation. There is no way of telling where his fate lies until it is too late.

The rewards of the Chaos gods take many bizarre forms. Physical mutations are the

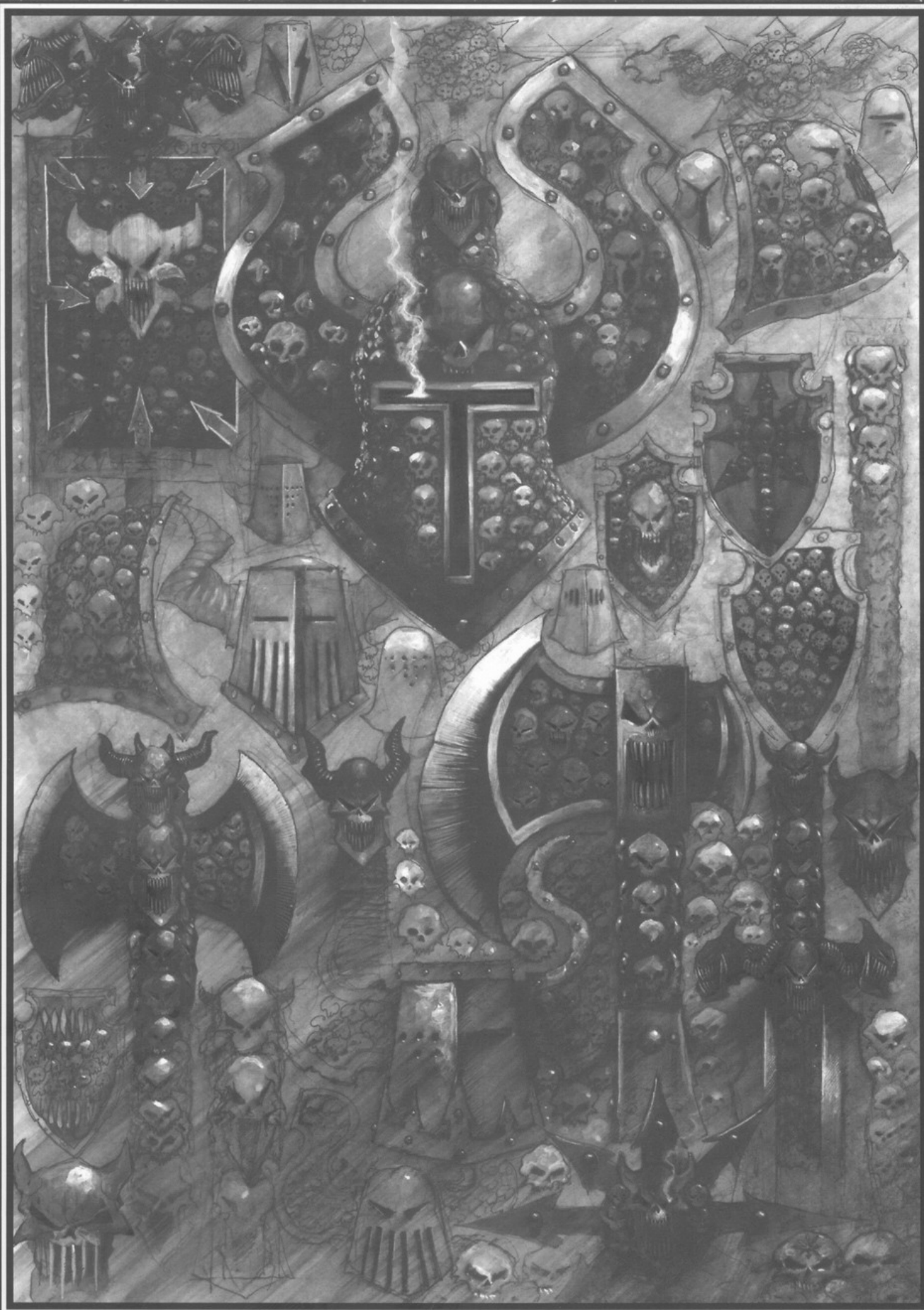
most common. Horns grow from the Champion's brow, his hands sprout long talons, his teeth enlarge into vicious fangs, or his skin becomes tough and scaly. These are but a few of the more common gifts of Chaos, as these deformities are often called. Others include long spines that grow from the Champion's body, skin that bursts into flames, limbs that elongate and develop extra joints, bodies that swell into monstrous shapes, and extra heads and limbs that grow beside his own. These physical mutations are not necessarily disadvantageous – they often confer useful abilities, especially in combat where horns and talons may be used against an opponent.

Other rewards affect the Champion's mind. He may be turned into a burling imbecile, or robbed of speech or some other sense. He may acquire extraordinarily acute hearing, keen sight, or become immune to pain. He may be given magical powers, especially if Tzeentch favours him, or he might become resistant to the effects of magic. If he is a follower of Khorne he may be gifted with astounding physical strength, martial skills beyond human comprehension, or he may even become completely fearless.

There is no change that a Chaos god cannot make, nor any power he is unable to grant. However, the gods are inhuman and whimsical, and they make no distinction between an advantageous or disadvantageous gift.

The ultimate reward that a Champion can receive is to be made immortal: to become a Daemon Prince able to live forever in the Realm of Chaos. Thus the gods turn their most favoured Champions into Daemon Princes, and these creatures scour the mortal realms in turn looking for worthy Champions for their master to recruit or reward.

Most Champions either perish on the battlefield or endure so many disfiguring and debilitating gifts that they are not worthy to become immortal Daemons. A Champion who receives gifts of a severely disfiguring and mentally destructive nature, becomes a shapeless, mindless creature called a Chaos Spawn. A god may turn his Champions into Spawn if they displease him, but he is just as likely to do so simply as a result of inadvertently heaping one disfiguring gift upon another.



TIMES OF WOE

The history of Chaos is mainly recorded by Men, Dwarfs, and especially the Elves. It is one long tale of woe: a story of great wars and the destruction of nations, the slaughter of countless innocents and corruption of the land. Many times have the forces of Chaos brought the entire world to the brink of destruction.

Much of the history of the Champions of Chaos is recorded on the great monoliths their followers erect when their masters die, are reduced to Chaos Spawn or elevated to the status of a Daemon Prince. It is a custom within the Chaos warbands to erect these monoliths, and some of the more adventurous scholars have travelled to the Troll Country and returned with translations of these texts.

Year	Event
circa -5600	The collapse of the Gateway of the Old Ones.
-4920	First Chaos incursion. The world is saved by the efforts of the High Elves who create the vortex of magic to drain the energy of Chaos away from the world.
-1666	Chaos attacks against Naggaroth. Battle of Despair. Naggaroth is saved after a furious battle.
circa -200	The Cult of Chi'an Chi (as Tzeentch, the Changer of the Ways, is known in the East) becomes popular amongst the aristocracy of the city of Beichai, in Cathay.
211	Attack against the Witch King. The army of the Witch King marches against Chaos before it can penetrate deep into the heartland of Naggaroth. The Chaos army is driven back.
1000-1500	The great Chaos citadels of Infernius and Black Rock are built in the Chaos Wastes.
1501	Ravages of Gorthor. Hochland is devastated. The Battle of Hergig.
1715	Kastagrar, the Champion of Khorne, attacks the Goblins of Gnashrak's lair. After wiping out every single Goblin in the stronghold he is elevated to the status of a Daemon Prince.
1814	A Skaven horde from Hell Pit emerges to loot warpstone from the Northern Wastes but is defeated by Decasor, Champion of Nurgle.
2006	A huge Plague Fleet makes landfall in Bretonnia. Led by Chaos Lord Kharan, the minions of Khorne defeat the Bretonnians at the Battle of Lamentations. Couronne is besieged. Roughly half of all the Knights of Bretonnia perish.

Year	Event
2007	Battle of Couronne. Led by Repanse de Lyonesse, the Damselle de Guerre, the Bretonnians defeat the forces of Chaos. Chaos Lord Kharan is slain.
2155	Beastmen sack and burn the town of Malthofen.
2211	The great preacher, Hans Grunsson, travels to the Northern Wastes to convert the Chaos hordes to the true faith of Sigmar. He is eaten by a Chaos Troll who is not impressed by his oratory.



2250-2300	Incursions and raids by Chaos warbands grow more frequent.
2301	Great War Against Chaos begins. The forces of Chaos assault the entire world. From Ulthuan to the Old World, the Chaos hordes are victorious.
2302	Siege of Praag. Norsca overrun by Chaos Marauders. Chaos Hordes defeat two Kislevite armies.
2303	Praag falls after a bitter siege. The inhabitants are put to the sword. Battle at the Gates of Kislev. Magnus the Pious, Kislevites and the Dwarfs defeat the Chaos horde.
2510	Kurt Mannfeld, Arch-Lector of Sigmar leads an army to the Chaos Wastes to rid the world of Chaos Lord Archaon. His army is utterly crushed at the Battle of the Monoliths.
2515	The incursions of Chaos grow more frequent. Lord Archaon gathers his armies. The conquest of the Old World awaits...

THE GREAT WAR AGAINST CHAOS

Over the ages, the Old World has known many wars and endured innumerable perils. The fragile kingdoms of humanity have met and defeated each threat, yet every new danger that emerges is greater than the last, and every battle is won at an ever increasing cost. Of all these wars one alone is known as the Great War – the Great War Against Chaos.

Throughout the summer of the Imperial year 2301 dire portents of disaster were observed all across the lands of the Empire. Wells that had previously served towns for generations filled with noxious slime. Cattle succumbed to a virulent pox and died. Crops shrivelled in the unending heat or were eaten by plagues of insects. Few doubted that the Empire lay under a curse, for who but the Lord of Plagues, the foulest of Chaos gods: Nurgle himself, could be responsible for such woe.

It seemed as if the four great gods of Chaos had, for once, put aside their timeless rivalry and united in common purpose. The power of Chaos had grown over the last few years, that much was certain. In the north, Beastmen had multiplied and become bolder, emerging from the forests to repossess the lands that men called Ostland and Ostermark. There was no centralised authority to oppose them for the line of Emperors had long since ended and the lands of the Empire were divided between the ruling Elector Counts. Chaos Warrior bands roamed as far as the Howling Hills to the north of Altdorf. Fierce hordes of Orcs, driven from their refuges by the growing power of Chaos, plundered the land unchecked.

In the far north, the gateways that divided the worlds swelled with power. The dark shadow of Chaos spilled southwards, engulfing the wastelands and absorbing them into the Realm of Chaos. Before this irresistible tide the minions of Chaos advanced, and as the shadow moved south so the forces of Chaos grew. Monsters from the Northern Wastes were joined by bands of Chaos Warriors from the borders of the Troll Country. In the deep forests of the Empire, Beastmen assembled and readied themselves for war. Between the Middle Mountains and the High Pass to the north of Praag, there emerged an unholy horde ready to do the bidding of the Chaos gods.

As autumn came the lands of the Empire fell into anarchy. Many thousands died of hunger. Thousands more sought refuge in the crowded cities. Farms, villages and small towns were abandoned to marauding bands of Beastmen, Chaos Warriors and common bandits. Even in the prosperous Reikland region around Nuln and Altdorf, things were not well. Beastmen roamed the Reikwald forest and many ships were attacked and burned as they

travelled along the River Reik. In the streets of the cities fanatics and prophets of doom preached their strange brand of redemption. Many desperate citizens listened and, believing the world to be at an end, joined the bands of flagellants and world-weary apocalypsts. Witchcraft and the foul gods of Chaos were blamed for the sorry state of affairs. As a result, many innocents were burned at the stake or drowned, but doubtless many secret worshippers and other agents of Chaos were rooted out and slain by the zealots.

The Chaos horde continued to gather from the lands around the Troll Country. It was said to be the largest army ever to have marched to war in the Old World. Some numbered it a hundred thousand strong whilst others put the figure two or three times higher. In Kislev, the most northerly of the human realms, the Tzar sent southwards for help, foreseeing the moment when the horde would move upon him. The message reached Wolfenbürg where the Count of Ostland still held out, though the lands around had long since been ravaged by Beastmen. The Count held the gods of Chaos amongst his most bitter foes and he responded immediately. Inside a week he led his army northwards to join that of the Tzar.



Meanwhile the Empire continued to devolve into anarchy. Chaos Sorcerers emerged from hiding and led bands of deluded followers in an attempt to take over local government. Some men, those driven to the edge of madness by starvation and bloodshed, openly recognised the might of Chaos and swore allegiance to the Dark Gods. Witch hunters and preachers rallied the people against the followers of Chaos and there was open warfare in the streets. In Nuln the preacher Magnus drew a great following, and with his mixture of zeal and common sense the city was finally purged of the worshippers of the Dark Gods.

As winter settled in the northlands the army of Chaos began its long march south. The Count of Ostland and the entire Kislevite army moved northwards to meet them. The two gigantic forces clashed somewhere between the Kislevite towns of Murmagrad and Chazask. Few survived the battle to report the defeat to Ostland and Kislev. The Chaos horde laid waste to the northern part of the Tzar's territory before moving southwards along the foothills of the Worlds Edge Mountains. The massive army crossed the frozen Lynsk in the spring. The very last of the Kislevite regular troops were caught from front and rear and destroyed as they defended the bridges. Beyond the Lynsk lay the heartlands of Kislev and the great city of Praag.

In Praag the people prepared for attack. Thousands flooded into the city from the surrounding countryside bringing with them what livestock they could salvage. It was not enough, for soon the brave citizens were starving and in their weakened condition many succumbed to the heinous visitations of Nurgle. The brave Kislevites planted what crops they could within the city walls.

Outside the city's defences the Chaos horde made camp. From here the attackers launched occasional forays, but made no attempt to seize the city until the pestilence had done its work. The people of Praag survived attack after attack, hoping beyond hope that a relieving force would be sent. Rumour of a heroic new leader from the south reached the defenders, a man called Magnus who was bringing an army north to their salvation.

Indeed, the flock of Magnus of Nuln grew ever stronger. He gathered an army of all kinds of men: of loyal devotees of Sigmar, weird mad-eyed zealots, ordinary citizens who hated Chaos, and professional soldiers from the armies of the provinces. Recognising in Magnus a leader they could all follow, the Elector Counts of the Empire pledged their support and led their troops to join him. Soon a vast army marched north. But their progress was slow, and with every passing day the people of Praag grew weaker and hope faded in their hearts.

Eventually, after a bitter battle within the streets of the city, Praag fell in the winter of 2302. The power of Chaos swept over the land. Magnus was too late. An advance force of cavalry lay but a day's march from the city, but it was all to no avail. Chaos had triumphed.

With the fall of Praag a great black wind blew from the Realm of Chaos. Out of the Chaos gateway it roared, over the Troll Country and into northern Kislev. Through the streets of Praag it howled and screamed. Where the wind blew the Realm of Chaos followed, absorbing the lands of men. The streets of Praag bowed before its blast. Men and stone twisted and became as one. Living things melted and reformed within the very fabric of the city. Souls in imprisoned torment cried out from the twisted stones of the city. Distorted faces peered from walls.

Agonised limbs writhed from the pavements. Pillars groaned with voices that once belonged to living flesh. Praag had become a nightmare incarnate, a taste of what lay ahead for the Old World under the rule of the Chaos gods.

A few managed to escape the ruin of Praag, slipping through the siege lines as the Chaos armies mounted their final assault. They brought the news of Praag's fall to Kislev where the Tzar was hastily training his new army. When Magnus of Nuln heard of the defeat it was said he wept tears of blood and swore before Sigmar to avenge the horrors done that day.

After the fall of Praag the Chaos horde moved southwards, passing Magnus' advance force without realising they had done so. These cavalry soon reached the stricken city of Praag where the warriors, many of them Kislevites themselves, witnessed the horror that had overtaken its people. They did not stay but moved quickly south in pursuit of the Chaos horde. They soon encountered and destroyed the rearguard of the Chaos army, stragglers and slackers for the most part, Beastmen who had squabbled with their rivals and had been left behind.

The human warriors fell upon the evil force with ferocity spawned of outrage. It was a minor victory, but a victory nonetheless. Meanwhile the main body of the Chaos horde continued its advance towards Kislev, knowing nothing of the human army that was now behind it.

At the same time as Magnus' cavalry headed for Praag, the main Empire army and Magnus himself made for Kislev. Though this force still hoped to reach Praag it sorely needed provisions in order to continue. Magnus hoped to acquire these together with fresh troops before moving northwards. As it happened, he arrived at Kislev just in time to see the Chaos horde surround the city.

The army arrayed around the walls of Kislev, its black banners fluttering from the hills around. The standards of all four Chaos gods could be seen where their Champions were encamped. Chaos Warriors and Knights stood in serried ranks waiting to advance. Sorcerers stood behind them or rode amongst the troops upon beasts of indescribably foul appearance. Beastmen massed noisily around the banners of their own lords, braying and bellowing in their excitement. Above the reeking crowd towered massive things with broad ugly heads, but whether these were mortal creatures or Daemons it was impossible to say.

The battle was ever afterwards called the Battle at the Gates of Kislev. Within the city the Tzar ordered the defences and took command of his new army. Hastily trained and ill-equipped, yet with a courage born of desperation, the Kislevites prepared to meet the Chaos assault. With them were many Dwarfs from the great seat of Everpeak, the Dwarf city of Karaz-a-Karak. Despite continuous unrest in the Dwarfs' own mountain realm, a contingent of



Dwarfs had come to the Tzar's aid. These doughty warriors were to bear the brunt of the fighting during the initial assault, and without doubt it was their stolid determination which saved the city from ruin.

In the first Chaos attack the Dark Gods committed the Beastmen. Following a furious assault the foul creatures drove the Kislevites from their hastily constructed outer defences. The Kislevites withdrew behind the city walls. The last to reach the safety of

the city were the Dwarfs, whose valiant rearguard action had held the Beastmen at bay.

As the Chaos Lords prepared to lead the second assault upon the city, Magnus' army reached the outskirts of the Chaos encampment. The Empire troops immediately set about the few Chaos followers there, and the main Chaos force quickly learned of this new threat to its rear. With great haste the Chaos army divided into two, one part of the horde continuing to assault the city whilst the other turned to attack Magnus.

Magnus' blow fell like a righteous hammer. Before the Chaos army could properly regroup he attacked, routing a large contingent of Beastmen who had only just retired from the front. The creatures despaired when they saw the human army, and put up little resistance before they turned and fled. Magnus' army pushed deep into the Chaos army. Thousands of Chaos troops were slaughtered and the Chaos force could do nothing to halt the pace of Magnus' furious advance.

But the forces of Chaos were still great. Though Magnus had driven off many thousands of troops, many more thousands remained. Caught off guard by the sudden attack from its rear the Chaos army took time to redeploy, but eventually its greater numbers began to tell. The advance of the Empire army was halted and Magnus found himself surrounded. The Empire army fell back into a defensive circle.

All this was observed from the city walls. At first the Kislevites sent up a great cheer as they saw the Chaos troops fleeing in all directions. Later the cheering turned to silence as the Empire army seemed to stumble. Fearing their saviours would be destroyed before their eyes, the Dwarfs attempted to break out and help Magnus. Three hundred Dwarfs sped from the south gate and hurled themselves upon their tormentors. But the Chaos troops surrounding Kislev were too many and too well led, and the Dwarfs were beaten back with heavy losses. Of the gallant three hundred who left Kislev, barely half returned.

With the threat from Magnus contained, the Chaos forces turned their attention towards Kislev once more. As the Chaos forces massed, it became apparent to the defenders that the next assault was intended to carry into the city. The best Chaos troops were arrayed against them: Daemons, Chaos Warriors, Sorcerers upon huge monsters, and Dragon Ogres – huge and powerful creatures woken by the storm of Chaos. The Kislevites and Dwarfs prepared for the final assault with little hope, but great courage.

It was as the Chaos army prepared to attack that the fortunes of the allies took a sudden and dramatic turn. Magnus' advance force of cavalry, the same force which had reached Praag too late to save the city, arrived upon the northern flank of the Chaos

army. The cavalry were mainly drawn from the Empire, but there were also many native Kislevites, and the memory of what they had seen in Praag was still fresh in their minds. With tremendous ferocity the cavalry plunged into the Chaos army, which began to crumble before their implacable anger.

Magnus and his main army had drawn up onto a low hill where it endured the constant attack of Beastmen and Chaos Warriors. From his position he saw the sudden confusion in the rear ranks of the Chaos horde, and realised that his own cavalry had returned from the north. The Chaos troops heard the confusion behind them and began to waver. Summoning the last of his strength Magnus spurred his troops to the attack.

Meanwhile, in the city, the defenders witnessed the cavalry attack upon the assembled hordes of Chaos, and saw the dark forces begin to turn. The city gates were flung open and the Kislevites rushed out and attacked their besiegers. The Dwarfs swore a great oath of vengeance and launched themselves upon the Chaos army, hewing with their great axes as they yelled their Khazalid battle-cries.

Caught from three sides the Chaos horde fell into confusion. Beastmen milled about, running hither and thither, and were impossible to draw into order. Chaos Warriors fought on regardless, but their numbers were too few to fight on all fronts. Slowly the Chaos army disintegrated. Warbands fled before the fury of the human army, and many were caught and destroyed as they did so. By the day's end the Chaos horde was broken and scattered. Many thousands lay dead.

Following the Battle at the Gates of Kislev, the power of Chaos ebbed away. The Daemons melted back into the Realm of Chaos. Darkness withdrew from the land once more. The city of Praag was levelled and rebuilt, though ever afterwards it has remained a haunted city where the dead sleep uneasily.

Magnus the Pious, as he was known from then on, became Emperor and united the Empire again. The forests were cleared of Beastmen and the last of Ostland and Ostermark was freed from their grip. The forces of Chaos were confined to the Troll Country and beyond. The Great War of Chaos was at an end.

The alliance of the Chaos gods ended too. Their rivalries drove them apart once more. Perhaps the Dark Gods were content to test the defences of mankind, for their true plans are hard to fathom. For two hundred years since that time the forces of Chaos have been gathering strength in the wastelands. Within the Empire the followers of Chaos have begun again their secret work of infiltration and destruction.

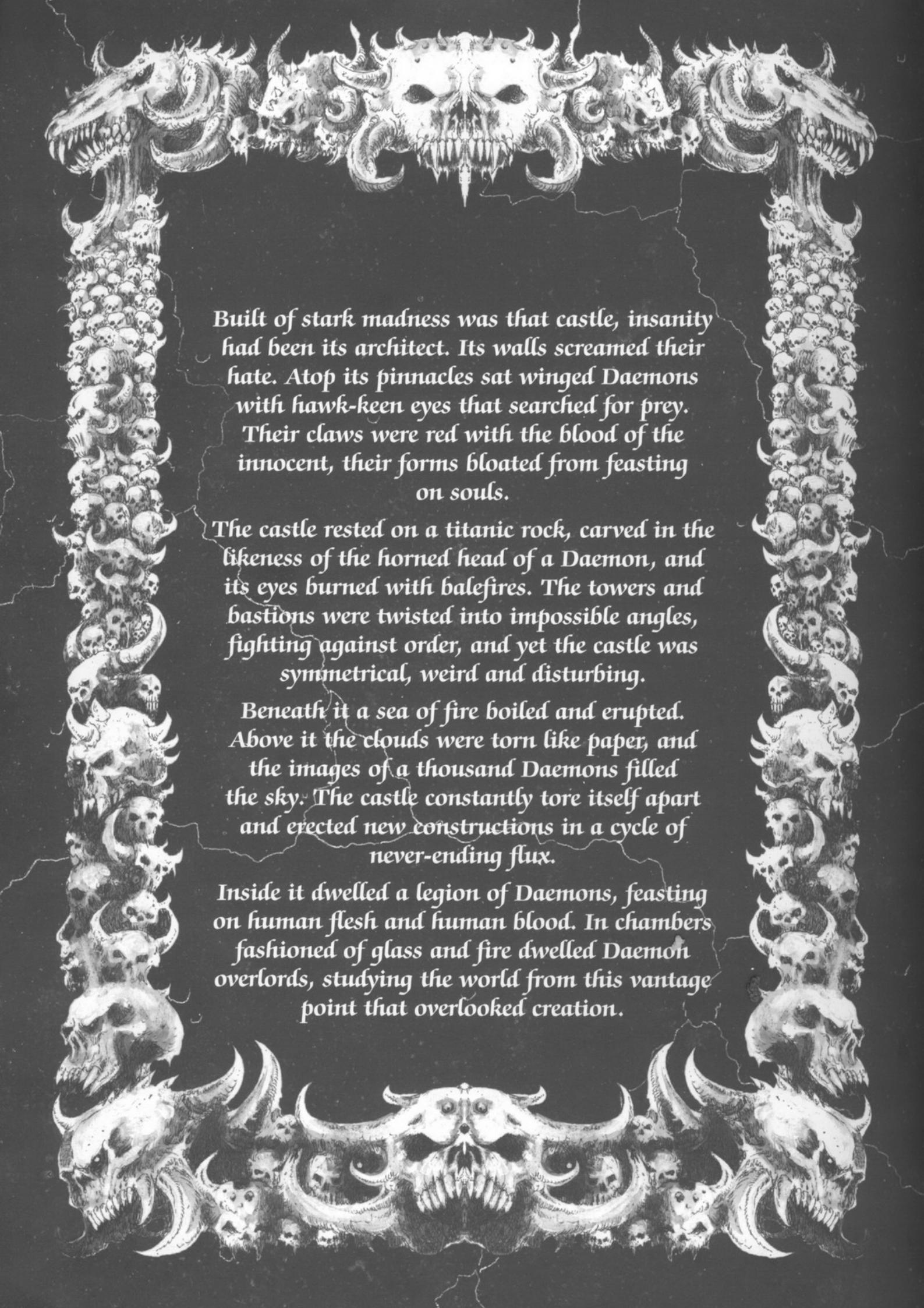
Everywhere Chaos prepares for the next attempt to wrest control of the Old World from its mortal lords...



HOSTS OF CHAOS



POWERS OF CHAOS



Built of stark madness was that castle, insanity had been its architect. Its walls screamed their hate. Atop its pinnacles sat winged Daemons with hawk-keen eyes that searched for prey. Their claws were red with the blood of the innocent, their forms bloated from feasting on souls.

The castle rested on a titanic rock, carved in the likeness of the horned head of a Daemon, and its eyes burned with balefires. The towers and bastions were twisted into impossible angles, fighting against order, and yet the castle was symmetrical, weird and disturbing.

Beneath it a sea of fire boiled and erupted. Above it the clouds were torn like paper, and the images of a thousand Daemons filled the sky. The castle constantly tore itself apart and erected new constructions in a cycle of never-ending flux.

Inside it dwelled a legion of Daemons, feasting on human flesh and human blood. In chambers fashioned of glass and fire dwelled Daemon overlords, studying the world from this vantage point that overlooked creation.



THE MARK OF CHAOS

Although we divide the more powerful followers of Chaos into Champions, Heroes, Lords, Sorcerers and Daemon Princes; all of these are collectively termed 'Champions of Chaos'.

Champions of Chaos may dedicate themselves to one Chaos god if they desire. These dangerous beings are the agents of their chosen gods, and will carry out any act in their master's name. Their rewards are gifts of power and, ultimately, damnation.

To represent the effect of a Chaos god on his followers you are allowed to buy **Marks of Chaos** for Champions of Chaos in your army, for the points cost indicated in the army lists. Each model is only allowed a single Mark of Chaos. Note that Chaos Sorcerers do not have to buy Marks of Chaos – the Mark is already included in their points cost. Sorcerers' Marks also differ from those listed below. See the Mortal Bestiary for details.

THE PATH TO DAMNATION

Marauders of the Four Tribes believe that the Realm of Chaos is the domain of their gods, who are served there by their chosen warriors. There is only one way for a Marauder to join the Warriors of the Gods. Those tribesmen who show the greatest eagerness in battle and the most fervent devotion to their gods often receive dreams or signs from their patrons. When a Chaos Marauder receives this sign, he pledges himself to join the Warriors of the Gods or die trying. The Shaman of his tribe will perform the mystic rites of the seeker, and paint the warrior's body with sigils that attract the favour of the tribe's god. The Marauder will then start his long and perilous trek to the Realm of Chaos.

The first obstacle that the quester must face is the Plain of Hounds. Huge packs of Chaos Hounds, each standing some four feet tall at the shoulder, with razor-sharp teeth and claws, mercilessly attack anyone who is foolish enough to enter their territory.

The Marauder must then cross the Mountains of Chill. Here he must fight the blood eagles that nest amongst the mountain peaks, and survive landslides, earthquakes and the eruptions of volcanoes. Then he must descend from the mountains and travel to the ice sheet called the Bridge of Damnation that connects the land of Marauders with the Realm of Chaos.

Crossing the Bridge of Damnation is never easy, and often there are guardians sent by the patron of the Marauder to test his mettle. Unspeakable monsters lie waiting in the depths, ready to burst through the layers of ice to consume the traveller. The biting chill of the north numbs the mind and wears down the body. The lights

and the magic-laden air create illusions that can draw a careless warrior to his doom. Many aspiring Chaos Warriors perish in this journey.

If the journey over the ice sheets was hard, the living hell of the Chaos Wastes is harder still. All sorts of monsters, shapeless Chaos Spawn, and roaming warbands make survival a thing of chance. The earth itself writhes and mutates, creating deadfalls and chasms that will consume the unwary. Great volcanoes rise from the ground and suddenly erupt, covering the land with lava and noxious fumes. Those that lack strong will are driven into madness, doomed to wander the wastes until they are torn apart by the creatures of Chaos.

There are many altars of the Dark Gods here, but finding one is not that easy. The landscape itself is always in motion, and an altar of Tzeentch can travel across the plains while the altar of Khorne might be guarded by monsters or warriors.

After all this, the warrior will stand before the altar of his god and make the Dark Promise. If the god does not accept him, he will either die, ripped apart by the power of Chaos, or be mutated beyond recognition. If he is accepted, he is marked by his patron and will join a retinue of one of the god's Champions as a fully fledged Chaos Warrior. Now he will have his chance to win glory, to seek eternal life and unimaginable power. Many newly-fledged Chaos Warriors join the warbands of the wastes, but some return to the lands of Marauders. There they become chieftains and leaders of their kin, men about whom sagas will be sung in years to come.

KHORNE

Champions of Khorne are fierce armoured fighters whose Chaos armour grows to be part of their bodies so that they can never remove it. If their armour is damaged it will grow back in time, but it can never be taken off. The Chaos armour of Khorne is always either black, red or brass – the Blood God's three favoured colours.



Frenzy

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

Chaos Armour

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

The Chaos armour of Khorne is a magical armour in the same way as the Chaos armour that can be bought for Chaos characters. It does not count as a magic item for the purpose of calculating the number of magic items a character may have. Unlike some ordinary armour, there is no movement penalty associated with Chaos armour.

NURGLE

A Champion of Nurgle is marked with signs of disease or putrefaction. His skin may be leathery and resilient or torn and peeling. As a result of his diseases he tends not to feel much pain and can withstand blows that would send another warrior reeling in agony.



Toughness

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

SLAANESH

Slaanesh's Champions revel in the joy and uncertainty of life and battle. Death holds no fear for them, and the more intense the terror that a normal man would suffer the greater is their exaltation.



Psychology

Champions of Slaanesh are not affected by any of the Psychology rules. Even the prospect of pain, wounds, danger and death holds no fear for them.

Combat

Champions of Slaanesh will fight on in hand-to-hand combat regardless of casualties or circumstances. Champions of Slaanesh need never take a Break test in hand-to-hand combat. If fighting as part of a unit they do not flee if the unit flees (contrary to the normal rule), but are immediately separated from the unit so that they can continue to fight.

TZEENTCH

Tzeentch is the master of arcane magic and his Champions often find themselves gifted with strange powers. Change is Tzeentch's sphere of power, and his Champions are able to bend reality for their own purposes.



A Champion of Tzeentch may re-roll any single dice throw once during the game and add or deduct 1 from the result. The Champion may use this only to re-roll dice rolls that affect him directly, eg his own armour saves, to hit rolls or tests against his characteristics. Note that you are allowed to re-roll any dice roll only once and you must accept the result of the second throw. You can not re-roll a failed re-roll.

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

Battle-cry of the Champions of Khorne



CHAOS GIFTS

COMMENTARY

Although most of the Chaos Gift cards are self-explanatory, the following commentary should prove helpful.

Feud of the Gods: There is no need to physically move the models fighting, just declare which models you wish to pit against each other. The models will always use the most expensive weapon at their disposal when fighting, magical or otherwise.

Eye of God: Note that you don't have to play this card if you don't want to, though if you don't your opponent has every right to mock your cowardice and lack of faith!

Eternal Battle: Note that your opponent must have regiments with casualties to replenish on the tabletop. If you can't add models to both sides, you may not play this card.

Remember, cavalry count as 2 models resurrected, and Daemonic cavalry count as 3 – so a roll of 5 would bring back 5 foot troops, 2 cavalry or 1 daemonic cavalry model. Disregard the excess.

SUMMARY

1. At the beginning of the battle, immediately after both sides have finished their deployment, roll 2D6 and draw that number of cards randomly from the Chaos Gifts deck.
2. Use cards that say 'Play at the beginning of the battle' as soon as they are drawn.
3. Use Gifts whenever you wish within the limitations given on the cards themselves.
4. Discard any cards as soon as you use them, unless otherwise noted on the card.

All life consists of highly organised matter, governed by the laws of nature. Thus all life is a struggle against Chaos, a struggle that is ultimately destined to be lost.

Albrecht of Nuln



A special feature of the Chaos army is the Chaos Gift cards; a deck representing mutations, special powers, and uniquely chaotic occurrences.

The card deck is used to determine random effects for your army during the game. However, the gods are not completely on your side as you will discover. There are also random occurrences in the Gift deck which will work against you. Such is the nature of the whimsical gods of Chaos – there is both an up side and a down side.

At the beginning of the battle, after both sides have deployed all their models, roll 2D6 and draw the number of Chaos Gift cards indicated by the dice.

Some cards tell you to 'Play at the beginning of the battle'. In this case, apply any effects described on the cards as soon as they are drawn. Otherwise, you may play Chaos Gift cards during the battle as indicated on the cards. Generally speaking, the Chaos Gift cards can be used only once, though some of them (like *Mutations*) have a permanent effect on the game. In such cases it can be convenient to leave the card on the table, near the affected models if there are any. This way it is easier to remember that the card is in play during the battle.

CHAOS MAGIC

The Warhammer Armies Realm of Chaos box contains a number of new magic cards, including a category of magic items called Chaos Rewards. The magic items in Realm of Chaos are mostly available only to Chaos characters. Some are specific to Sorcerers or Beastmen Shamans. We have also included three spell decks to represent the powerful magic of Chaos as described below.

CHAOS REWARDS

Some Chaos Rewards are literally the rewards granted to the followers of Chaos in the form of mutations and other gifts. So, there is a Chaos Reward for Massive Horns, another for Nurgle's Rot, and so on. Other Chaos Rewards take the shape of swords, armour, and suchlike. Some Chaos Rewards are specific to a particular Chaos god whilst others can be given to followers of any god.

Chaos Rewards are special magic items which are available only to Chaos armies. This means that Chaos Rewards count towards the number of magic items a character may take. However, Chaos Rewards are not magic items in the normal sense, but powerful charms or boons granted by the Dark Gods. Therefore Chaos Rewards are **not** affected by magic items or spells that negate, destroy, or otherwise affect other magic items.

The difference between Chaos Rewards and other magic items is that Chaos Rewards can only be bought for Chaos Champions, Chaos Heroes, Chaos Lords and Chaos Sorcerers. These characters can mix Chaos Rewards and other magic items just so long as they do not exceed their usual maximum total. Chaos Rewards cannot be bought for other Chaos characters. Daemon Princes and Greater Daemons have their own special rewards, called Daemonic Rewards.

There are three Chaos Rewards which are versions of items used by Daemons:



Nurgle's Cloud of Flies, the *Axe of Khorne* and the *Collar of Khorne*. These items may be given to Champions (and Sorcerers in the case of *Nurgle's Cloud of Flies*) and the rules describing them are given on the relevant card. The rules on the cards may vary from the effects described for Daemons in the Bestiary – this is intentional!

BANNERS OF THE GODS

Chaos Warriors march to war under banners proclaiming the might of their Champions and gods. Beastman Shamans make gruesome flags from human skin, painted with blood and consecrated with braying prayers. Daemons emerge from the dark reaches of the Realm of Chaos bearing weird and disturbing standards made of the raw energy of Chaos. Many of these standards of Chaos are magical, often with unique powers granted by the Chaos gods themselves.





There are eight standards of the Chaos gods. Although a number of units may be eligible to carry the same standard, you may only have one of each type in your army.

Banner of Rage, Rapturous Standard, Plague Banner, Blasted Standard

A unit may carry one of these standards if the army list allows it and if the Warlord leading their warband has the appropriate Mark of Chaos. So, for example, a regiment of Chaos Warriors may have the *Banner of Rage* only if they belong to the retinue of a Champion of Chaos with the Mark of Khorne. Daemon units are allowed to carry the standard of their own god. For example, a unit of Daemonettes is allowed to carry the *Rapturous Standard*.

Note that Beastman or Minotaur regiments that are allowed to carry magic standards may have any of these four banners. Beastmen and Minotaurs are Children of Chaos and thus they can be favoured by any of the Chaos gods.

War Banners of the Chaos Gods

These banners represent the personal standards of the Chaos gods themselves. To lose such a standard is such an insult to the gods that the Daemon warband responsible will be doomed to eternal torment in the Realm of Chaos. Only Daemonic Battle Standard Bearers may carry one of these banners. They may only carry the War Banner of their own god, so only a Daemonic Battle Standard Bearer of Nurgle may carry the *War Banner of Nurgle*.

THE IRRESISTIBLE AND THE IMMOVABLE

Warhammer Magic contains a description of how to resolve potentially contradictory instructions that sometimes arise in the magic system. Such contradictions are inevitable when so many spells and magic items interact in a fairly complex way. For example, you might have a magic item that automatically negates a hit, while your opponent's weapon automatically hits – so which takes precedence?

We have found that the best way of resolving such situations is to put it to a dice roll. The magic is of equal power so it is likely that sometimes one item will take precedence and sometimes the other will. Both sides roll a dice and the highest score wins on that occasion. Re-roll any equal scores until you get a result. Whatever the result, no further precedent is established: if the same situation occurs again a further roll-off is required. The roll-off is an even-handed way of resolving a conflict and works very well.

CHAOS ARMOUR

A Chaos armour magic item card is included in Warhammer Magic. As with Scrolls and Familiars, your army may include duplicates of Chaos armour, so several Chaos characters may wear Chaos armour if you wish. Note that Chaos armour is also available to some troop types and characters as equipment (in which case it does not count as one of the magic items a character is allowed). Chaos armour counts as magic armour whether it is bought as equipment or as a magic item. Note that there is no movement penalty associated with Chaos armour.



SWORD OF CHANGE AND POTION OF CHAOS

These magic items can be found in Warhammer Magic. Because the rules for Chaos Gifts and Chaos Spawn have changed, the following modifications apply.

Sword of Change

Ignore the first sentence of the third paragraph. Follow the rules for turning into a Chaos Spawn and subsequent movement in the Special Rules section of this rulebook.

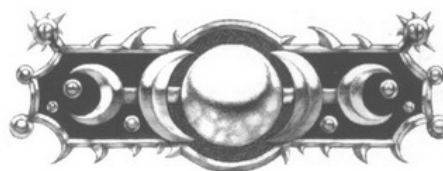
Potion of Chaos

If you roll a 6 when determining the result of the Potion of Chaos, pick one of the 'Mutations' Chaos Gift cards at random, roll a D6 and apply the result on the character drinking the potion.

DAEMONIC REWARDS

The variation between different Greater Daemons and Daemon Princes is endless. To represent this, you are allowed to buy a number of Daemonic Rewards for each Greater Daemon or Daemon Prince in your army.

Daemonic Rewards are special abilities which are available only to Daemon Princes and Greater Daemons. Daemonic Rewards are not magic items, and therefore are not affected by magic items or spells that negate, destroy, or otherwise affect other magic items. No two Daemonic characters in an army may have an identical choice of Daemonic Reward or Rewards. Note that cards are not required to represent the Daemonic Rewards. See the list of Daemonic Rewards later in this section.



Only Chaos Champions, Chaos Heroes, Chaos Lords and Chaos Sorcerers may be given Chaos Rewards.

Only Greater Daemons and Daemon Princes may be given Daemonic Rewards.

CHAOS SPELLS

Warhammer Armies Realms of Chaos contains 30 Chaos spells: 10 each for the three gods Slaanesh, Tzeentch and Nurgle. As a warrior god who despises magic and the weaklings who use it, Khorne has no Sorcerers.

Chaos Sorcerers are allowed to use Dark Magic spells instead of Chaos Magic as described in Warhammer Magic.

Unaligned Chaos Sorcerers (with no Mark of Chaos) can only use Dark Magic.

Beastman Sorcerers are permitted to use spells from any of the Chaos gods and can combine spells of different gods in their hand if you wish. Alternatively, they can use Dark Magic spells, but cannot combine them with Chaos spells.

The chart below summarises the spells available to Chaos Sorcerers and Beastman Shamans.

Type of Wizard	Spells	May draw from
Chaos Sorcerer	1	Own god's spells or Dark Magic
Chaos Sorcerer Champion	2	Own god's spells or Dark Magic
Chaos Master Sorcerer	3	Own god's spells or Dark Magic
Chaos Sorcerer Lord	4	Own god's spells or Dark Magic
Beastman Shaman	1	Any gods' spells or Dark Magic
Beastman Shaman Champion	2	Any gods' spells or Dark Magic
Beastman Master Shaman	3	Any gods' spells or Dark Magic
Beastman Shaman Lord	4	Any gods' spells or Dark Magic



CHAOS DAEMONS

Daemons inhabit the shadowy Realm of Chaos where they draw succour from its endless sea of life-giving magical energy. They can only exist in the real world if magically sustained, and even then their existence is vulnerable. Close to the Chaos gateway in the far north the power of Chaos is at its strongest, and Daemons are able to take on material form and walk the earth. Only when Chaos is at its most potent are Daemons able to accompany Chaos armies as they march south to war.

DAEMON WARLORDS

Daemon Warlords fight as individuals – they cannot join or lead regiments. However any unit within 12" of the Daemon chosen as your general may use his Leadership when taking Leadership-based tests.

Daemon Warlords can make and accept challenges in the same way as characters.

UNITS OF DAEMONS

A unit of Daemons cannot be joined by a character or Daemon Warlord. The only character who may lead a Daemon unit is its Champion (including the Battle Standard Bearer). Eg a regiment of Pink Horrors may be led by a Pink Horror Champion.

DAEMON SAVING THROW

A 'daemonic' saving throw works in the same way as an armour saving throw and is therefore reduced if an attack is especially strong as with normal armour. Generally speaking, this saving throw is 4+ on a D6.

If Daemons ride a daemonic mount, such as a Daemonette riding a Steed of Slaanesh, add +1 to the daemonic save just as you would for a normal cavalry mount.

Because Daemons are fashioned from raw magic they are vulnerable to magic weapons and the attacks of other Daemons. The daemon saving throw cannot be used to save against wounds sustained from a magic weapon in hand-to-hand combat. Note that this only applies to weapons (magical swords, axes, etc) and it only applies in hand-to-hand combat. It is possible to use a daemonic save against wounds inflicted by spells, magic items that cast spells, or by shooting with magic arrows, etc.

DAEMON ATTACKS

Any attacks made by Daemons count as magical and can therefore harm creatures immune to non-magical weapons, such as Wraiths. This includes any shooting attacks like the flames of Tzeentch Flamers. The attacks of Daemons negate the daemonic save of other Daemons.

DAEMON ANIMOSITY

Although the Chaos gods are allies they are also bitter rivals. This is represented by the Daemon Animosity rule. If you have Daemons of different Chaos gods (unaligned Daemon Princes do not count) within 12" of each other at the start of your turn, and they are not already engaged in combat, you must make a Daemon Animosity test. Roll a D6 for each Greater Daemon or each unit of Daemons.

DAEMON ANIMOSITY TABLE

D6 Result

- | | |
|-----|---|
| 1-2 | The Daemons are overcome with rage. Immediately move the unit/Daemon towards its rivals so that it charges and engages them in hand-to-hand combat. Move the affected unit/Daemon regardless of whether it would otherwise be able to cover the distance to its rivals. The rival Daemons fight each other in hand-to-hand combat that turn and continue to fight each other in following turns. Fighting will only stop if the Chaos player succeeds in rolling a 5+ at the start of one of his subsequent turns. Daemons will not flee from a combat against rivals, so no Break test is ever taken. Once they cease fighting the rivals are moved apart and may not move or charge for the rest of that turn. If rival Daemons are charged by an enemy whilst fighting each other they will not strike these new attackers unless the new enemies are also Daemons, in which case the animosity ceases and they may fight as normal. |
| 3-4 | The Daemons are unsettled by the proximity of their rivals, shouting and screaming in an outrageous manner. The Daemons will not move or do anything else this turn, but are otherwise unaffected and will fight back if attacked in hand-to-hand combat. |
| 5-6 | The Daemons tolerate the presence of their rivals. Continue normally with no further effect. |

A Daemon Animosity test is taken if Daemon units, Daemon Princes or Greater Daemons are within 12" of Daemons of a different Chaos god. Daemon Steeds, Daemonic beasts pulling chariots, Familiars and suchlike do not count. Unaligned Daemon Princes are not affected.

Daemons already engaged in hand-to-hand fighting with an enemy do not have to test for Daemon Animosity, although they may still be attacked by rivals.

Daemons fighting each other as a result of Daemon Animosity do not have to test because they are already affected.

DAEMON MAGIC

Except for Bloodthirsters and Daemon Princes of Khorne, Greater Daemons and Daemon Princes may buy the Daemonic Reward *Master of Sorcery* and cast spells as if they were wizards. If they do so, they are considered to be wizards for purposes of the game. Daemons of Khorne cannot cast spells. Aligned Daemons can only cast the spells of their Chaos god and not Dark Magic as Chaos Sorcerers can. The chart below shows the number and type of spells permitted.

Type of Daemon	Number of Spells	Type of Spells
Keeper of Secrets	1-4	Slaanesh
Great Unclean One	1-4	Nurgle
Lord of Change	1-4	Tzeentch
Daemon Prince	1-4	Dark/own god

DAEMON UNITS' MAGIC

Some other Daemons can also cast spells, namely Daemonettes of Slaanesh, Plaguebearers of Nurgle and Pink Horrors of Tzeentch. These Daemons cast spells as a unit rather than as individuals, so the whole unit is considered to be a single wizard with its own magic level and spells. The unit's magic level, and therefore the number of spells it has, is determined by its size. The more models there are in the unit the greater its magic level and the more spells it has. This is indicated by the chart below.

No. of Models in unit	Magic level	No. of spells
1-5	1	1
6-10	2	2
11-15	3	3
16-20+	4	4

Type of Daemon	May draw from
Daemonette of Slaanesh	Slaanesh spells
Plaguebearer of Nurgle	Nurgle spells
Pink Horror of Tzeentch	Tzeentch spells

For example, a unit of 12 Daemonettes has a magic level of 3 and three spells.

Daemon units draw magic spells at the start of the game in the same way as normal, ie spells are randomly drawn from the appropriate magic spell deck.

If a Daemon unit sustains casualties during the game then its size will diminish and its magic level may drop. When this happens it may be necessary to discard spells so that the total number is not greater than the unit's magic level. The player may decide which spells to discard.

Note that in a unit of Horrors only Pink Horrors count towards the unit's size for purposes of calculating its magic level. Blue Horrors do not count and cannot cast spells.

Some spells confer a special ability, saving throw, or some other magical effect upon their caster. In the case of a unit of Daemons this special ability applies only to one member of the unit, not to the entire unit. For example, the Nurgle spell *Pillar of Putrefaction* would raise up only a single Daemon and would therefore be a fairly useless spell for a Daemon unit.

Magic items and enemy spells that affect wizards will affect only a single Daemon in the unit at a time. Likewise, the Escape card will only save one model. A Daemon unit that can cast spells is considered to be a single wizard in all other respects, so it can retain one magic card from turn to turn.

RAISED DAEMONS

The spells *Plague Wind* and *Tzeentch's Firestorm* allow a Chaos Sorcerer to raise Plaguebearers or Pink Horrors from the ashes of slain foes. A unit of Daemons raised in this way will have a magic level and number of spells like any other unit of its kind. New spells are drawn immediately from those available – if none are available none can be taken.

A unit of Daemons raised in this way is worth 1 victory point to the enemy regardless of size.



DAEMONIC REWARDS

Daemon Princes and Greater Daemons are blessed by their gods, forever marked as slaves to their will. Daemonic Rewards are special gifts that Chaos gods bestow upon their most favoured daemonic followers.

The following Daemonic Rewards represent the special favours that Greater Daemons and Daemon Princes are granted by the Chaos gods. Any Greater Daemon or Daemon Prince may have up to two Daemonic Rewards chosen from the list below. Note that you don't have to choose two, you may pick only one or even none if you prefer. No two Daemons in your army may have an identical choice of Daemonic Rewards, eg you could not have two Daemons both with *Chaos Armour* and

Battlemaster. This restriction also applies to single Daemonic Rewards, so you could not have two Daemons with just *Ward of Chaos*.

Daemonic Rewards are special abilities of Daemons, and thus they are not affected by magic items or spells that destroy or negate magic items.

Each Reward gives a bonus or special ability, and costs a fixed number of points as indicated below. A Greater Daemon or Daemon Prince can have a specific bonus only once. It is not possible to gain multiple bonuses by repeating the same Reward. Particular Rewards (*Battlemaster* and *Master of Sorcery*) can give multiple bonuses, but still count as a single choice.

Some Daemonic Rewards grant Daemons missile attacks. It is possible to have several of these, but only one can be used in each shooting phase.



FLAMES OF TZEENTCH (TZEENTCH ONLY)

During the shooting phase the Daemon can project a mass of multicoloured fire from its outstretched hand.

The flames have a range of 24", and cause D6 S5 hits on the first unit in their path. Use Daemon's own BS to determine whether you hit or not.

Points value: 25 points

CHAOS ARMOUR

The Daemon wears a suit of Chaos armour, covered with glowing runes. This gives the Daemon a 3+ save. This armour is superior to the Chaos armour available to characters and Chaos Warriors. The armour does not inhibit the Daemon from casting spells, but it does negate its daemonic aura, which would otherwise give it a 4+ save.

Points value: 15 points

STREAM OF CORRUPTION (NURGLE ONLY)

The Daemon can vomit over its enemies – this is worked out in the shooting phase. This attack **can** be used if the Daemon is engaged in hand-to-hand combat, just like a Dragon's breath weapon. The extent of the vomit is indicated using the extended teardrop-shaped template, the same one that is used for Dragon's breath and fire attacks. Position the template in front of the Daemon, so that the broad end lies away from the Daemon and the template covers your target.

Every model under the template must attempt to dive aside in order to avoid the vomit. To dive aside, models must roll equal to or less than their Initiative on a D6 (eg humans must roll 3 or less). If it fails, the target automatically takes 1 wound, with no saving throw for armour. A roll of 6 always fails, even if the target has an Initiative of 6 or more. There is no need to disrupt formations by actually moving models aside when they jump out of the way, it is enough to imagine that they do so.

Points value: 50 points

PLAGUE FLAIL (NURGLE ONLY)

The Daemon is armed with a great, rusting flail with a metal skull at the end of each chain. Each wound inflicted with the flail is doubled to 2 wounds. Note that the normal bonuses for flails do not apply.

Points value: 25 points

AURA OF SLAANESH (SLAANESH ONLY)

In hand-to-hand combat any of the Daemon's enemies that are in base-to-base contact with it become entranced by the Daemon's beauty and are unable to attack it unless they pass a Leadership test (roll equal to or less than their Ld on 2D6, in the same way as a psychology test). Test for each model attacking the Daemon, using their own Leadership. This test must be taken at the start of each round of combat.

Points value: 40 points

DAEMONIC ROBES

The Daemon is attired in magical robes covered with the runes of his patron or of Chaos Undivided. All hits, including shooting and spell attacks, against the model suffer a -1 penalty to the strength of the attack.

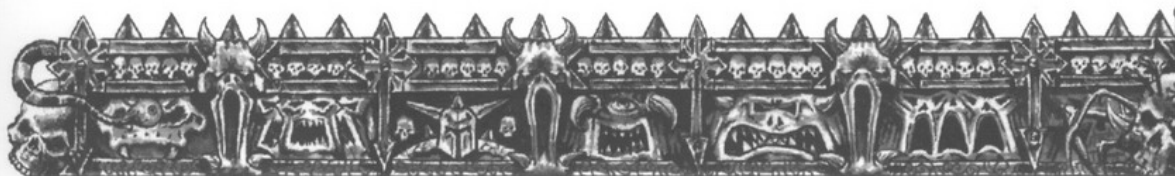
Points value: 40 points

ALL-SEEING EYE (TZEENTCH ONLY)

The baleful gaze of the Daemon reveals the innermost hopes and fears of any who fall under it.

At the beginning of the game, after both sides have deployed, you may nominate one model in the enemy army. Your opponent must then reveal all equipment, magic items, special abilities and spells that the model has. In addition, if the model is a wizard you may pick one of his spells at random, which is rendered useless for the rest of the game and must be discarded. Note that the wizard does not lose a magic level – only the spell is lost.

Points cost: 50 points





Atop the impossibly tall and thin silver tower, in a chamber made of glass and pure magic, Amon Chakai, Lord of Change, sat upon a throne of flames. It sat alone, pensive and brooding, enveloped by the dancing magical lights and the multicoloured shroud of its own thoughts. They formed images and letters of fire, from which it could study all of the world at once.

Forms of places and people flickered and died before the diamond-like eyes of the Greater Daemon. It saw the fates of nations, the struggles of mortals, the ruination of hopes. With endless fascination the Lord of Change studied the mortal lives, its eyes penetrating all souls, revealing the innermost hopes and fears. With childlike curiosity it studied the hopeless antics of the inhabitants of this world that it had chosen amongst the multitude of stars. Sometimes Amon 'Chakai sent forth its omnipotent will, touching the minds of mortals, twisting and corrupting the natural flow of events.

A thousand years had passed since it had last moved. Perhaps it was but an eye-blink for a Daemon, but Amon 'Chakai was bored. The Greater Daemon unfolded its huge wings and their hue turned dark, matching the mood of the Daemon. Amon 'Chakai rose from its throne. The time had come to change the world forever.

RADIANCE OF DARK GLORY

The Daemon radiates a visible aura of might and glory, making mortal creatures cower before it. Leadership scores of all living enemy troops within 6" of the Daemon are reduced by 1.

Note that this does not affect Daemons or Undead as they are not truly alive. Only one Greater Daemon or Daemon Prince in your army may have this Daemonic Reward.

Points value: 50 points

TORMENTOR (SLAANESH ONLY)

Any hit from this cruel Daemon will attack the mind of the victim as well as his body. So horrible is a death at the hands of this Daemon that it strikes fear into the hearts of even the bravest of enemies.

If the Daemon kills a character or regimental leader in hand-to-hand combat, then any enemy unit within 6" must take a Panic test immediately.

Points value: 10 points

WITHERING GAZE

The Daemon's gaze destroys anything it looks at. This is a missile attack used in the shooting phase, with a range of 12". It hits the first model in its path causing one S6 hit. Use the Daemon's Ballistic Skill to determine whether you hit or not.

Points value: 10 points

MASTER OF SORCERY

(TZEENTCH, NURGLE, SLAANESH AND UNALIGNED ONLY)

The Daemon has potent magical powers. You can make the Daemon into a wizard of any level you wish at the cost of 50 points for each magic level, up to level 4. Daemons use the spells of their own god only, and unaligned Daemon Princes use Dark Magic spells. This counts as one Reward even if multiple levels are bought.

Points value: 50/100/150/200

WARD OF CHAOS

The air around the Daemon is distorted and twisted, making it difficult to harm the Daemon with missile weapons. The Daemon has a 4+ special save against any missile attacks, be they arrows, cannon balls, bolts from a bolt thrower, etc. This save is never modified for the strength of the attack or for any other reason. Take only one save against hits that cause multiple wounds, such as hits from cannons.

Points value: 25 points

DAEMONBLADE

The Daemon wields a mighty enchanted blade, a deadly living weapon against which mortal armour is no proof. No armour saving throws are allowed against the *Daemonblade* except for magical armour.

Point cost: 50 points

WHIP AND AXE OF KHORNE (KHORNE ONLY)

The Daemon carries two weapons: the great Axe of Khorne and a mighty blood-drenched whip. The Axe of Khorne causes D3 wounds in hand-to-hand combat, and the whip gives the Daemon one extra attack. (This extra attack is from the whip and causes only 1 wound if it hits.)

Points cost: 55 points

SPELLBREAKER (KHORNE ONLY)

Such is the hatred Khorne feels towards magic that he channels some of his power through the Daemon to counter any foul magics.

If your army includes no wizards, then the Daemon with this Reward uses Dispel cards as if he were a level 4 wizard, and he may re-roll any failed Dispel rolls once. Note that only one Greater Daemon or Daemon Prince in your army may have this Daemonic Reward.

Points cost: 50 points

DAEMONIC STRENGTH

The Daemon is powerful beyond mortal reckoning and has +1 Strength on its profile.

Point cost: 20 points

LORD OF CHAOS

The Daemon is mighty even amongst his own kin, marked by Chaos Undivided as a Favoured One. Other Daemons recognise his power and will not attack him or other Daemons around him.

The Daemon and any unit of Daemons, Greater Daemons and Daemon Princes within 12" are immune to Daemonic Animosity.

Points cost: 5 points

MASSIVE STATURE

The Daemon is vast in size, and even more resilient to damage than usual. It therefore has +1 wound on its profile.

Point cost: 50 points

CLOUD OF FLIES (NURGLE ONLY)

The Daemon is surrounded by a swarm of pestilent flies that obscure it from sight, making it difficult to hit in combat. In hand-to-hand combat enemies suffer -1 to hit the Daemon.

Points value: 30 points



BATTLMASTER

The Daemon is a warrior of exceptional prowess. You can increase the Daemon's Weapon Skill up to a maximum of 10. It costs 20 points for each extra point of Weapon Skill. This counts as one Reward even if multiple points of WS are bought.

Points value: 20 for each extra point of WS

DAEMONIC ARROGANCE

The Daemon is arrogant and proud beyond measure and holds all dangers in utter contempt.

The model is immune to *panic* and can take all Break tests on a Leadership score of 12.

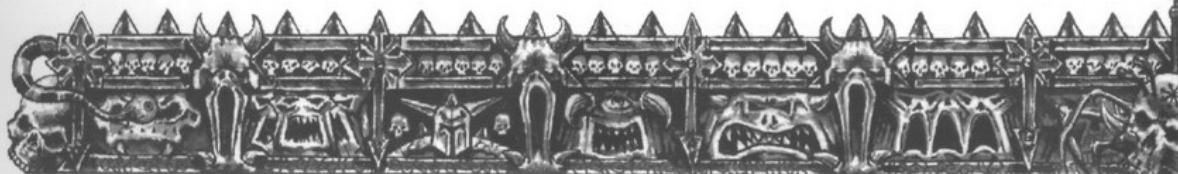
Point cost: 30 points

WARP STAFF

The staff carried by the Daemon is made of pure psychic energy and exudes a sorcerous mist that twists the very bounds of sanity. It fills the senses of mortals with visions of madness and insanity.

Any unit in hand-to-hand combat with the bearer will be subject to the rules for *stupidity* as detailed in the Warhammer rulebook. Note that Daemons and Undead are immune to this effect.

Point cost: 30 points



SUMMONED GREATER DAEMONS

The texts and scrolls locked in the Forbidden Library of the Great Cathedral of Sigmar tell of foolish and vain wizards who have summoned Daemons from the Realm of Chaos. These tales usually end with the wizard being consumed by the mighty Daemon, for it is the nature of Chaos that Daemons show no more mercy to their servants than to their foes.

By performing certain rites and bloody sacrifices, it is possible for a Chaos Sorcerer or a Beastman Shaman to summon a Greater Daemon for short periods of time. No other Daemons can be summoned this way – only Greater Daemons have sufficient power and strength of mind to sustain their physical form outside the Realm of Chaos for a significant period of time.

SUMMONING GREATER DAEMONS

Beastman or Chaos Warrior warbands may include a single summoned Greater Daemon. The advantage of summoning a Greater Daemon rather than including it in the normal way is that you do not need a Daemonic retinue to accompany it. This means that a Greater Daemon can be included as an ally in smaller armies due to the lower points cost. The downside is that the process of summoning such mighty creatures is filled with difficulties.

If you wish to summon a Greater Daemon your army must include a Beastman Shaman or a Chaos Sorcerer to draw the summoning circle and perform the necessary rites. Note that a Chaos Sorcerer may only summon a Greater Daemon of his patron god, so a Chaos Sorcerer of Nurgle may only summon a Great Unclean One, for example. An unaligned Chaos Sorcerer or a Beastman Shaman may summon any of the Greater Daemons. They are the only wizards capable of summoning Bloodthirsters.

The Shaman or Sorcerer is considered to have bound the Daemon with spells and wards, so while the Greater Daemon is fighting for the Sorcerer, it might not be doing so willingly! Place the summoning circle anywhere in your own deployment zone (the template for the summoning

circle is included in this box). This is the spot where the Greater Daemon will appear once the summoning ritual is complete. To find out when the summoned Greater Daemon arrives, roll a D6 at the beginning of the battle and consult the Summoning Table. This roll may not be modified.

The Chaos Sorcerer or Beastman Shaman must stay in base contact with the summoning circle until the Greater Daemon arrives. He may not cast any other spells though he may use counter magic and magic items as normal. Also, he may not be moved for any reason, not even by enemy movement spells. Psychology that would usually force him to move has no effect, and he cannot be broken in combat.

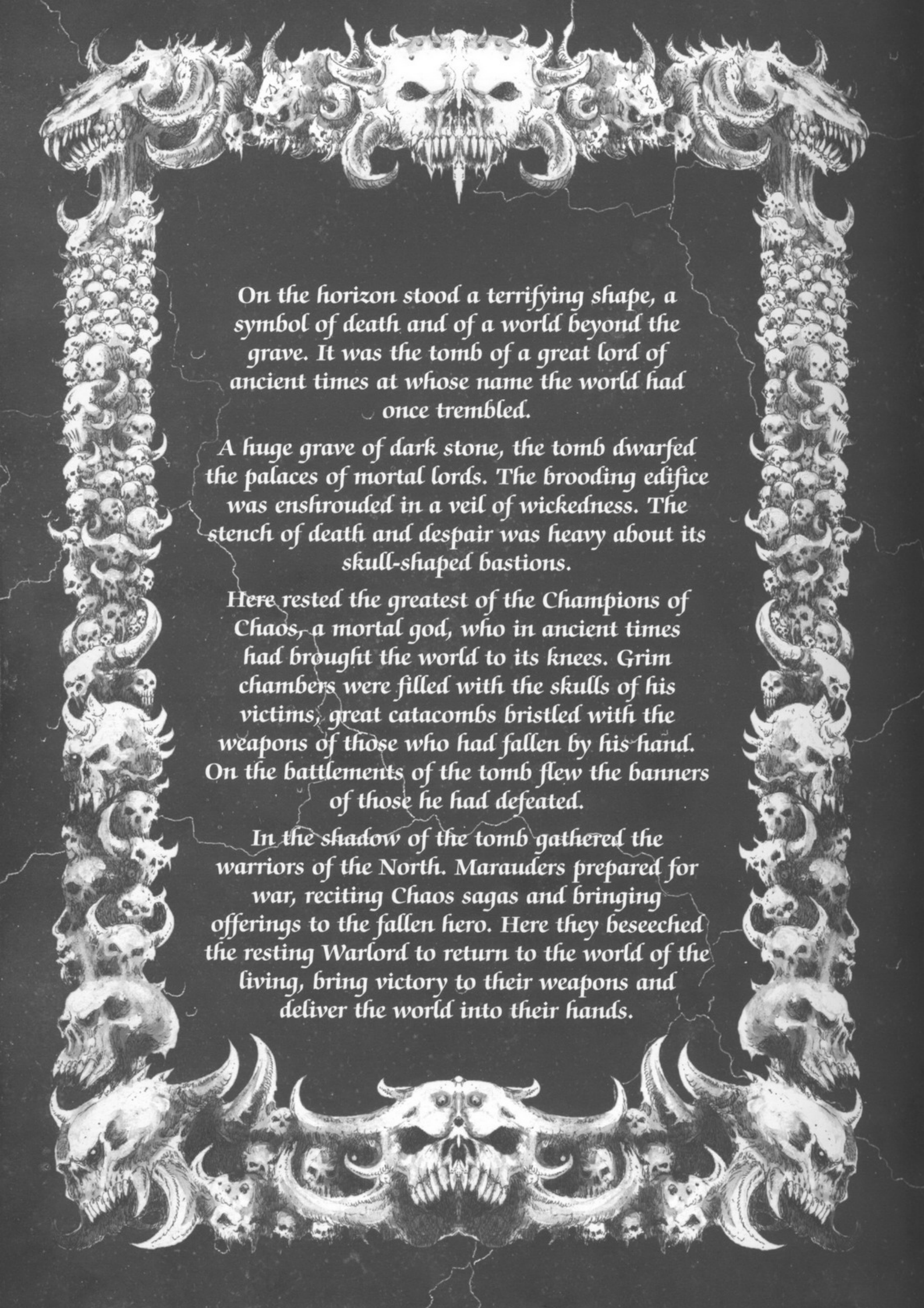
If the summoner is killed before the ritual is complete, the Greater Daemon will appear immediately.

SUMMONING TABLE

D6	Result
1	There is a great disturbance in the flux of magic and the Greater Daemon struggles to reach the material universe. The Greater Daemon will appear at the beginning of Chaos turn 3. You may place the Greater Daemon in the summoning circle facing any direction you wish. It may move and act normally including declaring charges and using any Daemonic Rewards.
2-5	The summoning is successful. From the nebulous reaches of the dark dimensions the Greater Daemon emerges to do battle. You may place the Greater Daemon in the summoning circle facing any direction you wish at the beginning of Chaos turn 2. It may move and act normally immediately, declaring charges and using Daemonic Rewards, etc.
6	A great influx of power from the Realm of Chaos hastens the arrival of the Greater Daemon. Invigorated by the power of Chaos, the Greater Daemon comes roaring into battle. It appears at the beginning of Chaos turn 1 and may act and move normally immediately, including declaring charges. You may place the Greater Daemon in the summoning circle facing any direction you wish.



THE LOST & THE DAMNED

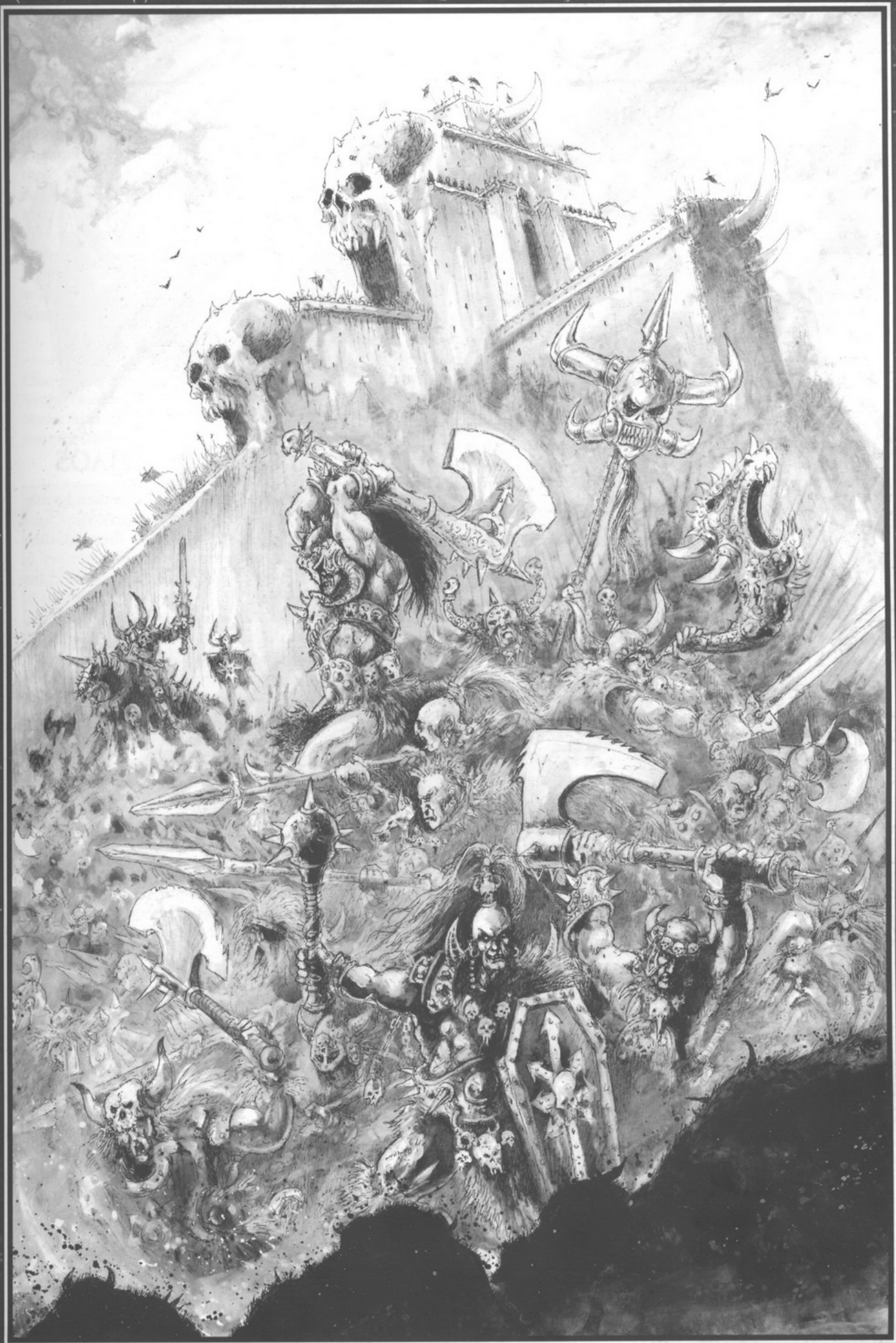


On the horizon stood a terrifying shape, a symbol of death and of a world beyond the grave. It was the tomb of a great lord of ancient times at whose name the world had once trembled.

A huge grave of dark stone, the tomb dwarfed the palaces of mortal lords. The brooding edifice was enshrouded in a veil of wickedness. The stench of death and despair was heavy about its skull-shaped bastions.

Here rested the greatest of the Champions of Chaos, a mortal god, who in ancient times had brought the world to its knees. Grim chambers were filled with the skulls of his victims, great catacombs bristled with the weapons of those who had fallen by his hand. On the battlements of the tomb flew the banners of those he had defeated.

In the shadow of the tomb gathered the warriors of the North. Marauders prepared for war, reciting Chaos sagas and bringing offerings to the fallen hero. Here they beseeched the resting Warlord to return to the world of the living, bring victory to their weapons and deliver the world into their hands.



MORTAL BESTIARY

CHAOS WARRIORS

Chaos Warriors are men who have chosen a life of bloodshed and adventure in return for a fleeting chance to gain the favour of a Chaos god. Most come from the ranks of the barbaric Marauder tribes, while some are brigands, outcasts from society, criminals fleeing from justice, madmen, or malcontents seeking refuge from persecution. However, not all come from the dregs of society: their ranks also include deposed nobles, young fortune hunters, and refugees driven out of their homes by poverty and war.

Chaos Warriors fight in the warbands of Champions of Chaos. Every Chaos Warrior hopes that one day he will be recognised by his Chaos god and chosen to be one of his champions. Chaos Warriors are powerful fighters and many bear chaotic mutations that enhance their power still further.

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



CHAOS KNIGHTS

Chaos Knights are the heavy cavalry of the armies of Chaos. These mounted Chaos Warriors are armed with tall lances and heavy swords, and they ride fierce Chaos Steeds. Their armour is ornate and unique, and is either made of heavy steel or is in fact Chaos armour itself – a magical gift from the gods that grows to be part of their body. The splendour of their wargear extends to their banners which are an impressive and macabre sights, carrying symbols of war and death.

Many Chaos Knights were nobles or chieftains before they sold their souls to Chaos, and they still regard themselves as the best of their kind.

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



CHAMPIONS OF CHAOS

If a warrior excels in the service of Chaos then he may be chosen to become a Champion of Chaos. The Chaos gods select Champions to represent them in their eternal struggle for supremacy, and only warriors of extraordinary prowess or remarkable ability stand any chance of being singled out in this way. Champions of Chaos enjoy the special attention of their god, and receive the Mark of Chaos which brands them as his. They also earn further gifts, acquiring mutations and growing in power under the watchful eye of their patron.

	M	WS	BS	S	T	W	I	A	Ld
Chaos Champion	4	7	7	5	4	1	7	3	9
Chaos Hero	4	8	8	5	5	2	8	4	10
Chaos Lord	4	9	9	5	5	3	9	5	10

SPECIAL RULES

We have stuck to the usual three terms that define characters by level (Champions, Heroes, and Lords) to distinguish between the three types of Champions of Chaos. Bear in mind that any references and rules that refer to Champions of Chaos will apply to Champions, Heroes and Lords alike.



CHAOS SORCERERS

A wizard who pledges his soul to Chaos may become a Chaos Sorcerer. Only the most promising of individuals are chosen and Chaos Sorcerers are also Champions of their god. They receive rewards from their god, and may one day achieve the ultimate reward of immortality. Chaos Sorcerers also receive the Mark of Chaos that is unique to their god. These are different from the Marks that normal Champions of Chaos receive and are described below. Note that Khorne has no Chaos Sorcerers – as a patron of warriors he has no truck with the magical trickery of wizards.

	M	WS	BS	S	T	W	I	A	Ld
Chaos Sorcerer	4	6	6	4	5	1	7	2	9
Sorcerer Champion	4	6	6	5	5	2	7	2	9
Master Sorcerer	4	6	6	5	5	3	8	3	9
Sorcerer Lord	4	6	6	5	5	4	9	4	10



MARKS OF CHAOS FOR SORCERERS

Chaos Sorcerers follow either Nurgle, Tzeentch, Slaanesh, or Chaos in its undivided glory. They have the Mark of their Chaos god (or the Mark of Chaos Undivided). Note that these Marks differ from those of Champions of Chaos and Daemon Princes.

TZEENTCH

Fortune: Tzeentch is the master of arcane magic and his followers often find themselves gifted with strange powers. Change is Tzeentch's sphere of power, and his Sorcerers are able to bend reality for their own purposes.

Sorcerers of Tzeentch may re-roll any single dice throw once during the game and add or deduct 1 from the result. Note that the sorcerer may use this only to re-roll dice rolls that affect him directly, eg his own armour saves, to hit rolls or tests against his own characteristics. Note that you are allowed to re-roll any dice roll only once and you must accept the result of the second throw. You can not re-roll a failed re-roll.

NURGLE

Magic Effusion: A Sorcerer of Nurgle emits a cloud of corrupt and spoiling magic, a miasma of power that is invisible except to another wizard. No wizard of a lower magic level (apart from Nurgle Sorcerers) within 6" of a Nurgle Sorcerer may cast spells. This does not affect spells cast from magic items. In addition, at the start of the Chaos player's magic phase, any spells that remain in play within a 6" radius around the Nurgle Sorcerer may be dispelled on a D6 roll of a 4+.

SLAANESH

Radiance of Charm: A Sorcerer of Slaanesh radiates an aura of charm and empathy so strong that no foes will cast spells at him or shoot at him with missile weapons if they are within 12". This does affect spells cast from magic items, and also prevents spells being used against a unit if doing so would strike or otherwise affect the Sorcerer. It does not prevent an enemy shooting at a unit the Sorcerer is with using bows or other missile weapons.

UNALIGNED

Chaos Armour: Chaos Sorcerers who follow Chaos in its undivided glory are protected by Chaos armour. Chaos armour gives the Sorcerer an armour saving roll of 4+ and can be combined with the saving throw bonuses for a mount in the normal manner. For example, Chaos armour alone gives a save of 4+; a mounted Sorcerer with Chaos armour has a save of 3+ (2+ if the Steed has barding).

Chaos armour is a magical armour in the same way as the Chaos armour that can be bought for Chaos characters. It does not count as a magic item for the purpose of calculating the number of magic items the Sorcerer may have. Unlike some ordinary armour there is no movement penalty associated with Chaos armour.

CHAOS MARAUDERS

The barbaric warriors of the north who worship the Dark Gods are called Chaos Marauders. In fact there are several tribes, each with their own distinctive traits and customs.

All Chaos Marauders follow the Dark Gods from birth, and the tribes have done so since time immemorial. They have no concept of other ways to live, and they see the gods of other nations as evil, weak, and jealous of the power of their patrons. They consider their way of life as the only pure and true path.

Each Chaos Marauder aspires to join a Chaos warband. They often form the bulk of the mortal warbands of Chaos, and most Chaos Warriors and Champions of Chaos come from their ranks.

	M	WS	BS	S	T	W	I	A	Ld
Chaos Marauder	4	4	3	4	3	1	4	2	7



WARHORSES

Some of the Marauder tribes, like the tribe of the Mighty Serpent, raise herds of heavily built, evil-tempered warhorses. They are often gray or pure black, and in battle they strike at the foe with great fury, as if they hate all living things.

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

CHAOS STEEDS

A Chaos Steed is a huge black horse, red eyed with steaming breath, broad and muscular in build, vicious in temperament, and often mutated in some fashion. A Chaos Steed is big and strong enough to carry even a massive Chaos Lord into battle.

	M	WS	BS	S	T	W	I	A	Ld
Chaos Steed	8	4	0	4	4	1	4	1	5



OGRES

Ogres stand almost twice the height of a man, and are far stronger. They have massive, muscular frames and thick bony foreheads. The clenched fist of an Ogre is larger than a man's head and its grip is vice-like and tenacious.

Ogres are tough creatures who neither need nor desire the comforts of civilized living. They prefer to avoid cities and towns, and make their camps among the rocky mountains. Ogres are numerous in the north, and many tribes make their home in the crags and hills of the Troll Country. The Ogres of the north are, if possible, even more brutal and violent than their southern cousins, and mutations amongst them are not unusual.

Since Ogres love the clamour of battle and excitement of plundering they often join the warbands and retinues of Champions of Chaos.

	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	3	2	4	5	3	3	2	7
Ogre Champion	6	4	3	5	5	3	4	3	7
Ogre Chieftain	6	5	4	5	6	4	5	4	8
Ogre War Chief	6	6	5	5	6	5	6	5	9

SPECIAL RULE

Fear

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



CREATURES OF CHAOS

BEASTMEN

Beastmen are wild and brutish creatures who care little for other races and despise humans above all else. They have bodies that are half-man, half-beast, usually with the horned head of a goat. In battle they combine ferocity with a savage lack of discipline, fighting and battling amongst themselves in their eagerness to get at the enemy. The largest and most powerful are called Gors and they form the warrior caste of Beastman society.

UNGORS

Ungors, or *Bray* as they are called in the Dark Tongue of Chaos, make up the bulk of the Beastman hordes. A gross mixture of man and beast, the Ungors are savage and numerous, easily capable of overwhelming any enemy with their sheer numbers. They are powerful and tough, savage and cruel.

GORS

Gors are the largest kind of Beastmen. They are huge, lumbering creatures with massive horns, and are deadly adversaries in battle.



	M	WS	BS	S	T	W	I	A	Ld
Ungor	4	3	2	3	4	1	3	1	6
Gor	4	4	3	3	4	2	3	1	7
Bestigor	4	5	3	4	4	2	3	1	7
Champion	4	5	4	4	4	2	4	2	7
Beastman Hero	4	6	5	4	5	3	5	3	8
Beastman Lord	4	7	6	4	5	4	6	4	9

	M	WS	BS	S	T	W	I	A	Ld
Beastman Shaman	4	4	3	3	5	2	4	1	7
Shaman Champion	4	4	3	4	5	3	4	1	7
Master Shaman	4	4	3	4	5	4	5	2	7
Shaman Lord	4	4	3	4	5	5	6	3	8



BESTIGORS

Bestigors are the biggest, strongest, and most powerful of the Gors. They either lead lesser Beastmen to battle or form elite regiments of their own. When they march to war they take their equipment from the treasure hoard of the herdstone. This means that Bestigors invariably have excellent equipment including the heaviest types of armour and halberds.

Bestigors are proud and arrogant, respecting only other Bestigors and Beastman Chieftains. In battle they are completely focused on fighting, ignoring fleeing friends and vying with each other to be the most savage.

SPECIAL RULES

Infighting

Beastmen Gors and Ungors are ill-disciplined and prone to infighting even in the midst of battle. A Beastman Gor or Ungor unit that wishes to move or make a march move must first pass a Leadership test on 2D6 (in the same way as a psychology test). If this is failed it may not move that turn. The unit is not otherwise affected, but must stand on the spot whilst its leaders restore discipline. This does not affect charge moves, fleeing, pursuit, magically induced movement or any other movement, all of which happen as normal and no test is required. Note that this rule does not affect Beastman characters unless they are positioned with units, where they are affected along with the rest of the unit. Beastman chariots are not affected by infighting nor are skirmishing Ungors.

Bestigor Pride

Bestigors are not affected by infighting: they are proud, arrogant, and supremely confident in their prowess. In addition, Bestigor do not have to take Panic tests due to Ungor units that are broken, fleeing or destroyed.

TUSKGORS

Tuskgor are beasts of burden for the Beastmen. They are a grotesque mix between a great boar and a mighty ram, brutish beasts covered with thick woolly hair. They are evil-tempered, stubborn creatures who are very difficult to kill. Tuskgor are not natural creatures, but creations of Chaos, and an unnatural vigour burns in their veins. Beastmen harness Tuskgor to pull their crude chariots. Tuskgor are thick-skinned and obese, and arrows or crossbow bolts rarely penetrate their gnarled hide.

	M	WS	BS	S	T	W	I	A	Ld
Tuskgor	7	3	0	4	4	2	2	1	3

SPECIAL RULE

Thick Skin

Tuskgor, are thick-skinned, stubborn and vile-tempered creatures, and consequently very difficult to kill. Their thick hides and skins give them excellent protection against arrows. Indeed, the only vulnerable area of their body is the eyes, and these are well protected by their great horns. Tuskgor have a 4+ armour saving throw. This save is modified by the strength of the attack as normal.



MINOTAURS

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

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

	M	WS	BS	S	T	W	I	A	Ld
Minotaur	6	4	3	4	4	3	3	2	9
Champion	6	5	4	5	4	3	4	3	9
Hero	6	6	5	5	5	4	5	4	10
Lord	6	7	6	5	5	5	6	5	10

SPECIAL RULES

Bloodgreed

When Minotaurs taste blood they get wildly excited and lose discipline as they tear their enemy apart and feed. If Minotaurs break their hand-to-hand combat opponents, or wipe them out completely, they will become affected by the psychology rules for *frenzy* on a dice roll of 4+. If frenzied they must, of course, pursue. Make only one roll for the entire unit. This represents the Minotaurs becoming wildly excited by the smell of blood and tearing their fleeing opponents apart, consuming their raw flesh in a berserk fury.

Fear

Minotaurs are huge brutish monsters that cause *fear* in other creatures.

CHAOS HOUNDS

Hounds of Chaos are wolf-like creatures whose ancestors were once ordinary canines that were caught in the Chaos Wastes and drawn into the Realm of Chaos. They are marked with hideous mutations such as two or even three heads, horns, long tusks, scorpion tails, and countless other aberrations of nature. Both Chaos Marauders and Beastmen raise these hounds for hunting and for war.

	M	WS	BS	S	T	W	I	A	Ld
Hound	6	4	0	4	4	1	4	2	6

SPECIAL RULE

Packs

Chaos Hounds fight in units which in this case are called packs. A pack must consist of at least five models in the same way as other units. Chaos Hound packs may not have standard bearers or musicians, but otherwise fight exactly like any other unit. A character model may join a pack and lead it as he might any other unit (although it may be more appropriate to think of the pack joining the character model to fight alongside him).

The pack of Chaos Hounds moves at the speed of its slowest members, which will normally be characters who have joined the pack. When the pack charges or pursues, the Hounds move at full speed. Thus, if the enemy is further than the charge range of an accompanying character(s), that character will not be able to fight on the first turn. Place the character model at the rear of the pack. In subsequent turns it may be moved into combat as normal.

HARPIES

Harpies are loathsome Children of Chaos. They are scavengers and opportunists who prey upon the sick, weary, battle-worn and the dying. Bestial and savage creatures, they flock in large numbers over the Northern Wastes and can often be seen circling over battlefields, waiting for the chance to dive down upon those too weak to defend themselves. There is no order amongst them, no more than amongst the most savage of beasts. Their screeching cries cleave the air and cast a shadow of dread on those below. Old Worlders consider a flight of Harpies an ill omen and with good reason, for the armies of Chaos are never far behind them.

	M	WS	BS	S	T	W	I	A	Ld
Harpy	4	4	0	4	4	2	2	1	6

SPECIAL RULES

Fly

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

Characters

Note that although Harpies fight in units, they have no Champions, standards or musicians.

Leaders

Harpies are savage and uncooperative creatures – they cannot be led by characters, not even by a character capable of flight. They can never use any Leadership other than their own, even if the General of the army is within 12".





DRAGON OGRES

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

	M	WS	BS	S	T	W	I	A	Ld
Dragon Ogre	6	4	2	5	5	4	2	3	7
Champion	6	5	3	6	5	4	3	4	7
Hero	6	6	4	6	6	5	4	5	8
Lord	6	7	5	6	6	6	5	6	9

SPECIAL RULES

Fear

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

Scaly skin

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

Lightning

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

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

Players may not deliberately use lightning attacks upon his own Dragon Ogres – such strikes have no effect.

CHAOS DRAGONS

A Chaos Dragon is the mightiest of all Dragons. Its body is wracked with mutation. It has twin heads and twin tails, and each head is able to breathe a different kind of destruction. One breathes the Dark Fire of Chaos, which burns more ferociously than any ordinary flame. The other breathes corrupting Fumes of Contagion which spread ruin amongst its victims.

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dragon	6	6	0	7	7	7	6	8	8

SPECIAL RULES

Fly

The Chaos Dragon has large leathery wings and can *fly* as described in the Warhammer rulebook.

Scaly Skin

Dragons have hard scales which act like armour, protecting them from attack. A Dragon therefore has an armour saving throw of 4+ on a D6. However, because Dragon scales are so extraordinarily hard, the Dragon's save is not modified by the usual modifier for Strength. Regardless of the strength of the attack the Dragon will always save on a 4+. Only if the attack discounts armour saves altogether is the save ignored (eg cannons, stone throwers, bolt throwers, etc).

Terror

The Chaos Dragon is a huge and frightening monster that causes *terror* as described in the Psychology section of the Warhammer rulebook.

Dragon's Breath

The Chaos Dragon has two heads and each head is capable of breathing a unique kind of breath weapon. A Chaos Dragon can use its breath weapons in hand-to-hand combat like other Dragons.

Dark Fire of Chaos

One head can breathe the Dark Fire of Chaos. Use the teardrop-shaped flame template, placing the broad end over your target and the narrow end next to the Dragon's head. Any model lying under the template area is hit on the D6 score of a 4 or more in the same way as models lying under war engine templates, etc. A model hit by the Dark Fire of Chaos suffers a Strength 4 hit. Damage and saving throws are worked out normally. Creatures that are vulnerable to flaming attacks take extra damage as described in the Warhammer Battle Book Bestiary section.

Fumes of Contagion

One head breathes Fumes of Contagion. Use the teardrop-shaped template to work out hits as above. Models under the template are hit on a 4+ as before. Any models hit suffer a Strength 4 hit but no saving throw is allowed for armour as the corrupting fumes work their way through all such defences.



CHAOS TROLLS

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

Trolls are not very intelligent, but they are extremely strong, and can easily rip a man apart with their bare hands. Trolls are greatly feared because of their unthinking ferocity and indiscriminate appetite. They can and will eat anything – flesh and bone, wood, rocks, bits of metal. The stomach of a Troll contains some of the most powerful acids known in the Old World, and its digestive juices are highly valued by alchemists and wizards.

The other unusual, and perhaps best known characteristic of Trolls, is that their flesh is able to regrow almost as quickly as it is damaged. If a Troll's clawed hand is severed a fresh one will grow from the stump. You have to cause a great deal of damage to a Troll to stop it regenerating. The only thing that Trolls cannot survive is fire. If they are burnt they cannot regenerate, so fire is the greatest ally of the Troll fighter.

Chaos Trolls are the largest and perhaps the most dangerous type of Trolls. They are grossly mutated, often growing great long spines and additional heads and arms. They are far more aggressive than their southern cousins, and less prone to lose their interest in battle.

	M	WS	BS	S	T	W	I	A	Ld
Chaos Troll	6	3	1	5	4	3	1	4	7



SPECIAL RULES

Fear

Trolls are large and extremely repulsive monsters that cause *fear*, as described in the Warhammer rulebook.

Stupidity

Trolls are extremely stupid creatures and get confused very easily. Trolls are affected by the rules for *stupidity*, as described in the Warhammer rulebook.

Regenerate

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

Work out combat results (or determine if a Panic test is required) **after** the Trolls have regenerated – the number of wounds inflicted on them does not include any that are regenerated.

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

Fire

Troll flesh cannot regenerate when it has been burnt. If a Troll sustains 1 or more wounds from flames then it cannot regenerate that or any further wounds for the rest of the game, even those inflicted by ordinary weapons.

Vomit

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

GRIMOIRE DAEMONICUS

BLOODTHIRSTER

GREATER DAEMON OF KHORNE

Bloodthirsters exist purely for combat. They are huge, terrifying monsters, the greatest and most deadly of all Khorne's Daemons. Their master is the Chaos god of battle, and Bloodthirsters are the greatest fighters of all daemon-kind. They are savage, bellowing creatures of immense size, filled with the barely contained energy of Chaos. Their bloodlust extends far beyond mortal comprehension, and they will attack anything within their reach with terrible ferocity.

Their blood-stained fur is either red or black, and their gaping maws are full of teeth like murderous blades. They usually wear Chaos armour of ruddy bronze and black iron. A Bloodthirster often carries two weapons, an *Axe of Khorne* and a long, barbed lash. The axe is an enchanted Daemon weapon, a living thing that thirsts for blood and slaughter. Although Bloodthirsters never have magical powers they are exceptionally strong and savage fighters, and a single Daemon of this kind is a match for an entire mortal army.

	M	WS	BS	S	T	W	I	A	Ld
Bloodthirster	6	10	10	8	7	10	8	10	10

SPECIAL RULES

Greater Daemon

All the special rules for Daemons apply as described in the Chaos Daemons section of this volume and the Warhammer rulebook. In particular, note that the Bloodthirster has a daemonic saving throw of 4+.

Terror

The Bloodthirster is amongst the most terrifying of all monsters, and causes *terror* as described in the Psychology section of the Warhammer rulebook. Remember that monsters which cause terror automatically cause *fear* as well.

Fly

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

BLOODLETTERS OF KHORNE

The Daemon hordes of Khorne are made up of countless ferocious Bloodletters. They are deadly warriors whose slaving jaws are studded with sharp, needle-like teeth. Some ride the Juggernauts of Khorne in which case they are known as Bloodcrushers.

Bloodletters have scaly red hide and shiny black claws. Mightiest in their ranks are the Blooded Ones – Champions of the Bloodletter hordes. Bloodletters are furious fighters with strong arms and murderous talons, but their most fearsome weapons are their Hellblades. These weapons glow with deadly enchantment, and cause terrible wounds that can slay even the hardest hero.

	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	5	5	4	3	1	6	2	10
Champion	4	6	6	5	3	1	7	3	10

SPECIAL RULES

Daemons

All the special rules for Daemons apply. In particular, note that the Bloodletter has a daemonic saving throw of 4+.

Fear

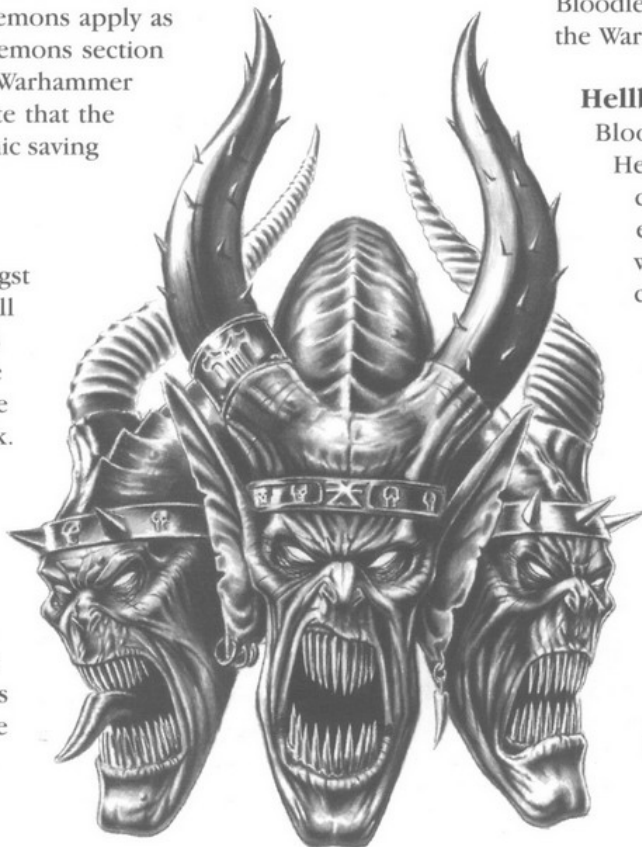
As monstrous and horrifying creatures, Bloodletters cause *fear*, as described in the Warhammer rulebook.

Hellblade

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

Bloodhorn

If a unit of Bloodletters includes a musician they will carry the Bloodhorn. The unit can always march even if there are enemy troops within 8" at the start of the movement phase, striding tirelessly forward, heedless of danger.



JUGGERNAUTS OF KHORNE

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

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

	M	WS	BS	S	T	W	I	A	Ld
Juggernaut	7	3	0	5	5	3	2	2	10

SPECIAL RULES

Daemons

All the special rules for Daemons apply. In particular, the Juggernaut has a daemonic saving throw of 4+.

Fear

Juggernauts are horrendous and powerful creatures. A Juggernaut therefore causes *fear*.

Crush

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

Riding Beast

The Juggernaut of Khorne is too big and dangerous to treat as a cavalry model, so special rules apply instead.

When shooting at the Juggernaut and its rider, roll to hit as normal, but randomise any hits between the rider and the mount (roll D6: 1-2=rider, 3-6=Juggernaut). Work out any hits as normal, and resolve damage against either the rider or the Juggernaut. If the rider is slain, the Juggernaut continues to fight as normal.

If the Juggernaut is slain, the rider is slain as well unless he is a character model other than the unit's regimental leader. In this case the character can continue to fight on foot. In the case of attacks using a template, treat the Juggernaut and the rider as separate targets, so both will be hit if both lie under the template area.

In hand-to-hand combat both the Juggernaut and its rider fight separately. In effect, this works the same way as combat against monsters and their riders. An enemy may choose to aim its attacks against either the rider or the Juggernaut.



FLESH HOUNDS OF KHORNE

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

Flesh Hounds are the hunting beasts of Khorne. Across the Chaos Wastes they chase their victims, and none who have heard their howls of rage and survived can ever sleep peacefully at night.

	M	WS	BS	S	T	W	I	A	Ld
Flesh Hound	10	5	0	5	4	2	6	1	10

SPECIAL RULES

Daemons

All the special rules for Daemons apply. In particular note that the Flesh Hound has a daemonic saving throw of 4+.

Fear

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

Flesh Hound's Collar of Khorne

The brass collar worn by a Flesh Hound is forged from the heat of Khorne's rage at the very foot of the Blood God's brazen throne. The collar absorbs and nullifies all enchantments. Because of this protection, magic weapons cannot harm a Flesh Hound at all, and spells cast against them are automatically dispelled, even if cast with Total Power.

GREAT UNCLEAN ONE

GREATER DAEMON OF NURGLE

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

Although its appearance is horrific and sickening, the Great Unclean One has a gregarious and even sentimental nature, taking real pride in its followers' diseases and achievements. Its body swarms with tiny Daemon Nurglings, which pick at its skin, lick sores and squabble for their master's attention. These tiny creatures hatch from pustules in the Great Unclean One's flesh, so they are constantly being renewed as they get shaken aside, squashed and even eaten by their master.

	M	WS	BS	S	T	W	I	A	Ld
Great Unclean One	4	7	7	7	8	10	4	7	10

SPECIAL RULES

Greater Daemon

All the special rules for Daemons apply. In particular, note that the Great Unclean One has a daemonic saving throw of 4+ which partially represents the fact that it is very fat indeed.

Terror

The monstrous Great Unclean One is vast, horrible and rank and therefore causes *terror* as described in the Psychology section of the Warhammer rulebook. Remember that monsters which cause terror automatically cause *fear* as well.



PLAGUEBEARERS OF NURGLE

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

Plaguebearers have green, putrid skin which is split and rancid. They have a single eye and one horn that sticks straight out of their forehead – in the later stages of Nurgle's Rot this horn sprouts from the sufferer's brow. Plaguebearers are armed with a gnarled Plaguesword that carries disease and death.

	M	WS	BS	S	T	W	I	A	Ld
Plaguebearer	4	5	5	4	3	1	6	2	10
Champion	4	6	6	5	3	1	7	3	10

SPECIAL RULES

Daemons

All the special rules for Daemons apply. In particular, note that the Plaguebearer has a daemonic saving throw of 4+.

Plaguesword

Plagueswords drip with venomous slime. If a mortal creature has more than 1 wound, then a wound from one of these weapons will kill it on a D6 roll of a 4 or more, regardless of how many wounds the target can normally sustain. Note that this only applies to mortal creatures, for example not Daemons or Undead.

Gong of Despair

If a unit of Plaguebearers includes a musician it will carry a Gong of Despair. The Gong's lonely sound fills the hearts of mortals with dread and trepidation.

Any enemy in hand-to-hand combat with a unit of Plaguebearers carrying a Gong of Despair must re-roll any successful Break test. The second roll always stands. Note that this has no effect on Daemons or Undead.

Cloud of Flies

Plaguebearers are surrounded by a black cloud of flies. While Plaguebearers are fighting, these foul buzzing creatures swarm about their enemies. This terrible distraction means that any enemy fighting a Plaguebearer suffers -1 to all dice rolls to hit.

Fear

Plaguebearers cause *fear*.

BEASTS OF NURGLE

Beasts of Nurgle are gigantic and slug-like. Their heads are topped by a fringe of fat tentacles from which oozes a paralysing slime. Victims of the Beast are not necessarily dead, their apparently lifeless bodies are merely paralysed so that the Beast can return to them once the battle is over.

	M	WS	BS	S	T	W	I	A	Ld
Beast of Nurgle	3	3	0	3	5	3	3	D6	6

SPECIAL RULES

Movement

Beasts of Nurgle move with a slug-like slither, sometimes with surprising speed, while other times agonisingly slow. To represent this, in the compulsory movement part of the movement phase, Beasts of Nurgle are moved D6+2" straight forward. Make only a single roll for any unit of Beasts. If this random move brings a Beast into base-to-base contact with any enemy models, then it is considered to have charged. No formal declaration of the charge is necessary. The target may make the usual response just as if it had been charged in the normal manner. Beasts can also move and march normally and declare charges if you wish. Note that the random move is in addition to the Beast's normal movement.

Attacks

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

Slime Trail

Beasts leave a slime trail behind them as they move, like that of a slug or a snail. This means it is impossible to attack a Beast from the side or rear without touching the slime. Any model attempting to attack a Beast in this way will sustain a single automatic hit as if it had been struck by the Beast itself. This is worked out before the attacker's own blows are struck.

Riding Beast

A Beast of Nurgle is too big and dangerous to treat as a cavalry model, so special rules apply instead. When shooting at a Beast and its rider, roll to hit as normal, but randomise any hits between the rider and the mount (roll a D6: 1-2=rider, 3-6=Beast). Work out any hits as normal, and resolve damage against either the rider or the Beast. If the rider is slain, the Beast continues to fight as normal. If the Beast is slain, the rider is slain as well unless he is a character model other than the unit's regimental leader. In this case the character can continue to fight on foot. In the case of attacks using a template, treat the Beast and the rider as separate targets, so both will be hit if both lie within the template area. In the hand-to-hand combat phase

both the Beast and its rider fight separately. In effect, this works the same way as combat against monsters and their riders. An enemy may choose to aim its attacks against either the rider or the Beast.

Fear

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

Daemons

All the special rules for Daemons apply. In particular, the Beast of Nurgle has a daemonic saving throw of 4+.



NURGLINGS

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

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

	M	WS	BS	S	T	W	I	A	Ld
Nurglings	4	3	3	3	3	3	4	3	7

SPECIAL RULES

Daemons

All the special rules for Daemons apply. In particular, note that a stand of Nurglings has a daemonic saving throw of 4+.

Fear

Nurglings are Daemons and so cause *fear*. One base of Nurglings counts as one model for purposes of *fear*.

Multitudinous horde

Nurglings attack in a vast, unstoppable mass. Because of their numbers and the press of their bodies, it is impossible to lap round them.

LORD OF CHANGE

GREATER DAEMON OF TZEENTCH

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

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

	M	WS	BS	S	T	W	I	A	Ld
Lord of Change	8	9	10	7	7	7	10	6	10

SPECIAL RULES

Greater Daemon

All the special rules for Daemons apply. Note that the Lord of Change has a daemonic saving throw of 4+.

Fly

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

Terror

The Lord of Change is amongst the most terrifying of all monsters and causes *terror* as described in the Psychology section of the Warhammer rulebook. Bear in mind that monsters which cause terror automatically cause *fear* as well.



HORRORS OF TZEENTCH

Horrors of Tzeentch are wild creatures made from raw magic. They are full of boundless energy and spin like tops as they hop and whirl across the battlefield, madly cackling and braying. Because of their magical essence they glow as they move, creating a dazzling display of vivid colour. Some are greater than others, human-kind's worst nightmare, the Champions of the Horrors.

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

	M	WS	BS	S	T	W	I	A	Ld
Pink Horror	4	5	5	4	3	1	6	2	10
Champion	4	6	6	5	3	1	7	3	10
Blue Horror	4	3	3	3	3	1	7	1	10

SPECIAL RULES

Daemons

Horrors do not receive the usual daemonic saving throw for the reasons given below. All the other special rules for Daemons apply.

Fear

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

Split

When a Pink Horror sustains a wound it is not slain but automatically divides into two Blue Horrors. Remove the model and replace it with two Blue Horror models. Place the Blue Horror models at the back of the unit (even if the Blue Horrors were created by the destruction of a Pink Horror Champion in a Challenge). These continue to fight on in place of the original Pink Horror until they receive a wound and are removed. Note that, unlike most other Daemons, neither variety of Horror receives a daemonic saving throw.

Drum of Change

If a unit of Horrors has a musician then one of the Daemons will be a weird mutant combination of a Horror and a gigantic drum! Thanks to the magical resonance of the drum the unit can store a single extra magic card from turn to turn. As units of Horrors also count as wizards, you may store up to two magic cards for each Horror unit with a musician in your army.

FLAMERS OF TZEENTCH

Flamers are amongst the strangest of all Daemons. Their lower portions resemble inverted mushrooms whose stalks have become muscular bodies. They have two flexible arms that spit magical flames. A Flamer has no head as such, but its eyes and gaping beak lie between its swaying arms. The Flamer is surprisingly agile. Its fungoid body can flex with great strength, allowing it to move by jumping and bounding.

	M	WS	BS	S	T	W	I	A	Ld
Flamers	9	3	5	5	4	2	4	2	10

SPECIAL RULES

Daemons

All the special rules for Daemons apply. In particular, note that a Flamer has a daemonic saving throw of 4+.

Fear

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

Shoot Flames

Flamers can shoot magical flames in the shooting phase. These flames have a range of 6", no deduction is made for long range, and any unit or single model struck sustains D6 Strength 3 hits.

Bound

Flamers move by bounding, and can cross obstacles (walls, hedges and fences, etc) without penalty. See the Movement section in the Warhammer rulebook.

Flame Attacks

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



DISCS OF TZEENTCH

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

	M	WS	BS	S	T	W	I	A	Ld
Disc	12	3	0	3	3	1	3	1	10

SPECIAL RULES

Daemons

All the special rules for Daemons apply. In particular, note that a Disc has a daemonic saving throw of 4+.

Fly

Discs can *fly* as described in the Warhammer rulebook (even though they have no wings!).

Fear

Discs are weird Daemons and therefore cause *fear* as described in the Warhammer rulebook.





	M	WS	BS	S	T	W	I	A	Ld
Keeper of Secrets	6	9	10	7	7	8	7	6	10

SPECIAL RULES

Greater Daemon

All the special rules for Daemons apply. In particular, note that the Keeper of Secrets has a daemonic saving throw of 4+.

Terror

The Keeper of Secrets is amongst the most terrifying of all monsters and causes *terror* as described in the Psychology section of the Warhammer rulebook. Remember that monsters which cause terror automatically cause *fear* as well.

DAEMONETTES OF SLAANESH

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

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

	M	WS	BS	S	T	W	I	A	Ld
Daemonette	4	6	5	4	3	1	6	3	10
Champion	4	7	6	5	3	1	7	4	10

SPECIAL RULES

Daemons

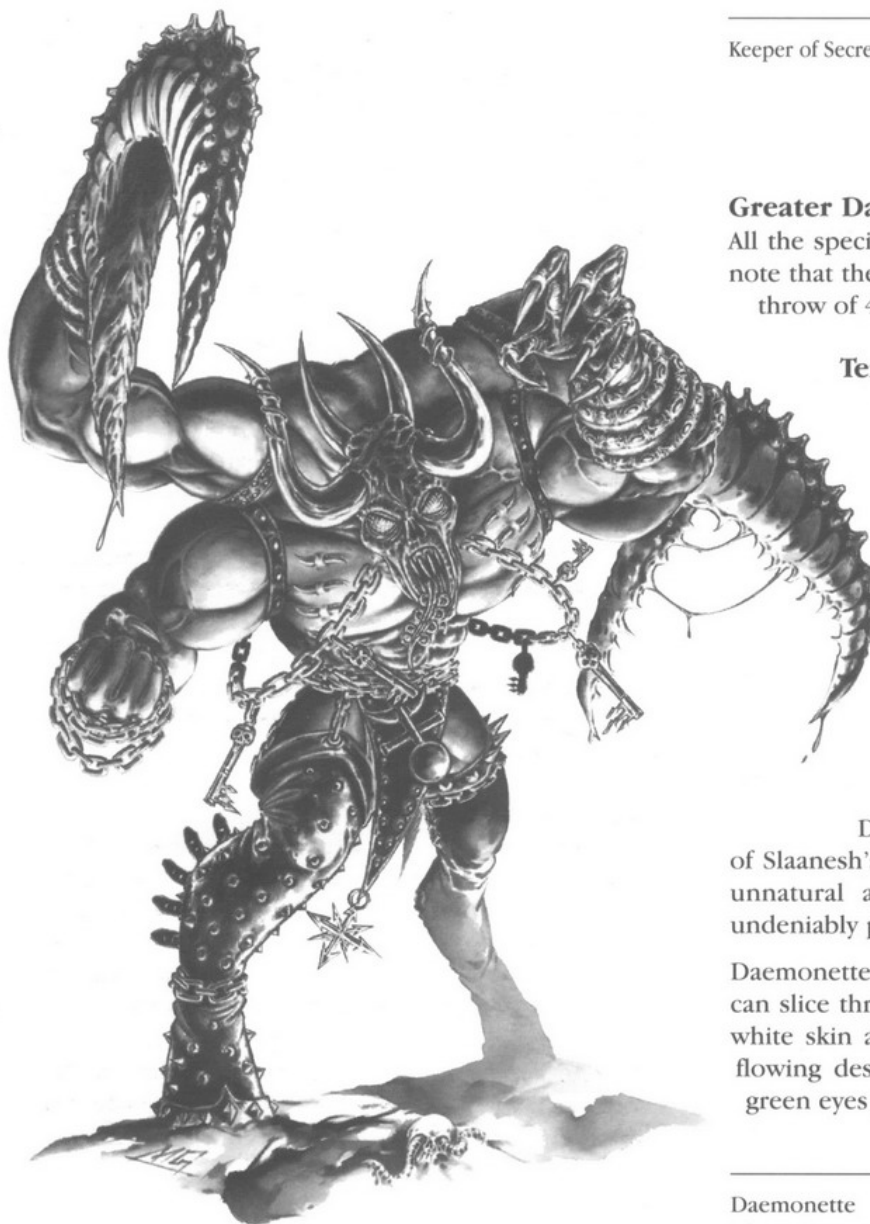
All the special rules for Daemons apply. In particular, note that a Daemonette has a daemonic saving throw of 4+.

Fear

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

Siren Flute

If a unit of Daemonettes has a musician it carries the Siren Flute which has the power to enthrall mortals with its eerie sound. When the Daemonettes charge, their enemy may not **stand and shoot** against them, but stare agawp, driven momentarily insane by the sound of the Flute. Undead and other Daemons are not affected. Any other charge response is still allowed, eg hold or flee.



KEEPER OF SECRETS GREATER DAEMON OF SLAANESH

A Keeper of Secrets is a titanic, lithe monster with two pairs of arms, one pair ending in long chitinous claws. Its head and sinewed body are bedecked with gorgeous jewels and delicate silks, and its razor sharp claws are decorated with brightly coloured lacquers.

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

It is said that these Daemons can hear anything that is said anywhere, and thus they are called the Keepers of Secrets. Due to their vast knowledge, it is a great temptation for a daemonologist to summon such a creature and try to bargain for information.





FIENDS OF SLAANESH

The Fiend of Slaanesh is a bizarre Daemon, a mixture of scorpion, reptile and human. It can lash its long barbed tail from side to side, or use it to strike directly over its head and stab its opponents. The bodies of Fiends exude a strong, sweet soporific musk that overwhelms their close combat opponents with intense drowsiness.

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

	M	WS	BS	S	T	W	I	A	Ld
Fiend of Slaanesh	6	3	0	3	3	1	3	3	8

SPECIAL RULES

Fear

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

Scorpion Tail

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

Daemons

All the special rules for Daemons apply. In particular, note that a Fiend has a daemonic saving throw of 4+.

Soporific Musk

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

STEEDS OF SLAANESH

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

	M	WS	BS	S	T	W	I	A	Ld
Steed of Slaanesh	12	3	0	4	5	1	6	1	10

SPECIAL RULES

Daemons

All the special rules for Daemons apply. In particular, note that a Steed has a daemonic saving throw of 4+.

Fear

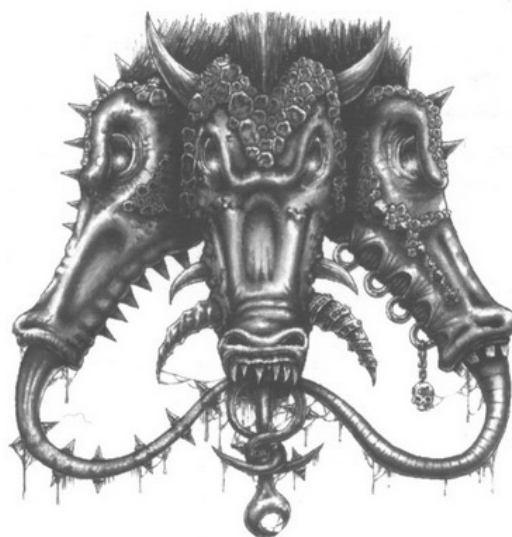
Steed of Slaanesh are weird and disturbing monsters. A Steed therefore causes *fear* as described in the Warhammer rulebook.

Tongue Attack

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

Daemonic Steed

Steed of Slaanesh can be ridden by Daemonettes and the most favoured Champions of Slaanesh. If ridden, the Steeds of Slaanesh add +1 to the armour save of their riders. In the case of Daemonettes their daemonic save is increased to 3+.



DAEMON PRINCES

Daemon Princes are the mortal Champions of Chaos who have achieved their unholy ambition and have been elevated to daemonhood by the Chaos gods. They are mighty beyond compare, lordly creatures of awesome might.

Some Daemon Princes will enter the Realm of Chaos to serve their god in other worlds or dimensions, while others will serve as the commanders of daemonic armies, destined to wage eternal war on behalf of their masters. It is this second type of Daemon Prince that is described.

	M	WS	BS	S	T	W	I	A	Ld
Daemon Prince	6	7	7	6	5	4	8	5	10

SPECIAL RULES

Terror

Daemon Princes are mighty, awe-inspiring beings. Daemon Princes cause *terror*, as described in the Warhammer rulebook. Remember that models that cause terror cause *fear* as well.

Daemon

All the special rules for Daemons apply. In particular, note that a Daemon Prince has a daemonic saving throw of 4+.

Flight

All Daemon Princes are able to *fly*. They often have wings, but some have the power to levitate above the ground by sheer effort of will.



CHAOS SPAWN

The armies of Chaos are followed by mindless packs of Chaos Spawn, Champions of Chaos who have failed in their bid to become Daemon Princes. Usually Chaos Spawn will die under the strain of their own twisted bodies within hours of their creation, but some survive, doomed to roam the Chaos Wastes as babbling monsters. It amuses the Chaos gods to bring Chaos Spawn onto the battlefield where they might vaguely remember their former glory and power. Such is the reward of Chaos.

In battle the Chaos Spawn will slither towards their enemies flailing with tentacles and attacking with savage ferocity, venting their rage and pain on the mortal creatures opposing them.

	M	WS	BS	S	T	W	I	A	Ld
Chaos Spawn	2D6	3	0	4	5	3	3	D6	10

SPECIAL RULES

Attacks

A Chaos Spawn has D6 attacks from its tentacles, arms, claws or whatever, determined randomly for each of them separately during each hand-to-hand combat round. These attacks always hit automatically.

Fear

Chaos Spawn are disgusting and revolting blasphemies against nature and cause *fear*, as described in the Warhammer rulebook.

Movement

Chaos Spawn have a movement value of 2D6. Roll in the compulsory movement part of the movement phase to see how far the Spawn travels. Make only a single roll for any units of Spawn. The Chaos Spawn will always move directly towards an enemy model, though this does not necessarily need to be the closest one. Spawn will move around impassable terrain in order to reach the enemy. If their movement brings them in contact with any unit, friend or foe, they stop and fight in hand-to-hand combat with their opponents. No formal declaration of the charge is necessary. The target may make the usual response just as if it had been charged in the normal manner. The Spawn will hit first in hand-to-hand combat during that round just as if it had charged. The Spawn will not move away until the fight is resolved (ie the opposing unit is broken or destroyed). The Spawn always pursues fleeing opponents. Roll 2D6 to determine pursuit move.

Psychology

Chaos Spawn are mindless creatures, knowing no fear of pain or death. Chaos Spawn are immune to psychology and cannot be broken in hand-to-hand combat. In addition, they will automatically pass any Leadership-based test they are forced to take.

WRIT IN BLOOD

Chaos warbands roam the Northern Wastes. Most are small: a single Champion followed by a handful of warriors. Many are destroyed in the endless battle.

Other warbands are greater. Some are powerful armies of Chaos in their own right.

The names of the most dangerous of these warbands are known even in the civilised lands of the Empire and beyond: the Swords of Chaos, the Skulltakers, the Knights of Tzeentch and the Tormentors. Deadly weapons of the Dark Gods, they are bringers of sorrow, warbands whose dark deeds are writ in blood upon the lands of the Old World.

THE SWORDS OF CHAOS

All Champions of Chaos follow their gods with reverent faith, but to this warband the worship of Chaos is everything. They are more like a religious order than a band of warriors. The Swords of Chaos are not dedicated to any one of the Chaos gods alone. They follow Chaos Undivided, the Great Nameless One, the Thing That Should Not Be.

Their leader is called Archaon. He is mighty, cunning, unspeakably evil, and is said to be the greatest Chaos lord of the age. Rumours tell that he was a warrior-priest of a religious order in the Empire, but found his true faith in the worship of Chaos. He was granted a vision that he would unite the hordes of Chaos and march against the civilised nations, bringing upon the world an Age of Chaos that would last for eternity. Archaon is utterly dedicated to this cause, and he will let nothing stand in his way. He is a great orator, and his speeches whip his followers into a religious frenzy. His words touch the soul of anyone who has pledged himself to the cause of Chaos.

Archaon is constantly roaming the wastes, seeking other warbands. In battle the choice that Archaon gives to the other warbands is simple: join him or die. Followers of all the Chaos gods are welcome, just as long as they swear fealty to Archaon. Chaos Undivided welcomes all its true sons.

Many disobey and die. But many others will be gripped by the zeal of Archaon and join him. Thus the Swords of Chaos have grown to be the largest coalition of warriors in the Northern Wastes. Many times have zealous defenders gathered armies and challenged Archaon, hoping to rid the world of his deadly threat. Now their bones litter the Northern Wastes and the plains of the Troll Country.

The warbands that gather under the banners of the Swords of Chaos are many and varied, but all of them are under the rule of the merciless lord Archaon. All look to him for religious guidance. Their number grows daily, and many fear that Archaon will be the next one to gather the warbands of the wastes and bring unholy war to the Old World.

SKULLTAKERS

The Skulltakers are a warrior band well known in the legends of the Old World. When Chaos assaulted Bretonnia, the Skulltakers were there; it was their commander Akrim who hacked down King Louis the Brave. They fought in the Great War Against Chaos, and in the histories of Kislev the Skulltakers are mentioned many times. Carnage, butchery and slaughter are the lifeblood of the Skulltakers, the chosen champions of Khorne.

The Skulltakers are a large warband with several hundred warriors, and they pride themselves on being the greatest fighters to walk the earth. Khorne is their god – a lord who knows no pity or mercy. To find favour in his eyes the pile of skulls beneath his throne must grow, and there is only one way to do this. To slay and to slay again, never tiring of the carnage, never flinching from battle.

Khorne's thirst for blood can never be quenched. Indeed it has increased over the aeons, so that now his scream of rage reverberates in the ears of the Skulltakers, giving them no rest. Oceans of blood and mountains of skulls these are what Khorne demands. The Skulltakers move through the wastes in a state of crazed berserker fury, endlessly seeking fresh blood to spill and new skulls to take. They rabidly attack anyone or anything they encounter, their bloodshot eyes hungrily scanning the horizon for more living things to slaughter.

The Skulltakers have had a succession of leaders over the years. It is difficult to keep your position when all who follow you eagerly await to add your head to their tally. Their current leader is Lord Chammon, a gigantic warrior who knows no pity and whose thirst for blood is endless. He does not speak, but his howls of rage echo those of Khorne himself. In battle he is an automaton of death, a whirlwind of fury who will not rest until all the enemies of Khorne are dead, and he counts all living things as the enemies of his lord. Even his own men do well to avoid his gaze when he is enraged.

The Skulltakers wear Chaos armour that is either black, brass or blood red. Their helmets resemble the executioner's hood, and are sometimes decorated

with horns. From their belts hang the skulls of their enemies, and their shields bear the symbol of the Mound of Skulls.

The Skulltakers prefer axes as their chosen weapon. They either carry one in each hand, or a single, huge double-handed axe which they wield with frightening prowess and strength.

The Skulltakers are always followed by a number of Chaos Marauders of the Tribe of the Hound, eager to join the ranks of the Skulltakers. They recklessly challenge the Chaos Warriors of the Blood God, eager to earn a place in their ranks. Needless to say most such attempts end with their own blood staining the earth. And in the Realm of Chaos, Khorne howls with pleasure, for he cares not from whence the blood flows.

KALDOUR'S KNIGHTS OF TZEENTCH

The Knights of Tzeentch are mighty warriors, men of great intellect and wit, cunning and wise. Many were nobles of great importance, men with great temporal power. They despised their peers so much that in yearning for the company of equals they abandoned humanity and civilisation. Scorning warbands of brutish Beastmen or uncouth Ogres, they have joined together as a band of warriors.

Most of the Knights of Tzeentch ride great Chaos Steeds in battle and carry lances in a grotesque echo of the Knightly Orders to which many of them once belonged. The Knights of Tzeentch wear deep imperial blue and rich yellows, their weapons are often gilded, and decorated with gems and carvings.

The Knights carry ornate back banners decorated with the symbols of their master – the flame chalice, the unblinking eye, the coiled serpent, the symbol of broken balance and many, many others.

Some of the Knights of Tzeentch ride to battle in chariots. These are splendid and spectacular creations. They typically boast a whole array of silk banners, ribbons and feathered standards. The chariots of the Knights of Tzeentch are slender constructions, finely made from rare materials like silver or ivory.

The Knights of Tzeentch choose their Grand Master from amongst themselves with a complicated and twisted process of voting. The current Grand Master is Lord Kaldour. He is blessed with the many-layered wisdom of Tzeentch himself, and is as cruel as a Daemon. He is first amongst equals, a man who uses his considerable talents and intelligence to bring misery and destruction upon the world.

Lord Kaldour wears silver armour that is polished to shine like a mirror. It is said that a man can see his reflection on its surface, but that reflection will be warped and twisted, showing the innermost potential for darkness in his own soul.

TORMENTORS

The Tormentors are followers of Slaanesh. Like their lord they take delight in all sorts of perversity and cruel vices. They may enjoy their own lives to the fullest, but they are completely uncaring of the suffering of others.

Dechala, the Denied One, leads the Tormentors. It is said that she was once a princess of a High Elf house, though no-one knows for sure: she is so blessed by her lord Slaanesh that her features are no longer recognisable.

Dechala is perhaps the worst of the inhuman monsters to walk the wastes. She does not seek to kill her opponents, but rather to enslave them. By using fluids from corpses, mixed with blood tainted with warpstone, she has created the most potent alchemical elixir in the world. No mortal creature can drink it without suffering a horrible change. Those who are captured by the Tormentors need no chains: they will be made addicts to this hideous substance. Their craving for the noxious liquid of Dechala will render them helpless slaves to the slightest whim of their uncaring masters.

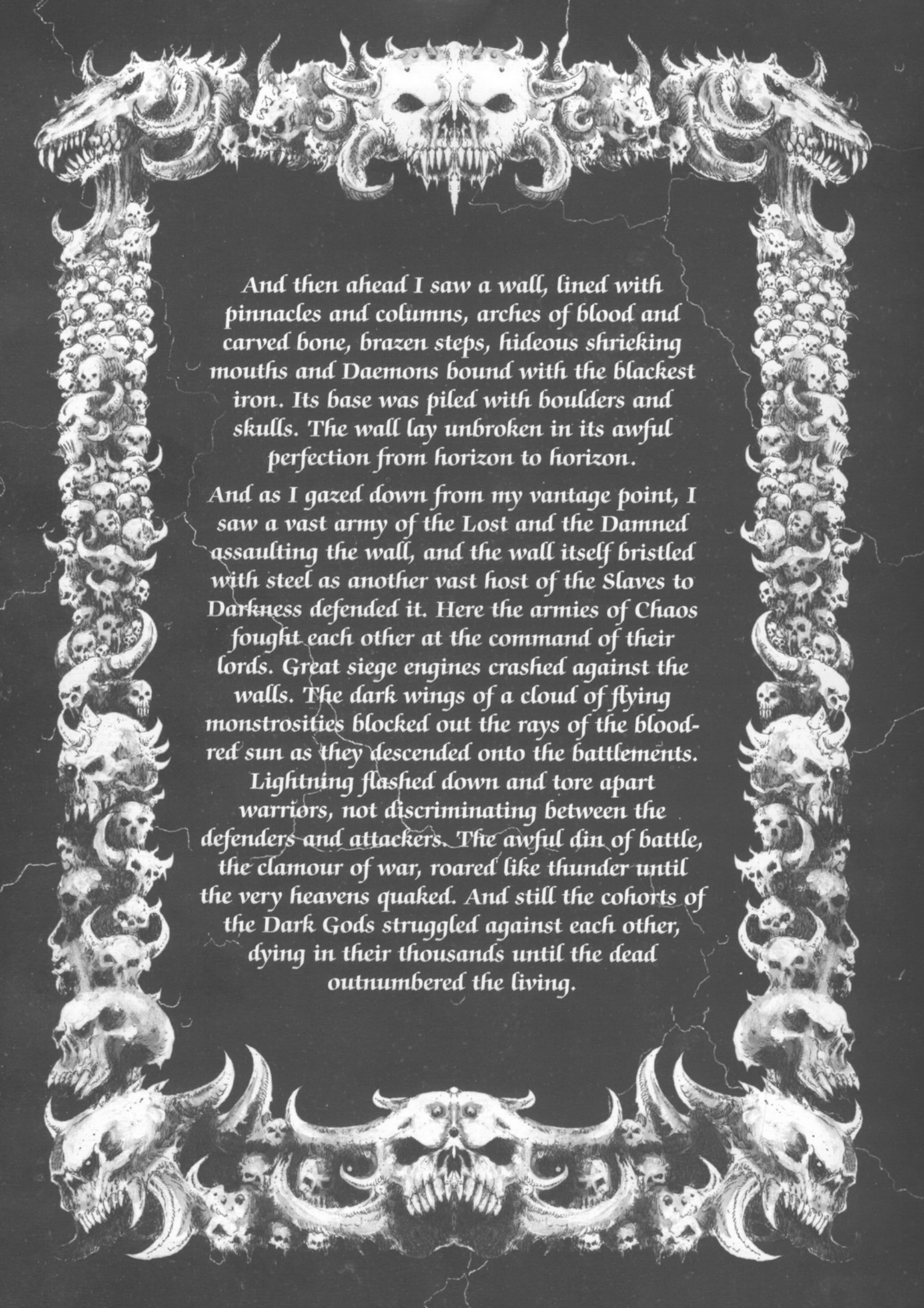
In their camps the Tormentors are served by a multitude of slaves who attend to their every need. The decadence of the Tormentors has sunk to levels of depravity unknown anywhere else in the world. Each dose taken by the slaves not only eats away their mind, it also mutates their twisted bodies. The victims of the elixir are the horrors who follow Dechala's warband. They are revolting blasphemies against nature, things that should not be. They were once free-willed creatures, either other followers of Chaos or Humans, Dwarfs or Elves who had the misfortune to encounter the Tormentors in battle and live. Over time the elixir deteriorates the body, mutating and twisting it until all that remains is a quivering mass of flesh. Many of its victims die in indescribable agony. And so the Tormentors must acquire new slaves, for they have grown accustomed to their life of ease and luxury. Thus the Tormentors are always eager for battle.

The Tormentors wear armour that resembles the scales of a snake, and they ride into battle in chariots, with their enthralled slaves nailed to the cabs as living shields. For all their decadence and seeming grace, they are warriors with few equals. Tormentors are absolutely fearless, screaming with pleasure even when cut in battle, suffering even the worst injuries with nothing but fascination.

Those that are not slain by Tormentors for sport, or are only wounded and left lying on the battlefield, will be overwhelmed by a mass of screaming slaves, held down and forced to take the elixir of Dechala. One drop is enough, and they are damned to a miserable existence for the rest of their harsh, but mercifully short lives. It is said that it is better to take your own life than to be left at the mercy of Dechala, for the meaning of the word mercy is alien to her.



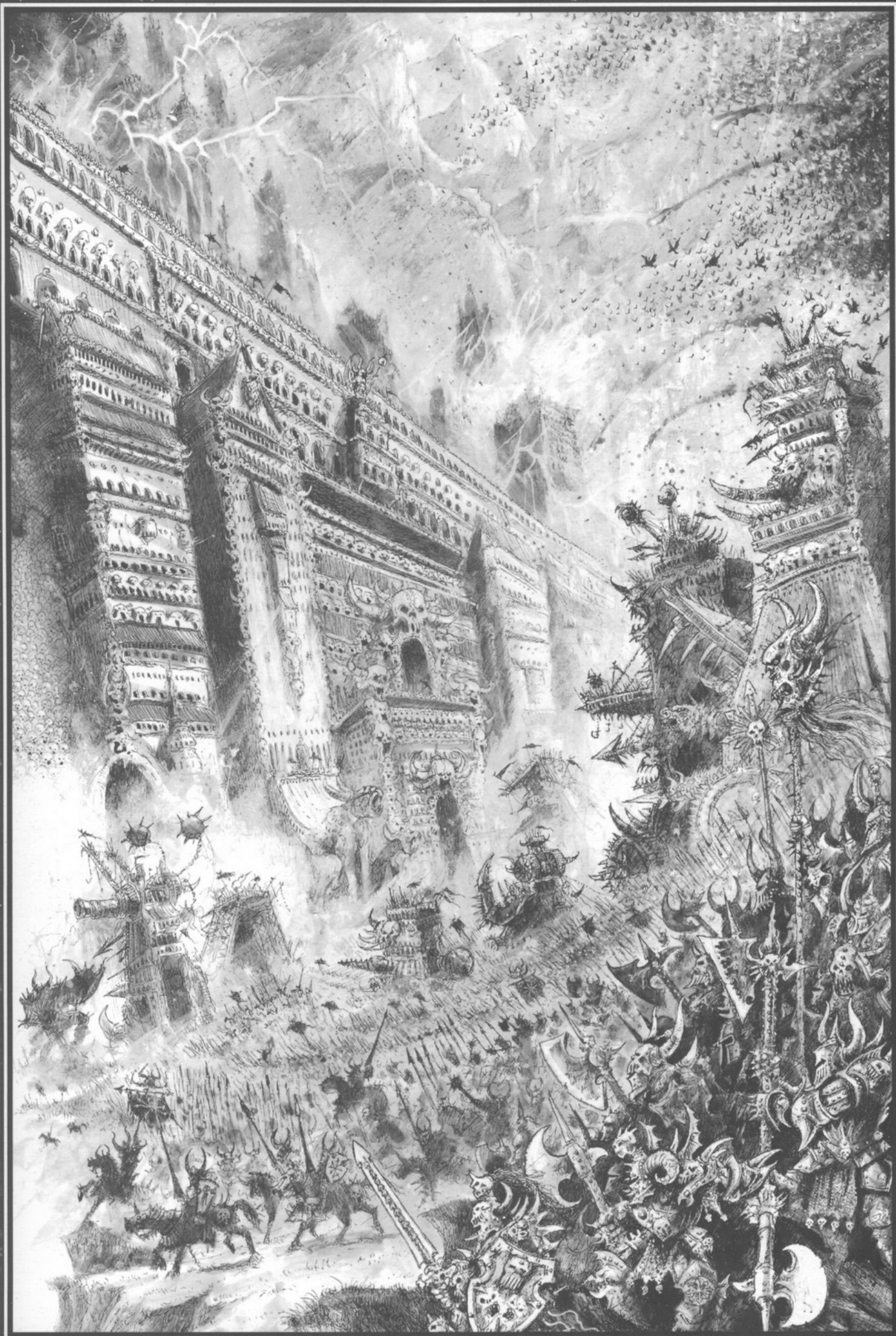
CHAOS WARBANDS



And then ahead I saw a wall, lined with pinnacles and columns, arches of blood and carved bone, brazen steps, hideous shrieking mouths and Daemons bound with the blackest iron. Its base was piled with boulders and skulls. The wall lay unbroken in its awful perfection from horizon to horizon.

And as I gazed down from my vantage point, I saw a vast army of the Lost and the Damned assaulting the wall, and the wall itself bristled with steel as another vast host of the Slaves to Darkness defended it. Here the armies of Chaos fought each other at the command of their lords. Great siege engines crashed against the walls. The dark wings of a cloud of flying monstrosities blocked out the rays of the blood-red sun as they descended onto the battlements.

Lightning flashed down and tore apart warriors, not discriminating between the defenders and attackers. The awful din of battle, the clamour of war, roared like thunder until the very heavens quaked. And still the cohorts of the Dark Gods struggled against each other, dying in their thousands until the dead outnumbered the living.



THE CHAOS ARMY

THE CHAOS ARMY

This section of Realm of Chaos explains how to choose Chaos armies of an agreed points value. There is no upper limit to the size of an army, but 1,000 points is about the smallest size for a battleworthy force. Games between armies of 2,000 points a side will usually last an entire evening, whilst 3,000 points will allow battle to rage for most of the day.

If you are an experienced Warhammer player you will realise that Chaos armies are chosen in a different way to other Warhammer armies. For this reason it is suggested that players read this entire section very carefully indeed!

THREE ARMIES IN ONE

The pages that follow explain how to choose three different types of Chaos army, namely:

Chaos Warriors
Beastmen
Daemons

To begin with you must decide which of the three types of Chaos army you want to represent. This will determine the kind of troops that form the bulk of your army. For example, an army of Chaos Warriors will mostly consist of Champions of Chaos and their human followers; an army of Beastmen is mostly formed of Beastmen; and Daemon armies are largely composed of Daemons.

When a Beastman Chieftain is slain, all of his followers mourn for him with raucous feasting around an ancient herdstone. If the dead Chieftain is particularly renowned, many warbands may come to the feast and a great meeting called a brayherd is held.

At the feast the Chieftain's corpse is eaten by his followers. The choice bits are eaten by his oldest and most favoured retainers. The new Chieftain consumes his predecessor's heart, gulping it down in one bite to the roars and wild chanting of the others. Beastmen maintain that the warrior's essence lies in his heart, and that by eating the heart of the old Chieftain, part of his prowess and power passes to his successor.

On the pages that follow you will find three separate lists which we call *warbands*. There is a separate warband list for Chaos Warriors, Beastmen and Daemons.

HOW TO CHOOSE AN ARMY

Firstly, agree the points value of the opposing armies with your opponent.

You must spend 75-100% of your points on your chosen warband. For example, if you choose Beastmen then you must spend at least 75% of your points on troops from the Beastman Warband list.

Up to 25% of your points can be spent on allies if you wish. Allies allow you to introduce different and extraordinary troops to the army.

CHOOSING A WARBAND

Each of the three Warband lists is divided into two sections: Warlords and Retinues.

Begin by choosing one character from the Warlord section. Once you have chosen a Warlord you **must** choose troops from the Retinue section to accompany him. These are the Warlord's loyal followers. The Warlord's retinue can consist of one or more units. Most importantly, the retinue must be worth at least as many points as the Warlord himself, including any magic items and extra equipment he has. The retinue can be worth more points than the Warlord, but it can never be worth less.

Once you have chosen a Warlord and his retinue, choose another Warlord and a retinue to accompany him. Proceed to choose Warlords and their retinues until you have reached your points total. You may find that you have to go back and add or deduct a model here and there in order to bring your army within the agreed points limit. Often you will be unable to reach your full points value, simply because you are a few points short, in which case these odd points are wasted.

NOMINATE A GENERAL

Once you have chosen your army you must nominate one of the Warlord characters as your General. You can choose any Warlord to be your General, although it is obviously advantageous to choose the character with the highest Leadership value.

If your army includes allies then the General cannot be chosen from amongst them. Allies are always subservient to your General even if they have higher Leadership.

CHOOSING A CHAOS ARMY

1

Choose a warband:
Chaos Warriors,
Beastmen,
or Daemons.



2

Choose a Warlord.



3

Choose a
retinue to accompany
the Warlord.



4

Choose up to 25%
of your points total as
allies if you wish.

*Choose
another
Warlord.*



*Choose a
retinue to
accompany
the Warlord.*

Continue
choosing
Warlords with
retinues, until
you have spent
75 -100% of your
points total.



Allies can be chosen from:

1. Other warbands – refer to warband list.
2. Monstrous Host – refer to the Monstrous Host section.
3. Allied Warhammer armies – the armies your warband may ally with are shown over the page. Refer to the relevant Armies book.

CHOOSING ALLIES

Your army does not have to contain any allies, but if you wish you can spend up to 25% of its points in this way. There are three different kinds of allies you can choose from and you can include any or all kinds in your army if you wish.

Warbands: You can include other kinds of warbands. For example, in a Chaos Daemon army you could choose Beastmen and/or Chaos Warrior warbands. These are chosen in the same way as your main warband, consisting of Warlords + retinues of at least equal value. The exception is Greater Daemons which can be summoned as allies without retinues if you wish. Refer to the appropriate warband list/s.

Monstrous Host: You can include monsters in your army too. These are chosen from the Monstrous Host section which can be found after the warband lists.

Allied Armies: A Chaos army can include allied creatures such as Orcs & Goblins, Dark Elves and Skaven. If you wish to include these creatures as allies you will need a copy of the relevant Warhammer Armies book. The types of allies available to you depend upon your Chaos General.

If your General is a Daemon Warlord you may have Dark Elves as allies.

If your General is a Beastman Warlord you may have Orcs & Goblins and/or Skaven allies.

If your General is a Chaos Warrior Warlord you may have Dark Elves, Chaos Dwarfs, and/or Undead as allies.

Should you wish to include these races as allies, note that there is no obligation to spend a fixed proportion of your points on Characters, Regiments, or War Machines, but that you must obey any other internal restrictions that apply in the list. For example, to have Dark Elf repeater bolt throwers you must include the infantry regiments that entitle you to them.

UNIT SIZE

Troops are generally organised into units called *regiments*. A regiment must usually contain a minimum number of models, and where not otherwise specified this is always five. There is no upper limit on the size of a regiment. The minimum of five includes its leader, standard bearer, and musician if it has them.

CHARACTERS & LEADERS

Some regiments described in the Retinue sections of the warband lists include options for regimental leaders. These include Hero and Lord level characters as well as Champions. Regardless of their character level, these unit leaders are treated exactly as unit champions as described in the Warhammer rulebook. They are part of their unit and cannot leave it.

MAGIC ITEMS

A character may carry magic items chosen from the cards in Warhammer Magic and/or Realm of Chaos. The points value of these items are indicated on the cards. The number of magic items characters may carry varies and is indicated in the lists that follow.

PROFILES

Profiles are given in standard format and include all the characteristic values. They do not take into account movement reductions due to armour, nor do they always include armour saving throws. These can vary depending on how players equip their troops.

Cavalry are shown with two profiles, one for the rider and a separate profile for the mount.

M=Movement	S=Strength	I=Initiative
WS=Weapon Skill	T=Toughness	A=Attacks
BS=Ballistic Skill	W=Wounds	Ld=Leadership

ARMOUR

The chart below summarises saving throws for armour.

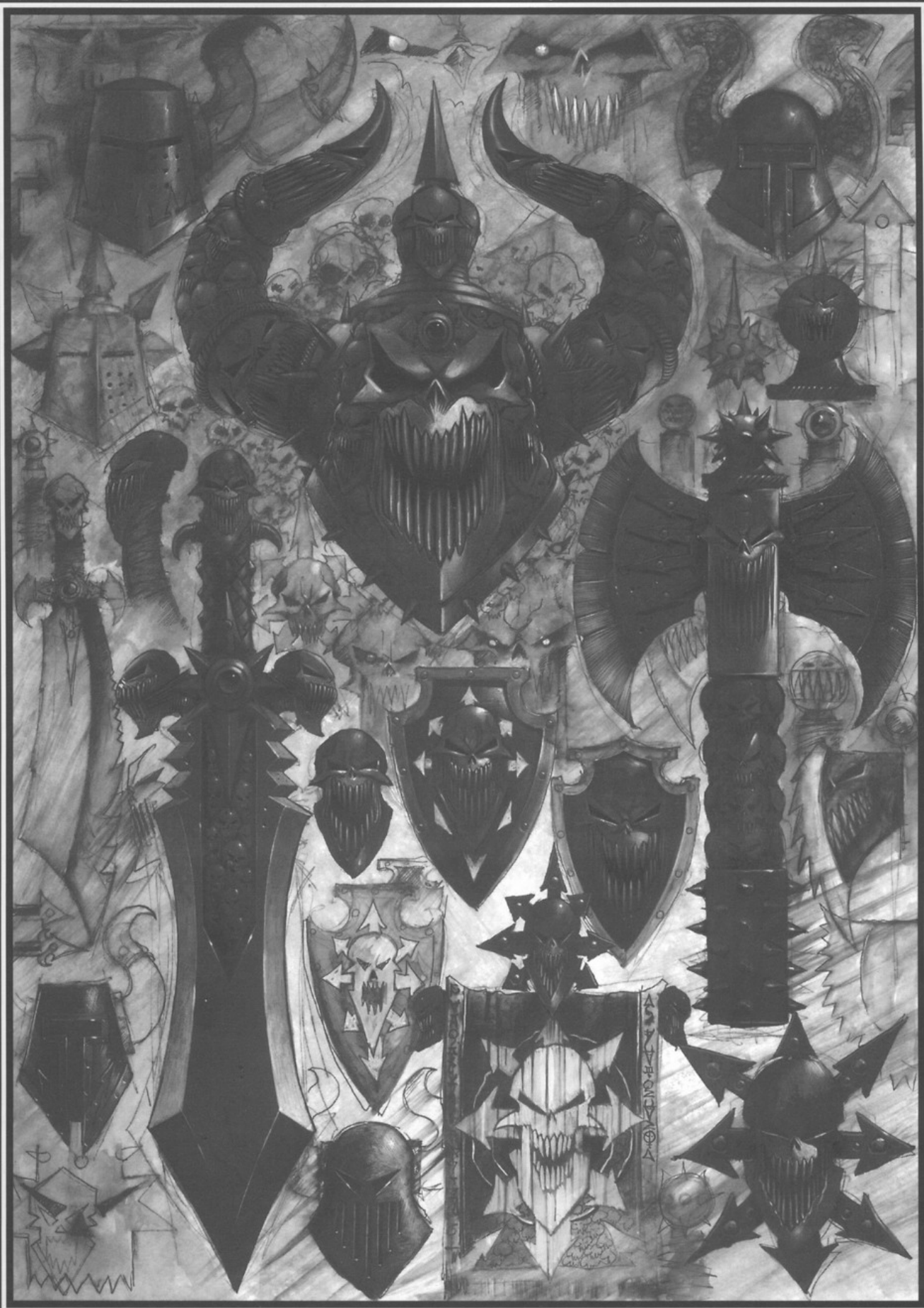
Armour	Save	Cavalry Save
None	None	6+
Shield or light armour	6+	5+
Shield & light armour or heavy armour only	5+	4+
Shield & heavy armour	4+	3+
Cavalry with barding		Adds further +1

Chaos Armour: Note that there is no movement penalty associated with Chaos armour. A Chaos Knight in Chaos armour, carrying a shield and riding a barded Chaos Steed will suffer the -1" penalty for the barding but no further reductions. Also note that Chaos armour may be worn by Sorcerers/Shamans without inhibiting their ability to cast spells.

Chaos armour is included as an option for Champions of Chaos, Chaos Knights, Chaos Warriors and Chaos Sorcerers. Other characters may have it as a magic item.

SPECIAL CHARACTERS

In addition to characters chosen from the Warband lists, a Chaos army can include special characters representing actual Warlords from the Warhammer world. Due to the number of special characters and the exhaustive accompanying rules there was insufficient room to include them in Realm of Chaos. These special characters are therefore published separately in the Champions of Chaos book.



CHAOS WARRIOR WARBANDS

Chaos Warrior warbands are the most powerful mortal forces in the service of the gods of Chaos. They have few equals in battle, for the unnatural vigour of Chaos burns hot in their veins. A single Chaos Warrior is a dangerous foe to several lesser men, but an entire army of them is unmatched by the forces of the Old World.

CHOOSING THE WARBAND

This list is divided into two parts: Chaos Warlords and Warrior retinues.

To choose a Warrior warband begin by choosing a Chaos Warlord. Work out his points value, including the value of any weapons, armour, Mark of Chaos, steed and magic items he has. Once you have chosen a Warlord choose a retinue to accompany him. His retinue can comprise one or more units of troops, and must be worth at least as many points as the Warlord including his weapons, armour, Mark of Chaos, steed and magic items.

Continue choosing Warlords, each with a retinue, until you reach the required points value.

CHAOS WARLORDS

CHAMPIONS OF CHAOS

	M	WS	BS	S	T	W	I	A	Ld	
Chaos Champion	4	7	7	5	4	1	7	3	9	61 points
Chaos Hero	4	8	8	5	5	2	8	4	10	163 points
Chaos Lord	4	9	9	5	5	3	9	5	10	255 points

Weapons: Sword, axe, club or other hand weapon. May have one of the following: additional hand weapon (+1 point), double-handed weapon (+2 points), halberd (+2 points), spear (+1 point), flail (+1 point), or lance (+2 points) in the case of a mounted model.

Armour: May carry a shield (+1 point). May wear light armour (+2 points), heavy armour (+3 points) or Chaos armour (+10 points). If the model is mounted on a Chaos Steed, it may have barding (+4 points).

Mark of Chaos: A Champion of Chaos may serve a Chaos god and bear his unique Mark. This costs additional points as shown below. Refer to the Mark of Chaos section for more details.

Mark of Khorne	+45 points
Mark of Nurgle	+40 points
Mark of Tzeentch	+10 points
Mark of Slaanesh	+35 points

Steed: A Champion of Chaos may ride a Chaos Steed (+4 points).

If he carries the Mark of his Chaos god a Champion may ride one of his patron's daemonic steeds.

Khorne – Juggernaut	+70 points
Slaanesh – Steed of Slaanesh	+15 points
Tzeentch – Disc of Tzeentch	+15 points
Nurgle – Beast of Nurgle	+75 points

Magic Items: A Chaos Lord may carry up to 3 magic items, a Chaos Hero can carry up to 2, and Chaos Champions may carry a single magic item. These can be chosen from the cards in Warhammer Magic and/or Realm of Chaos.

Special Rules: If the Champion's retinue includes any chariots, he may ride in one of them – see Chaos Chariots.

If the army includes a suitable large monster, the Champion of Chaos may ride that – see the Monstrous Host section.

In both cases no extra points are added to the Warlord's value – the chariot is part of the Warlord's **retinue** and the large monster is an **ally**.



CHAOS SORCERERS

	M	WS	BS	S	T	W	I	A	Ld	
Sorcerer	4	6	6	4	5	1	7	2	9	84 points
Sorcerer Champion	4	6	6	5	5	2	7	2	9	166 points
Master Sorcerer	4	6	6	5	5	3	8	3	9	240 points
Sorcerer Lord	4	6	6	5	5	4	9	4	10	356 points

Weapons: Sword or other hand weapon. May have one of the following: additional hand weapon (+1 point), double-handed weapon (+2 points), halberd (+2 points), spear (+1 point), flail (+1 point), or lance (+2 points) in the case of a mounted model.

Armour: May wear Chaos armour (+10 points). A model riding a Chaos Steed may have barding for his mount (+4 points).

Mark of Chaos: A Chaos Sorcerer may choose to serve one of the Chaos gods. The Sorcerer automatically has the corresponding Mark of Chaos as summarised below. No extra points are paid for this – the cost is included in the basic value. See the Bestiary for details.

Nurgle	No wizard of a lower level within 6" can cast spells.
Tzeentch	One re-roll +/-1.
Slaanesh	No enemy within 12" can shoot/cast spells at the Sorcerer.
Unaligned	Chaos armour at no cost (4+ save).

Steed: A Sorcerer may ride a Chaos Steed (+4 points).

If he carries the Mark of his Chaos god a Sorcerer may ride one of his patron's daemonic steeds.

Slaanesh – Steed of Slaanesh		+15 points
Tzeentch – Disc of Tzeentch		+15 points
Nurgle – Beast of Nurgle		+75 points

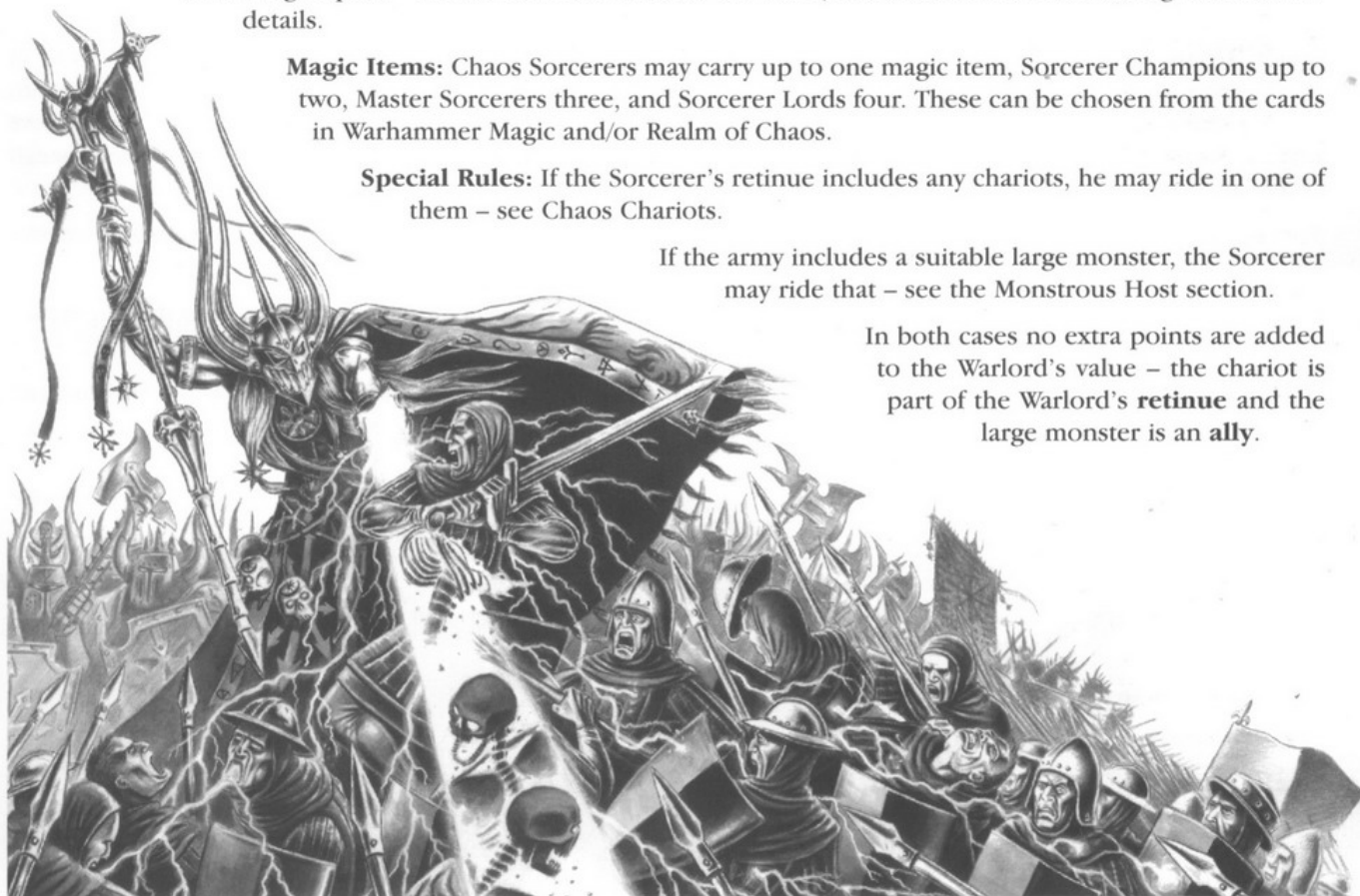
Spells. A Chaos Sorcerer has one spell per magic level. He can have spells of his patron Chaos god or he can have Dark Magic spells – but he must have one or the other, not both. See the Chaos Magic section for details.

Magic Items: Chaos Sorcerers may carry up to one magic item, Sorcerer Champions up to two, Master Sorcerers three, and Sorcerer Lords four. These can be chosen from the cards in Warhammer Magic and/or Realm of Chaos.

Special Rules: If the Sorcerer's retinue includes any chariots, he may ride in one of them – see Chaos Chariots.

If the army includes a suitable large monster, the Sorcerer may ride that – see the Monstrous Host section.

In both cases no extra points are added to the Warlord's value – the chariot is part of the Warlord's **retinue** and the large monster is an **ally**.



0-1 CHAOS BATTLE

STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	
Battle standard bearer	4	8	7	5	4	2	7	4	9	170 points

You can only ever include one Chaos Battle Standard Bearer in an army, and only if your General is a Champion of Chaos or Chaos Sorcerer. The Chaos Battle Standard Bearer cannot be your General. The Battle Standard Bearer represents the General's most trusted lieutenant, charged with the singular honour of carrying his master's standard to battle and commanding a portion of his troops.

Weapons: Sword, axe, club or other hand weapon. May have one of the following: additional hand weapon (+1 point), double-handed weapon (+2 points), halberd (+2 points), spear (+1 point), flail (+1 point), or lance (+2 points) in the case of a mounted model.

Armour: May carry a shield (+1 point). May wear light armour (+2 points), heavy armour (+3 points) or Chaos armour (+10 points). A model riding a Chaos Steed may have barding for his mount (+4 points).

Mark of Chaos: The Chaos Battle Standard Bearer can bear the Mark of the same Chaos god as his master, the General. He does not have to do so though and can have no Mark if you prefer. The Mark is the same as for any other Champion of Chaos and its cost is shown below.

Khorne	+45 points
Nurgle	+40 points
Tzeentch	+10 points
Slaanesh	+35 points

Steed: The Chaos Battle Standard Bearer may ride a Chaos Steed (+4 points).

If he carries the Mark of his Chaos god he may ride one of his patron's daemonic steeds as shown below.

Khorne – Juggernaut	+70 points
Slaanesh – Steed of Slaanesh	+15 points
Tzeentch – Disc of Tzeentch	+15 points
Nurgle – Beast of Nurgle	+75 points

Magic Items: The Chaos Battle Standard Bearer may carry a single magic item, chosen from the cards in Warhammer Magic and/or Realm of Chaos. This may be a magic standard, effectively turning the army's banner into a magic standard. The Chaos Battle Standard Bearer may carry the magic standard of his Warlord's Chaos god. Note that the Chaos Battle Standard Bearer is a Champion of Chaos and may therefore be given a Chaos Reward instead of a magic item.

Special Rules: If the Chaos General rides in a chariot the Battle Standard Bearer may ride in the same chariot (replacing the second member of the crew).

If the army includes a suitable large monster, the Chaos Battle Standard Bearer may ride that – see the Monstrous Host section.

In both cases no extra points are added to the Warlord's value – the chariot is part of the **General's retinue** and the large monster is an **ally**.



WARRIOR RETINUES

CHAOS KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	
Chaos Knight	4	6	6	4	4	1	6	2	9	66 points per model
Chaos Steed	8	4	0	4	4	1	4	1	5	

Weapons/Armour: Chaos Knights wear heavy armour and carry shields. They are armed with lances and swords or comparable hand weapons and ride Chaos Steeds which have armoured barding.

Save: 2+

Options: Any units of Chaos Knights may substitute their heavy armour for Chaos armour at a cost of +14 points per model (save 1+).

Standard bearer and musician: Chaos Knight units may include a standard bearer and/or a musician at the same points cost as an ordinary trooper – no extra points are charged. This reflects the very high value of the unit, and also the fact that it would be unthinkable for such mighty warriors to fight in the sight of their gods without a standard and musician.

Any unit of Chaos Knights may carry a magic standard, chosen from the magic item cards at the points cost indicated on the card.

Chaos Knights may carry the magic standard of their Warlord's Chaos god.

CHAOS WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	
Chaos Warrior	4	6	6	4	4	1	6	2	9	24 points per model

Weapons/Armour: Chaos Warriors wear heavy armour and are armed with swords or other hand weapons.

Save: 5+

Options: Units of Chaos Warriors may substitute their heavy armour for Chaos armour (+7 points per model). They may carry one of the following: double-handed weapons (+2 points per model), halberds (+2 points), or extra hand weapons (+1 point). Any unit may have shields (+1 point per model).

Standard bearer and musician: Any unit of Chaos Warriors may include a standard bearer and/or a musician at the same points cost as an ordinary trooper – no extra points are charged. Any unit of Chaos Warriors may carry a magic standard, chosen from the magic item cards at the cost indicated on the card.

Chaos Warriors may carry the magic standard of their Warlord's Chaos god.

CHAOS HOUNDS

	M	WS	BS	S	T	W	I	A	Ld	
Chaos Hound	6	4	0	4	4	1	4	2	6	12 points per model
Chaos Warrior Leader	4	6	6	4	4	1	6	2	9	24 points

Weapons/Armour: None

Save: None

Options: None

Leader: Any unit of Chaos Hounds may be led by a Chaos Warrior 'handler' at a cost of +24 points. He wears heavy armour and is armed with a sword or other hand weapon. He may substitute his heavy armour for Chaos armour (+7 points), and may carry one of the following: double-handed weapon (+2 points), halberd (+2 points), or extra hand weapon (+1 point). He may have a shield (+1 point). He may not carry magic items, but otherwise acts exactly as a champion of a unit, as described in the Warhammer rulebook (page 61) and he is therefore allowed to make and accept challenges even though he is not, strictly speaking, a character model.

Special Rules: Chaos Hounds never have standard bearers or musicians.

CHAOS CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	
Chaos Warrior	4	6	6	4	4	1	6	2	9	122 points per chariot with Warrior crew and Chaos Steeds
Chaos Steed	8	4	0	4	4	1	4	1	5	
Chariot	-	-	-	7	7	3	1	-	-	
Marauder	4	4	3	4	3	1	4	2	7	80 points per chariot with Marauder crew and Warhorses
Warhorse	8	3	0	3	3	1	3	1	5	

If a retinue includes at least one unit of Chaos Warriors, Chaos Knights, Chaos Marauders or Marauder Horsemen, it may also include chariots.

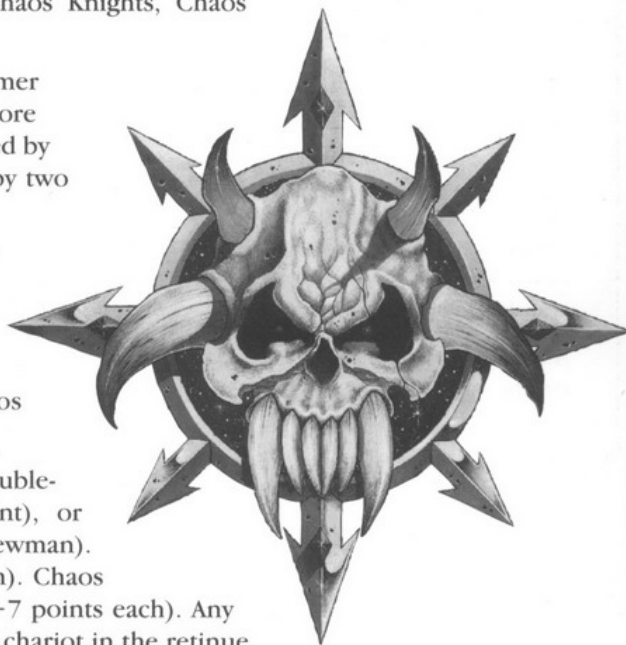
Chariots fight as individual models as described in the Warhammer rulebook. They do not have to be used in units of five or more models. A chariot has a crew of either two Marauders and is pulled by two warhorses, or a crew of two Chaos Warriors and is pulled by two Chaos Steeds.

Weapons/Armour: Marauders are armed with swords or other hand weapons. Chaos Warriors wear heavy armour and are armed with swords or other hand weapons. Chaos Steeds have armoured barding.

Save: None (Chaos Marauders and Warhorses), 5+ (Chaos Warriors) and 6+ (Chaos Steeds).

Options: The crew may each carry one of the following: double-handed weapons (+2 points per crewman), flails (+1 point), or halberds (+2 points). They may carry shields (+1 point per crewman). Marauder crew may wear light armour (+2 points per crewman). Chaos Warrior crew may substitute heavy armour for Chaos armour (+7 points each). Any chariots may have scythed wheels (+20 points per chariot). One chariot in the retinue may have a magic standard, chosen from the magic item cards and its cost is included on the card itself.

Warlords: If a Warlord's retinue includes a chariot, he may ride it into battle (replacing one of the crew models). If the Warlord carries the Mark of his god, then he can substitute the chariot's steeds for daemoniac steeds. The points cost for daemoniac steeds is shown in the Warlords section and is added to the cost of the Warlord himself, **not** to the cost of the chariot. The chariot remains part of the retinue and its cost is not added to that of the Warlord. No points adjustment is made for any crew, steeds or warhorses that are replaced – the basic cost remains the same. A chariot pulled by Discs of Tzeentch cannot fly, but is pulled over the ground by the leashed discs.



CHAOS MARAUDERS

	M	WS	BS	S	T	W	I	A	Ld	
Chaos Marauder	4	4	3	4	3	1	4	2	7	12 points per model
Chaos Warrior Leader	4	6	6	4	4	1	6	2	9	21 points

Weapons/Armour: Chaos Marauders are armed with swords, axes or other hand weapons.

Save: None

Options: Any unit of Marauders may be armed with double-handed weapons (+2 points per model), flails (+1 point), or extra hand weapons (+1 point). They may be equipped with shields (+1 point per model), and/or light armour (+2 points).

Standard Bearer and Musician: Any unit of Marauders may include a standard bearer and/or a musician, each costing double the points value of an ordinary trooper. One unit may carry a magic standard. This may be chosen from the magic item cards and its cost is indicated on the card itself. Chaos Marauders may carry the magic standard of their Warlord's Chaos god.

Leader: Any unit of Chaos Marauders may be led by a Chaos Warrior at a cost of +21 points. He must be armed and equipped exactly the same as his unit (at the same cost) except that he may have Chaos armour at a cost of +10 points. He may not carry magic items, but otherwise acts exactly as a unit champion, and he is therefore allowed to make and accept challenges even though he is not strictly a character model, as defined in the Warhammer rulebook.

MARAUDER HORSEMEN

	M	WS	BS	S	T	W	I	A	Ld	
Marauder Horseman	4	4	3	4	3	1	4	2	7	31 points per model
Chaos Knight Leader	4	6	6	4	4	1	6	2	9	50 points
Warhorse	8	3	0	3	3	1	3	1	5	
Chaos Steed	8	4	0	4	4	1	4	1	5	

Weapons/Armour: Marauder Horsemen wear light armour. They are armed with swords or other hand weapons and ride warhorses.

Save: 5+

Options: Any units of Marauder Horsemen may be armed with flails (+2 points per model). They may also carry shields (+2 points per model).

Standard bearer and musician: Any unit of Marauder Horsemen may include a standard bearer and/or a musician, each costing double the points value of an ordinary trooper. Any units may carry a magic standard. This may be chosen from the magic item cards and its cost is indicated on the card itself. Marauder Horsemen may carry the magic standard of their Warlord's Chaos god.

Leader: Any unit may be led by a Chaos Knight at the cost of 50 points, which includes the cost of a Chaos Steed and light armour. He must be armed and equipped exactly the same as his unit except that he may have Chaos armour at a cost of +16 points. He may not carry magic items, but otherwise acts exactly as the champion of a unit, and he is therefore allowed to make and accept challenges even though he is not strictly a character model, as defined in the Warhammer rulebook.

OGRES

	M	WS	BS	S	T	W	I	A	Ld	
Ogre	6	3	2	4	5	3	3	2	7	40 points per model
Ogre Champion	6	4	3	5	5	3	4	3	7	110 points
Ogre Chief	6	5	4	5	6	4	5	4	8	240 points
Ogre War Chief	6	6	5	5	6	5	6	5	9	380 points

If a retinue includes at least one unit of Chaos Warriors, Chaos Knights, Chaos Marauders or Marauder Horsemen, it may also include one unit of Ogres.

Ogre units can be smaller than the normal minimum of five models. For example, two Ogres and a Champion form a unit of three.

Weapons/Armour: Ogres are armed with swords, axes or other hand weapons.

Save: None

Options: Any unit may be armed with one of the following weapons: extra hand weapons (+1 point per model), double-handed weapons (+2 points), or halberds (+2 points). They may have shields (+1 point per model), light armour (+2 points) or heavy armour (+3 points).

Standard bearer and musician: Any unit of Ogres may include a standard bearer and/or a musician, each costing double the points value of an ordinary trooper.

Leaders: If your unit consists of at least three Ogres, it may be led by an Ogre Champion (eg, two Ogres and a Ogre Champion); if your unit consists of at least seven Ogres, it may be led by an Ogre Champion or an Ogre Chief; and if your unit consists of at least ten Ogres, it may be led by an Ogre Champion, Ogre Chief or an Ogre War Chief.

Champions, Chiefs or War Chiefs must carry the same weaponry and have the same armour as the units they lead.

An Ogre Champion, Chief and War Chief may carry one magic item chosen from the cards in Warhammer Magic.

Special Rules: Ogres cause *fear*.



BEASTMAN Warbands

When the tide of Chaos rises, the scattered Beastman warbands gather noisily around their herdstones. A powerful leader emerges from the fray to lead the growing army against the sprawling kingdoms of the Warhammer world.

CHOOSING

A BEASTMAN Warband

This list is divided into two parts: Beastman Warlords and Beastman retinues.

To choose a Beastman warband begin by choosing a Beastman Warlord. Work out his points value, including the value of any weapons, armour and magic items he has.

Once you have chosen a Warlord choose a retinue to accompany him. His retinue can comprise one or more units of troops, and must be worth at least as many points as the Warlord including any weapons, armour and magic items he has.

Continue choosing Warlords, each with a retinue, until you reach the required points value.



BEASTMAN Warlords

BEASTMAN Chieftains

	M	WS	BS	S	T	W	I	A	Ld	
Beastman Chief	4	6	5	4	5	3	5	3	8	130 points
Beastlord	4	7	6	4	5	4	6	4	9	200 points

Chieftains are powerful and vicious leaders of their kind, full of the brute force and cunning that typify their breed.

Weapons: Sword, axe, club or other hand weapon. May have one of the following: additional hand weapon (+1 point), double-handed weapon (+2 points), halberd (+2 points), spear (+1 point), or flail (+1 point).

Armour: None. May carry a shield (+1 point). May wear light armour (+2 points) or heavy armour (+3 points).

Magic Items: A Beastlord may carry up to three magic items, and a Beastman Chief may carry up to two. These may be chosen from the cards in Warhammer Magic.

Special Rules: If the Chieftain's retinue includes a chariot, he may ride in it – see Beastman Chariots. No extra points are added to the Warlord's value – the chariot is part of the Warlord's **retinue**.



BEASTMAN SHAMANS

	M	WS	BS	S	T	W	I	A	Ld	
Beastman Shaman	4	4	3	3	5	2	4	1	7	68 points
Beastman Shaman Champion	4	4	3	4	5	3	4	1	7	134 points
Beastman Master Shaman	4	4	3	4	5	4	5	2	7	225 points
Beastman Shaman Lord	4	4	3	4	5	5	6	3	8	336 points

Weapons: Sword, axe, club or other hand weapon. May have one of the following: additional hand weapon (+1 point), double-handed weapon (+2 points), halberd (+2 points), spear (+1 point), or flail (+1 point).

Armour: None

Spells: Shamans have 1 spell per magic level:

Shaman	1 spell
Shaman Champion	2 spells
Master Shaman	3 spells
Shaman Lord	4 spells

A Beastman Shaman may use spells from any of the three Chaos spell decks. He does not have to restrict his spells to a single Chaos god as does a Chaos Sorcerer. Before allocating spells you must announce which decks you are drawing cards from and how many cards you are taking from each deck. Alternatively, Beastman Shamans can use Dark Magic spells, but cannot mix these with Chaos Magic spells. See the Chaos Magic section for details.

Magic Items: Shamans may have one magic item, Shaman Champions two, Master Shamans three, and Shaman Lords four. These can be chosen from the cards in Warhammer Magic.

Special Rules: If the Shaman's retinue includes a chariot, he may ride in it – see Beastman Chariots. No extra points are added to the Warlord's value – the chariot is part of the Warlord's **retinue**.

0-1 BEASTMAN BATTLE

STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	
Battle Standard Bearer	4	6	4	4	4	2	4	3	7	125 points

You can only ever include one Beastman Battle Standard Bearer in an army, and only if your General is a Beastman Chieftain or Shaman. The Beastman Battle Standard Bearer cannot be your General. He represents the General's most trusted lieutenant, charged with the honour of carrying his master's standard into battle and commanding a portion of his troops.

Weapon: Sword, axe, club or other hand weapon.

Armour: A Beastman Battle Standard Bearer may carry a shield (+1 point). He may wear light armour (+2 points) or heavy armour (+3 points).

Magic Items: The Beastman Battle Standard Bearer may carry a single magic item, chosen from the cards in Warhammer Magic. This may be a magic standard, effectively turning the army's banner into a magic standard. The Beastman Battle Standard Bearer may carry the magic standard of one of the Chaos gods.

Special Rules: If the General rides in a chariot then the Battle Standard Bearer may ride with him (replacing the second crewman). No extra points are added to the Warlord's value – the chariot is part of the **General's retinue**.



BEASTMAN RETINUES

BEASTMAN GORS

	M	WS	BS	S	T	W	I	A	Ld	
Gor	4	4	3	3	4	2	3	1	7	10 points per model
Beastman Champion	4	5	4	4	4	2	4	2	7	60 points

Weapons/Armour: Gors are armed with swords or other hand weapons.

Save: None

Options: Any unit of Gors may be armed with halberds (+2 points per model), double-handed weapons (+2 points), or extra hand weapons (+1 point). They may have shields (+1 point per model) and/or light armour (+2 points).

Standard bearer and musician: Any unit of Gors may include a standard bearer and/or a musician, each costing double the points value of an ordinary trooper. Any unit may carry a magic standard, chosen from the magic item cards. Gors may carry a magic standard of one of the gods of Chaos if you wish.

Leader: Any unit of Gors may be led by a Beastman Champion, who must be armed and equipped exactly the same as the rest of the regiment. A Beastman Champion may carry one magic item chosen from the cards in Warhammer Magic.

Special Rules: Gors are affected by the rules for *infighting* – see Creatures of Chaos.

BEASTMAN UNGORS

	M	WS	BS	S	T	W	I	A	Ld	
Ungor	4	3	2	3	4	1	3	1	6	4½ points per model
Beastman Champion	4	5	4	4	4	2	4	2	7	60 points

Weapons/Armour: Ungors are armed with clubs or other crude hand weapons.

Save: None

Options: Any unit of Ungors may be armed with spears (+½ point per model) and may carry shields (+½ point per model).

Standard bearer and musician: Any unit of Ungors may include a standard bearer and/or a musician, each costing double the points value of an ordinary trooper.

Leader: Any unit of Ungors may be led by a Beastman Champion who must be armed and equipped exactly like the rest of the regiment (spear +1 point, shield +1 point). A Beastman Champion may carry one magic item chosen from the cards in Warhammer Magic.

Special Rules: Ungors are affected by the rules for *infighting* – see Creatures of Chaos. One Ungor unit in the army may *skirmish*. See the rules for skirmishing in the Warhammer rulebook. Ungors who are skirmishing are not affected by *infighting*.





0-1 REGIMENT OF BESTIGORS

	M	WS	BS	S	T	W	I	A	Ld	
Bestigor	4	5	3	4	4	2	3	1	7	18 points per model
Beastman Champion	4	5	4	4	4	2	4	2	7	65 points

A Chaos army can only ever include a single unit of Bestigors – the most deadly fighters of all the Beastmen. You can include Bestigors in one Warlord's retinue, but you can only have one unit no matter how large the army.

Weapons/Armour: Bestigors are armed with halberds and wear heavy armour.

Save: 5+

Options: Bestigors may carry shields (+1 point per model). This adds nothing to their armour save in hand-to-hand fighting, where both hands are required to wield their halberds, but means they save on a 4+ against wounds inflicted by shooting.

Standard bearer and musician: A unit of Bestigors may include a standard bearer and/or a musician, each costing double the points value of an ordinary trooper. The unit may carry a magic standard, chosen from the magic item cards at the cost indicated on the card. Bestigors may carry a magic standard of one of the gods of Chaos if you wish.

Leader: A unit of Bestigors may be led by a Beastman Champion who is armed and equipped exactly like the rest of the regiment. A Beastman Champion may carry one magic item chosen from the cards in Warhammer Magic.

Special Rules: Bestigors are immune to *infighting*, and *panic* caused by Ungors. See Creatures of Chaos for details.

BEASTMAN CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	
Gor	4	4	3	3	4	2	3	1	7	88 points per chariot
Tuskhors	7	3	0	4	4	2	2	1	3	
Chariot	–	–	–	7	7	3	1	–	–	

If a retinue includes at least one unit of Gor, Ungor, or Bestigor, it may also include chariots.

Chariots fight as individual models as described in the Warhammer rulebook. They do not have to be used in units of five or more models. A chariot has a crew of two Beastman Gors and is pulled by two Tuskhors.

Weapons/Armour: Beastmen are armed with swords.

Save: None (Beastmen) or 4+ (Tuskhors).

Options: Any crewman may carry one of the following: double-handed weapons (+2 points per crewman), or halberds (+2 points). They may have light armour (+2 points per crewman) and/or shields (+1 point). Chariots may have scythed wheels at an additional cost of +20 points per chariot. One chariot may have a magic standard. This may be chosen from the magic item cards and its cost is indicated on the card itself.

Warlords: If a Warlord's retinue includes a chariot, he may ride it into battle (replacing one of the crew models). The chariot remains part of the retinue and its cost is not added to that of the Warlord. No points adjustment is made for any crew that are replaced – the basic cost remains the same.



MINOTAURS

	M	WS	BS	S	T	W	I	A	Ld	
Minotaur	6	4	3	4	4	3	3	2	9	42 points per model
Minotaur Champion	6	5	4	5	4	3	4	3	9	115 points
Minotaur Hero	6	6	5	5	5	4	5	4	10	250 points
Minotaur Lord	6	7	6	5	5	5	6	5	10	395 points

If a retinue includes at least one unit of Gor, Ungor, or Bestigor it may also include one unit of Minotaurs.

Minotaur units can be smaller than the normal minimum of five models. For example, two Minotaurs and a Champion form a unit of three.

Weapons/Armour: Minotaurs are armed with swords, axes, clubs or other hand weapons. Champions, Heroes and Lords must be equipped the same as their unit.

Save: None

Options: Any units may carry one of the following: double-handed weapons (+2 points per model), or extra hand weapons (+1 point). They may also have light armour (+2 points per model).

Standard bearer and musician: Any unit of Minotaurs may include a standard bearer and/or a musician, each costing double the points value of an ordinary trooper. Any units may carry a magic standard, chosen from the appropriate magic item cards. Minotaurs may carry a magic standard of one of the gods of Chaos if you wish.

Special Rules: Cause *fear* and are subject to *bloodgreed*. See Creatures of Chaos for details.

Leader: If a unit consists of at least three Minotaurs, it may be led by a Minotaur Champion (for example, two Minotaurs and a Minotaur Champion). If a unit consists of at least seven Minotaurs, it may be led by a Minotaur Champion or Hero. If a unit consists of at least ten Minotaurs, it may be led by a Minotaur Champion, Hero or Lord.

A Minotaur Champion, Hero, or Lord may carry one magic item chosen from the cards in Warhammer Magic, and must carry the same weaponry and have the same armour as the units it leads.

CHAOS HOUNDS

	M	WS	BS	S	T	W	I	A	Ld	
Chaos Hounds	6	4	0	4	4	1	4	2	6	12 points per model
Beastman Champion	4	5	4	4	4	2	4	2	7	60 points

Weapons/Armour: None

Save: None

Options: None

Leader: Any unit of Chaos Hounds may include a Beastman Champion to lead it. The Beastman carries a hand weapon, and can have one of the following: additional hand weapon (+1 point), double-handed weapon (+2 points), halberd (+2 points), spear (+1 point), or flail (+1 point). He may carry a shield (+1 point). He may wear light armour (+2 points) or heavy armour (+3 points). In addition he may carry one magic item chosen from the cards in Warhammer Magic.

Special Rules: Chaos Hounds never have standard bearers or musicians.

A thousand thousand packs of Chaos Hounds chase their prey across the Chaos Wastes and through the forests of the Old World. Their baying chills the heart and brings fear to the weak souls of mortal men. Their blood-red eyes glow with inner fire, and their blood burns with the taint of Chaos.

Chaos Hounds are powerful and ferocious creatures. They can be as much as eight feet long and have claws as sharp as swords and jaws full of huge, blood-stained fangs. Chaos Hounds are faultless trackers, and once they scent blood they will not abandon the chase. A hunt of Chaos Hounds is a fearsome sight indeed and few live to recount it.

After battle, when the forces of Chaos have been victorious, the Chaos Hounds feed on the fallen, leaving a ghastly field littered with the gnawed bones of the dead.



DAEMON WARBANDS

CHOOSING A DAEMON WARBAND

This list is divided into two parts: Daemon Warlords and Daemon retinues. To choose a Daemon warband begin by choosing a Daemon Warlord. Work out his points value, including any Daemonic Rewards and Marks of Chaos he has. Once you have selected a Warlord choose a retinue to accompany him. His retinue can comprise one or more units of troops, and must be worth at least as many points as the Warlord himself including any Daemonic Rewards and Marks of Chaos. Continue choosing Warlords, each with a retinue, until you reach the required points value.

THE CHAOS GODS

Greater Daemons of a Chaos god can only have Daemons of their **own** god in their retinues. This means, for example, that if you choose a Bloodthirster of Khorne, it must be accompanied by a retinue of Khorne Daemons rather than Daemons of any other Chaos god.

This restriction also applies to Daemon Princes that bear the Mark of a particular Chaos god, but not to Daemon Princes who have no patron. Unaligned Daemon Princes can include Daemons of different Chaos gods in their retinues, which makes them very useful individuals when it comes to choosing an army.

SUMMONING ALLIED GREATER DAEMONS

A Chaos army led by a Beastman or Chaos Warlord can include a single Greater Daemon as a summoned ally. The rules for summoning Greater Daemons are explained on page 70, in the Powers of Chaos section. Summoned Greater Daemons do not bring retinues and are therefore an exception to the general rules for choosing the army. This enables relatively small Chaos armies to include a single allied Greater Daemon if you wish.

DAEMON WARLORDS

GREATER DAEMONS

	M	WS	BS	S	T	W	I	A	Ld	
Bloodthirster of Khorne	6	10	10	8	7	10	8	10	10	750 points
Tzeentch's Lord of Change	8	9	10	7	7	7	10	6	10	525 points
Great Unclean One of Nurgle	4	7	7	7	8	10	4	7	10	525 points
Slaanesh's Keeper of Secrets	6	9	10	7	7	8	7	6	10	525 points

Equipment: None

Weapons/Armour: Greater Daemons do not need weapons to fight effectively, but often carry a sword, axe or some other suitable weapon.

Save: 4+ (daemonic save)

Daemonic Rewards: Greater Daemons may have up to two Daemonic Rewards.

Special Rules: Greater Daemons cause *terror*. See the Grimoire Daemonicus for other details.

DAEMON PRINCES

	M	WS	BS	S	T	W	I	A	Ld	
Daemon Prince	6	7	7	6	5	4	8	5	10	275 points

Equipment: Sword or other hand weapon.

Weapons/Armour: Daemon Princes do not need weapons to fight effectively, but often carry a sword, axe or some suitable hand weapon.

Save: 4+ (daemonic save)

Daemonic Rewards: Daemon Princes may have up to two Daemonic Rewards.

Mark of Chaos: Any Daemon Prince may have one Mark of Chaos for the following points cost: Khorne +45 points, Nurgle +40 points, Tzeentch +10 points, Slaanesh +35 points.

Special Rules: Daemon Princes cause *terror* and can *fly*. See the Grimoire Daemonicus for details.

DAEMON RETINUES

0-1 DAEMON BATTLE

STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	
Bloodletter Champion	4	6	6	5	3	1	7	3	10	110 points
Plaguebearer Champion	4	6	6	5	3	1	7	3	10	120 points
Pink Horror Champion	4	6	6	5	3	1	7	3	10	125 points
Daemonette Champion	4	7	6	5	3	1	7	4	10	125 points

The Daemon Battle Standard Bearer is an especially large, impressive or ugly Daemon charged with the singular honour of carrying his master's standard to battle.

The Daemon General's retinue may include a Daemon Battle Standard Bearer. It must always lead a unit of the same kind of Daemons: Bloodletters, Plaguebearers, Pink Horrors or Daemonettes. The Battle Standard Bearer replaces the unit's normal leader, so a unit of Bloodletters could include a Bloodletter Battle Standard Bearer or a Bloodletter Champion, but not both.

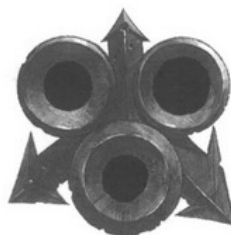
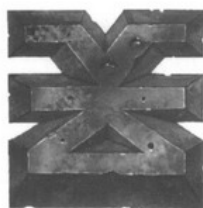
Weapons/Armour: A Bloodletter Champion is armed with a *Hellblade*, and a Plaguebearer Champion is armed with a *Plague Sword*.

Save: None (Pink Horror), 4+ (Bloodletter, Plaguebearer or Daemonette)

Steed: Daemon Battle Standard Bearers must ride the steed of their Chaos god if their unit does so:

	M	WS	BS	S	T	W	I	A	Ld	
Juggernaut (for a Bloodletter Champion)	7	3	0	5	5	3	2	2	10	+70 points
Beast of Nurgle (for a Plaguebearer Champion)	3	3	0	3	5	3	3	D6	6	+75 points
Steed of Slaanesh (for a Daemonette Champion)	12	3	0	4	5	1	6	1	10	+15 points

Banners of the Gods: The Daemon Battle Standard Bearer may carry a magic standard. This must always be the magic war banner of his patron god. Magic item cards for the war banners of the Chaos gods are included in Realm of Chaos.



CHAOS SPAWN

	M	WS	BS	S	T	W	I	A	Ld	
Spawn	2D6	3	0	4	5	3	3	D6	10	70 points per model

Chaos Spawn can be included in the retinue of any Daemon Warlord. They do not have to be organised into a unit of five or more models, but can be organised into a smaller unit, ie a single Spawn model forms a unit on its own. If your army includes up to five Chaos Spawn these form a single unit. Six to ten Spawn can be formed into either one or two units of as near equal size as possible, eleven to fifteen Spawn can be formed into one, two or three units and so on.

Weapons/Armour: None

Save: None

Options: None

Special Rules: See the Grimoire Daemonicus for details.

BLOODLETTERS OF KHORNE

	M	WS	BS	S	T	W	I	A	Ld	
Bloodletter	4	5	5	4	3	1	6	2	10	20 points per model
Bloodletter Champion	4	6	6	5	3	1	7	3	10	60 points
Juggernaut	7	3	0	5	5	3	2	2	10	+70 points per model

Weapons/Armour: Bloodletters are armed with a deadly *Hellblade*.

Save: 4+ (daemonic save)

Options: One unit out of the entire army may be mounted on Juggernauts (+70 points per model). These daemonic cavalry are known as Bloodcrushers of Khorne. Bloodcrushers do not have to be organised into a unit of five or more models, they can be organised into a smaller unit, ie a single Bloodcrusher forms a unit on its own.

Standard bearer and musician: Units of Bloodletters may include a standard bearer and/or a musician each costing 40 points. Units of Bloodcrushers may include a standard bearer and/or a musician each costing 110 points. Any unit may carry a magic standard, chosen from the appropriate magic item cards. Any unit may carry a magic standard of Khorne. If the unit includes a musician it carries a *Bloodborn* (see the Grimoire Daemonicus for details).

Leader: Any regiment of Bloodletters may have a Bloodletter Champion at a cost of 60 points. A unit of Bloodcrushers may have a Bloodcrusher Champion at a cost of 130 points. Note that daemonic champions may not carry magic items.

Special Rules: Bloodletters and Bloodcrushers cause *fear* as described in the Warhammer rulebook. Bloodletters and Bloodcrushers are armed with *Hellblades*. A hit inflicted by a Hellblade = D3 hits. All the special rules for Daemons apply (see the Chaos Daemons section).

FLESH HOUNDS OF KHORNE

	M	WS	BS	S	T	W	I	A	Ld	
Flesh Hound	10	5	0	5	4	2	6	1	10	35 points per model

Weapons/Armour: None

Save: 4+ (daemonic save)

Options: None

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

All the special rules for Daemons apply (see the Chaos Daemons section).

Collar of Khorne: Flesh Hounds wear a brass collar that protects their daemonic bodies from the effects of magic. Magic weapons cannot affect a Flesh Hound at all and any spell cast against them is automatically dispelled.

NURGLINGS

	M	WS	BS	S	T	W	I	A	Ld	
Nurgling base	4	3	3	3	3	3	4	3	7	30 points per base

Nurplings are tiny, multitudinous Daemons of Nurgle. Your army may include any number of Nurgling bases. If the army includes up to five Nurgling bases these form a single unit. Six to ten bases can be formed into either one or two units of as near equal size as possible, eleven to fifteen bases can be formed into one, two or three units and so on.

Weapons/Armour: None

Save: 4+ (daemonic save)

Options: None

Special Rules: Nurplings cause *fear* as described in the Warhammer rulebook. Note that enemies are not permitted to lap round Nurplings in hand-to-hand fighting. All the special rules for Daemons apply (see the Chaos Daemons section for details).



PLAGUEBEARERS OF NURGLE

	M	WS	BS	S	T	W	I	A	Ld	
Plaguebearer	4	5	5	4	3	1	6	2	10	30 points per model
Plaguebearer Champion	4	6	6	5	3	1	7	3	10	70 points
Beast of Nurgle	3	3	0	3	5	3	3	D6	6	+75 points per model

Weapons/Armour: Plaguebearers are armed with venomous *Plagueswords*.

Save: 4+ (daemonic save)

Options: One unit out of the entire army may be mounted on Beasts of Nurgle (+75 points per model). These daemonic cavalry are known as Plagueriders. Plagueriders do not have to be organised into a unit of five or more models, they can be organised into a smaller unit, ie a single Plaguerider forms a unit on its own.

Standard bearer and musician: Any unit may include a standard bearer and/or a musician costing 60 points per model for Plaguebearers or 135 points for Plagueriders. Any units may carry a magic standard, chosen from the appropriate magic item cards. Plaguebearers and Plagueriders may carry a magic standard of Nurgle if you wish.

If the unit includes a musician it carries a *Gong of Despair* (see the Grimoire Daemonicus for details).

Leader: Any regiment of Plaguebearers or Plagueriders may be led by a Champion. The cost of a Plaguebearer Champion is 70 points and that of a Plaguerider Champion is 145 points. Note that Daemonic Champions may not carry magic items.

Special Rules: Plaguebearers and Plagueriders cause *fear* as described in the Warhammer rulebook.

Plaguebearers and Plagueriders are armed with *Plagueswords*. Mortal creatures (not Daemons or Undead) suffering a wound from a Plaguesword are automatically slain on a D6 roll of 4+ regardless of how many wounds they have.

A unit of Plaguebearers or Plagueriders has a magic level and can cast spells like a wizard. The size of the unit defines its magic level and the number of spells it may cast: 1-5 models = magic level 1/one spell; 6-10 models = magic level 2/two spells; 11-15 models = magic level 3/three spells; 16+ models = magic level 4/four spells. Spells must be drawn from the Nurgle spell deck – see the Chaos Daemons section for details.

All the special rules for Daemons apply (see the Chaos Daemons section).

BEASTS OF NURGLE

	M	WS	BS	S	T	W	I	A	Ld	
Beasts of Nurgle	3	3	0	3	5	3	3	D6	6	75 points per model

Beasts do not have to be organised into units of five or more models, they can be organised into smaller units. If your army includes up to five Beasts these form a single unit. Six to ten Beasts can be formed into either one or two units of as near equal size as possible, eleven to fifteen Beasts can be formed into one, two or three units and so on.

Weapons/Armour: None

Save: 4+ (daemonic save)

Options: None

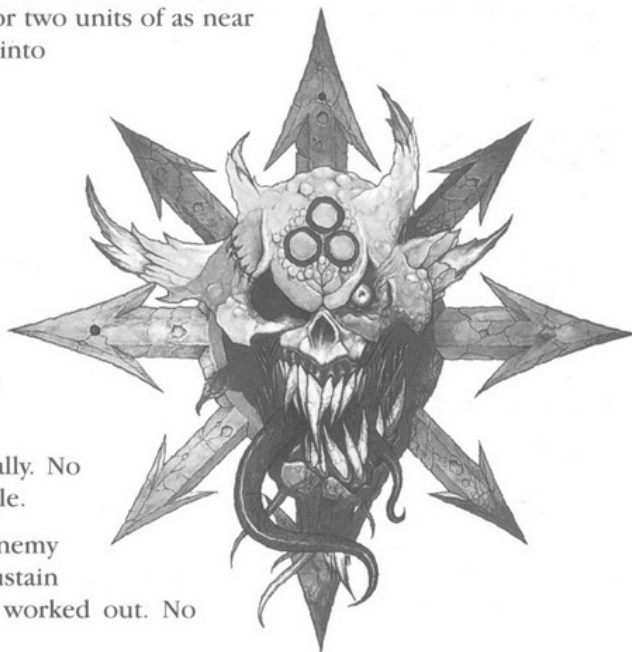
Special Rules: Beasts cause *fear* as described in the Warhammer rulebook.

Beasts make an additional random move in the compulsory movement part of the movement phase (see the Grimoire Daemonicus for details).

Beasts have D6 attacks which penetrate armour automatically. No armour save is permitted for troops struck by Beasts of Nurgle.

Slime Trail: Because of their noxious slime trail, any enemy attacking from the side or rear of a Beast will automatically sustain an additional S3 hit resolved before any other combat is worked out. No armour save is permitted.

All the special rules for Daemons apply (see the Chaos Daemons section).



PINK HORRORS OF TZEENTCH

	M	WS	BS	S	T	W	I	A	Ld	
Pink Horror	4	5	5	4	3	1	6	2	10	35 points per model
Pink Horror Champion	4	6	6	5	3	1	7	3	10	75 points
Blue Horror	4	3	3	3	3	1	7	1	10	

Weapons/Armour: None

Save: None

Options: None

Standard bearer and musician: Any unit of Pink Horrors may include a standard bearer and/or a musician each costing 70 points. Any unit may carry a magic standard, chosen from the magic item cards at the cost given on the card. Pink Horrors may carry a magic standard of Tzeentch if you wish.

If the unit of Pink Horrors includes a musician it carries the *Drum of Change* (see the Grimoire Daemonicus for details).

Leader: Any unit of Pink Horrors may be led by a Pink Horror Champion at a cost of 75 points. Note that daemonic champions may not carry magic items.

Special Rules: Horrors cause *fear* as described in the Warhammer rulebook.

Split: A Pink Horror that is slain is replaced immediately by two Blue Horror models. These continue to fight as part of the unit until they are slain, when the models are removed.

A unit of Horrors has a magic level and can cast spells like a wizard. The number of Pink Horrors in the unit defines its magic level and the number of spells it has: 1-5 models = magic level 1/one spell; 6-10 models = magic level 2/two spells; 11-15 models = level 3/three spells; 16+ models = magic level 4/four spells.

Note that Blue Horrors do not count. Spells must be drawn from the Tzeentch spell deck. See the Chaos Daemons section for details.

FLAMERS OF TZEENTCH

	M	WS	BS	S	T	W	I	A	Ld	
Flamer	9	3	5	5	4	2	4	2	10	50 points per model

Flamers are amongst the weirdest of Daemons. They are powerful fighters, and are much feared.

Weapons/Armour: None

Save: 4+ (daemonic save)

Options: None

Special Rules: Flamers cause *fear* as described in the Warhammer rulebook.

Flamers may shoot flame up to 6" and any target struck suffers D6 Strength 3 hits.

In hand-to-hand combat any enemy that suffers 1 wound sustains D3 wounds rather than 1 because of the effect of the Daemons' flames.

Flamers can bound over obstacles without movement penalty.

All the special rules for Daemons apply (see the Chaos Daemons section).



DAEMONETTES OF SLAANESH

	M	WS	BS	S	T	W	I	A	Ld	
Daemonette	4	6	5	4	3	1	6	3	10	35 points per model
Daemonette Champion	4	7	6	5	3	1	7	4	10	75 points
Steed of Slaanesh	12	3	0	4	5	1	6	1	10	+25 points per model

Weapons/Armour: None

Save: 4+ (daemonic save)

Options: One unit out of the entire army may be mounted on Steeds of Slaanesh (+25 points per model). Mounted Daemonettes do not have to be organised into a unit of five or more models, they can be organised into a smaller unit, ie a single model forms a unit on its own.

Standard Bearer and Musician: Any unit of Daemonettes may include a standard bearer and/or a musician at a cost of 70 points per model or 95 points if mounted. Any units may carry a magic standard, chosen from the appropriate magic item cards at the cost indicated on the card. Daemonettes may carry a magic standard of Slaanesh if you wish.



If the Daemonette unit includes a musician it carries a *Siren Flute* (see the Grimoire Daemonicus).

Leader: Any unit of Daemonettes may be led by a Daemonette Champion. This costs 75 points or 100 points if mounted. Note that Daemonic Champions may not carry magic items.

Special Rules: Daemonettes cause *fear* as described in the Warhammer rulebook.

A unit of Daemonettes has a magic level and can cast spells like a wizard. The size of the unit defines its magic level and the number of spells it has: 1-5 models = magic level 1/one spell; 6-10 models = magic level 2/two spells; 11-15 models = magic level 3/three spells; 16+ models = magic level 4/four spells. Spells must be drawn from the Slaanesh deck. See the Chaos Daemons section for details.

All the special rules for Daemons apply (see the Chaos Daemons section).

FIENDS OF SLAANESH

	M	WS	BS	S	T	W	I	A	Ld	
Fiend	6	3	0	3	3	1	3	3	8	30 points per model

Fiends are heinous Daemonic beasts of the Prince of Chaos.

Weapons/Armour: None

Save: 4+ (daemonic save)

Options: None

Special Rules: Fiends cause *fear* as described in the Warhammer rulebook.

One of the Fiend's three attacks is a special poisonous attack from its *Scorpion Tail*. If the tail attack hits then the target must make its armour saving throw or suffer 1 wound. The poison is so strong that no roll to wound is required.

Fiends exude a *soporific musk* which makes it hard for an enemy to attack. Any enemy in base-to-base contact suffers a -1 to hit penalty.

All the special rules for Daemons apply (see the Chaos Daemons section).

MONSTROUS HOST

The Monstrous Host section allows the Chaos player to include various types of monster in his army. As you will recall, the army can include up to 25% of its points as Allies which includes Monstrous Hosts as well as other types of warband and allied races.

TYPES OF MONSTERS

Broadly speaking there are two kinds of monster in the Monstrous Host list: individual large monsters such as Dragons and Wyverns, and monstrous troops which fight in regiments much like Chaos Warriors and Beastmen.

Individual large monsters can fight on their own or be ridden by a Chaos Warlord. Note that only Chaos Warlords can ride monsters: Beastmen Warlords and Daemon Warlords cannot do so. The points cost of ridden monsters is not added to the points cost of the Chaos Warlord, even though he rides it. A ridden monster is chosen as part of the Monstrous Host and its points value counts towards the 25% allowed for Allies. This is important because it enables a Chaos Warlord to ride a monster without necessarily having an enormous retinue.

Regiments of monsters include Harpies as well as Chaos Trolls, Dragon Ogres, Swarms and Chaos Spawn. Some of these regiments are permitted champions as leaders, standard bearers and musicians as described in the list.

HARPIES

	M	WS	BS	S	T	W	I	A	Ld	
Harpy	4	4	0	4	4	2	2	1	6	15 points per model

If your General is a Beastman Warlord your army may include any number of units of Harpies. Otherwise your army may include one unit of Harpies. A unit of Harpies must include at least 5 models.

Weapons/Armour: None

Save: None

Options: None

Special Rules: Harpies can *fly* as described in the Warhammer rulebook.

Harpy units never have regimental Champions, standard bearers or musicians.

Harpies are so irascible and ill-disciplined that they cannot be led by character models. Not even a character model who can fly can lead a unit of Harpies.

CHAOS TROLLS

	M	WS	BS	S	T	W	I	A	Ld	
Chaos Troll	6	3	1	5	4	3	1	4	7	65 points per model

Your army may include any number of units of Chaos Trolls. Because they are fairly large and rare creatures Trolls are not obliged to form units of 5 or more models. If your army includes 1-5 Trolls these must form into a single unit. If your army includes 6-10 Trolls these can form one or two units. 11-15 Trolls can form into one, two or three units, and so on. In all cases units must be of as near equal size as possible.

Weapons/Armour: Chaos Trolls don't need weapons but are often armed with a crude club, big bone, rock or whatever happens to be in their claw at the time.

Save: None

Options: Units of Chaos Trolls may carry double-handed weapons at the cost of +2 points per model.

Standard Bearer and Musician: Any units may include a standard bearer and/or musician costing double the points of a Chaos Troll. If the unit has double-handed weapons then the standard bearer and musician are assumed to be armed the same way (probably beating the enemy to death with standard poles, drums and horns during moments of forgetfulness).

Special Rules: See Creatures of Chaos for the special rules for Chaos Trolls.

Troll units don't have regimental champions, although they can be joined and led by other characters, which helps to overcome the twin handicaps of *stupidity* and low Leadership.

SWARMS

	M	WS	BS	S	T	W	I	A	Ld	
Rats	6	3	0	3	2	5	1	5	10	100 points per Swarm
Frogs	4	3	0	3	2	5	1	5	10	
Lizards	4	3	0	3	2	5	1	5	10	
Bats	8	3	0	3	2	5	1	5	10	
Serpents	3	3	0	4	2	5	1	5	10	
Insects/Spiders	4	3	0	3	2	5	1	5	10	
Scorpions	4	3	0	4	2	5	1	5	10	

Your army may include any number of units of Swarms. A Swarm unit can comprise one or more bases of creatures, but always consists of the same kind of creatures be they rats, bats, serpents, or whatever. All Swarm bases of the same type must form into a single unit.

Weapons/Armour: Swarms don't need weaponry, they attack by biting, pinching, stabbing, slithering, sliming, nibbling and stinging... and in other ways far too unpleasant to consider further.

Save: None

Options: None

Special Rules: See the Warhammer Battle Book for the special rules for Swarms.

Swarms never have regimental Champions, standard bearers or musicians for obvious reasons.

DRAGON OGRES

	M	WS	BS	S	T	W	I	A	Ld	
Dragon Ogre	6	4	2	5	5	4	2	3	7	87 points per model
Dragon Ogre Champion	6	5	3	6	5	4	3	4	7	155 points
Dragon Ogre Hero	6	6	4	6	6	5	4	5	8	330 points
Dragon Ogre Lord	6	7	5	6	6	6	5	6	9	521 points

Your army may include any number of regiments of Dragon Ogres. Dragon Ogres do not have to form units of 5 or more models. If your army includes 1-5 Dragon Ogres these must form into a single unit. If your army includes 6-10 Dragon Ogres these can form one or two units. 11-15 Dragon Ogres can form into one, two or three units, and so on. In all cases units must be of as near equal size as possible.

Weapons/Armour: Dragon Ogres are armed with swords, axes, clubs or other hand weapons.

Save: Scaly Skin gives Dragon Ogres a save of 5+.

Options: Any unit may carry double-handed weapons (+2 points per model), or extra hand weapons (+1 point per model). Any unit may have light armour (+2 points per model) improving the saving throw to 4+.

Standard bearer and musician: Any unit of Dragon Ogres may include a standard bearer and/or a musician, each costing double the points value of an ordinary trooper. Any units may carry a magic standard chosen from the magic item cards.

Leader: If a unit consists of at least 3 Dragon Ogres it can be led by a Dragon Ogre Champion (for example, two Dragon Ogres and a Dragon Ogre Champion). If a unit consists of at least 5 models it can be led by a Dragon Ogre Champion or Hero. If a unit consists of at least 7 models it may be led by a Dragon Ogre Champion, Hero or Lord.

Champions, Heroes or Lords must carry the same weaponry and have the same armour as the units they lead.

A Dragon Ogre Champion, Hero or Lord can have one magic item chosen from the cards in Warhammer Magic.

Special Rules: See Creatures of Chaos for the special rules for Dragon Ogres.



CHAOS SPAWN

M WS BS S T W I A Ld

Spawn 2D6 3 0 4 5 3 3 D6 10 70 points per model

Chaos Spawn can be included as allies for a Chaos Warrior or Beastman warband. They do not have to be organised into a unit of five or more models, but can be organised into a smaller unit, ie a single Spawn model forms a unit on its own. If your army includes up to five Chaos Spawn these form a single unit. Six to ten Spawn can be formed into either one or two units of as near equal size as possible, eleven to fifteen Spawn can be formed into one, two or three units and so on.

Weapons/Armour: None

Save: None

Options: None

Special Rules: See the Grimoire Daemonicus for details.

LARGE MONSTERS

M WS BS S T W I A Ld

Chaos Dragon	6	6	0	7	7	7	6	8	8	625 points
Chimera	6	4	0	7	6	6	4	6	8	250 points
Cockatrice	4	3	0	4	4	2	4	3	6	150 points
Dragon	6	6	0	6	6	7	8	7	7	450 points
Great Dragon	6	7	0	7	7	8	7	8	8	600 points
Emperor Dragon	6	8	0	8	8	9	6	9	9	750 points
Griffon	6	5	0	6	5	5	7	4	8	150 points
Hippogriff	8	5	0	6	5	5	6	3	8	145 points
Hydra	6	3	0	5	6	7	3	5	6	225 points
Manticore	6	6	0	7	7	5	4	4	8	200 points
Wyvern	6	5	0	5	6	4	4	3	5	180 points

Special Rules: Many and numerous! See the Warhammer rulebook for general rules, and the Battle Book for full rules for specific monsters. The rules for the Chaos Dragon are described in *Creatures of Chaos* in this book.

These large monsters can be ridden by Chaos Warlords as described already. Beastmen and Daemon Warlords cannot ride large monsters. Remember that a monster ridden by a Chaos Warlord is part of the army's Monstrous Host and its points value therefore counts towards the 25% allowed for Allies.

I walked across the plain of bone beneath the brazen sky. All about me were the skulls of the slain and among them grew black flowers, each twisted bloom a soul in thrall. Crimson-flecked flies sucked at the red nectar in that field and the air tasted bloody in my mouth. The black flowers nodded their heads as I passed and whispered in the bitter-scented breeze. A distant Daemon's shriek reached my ears and the sound of tormented laughter drifted past and was swallowed by silence.

And then I came to the Tree of Damned Shades.

Living souls had hung upon its branches and living souls had fed its roots in ages past. Twisted with the pain of their misguided loyalty, the shades had made their pact and now had their reward. Those same shades moaned their regret and agony, pleading for pity from every branch and twig, save one whose deviant eye I met. I paused at the glare of that eye. The Tree of Damned Shades spoke in a splintering voice, crying out as if a thousand axes were tearing at its heartwood.

"By my broken faith and darkened promises, a mortal walks in the gardens of blood. Once my roots taste of his mortal body, he is mine and I am he. A man... a man... I will be free in flesh and bone. I will slay for you my master. Blood beyond measure I will spill upon the battlefields of the world. Oh... freedom from this wooden frame that I could once again march to the beat of my heart."

The tree withered and shook its dark branches and I fled, for my fate lay not with those trapped and hideous souls...

Liber Malefic, Marius Hollesher



DESIGNER'S NOTES

"My candle burns at both ends, it will not last the night, but ah my foes and oh my friends it gives a lovely light!" Millay

Chaos. No other word in the Warhammer mythos carries such a weight or conjures such vivid images. The threat of the Dark Gods, the end of civilisation. Chaos is the Great Enemy in the Warhammer world. It represents the looming darkness at the edge of sanity and it is always present, no matter how hard the free people try to ignore it. Chaos is arguably the strongest, most visual and most fascinating aspect of the Warhammer background, but also one of the most difficult to do justice with written word. The standard was originally set by the two Realm of Chaos volumes: "The Lost and the Damned" and "Slaves to Darkness".

And so it was that in February 1997 I found myself responsible for creating the new Warhammer Armies book for Chaos. I sat down with Rick Priestley and Andy Chambers to decide what the new book should include. The former Chaos army list, while wonderfully varied and flexible, tended to create armies without any focus, sometimes consisting merely of Harpies and Trolls. This was because all the Beastmen, Chaos Warriors, Daemons and everything else were crammed into one army list.

We wanted a strong focus for the Chaos army, but the background of Beastmen, Chaos Warriors and Daemons were all so strong and evocative that we couldn't bring ourselves to concentrate on one of these at the expense of the others. In the end we decided to include three army lists, so all the major aspects of Chaos could be represented in the Warhammer game.

The background of the Chaos Warriors had always been unclear. Where did these renegades come from? Many came from the lands of the Empire, Kislev and Bretonnia, but surely if the gigantic armies of Chaos were entirely drawn from amongst the population of the Old World, then the world would have succumbed to Chaos aeons ago. Enter the Chaos Marauders, the barbarians of the north that provide the Chaos powers with an almost unlimited supply of mortals to bolster the ranks of their armies and elevate into Chaos Warriors.

Another aspect of Chaos is that many players prefer using armies based on just one of the Chaos gods, but just as many wish to use a mixed force. The army lists in this book serve all these players, as provision for both options is made. There are advantages for playing with a force focused on one Chaos god, but equally well you might prefer a mighty coalition of different Champions of Chaos. It is up to the players to decide what they want to do.

A new option is to base your forces on followers of Chaos Undivided, the warriors who have not dedicated themselves to any of the four Great Powers. This gives yet another option for Chaos players and allows us to paint another layer in the grand piece of artwork that is the Warhammer world.

During the last few months of this project we found out that there was simply too much stuff to fit all of it into the book! In the end we decided to split the Special Characters section from the main book, so we could give these mighty lords all the attention they deserve. Look out for the "Champions of Chaos" supplement which will cover all the special characters for Chaos armies.

My plan was to make this book and the contents of this box as complete and exhaustive a source of background and gaming material as I could. No matter what part of the Chaos mythos is closest to your heart, you should find rules and background for it within this book.

However, this tome should only serve as a beginning: Chaos is eternally diverse and colourful, and this book should be seen as a starting point, nothing more. There is far more than meets the eye, and only your imagination sets the limits of what you can do. Here are some ideas for battles and scenarios:

Defend the borders of Kislev against Chaos Warrior warbands.

Fight a battle on the shores against a Plague Fleet of Chaos raiders.

Ambush an Empire column with a mighty Beastman warband.

Fight a battle between Beastman raiders and Bretonnian commoners protecting their farms.

An entertaining variant would be basing your army entirely on a Monstrous Host, with a Dragon Ogre Lord leading it to battle.

You could try allocating 1/3 of your points to each of the three warband lists to create a mixed force, representing a major Chaos incursion.

Try to stop a Chaos coven from summoning a Greater Daemon, and failing that, find out if a single Daemon is a match for an entire mortal army.

Fight an assault against Dark Elf watchtowers on the borders of Naggaroth.

Battles between opposing warbands are entertaining and challenging. If you are actually collecting more than one warband yourself, you can simply invite a friend to play!

Lastly, I have few acknowledgments to make:

Firstly to the artists who deserve credit for creating the atmosphere and bringing alive the many horrifying creatures of Chaos. No small amount of honour is theirs by right. Wayne England's full-page artwork, John Blanche's landscapes, Des Hanley's Daemons, Toby Hynes' Children of Chaos, John Wigley's Chaos Warriors and Paul Smith's splendid borders and Slaaneshi illustrations, all are vitally important to this book.

Thanks to our Games Development team for their support and tough opposition in playtesting the ravaging hordes of Chaos, for their honest comments and support, and for their faith in me in a task that at times seemed impossible.

Our Editorial department laboured long and hard, and thanks to their efforts some of the worst crimes against English grammar that have ever been committed will never see the light of day.

The miniature designers combined their efforts to bring the horrors of Chaos alive with

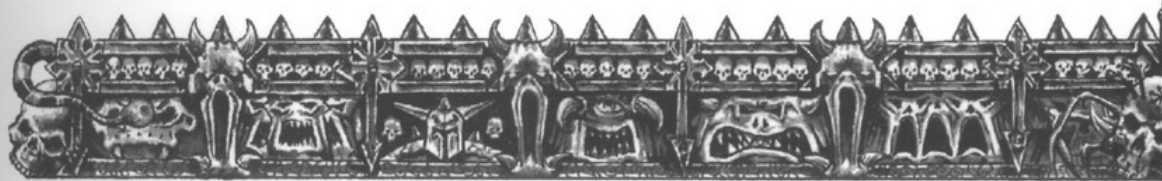
their new miniature range. From the Beastmen of the Perry twins to the Chaos Champions of Dave Andrews and the Sorcerers of Aly Morrison, these unsung heroes made some of the most impressive fantasy miniatures to date. I remember with special fondness how I shared several cups of tea with Trish Morrison while discussing her splendid Daemon Princes and Greater Daemons.

The miniature painters completed their enormous task under the most severe deadline possible, and the results are nothing if not stunning, as the photos in this book testify.

And one should not forget the efforts of the production team, who filled this book with glorious colour pages.

So thanks to all of you, members of the Games Workshop Design Studio. Creating this book would have been impossible without your enthusiasm and creative talent.

Tuomas Pirinen, June 1997



DAEMONIC REWARDS SUMMARY

Any Greater Daemon or Daemon Prince may have up to two Daemonic Rewards.

No two Daemonic Warlords in your army may have an identical choice of Daemonic Reward or Rewards.

Daemonic Rewards are not affected by magic items or spells that negate, destroy or otherwise affect magic items.

It is not possible to gain multiple bonuses by repeating the same Reward unless otherwise indicated.

RADIANCE OF DARK GLORY 50 points

All enemies within 6" of the Daemon suffer -1 Ld. Does not affect Undead or Daemons. Only one Daemon in your army may have this Reward.

TORMENTOR 10 points

If the Daemon kills a character in hand-to-hand combat, any enemy unit within 6" must take a panic test.

Slaanesh only

WITHERING GAZE 10 points

Gaze hits first model in its path within 12". Causes 1 S6 hit. Use Daemon's Ballistic skill to determine if you hit or not.

MASTER OF SORCERY 50 points per magic level

Makes the Daemon into a wizard up to magic level 4. Daemon uses the spells of its own god. Unaligned Daemon Princes use Dark Magic.

Tzeentch, Nurgle, Slaanesh and Unaligned only

WARD OF CHAOS 25 points

4+ Unmodified save against all missile attacks.

DAEMONBLADE 50 points

No save except for magic armour.

WHIP AND AXE OF KHORNE 55 points

D3 Wounds per hit. +1 attack causing 1 Wound.

Khorne only

SPELLBREAKER 50 points

If your army includes no wizards, the Daemon can dispel spells as a level 4 wizard and may re-roll failed dispel attempts once.

Khorne only

DAEMONIC STRENGTH 20 points

+1 Strength.

LORD OF CHAOS 5 points

Daemons within 12" immune to Daemonic Animosity.

MASSIVE STATURE 50 points

+1 Wound.

CLOUD OF FLIES 30 points

Daemon is -1 to hit in hand-to-hand combat.

Nurgle only

BATTLEMASTER 20 points per extra point of WS

Increased WS up to 10, for 20 points per 1 WS.

DAEMONIC ARROGANCE 30 points

Immune to panic. Takes Break tests on a Ld score of 12.

WARP STAFF 30 points

Any unit in hand-to-hand combat with the Daemon is subject to *stupidity*. Does not affect Daemons or Undead.

FLAMES OF TZEENTCH 25 points

Daemon can shoot flame in the shooting phase. Flames have range of 24" and cause D6 S5 hits on the first unit in their path. Use Daemon's BS to determine whether you hit or not.

Tzeentch only

CHAOS ARMOUR 15 points

3+ save. Negates the Daemonic aura.

STREAM OF CORRUPTION 50 points

Uses large template. Any model under template must roll equal to or less than their I or take 1 Wound with no armour save. Roll of 6 always fails.

Nurgle only

PLAGUE FLAIL 25 points

1 Wound from the Flail = 2 Wounds.

Nurgle only

AURA OF SLAANESH 40 points

At the start of each hand-to-hand combat phase, all enemies in base to base contact must pass Ld test in order to attack the Daemon.

Slaanesh only

DAEMONIC ROBES 40 points

-1 S to all attacks against the Daemon.

ALL-SEEING EYE 50 points

At the beginning of the battle the Daemon can see all the magic items, special abilities, equipment and spells of any one model in the opposing army. If the model is a wizard, you may render one random spell useless.

Tzeentch only

CHAMPIONS OF CHAOS

From beyond time and space, and across the world, the gods of Chaos call their champions to do battle on their behalf. In the Northern Wastes Sorcerers and Champions of Chaos gather their warbands. From the trackless forests emerge Beastmen and Minotaurs led by their Beastlords and Shamans. And in the Realm of Chaos, Greater Daemons and Daemon Princes call forth inhuman Daemon warbands and misshapen Chaos Spawn, all to march and fight under the standards of the Dark Gods.



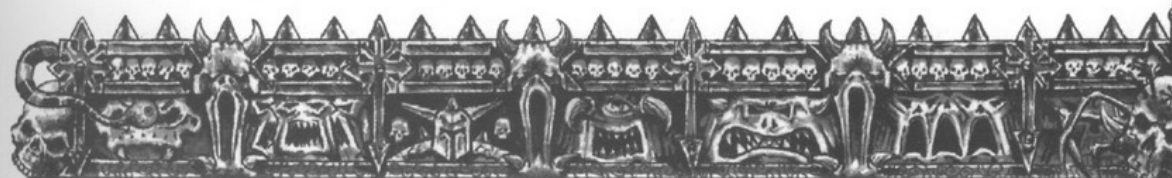
Champions of Chaos is a supplement to Realm of Chaos and the Warhammer game, detailing the full rules and background for Special Characters that can be included in Beastman, Chaos Warrior and Daemon Chaos armies.

CHRONICLES OF CHAOS

Champions of Chaos includes the chronicles of some of the most infamous Champions of Chaos, of their dark deeds and great wars to crush the civilizations of the world.

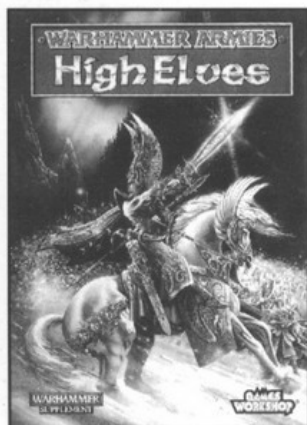
LORDS OF CHAOS

All the game's rules and background for the mightiest Champions of Chaos are given; including Archagon, Lord of Chaos; Gorthor the Beastlord; Azazel Prince of Damnation; Egrimm van Horstmann, the great Sorcerer; and Valnir, the Reaper of Nurgle.

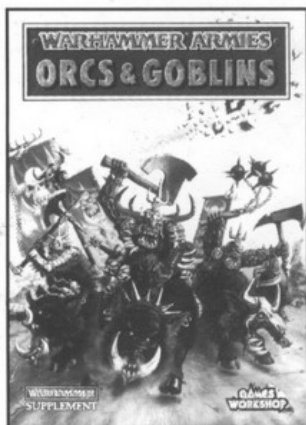


WARHAMMER® ARMIES BOOKS

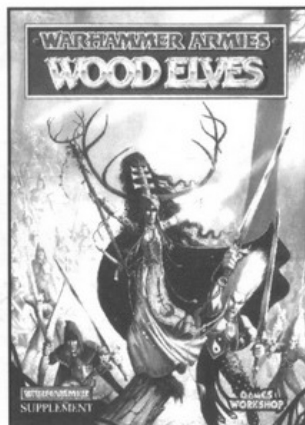
The ever-expanding series of Warhammer Armies books has been designed to complement Warhammer – the game of fantasy battles. Each book deals exclusively with one of the major races of the Old World, and contains extensive background and history, maps, bestiary, special rules, war machines and a full colour section. At the heart of each book is a complete army list, including a selection of special characters, which enables you to select your forces and assemble your army ready to take on your enemies.



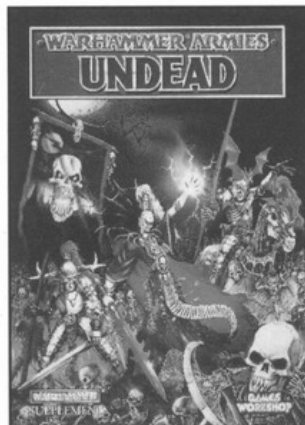
The High Elves are a noble race, known for their mastery of arms and magic. This Warhammer Armies book describes the armies and history of their powerful realms.



Orcs and Goblins wreak havoc amongst the realms of Men. This companion to the Warhammer game describes the armies of Orcs & Goblins in complete detail.



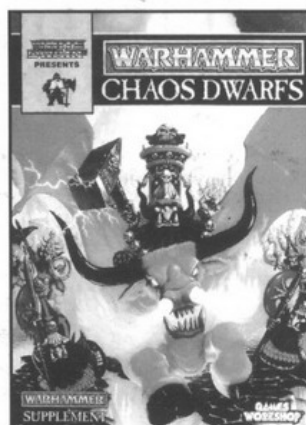
Wood Elves protect their forest realm against all intruders. This book describes the defenders of Athel Loren and includes a history of these guardians of the forest.



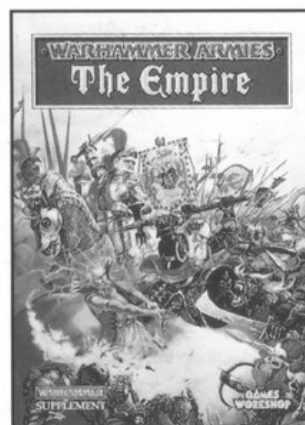
The Undead are heartless creatures who spare no mercy for their foes. This volume describes the armies and heroes of the dead, including the great Necromancer Nagash.



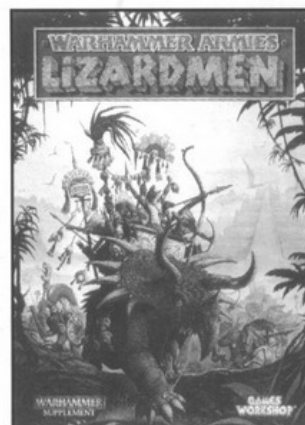
In the far north, Malekith the Witch King gathers his forces and plots his invasion of the Old World. This book describes the history and troops of the Dark Elves.



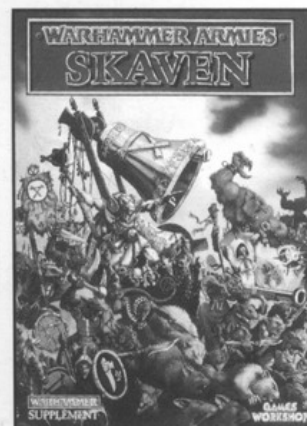
Chaos Dwarfs are the foul inhabitants of the Dark Lands. This book is a compilation of Chaos Dwarf articles from White Dwarf, including a full army list.



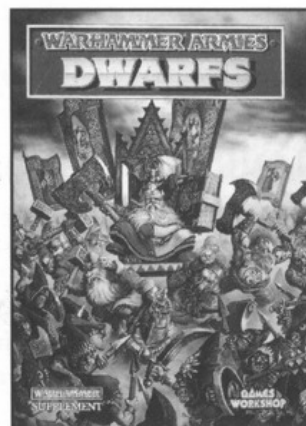
The Empire is the largest realm in the Old World. This Warhammer Armies book describes the lands and history of the Empire, and details its troops and war machines.



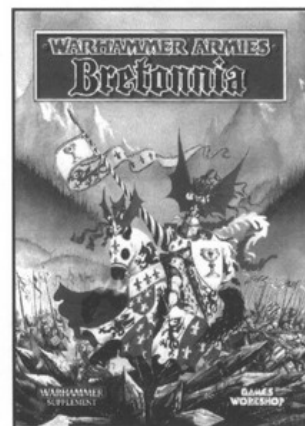
From deep within the jungles of Lustria, the Lizardmen sound the drums of war. This Warhammer Armies book describes the armies of the savage Lizardmen.



The malevolent Skaven spread decay from their sprawling capital of Skavenblight. This Warhammer Armies book describes the history and armies of the evil Skaven.



Dwarfs are skilful and fearless warriors. This volume describes the armies of the Dwarfs and includes a detailed history of this hardy and unforgiving race.



The Knights of Bretonnia are the most skilled human warriors in the Warhammer world. This volume details the history and inhabitants of Bretonnia: the land of Chivalry.



NURGLE



NURGLE

TZEENTCH



TZEENTCH

SLAANESH



SLAANESH

MIASMA OF PESTILENCE

REMAINS IN PLAY POWER 2

The caster wraps himself in a stinking cloud of foul vapours which extends 6" in all directions. All models within 6" of the caster are affected by the vile fumes and all characteristics on their profile are halved (rounding up). This penalty applies only while models remain within the Miasma of Pestilence. Chaos Champions of Nurgle, Chaos Sorcerers of Nurgle and Daemons of Nurgle are used to the distinctive aroma of their master and are therefore immune to this spell. Place this card next to the affected model.

STREAM OF CORRUPTION

POWER 2

The Sorcerer vomits forth a jet of indescribable foulness. Take the Stream of Corruption template from Warhammer Magic and place it with the pointed end touching the Sorcerer and the broad end over the target. Roll a D6 for each model under the template; any score which exceeds the target's Initiative value will be killed. A dice roll of 6 always kills regardless of Initiative. Targets with a Toughness of 7 or more are not necessarily killed outright, but sustain D6 wounds instead. As a template is used the "Look Out, Sir!" rule can be used to save characters. Victims are killed outright so no armour saves or special saves will work unless the target's Toughness is 7 or more in which case magical armour or special saves can save.

FLY SWARM

REMAINS IN PLAY POWER 1

The Sorcerer is surrounded by a black mass of flies which absorb blows with the depth of their odorous and squashy bodies. The spell remains in play once cast and this card is placed next to the model to indicate this. The first wound inflicted against the Sorcerer during any turn is automatically saved. If the Sorcerer is attacked by a spell or weapon that kills outright (rather than causing wounds, e.g. *Frostblade*) then the Sorcerer is saved on the D6 roll of 4+, but the Fly Swarm is dispelled. Place this card by the Sorcerer to indicate that he is affected.

CLOUD OF FLIES

RANGE 12" POWER 1

REMAINS IN PLAY

The spell may be cast upon any unit or a single model within 12". The target is surrounded by an impenetrable mass of flies. The victims can see nothing and can neither move nor shoot whilst covered by the Cloud of Flies. Missiles may not be fired at the unit. There is no other effect and they can fight normally in hand-to-hand combat and can flee or pursue as normal. Place this card next to the affected unit.

PIT OF SLIME

RANGE 12" POWER 2

REMAINS IN PLAY

May be cast upon a single model within 12". A pit of excruciating slime opens beneath the model and traps him. Roll a D6; if you score less than the target's Strength he immediately frees himself and the spell is dispelled. If you roll equal to or more than the target's Strength he is trapped. While trapped a model cannot do anything. Once a victim is trapped, the spell remains in play and this card is placed next to the model. At the start of each following magic phase (both yours and your opponent's) the model must test to escape. Roll a D6; a score of less than the victim's Strength indicates he is free and the spell is automatically dispelled. A score exceeding the victim's Strength indicates that he is sucked to his doom. A score equal to his Strength indicates the victim remains stuck and must test again next turn.

SHRIVELLING POX

POWER 1

The Sorcerer may cast the Shrivelling Pox upon a single model in base contact. The victim is wracked with a wasting pox, shrivelling and collapsing into a lifeless mass as his vital energy ebbs away. The Chaos player rolls 2D6 whilst his opponent rolls 1D6. If the Chaos player's score is greater, then the difference is the number of wounds suffered by the victim. If the victim scores equal or higher on his dice roll then no damage is caused. Wounds caused by the Shrivelling Pox cannot be saved by ordinary armour, only magic armour can save.

PLAGUE WIND

RANGE 24" POWER 3

A damp and foetid wind howls through the enemy ranks bringing with it the most foullest of all diseases - Nurgle's Rot! This spell may be cast at any unit within 24" of the caster. The Plague Wind inflicts 3D6 hits minus the target's Toughness (use the Toughness of an average trooper). Each hit causes a wound on the D6 roll of a 4 or more. No armour save is permitted. For every 3 wounds inflicted in this way one Plaguebearer daemon is created, forming a new unit within 3" of the target unit, but not in base contact with enemy models. Draw any new spells for the unit immediately.

PILLAR OF PUTREFACTION

REMAINS IN PLAY POWER 1

A massive pillar thrusts up from out of the ground carrying the Sorcerer into the air. From the pillar the Sorcerer can see over the entire battlefield, casting spells as normal. It is impossible to attack the Sorcerer or shoot him from the ground. The Sorcerer may only be shot at or engaged in hand-to-hand combat by models capable of flight. Whilst standing on the pillar the Sorcerer has an armour saving throw of 2+. No spells may be cast upon the Sorcerer whilst he is on the pillar; any spells used against him are automatically dispelled without affecting the pillar. A dispel may be used to destroy the pillar in which case it collapses on the ground and the Sorcerer is returned safely to earth. Otherwise the spell ends. If the Sorcerer is slain, moves, or ends the spell.

STENCH OF NURGLE

POWER 1

A damp and foetid wind howls through the enemy ranks bringing with it the most foullest of all diseases - Nurgle's Rot! This spell may be cast at any unit within 24" of the caster. The Plague Wind inflicts 3D6 hits minus the target's Toughness (use the Toughness of an average trooper). Each hit causes a wound on the D6 roll of a 4 or more. No armour save is permitted. For every 3 wounds inflicted in this way one Plaguebearer daemon is created, forming a new unit within 3" of the target unit, but not in base contact with enemy models. Draw any new spells for the unit immediately.

POWDER OF NURGLE

POWER 2

A massive pillar thrusts up from out of the ground carrying the Sorcerer into the air. From the pillar the Sorcerer can see over the entire battlefield, casting spells as normal. It is impossible to attack the Sorcerer or shoot him from the ground. The Sorcerer may only be shot at or engaged in hand-to-hand combat by models capable of flight. Whilst standing on the pillar the Sorcerer has an armour saving throw of 2+. No spells may be cast upon the Sorcerer whilst he is on the pillar; any spells used against him are automatically dispelled without affecting the pillar. A dispel may be used to destroy the pillar in which case it collapses on the ground and the Sorcerer is returned safely to earth. Otherwise the spell ends. If the Sorcerer is slain, moves, or ends the spell.

PAVANE OF SLAANESH

RANGE 24" POWER 2
REMAINS IN PLAY

The Sorcerer may unleash the Pavane of Slaanesh against a unit or a single model within 24". The target must roll equal to or less than its Leadership on 2D6 to avoid the spell's effect. If affected the target begins to dance and cavort with uncontrollable joy, whirling and gyrating insanely. Place this card next to the target to indicate it is affected. Whilst the spell remains in play the victims may neither move or shoot, and may not fight back in hand-to-hand combat. Place this card by the target to indicate that it is affected.

CURSED CARESS

POWER 2

The Sorcerer may cast the Cursed Caress upon a single model in base contact. The victim is overcome with waves of excited ecstasy and quickly reaches such a state of overwrought passion that his heart explodes. The Chaos player rolls a D6. If the score is equal to or more than the number of wounds the target has then the victim is dead. If the D6 score is less than the model's number of wounds then no damage is caused. No armour saves apply.

BONDAGE OF SLAANESH

RANGE 12" POWER 2
REMAINS IN PLAY

This spell may be cast at a unit or a single model within 12". The target is enveloped by glowing threads of magic which hold it in place unable to move and completely helpless. The target may do nothing whilst the spell remains in play, it may not move, shoot or cast spells etc. If it is engaged in hand-to-hand combat it may not fight back, and if it fails its Break test the target is destroyed. Place this card next to the affected unit.

LASH OF SLAANESH

RANGE 8" POWER 1
LINE OF SIGHT

A quivering lash uncoils from the Sorcerer's outstretched hand and strikes his foes with a mighty crack. The Lash of Slaanesh hits the first unit in its path and inflicts a punishing 2D6 S4 hits in the same way as hits from bows, crossbows etc. Armour saves apply as normal.

SUCCOUR OF CHAOS

RANGE 12" POWER 1
REMAINS IN PLAY

The Succour of Chaos may be cast upon a unit of troops within 12". The entire unit, including any associated character models, is invigorated by the power of Chaos and may add +1 to all dice rolls to hit in hand-to-hand combat. Place this card by the unit to indicate that it is affected.

CACOPHONIC CHOIR

RANGE D6" POWER 1

The Cacophonic Choir affects all enemy models within D6" of the Sorcerer. Victims are subjected to a hellish sound of such intense wailing discord that it overloads their senses, burns out their minds and shatters their bones. All enemy models within D6" of the Sorcerer sustain a single Strength 5 hit. No armour saving throws apply.

CHAOS SPAWN

RANGE 24" POWER 3

This spell may be directed against a single model within 24". The target must roll equal or less than its Toughness on 2D6 to avoid the spell's effect. If the victim fails then he is turned to Chaos Spawn, mutating and swelling until he is a mass of blubber, bestial limbs and gaping mouths. The model is now subject to the rules described for Chaos Spawn in the Warhammer Armies Realm of Chaos book.

The Chaos Spawn is moved by the Chaos player in accordance with the rules for Chaos Spawn.

SLICING SHARDS OF SLAANESH

RANGE 24" POWER 2
LINE OF SIGHT

The Sorcerer gestures with his hand and myriad shards of dazzling magic arc through the air towards their target. The Slicing Shards hit the first unit in their path up to their maximum range of 24". The target unit sustains 2D6 S4 hits in the same way as from bows, crossbows, etc. Armour saves apply as normal.

BEAM OF SLAANESH

RANGE 24" POWER 2
LINE OF SIGHT/REMAINS IN PLAY

A dazzling beam of rainbow light shoots from the Sorcerer's fingertips and strikes the first model in its path. The target must roll equal or less than its Leadership on 3D6 to avoid the spell's effect. If affected the target is overwhelmed by a state of half-conscious rapture which renders its victims dazed and ineffective. The target's characteristic values are all halved (rounding up) and the target becomes *stupid* as described in the Psychology section of the Warhammer rulebook. Place this card next to the target to indicate that it is affected.

ACQUIESCENCE

REMAINS IN PLAY POWER 1

The Chaos Sorcerer reaches out his hand and touches his victim, casting the dread power of Acquiescence upon him! This spell may be cast upon a single model in base contact with the Sorcerer. The target must roll equal or less than its Initiative on a D6 to avoid the spell's effect. A roll of 6 always fails to save regardless of Initiative. If affected the target is overwhelmed by waves of euphoria. The target's characteristic values are all halved (rounding up) and the target is so dazed and acquiescent he becomes *stupid*, as described in the Psychology section of the Warhammer rulebook. Place this card next to the target to indicate that it is affected.

**TZEENTCH'S
FIRESTORM**

RANGE 24" POWER 3

LINE OF SIGHT

Flame erupts from the Sorcerer's outstretched hand striking the first target in its path within its maximum range of 24'. Place the round flame template directly over the target. Every model under the template is affected and suffers a Strength 5 hit. Armour saving throws from non-magical armour do not apply. For every 3 full wounds inflicted, a Pink Horror rises from the ashes. Place the newly created daemons in a single unit within the template area or as near as possible, in combat with any remaining enemy models (they do not count as changing). Draw any new spells for the unit immediately. As the spell uses a template, the "Look out, Sir!" rule can be used by characters who are part of the unit.

PINK FIRE
OF TIENTCH

RANGE 6" **POWER 1**

LINE OF SIGHT

A guttering flame spurts from the caster's outstretched hand and strikes the first model in its path. The flame has a maximum range of 6". The target suffers D6 hits at a Strength of D6+4. Armour saves from non-magical armour do not apply, only magic armour can protect against the Pink Fire. Note that this is a flame attack so flammable targets suffer double damage.

CLEAN MAGIC

RANGE 24"

The Sorcerer reaches into the mind of a

The Sorcerer reaches into the mind of an enemy wizard and plucks the memory of a spell from his foe. This spell may be cast upon any enemy wizard within 24". Choose an enemy wizard and randomly determine one of his spells. The spell is stolen from him and placed together with the Sorcerer's own spells. From now on the Sorcerer may attempt to cast the spell as if it were one of his own. If he casts the spell and it is dispelled then it is returned to its original owner or, if the original owner has been slain, it is discarded. Only a single spell can be gleamed in this way at any time. If the Sorcerer successfully gleams a further spell then any spell already captured is returned to its original owner or discarded if the original owner is slain.

BLUE FIRE
OF TZEENTCH

RANGE 18" POWER 1

LINE OF SIGHT

A gutting flame spurts from the caster's outstretched hand and strikes the first unit in its path. The flame has a maximum range of 18". The targets suffers D6 hits at a Strength of 4. Normal armour saves apply. This is a flame attack, so flammable targets like munitions suffer double damage.

INCANDESCENT
ASSASSIN

RANGE 24" POWER 2

An incandescent

An incandescent creature of magical fire appears over a model anywhere within 24" of the caster. The target must fight off the Incandescent Assassin or suffer the consequences. The target rolls a D6 and adds its WS. The Sorcerer rolls a D6 and adds 6. If the Sorcerer scores higher he has inflicted a number of wounds equivalent to the difference in scores. Otherwise the Incandescent Assassin is beaten and no further damage is done. Armour saves apply as normal but with a -3 modifier (as if S6).

SHIELD OF FIRE

REMAINS IN PLAY POWER 1

The Sorcerer summons a fiery shield which surrounds him and any steed or monster he is riding, making it almost impossible to hit him in combat. Any enemy attacking in hand-to-hand combat must roll a 6 to hit. The flames do not affect the Sorcerer. In addition, any enemy attacking the Sorcerer with a magic weapon risks destroying the weapon – on a roll of 1 to hit the weapon is destroyed. Place this card by the Sorcerer to indicate that he is shielded.

TOUCH
OF TZEENTCH

POWER 1

This spell may be cast against any model in base-to-base contact with the Sorcerer. The victim is struck by the mutating power of change, twisting and warping his body into a horrific parody of his natural form. The victim sustains D6 Strength 4 hits. Armour saves from non-magical armour do not apply, only magical armour can protect against the Touch of Tzeentch.

BOON OF TZEENTCH

POWER 1

The Chaos Sorcerer casts this spell upon the heavens, drawing the power of raw magic to himself. When cast, the Chaos player may immediately take D3 fresh magic cards from the deck. He may then cast a further spell immediately if he wants.

GIFT OF CHAOS

POWER 1

The Chaos Sorcerer invokes the changing powers of Tzeentch to visit fresh mutation upon himself. Pick either one of the two 'Mutations' Chaos Gift cards, roll a D6 and apply the result on the Sorcerer himself.

BOLT OF CHANGE

RANGE 12" **POWER 2**

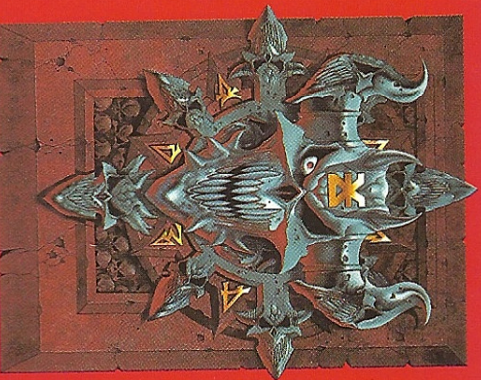
LINE OF SIGHT

The Bolt of Change emanates from the caster's outstretched arm and strikes across the first model in its path. The bolt has a maximum range of 12". The target must roll equal to or less than its Toughness on 2D6 to resist the power of change which erupts within him, twisting and warping his body in a blur of metamorphosis. If affected, the victim is slain. No armour saves apply.

FEUD OF THE GODS

The gods of Chaos, in their eternal struggle to gain supremacy, turn on each other. Their minions, following the example of their masters, do likewise. At the beginning of the battle, choose two Champions or Sorcerers of Chaos with different Marks of the Gods, or Daemonic characters (Daemonic Champions also count) of different gods, and fight one round of hand-to-hand combat with both sides rolling 1 Attack dice. No ridden steeds, monsters or chariots take part in the battle. Roll a dice to see which side is considered to be changing. Any wounds suffered in this challenge are carried to the rest of the battle. If one of the characters kills the other, he will be rewarded by his patron. You may choose 1 extra Attack, 1 extra wound or 1 extra point of Strength and add it to your character's profile.

PLAY AT THE BEGINNING OF THE BATTLE



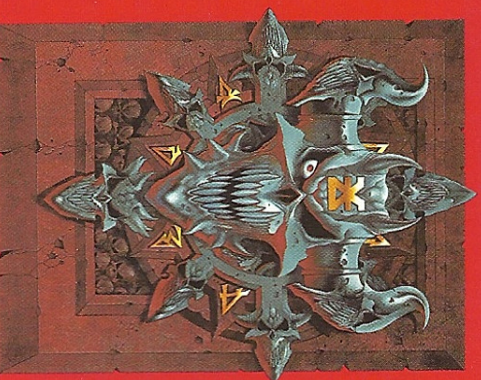
CHAOS GIFT

NURGLE'S ROT

Nurgle blesses one of his foolish foes with his favourite disease. Their skin starts to peel away and their limbs become leprous and weak making their movements laborious.

One enemy unit chosen by you suffers a -1 Movement penalty for the rest of the battle. This applies to all rank-and-file troops and regimental champions but not to other characters

PLAY AT THE BEGINNING OF THE BATTLE



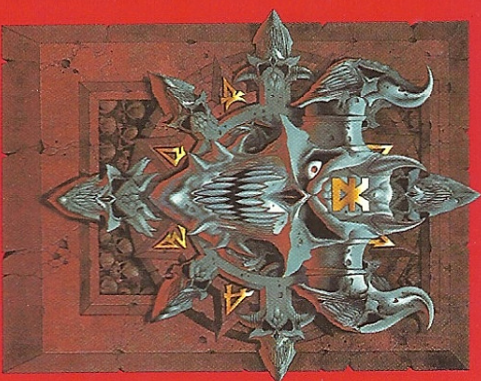
CHAOS GIFT

ALLURE OF SLANESH

The young Prince of Chaos turns his gaze on the battlefield, confusing the minds of his enemies.

The first Fear, Terror, Stupidity or Panic test your opponent takes will suffer a -D3 penalty (roll a D6: 1-2=-1, 3-4=-2, 5-6=-3).

PLAY WHEN YOUR OPPONENT TAKES HIS FIRST PSYCHOLOGY TEST



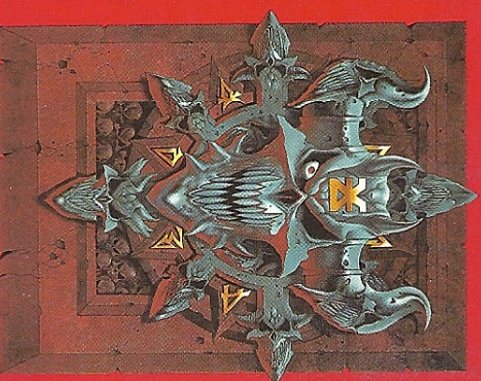
CHAOS GIFT

WRATH OF KHORNE

Khorne, the Great God of War, bellows in rage and fury as his pitiful enemies attempt to use their weak magic instead of relying on the strength of arms.

You may use this card exactly as a Dispel scroll. It can be used to dispel an enemy spell as it is cast. When you declare you are using this card, the spell is dispelled just as if you had played a successful Dispel card from the Winds of Magic deck. This card can only be used once and only as a spell is cast, not against a spell already in play. It will not dispel a spell cast with Total Power. In addition, roll a D6. If you roll a 6, the spell is destroyed and discarded.

PLAY AGAINST ANY ONE SPELL



CHAOS GIFT

WIND OF CHAOS

The unstable winds of magic swirl around the battlefield, while the wizards on both sides watch nervously to see what effect this might have.

At the beginning of the battle, roll a D6 and consult the chart below. The result applies for the rest of the battle.

- 1 The odd magic card is always dealt to your opponent, even in your own magic phase.
- 2-3 Deduct -1 from all Winds of Magic rolls to determine how many cards are dealt in each magic phase.
- 4-5 Add +1 to all Winds of Magic rolls to determine how many cards are dealt in each magic phase.
- 6 The odd magic card is always dealt to the Chaos player, even in the magic phase of your opponent.

PLAY AT THE BEGINNING OF THE BATTLE

EYE OF GOD

At the beginning of the battle, you may pick one Champion or Sorcerer of Chaos from your army. Roll a D6 and consult the chart below. No re-rolls are allowed. The result applies for the rest of the battle. If you have no Champions or Sorcerers, or don't wish to play this card, discard it.

- 1 **Chaos Spawn:** Your Champion or Sorcerer is turned into a foul Chaos Spawn! See the special rules for Chaos Spawn.
- 2 **Cosmic duel:** Your Champion is summoned to fight in a cosmic duel. Remove the model from the battle. The model will return on a roll of 4+ made at the start of any of your following turns and is placed anywhere on your own base line and may move normally that turn. However, if you roll a 1, he is lost forever to the realm of Chaos.
- 3+ **Gift of the Gods:** Add +1 to either the model's Strength, Wounds or Toughness. You may choose which one to increase.

STORM OF CHAOS

The skies themselves weep burning blood that rains down on the battlefield, dissolving armour and flesh alike.

At the beginning of the battle, roll a D6. On a roll of 2 or more, you may nominate one enemy unit or war machine (but not an individual character, even if he is on his own or riding in a chariot) and that unit will suffer D6 S4 hits distributed exactly as damage from shooting. However, if you roll a 1, your opponent may pick one of your regiments, and it will suffer the damage (D6 S4 hits)! Armour saves apply as normal. No Panic tests are made as a result of any casualties.

PLAY AT THE BEGINNING OF THE BATTLE

MUTATIONS

Nominate one regiment in your army. Roll a D6 and consult the chart below. Results do not apply to any characters with the unit, except regimental Champions. The results of the roll apply for the rest of the battle.

- 1 **Atrophy:** -1 WS for all models in the unit.
- 2 **Brightly Coloured Skin:** No effect in game terms.
- 3 **Lightning Reflexes:** +1 Initiative for all models in the unit.
- 4 **Long Legs:** +1 Movement for all models in the unit.
- 5 **Weapon Master:** +1 WS for all models in the unit.
- 6 **Razor-Sharp Claws:** Extra -1 to enemy armour saves.

CHANGING OF WAYS

Tzeentch, the Changer of Ways and Master of Sorcery, laughs at the pitiful efforts of his enemies to use the wild winds of magic, spoiling their petty spells with the power of his omnipotent will.

Once per battle, at the beginning of any magic phase, be it yours or your enemy's, you may reduce the enemy's Winds of Magic cards by D3 cards (roll a D6: 1-2=1, 3-4=2, 5-6=3).

PLAY AT THE BEGINNING OF ANY MAGIC PHASE

MUTATIONS

Nominate one regiment in your army. Roll a D6 and consult the chart below. Results do not apply to any characters with the unit, except regimental Champions. The results of the roll apply for the rest of the battle.

- 1 **Mutated Legs:** -1M for all models in unit.
- 2 **Tail:** No effect in game terms.
- 3 **Massive Frame:** +1S for all models in the unit.
- 4 **Mace Tail:** One model (chosen by you) gains 1 S5 Attack.
- 5 **Scaly Skin:** +1 armour save for all models in the unit.
- 6 **Hideous Visage:** The unit causes *fear*.

ETERNAL BATTLE

The Chaos gods are not satisfied with the slaughter! They resurrect fallen warriors on both sides to fight again for their amusement!

This card can be used as soon as both armies have suffered at least one rank-and-file casualty. When this card is played both players can nominate any one of their units that has suffered casualties. The unit must not be fleeing and must have at least one normal trooper left. Roll a D6. Each unit may resurrect that number of models. Normal cavalry counts as 2 models, while daemonic cavalry such as Mounted Daemones, and all models with more than 2 wounds count as 3 models. Note that this may not take the number of models in the unit above the original, and you may only resurrect normal troopers, not characters, standard bearers or musicians.

PLAY AT THE BEGINNING OF ANY OF YOUR TURNS

BOON OF A GOD

One of the Four Great Powers turns his gaze on the battlefield, blessing his own followers and cursing the minions of his brothers.

The god that your General follows (ie, whose mark he bears or if he is a Greater Daemon) will bless his own followers. Daemons of this god gain a +1 bonus to their daemonic armour saves, and characters with the mark of this god gain +1 to their armour saves up to maximum of 1+. Daemons of other gods and characters bearing a different mark to your General suffer a -1 penalty to their armour saving throw. If your General has no Mark of Chaos or is not a Greater Daemon then this card does not apply.

PLAY AT THE BEGINNING OF THE BATTLE

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