

WARHAMMER™

THE OLD WORLD



ARMY LISTS FOR THE FORCES OF EVIL
RAVENING HORDES

WARHAMMER

THE OLD WORLD



RAVENING HORDES

CONTENTS

Ravening Hordes

Introduction	3
How This Book Works	3
Ravening Hordes	4
Desolate Realms	6
Beyond The Old World	6
The Badlands	6
The Dark Lands	6
The Land of The Dead	7
The Chaos Wastes	7

Orc & Goblin Tribes

The Green Menace	9
Warbosses	9
Waaagh!	10
Orc & Goblin Tribes Army List	11
Grand Army Composition List	11
Character	12
Infantry	21
Cavalry	29
Chariot	33
Monster	35
War Machine	40
Magic Items	42
Special Rules	45
Lore of Gork	47
Lore of Mork	47

Warriors of Chaos

The Hordes of Chaos	53
Champions of Chaos	54
Warriors of Chaos Army List	55
Grand Army Composition List	55
Character	56
Infantry	60
Cavalry	67
Chariot	71
Monster	73
Gifts of Chaos	77
Magic Items	78
Special Rules	81
Lore of Chaos	83

Beastmen Brayherds

The Beasts of The Forest	89
Calling The Brayherd	90
The Horde Rises	90
Beastmen Brayherds Army List	91
Grand Army Composition List	91
Character	92
Infantry	96
Cavalry	100
Chariot	103
Monster	104
Chaos Mutations	111
Magic Items	112
Special Rules	115
Lore of Beasts	117

Tomb Kings of Khemri

The Land of The Dead	123
The Rulers of The Dead	123
The Legions of Khemri	124
Tomb Kings of Khemri Army List	125
Grand Army Composition List	125
Character	126
Infantry	132
Cavalry	137
Chariot	141
Monster	142
War Machine	147
Magic Items	150
Special Rules	153
Lore of Nehekhara	155

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INTRODUCTION

Welcome to *Warhammer: the Old World – Ravening Hordes*, your indispensable guide to the armies of darkness and destruction. This book, used in conjunction with the *Warhammer: the Old World* rulebook, provides you with all the information you will need to command your collection of miniatures on the field of battle.



How This Book Works

This book contains four army lists: Orc & Goblin Tribes, Warriors of Chaos, Beastmen Brayherds and Tomb Kings of Khemri. Each of which contains the following information:

Overview: Each army list is accompanied by a brief overview of that faction, explaining why such armies march to war, the motives of their generals and so forth.

Grand Army Composition List: The default army composition list for each faction.

Profiles: Every model available to your chosen faction has a profile. Here, you will find that model's characteristics, its equipment, its points value, details of any special rules unique to it and more.

By using these profiles, you can easily organise your models into units, determine how they are equipped and calculate each unit's points value.

These profiles fall into six categories (though it should be noted that not all of these categories will be represented in every army list):

- Characters
- Infantry
- Cavalry
- Chariots
- Monsters
- War Machines

Magic Items: As well as the Common magic items detailed in the *Warhammer: the Old World* rulebook, each army list includes a number of magic items exclusively available to models drawn from that army list.

Special Rules: Most armies have a number of army special rules – special rules unique to that faction.

The Lore of...: Most armies include a number of unique and characterful spells. These spells are used in conjunction with the Lores of Magic found in the *Warhammer: the Old World* rulebook. Where they differ is that they can only be known by Wizards drawn from that army list.

The Muster List

Players use these army lists to write their 'muster list' prior to a game, as described in the *Warhammer: the Old World* rulebook.

A muster list should include the size of each unit (i.e., how many models it contains at the start of the battle), the equipment those models carry and any optional upgrades that have been included, be they equipment, command models, magic items and so forth.

Most importantly, the muster list should include the total points value of each unit and of the army as a whole, thus ensuring that your army is within the agreed size!

When writing your muster list, it is important to remember the following:

Minimum Three Units: An army must include a minimum of three non-character units, not including units whose troop type is 'swarms', 'war beasts' or 'war machines'.

The General: All armies must include at least one character to act as the General, as described in the *Warhammer: the Old World* rulebook.





RAVENING HORDES

Great columns of smoke rise above the horizon as distant settlements burn. Refugees stream in the opposite direction, screaming 'They are coming!'

Across the known world, powerful warlords raise grim hordes without number. From beyond the northernmost reaches of civilisation, from within the deepest, darkest forests, the cursed Warriors of Chaos march and the bitter Beasts of Chaos stalk.

Amidst this backdrop of chaos and confusion, uncountable Orcs and Goblins march to war, fighting for the very thrill of violence. From the arid deserts of ancient Nehekara, vast legions of skeletal soldiers rise up from beneath the baking sands to slaughter those that would claim the distant reaches of their forgotten empire.

Mortals despair! Destruction has been unleashed and the reign of Chaos has begun.





DESOLATE REALMS

The world stands on the brink of annihilation. It has done since the dawn of time, when the great civilisation of the Old Ones was destroyed in a terrible cataclysm and the world became flooded with the energy of chaos. While the world itself dies its slow death, the fragile civilisations of Men, Dwarfs and Elves cling to their existence, ever looking to the borders of their nations with fearful eyes, knowing that their safety and security is a fleeting thing...

Beyond The Old World

The known world does not end at the borders of the Old World. In truth, the Old World itself, vast though it is, covers barely a fifth of the known world. Beyond the Worlds Edge Mountains to the east, across the Great Ocean to the west, north of frozen Kislev and south of Bretonnia lie lands beyond imagining. These far places are home to Orcs and Goblins, Ogres and Trolls, and more besides. Some have even claimed the existence of a sunken city populated by a race of mysterious fishmen! But such preposterous stories are clearly made up to delight small children and alarm suggestible adults. The truth is likely far worse...

The Badlands

The Badlands is the name given to the desolate region south of the Border Princes, a region famed as being home to barren rock, arid plains, and hordes and hordes of Orcs. It is from the Badlands that most Orc and Goblin invasions into the civilised lands of the Old World originate.

In the southerly expanses of the Badlands, rising in twisted spires from the barren soil, can be found many strange rock formations. Scholars believe these to be the remains of an ancient civilisation, perhaps an outpost of the lost empire of Nehekhara. Whatever the case, today the area is considered home to a large number of Ghouls and various other carrion beasts. These pitiful creatures eke out a sorrowful existence in such barren conditions.

The Dark Lands

Beyond the Worlds Edge Mountains lies the trackless expanse of wilderness known as the Dark Lands, a great cold desert beneath an eternally cloud-filled sky that stretches east for many miles, until the twisted landscape rises once more where it meets the foothills of the Mountains of Mourn. To the south, where blackened skies give way to searing sun and blistering heat, the wilderness meets a jagged and storm-tossed coast, beyond which lies the aptly named Sea of Dread. In the northernmost reaches of the Dark Lands, the dark desert meets the Plain of Zharr. Here, the mountains become volcanic and the very earth itself cracks apart, revealing the molten core of the world. Beyond this, the grim and foreboding Mountains of Mourn merge with the north-eastern limits of the Worlds Edge Mountains.

Many foul creatures roam this empty wasteland: Chimeras, Minotaurs, Ogres, Beastmen and worse – horrifying monsters mutated by the seething energy of chaos.

It is from here, in the Dark Lands, that many migratory tribes of Orcs, Goblins and more originate, roving far and wide across the face of the world, following the trade routes of more civilised races to distant lands. And it is here, in the Dark Lands, that the armies of Chaos assemble when the Winds of Magic blow, gathering around gruesome monoliths erected in honour of their masters.



The Land Of The Dead

Across the Southern Sea, beyond the exotic land of Araby, lies ancient Nehekhara, the forebodingly named Land of the Dead and home to the cyclopean tomb cities of Khemri and Numas. Long before the coming of Sigmar, Nehekhara flourished, though it was to be brought low by the megalomania of its kings and the betrayal of its High Priest, Nagash. So steeped in evil ambition was Nagash that, through his necromantic magics, he laid a terrible curse of undeath over all the lands. All of Nehekhara withered and died, cursed to an unquiet death from which there could be no true respite. To this day the name of Nagash is whispered in hushed tones across the world, for he is perhaps the most powerful sorcerer ever to have existed, and death is no escape from his power.

Today, the once great realm of Nehekhara is a barren sea of sand dunes, a scorching desert studded with the morbid architecture of a civilisation obsessed with death. Beneath the thin white sands and deserted valleys lie countless gilded artefacts and trinkets buried amongst drifts of human bone. Each of the many thousand tombs that dot the arid landscape contains a king's ransom in jewellery and gem-studded weaponry. Every year, armies of the avaricious and the adventurous march deep into the heat-blasted deserts, intent on ransacking the legendary wealth of these inhospitable lands despite rumours of the vengeful dead buried beneath their feet. Every year the sands are stained once more with the blood of the foolish, for the rumours of spirits abroad in the deserts are true – the long-dead soldiers of ancient Nehekhara stand ready for battle at all times.

The Chaos Wastes

North of Kislev, north even of Norsca and the Troll Country, lies the Realm of Chaos. This wild expanse of untamed and unnatural land stretches from the borders of civilisation all the way to the very top of the world; a wild and primordial landscape, twisted and warped beyond the ken of mere mortals in ways both bizarre and sublime by the power of the strange pantheon of Chaos gods that hold dominion here. In the mists of time, the gateway of the Old Ones lay at the North Pole, and it was from here that the Slann and their god-like masters entered and left our world. Unfortunately, following some long forgotten cataclysm, this gate was destroyed, causing it to shatter and allow the raw stuff of chaos to flood into the world.

For many centuries, the Marauder tribes of the north have lived under the shadow of the Realm of Chaos, worshipping the Ruinous Powers and imploring them for their dark blessings. Every year, raiding parties of these fur clad maniacs surge southwards looking for plunder. At regular intervals, when the Winds of Magic blow with ever greater ferocity, huge armies form. Mustering beneath the banners of mighty Chaos warlords, their ranks are swelled by black armoured Chaos Warriors and Knights, the champions of the Chaos gods. With their numbers further increased as they march by the horrific creatures of Chaos that dwell within the blasted landscapes, these great champions lead their war hosts south, into the lands of Man, Dwarf and Elf alike in a tide of destruction that might herald the end of the very world itself!





ORC & GOBLIN TRIBES

Of the many armies available in Warhammer: the Old World, an Orc & Goblin Tribes army is one of the most bizarre and eclectic. The units available to an Orc & Goblin Tribes general are a mix of ferocity and unreliability, many of them behave in unusual ways and, possibly more than any other army, the range of options is both diverse and peculiar. As such, Orc & Goblin Tribes armies are both a challenge and a pleasure to command in roughly equal measures.



The Green Menace

For an Orc, there is no greater joy than to be in the thick of a battle, where the biggest and meanest warrior carries the day. Such belligerence is both a strength and a weakness as it means Orcs expend much of their energy fighting amongst themselves, rather than against a slightly more distant foe.

Orcish skin is tougher than leather and curiously waxy. As an Orc ages, its skin becomes gnarled and even more impenetrable, to the point where the most determined sword stroke can cause only a scratch. If the skin is pierced and the purplish-red blood begins to flow, there is no guarantee that the wound will prevent the Orc from pulverising their opponent. Orcs are capable of healing at an incredible pace and, quite naturally, take their robust bodies for granted, regarding everyone else as weak, fragile and 'squishy'.

Smaller and more nimble than their Orcish cousins, Goblins have a more developed sense of self-preservation. They are cunning, rather than strong, and tend to leave the serious business of fighting to the Orcs. Goblins prefer to guard the rear of an army, though in desperate circumstances, they'll finish off an enemy so long as it has been given a clobbering by a mob of Orcs. Nevertheless, Goblin raiding parties are rightly feared on the edges of the more civilised lands. When they attack, Goblins generally either have numbers on their side or something larger and meaner giving them orders.

Warbosses

Orc and Goblin tribes are led by a Warboss. This is the biggest and loudest member of the tribe, and they are followed out of both respect and an understandable desire to avoid a pummelling for not following. A tribe's success is highly reliant upon just how hard their Warboss can wallop things. Warbosses rarely command great loyalty from their underlings, although a Warboss may be admired for their ability to push an opponent's nose through their brainpan. Orcs and Goblins are not sentimental creatures – they may remember a great leader but they certainly won't mourn their loss. Upon the death of a Warboss, leadership swiftly and inevitably falls to the next biggest and loudest Orc in the immediate vicinity.

A Warboss will also inevitably face challenges from within their own ranks, especially at times when enemies are in short supply and the fighting and looting has grown especially poor. For Orcs, such challenges are typically direct and involve a large bladed or blunt implement (which can be a handy Goblin, in desperate circumstances).

Being smaller and possessed of quite remarkable cowardice, the mantle of Goblin Warboss can be won in a direct challenge, but other methods are often preferred. It is not uncommon for Goblin Warbosses to sleep with their back against a wall to guard against the daggers of their enemies, and a wise Goblin Warboss will always insist one of their underlings takes the first bite of any meal!



Waaagh!

It is unknown how many Orc and Goblin tribes exist, for they seem to crop up everywhere, making it hard to gauge their numbers. The more civilised races – Men, Elves and Dwarfs, for example – know that there are Orc and Goblin tribes beyond counting in the wild regions of the world, but whether these tribes merely drift through the lands in disorganised packs of unruly raiders, or mass in great numbers ahead of the next big Waaagh! is impossible to discern.

A Waaagh! is akin to a migrating invasion, when a mighty Warboss, riding high upon the waves of their success, throws everything they have against their chosen enemy and all the other Orcs and Goblins in the region flock to their banner. A Waaagh! generates much fervour amidst Orcs and Goblins, and sweeps violently over anything in its path, irrevocably changing the landscape and laying bare great swathes of territory. Some Waaaghs! travel a short distance before dispersing; others have crossed half the known world.

Commonly, a Waaagh! begins when a warband sweeps into a village, slaughters the defenders and charges on, pausing just long enough for the Warboss to make a really big pile of severed heads upon which to sit and enjoy the cheering adulation of their mates. Should word of this glorious victory spread to other tribes in the vicinity, they will flock to the banner of the victorious Warboss. This is partly because all Orcs and Goblins want to fight alongside a powerful Warboss who has built a reputation for leading their tribe to victories, partly because they all want to fight on the winning side, and mostly because no mob of Orcs wants to miss a good scrap.

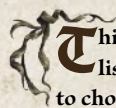
Fortunately for the people of the Old World, most such Orcish crusades of violence end rather quickly (often in a flurry of infighting), leaving only a few ruined villages and scattered armies in their wake. But not all invasions end quickly. The bigger and badder a Warboss is, the easier it will be for them to maintain discipline amongst their followers and lead the squabbling tribes under their command to many victories, each more magnificent than the last, and causing such commotion that ever more tribes will flock from ever further afield to join the mighty commander.

In this way, a small Waaagh! can quickly become a large Waaagh! that, if left unchecked, will continue to attract tribes of Orcs and Goblins from many thousands of miles around as it charts an utterly unpredictable, zigzag course across the landscape, until it becomes an epoch-defining event. The largest Waaaghs! are the stuff of legend, and many times has the earth itself been shaken until it trembled beneath the tread of immense armies, gathered to march forth and destroy. The devastation wrought by such invasions blots the sun behind palls of smoke, covering great portions of the world in a shroud of darkness.

The nature of the Waaagh! means that the history of Orcs and Goblins, as passed down by word of mouth through the tribes, is rather fragmented. Greenskin history is generally an account of the rise and fall of huge Waaaghs! and their glorious leaders. Other campaigns involving the Orcs and Goblins do feature in the histories of other races, such as Sigmar's long wars that led to the Battle of Black Fire Pass, and the travails of Gilles le Breton in the forming of the realm of Bretonnia, but the Orcs make little to no effort to remember these – chiefly because they lost to 'da squishy 'umies'.



ORC & GOBLIN TRIBES ARMY LIST

 This page details the Grand Army composition list for the Orc & Goblin Tribes. This is the default army composition list for this faction. Using this army composition list to write your muster list will give you the widest variety of units to choose from and create a broad and balanced force.



This army list is intended for use alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook. Over the following pages you will find a profile and rules for each of the models in your army. These pages give you all of the information that you need to shape your collection of models into the units which will in turn form a force ready for battle.

Grand Army Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Black Orc Warboss, Orc Warboss or Orc Weirdnob per 1,000 points
- Black Orc Bigbosses, Orc Bigbosses, Orc Weirdboys, Goblin Bosses, Goblin Shamans, Night Goblin Bosses and Night Goblin Shamans

Core

At least 25% of your army's points value must be spent on:

- Orc Mobs, Goblin Mobs, Snotling Mobs, Goblin Spider Rider Mobs and Goblin Wolf Rider Mobs
- 0-1 Night Goblin Mobs per Night Goblin Chief or Night Goblin Shaman taken
- 0-1 Night Goblin Squig Herd per Night Goblin Chief or Night Goblin Shaman taken
- If your General is a Black Orc Boss, 0-1 Black Orc Mob may be taken as a Core choice

Special

Up to 50% of your army's points value may be spent on:

- Black Orc Mobs, Troll Mobs, Orc Boar Boy Mobs, Orc Boar Chariots, Goblin Wolf Chariots and Snotling Pump Wagons
- 0-1 Night Goblin Squig Hopper Mob per Night Goblin Chief or Night Goblin Shaman taken
- 0-2 Goblin Bolt Throwers per 1,000 points

Rare

Up to 25% of your army's points value may be spent on:

- Arachnarok Spiders and Giants
- 0-1 Mangler Squig per Night Goblin Chief or Night Goblin Shaman taken
- 0-1 Goblin Rock Lobber per 1,000 points
- 0-1 Doom Diver Catapult per 1,000 points

Mercenaries

Up to 20% of your army's points value may be spent on mercenaries.

Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from:

- Any Orc & Goblin Tribes Army of Infamy composition list
- One of the following Grand Army composition lists:
 - Warriors of Chaos (Uneasy)
 - Beastmen Brayherds (Uneasy)
 - Tomb Kings of Khemri (Suspicious)

Battle Standard Bearer

A single Bigboss (Orc, Black Orc, Goblin or Night Goblin) in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.



Character



Black Orc Bosses

Black Orc Bosses are huge and powerful brutes, possessed of a cunning intelligence not often exhibited by their kin. They are creatures singularly focused on war, an occupation they take extremely seriously. Where most Orc Bosses are given to wanton acts of bravado on the battlefield, charging into certain death to prove their courage to the Orcs they command, Black Orc Bosses are rigid in both discipline and adherence to their battle plans. As a result, they command the respect of Orcs and Goblins alike, and many Orc tribes are led by a Black Orc Boss and their cadre of brutal (but cunning) mates.

Black Orc Bosses

	M	WS	BS	S	T	W	I	A	Ld	Points
Black Orc Warboss	4	7	3	5	5	3	6	4	9	135
Black Orc Bigboss	4	6	3	4	5	2	5	3	8	75

Troop Type: Heavy infantry (character)
Base Size: 30 x 30 mm
Unit Size: 1
Equipment: Hand weapon and full plate armour

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Great weapon.....+4 points
 - Cavalry spear (if appropriately mounted).....+2 points
- May take a shield.....+2 points
- May be mounted.....[See page 19](#)
- A Black Orc Warboss may purchase magic items up to a total of.....100 points
- A Black Orc Bigboss may purchase magic items up to a total of.....50 points

Special Rules: Choppas, Da Boyz, Furious Charge*, Ignore Panic, Quell Impetuosity, Rallying Cry, Waaagh!

**Note that this special rule does not apply to this model's mount (should it have one).*



Orc Bosses

	M	WS	BS	S	T	W	I	A	Ld	Points
Orc Warboss	4	6	2	5	5	3	5	4	8	110
Orc Bigboss	4	5	2	4	5	2	4	3	7	55

Troop Type: Regular infantry (character)

Base Size: 30 x 30 mm

Unit Size: 1

Equipment: Hand weapon and light armour

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Great weapon.....+4 points
 - Cavalry spear (if appropriately mounted).....+2 points
- May take a shield.....+2 points
- May replace light armour with:
 - Heavy armour.....+3 points
- Or:
 - The Frenzy special rule (0-1 per 1,000 points).....+3 points
 - A Frenzied Orc Boss may have the Warpaint special rule+5 points
- May be mounted.....[See page 19](#)
- An Orc Warboss may purchase magic items up to a total of.....100 points
- An Orc Bigboss may purchase magic items up to a total of.....50 points

Special Rules: Choppas, Furious Charge*, Ignore Goblin Panic, Impetuous, Rallying Cry, Waaagh!, Warband

**Note that this special rule does not apply to this model's mount (should it have one).*



Character



Orc Bosses

Orc tribes are led by the biggest and brawnier of their kind, hulking brutes that have bashed their way to positions of authority above their peers. Such leaders amongst Orcs are known as 'Bosses' by their underlings. The bigger and more powerful the Boss, the more grandiose their title will be. Whilst a humble Boss may lead a warrior band, a Bigboss will lead a tribe and get to boss around several smaller Bosses. The biggest and bestest Bosses, known as Warbosses, will command the loyalty of several tribes. These mighty Orcs get to boss everyone around (which is great!).

Character



Orc Shamans

An Orc Shaman is a living conduit to the gods of their kind; Gork (famed for being brutal, but cunning) and Mork (equally famed for being cunning, but brutal). These strange creatures wield great magical power drawn not just from the Winds of Magic, but from the power of belief generated by their kin. As a result, Shamans do whatever they can to increase the fervour of those around them, syphoning off this metaphysical energy. Consequently, Orc Shamans are strange individuals that prance and gesticulate wildly, gibbering and chanting. Whilst Orcs enjoy such displays, many enemies find them extremely disconcerting!

Orc Shamans

	M	WS	BS	S	T	W	I	A	Ld	Points
Orc Weirdnob	4	4	2	4	5	3	4	2	8	140
Orc Weirdboy	4	3	2	3	4	2	3	1	7	65

Troop Type: Regular infantry (character)

Base Size: 30 x 30 mm

Unit Size: 1

Equipment: Hand weapon

Magic: A Weirdnob is a Level 3 Wizard. A Weirdboy is a Level 1 Wizard. Every Orc Shaman knows spells from one of the following Lore of Magic:

- Battle Magic
- Elementalism
- Waaagh! Magic

Options:

- May be mounted.....[See page 19](#)
- May have the Frenzy special rule (0-1 per 1,000 points).....Free
 - A Frenzied Orc Shaman may have the Warpaint special rule.....+5 points
- An Orc Weirdnob may:
 - Be a Level 4 Wizard.....+30 points
 - Purchase magic items up to a total of.....100 points
- An Orc Weirdboy may:
 - Be a Level 2 Wizard.....+30 points
 - Purchase magic items up to a total of.....50 points

Special Rules: Choppas, Ignore Goblin Panic, Lore of Gork, Mob Rule, Warband

Mob Rule

Surrounded by big mobs of battle-hungry Orcs, Shamans crackle with barely-controlled energy, causing their spells to burst forth with tremendous power.

If this character has joined a unit of Orcs with a Unit Strength of 10 or more, they may apply a +1 modifier to any Casting roll they make. Should they leave the unit for any reason, or should the unit's Unit Strength fall below 10, this modifier is lost.

Note that, for the purposes of this rule, a unit of Orcs is considered to be any unit that is made up entirely of Orcs or Black Orcs, mounted or otherwise.



Goblin Bosses

	M	WS	BS	S	T	W	I	A	Ld	Points
Goblin Warboss	4	5	3	4	4	3	5	4	7	60
Goblin Bigboss	4	4	3	4	4	2	4	3	6	35

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Great weapon.....+4 points
 - Cavalry spear (if appropriately mounted).....+2 points
- May take any of the following:
 - Shield.....+2 points
 - Light armour.....+3 points
- May be mounted.....[See page 19](#)
- A Goblin Warboss may purchase magic items up to a total of.....100 points
- A Goblin Bigboss may purchase magic items up to a total of.....50 points

Special Rules: Fear of Elves, Impetuous, Rallying Cry, Warband

Character



Goblin Bosses

Where Orcs determine tribal hierarchy by a simple method (biggest is best), Goblins must pursue a less straightforward path to power. Amongst Goblins, a devious mind is the best weapon. This is hardly surprising as few Goblins have the physical strength or skill at arms to command the respect of others (though there are certainly plenty of hard-gitz that do). Consequently, Goblin Chiefs tend to be sneaky individuals, capable of thinking up cunning plans and complex ruses to best their enemies, stacking the odds in their favour and ensuring their kind's physical weakness is never an obstacle to victory.



Character



Goblin Shamans

Compared to the mighty magical prowess displayed by Orc Shamans, the powers of a Goblin Shaman are weedy and irritating. Or, at least, that's what Orc Shamans tell other Orcs. In truth, the magic wielded by a Goblin Shaman is no less destructive than that of their larger kin. Where they differ is as performers. Whilst Orc Shamans chant and gyrate around the battlefield, Goblin Shamans skulk close by their kin, working their spells and commanding their followers away from the eyes of the enemy. How this affects their magic is unclear, but Goblin Shamans certainly seem to live longer than their Orc counterparts.

Goblin Shamans

	M	WS	BS	S	T	W	I	A	Ld	Points
Goblin Oddnob	4	4	3	3	4	3	4	2	7	135
Goblin Oddgit	4	3	3	3	3	2	3	1	6	60

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Magic: A Goblin Oddnob is a Level 3 Wizard. A Goblin Oddgit is a Level 1 Wizard. Every Goblin Shaman knows spells from one of the following Lore of Magic:

- Elementalism
- Waaagh! Magic

Options:

- May be mounted.....[See page 19](#)
- A Goblin Oddnob may:
 - Be a Level 4 Wizard.....+ 30 points
 - Purchase magic items up to a total of.....100 points
- A Goblin Oddgit may:
 - Be a Level 2 Wizard.....+ 30 points
 - Purchase magic items up to a total of.....50 points

Special Rules: Fear of Elves, Lore of Mork, Warband



Night Goblin Bosses

	M	WS	BS	S	T	W	I	A	Ld	Points
Night Goblin Warboss	4	5	3	4	4	3	5	4	6	55
Night Goblin Bigboss	4	4	3	4	4	2	4	3	5	30

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Great weapon.....+4 points
 - Cavalry spear (if appropriately mounted).....+2 points
- May take any of the following:
 - Shield.....+2 points
 - Light armour.....+3 points
- May be mounted on a Giant Cave Squig.....+25 points
- A Night Goblin Warboss may purchase magic items up to a total of.....100 points
- A Night Goblin Bigboss may purchase magic items up to a total of.....50 points

Special Rules: Fear of Elves, Hatred (Dwarfs), Rallying Cry, Warband



Character



Night Goblin Bosses

The Night Goblin tribes that dwell in the deep caverns and abandoned Dwarf strongholds found far beneath the Worlds Edge Mountains are infamous across the Old World for being petty and cowardly creatures. In truth, Night Goblins are as vicious and cruel as any of their surface-dwelling kin, and their leaders even more devious and audacious in their schemes. Often, Night Goblin Bosses will lead their tribes in daring sneak attacks through hidden tunnels against Dwarf holds, raiding ancient tombs for their treasures and desecrating the tunnels and vaults in which the Dwarfs make their homes. In this way, Night Goblin Bosses keep alive the ancient enmity that exists between Dwarfs and their kind.

Character



Night Goblin Shamans

Under the watchful gaze of their Shamans, Night Goblins cultivate many strange types of fungus. Some of these are used as food, but many more are grown for their hallucinogenic or intoxicating properties, or because they affect the Goblin metabolism in some other way. Night Goblin Shamans prepare for battle by brewing potent fungus wines and beers which greatly enhance their magical prowess (or increase their confidence as spell casters, at least), if rendering them paranoid and twitchy at the same time. As they grow steadily more drunk, they sing loudly so that their voices fill the tunnels of the Worlds Edge Mountains and echo through the Dwarf strongholds.

Night Goblin Shamans

	M	WS	BS	S	T	W	I	A	Ld	Points
Night Goblin Oddnob	4	4	3	3	4	3	4	2	6	130
Night Goblin Oddgit	4	3	3	3	3	2	3	1	5	55

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Magic: A Night Goblin Oddnob is a Level 3 Wizard. A Night Goblin Oddgit is a Level 1 Wizard. Every Night Goblin Shaman knows spells from one of the following Lores of Magic:

- Illusion
- Waaagh! Magic

Options:

- A Night Goblin Oddnob may:
 - Be a Level 4 Wizard+ 30 points
 - Purchase magic items up to a total of.....100 points
- A Night Goblin Oddgit may:
 - Be a Level 2 Wizard+ 30 points
 - Purchase magic items up to a total of.....50 points

Special Rules: Fear of Elves, Hatred (Dwarfs), Lore of Mork, Warband



Character Mounts

A character that can be mounted may choose a mount from the following list. Some mounts are covered in detail on the following pages. Those that are not have their own dedicated entries later in this army list.

An Orc or Black Orc Warboss or Bigboss may be mounted on a:

- War Boar+16 points
- Boar Chariot[See page 33](#)
- Wyvern (Orc Warbosses and Black Orc Warbosses only)[See page 35](#)

An Orc Weirdnob or Weirdboy may be mounted on a:

- War Boar+16 points
- Wyvern (Orc Weirdnobs only)[See page 35](#)

A Goblin Warboss or Bigboss may be mounted on a:

- Giant Wolf+10 points
- Gigantic Spider+35 points
- Wolf Chariot[See page 34](#)

A Goblin Oddnob or Oddgit may be mounted on a:

- Giant Wolf+10 points
- Wolf Chariot[See page 34](#)
- Arachnarok Spider (Goblin Oddnobs only)[See page 36](#)

A Night Goblin Warboss or Bigboss may be mounted on a:

- Giant Cave Squig+25 points

War Boar

	M	WS	BS	S	T	W	I	A	Ld	Points
War Boar	7	3	-	3	-	-	3	1	-	+16

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 1

Equipment: Tusks (counts as a hand weapon)

Special Rules: Armoured Hide (1), Counter Charge, Swiftstride, Tusker Charge

Giant Wolf

	M	WS	BS	S	T	W	I	A	Ld	Points
Giant Wolf	9	3	-	3	-	-	3	1	-	+10

Troop Type: Light cavalry

Base Size: 25 x 50 mm

Unit Size: 1

Equipment: Claws and fangs (counts as a hand weapon)

Special Rules: Chariot Runners, Fast Cavalry, Fire & Flee, Swiftstride

Character



War Boars

A War Boar is a huge beast, boasting a tough hide and wire-like pelt stretched taut over prodigious muscle mass and topped off with huge tusks and a wicked temperament. In many ways, this description could be applied to the average Orc, making it obvious why the two species are so compatible.

Giant Wolves

Standing as tall as a pony, Giant Wolves are found all across the Old World, from the forests of the Empire to the open steppes of Kislev. Goblins prize Giant Wolves as mounts for their speed and ferocity. Giant Wolves prize Goblins as keepers and riders because they are plentiful and edible.

Character



Gigantic Spiders

Of the many foul creatures that reside within the forests of the Old World, amongst the most unpleasant to behold are Gigantic Spiders. These creatures are highly valued by Goblins as mounts, both for their speed through even the densest of terrain and for their wickedly sharp and venomous fangs.

Giant Cave Squigs

All Squigs are vicious mounts, as dangerous to their riders as to the enemy, but Giant Cave Squigs are positively deadly. These monstrous balls of hatred are much stronger and heavier than their riders, and only the most courageous of Night Goblins will survive the process of mounting such a beast.

Gigantic Spider

	M	WS	BS	S	T	W	I	A	Ld	Points
Gigantic Spider	7	4	-	4	-	(+1)	4	3	-	+35

Note: A character mounted on a Gigantic Spider has +1 Wound.

Troop Type: Light cavalry
Base Size: 50 x 50 mm
Unit Size: 1
Equipment: Claws and fangs (counts as a hand weapon)
Special Rules: Armoured Hide (1), Fast Cavalry, Poisoned Attacks, Swiftstride

Giant Cave Squig

	M	WS	BS	S	T	W	I	A	Ld	Points
Giant Cave Squig	3D6	4	-	5	-	(+1)	3	3	-	+25

Note: A character mounted on a Giant Cave Squig has +1 Wound.

Troop Type: Monstrous cavalry
Base Size: 50 x 50 mm
Unit Size: 1
Equipment: Massive Gob (see below)
Special Rules: Armoured Hide (1), Hatred (Dwarfs), Impact Hits (D3), Loner, Random Movement

	R	S	AP	Special Rules
Massive Gob	Combat	S	-1	Armour Bane (1), Killing Blow



Black Orc Mobs

	M	WS	BS	S	T	W	I	A	Ld	Points
Black Orc	4	4	3	4	4	1	3	1	8	12
Black Orc Boss	4	4	3	4	4	1	3	2	8	+6

Troop Type: Heavy infantry

Base Size: 30 x 30 mm

Unit Size: 5+

Equipment: Hand weapons and full plate armour

Options

- Any model in the unit may take one of the following:
 - Additional hand weapon.....+1 point per model
 - Great weapon.....+2 points per model
- Any model in the unit may take a shield+1 point per model
- Any unit may:
 - Upgrade one model to a Boss (champion)+6 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Purchase a magic standard worth up to.....50 points
- A Boss may purchase magic items up to a total of.....25 points
- 0-1 unit in your army may:
 - Have the Stubborn special rule+1 point per model
 - Have the Veteran special rule+1 point per model

Special Rules: Choppas, Close Order, Da Boyz, Furious Charge, Ignore Panic, Motley Crew, Quell Impetuosity

Infantry



Black Orcs

Black Orcs are the biggest, meanest and strongest of all Orcs, towering above their lesser kin. Many believe they get their name from their dark green hides, though in truth, the name probably originates from their dark sense of humour (there is little a Black Orc finds more amusing than the misfortune of others, other than being the cause of that misfortune, of course). Few in number compared to their weedier kin, Black Orcs tend to group together into elite and disciplined warrior cadres that accompany only the toughest of Warbosses to battle.



Infantry



Orcs

In battle, Orc Boyz (as Orc warriors call themselves) form up into rag-tag regiments that surge towards the enemy with great enthusiasm. These mobs fight with a wide array of weapons, from crude hand weapons and hefty throwing spears, to surprisingly effective bows. For all their enthusiasm, Orc mobs can lack discipline, often rushing uncontrollably towards the enemy, only to suddenly halt for a breather, directly in the path of an enemy charge. Yet, what they lack in direction, Orcs more than make up for in ferocity, for when combat is joined, an Orc mob is a terrible foe!

Orc Mobs

	M	WS	BS	S	T	W	I	A	Ld	Points
Orc Boy	4	3	3	3	4	1	3	1	6	5
Boss	4	3	3	3	4	1	3	2	7	+7

Troop Type: Regular infantry
Base Size: 30 x 30 mm
Unit Size: 5+
Equipment: Hand weapons and light armour

Options:

- The entire unit may take one of the following:
 - Warbows.....Free
 - Additional hand weapons.....+1 point per model
 - Thrusting spears.....+1 point per model
 - Throwing spears.....+1 point per model
- The entire unit may take shields.....+1 point per model
- Any unit may:
 - Upgrade one model to a Boss (champion).....+7 points per unit
 - Upgrade one model to a standard bearer.....+5 points per unit
 - Upgrade one model to a musician.....+5 points per unit
- A Boss may purchase magic items up to a total of.....25 points
- 0-1 unit in your army may:
 - Have the Big 'Uns special rule.....+2 points per model
 - Replace the Close Order special rule with Skirmishers.....Free
- 0-1 unit per 1,000 points may:
 - Replace light armour with the Frenzy special rule.....+1 point per model
 - Purchase a magic standard worth up to.....50 points
- A Frenzied unit may:
 - Have the Warpaint special rule.....+1 point per model
 - Take Big Stabbas.....+5 points per unit

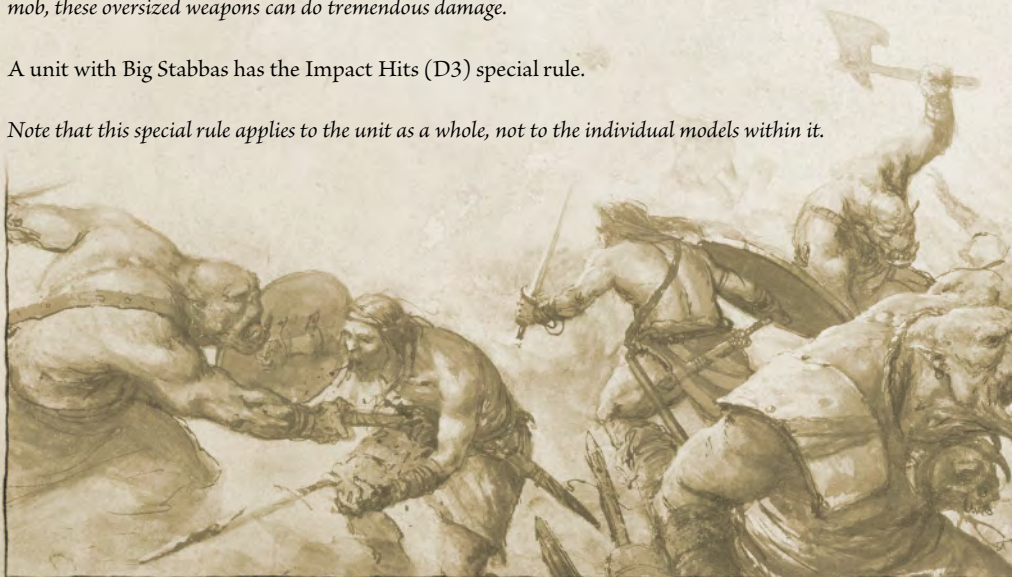
Special Rules: Choppas, Close Order, Ignore Goblin Panic, Impetuous, Warband

Big Stabbas

Some Orcs craft huge spears for hunting great beasts. When hurled from the ranks of a charging mob, these oversized weapons can do tremendous damage.

A unit with Big Stabbas has the Impact Hits (D3) special rule.

Note that this special rule applies to the unit as a whole, not to the individual models within it.



Goblin Mobs

	M	WS	BS	S	T	W	I	A	Ld	Points
Goblin	4	2	3	3	3	1	2	1	5	3
Boss	4	2	3	3	3	1	2	2	6	+7

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 10+
Equipment: Hand weapons and shields

Options:

- The entire unit may:
 - Take thrusting spears.....+1 point per model
- Or:
 - Replace shields with shortbows.....+1 point per model
- The entire unit may take light armour.....+1 point per model
- Any unit may:
 - Upgrade one model to a Boss (champion)+7 points per unit
 - Upgrade one model to a standard bearer.....+5 points per unit
 - Upgrade one model to a musician+5 points per unit
 - Include 0-3 Nasty Skulkers+10 points each
- 0-1 unit per 1,000 points may:
 - Replace the Close Order special rule with SkirmishersFree
 - Purchase a magic standard worth up to.....50 points

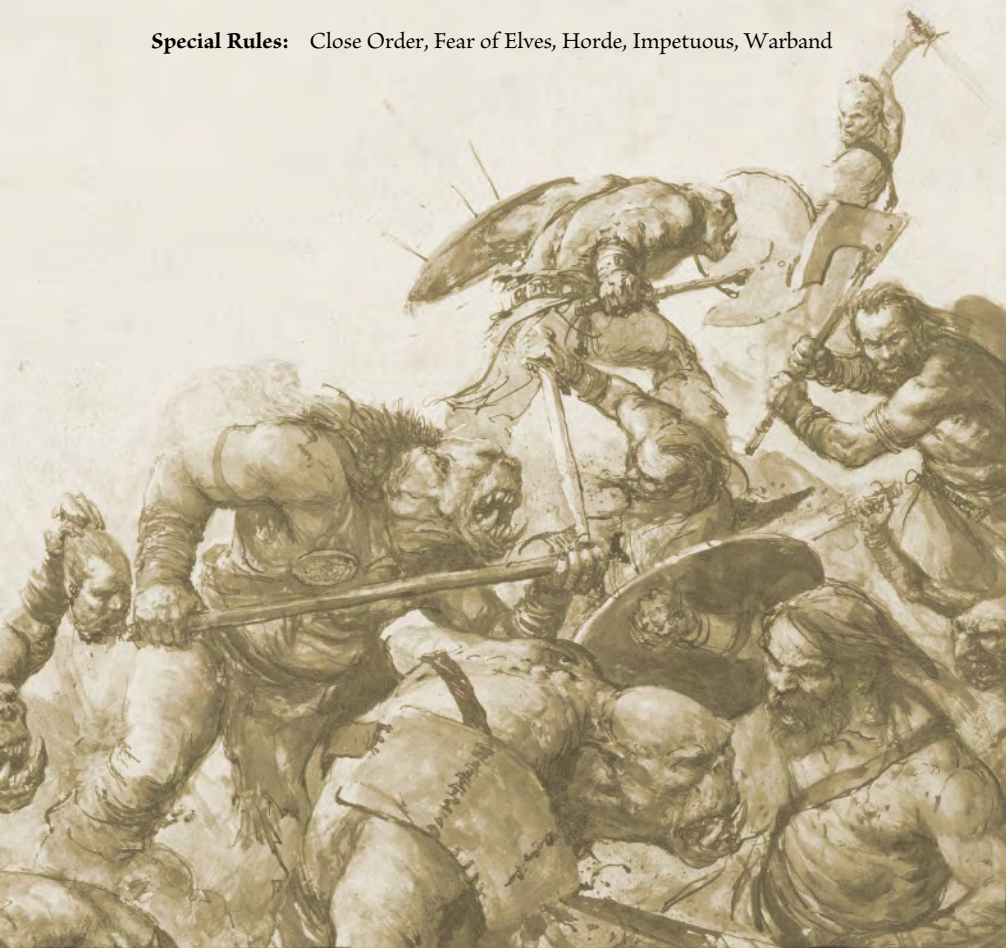
Special Rules: Close Order, Fear of Elves, Horde, Impetuous, Warband

Infantry



Goblins

Individually, Goblins are cowardly creatures, but the more Goblins there are, the safer each individual feels, believing that harm is more likely to befall someone else. They also draw great pleasure from seeing one another maimed and killed in gruesome fashion, and the raucous laughter caused by such tragedy emboldens the survivors. Goblins are not skilled warriors, but by fighting in sufficiently large numbers they can overcome almost any enemy.



Infantry



Nasty Skulkers

Hiding amongst the ranks of Goblin mobs, Nasty Skulkers are Goblins particularly well-versed in the art of stabbing an enemy in the back. When battle is joined, Nasty Skulkers will spring forth to strike at the unsuspecting enemy.

Snotlings

Snotlings are diminutive creatures with pea-sized brains that infest Orc and Goblin encampments, scavenging, stealing and generally getting in the way. Yet their larger kin tolerate them, for they take to the most mundane of tasks with boundless enthusiasm. In battle, Snotlings swarm together in vast numbers, ignoring all danger as they rush towards the enemy.

Nasty Skulkers

	M	WS	BS	S	T	W	I	A	Ld	Points
Nasty Skulker	4	4	3	3	3	1	4	2	6	+10

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapons and light armour

Special Rules: Armour Bane (2), Fear of Elves, Horde, Skulking Menace, Strike First

Skulking Menace

Hiding within Goblin ranks, out of sight of the enemy, Nasty Skulkers await their chance to strike.

Nasty Skulkers are not placed on the battlefield at the start of the game. Instead, make a note of which Goblin Mobs include Nasty Skulkers, and of how many they include. These units are referred to as 'concealing' units. At the start of its first round of combat, during Step 1.1 of the Choose Combat & Fight sub-phase, a concealing unit must reveal its Nasty Skulkers – they cannot be revealed at any other time. Position each revealed Nasty Skulker as you would a character that has joined the unit. Once placed, Nasty Skulkers cannot leave their concealing unit. If a concealing unit is destroyed or flees the battlefield before its Nasty Skulkers are revealed, they are removed as casualties.

Snotling Mobs

	M	WS	BS	S	T	W	I	A	Ld	Points
Snotlings	5	2	2	2	2	6	3	5	4	35

Troop Type: Swarms

Base Size: 40 x 40 mm

Unit Size: 2+

Equipment: Hand weapons and throwing weapons

Special Rules: Immune to Psychology, Impetuous, Loner, Open Order, Skirmishers, Unbreakable, Vanguard



Night Goblin Mobs

	M	WS	BS	S	T	W	I	A	Ld	Points
Night Goblin	4	2	3	3	3	1	3	1	4	3
Boss	4	2	3	3	3	1	3	2	5	+7

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 10+
Equipment: Hand weapons and shields

Options:

- The entire unit may:
 - Take thrusting spears.....+1 point per model
 Or:
 - Replace shields with shortbows.....+1 point per model
- Any unit may:
 - Upgrade one model to a Boss (champion).....+7 points per unit
 - Upgrade one model to a standard bearer.....+5 points per unit
 - Upgrade one model to a musician.....+5 points per unit
 - Have the Netters special rule.....+20 points per unit
 - Include 0-3 Fanatics.....+25 points each
- 0-1 unit per 1,000 points may purchase a magic standard worth up to.....50 points

Special Rules: Close Order, Fear of Elves, Hatred (Dwarfs), Horde, Warband

Netters

In dark underground tunnels, Night Goblins throw nets to entangle their prey.

When this unit's combat is chosen during Step 1.1 of any Choose & Fight Combat sub-phase, it may attempt to 'entangle' one enemy unit it is engaged with. Roll a D6. On a roll of 1, the unit has entangled itself. On a roll of 2+, the enemy unit is entangled. Until the end of the Combat phase, an entangled unit suffers a -1 modifier to its Strength characteristic (to a minimum of 1).

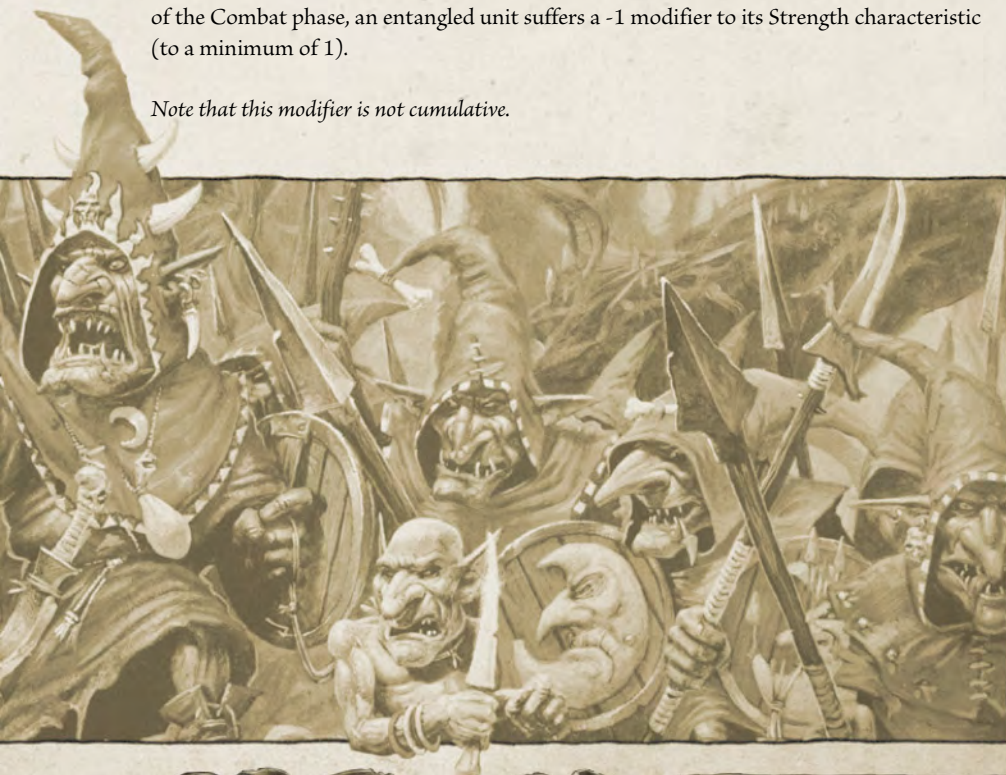
Note that this modifier is not cumulative.

Infantry



Night Goblins

Long ago, Goblin tribes ventured into the deep caves and caverns beneath the Worlds Edge Mountains. Here they found vast underground realms to inhabit and uncovered hidden ways into the lairs of the Dwarfs, the better to make war upon their enemies. Over the centuries, these Goblins became distinct in type and are now known as Night Goblins. Night Goblins have become so accustomed to the dark that when they come out into the open, they prefer to move around at night and hide away during the day. Many of them wear long ragged cloaks, dangling caps and hooded coats that protect them from the loathed sunlight.



Infantry



Fanatics

Night Goblin Fanatics are crazed individuals that wield huge, spiked metal balls attached to lengths of chain. Fuelled by a potent mushroom brew, these insane creatures are unleashed from mobs of Night Goblins to wreak havoc upon the enemy.

Fanatics

	M	WS	BS	S	T	W	I	A	Ld	Points
Fanatic	*	*	*	5	3	1	5	*	10	+25

Troop Type: Regular infantry
Base Size: 25 mm (round base)
Unit Size: 1
Equipment: Fanatic ball & chain (see below)
Special Rules: Immune to Psychology, Release the Fanatics!

Release the Fanatics!

As the enemy draws near, mobs of Night Goblins unleash Fanatics in a whirlwind of destruction.

Fanatics are not placed on the battlefield at the start of the game. Instead, make a note of which Night Goblin units include Fanatics, and of how many they include. These units are referred to as 'concealing' units. A concealing unit may release one or more of its Fanatics during any Start of Turn sub-phase.

When a Fanatic is released, it travels through the air to land spinning several feet away from its concealing unit, before embarking upon its erratic journey across the battlefield. To represent this, place the model so that its base is within 3" of its concealing unit and not touching the bases of any other models.

Fanatic Movement: During the Compulsory Moves sub-phase of the turn in which it was released, a Fanatic moves 2D6" in a direction chosen by its controlling player. During each and every other Compulsory Moves sub-phase, a Fanatic Moves 2D6" in a random direction. If a Fanatic's movement brings it into contact with a unit (friend or foe), it moves through that unit. Continue to move it in the same direction until it can be placed on the battlefield with its base not touching the bases of any other models.

Note that, unlike other models, Fanatics ignore the 1" rule.

Moving Through a Fanatic: Although dangerous, any unit may move through a Fanatic. Should a unit ever end its move 'on top' of a Fanatic, move the Fanatic by the shortest route possible until it can be placed on the battlefield with its base not touching the bases of any models.

Fanatic Ball & Chain: Any unit (friend or foe) that is moved through by a moving Fanatic, or that moves through a Fanatic, suffers D6 Strength 5 hits, each with an AP of -3.

Death of a Fanatic: A Fanatic model cannot be charged, targeted or attacked in any way. However, the life of a Fanatic is no less dangerous for this. Should a Fanatic find itself lying fully or partially underneath a template (one placed over a nearby unit, for example, or that has scattered), it risks being hit as normal. Additionally, if any natural double is rolled for its movement, or if a Fanatic moves into any difficult, dangerous or impassable terrain, or any type of linear obstacle, it comes to a sudden and terminal stop, and is immediately removed from play as a casualty. Finally, if a concealing unit is destroyed or flees the battlefield before its Fanatics have been released, they are removed as casualties.

Night Goblin Squig Herds

	M	WS	BS	S	T	W	I	A	Ld	Points
Squig Herder	4	2	3	3	3	1	3	1	6	3
Cave Squig	4	4	-	5	3	1	4	2	3	10

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 1+/5+*

Equipment:

- **Squig Herders:** Assorted squig-herding implements (counts as hand weapons)
- **Cave Squigs:** Huge gobs (see below)

Options:

- Any Squig Herder in the unit may take a thrusting spear+1 point per model

Special Rules: Hatred (Dwarfs), Immune to Psychology, Impetuous, Loner, Motley Crew*, Open Order, Skirmishers, Squigs Go Wild, Warband

**When writing your muster list, a Night Goblin Squig Herd must contain at least one Squig Herder for every five Cave Squigs. Cave Squigs always occupy the front rank(s) of the unit, pushing past any Squig Herders to get there if necessary (such as when the unit turns).*

Squigs Go Wild

A herd of Cave Squigs is held together by the weakest glue – the best efforts of a few Night Goblins. Once that glue breaks and control of a herd is lost, the Cave Squigs will bounce towards freedom.

Should a Squig Herd ever Break and flee from combat, the Cave Squigs will go wild. If the Squig Herd contains five or more Cave Squigs, every unit (friend or foe) within 2D6" of it suffers D3 Strength 5 hits, each with an AP of -1. For every additional five Cave Squigs the Squig Herd contains, apply a +1 modifier to the D3. Once these hits have been resolved, treat the unit as having been completely destroyed in combat and remove it from play.

	R	S	AP	Special Rules
Huge gob	Combat	S	-1	Armour Bane (1)



Infantry



Squig Herds

Cave Squigs are improbable creatures with almost spherical bodies, dominated by huge mouths lined with jagged rows of teeth, above which perch snub noses and beady eyes. They move by means of hopping and bouncing upon a pair of muscular legs steered (for want of a better term) by thick tails. These brutish creatures are highly prized by Night Goblins, both as war beasts and for their meat, which is considered a delicacy. Cave Squigs are herded together by brave Night Goblins and goaded into battle with long, sharp sticks and clamorous music, the combination of which seems to rile them up very well indeed!

Infantry



Trolls

Trolls are hulking creatures whose hunched appearance belies their powerful nature. They can physically adapt to their environment. River Trolls, for example, are bloated creatures with slimy hides and a terrible stench who dwell along river banks and deep within swamps and marshes. Stone Trolls, by contrast, are long-limbed brutes with stone-dry, cracked hides that can be found wandering the slopes and passes of the Old World's many mountain ranges.

Despite their many physical differences, all Trolls are dim creatures with indiscriminate appetites, and will eat anything from flesh and bone, to wood, rocks and even scrap metal. Not surprisingly, the stomach of a Troll contains potent digestive juices which Trolls can vomit up onto their enemies.

Troll Mobs

Common Troll Mobs	M	WS	BS	S	T	W	I	A	Ld	Points
Common Troll	6	3	1	5	4	3	2	3	4	41
River Troll Mobs	M	WS	BS	S	T	W	I	A	Ld	Points
River Troll	6	3	1	5	4	4	1	3	4	49
Stone Troll Mobs	M	WS	BS	S	T	W	I	A	Ld	Points
Stone Troll	6	3	1	5	4	3	1	3	5	45

Troop Type: Monstrous infantry

Base Size: 40 x 40 mm

Unit Size: 1-9

Equipment: Hand weapons, Troll vomit (see below) and Calloused hides (counts as light armour)

Options:

- The entire unit may take one of the following:
 - Additional hand weapons.....+3 points per model
 - Great weapons.....+4 points per model

Special Rules:

- Common Trolls:** Armour Bane (1), Close Order, Fear, Flammable, Regeneration (5+), Stupidity
- River Trolls:** Armour Bane (1), Close Order, Fear, Flammable, Regeneration (5+), Stupidity
- Stone Trolls:** Armour Bane (1), Armoured Hide (1), Close Order, Fear, Flammable, Magic Resistance (-1), Regeneration (5+), Stupidity

	R	S	AP	Special Rules
Troll vomit	Combat	3	-2	-

Notes: A Troll that is in base contact with an enemy model may make one additional attack each turn with this weapon. This attack must be made last, after all other attacks have been made (including Stomp Attacks), but hits automatically.



Orc Boar Boy Mobs

	M	WS	BS	S	T	W	I	A	Ld	Points
Boar Boy	-	3	3	3	4	1	3	1	6	15
Boss	-	3	3	3	4	1	3	2	7	+8
War Boar	7	3	-	3	-	-	3	1	-	-

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 4+

Equipment:

- **Boar Boyz:** Hand weapons and light armour
- **War Boars:** Tusks (counts as hand weapons)

Options:

- The entire unit may take any of the following:
 - Cavalry spears.....+1 point per model
 - Shields.....+1 point per model
- The entire unit may replace light armour with heavy armour.....+1 point per model
- Any unit may:
 - Upgrade one model to a Boss (champion)+8 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician+6 points per unit
- A Boss may purchase magic items up to a total of.....25 points
- 0-1 unit in your army may have the Big 'Uns special rule+2 points per model
- 0-1 unit per 1,000 points may:
 - Replace light armour with the Frenzy special rule+1 point per model
 - Purchase a magic standard worth up to.....50 points
- A Frenzied unit may have the Warpaint special rule.....+1 point per model

Special Rules: Armoured Hide (1), Choppas, Close Order, Counter Charge, Furious Charge (Orc Boar Boys & Boss only), Ignore Goblin Panic, Impetuous, Swiftstride, Tusker Charge, Warband



Cavalry



Boar Boyz

The War Boar is an extremely tough beast that is notoriously bad tempered, loudly flatulent, wholly dangerous and wildly unpredictable – all qualities that Orcs greatly admire, so it is only natural that Orcs have adopted War Boars as their mounts. Boars are slow to reach a full gallop, but once they do, they are almost unstoppable, their powerfully churning legs propelling them into the enemy where their goring tusks and stamping hooves can do untold damage. From atop their precarious perch, an Orc can set about the foe with spear and choppa, knowing that should they fall, their mount will give them a proper good kicking!

Cavalry



Goblin Spider Riders

Many Goblin tribes can be found in the depths of wooded areas and are especially concentrated in a wide forested belt south of the Empire, stretching the length of the Border Princes from Black Fire Pass in the east to Tilea in the west. These forests are full of all kinds of spiders, the largest of which are hunted and captured by Goblins, who highly value them as mounts. Spiders are good fighters, with mandibles like steel pincers and, though not as fast as wolves or horses, are able to traverse even the most hazardous of terrain quickly thanks to their many legs.

Goblin Spider Rider Mobs

	M	WS	BS	S	T	W	I	A	Ld	Points
Spider Rider	-	2	3	3	3	1	3	1	5	12
Boss	-	2	3	3	3	1	3	2	6	+7
Giant Spider	7	3	-	3	-	-	4	1	-	-

Troop Type: Light cavalry

Base Size: 25 x 50 mm

Unit Size: 5+

Equipment:

- **Spider Rider:** Hand weapons and shields
- **Giant Spiders:** Poisonous fangs (counts as hand weapons)

Options:

- The entire unit may take any of the following:
 - Cavalry spears.....+1 point per model
 - Shortbows.....+1 point per model
 - Light armour.....+1 point per model
- Any unit may:
 - Upgrade one model to a Boss (champion).....+7 points per unit
 - Upgrade one model to a standard bearer.....+5 points per unit
 - Upgrade one model to a musician.....+5 points per unit
- 0-1 unit per 1,000 points may purchase a magic standard worth up to.....50 points

Special Rules: Fast Cavalry, Fear of Elves, Impetuous, Move through Cover, Open Order, Poisoned Attacks, Swiftstride, Warband



Goblin Wolf Rider Mobs

	M	WS	BS	S	T	W	I	A	Ld	Points
Wolf Rider	-	2	3	3	3	1	3	1	5	10
Boss	-	2	3	3	3	1	3	2	6	+7
Giant Wolf	9	3	-	3	-	-	3	1	-	-

Troop Type: Light cavalry

Base Size: 25 x 50 mm

Unit Size: 5+

Equipment:

- **Wolf Riders:** Hand weapons and shields
- **Giant Wolves:** Claws and fangs (counts as hand weapons)

Options:

- The entire unit may:
 - Take cavalry spears.....Free
- Or:
 - Replace shields with shortbows.....Free
- The entire unit may take light armour.....+1 point per model
- Any unit may:
 - Upgrade one model to a Boss (champion)+7 points per unit
 - Upgrade one model to a standard bearer.....+5 points per unit
 - Upgrade one model to a musician+5 points per unit
- 0-1 unit per 1,000 points may:
 - Have the Feigned Flight special rule+2 points per model
 - Have the Reserve Move special rule+1 point per model
 - Purchase a magic standard worth up to.....50 points

Special Rules: Chariot Runners, Fast Cavalry, Fear of Elves, Fire & Flee, Impetuous, Open Order, Skirmishers, Swiftstride, Warband



Cavalry



Goblin Wolf Riders

Many Goblin tribes are nomadic in nature, traversing the wildernesses of the Old World and the Badlands in huge, ramshackle caravans. These nomadic Goblins breed Giant Wolves as mounts, fast and agile hunters that can cover vast distances with ease. Roaming packs of Wolf Riders proceed ahead of these caravans, scouting out the land and pouncing upon any foe foolish enough to be caught alone in the wide-open spaces. In battle, Goblins use these mounts to great effect, encircling the enemy, wearing them down with arrows and launching lightning-quick attacks, then vanishing into the distance before even a single retaliatory blow can be struck.

Cavalry



Squig Hoppers

All Squigs are naturally bouncy creatures, and the most bouncy and energetic are called Bounder Squigs by Night Goblins. Bounder Squigs are highly prized as cavalry mounts for not only are they vicious brutes with gigantic gobs lined with razor-sharp teeth, but they can literally bowl the enemy over with their bodies as they bound enthusiastically forward into the enemy lines. However, a Bounder Squig is a treacherous mount, and many a foolhardy Goblin has met a sticky end trying to tame their mount, either crushed beneath its thrashing weight or pulverised against the roof of an underground cavern.

Night Goblin Squig Hopper Mobs

	M	WS	BS	S	T	W	I	A	Ld	Points
Squig Hopper	-	2	3	3	3	1	3	1	5	12
Boss	-	2	3	3	3	1	3	2	6	+6
Bounder Squig	3D6	4	-	5	-	-	4	2	-	-

Troop Type: Light cavalry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment:

- **Squig Hoppers:** Hand weapons
- **Bounder Squigs:** Huge gobs (see below)

Options:

- The entire unit may take any of the following:
 - Cavalry spears.....+1 point per model
 - Light armour.....+1 point per model
- Any unit may upgrade one model to a Boss (champion).....+6 points per unit
- A Boss may purchase magic items up to a total of.....25 points

Special Rules: Hatred (Dwarfs), Immune to Psychology, Impact Hits (1), Loner, Open Order, Random Movement, Skirmishers, Warband

	R	S	AP	Special Rules
Huge gob	Combat	S	-1	Armour Bane (1)



Orc Boar Chariots

	M	WS	BS	S	T	W	I	A	Ld	Points
Chariot	-	-	-	5	5	4	-	-	-	90
Orc Crew (x2)	-	3	3	3	-	-	3	1	7	-
War Boars (x2)	7	3	-	3	-	-	3	1	-	-

Troop Type: Heavy chariot

Base Size: 50 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Orc Crew:** Hand weapons and cavalry spears
- **War Boars:** Tusks (counts as hand weapons)

Options:

- May add a third Orc crew member.....+5 points
- 0-1 per 1,000 points may have the Frenzy special rule.....+2 points per crew
- A Frenzied chariot may have the Warpaint special rule.....+10 points

Special Rules: Choppas, Close Order, First Charge, Ignore Goblin Panic, Impact Hits (D6+1), Impetuous, Tusker Charge, Warband

Character Mount: An Orc Boar Chariot may be included in your army as a character's mount. If so, its points are added to that of its rider.

Chariot



Boar Chariots

By lashing together roughly hewn planks and bolting round(ish) wheels to a sturdy axel, Orcs can build formidable chariots. These bulky constructs are drawn by War Boars reluctantly goaded to motion by sharp prods. Suitably encouraged, a pair of War Boars can heave even the heaviest chariot forward with remarkable speed, building up considerable momentum as they thunder forwards. Owning a chariot is a mark of prestige amongst Orcs, and a chariot's crew are viewed with great envy by their more pedestrian comrades. Keen to make the most of their status in the eyes of others, Orc charioteers will constantly mess with their vehicle, adding extra ornamentation and painting them in bold, flashy colours.



Chariot



Wolf Chariots

Surprisingly well-built from scavenged materials, Goblin chariots are lightweight things built for speed rather than durability, the crews of which much prefer to race around the enemy, raining arrows upon them from afar, than to charge thunderously into melee. Drawn by fleet-footed Giant Wolves, Goblin chariots race around the battlefields of the Old World, sowing havoc in their wake.

Snotling Pump Wagons

A Pump Wagon is little more than a ramshackle wooden hut on wheels. It moves under its own power provided, not by draft animals, but by the frantic efforts of Snotlings. This drives a simple mechanism that keeps the Pump Wagon moving, crushing and piercing any foes unfortunate enough to fall beneath it.

Goblin Wolf Chariots

	M	WS	BS	S	T	W	I	A	Ld	Points
Chariot	-	-	-	5	4	3	-	-	-	53
Goblin Crew (x3)	-	2	3	3	-	-	3	1	6	-
Giant Wolves (x2)	9	3	-	3	-	-	3	1	-	-

Troop Type: Light chariot

Base Size: 50 x 100 mm (two wolves), 60 x 100 mm (three wolves)

Unit Size: 1-5

Armour Value: 5+

Equipment:

- **Goblin Crew:** Hand weapons, cavalry spears and shortbows
- **Giant Wolves:** Claws and fangs (counts as hand weapons)

Options:

- Any Goblin Wolf Chariot may add a third Giant Wolf.....+5 points per model
- Any unit may upgrade one model to include a standard bearer+5 points per unit

Special Rules: Fear of Elves, Impact Hits (D3+1), Impetuous, Open Order, Swiftstride, Warband

Character Mount: A Goblin Wolf Chariot may be included in your army as a character's mount. If so, its points are added to that of its rider.

Snotling Pump Wagons

	M	WS	BS	S	T	W	I	A	Ld	Points
Pump Wagon	2D6	-	-	4	4	3	-	-	-	35
Snotling Crew (x6)	-	2	2	2	-	-	3	1	4	-

Troop Type: Light chariot

Base Size: 50 x 75 mm (min), 50 x 100 mm (max)

Unit Size: 1-6

Armour Value: 6+

Equipment:

- **Snotling Crew:** Hand weapons and throwing weapons

Special Rules: Armour Bane (3, Pump Wagon Impact Hits only), Immune to Psychology, Impact Hits (D3+1), Loner, Open Order, Random Movement



Wyverns

	M	WS	BS	S	T	W	I	A	Ld	Points
Wyvern	4	5	-	6	(+1)	(+4)	3	3	-	+130

Notes: A character mounted on a Wyvern has +1 Toughness and +4 Wounds.

Troop Type: Monstrous creature

Base Size: 50 x 100 mm

Unit Size: 1

Equipment: Wicked claws (see below), venomous tail (see below) and scaly skin (counts as heavy armour)

Special Rules: Close Order, Fly (9), Large Target, Stomp Attacks (D3), Swiftstride, Terror

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Venomous tail	Combat	S	-	Poisoned Attacks, Strike First

Note: In combat, this model must make one of its attacks each turn with this weapon.

Character Mount: A Wyvern may only be included in your army as a character's mount. Its points are added to that of its rider.



Monster



Wyverns

From a distance, a Wyvern swooping and soaring between mountain peaks might be mistaken for a Dragon. Up close, there can be no such confusion. Where Dragons are haughty and noble creatures, Wyverns are filthy, foul smelling beasts with jagged and dirty teeth protruding from their heavy jaws, making a Wyvern the perfect mount for any Orc that possesses enough brute force and ignorance to master one. As mounts, Wyverns are well-equipped for battle. Their pot-bellied bodies are protected by layers of fat and thick, scaly hides. Their gnarled feet and ragged wings are tipped with savage claws, and their long, lumpy tails end in venomous barbs.

Monster



Arachnarok Spiders

Of all the giant spiders that haunt the forests of the Old World, the largest and most terrible are the Arachnarok. These hideous behemoths spin their vast webs in the deepest woods, preying upon the great beasts that dwell within these dark places. Goblin tribes view Arachnarok Spiders as god-like beings compared to lesser arachnids. Some Goblin Shamans have learned to subdue and control Arachnarok Spiders through use of magic and hypnotising dance. Suitably satiated with tribute and lulled into a trance by the gyrating dance of a Shaman, many Arachnarok Spiders awaken to find scaffolds and howdahs of wood and hide erected upon their backs, packed full of Goblins eager for war.

Arachnarok Spiders

	M	WS	BS	S	T	W	I	A	Ld	Points
Arachnarok Spider	7	4	-	5	6	7	4	6	-	310
Goblin Crew (x8)	-	2	3	3	-	-	3	1	7	-

Troop Type: Behemoth

Base Size: 100 x 150 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Arachnarok Spider:** Poisonous fangs (counts as a hand weapon) and venom surge (see below)
- **Goblin Crew:** Hand weapons, cavalry spears and shortbows

Options:

- May take a spidersilk lobber+35 points

Special Rules: Close Order, Howdah, Immune to Psychology, Large Target, Move through Cover, Poisoned Attacks, Stomp Attacks (D6), Stubborn, Swiftstride, Terror

	R	S	AP	Special Rules
Venom surge	Combat	S	-2	Multiple Wounds (D6), Poisoned Attacks, Strike First

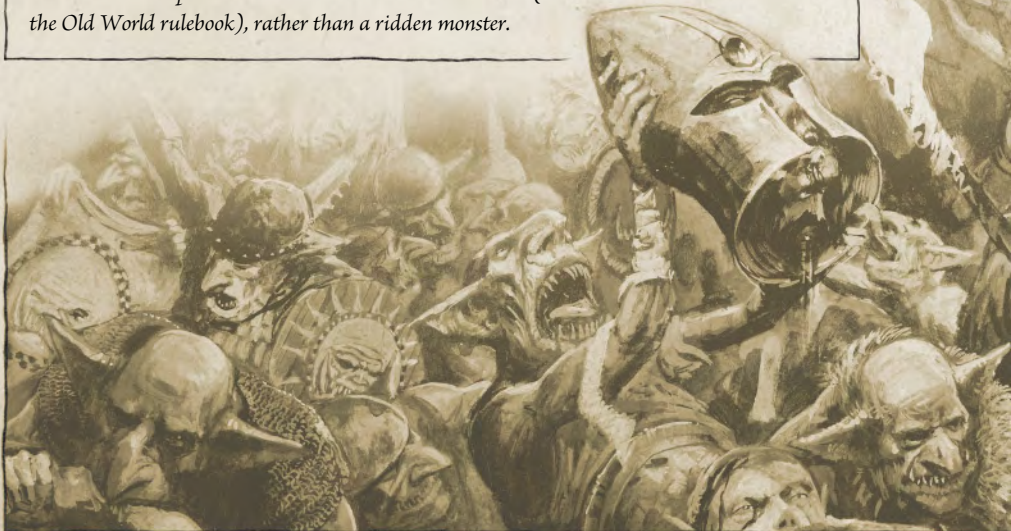
Notes: In combat, this model may choose to make one of its attacks each turn with this weapon.

	R	S	AP	Special Rules
Spidersilk lobber	12-48"	2 (4)	- (-1)	Bombardment, Cumbersome

Notes: This weapon shoots like a stone thrower, using the 'Bombardment' special rule and a 5" blast template. If a 'Misfire' is rolled on the Artillery dice, this model loses a single Wound (instead of rolling on a Misfire table).

Character Mount: An Arachnarok Spider may be included in your army as a character's mount. If so, its points are added to that of its rider.

Note that, because it has the Howdah special rule (and its own crew, which the character joins), an Arachnarok Spider is considered to be a chariot mount (as described in the Warhammer: the Old World rulebook), rather than a ridden monster.



Mangler Squigs

	M	WS	BS	S	T	W	I	A	Ld	Points
Mangler Squig	3D6	4	0	6	5	4	3	D6	4	95

Troop Type: Behemoth

Base Size: 50 x 75 mm

Unit Size: 1

Equipment: Colossal fang-filled gob (see below) and scaly skin (counts as heavy armour)

Special Rules: Close Order, Hatred (Dwarfs), Immune to Psychology, Impact Hits (D6), Ker-splat, Large Target, Random Attacks, Random Movement, Spiked Ball & Chains, Stomp Attacks (D3), Timmm-berrr!

Ker-splat

Mangler Squigs are careless beasts that bound merrily through life. Unfortunately, this can often lead to injury when they encounter terrain unwilling to get out of their way!

Mangler Squigs treat all difficult terrain as dangerous terrain.

Spiked Ball & Chains

Night Goblins attempt to control Mangler Squigs by means of long, heavy lengths of spiked chain fitted with heavy iron balls. This seldom works, but it does make them more dangerous.

Impact Hits caused by this model have an Armour Piercing characteristic of -3.

	R	S	AP	Special Rules
Colossal fang-filled gob	Combat	S	-2	Killing Blow



Monster



Mangler Squigs

Only the most thoroughly unhinged Night Goblin would try to catch a Great Cave Squig, and only an absolute lunatic with little regard for life would dare chain together two Great Cave Squigs, climb atop one, and then prod them with a pointed stick. Known as Mangler Squigs, these bounding balls of destruction can tear apart a battle line with brutal savagery. Alternately pulling, yanking and dragging each other along, the two fettered Great Squigs hurtle forwards in great bounds. Upon landing, Mangler Squigs produce an impact that is nothing short of spectacular. The devastation such creatures produce makes them truly worthy of their name!

Monster



Giants

Giants are large, lumbering brutes that wander the world seeking food and a fight (most food puts up a fight!). Giants, though quite rare, can be found in most parts of the Old World and will often settle down for a time before moving on, leaving behind ravaged and flattened farms and villages. They prefer to live solitary lives, but can be coaxed to join an Orc or Goblin tribe. To most, a Giant represents raw might and ruthless aggression, things that Orcs and Goblins value highly. For their part, Giants are happy to hang around with Orcs and Goblins as it significantly increases their chances of eating regularly and getting their hands on strong ale.

Giants

	M	WS	BS	S	T	W	I	A	Ld	Points
Giant	6	3	1	6	6	6	2	*	10	200

Troop Type: Behemoth

Base Size: 50 x 50 mm (min), 50 x 75 mm (max)

Unit Size: 1

Equipment: Giant's club (see opposite) and calloused hide (counts as light armour)

Special Rules: Close Order, *Giant Attacks, Immune to Psychology, Large Target, *Pick Up And..., Stomp Attacks (D6), Terror, Timmm-berrr!, Unbreakable

*Giant Attacks

Giants do not attack in the same way as other creatures. They are far too large and fractious to take orders and much too scatter-brained to have any sort of coherent plan.

Instead of attacking normally during the Combat phase or making a Pick Up And... attack, a Giant may choose to make a 'Giant Attack'. To make a Giant Attack, nominate an enemy unit that the Giant is engaged in combat with to be the target of the attack and roll on the Giant Attacks table below to determine what the Giant does:

Giant Attacks Table

D6 Result

- 'Eadbutt:** The Giant singles out a lone enemy and 'eadbutts them. Nominate a single model in the fighting rank of an enemy unit the Giant is engaged with to be the target of this attack. That model is hit and suffers D3+1 wounds with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).
- Belly Flop:** The Giant crashes down bodily upon the enemy. Place a small (3") blast template so that its central hole is directly over the centre of the target unit. Any model (friend or foe, but not including this model) whose base lies underneath the template risks being hit and suffering a single hit, using the Strength characteristic of this model, with an AP of -2.
- Mighty Swing:** The Giant swings its club through the enemy ranks. For this attack, the Giant is subject to the Random Attacks special rule and has an Attacks characteristic of D6+1, and the Giant's club has a Strength characteristic of S+1 and an AP of -2.
- Thump With Club:** The Giant grasps its club two-handed and cracks its enemy on the head. Nominate a single model in the fighting rank of an enemy unit the Giant is engaged with to be the target of this attack. For this attack, the Giant's club has a Strength characteristic of S+4, an AP of -4 and the Multiple Wounds (D6) special rule.
- Jump Up & Down:** The Giant jumps around, kicking and flattening the enemy. For this attack, the Giant does not use its club. Instead, the target unit suffers D6+1 hits, each using the Strength characteristic of this model, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

*Pick Up And...

Sometimes, Giants forget there is a battle raging around them and, when faced with rank upon rank of bite-sized snacks, will become distracted, reaching down and grabbing enemies by the handful. What happens to these unfortunate souls varies; some are thrust into a sack or under the Giant's clothing for later, others are eaten on the spot and still others are tossed carelessly aside to bounce off the scenery. Whatever the case, such unfortunates are rarely seen again.

Instead of attacking normally during the Combat phase or making a Giant Attack, a Giant that is engaged in combat with one or more units whose troop type is 'regular infantry' or 'heavy infantry' may choose to make a 'Pick Up And...' attack. To make a Pick Up And... attack, nominate an enemy unit of regular or heavy infantry that the Giant is engaged in combat with. The unit must immediately make an Initiative test:

- If this test is failed, a victim is picked up by the Giant. What happens next does not bear thinking about but, whatever it is, a single model belonging to the target unit is immediately removed from play as a casualty.
- If this test is passed, the warriors manage to duck and dodge away from the Giant's grasping hands. No one is picked up and the attack has no effect.

Next, roll a D6:

- On a roll of 1-3, the Giant forgets what it is doing and makes no further attacks.
- On a roll of 4+, the Giant attempts to pick up another enemy. The target unit must make another Initiative test.

This continues until the Giant forgets what it is doing and stops making attacks, or until the target unit is destroyed.

Enemy models removed from play are considered to have been removed from the fighting rank of the enemy unit.

	R	S	AP	Special Rules
Giant's club	Combat	*	*	*

Notes: *A Giant's club may have different characteristics and special rules depending upon what they do with it, as described in the Giant Attacks special rule.

Monster



"'Ere we go, 'ere we go, 'ere we go!

'Ere we go, 'ere we go, 'ere we go-oh!

'Ere we go, 'ere we go, 'ere we go!

'Ere we go, 'ere we go, 'ere we go-oh!"

(Deep breath, start again)

Famous Orc verse,
sung to no particular tune



War Machine



War Machines

Orcs greatly enjoy war machines for the sheer devastation they can create, yet seldom are they very interested in the work involved in loading and firing one. Consequently, Orc war machines are built and crewed by Goblins.

Goblin Bolt Throwas

Gigantic bows are easy to make from bits of wood and scrap metal, making them a popular weapon among Goblins. Yet, for all their ramshackle appearance, a Bolt Throwa is still a deadly weapon.

Doom Diver Catapults

A giant catapult is a powerful but inaccurate weapon, so a projectile that can steer itself through the air is a great bonus. Indeed, so great is the prestige of soaring, however briefly, through the heavens, that there is never any shortage of Goblins willing to don the leather wings and spiked helmet of the Doom Diver.

Goblin Bolt Throwas

	M	WS	BS	S	T	W	I	A	Ld	Points
Bolt Throwa	-	-	-	-	5	3	-	-	-	45
Goblin Crew	4	2	3	3	3	3	3	3	4	-

Troop Type: War machine
Base Size: 50 x 50 mm (war machine), 25 x 25 mm (crew)
Unit Size: 1
Equipment: Bolt thrower and hand weapons

Options:

- May be accompanied by an Orc Bully.....+10 points per unit

Special Rules: Fear of Elves, Skirmishers

Doom Diver Catapults

	M	WS	BS	S	T	W	I	A	Ld	Points
Doom Diver Catapult	-	-	-	-	5	3	-	-	-	95
Goblin Crew	4	2	3	3	3	3	3	3	4	-

Troop Type: War machine
Base Size: 50 x 75 mm (war machine), 25 x 25 mm (crew)
Unit Size: 1
Equipment: Doom Diver catapult (counts as stone thrower) and hand weapons

Options:

- May be accompanied by an Orc Bully.....+10 points per unit

Special Rules: Doom Diver, Fear of Elves, Skirmishers

Doom Diver

Thanks to their large wings and aerodynamic headgear, a Doom Diver can steer their erratic flight with remarkable accuracy. Sadly, this ability to control their flight is unlikely to soften their landing.

When shooting a Doom Diver catapult, follow the Bombardment special rule as usual. Once step 2, Scatter, is complete, you may roll a D3 and move the 3" blast template by that many inches in any direction, representing the Doom Diver wildly flapping its arms to guide its erratic flight.

Should you choose to fire a Doom Diver catapult indirectly, the skill of the crew has no bearing on the accuracy of the shot. If a 'Hit!' is rolled on the Scatter dice, use the small arrow above the Hit! symbol to determine the direction of the Scatter as usual, then move the template a number of inches equal to the roll of the Artillery dice minus D3 (to a minimum of zero), representing the efforts of the Doom Diver to steer its flight.

Goblin Rock Lobbers

	M	WS	BS	S	T	W	I	A	Ld	Points
Rock Lobber	-	-	-	-	6	4	-	-	-	75
Goblin Crew	4	2	3	3	3	4	3	3	4	-

Troop Type: War machine
Base Size: 60 x 100 mm (war machine), 25 x 25 mm (crew)
Unit Size: 1
Equipment: Stone thrower and hand weapons

Options:

- May be accompanied by an Orc Bully +10 points per unit

Special Rules: Fear of Elves, Skirmishers

Orc Bullies

	M	WS	BS	S	T	W	I	A	Ld	Points
Orc Bully	4	3	3	3	4	1	3	2	7	+10

Troop Type: Regular infantry (character)
Base Size: 30 x 30 mm
Unit Size: 1
Equipment: Hand weapon and whip
Special Rules: Bully, Choppas

Bully

Goblins are prone to flights of fancy and daydreaming. Not desirable character traits amongst the crew of a war machine, but nothing the presence of a glowering Orc can't rectify!

An Orc Bully is a special type of character that can be taken as an upgrade to accompany a war machine. During deployment, position an Orc Bully with its war machine, as you would a character that has joined a unit. Once placed, an Orc Bully cannot leave its war machine. Unless this model is fleeing, friendly war machines that are within its Command range can use this model's Leadership instead of their own.



War Machine



Goblin Rock Lobbers

Orcs were introduced to (and were most impressed by) stone throwers long ago by their enemies. Though the rough and ready rock lobbers built by Orcs and Goblins bear little resemblance to the war machines of other races, they work admirably, launching huge rocks through the air to come crashing down upon the distant enemy.

Orc Bullies

Older, wiser Orcs enjoy devastation every bit as much as their younger counterparts, but with age comes an appreciation of watching it from afar. For an Orc Bully, there is little better than seeing terrified Goblins rush about, obeying their orders and unleashing destruction upon the enemy.

Magic Items



Magical Whatnots

Orcs and Goblins seldom create fine weapons or armour, preferring roughly made and unsubtle weapons which they instinctively know will cleave an enemy's head with ease, and thick, heavy plates of armour, which they deem easily able to turn a blow aside. The items to which they ascribe religious or spiritual importance tend to be crude fetishes and roughly made effigies, artefacts that look the part, but that rarely carry any true worth. Yet despite this, Orcs and Goblins possess many items which they believe to be potentially magical, and this belief, fuelled by the power of Waaagh! magic radiated by their kind, is often all it takes to transform a ragged, old banner, for example, into a powerful magical artefact.

ORC & GOBLIN TRIBES MAGIC ITEMS

The pages that follow detail magic items unique to Orc & Goblin Tribes armies. These can be purchased by models within an Orc & Goblin Tribes army in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

Magic Weapons

Battleaxe of the Last Big Waaagh!75 points

Vague legend tells that this huge, beaten battleaxe once belonged to either Gork or Mork. How true this is, there is no way of knowing, but it certainly is a great tool for hitting things with!

	R	S	AP	Special Rules
Battleaxe of the Last Big Waaagh!	Combat	S+2	-2	Extra Attacks (+D6), Magical Attacks, Requires Two Hands, Strike Last

Notes: If a natural 6 is rolled for the Extra Attacks (+D6) special rule, the Battleaxe of the Last Big Waaagh! loses the Extra Attacks (+D6) special rule at the end of the current Combat phase.

Porko's Pigstikka40 points

Most of the many spears wielded by Porko and his famous Boar Boyz lie shattered across a thousand battlefields. But this particular spear is special, having never broken nor lost its perfect point.

	R	S	AP	Special Rules
Porko's Pigstikka	Combat	S+1	-1	Armour Bane (1), Magical Attacks

Notes: Models whose troop type is 'cavalry', 'monster' or 'chariot' only. This weapon's Strength and Armour Piercing modifiers apply only during the first round of combat. In addition, during a turn in which the wielder charged, Porko's Pigstikka grants them +1 Attack for each rank the enemy unit has.

Da Choppiest Choppa35 points

This broad, heavy bladed choppa boasts a wickedly sharp cutting edge. What's more, no amount of relentless chopping through armour and hacking through bone ever seems to dull it.

	R	S	AP	Special Rules
Da Choppiest Choppa	Combat	S+1	-3	Magical Attacks

Wollopa's One Hit Wunda15 points

The rebellious Goblin known as Wollopa wielded a wondrous weapon. Yet what he is most remembered for is his turn of speed, being able to easily outpace even the most irate of Orcs.

	R	S	AP	Special Rules
Wollopa's One Hit Wunda	Combat	10	-3	Magical Attacks, Strike First

Notes: Goblin and Night Goblin Bosses only. Single use. Once per game, during the first round of combat, the wielder of this weapon can use it with this profile. At all other times, this weapon counts as a hand weapon with the Magical Attacks special rule.

Magic Armour

Trollhide Trousers*40 points

Foul smelling and uncomfortable, Trollhide Trousers possess remarkable regenerative properties.

May be worn with other armour. The wearer of the Trollhide Trousers improves their armour value by 1 (to a maximum of 2+). In addition, their wearer has the Regeneration (5+) special rule.

Armour of Mork30 points

This old and battered armour offers powerful protection against magic.

The Armour of Mork is a suit of heavy armour. In addition, its wearer has Magic Resistance (-2).

Talismans

Glowy Green Amulet.....35 points

This unimposing green amulet glows ever brighter as it absorbs magic. Sooner or later it is going to explode!

If the bearer (and any unit they have joined) is the target of an enemy spell, they may use the Glowy Green Amulet instead of making a Wizardly dispel attempt. Roll a D6. On a roll of 2+, the spell is dispelled. However, if a 1 is rolled, the Glowy Green Amulet explodes. The amulet is destroyed and cannot be used again, and its bearer loses a single Wound.

Note that the Glowy Green Amulet cannot be used against a perfect invocation.

The Collar of Zorga20 points

Zorga was a respected War Boar wrangler. When his magical collar was stolen, he became a snack for his porcine pets.

Any enemy 'beast of burden' that directs its attacks against the wearer of the Collar of Zorga or their unit during the Combat phase suffers a -1 modifier to its rolls To Hit. For the purposes of this rule, a beast of burden is the mount of any model whose troop type is 'cavalry', the beast(s) that draw any model whose troop type is 'chariot', and the mount of any mounted character whose troop type is 'monster'.

Magic Standards

The Big Red Raggedy Flag50 points

This tattered banner belonged to the great hero, Rowdy Porker, whose spirit imbues it to this day.

A unit carrying the Big Red Raggedy Flag has a +1 modifier to its Weapon Skill characteristic (to a maximum of 10). In addition, when calculating its combat result, the unit may claim an additional bonus of +1 combat result point.

Waaagh! Banner.....40 points

Blessed by an Orc Shaman, this banner fills those that march under it with a great sense of urgency.

A unit carrying the Waaagh! Banner increases its maximum possible charge range by 3" and, when it makes a Charge roll, may apply a +D3 modifier to the result.

Da Banner of Butchery.....35 points

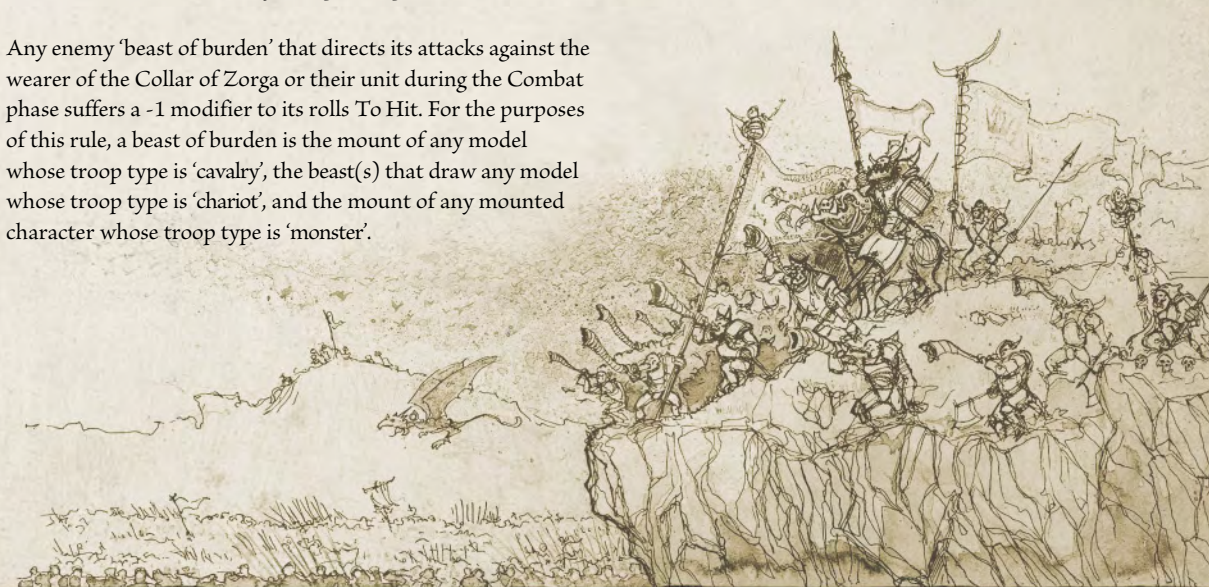
This rough-hewn totem has absorbed a great amount of primal Orc fury.

All models in a unit carrying Da Banner of Butchery have a +1 modifier to their Strength characteristic during a turn in which they charge.

Guff's Windy Banner.....20 points

The banner of Guff's Garrison eternally flutters in an inexplicable breeze. Those that fight in its shadow display remarkable intestinal fortitude.

A unit carrying the Guff's Windy Banner may re-roll any failed Panic test.



Enchanted Items

Big Boss 'At50 points

Orcs and Goblins are easily impressed, and this ornate helmet is particularly impressive. What's more, the Boss insists that wearing it makes them braver and cleverer, which must be true.

During the Command sub-phase of their turn, a character wearing the Big Boss 'At that is not engaged in combat may treat their comrades to some inspiring words by making a Leadership test (using their own Leadership). If this test is passed, until your next Start of Turn sub-phase this character and any unit they have joined gains the Unbreakable special rule.

'Eadbuttin' 'At*15 points

'Eadbuttin' contests are popular in Orc culture. Especially cunning (or brutal) participants employ magical means to improve their odds.

An 'Eadbuttin' 'At gives its wearer the Impact Hits (1) special rule. This Impact Hit has an Armour Piercing characteristic of -2.

Fungus Wine*10 points

Night Goblins cultivate many strange fungi, the most potent of which are fermented into mind-altering wines.

Night Goblin characters only. Single use. During the Command sub-phase of their turn, if they are not engaged in combat, this character may attempt to distribute Fungus Wine to a unit they have joined by making a Leadership test (using their own Leadership). If this test is passed, until your next Start of Turn sub-phase this character and any unit they have joined gains the Immune to Psychology special rule.

Arcane Items

Glittering Wotnots40 points

Supposedly made from the shards of a shattered magic mirror, these gaudy gems hung from a Shaman's staff will sometimes reflect hostile magic back upon its caster.

If the bearer (or their unit) is the target of an enemy spell, they may use the Glittering Wotnots instead of making a Wizardly dispel attempt. Roll a D6. On a roll of 1-3, the Glittering Wotnots have no effect and the spell is cast as normal. On a roll of 4+, the spell is reflected back upon the caster and they (and their unit) become the target of the spell. The caster may make a Wizardly dispel attempt.

Buzgob's Knobbly Staff35 points

The famed Great Shaman Buzgob once attempted to channel so much Waaagh! magic that he vanished in a flash of light, leaving behind only his staff and sticky green mist.

Once per turn, the bearer of the Buzgob's Knobbly Staff may re-roll a Casting roll.

Idol of Mork30 points

On the eve of battle, Orc and Goblin Shamans often craft small idols of Mork, hoping that the most cunning (but brutal) of deities will watch over them.

The bearer of the Idol of Mork increases their Dispel range by 3". Additionally, once per turn, when attempting a Wizardly dispel, the bearer of the Idol of Mork may re-roll the Dispel roll.



ORC & GOBLIN TRIBES SPECIAL RULES

A game of Warhammer: the Old World is packed with fantastic creatures and skilled warriors with abilities so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.



On the following pages you will find a full description for each of the army special rules used by models drawn from the Orc & Goblin Tribes army list:

Big 'Uns

The biggest, strongest and fightiest Orcs band together into mobs accurately, if unimaginatively, called Big 'Uns.

When engaged in combat, a model with this special rule has a +1 modifier to its Strength characteristic, and gains the Armour Bane (1) special rule.

Choppas

Orc weapons are big, crude and not very sharp... much like the creatures that wield them!

During a turn in which it charged, a model with this special rule may re-roll any rolls To Wound of a natural 1, and improves the Armour Piercing characteristic of its weapon(s) by 1.

Note that this special rule only applies to non-magical weapons and does not apply to a model's mount (should it have one). If the model is using a magic weapon, this special rule ceases to apply.

Da Boyz

Black Orcs will only follow the biggest and strongest leaders, which in their opinion means another Black Orc. Black Orc Bosses think the same, and will surround themselves with their own elite mob of hand-picked Black Orc boyz.

Your army must include one Black Orc Boss for every Black Orc Mob it includes, and vice versa. In other words:

- For each Black Orc Mob your army includes, it must also include one Black Orc War Boss or Big Boss.
- For each Black Orc War Boss or Big Boss your army includes, it must also include one Black Orc Mob.

Fear of Elves

Goblins don't like Elves. They smell of soap, they walk funny and they're too tall.

Elves of any type cause Fear in models with this special rule.

Ignore Goblin Panic

Orcs expect Goblins to run away. As far as the average Orc is concerned, running away is what Goblins are best at!

This unit does not have to make a Panic test when a friendly Goblin unit is destroyed or Breaks and flees from combat whilst within 6" of it. Nor does this unit have to make a Panic test when it is fled through by a friendly Goblin unit.

Note that, for the purposes of this rule, a Goblin unit is considered to be any unit that is made up entirely of Goblins of any kind, mounted or otherwise. This includes any war machine or chariot that is crewed entirely by Goblins. Should a Goblin unit be joined by an Orc character, it is no longer considered to be a Goblin unit.



Ignore Panic

Black Orcs don't expect much in the way of bravery or discipline from their dim-witted kin, so are rarely perturbed by the sight of them legging it.

This unit does not have to make a Panic test when a friendly unit that does not also have this special rule is destroyed or Breaks and flees from combat whilst within 6" of it. Nor does this unit have to make a Panic test when it is fled through by a friendly unit that does not have this special rule..

Quell Impetuosity

Where most Orcs and Goblins are impetuous, Black Orcs are disciplined warriors. This discipline is usually extended to those around them through threats and intimidation.

Whilst within 6" of a unit with this special rule, friendly units may choose to ignore the Impetuous special rule.

Tusker Charge

A charging War Boar is an ill-tempered mound of bloody-minded muscle with savage tusks and a terrible attitude.

During a turn in which it charged, a War Boar's Tusks (hand weapon) have a Strength characteristic of S+1 and an Armour Piercing characteristic of -1.

Note that this special rule only applies to attacks made by a War Boar, not to their rider, a chariot or its crew.

Waaagh!

The invigorating power of a good war cry should never be underestimated, and Orcs have the best war cry of them all.

Once per game, during the Command sub-phase of their turn, this character may attempt to invoke the power of the Waaagh! by making a Leadership test (using their own Leadership). If this test is passed, until your next Start of Turn sub-phase this character, their mount and any Orc unit they have joined may re-roll any rolls To Hit of a natural 1 and, when calculating its combat result, may claim an additional bonus of +1 combat result point.

Note that, for the purposes of this rule, an Orc unit is considered to be any unit that is made up entirely of Orcs or Black Orcs, mounted or otherwise. Should an Orc unit be joined by a Goblin character, it is no longer considered to be an Orc unit. This special rule is not cumulative.

Warpaint

Some superstitious Orcs adorn their bodies with charms and warpaint to protect them from harm. Such is their faith in these measures that they actually seem to work!

Warpaint gives its wearer a 6+ Ward save against any wounds suffered. However, a model with this special rule can never wear armour of any sort (though they may carry a shield).



LORE OF GORK

Surrounded by Boyz, Orc Shamans tap into the superstitious beliefs of their mates to conjure spells that are, much like the wildly gesticulating and gibbering Shamans themselves, flamboyant and rowdy, but brutal in their effects.



A Wizard with the 'Lore of Gork' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells listed below.

Brain Bursta

Channelling the violence of their peers, the Shaman projects it against their enemies in a brain-bursting wave.

Type: Assailment

Casting Value: 10+

Range: Combat

Effect: A single enemy model the caster is engaged in combat with suffers a single Strength 6 hit with the Multiple Wounds (D3) special rule and with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).

Gaze of Gork

Gork gives the Shaman the ability to project beams of coruscating energy from their eyes, burning massive holes through everything they look at.

Type: Magic Missile

Casting Value: 9+

Range: 5D6"

Effect: Draw a straight line, 5D6" in length, from the caster's base edge. Any model (friend or foe) whose base falls under this line suffers a Strength 5 hit, with an AP of -3.

LORE OF MORK

Goblin Shamans delight in casting cunning curses upon their enemies. These petty charms are intended to disrupt and confuse the foe, leaving them vulnerable to sneaky attacks.



A Wizard with the 'Lore of Mork' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells listed below.

Mork's Curse

The Shaman points a bony finger at the enemy and utters a curse. Almost immediately, buckles begin to break and rivets pop, causing armour plates to slip.

Type: Hex

Casting Value: 8+

Range: 18"

Effect: Remains in Play. Whilst this spell is in play, the target enemy unit must re-roll any Armour Save roll of a natural 6.

Itchy Nuisance

The Shaman begins vigorously scratching and cackling maniacally, their antics causing their enemies to feel uncomfortably hot and itchy.

Type: Hex

Casting Value: 9+

Range: 15"

Effect: Until your next Start of Turn sub-phase, the target enemy unit suffers a -D3 modifier to its Toughness and Initiative characteristics (to a minimum of 1).







Guided by a swarm of enthusiastic Snotlings, a large mob of dim-witted Stone Trolls advances towards the ranks of Empire troops.



A unit of Goblin Wolf Riders, armed with cavalry spears and mounted upon swift wolves.



A mob of heavily armoured Boar Boyz, armed with cavalry spears and shields.



Flanked by mobs of Boar Boyz and ramshackle Boar Chariots, a mighty Orc Warboss spurs forward his Wyvern and bellows his challenge to the foe.



WARRIORS OF CHAOS

From the frozen north march the Warriors of Chaos, merciless killers possessing brute strength and skill in fearsome measure. With them come iron-clad Chaos Knights and mighty Chosen, their baroque armour aflame with the favour of Dark Gods. These indomitable killers march to war alongside great hordes of barbarian marauders drawn from savage tribes. Amongst their ranks stand Trolls, Chimerae and still fouler things, charged by their masters to lay waste to the Old World.

The Hordes Of Chaos

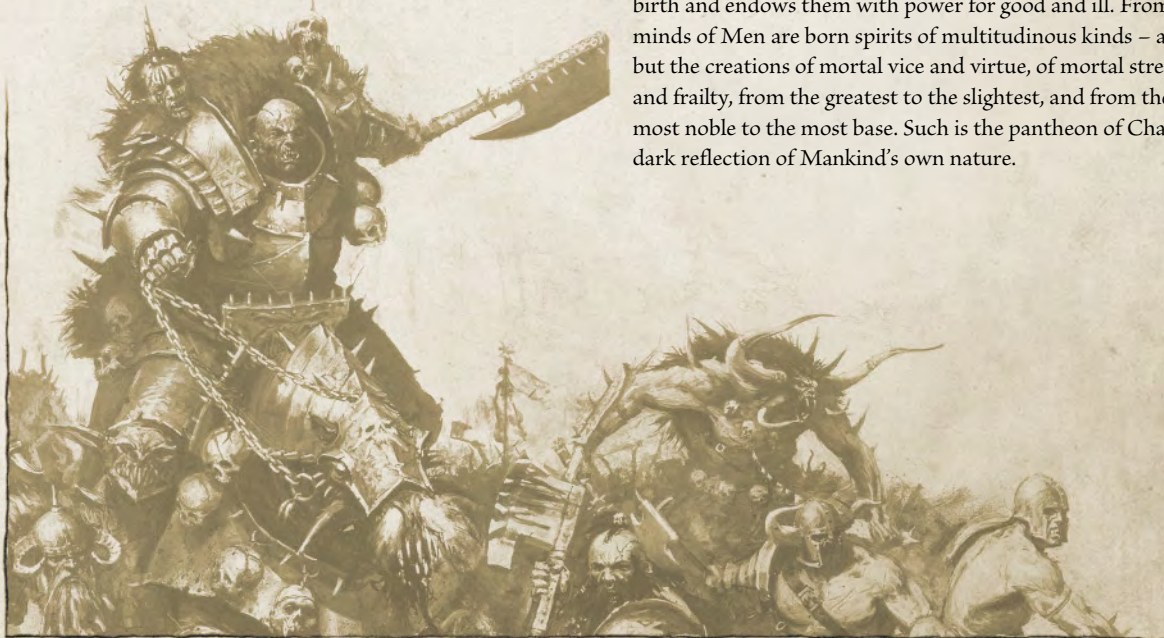
The Men of the north are fundamentally the same as their southern kin, though they may differ in custom and appearance. The differences between the barbarian tribesmen that dwell in the frozen north and those that reside in the great cities of the south are laughably slight compared to the differences between Man and Dwarf, or Man and Elf. This similarity does not preclude war and strife between the differing civilisations, of course. After all, though all human societies share a common heritage and belong to the same race, in their secret hearts all Men harbour a desire to conquer and control.

In the north, every day is a struggle to survive as the gods play their deadly games, using Mankind as their pawns. The desolate harshness of the Northern Wastes does not encourage the luxury of introspection or encourage debate upon matters of philosophy and religion. The gods simply exist, as undeniable as the wind and the night, impossibly powerful entities that mould the clay of human flesh and frozen earth into grotesque new shapes at whim. To deny this state of affairs would be as futile as denying that the sun sets each day, or that the moon rises each evening.

Because of the omnipresence of the Dark Gods in the reaches of the north, the tribes that carve out their lives there are devout indeed, making human sacrifices and offering up the deaths of those they slay on the battlefield with each passing day. To the northlanders, the favour of their gods is a vital and glorious part of their lives. Marauder tribesmen commune with their deities directly, dedicating body and soul to the gods rather than offering prayers at the behest of sanctimonious priests or narrow-minded patriarchs.

The Dark Gods are mighty forces that stand behind the tribes of Chaos, rewarding the brave, confounding their foes, and destroying the weakling gods of the south. They play with the lives and dreams of mortals much as a wicked child plays with a teeming ant hill, for to the gods mortal lives and ambitions are as short-lived and insignificant as insects. They are feared by all the races of Man, even those who whisper their names in the dead of night. Barbaric and primal, the Dark Gods stand in stark contrast to the refined, sophisticated and civilised deities of the south, and many legendary tales exist of wars in the heavens between the gods of Men, Dwarfs and Elves.

The gods are made real because they are unwittingly created in the minds of mortals. The idea of gods gives these entities birth and endows them with power for good and ill. From the minds of Men are born spirits of multitudinous kinds – all are but the creations of mortal vice and virtue, of mortal strength and frailty, from the greatest to the slightest, and from the most noble to the most base. Such is the pantheon of Chaos, a dark reflection of Mankind's own nature.



Champions Of Chaos

The Chaos gods value their human followers far above their own minions, the Daemons that serve them and creatures of Chaos whose forebears they created, for Daemons and Beasts of Chaos have little choice about their nature. The only way the Chaos gods can increase their power is by recruiting Men or other intelligent, free-willed creatures to their cause.

The most important followers of the gods are therefore Champions of Chaos – warriors chosen by the Ruinous Powers as their greatest servants. Some of these souls are easily won; brigands, bandits and outcasts who would willingly follow any leader that brought them plunder and offered them protection. Such individuals are all too common in the Old World, but there are few strong willed and powerful enough to walk upon the path of damnation as a Champion of Chaos.

The Chaos gods take great interest in their Champions and will favour them with all manner of gifts, including magical weapons, armour and talismans, arcane abilities and – strangest of all – physical mutations such as tentacles, bestial faces and razor-sharp talons. These gifts are borne with pride by the Champion as a symbol of their complete allegiance to their master. Such Champions are representatives of the Chaos gods and as such they constantly strive to outdo each other. Sometimes their masters send them visions or direct them to band together with other creatures of Chaos to sack a castle or destroy an army. On other occasions rival Champions will be deliberately set upon each other to determine who is fit to be rewarded with fresh gifts.

Should one who has been chosen continue to excel, they may rise to the rank of Chaos Lord and come to lead armies of thousands. Chaos Lords are amongst the mightiest warlords that walk the surface of the world, and their names blight all of history. Fortunately for the civilised world, perhaps one in several thousand who set foot upon the path of Chaos reach this pinnacle of martial perfection.

The ultimate reward for a successful Champion is that they should be gifted with immortality as a Daemon Prince, so that they can live forever by their master's side and continue to fight on their behalf. It is this dream that drives the Champions of Chaos onwards, although few will achieve immortality. For most aspirants, the final reward for selling their soul to Chaos will be an unmarked grave upon some corpse-strewn battlefield.

However, there is a worse fate than death, reserved for those Champions who receive too many of their patron's dubious gifts. Should the Champion's mortal frame prove unable to contain the arcane energies seething through it, their mind and body will run like wax, reshaped by the raw essence of Chaos until it becomes a monstrous mass of flesh and fang whose form defies all reason. Such gibbering brutes are called Chaos Spawn, and even the most vaunted Chaos Lord can find their body hideously transmuted in an instant, consigned to a life of mindless violence merely for the entertainment of the Dark Gods.

Yet, rather than be reviled by their people, such unfortunates are given succour and allowed to remain in their tribe. Indeed, in some ways the Chaos Spawn are revered by their kin, for the Marauder tribes believe that it is better to live even the briefest and most vile of existences at the behest of the gods than to grow old without drawing their notice.



WARRIORS OF CHAOS ARMY LIST

 This page details the Grand Army composition list for the Warriors of Chaos. This is the default army composition list for this faction. Using this army composition list to write your muster list will give you the widest variety of units to choose from and create a broad and balanced force.

This army list is intended for use alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook. Over the following pages you will find profiles and rules for each of the models in your army. These pages give you all of the information that you need to shape your collection of models into the units which will in turn form a force ready for battle.

Grand Army Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Chaos Lord or Daemon Prince
- 0-1 Exalted Champion or Sorcerer Lord per 1,000 points
- Aspiring Champions and Exalted Sorcerers

Core

At least 25% of your army's points value must be spent on:

- Chaos Warriors, Chaos Marauders, Forsaken, Chaos Knights, Marauder Horsemen and Chaos Warhounds

Special

Up to 50% of your army's points value may be spent on:

- 0-1 unit of Chosen Chaos Warriors
- 0-1 unit of Chosen Chaos Knights
- Chaos Ogres, Chaos Trolls, Chaos Spawn, Chaos Chariots and Chimeras
- Dragon Ogres (*see Beastmen Brayherds army list*)

Rare

Up to 25% of your army's points value may be spent on:

- Gorebeast Chariots
- 0-1 Hellcannon per 1,000 points
- 0-1 Dragon Ogre Shaggoth per unit of Dragon Ogres (*see Beastmen Brayherds army list*)
- 0-1 Chaos Giant per 1,000 points (*see Beastmen Brayherds army list*)

Mercenaries

Up to 20% of your army's points value may be spent on mercenaries.

Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from:

- Any Warriors of Chaos Army of Infamy composition list
- One of the following Grand Army composition lists:
 - Orc & Goblin Tribes (Uneasy)
 - Beastmen Brayherds
 - Tomb Kings of Khemri (Suspicious)

Battle Standard Bearer

A single Exalted Champion or Aspiring Champion in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.



Character



Champions of Chaos

Every Champion of Chaos has travelled a long and perilous road to pre-eminence, a road paved with the broken corpses of less successful aspirants. Regardless of their individual abilities they are, without exception, unceasingly powerful warriors, combining the strength of a Troll with the speed of a striking snake. Each Champion's abilities are enhanced further by gifts from their patrons, for none save the Daemon Princes themselves enjoy more favour in the eyes of the gods. A Champion may have skin that ripples with iridescent flame, a forbidding gaze that can turn a foe's guts to water, or the wrath of a wounded bear. To stand against one of their number is to invite a sudden and brutal death.

Champions Of Chaos

	M	WS	BS	S	T	W	I	A	Ld	Points
Chaos Lord	4	7	3	5	5	4	6	5	9	195
Exalted Champion	4	6	3	5	4	3	5	4	8	125
Aspiring Champion	4	5	3	4	4	2	4	3	8	70

Troop Type: Heavy infantry (character)

Base Size: 30 x 30 mm

Unit Size: 1

Equipment:

- **Chaos Lord:** Hand weapon and full plate armour
- **Exalted Champion:** Hand weapon and heavy armour
- **Aspiring Champion:** Hand weapon and heavy armour

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Flail.....+3 points
 - Great weapon.....+4 points
 - Halberd.....+3 points
 - Lance (if appropriately mounted).....+4 points
- May take a shield.....+2 points
- May be mounted.....[See page 59](#)
- May replace the Mark of Chaos Undivided with the:
 - Mark of Khorne.....+10 points
 - Mark of Nurgle.....+10 points
 - Mark of Slaanesh.....+10 points
 - Mark of Tzeentch.....+10 points
- May take Gifts of Chaos ([see page 77](#)) up to a total of.....50 points
- A Chaos Lord may purchase magic items up to a total of.....100 points
- An Exalted Champion may purchase magic items up to a total of.....75 points
- An Aspiring Champion may purchase magic items up to a total of.....50 points

Special Rules: Chaos Armour (5+), Ensorcelled Weapons, Gaze of the Gods, Mark of Chaos Undivided, Rallying Cry



Daemon Princes

	M	WS	BS	S	T	W	I	A	Ld	Points
Daemon Prince	6	7	5	6	5	4	7	5	9	215

Troop Type: Monstrous infantry (character)

Base Size: 50 x 50 mm

Unit Size: 1

Equipment: Hand weapon and light armour

Magic: A Daemon Prince may be a Wizard (see below). A Daemon Prince that is a Wizard knows spells from one of the following Lore of Magic:

- Battle Magic
- Daemonology
- Dark Magic

Options:

- May replace light armour with heavy armour+6 points
- May have the Fly (9) special rule.....+30 points
- May replace the Mark of Chaos Undivided with the:
 - Mark of Khorne.....+10 points
 - Mark of Nurgle.....+10 points
 - Mark of Slaanesh.....+10 points
 - Mark of Tzeentch.....+10 points
- Unless it has the Mark of Khorne, a Daemon Prince may be a Wizard:
 - Level 1.....+25 points
 - Level 2.....+50 points
 - Level 3.....+75 points
 - Level 4.....+100 points
- May take Gifts of Chaos (see page 77) up to a total of.....50 points
- May purchase magic items up to a total of100 points

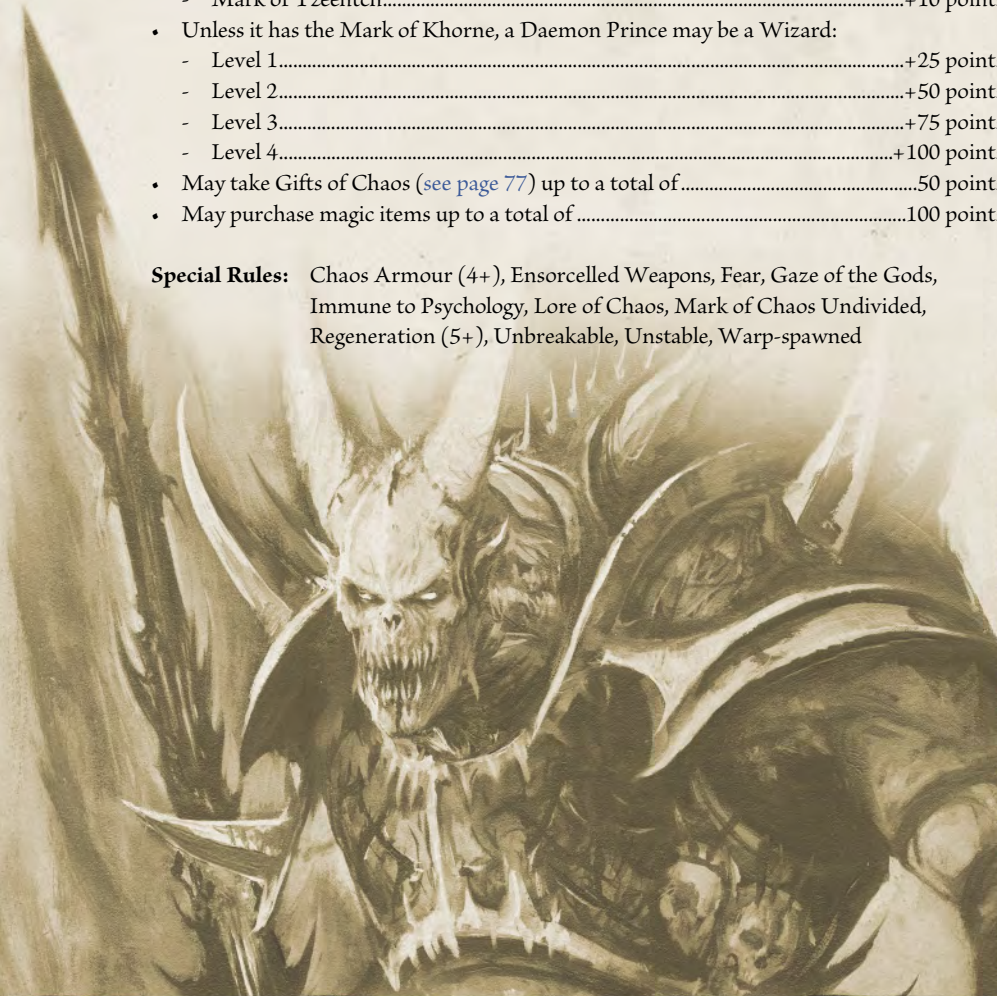
Special Rules: Chaos Armour (4+), Ensorcelled Weapons, Fear, Gaze of the Gods, Immune to Psychology, Lore of Chaos, Mark of Chaos Undivided, Regeneration (5+), Unbreakable, Unstable, Warp-spawned

Character



Daemon Princes

There are those mortals who follow Chaos with a deep and fervent faith, pledging themselves body and soul to the service of the Ruinous Powers. They know that there is a great prize for those who show unflinching devotion. Should a Champion survive the endless battles and the ravaging mutations granted by their masters whilst still finding favour in the eyes of their fickle gods, they may attain the ultimate reward. Elevated by their patron to Daemonhood, a Daemon Prince is a being of godlike power that wages eternal war in their patron's name. Tirelessly, they hunt the enemies of their masters, for their meat is human flesh and their wine mortal souls.



Character



Sorcerers of Chaos

Chaos Sorcerers, as those Champions of Chaos who seek mastery over the magical arts are known, wield the wild energies of Chaos itself, reshaping reality to better serve the whims of their dark masters. Where others glean their arcane skill through diligent study, a Chaos Sorcerer's understanding of the Winds of Magic is instant and innate. A word and a gesture from a Chaos Sorcerer can strip the flesh of a single foe from their bones or cause an entire regiment to burst into flame. But these strange gifts are bought at a great price, for they must sell their soul in exchange for such pure power, and eventually every Sorcerer will be plunged into insanity and damnation.

Sorcerers Of Chaos

	M	WS	BS	S	T	W	I	A	Ld	Points
Sorcerer Lord	4	5	3	4	4	3	4	3	8	195
Exalted Sorcerer	4	4	3	4	4	2	3	2	8	90

Troop Type: Heavy infantry (character)

Base Size: 30 x 30 mm

Unit Size: 1

Equipment:

- **Sorcerer Lord:** Hand weapon and heavy armour
- **Exalted Sorcerer:** Hand weapon and light armour

Magic: A Sorcerer Lord is a Level 3 Wizard. An Exalted Sorcerer is a Level 1 Wizard. Every Sorcerer of Chaos knows spells from one of the following Lore of Magic:

- Battle Magic
- Daemonology
- Dark Magic

Options:

- May be mounted.....[See page 59](#)
- May replace the Mark of Chaos Undivided with the:
 - Mark of Nurgle.....+10 points
 - Mark of Slaanesh.....+10 points
 - Mark of Tzeentch.....+10 points
- May take Gifts of Chaos ([see page 77](#)) up to a total of.....50 points
- A Sorcerer Lord may:
 - Be a Level 4 Wizard.....+30 points
 - Purchase magic items up to a total of.....100 points
- An Exalted Sorcerer may:
 - Be a Level 2 Wizard.....+30 points
 - Purchase magic items up to a total of.....50 points

Special Rules: Chaos Armour (5+), Ensorcelled Weapons, Gaze of the Gods, Lore of Chaos, Mark of Chaos Undivided



Character Mounts

A character that can be mounted may choose a mount from the following list. Some mounts are covered in detail on this page. Those that are not have their own dedicated entries later in this army list.

A Chaos Lord, Exalted Champion or Aspiring Champion may be mounted on a:

- Chaos Steed.....+16 points
- Daemonic Mount (Chaos Lords and Exalted Champions only)+35 points
- Chaos Chariot.....[See page 71](#)
- Gorebeast Chariot.....[See page 72](#)
- Manticore (Chaos Lords only).....[See page 73](#)
- Chaos Dragon (Chaos Lords only)[See page 74](#)

A Sorcerer Lord or Exalted Sorcerer may be mounted on a:

- Chaos Steed.....+16 points
- Daemonic Mount+35 points
- Chaos Chariot.....[See page 71](#)
- Manticore (Sorcerer Lords only).....[See page 73](#)
- Chaos Dragon (Sorcerer Lords only)[See page 74](#)

Chaos Steed

	M	WS	BS	S	T	W	I	A	Ld	Points
Chaos Steed	7	3	-	4	-	-	3	1	-	+16

Troop Type: Heavy cavalry
Base Size: 30 x 60 mm
Unit Size: 1
Equipment: Iron-shod hooves (counts as a hand weapon) and barding
Special Rules: First Charge, Swiftstride

Daemonic Mount

	M	WS	BS	S	T	W	I	A	Ld	Points
Daemonic Mount	8	4	-	5	-	(+1)	3	2	-	+35

Note: A character mounted on a Daemonic Mount has +1 Wound.

Troop Type: Monstrous cavalry
Base Size: 40 x 60 mm (min), 50 x 75 mm (max)
Unit Size: 1
Equipment: Daemonic hooves (counts as a hand weapon)
Special Rules: Armour Bane (1, Daemonic Mount only), Fear, Magical Attacks, Mark of Chaos (as rider), Stomp Attacks (1), Swiftstride

Character



Chaos Steeds

Chaos Steeds are gifts from the Dark Gods themselves. They are vicious creatures with the needle-sharp teeth of a carnivore and a cruel intelligence that shows subservience to their master alone. Armoured for battle with bladed, metal barding that no normal steed could bear, Chaos Steeds gore and slash all that stand before them with horns and hooves.

Daemonic Mounts

Known also as Steeds of the Gods, Daemonic Mounts are created from foul sorcery and summoned to the world by ceremonies of dark sacrifice and appeasement. Many Daemonic Mounts have sharp horns, bony plates and fangs of steel corrupting their immortal bodies, and their eyes burn with the fires of Chaos.

Infantry



The Warriors of Chaos

A Chaos Warrior needs not food, drink nor sleep, for their body and soul are nourished by the carnage that they wreak. Their home is under the cold, uncaring skies. Their hearth is the baroque armour that covers every inch of their skin. They have no family other than the fellow warriors that walk the land at their side, butchers and madmen all. A Chaos Warrior is no longer truly human, rather, they are a living weapon of the Ruinous Powers, honed to perfection upon the anvil of hardship and tempered in the fires of battle. A Chaos Warrior is a weapon wielded by cruel gods in an unceasing war upon the world and all that dwell within it.

Chaos Warriors

	M	WS	BS	S	T	W	I	A	Ld	Points
Chaos Warrior	4	5	3	4	4	1	4	1	8	13
Champion	4	5	3	4	4	1	4	2	8	+6

Troop Type: Heavy infantry

Base Size: 30 x 30 mm

Unit Size: 5+

Equipment: Hand weapons and heavy armour

Options:

- The entire unit may take one of the following:
 - Additional hand weapons.....+1 point per model
 - Great weapons.....+2 points per model
 - Halberds.....+1 point per model
- The entire unit may take shields.....+1 point per model
- The entire unit may replace the Mark of Chaos Undivided with the:
 - Mark of Khorne.....+2 points per model
 - Mark of Nurgle.....+2 points per model
 - Mark of Slaanesh.....+2 points per model
 - Mark of Tzeentch.....+2 points per model
- Any unit may:
 - Upgrade one model to a champion.....+6 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician.....+6 points per unit
 - Purchase a magic standard worth up to.....50 points
- A Champion may purchase magic items up to a total of.....25 points

Special Rules: Close Order, Ensorcelled Weapons, Mark of Chaos Undivided



Chosen Chaos Warriors

	M	WS	BS	S	T	W	I	A	Ld	Points
Chosen Chaos Warrior	4	5	3	4	4	1	4	2	9	17
Champion	4	5	3	4	4	1	4	3	9	+7

Troop Type: Heavy infantry

Base Size: 30 x 30 mm

Unit Size: 5+

Equipment: Hand weapons and heavy armour

Options:

- The entire unit may take one of the following:
 - Additional hand weapons.....+1 point per model
 - Great weapons.....+2 points per model
 - Halberds.....+1 point per model
- The entire unit may take shields.....+1 point per model
- The entire unit may replace the Mark of Chaos Undivided with the:
 - Mark of Khorne.....+2 points per model
 - Mark of Nurgle.....+2 points per model
 - Mark of Slaanesh.....+2 points per model
 - Mark of Tzeentch.....+2 points per model
- Any unit may:
 - Upgrade one model to a champion.....+7 points per unit
 - Upgrade one model to a standard bearer.....+7 points per unit
 - Upgrade one model to a musician.....+7 points per unit
 - Purchase a magic standard worth up to.....100 points
 - Replace heavy armour with full plate armour.....+2 points per model
 - Have the Drilled special rule.....+1 point per model
- A Champion may purchase magic items up to a total of.....25 points

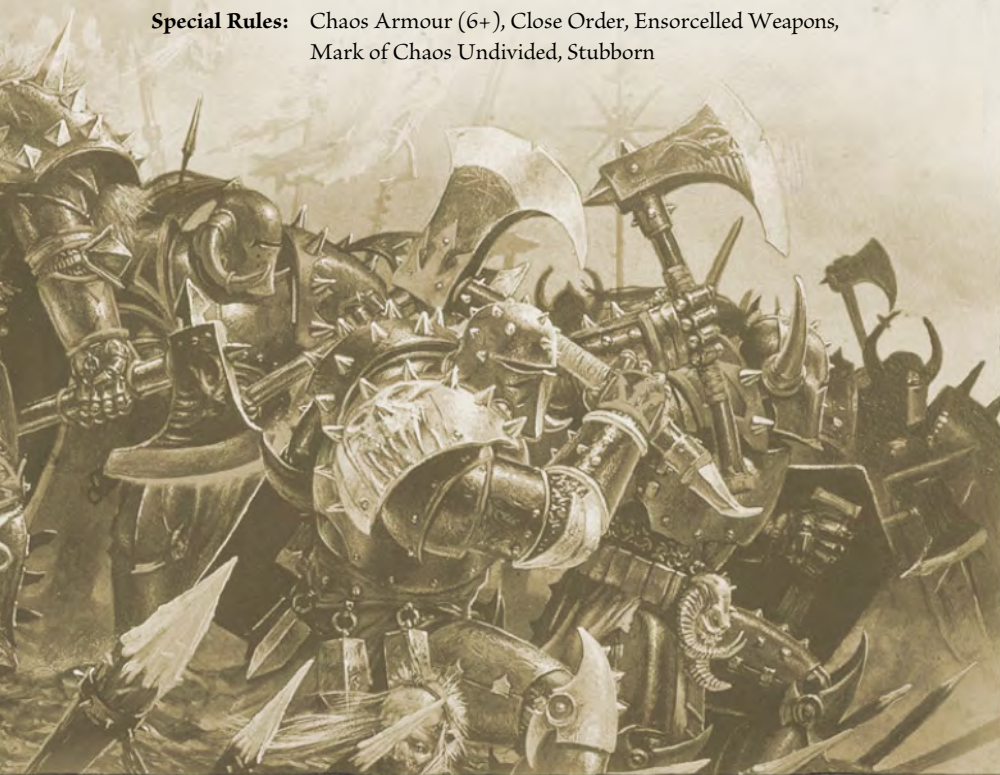
Special Rules: Chaos Armour (6+), Close Order, Ensorcelled Weapons, Mark of Chaos Undivided, Stubborn

Infantry



The Chosen Warriors of Chaos

There are those amongst the ranks of the Chaos Warriors who bear the favour of the Dark Gods more so than their fellows. Known amongst their kind as Chosen, they possess supernatural abilities to aid them in their constant war against order and sanity, and are dreaded across the Old World and beyond. The Chosen are shrouded in legend and rumour: that those who join their ranks have never tasted defeat, that each of them has killed a Champion of a rival god in single combat, that their skin is as tough as rock and their minds aflame with raw power. One thing is certain – each of them has pleased the gods in some way and has been rewarded accordingly.



Infantry



Chaos Marauders

The innumerable peoples of the north are known as the Marauder tribes. The men and women that belong to these barbarian clans are natural fighters, born into hardship and brought up in a world where surviving each day is a small victory. Only the strong prosper in the Marauder tribes of the north, for the weak are weeded out at an early age. Every member of the tribe is expected to be a tough and capable warrior, independent and fierce. They have no time for ploughshare or sickle, for their tools are the axe, the sword and the shield. What their own lands cannot provide they simply take by force, mercilessly plundering and pillaging the civilised nations of the world.

Chaos Marauders

	M	WS	BS	S	T	W	I	A	Ld	Points
Chaos Marauder	4	4	3	3	3	1	3	1	6	6
Marauder Chieftain	4	4	3	3	3	1	3	2	7	+7

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons

Options:

- The entire unit may take one of the following:
 - Great weapons.....+2 points per model
 - Flails.....+1 point per model
- The entire unit may take any of the following:
 - Light armour.....+1 point per model
 - Shields.....+1 point per model
- The entire unit may replace the Mark of Chaos Undivided with the:
 - Mark of Khorne.....+1 point per model
 - Mark of Nurgle.....+1 point per model
 - Mark of Slaanesh.....+1 point per model
 - Mark of Tzeentch.....+1 point per model
- Any unit may:
 - Upgrade one model to a Marauder Chieftain (champion).....+7 points per unit
 - Upgrade one model to a standard bearer.....+5 points per unit
 - Upgrade one model to a musician.....+5 points per unit
- 0-1 unit in your army may:
 - Replace the Close Order special rule with Skirmishers.....Free
 - Replace the Close Order special rule with Open Order.....Free

Special Rules: Close Order, Mark of Chaos Undivided, Shieldwall, Warband



Forsaken

	M	WS	BS	S	T	W	I	A	Ld	Points
Forsaken	5	4	0	4	4	1	3	D3	8	19

Troop Type: Heavy infantry

Base Size: 30 x 30 mm

Unit Size: 5+

Equipment: Mutated weapons (counts as hand weapons) and heavy armour

Options:

- The entire unit must be one of the following:
 - Forsaken by Khorne:** The unit has the Hatred (all enemies) special rule.
 - Forsaken by Nurgle:** The unit has the Fear special rule.
 - Forsaken by Slaanesh:** The unit has the Swiftstride special rule.
 - Forsaken by Tzeentch:** The unit has the Magic Resistance (-3) special rule.

Special Rules: Chaos Armour (5+), Ensorcelled Weapons, Furious Charge, Immune to Psychology, Impetuous, Loner, Open Order, Rampant Mutation, Random Attacks, Stubborn

Rampant Mutation

Damned by their dark masters, the bodies of the Forsaken constantly writhe and mutate, their limbs forever reshaping into strange new forms.

When this unit's combat is chosen during Step 1.1 of any Choose & Fight Combat sub-phase, roll on the table below to determine which mutation it is currently afflicted with:

Rampant Mutation Table

D6 Result

- 1-2 Venomous Fangs:** With jaws distended, the Forsaken sink venomous fangs into their foes. Until the end of this Combat phase, the unit gains the Poisoned Attacks special rule.
- 3-4 Razor Talons:** With talons like the blades of daggers, the Forsaken slash at their enemies. Until the end of this Combat phase, all of the unit's attacks have an Armour Piercing characteristic of -2.
- 5-6 Decapitating Claws:** With gigantic, snapping claws, the Forsaken dismember the enemy. Until the end of this Combat phase, the unit gains the Killing Blow special rule.



Infantry



Forsaken

Forsaken are frothing maniacs that howl and scream as they sprint towards the enemy's lines, mutated limbs flailing and distended jaws snapping like those of ravenous beasts. Though they were once proud and mighty Chaos Warriors, the severe mutations bestowed upon them have left them as something less than human, with no more understanding of battlefield tactics than the hounds that gather around their bone-strewn lairs. These unfortunates have been forsaken by the gods, reduced to the level of animals that snarl and growl in a guttural parody of true language. Where they once killed in the name of martial ambition and the glory of the Dark Gods, they now kill with a savage and unnatural hunger.

Infantry



Chaos Ogres

Ogres are brutal, muscle-bound thugs to whom only two things really matter: fighting and eating. They roam the world, often hiring out their services as mercenaries in exchange for weaponry and food. Though they have the basic form of a man, Ogres are twice as tall and far more savage in appearance. They are often (and quite rightly) thought by other races to be ignorant and gluttonous creatures that only care about filling their guts. Although Ogres are resistant to mutation, the baleful energies that spill into the world from the Realm of Chaos are strong indeed. As a result, those that stray into the far north are warped and twisted in the manner of all creatures that dwell in the Wastes.

Chaos Ogres

	M	WS	BS	S	T	W	I	A	Ld	Points
Chaos Ogre	6	3	2	4	4	3	2	3	7	33
Champion	6	3	2	4	4	3	2	4	7	+6

Troop Type: Monstrous infantry

Base Size: 40 x 40 mm

Unit Size: 3-15

Equipment: Hand weapons and heavy armour

Options:

- The entire unit may take one of the following:
 - Additional hand weapons.....+3 points per model
 - Great weapons.....+4 points per model
- The entire unit may replace the Mark of Chaos Undivided with the:
 - Mark of Khorne.....+3 points per model
 - Mark of Nurgle.....+3 points per model
 - Mark of Slaanesh.....+3 points per model
 - Mark of Tzeentch.....+3 points per model
- Any unit may:
 - Upgrade one model to a champion.....+6 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician.....+6 points per unit

Special Rules: Armour Bane (1), Close Order, Fear, Impact Hits (1), Mark of Chaos Undivided, Ogre Charge

Ogre Charge

Ogres barge into combat using their great lumbering mass as a weapon, harnessing their tremendous momentum to crush anything they collide with.

The Armour Piercing characteristic of any Impact Hits caused by a model with this special rule is improved by the current Rank Bonus of its unit.



Chaos Trolls

	M	WS	BS	S	T	W	I	A	Ld	Points
Chaos Troll	6	3	1	5	4	3	2	3	4	41

Troop Type: Monstrous infantry

Base Size: 40 x 40 mm

Unit Size: 1-9

Equipment: Hand weapons, Troll vomit (see below) and calloused hides (counts as light armour)

Options:

- The entire unit may take one of the following:
 - Additional hand weapons.....+3 points per model
 - Great weapons.....+4 points per model

Special Rules: Armour Bane (1), Close Order, Fear, Flammable, Regeneration (5+), Stupidity

	R	S	AP	Special Rules
Troll vomit	Combat	3	-2	-

Notes: A Chaos Troll that is in base contact with an enemy model may make one additional attack each turn with this weapon. This attack must be made last, after all other attacks have been made (including Stomp Attacks), but hits automatically.



Infantry



Chaos Trolls

Trolls are malformed and dim-witted monsters with a taste for human flesh. They tower over normal men and when roused, their bestial wrath is terrifying to behold. They roam the northern wastes, preying on isolated villages and travellers. The indomitable constitution of these monsters makes them the perfect clay for the mutating energies of Chaos. Trolls have powerful regenerative abilities; however, northern Trolls will not regenerate their flesh in the same form as their previous incarnation, but will instead sprout a new limb, a screaming maw or an even stranger mutation from every new wound. So it is that the oldest Trolls of the north are true monsters whose flesh plays host to dozens of moaning heads and grasping claws.

Infantry



Chaos Spawn

Those who follow the path of Chaos are damned. The only question left to one who has put their fate in the hands of the Dark Gods is the nature of their damnation. Will they lose their reason, reduced to a cackling wretch who can do naught but praise the gods who robbed away their sanity? Many lose their self-control, becoming little more than mad slaughterers that kill and kill until they themselves lie dead in the dirt. But even then, there are worse fates than insanity and death. There are those who fall even further from grace, who lose everything and become gibbering mounds of mutated flesh. They are known as Chaos Spawn, and they are the true children of the gods.

Chaos Spawn

	M	WS	BS	S	T	W	I	A	Ld	Points
Chaos Spawn	2D6	3	0	4	5	3	3	D6	10	50

Troop Type: Monstrous infantry
Base Size: 50 x 50 mm
Unit Size: 1-4
Equipment: Flailing appendages (counts as hand weapons) and scaly skin (counts as heavy armour)

Options:

- The entire unit may be one of the following:
 - Spawn of Khorne.....+3 points per model
 - Spawn of Nurgle.....+2 points per model
 - Spawn of Slaanesh.....+3 points per model
 - Spawn of Tzeentch.....+1 point per model

Special Rules: Armour Bane (2), Fear, Immune to Psychology, Open Order, Random Attacks, Random Movement, Stomp Attacks (1), Unbreakable

Spawn of Khorne

Often referred to as Bloodbeasts of Khorne, the Spawn of the Lord of Skulls bristle with spikes of bone and blades of living metal, their many limbs ending in wicked cleaver-blades.

Spawn of Khorne have the Killing Blow special rule.

Spawn of Nurgle

Sometimes called Rotbeasts, the Spawn of Nurgle are hideous creatures, their bloated flesh covered with suppurating sores, their writhing limbs oozing toxic pus and slime.

Spawn of Nurgle have the Poisoned Attacks special rule.

Spawn of Slaanesh

The Spawn of Slaanesh are hulking mounds of flesh that constantly warp and mutate as they try to settle on a form pleasing to the eye of the Dark Prince.

Spawn of Slaanesh have the Strike First special rule.

Spawn of Tzeentch

The flesh of a Firewym of Tzeentch constantly ripples and shifts with the power of change. Skin blisters into eyes, maws open on distended limbs and flames lick from screaming orifices.

Spawn of Tzeentch have the Flaming Attacks and Magical Attacks special rules.

Chaos Knights

	M	WS	BS	S	T	W	I	A	Ld	Points
Chaos Knight	-	5	3	4	4	1	4	1	8	27
Champion	-	5	3	4	4	1	4	2	8	+6
Chaos Steed	7	3	-	4	-	-	3	1	-	-

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 4+

Equipment:

- **Chaos Knights:** Hand weapons, heavy armour and shields
- **Chaos Steeds:** Iron-shod hooves (counts as a hand weapon) and barding

Options:

- The entire unit may take lances.....+2 points per model
- The entire unit may replace the Mark of Chaos Undivided with the:
 - Mark of Khorne.....+2 points per model
 - Mark of Nurgle.....+2 points per model
 - Mark of Slaanesh.....+2 points per model
 - Mark of Tzeentch.....+2 points per model
- Any unit may:
 - Upgrade one model to a champion.....+6 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician.....+6 points per unit
 - Purchase a magic standard worth up to.....50 points
- A Champion may purchase magic items up to a total of.....25 points

Special Rules: Close Order, Ensorcelled Weapons, First Charge, Mark of Chaos Undivided, Swiftstride

Cavalry



The Knights of Chaos

Chaos Knights are towering brutes clad in heavy plate. They ride to war with great lances, evil-looking polearms designed to impale and tear, and their blades and maces flicker with dark fire. A Chaos Knight's spurs are jagged blades, well-suited to slicing through the flesh of the enemy. The frightful reputation of Chaos Knights is a weapon in its own right, crippling those who would stand against them before a single blow is struck. Chaos Knights consider themselves superior to other warriors of Chaos; they bow to none save a Chaos Lord or Daemon Prince, and even then, they will not dip their banner, for their collective pride is the equal of their martial prowess.



Cavalry



The Chosen Knights of Chaos

Most favoured of the gods are the Chosen Knights of Chaos, each of whom has been marked out for greatness as a paragon amongst their warrior brethren, for each has trod the path of damnation for many years. The Chosen Knights of Chaos have physical manifestations of their god's power, their bodies warped and strengthened by mutation. A Chosen Knight's towering form is infused with the power of Chaos, their horned helmet may conceal a twisted and permanent rictus smile of sharp metallic fangs, or a striking and cold beauty that steals the breath away. Few have a chance to find out, for those who behold the Chosen Knights of Chaos are but moments away from a grisly end.

Chosen Chaos Knights

	M	WS	BS	S	T	W	I	A	Ld	Points
Chosen Chaos Knight	-	5	3	4	4	1	4	2	9	36
Champion	-	5	3	4	4	1	4	3	9	+7
Chaos Steed	7	3	-	4	-	-	3	1	-	-

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 4+

Equipment:

- **Chosen Chaos Knights:** Hand weapons, heavy armour and shields
- **Chaos Steeds:** Iron-shod hooves (counts as a hand weapon) and barding

Options:

- The entire unit may take lances.....+2 points per model
- The entire unit may replace the Mark of Chaos Undivided with the:
 - Mark of Khorne.....+2 points per model
 - Mark of Nurgle.....+2 points per model
 - Mark of Slaanesh.....+2 points per model
 - Mark of Tzeentch.....+2 points per model
- Any unit may:
 - Upgrade one model to a champion.....+7 points per unit
 - Upgrade one model to a standard bearer.....+7 points per unit
 - Upgrade one model to a musician.....+7 points per unit
 - Purchase a magic standard worth up to.....100 points
 - Replace heavy armour with full plate armour.....+3 points per model
 - Have the Drilled special rule.....+2 points per model
- A Champion may purchase magic items up to a total of.....25 points

Special Rules: Chaos Armour (6+), Close Order, Counter Charge, Ensorcelled Weapons, First Charge, Mark of Chaos Undivided, Stubborn, Swiftstride



Marauder Horsemen

	M	WS	BS	S	T	W	I	A	Ld	Points
Marauder Horseman	-	4	3	3	3	1	3	1	6	12
Marauder Horsemaster	-	4	3	3	3	1	3	2	7	+7
Warhorse	8	3	-	3	-	-	3	1	-	-

Troop Type: Light cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Marauder Horsemen:** Hand weapons and light armour
- **Warhorses:** Iron-shod hooves (counts as a hand weapon)

Options:

- The entire unit may take one of the following:
 - Cavalry spears.....Free
 - Throwing spears.....Free
 - Flails.....+1 point per model
- The entire unit may take one of the following:
 - Throwing axes.....+1 point per model
 - Javelins.....+1 point per model
- The entire unit may take shields.....+1 point per model
- The entire unit may replace the Mark of Chaos Undivided with the:
 - Mark of Khorne.....+2 points per model
 - Mark of Nurgle.....+2 points per model
 - Mark of Slaanesh.....+2 points per model
 - Mark of Tzeentch.....+2 points per model
- Any unit may:
 - Upgrade one model to a Marauder Horsemaster (champion).....+7 points per unit
 - Upgrade one model to a standard bearer.....+5 points per unit
 - Upgrade one model to a musician.....+5 points per unit

Special Rules: Fast Cavalry, Fire & Flee, Mark of Chaos Undivided, Open Order, Skirmishers, Swiftstride, Warband

Cavalry



Marauder Horsemen

Some among the Marauder tribes hold horses in high esteem, while others regard them at best as something to be treated with suspicion and at worst a dangerous liability. To many, a warhorse is a sign of status, and only the best warriors may ride them. The steeds ridden by these tribes are powerful beasts, foul-tempered and strong of limb. Once a rider has broken such a horse, it will remain loyal until death, but remains vicious and unruly should a stranger approach. Fed on a diet of human flesh and watered-down blood, these snorting, high-spirited steeds have a glint of intelligent menace in their eyes and will trample, kick and bite as if berserk when engaged at close quarters.



Cavalry



Chaos Warhounds

Chaos Warhounds are tireless hunters built of little more than muscle and fang, made all the more horrifying by the warping effect of Chaos, causing them to sprout horns, tusks and spines. Warped in mind as well as body, they prowl the wilderness in ravaging packs, running down prey that ranges in size from stray children to young ice mammoths.

Chaos Warhound Handler

Many among the Marauder tribes breed and train massive hounds for a variety of purposes, such as hunting and sport. Some Kurgan tribes delight in the spectacle of trained pit hounds fighting against bears, trolls and other creatures. Generations of selective breeding by dedicated handlers has created the most vicious and powerful hounds.

Chaos Warhounds

	M	WS	BS	S	T	W	I	A	Ld	Points
Chaos Warhound	7	4	0	3	3	1	3	1	6	6

Troop Type: War beasts
Base Size: 25 x 50 mm
Unit Size: 5+
Equipment: Claws and fangs (counts as a hand weapon)

Options:

- Any unit may have:
 - The Armoured Hide (1) special rule.....+1 point per model
 - The Poisoned Attacks special rule.....+1 point per model
 - The Vanguard special rule.....+5 points per unit
- Any unit may be accompanied by a Chaos Warhound Handler+15 points per unit

Special Rules: Loner, Move through Cover, Open Order, Swiftstride

Chaos Warhound Handler

	M	WS	BS	S	T	W	I	A	Ld	Points
Chaos Warhound Handler	5	5	3	4	4	1	4	1	8	+15

Troop Type: Regular infantry (character)
Base Size: 30 x 30 mm
Unit Size: 1
Equipment: Hand weapon and heavy armour
Special Rules: Handler, Loner, Mark of Chaos Undivided, Move through Cover, Vanguard

Options:

- May take one of the following
 - Additional hand weapon.....Free
 - Whip.....Free

Handler

Chaos Warhounds are little more than wild animals and it requires the lash of an experienced handler to discipline a pack of such beasts.

A Chaos Warhound Handler is a special type of character that can be taken as an upgrade to accompany a unit of Chaos Warhounds. During deployment, position a Chaos Warhound Handler with its unit of Chaos Warhounds, as you would a character that has joined a unit. Once placed, a Chaos Warhound Handler cannot leave its unit. Unless this model is fleeing, friendly units of Chaos Warhounds that are within its Command range can use this model's Leadership instead of their own.

Chaos Chariots

	M	WS	BS	S	T	W	I	A	Ld	Points
Chariot	-	-	-	5	5	4	-	-	-	110
Chaos Charioteer (x2)	-	5	3	4	-	-	4	1	8	-
Chaos Steed (x2)	7	3	-	4	-	-	3	1	-	-

Troop Type: Heavy chariot

Base Size: 60 x 100 mm

Unit Size: 1

Armour Value: 3+

Equipment:

- **Chaos Charioteers:** Hand weapons and halberds
- **Chaos Steeds:** Iron-shod hooves (counts as a hand weapon)

Options:

- Any Chaos Chariot may replace the Mark of Chaos Undivided with the:
 - Mark of Khorne.....+10 points
 - Mark of Nurgle.....+10 points
 - Mark of Slaanesh.....+10 points
 - Mark of Tzeentch.....+10 points

Special Rules: Close Order, Ensorcelled Weapons, First Charge, Impact Hits (D6+1), Mark of Chaos Undivided

Character Mount: A Chaos Chariot may be included in your army as a character's mount. If so, its points are added to that of its rider.

Chariot



Chaos Chariots

Chaos Chariots are more than just machines of war; they are symbols of status and power. Often, a Champion of Chaos will ride to battle upon a chariot festooned with icons and pennants fashioned from the remains of those they have ground beneath their wheels, grisly trophies proclaiming their many victories and devotion to the Dark Gods. Unlike the comparatively flimsy wooden chariots used by other races, the carriages of Chaos war machines are wrought of iron and drenched in blood. Chaos Chariots weigh so much that, when they have gathered pace, nothing short of a castle wall can halt their charge. Worse still, their stout wheels sport great spinning scythes that scream and shriek as they slice into the foe.



Chariot



Gorebeast Chariots

Gorebeast Chariots are even heavier and sturdier than other Chaos Chariots. No normal beast would have the strength to pull such a massive instrument of war, and they are therefore pulled into battle by a Gorebeast – a muscular creature renowned for its violent temperament. These grunting brutes strike their prey with such shocking force that those not impaled upon jutting armour spikes are torn apart by the impact. Even the lowliest of beasts recognise the bulky shape of a Gorebeast as synonymous with death. Each iron-clad chariot drawn by one of these formidable mutants is thus followed, at some distance, by circling carrion crows and slinking scavenger hounds waiting to feast on the bloody remnants of the Gorebeast's grim harvest.

Gorebeast Chariots

	M	WS	BS	S	T	W	I	A	Ld	Points
Chariot	-	-	-	5	5	4	-	-	-	135
Chaos Charioteer (x2)	-	5	3	4	-	-	4	1	8	-
Gorebeast (x1)	6	4	-	5	-	-	2	3	-	-

Troop Type: Heavy chariot

Base Size: 60 x 100 mm

Unit Size: 1

Armour Value: 3+

Equipment:

- **Chaos Charioteers:** Hand weapons and halberds
- **Gorebeast:** Goring horns (counts as a hand weapon)

Options:

- Any Chaos Chariot may replace the Mark of Chaos Undivided with the:
 - Mark of Khorne.....+10 points
 - Mark of Nurgle.....+10 points
 - Mark of Slaanesh.....+10 points
 - Mark of Tzeentch.....+10 points

Special Rules: Armour Bane (1, Gorebeast only), Close Order, Ensorcelled Weapons, First Charge, Impact Hits (D6+2), Killing Blow (Gorebeast only), Mark of Chaos Undivided

Character Mount: A Gorebeast Chariot may be included in your army as a character's mount. If so, its points are added to that of its rider.



Manticore

	M	WS	BS	S	T	W	I	A	Ld	Points
Manticore	6	5	-	5	-	(+4)	5	4	-	+120

Note: A character mounted on a Manticore has +4 Wounds.

Troop Type: Monstrous creature

Base Size: 60 x 100 mm

Unit Size: 1

Equipment: Wicked claws (see below) and scaly skin (counts as heavy armour)

Options:

- May have a venomous tail+15 points

Special Rules: Close Order, Fly (9), Large Target, Stomp Attacks (D3), Swiftstride, Terror, Wilful Beast

Wilful Beast

Some monsters can never truly be tamed by a rider and, during the heat of battle, can be prone to giving in to their wild and frenzied nature.

During the Start of Turn sub-phase of each of their turns, this model must make a Leadership test (using its own unmodified Leadership). If this test is passed, the rider is able to keep control of their mount. If, however, this test is failed, the rider has lost control and their mount becomes subject to the Frenzy special rule until their next Start of Turn sub-phase.

Note that this model's rider does not gain a +1 modifier to their Attacks characteristic.

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Venomous tail	Combat	S	-	Poisoned Attacks, Strike First

Notes: In combat, this model must make one of its attacks each turn with this weapon.

Character Mount: A Manticore may only be included in your army as a character's mount. Its points are added to that of its rider.

Monster



Manticores

Manticores are huge, leonine beasts that soar through the sky on leathery wings. They are amongst the most powerful of all the predators that inhabit the bleak mountain ranges of the frozen north, and the mutating power of Chaos ensures that no two Manticores are truly alike. Some have manes of writhing serpents, others pelts of iron scales, and many sprout spiked tails that excrete a poison strong enough to boil the blood of an adult human in their veins. However, all Manticores share one common trait – they are berserk killers saturated with primal fury. They are so fierce that they are held by the Dark Elves to be incarnations of Khaine, God of Murder.

Monster



Chaos Dragons

Once the proud and noble rulers of the skies, now split, changed and corrupted by the Ruinous Powers, the terrible two-headed Dragons of Chaos are nightmarish and malevolent predators. Borne aloft on wings no longer made of mere flesh and bone, a Chaos Dragon is a nemesis of order and sanity, a horror of ancient age and power that can break the backs of armies with its steel claws and teeth. Their twin maws breathe death upon their foes; one exhaling dark flame, as the other emits corrosive gas. Only the most powerful Lords of Chaos can ride such a monster, and even then it is more an unholy alliance of destruction than a matter of master and servant.

Chaos Dragon

	M	WS	BS	S	T	W	I	A	Ld	Points
Chaos Dragon	6	6	-	7	(+1)	(+6)	4	6	-	+285

Note: A character mounted on a Chaos Dragon has +1 Toughness and +6 Wounds.

Troop Type: Behemoth
Base Size: 60 x 100 mm
Unit Size: 1
Equipment: Wicked claws (see below), Dark Fire of Chaos (see below), Fumes of Contagion (see below) and draconic scales (counts as full plate armour)
Special Rules: Close Order, Fly (10), Large Target, Stomp Attacks (D6), Swiftstride, Terror, Two-headed Dragon

Two-headed Dragon

The twin maws of Chaos Dragons breathe death upon their foes; one exhaling dark flame whilst the other emits corrosive gas.

A Chaos Dragon may use either Dark Fire of Chaos or Fumes of Contagion during the Shooting phase of its turn. It cannot use both during the same turn.

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Dark Fire of Chaos	N/A	4	-1	Breath Weapon, Flaming Attacks, Magical Attacks

	R	S	AP	Special Rules
Fumes of Contagion	N/A	2	N/A	Breath Weapon, Magical Attacks

Notes: No armour save is permitted against wounds caused by this weapon (Ward and Regeneration saves can be attempted as normal).

Character Mount: A Chaos Dragon may only be included in your army as a character's mount. Its points are added to that of its rider.

Chimera

	M	WS	BS	S	T	W	I	A	Ld	Points
Chimera	6	4	0	6	5	4	3	6	5	180

Troop Type: Monstrous creature

Base Size: 60 x 100 mm

Unit Size: 1

Equipment: Claws and fangs (counts as a hand weapon) and scaly skin (counts as heavy armour)

Options:

- May have flaming breath.....+20 points
- May have a fiend tail.....+10 points
- May have the Regeneration (5+) special rule.....+15 points
- May have the Poisoned Attacks special rule.....+10 points

Special Rules: Armour Bane (2, claws and fangs only), Close Order, Fly (10), Large Target, Stomp Attacks (1), Swiftstride, Terror

	R	S	AP	Special Rules
Flaming breath	N/A	4	-	Breath Weapon, Flaming Attacks

	R	S	AP	Special Rules
Fiend tail	Combat	S	-1	Extra Attacks (D3)

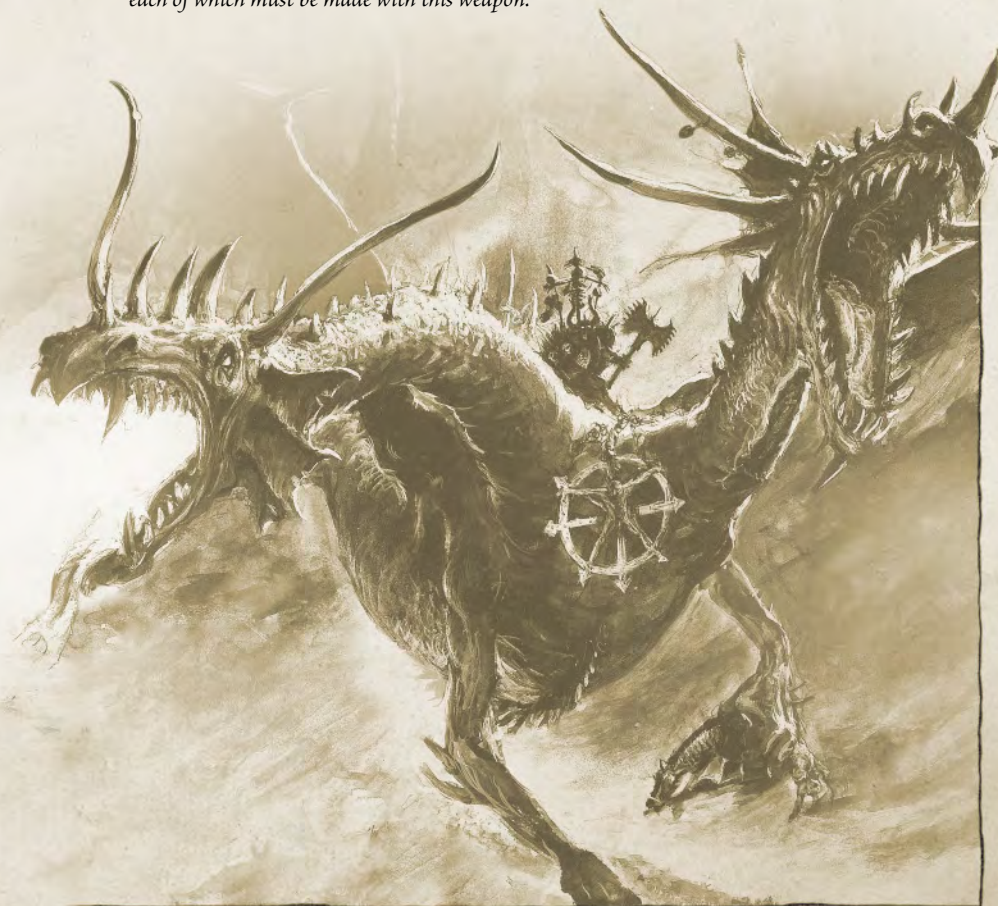
Notes: In combat, a Chimera with a fiend tail may make an additional D3 attacks each turn, each of which must be made with this weapon.

Monster



Chimera

The three-headed Chimera is one of the most fearsome of all creatures, a beast whose progenitors were so warped that it is now impossible to say what manner of beast they might once have been. Like all monsters that dwell in or near to the Realm of Chaos, the Chimerae take many bizarre shapes. However, Chimerae are more susceptible than most monsters to the twisting power of Chaos. The heads of some Chimerae breathe fire in the manner of Dragons, whilst others sprout razor-sharp fangs or jaws that drip with a poisonous slime. Most Chimerae possess a fiendish tail that ends in a snapping maw possessed of an intelligence and hunger of its own.



Monster



Hellcannon

Part Daemon, part war machine, a Hellcannon is a massive construct of metal that growls and shakes with daemonic sentience. In battle, Hellcannons are guided by teams of corrupt and sadistic Chaos Dwarfs. These malign warsmiths escort and restrain their charges, loading them by shovelling the bodies of their enemies into the Hellcannon's dire-furnace, where flesh runs like wax as the Daemon-machine feasts on body and bone. Soon, only the souls of its victims are left, harnessed in the Hellcannon's gullet as crackling bolts of energy that are fired towards the enemy in powerful spasms of malice. These crackling blasts of raw energy soar through the air into their targets, liquefying anything they touch and sending the survivors insane with fear.

Hellcannon

	M	WS	BS	S	T	W	I	A	Ld	Points
Hellcannon	3	4	3	5	6	5	1	5	4	215
Chaos Dwarf Handlers (x3)	3	4	-	3	-	-	2	1	9	-

Troop Type: Behemoth

Base Size: 100 x 150 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Hellcannon:** Doomfire (see below) and hand weapons
- **Chaos Dwarf Handlers:** Hand weapons

Special Rules: Armour Bane (1), Caged Fury, Close Order, Ensorcelled Weapons, Immune to Psychology, Impact Hits (D6), Large Target, Monster Handlers, Regeneration (6+), Terror, Unbreakable, Warp-spawned

Caged Fury

The Daemon bound within the Hellcannon constantly tests its bonds, attempting to break free.

During the Start of Turn sub-phase of each of your turns, make a Leadership test for this model. If this test is failed, roll immediately on the Hellcannon Misfire table.

	R	S	AP	Special Rules
Doomfire	12-60"	5 (10)	-2 (-5)	Bombardment, Cumbersome, Move or Shoot, Multiple Wounds (D3)

Notes: This weapon shoots like a stone thrower, using the 'Bombardment' special rule, a 3" blast template and the Hellcannon Misfire table. Any unit that suffers one or more unsaved wounds from this weapon must make a Panic test as if it had taken heavy casualties.

Hellcannon Misfire Table

D6 Result

- 1 Free at Last!** The Daemon breaks loose. Every unit (friend or foe) within 3D6" suffers D6 Strength 5 hits, each with an AP of -1. Once these hits are resolved, the Hellcannon is removed from play as a casualty.
- 2-4 Chomp!** The Hellcannon's handlers are sucked towards the furnace of the ravenous Daemon. Remove one of the Hellcannon's Chaos Dwarf Handlers.
- 5-6 Bloood!** The Hellcannon breaks its chains, immediately moving 3D6" as if it were subject to the Random Movement special rule and as if this were the Compulsory Moves sub-phase.



GIFTS OF CHAOS



As Champions of Chaos slaughter their way across the battlefields of the world, their deeds attract the attention of the Ruinous Powers. This is both a blessing and a curse, for many mutations pleasing to the gods are anathema to those they are thrust upon.

To represent these strange attributes, some characters may be given Gifts of Chaos. Each Gift may only be chosen once per army.

Dark Majesty50 points

An air of oppression radiates from the champion, reducing the will of the bravest to that of a craven child.

Unless this character is fleeing, any enemy unit that is required to make a Fear or Terror test whilst within this character's Command range does so with an additional -1 modifier to its Leadership characteristic (to a minimum of 2).

Daemon-flesh45 points

The Champion's flesh crawls with ætheric energy, turning aside the blows of the enemy.

This character cannot be wounded by a roll To Wound of 2, regardless of the Strength of the attack.

Extra Arm40 points

Gifted with an extra arm, the Champion rains many blows upon their enemies.

This character (but not their mount) has a +1 modifier to their Attacks characteristic.

Diabolic Splendour35 points

The air around the Champion seethes with chaotic energy, obscuring them from the arrows of the enemy.

Any enemy model that targets this character or any unit they have joined during the Shooting phase suffers an additional -1 To Hit modifier.

Enchanting Aura35 points

An enchanting aura hangs about the Champion, ensnaring the mind and slowing the limbs of enemies that venture too close.

Enemy units engaged in combat with this character cannot use the Strike First special rule. Enemy models that do not have the Strike First special rule become subject to the Strike Last special rule instead.

Aura of Pain30 points

The Champion's damned form exudes an aura of pain which wracks their enemies with crippling agony.

Once per game, when this character's combat is chosen during Step 1.1 of the Choose & Fight Combat sub-phase, a single enemy unit they are engaged with suffers D6 Strength 3 hits, with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).

Master of Mortals25 points

The Champion is worshipped as a god by their mortal followers, who see in them the power of Chaos made manifest.

Unless this character is fleeing, friendly units of Chaos Marauders and Marauder Horsemen gain a +1 modifier to their Leadership characteristic whilst within this character's Command range (to a maximum of 10).

Acid Ichor15 points

The Champion's blood is a boiling, acidic ichor. Those who would harm them find themselves splashed with hissing, burning liquid.

For every Wound this character loses during a challenge, their enemy suffers a Strength 4 hit, with an AP of -2.

Poisonous Slime15 points

The Champion's flesh is saturated with a toxic slime that seeps from their skin, poisoning anything it touches.

This character (but not their mount) has the Poisoned Attacks special rule.



Magic Items



Accursed Artefacts

In darkened workshops, over infernal forge fires, the armourers of Chaos toil endlessly, hammering blackened iron into brutal weapons and crude suits of baroque plate mail. Many of these wicked weapons are inscribed with eye-watering runes and imbued with malefic power, and many suits of forge-blackened plate are decorated with baroque details which twist and writhe with a life of their own. In unholy rituals, Sorcerers chant strange syllables as they daub daemonic ichor onto blood stained banners and carve the likenesses of their dark gods from chunks of warpstone and the bones of fallen enemies, creating evil charms and arcane tools, the better to control the Winds of Magic and practise their profane arts.

WARRIORS OF CHAOS MAGIC ITEMS

The pages that follow detail magic items unique to Warriors of Chaos armies. These can be purchased by models within a Warriors of Chaos army in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

Magic Weapons

Daemonsword..... 75 points

This most deadly of blades is a prison for the essence of a powerful but treacherous Daemon. For all the might it grants its wielder, the Daemon within endlessly strives to be set free.

	R	S	AP	Special Rules
Daemonsword	Combat	S+D3	-2	Extra Attacks (+D3), Magical Attacks, Strike First

Notes: Every roll of a natural 1 made when rolling To Hit with this weapon results in a hit which must be resolved against the unit the wielder has joined, rather than the enemy. If the wielder has not joined a unit, this hit must be resolved against the wielder.

Chaos Runesword..... 45 points

This evil blade was forged from black gromril by the thrice-cursed Dwarf Runesmith Grugni Ironheart, a secret pawn of the Chaos gods.

	R	S	AP	Special Rules
Chaos Runesword	Combat	S+1	-1	Magical Attacks

Notes: The wielder of the Chaos Runesword has a +1 modifier to their Weapon Skill and Initiative characteristics.

Filth Mace 40 points

This heavy-headed and rust-encrusted mace endlessly oozes a necrotic slime which can sap the strength and vitality of the strongest warriors, causing even minor wounds to become debilitating.

	R	S	AP	Special Rules
Filth Mace	Combat	S+1	-1	Magical Attacks

Notes: Any enemy model that suffers one or more unsaved wounds from the Filth Mace must immediately make a Toughness test. If this test is failed, the wounded model suffers a -1 modifier to its Toughness characteristic (to a minimum of 1) until the end of the turn.

Spellthieving Sword..... 20 points

Forged of magically resistant ores and carved with dire runes of spell warding, the Spellthieving Sword burns and blinds its victims, robbing them of their mage sight.

	R	S	AP	Special Rules
Spellthieving Sword	Combat	S	-1	Magical Attacks

Notes: Any enemy Wizard that suffers one or more unsaved wounds from the Spellthieving Sword immediately forgets a single spell (determined at random) for the remainder of the game.

Magic Armour

Armour of the Damned.....70 points

This ornate suit of Chaos armour shimmers with the eldritch energies of the Chaos Wastes, distorting the wearer's outline and clouding the minds of their foes.

The Armour of the Damned is a suit of full plate armour. In addition, during the Combat phase, enemy models must re-roll successful rolls To Hit made against the wearer.

Crimson Armour of Dargan.....40 points

The rich crimson metal of this armour flares into a storm of blood-coloured light when its wearer wills it, dazzling those who would strike a mortal blow.

Models whose troop type is 'infantry' or 'cavalry' only. The Crimson Armour of Dargan is a suit of heavy armour. In addition, the wearer is immune to the Multiple Wounds (X) special rule. If the wearer suffers an unsaved wound from an attack with this special rule, they lose a single Wound.

Talismans

Crown of Everlasting Conquest.....40 points

The warrior's helmet is crafted into a magnificent crown of spikes and horns which radiate invigorating dark power.

The wearer of the Crown of Everlasting Conquest gains the Regenerate (5+) special rule.

Brazen Collar*20 points

Champions are sometimes gifted with heavy, rune-etched brass collars. Worn around the neck, these marks of favour are potent wards against magic.

The wearer of a Brazen Collar has Magic Resistance (-2).

Magic Standards

Banner of the Gods75 points

Forged in the red-lit depths of Zharr-Naggrund, the Banner of the Gods induces dread in the enemy and unshakeable courage in the servants of Chaos.

A unit carrying the Banner of the Gods ignores all negative modifiers to its Leadership characteristic.

Doom Totem65 points

A collection of ragged skins strung over a framework of bone, the Doom Totem exudes a potent magic that demoralises and appals all who look upon it.

All enemy units that can draw a line of sight to the model carrying the Doom Totem suffer a -1 modifier to their Leadership characteristic.

Blasted Standard.....40 points

The Blasted Standard burns with coruscating magical flames that explode outward to consume any missile that comes near it.

A unit carrying the Blasted Standard may re-roll any rolls of a natural 1 when making an Armour Save roll against wounds suffered during the Shooting phase.

Banner of Rage35 points

Sewn from strings of congealed gore, this banner radiates a bloodlust so strong that those beneath it are goaded into a state of permanent rage.

A unit carrying the Banner of Rage gains the Frenzy special rule. However, unlike other Frenzied units, this unit cannot lose this special rule.



Enchanted Items

Pendant of Damnation30 points

This pendant burrows deep into the owner's chest and nestles beside their heart, filling them with vitality even as their mortal form inches towards damnation.

Models whose troop type is 'infantry' or 'cavalry' only. The bearer of the Pendant of Damnation gains a +1 modifier to their Attacks characteristic for every Wound they lose.

Helm of Many Eyes20 points

This ornate full face helm has no eyeholes, but is covered with magical eyes that, it is said, can see into the souls and minds of men.

The Helm of Many Eyes gives its wearer (but not their mount) the Strike First special rule. However, due to the confusing images the helm conjures up, its wearer is also subject to the Stupidity special rule.

Favour of the Gods*5 points

The Champion bears an obsidian pendant that marks them as having truly earned the favour of the Dark Gods.

Single use. The bearer of a Favour of the Gods may re-roll the D6 when rolling on the Gaze of the Gods table.

Arcane Items

Skull of Katam60 points

The polished skull of the daemonologist Katam constantly whispers its dark secrets into the mind of any Wizard nearby.

The bearer of the Skull of Katam and any other Wizard within 3" (friend or foe) may apply a +1 modifier to any Casting roll they make.

Note that this is a modifier to the result of a roll – it does not negate a roll of a natural double 1.

Infernal Puppet.....50 points

Twisting and jerking upon its strings, this eldritch homunculus draws the Winds of Magic into itself, causing them to flow with strange currents that confound the wits of its master's rivals.

Unless the owner of the Infernal Puppet is fleeing or engaged in combat, they may use it whenever an enemy Wizard that is within 24" of them makes a Casting roll. If they do so, the enemy Wizard must roll an extra D6 and discard the highest result.

Spell Familiar*15 points

A spell familiar memorises a spell on its master's behalf, constantly rehearsing for its big moment until it is called upon to share its arcane knowledge.

0-1 per Wizard. The owner of a Spell Familiar knows one more spell (chosen in the usual way) than is normal for their Level of Wizardry.

Note that this does not increase the Wizard's Level.



WARRIORS OF CHAOS SPECIAL RULES

A game of Warhammer: the Old World is packed with fantastic creatures and skilled warriors with abilities so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.

On the following pages you will find a full description for each of the army special rules used by models drawn from the Warriors of Chaos army list:

Chaos Armour (X+)

Chaos Armour is the living gift of the gods. As champions progress towards glory, their armour becomes ever more heavy and baroque as new plates are added, each new piece obscuring more of their humanity.

A model with this special rule has a Ward save against any wounds suffered. The armour value of this Ward save is shown in brackets after the name of this special rule (shown here as 'X+'). In addition, a Wizard with this special rule may wear armour without penalty.

Ensorcelled Weapons

Many of the Chaos gods' chosen champions brandish ensorcelled weapons, their heavy, black blades inscribed with dark runes that glow with infernal power.

A hand weapon carried by a model with this special rule has the Magical Attacks special rule and an Armour Piercing characteristic of -1.

Note that this special rule only applies to a single, non-magical hand weapon and does not apply to a model's mount (should it have one). If the model is using two hand weapons or any other sort of weapon, this special rule ceases to apply.



Gaze of the Gods

Champions of Chaos constantly strive to draw their patron's attention upon the battlefield. But the gods are fickle, and their blessing can be a curse.

During the Command sub-phase of their turn, a character with this special rule may choose to roll on the Gaze of the Gods table:

Gaze of the Gods Table

D6	Result
1	Damned by Chaos: The Champion is beset with visions of the Realm of Chaos. This model becomes subject to the Stupidity special rule for the remainder of the game. If they already have this special rule, they suffer a -1 modifier to their Leadership (to a minimum of 2).
2	Unnatural Quickness: To the Champion, time itself seems to slow around them. Until your next Start of Turn sub-phase, this model gains a +1 modifier to their Initiative characteristic (to a maximum of 10).
3	Iron Skin: Beneath their baroque armour, the Champion's skin becomes like iron. Until your next Start of Turn sub-phase, this model gains a +1 modifier to their Toughness characteristic (to a maximum of 10).
4	Murderous Mutation: Long tentacles whip from beneath the Champion's armour to grasp at their enemies. For the remainder of the game, this model gains a +1 modifier to their Weapon Skill characteristic (to a maximum of 10).
5	Dark Fury: A terrible rage grips the Champion. For the remainder of the game, this model gains a +1 modifier to their Attacks characteristic (to a maximum of 10).
6	Apotheosis: The Champion is blessed with Daemonic vitality. For the remainder of the game, this model gains a +1 modifier to both their Strength and Leadership characteristics (to a maximum of 10).

Note that any benefits granted by the Gaze of the Gods apply only to the Champion, not to their mount (should they have one).

Marks Of Chaos

Those who bear the favour of the Dark Gods are marked by them. Their appearance becomes shaped by the signs and stigmata of their patron, proclaiming their loyalty for all to see.

Many models in this army list have the Mark of Chaos Undivided listed among their special rules. Of those that do, some have the option to replace it with the Mark of a specific Chaos god:

- A model cannot have more than one Mark of Chaos.
- All models within a unit must have the same Mark of Chaos.
- A character with the Mark of a specific Chaos god can only join a unit with the same Mark, with the Mark of Chaos Undivided, or with no Mark.
- A character with the Mark of Chaos Undivided can join any unit as normal.

Note that, with the exception of Daemonic Mounts, the benefits granted by a Mark of Chaos apply only to its bearer, not to their mount (should they have one).



Mark of Chaos Undivided: *Many warriors from the cold North worship the Gods of Chaos as a pantheon, favouring no one deity above the others.*

Models with the Mark of Chaos Undivided can re-roll any failed Fear, Panic or Terror test.



Mark of Khorne: *Warriors marked by Khorne are consumed with a violent rage and the constant need to shed the blood of their foes.*

Models with the Mark of Khorne have the Frenzy special rule.



Mark of Nurgle: *Those marked by Nurgle are eternally accompanied by thick clouds of flies, blinding, deafening and choking their enemies.*

Any enemy model that directs its attacks against a model with the Mark of Nurgle during the Combat phase must re-roll any rolls To Hit of a natural 6.



Mark of Slaanesh: *Devotees of Slaanesh have experienced sensations beyond comprehension, rendering them insensible to mortal fears.*

Models with the Mark of Slaanesh have +1 Initiative during the first round of any combat. Additionally, if the majority of the models in a unit have the Mark of Slaanesh, the unit automatically passes any Panic tests it is required to make.



Mark of Tzeentch: *Those who bear the ever-burning Mark of Tzeentch have a natural capacity to manipulate magic and unbind the weak spells of mere conjurers.*

Models with the Mark of Tzeentch have the Flaming Attacks and Magic Resistance (-1) special rules. In addition, if a Wizard with the Mark of Tzeentch has joined a unit with the Mark of Tzeentch that has a Unit Strength of 10 or more, they may apply a +1 modifier to any Casting roll they make. Should they leave the unit for any reason, or should the unit's Unit Strength fall below 10, this modifier is lost.

LORE OF CHAOS



Chaos Sorcerers are gifted understanding of dark magic by the Ruinous Powers which they serve. Spells creep into their minds through dreams, visions, and the whispers of the Dark Gods themselves.

A Wizard with the 'Lore of Chaos' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or the spell that corresponds to their Mark of Chaos listed below.

Winds of Chaos (Mark of Chaos Undivided)

A cold and vicious gale blows from the Northern Wastes, carrying with it the laughter of Dark Gods.

Type: Hex

Casting Value: 7+/9+

Range: 21"

Effect: If this spell is cast with a casting result of 7 or more, the target enemy unit suffers a -1 modifier to its Movement characteristic (to a minimum of 1). If this spell is cast with a casting result of 9 or more, the target enemy unit suffers a -2 modifier to its Movement characteristic (to a minimum of 1). This spell lasts until your next Start of Turn sub-phase.

Acquiescence (Mark of Slaanesh)

The enemy is humbled by the beauty of Slaanesh, letting their weapons fall limply to their sides.

Type: Hex

Casting Value: 6+

Range: 12"

Effect: Until the end of the Combat phase, the target enemy unit becomes subject to the Strike Last special rule.

Fleshy Abundance (Mark of Nurgle)

Great wobbling mounds of fat spill out from beneath the armour of the Sorcerer and their comrades.

Type: Enchantment

Casting Value: 7+

Range: Self

Effect: Remains in Play. Whilst this spell is in play, the caster and any unit they have joined gain a +1 modifier to their Toughness characteristic (to a maximum of 7).

Blue Fire (Mark of Tzeentch)

As the Sorcerer's hands draw strange runes in the air, their enemies are consumed by blue flames.

Type: Magic Missile

Casting Value: 9+

Range: 18"

Effect: The target enemy unit suffers D6+3 Strength 4 hits, each with an AP of -2 and with the Flaming Attacks special rule.







Heeding the summons of a mighty Sorcerer of Chaos, the twisted form of a Chimera emerges from the ruins of a shrine to Chaos.



A unit of Chosen Chaos Warriors, clad in baroque Chaos armour and wielding heavy-bladed halberds.



A unit of Chaos Knights, armed with lances and mounted upon vicious Chaos Steeds.



Led by a mighty Daemon Prince, a horde of Chaos Marauders rampages through the land, leaving devastation in its wake.



BEASTMEN BRAYHERDS

 The Beasts of Chaos are the true Children of the Dark Gods. Grotesque hybrids of fierce animal and primitive human, these horned and stinking warrior-beasts infest the blighted forests that cover the Old World. Their savage tribes explode from the depths of the haunted woods to wage bitter war against the civilised races, and so profound is the Beastmen's hatred of order and reason that they seek to drag the world kicking and screaming into a barbaric and primal age.



The Beasts Of The Forest

Beastmen are not natural creatures; they first came into existence when the polar gateway of the Old Ones collapsed, showering the world with corrupting warpstone. It worked a dreadful change on many of the ancestors of Men, causing severe mutations. Hence, Beastmen were created half-man, half-animal, wholly chaotic.

The Children of Chaos, as they call themselves, are wild and brutish creatures that care little for other beings and despise the race of Men above all else. 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, which are 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 human. Beastmen willingly embrace their twisted heritage – they have the intelligence of a Man, but employ it with the base cunning of a wild animal.

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

The Beastmen build no cities, for order and construction are anathema to them. They live instead in tribal warbands, called Warherds by the creatures themselves, each led by the strongest among them – a true Champion of the Ruinous Powers. These Warherds roam far and wide, following the scent of fresh meat. They infest the forests and the wastelands of the Old World and the other nations of Mankind, being most numerous in the far north and the Drakwald Forest, but also gathering in numbers in the lands of the south such as chivalrous Bretonnia and bright Tilea where the ancient forests harbour hidden Beastmen camps. Eastwards to Cathay and westwards across the great ocean beyond Naggaroth, Beastmen have also made their lairs. Wherever Men once roamed or still dwell, the Beastmen can be found.

Beastmen Warherds are extremely dangerous in battle; a ferocious mass of brutish warriors and great lumbering chariots eager to tear apart any enemies that dare to stand in their way. Towering above the Beastmen come bellowing Minotaurs and Dragon Ogres, while feral Centigors lope through the woods around them. Often, the horde breaks quickly into warring factions, for Beastmen are Children of Chaos and organisation and order is a concept which is alien 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 Men, Elves, Dwarfs or Orcs and Goblins, but when this happens the mortal lands are in dire peril.



Calling The Brayherd

Rival Beastmen Warherds fight against each other all the time, be it over disputed territory, looted riches or to gain the notice and earn the favour of the Chaos gods. At other times, the Beastmen of many Warherds band together in strength, answering the call of a single chieftain to form a Brayherd.

The calling of a Brayherd starts with a chieftain, guided by some portent or dream, building a massive pyre, visible for leagues around. From far and wide, rival Warherds answer the summons, the chieftain of each stepping into the clearing and making their presence known. Once the Warherds have gathered, the chieftain that called the Brayherd demands that all present submit to their will and follow them to war. Inevitably, others will challenge the caller's right to lead the Brayherd, and a series of ritual combats will ensue. When at last a single mighty champion remains, the assembled Brayshamans will announce that the matter is decided and declare the victor the Beastlord.

The instant the Beastlord is acknowledged, the assembled Beastmen erupt into a frenzy of action. Led by chanting, shrieking Brayshamans, the Beastmen drag forth captives for sacrifice before the herdstones. The forest resounds with screams, such that Men for leagues in every direction tremble within their hovels and pray to their gods. The scent of butchered flesh hangs heavy in the air, attracting Minotaurs and worse to the herdstone.

As dawn breaks, from the shrouded treeline the atonal droning of warhorns sounds, accompanied by the dolorous, arrhythmic pounding of mighty drums made from the flayed skins of defeated foes. Soon, massed figures emerge from the mists and the horde becomes visible in all its terrible glory.

The Horde Rises

The tactics employed by the Beastmen are not the practised drills of many other races, but the inherent guile of a pack of wild animals stalking and encircling its prey. They sense weakness and smell fear, surging forward for the kill and falling upon their prey in an orgy of butchery.

The coming of the horde is always presaged by a cacophonous braying. As if to amplify their already deafening war cries, the Beastmen employ war horns fashioned from the horns of slain rivals, along with a bewildering array of banners daubed with crude runes. At the centre of the horde are heavily armoured, elite Bestigors. Equipped with huge axes, these Beastmen hack into the enemy as farmers scythe down wheat. The Bestigors will fight to the death to take the banners of their foe, trampling enemy standards into the mud as the bulk of the horde comes on in their bloody wake. All the while, Gors and Ungors stalk through the undergrowth to encircle the enemy, before springing horribly effective ambushes upon the flanks and rear of an opposing army.

Alongside the Warherd come the Minotaurs, driven to extremes of violence by the scent of blood. Above the battlefield, ragged flocks of Harpies screech and squabble over the remains of the dead. Even larger creatures accompany the horde; terrifying Cygors, rot-clad Giants of the forests, and bloated, betentacled things that lurk within the wooded bogs and can swallow whole a dozen men in a single gulp.

When the herds form up for battle, the sight strikes terror into even the bravest warriors, for such a menagerie of horrors can consume all before it.



BEASTMEN BRAYHERDS ARMY LIST

 This page details the Grand Army composition list for the Beastmen Brayherds. This is the default army composition list for this faction. Using this army composition list to write your muster list will give you the widest variety of units to choose from and create a broad and balanced force.



This army list is intended for use alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook. Over the following pages you will find profiles and rules for each of the models in your army. These pages give you all of the information that you need to shape your collection of models into the units which will in turn form a force ready for battle.

Grand Army Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Beastlord, Great Bray-Shaman or Doombull per 1,000 points
- Wargors, Bray-shamans, Gorebulls and Centigor Chieftains

Core

At least 25% of your army's points value must be spent on:

- 1+ Gor Herd
- Ungor Herds, Chaos Warhounds, Razorgor Herds and Tuskgor Chariots
- If your General is a Beastlord or Wargor, 0-1 Bestigor Herd may be taken as a Core choice
- If your General is a Doombull or Gorebull, 0-1 Minotaur Herd may be taken as a Core choice

Special

Up to 50% of your army's points value may be spent on:

- Bestigor Herds, Harpies, Minotaur Herds, Centigor Herds, Dragon Ogres, Razorgor Chariots and Cockatrice
- Chaos Ogres (see *Warriors of Chaos* army list)
- If your General is a Great Bray-Shaman or Bray-Shaman, 0-1 Jabberslythe or Cygor may be taken as a Special choice
- If your General is a Doombull or Gorebull, 0-1 Ghorgon may be taken as a Special choice

Rare

Up to 25% of your army's points value may be spent on:

- Dragon Ogre Shaggoths, Jabberslythes, Cygors, Ghorgons and Chaos Giants
- Chaos Trolls and Chaos Spawn (see *Warriors of Chaos* army list)

Mercenaries

Up to 20% of your army's points value may be spent on mercenaries.

Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from:

- Any Beastmen Brayherds Army of Infamy composition list
- One of the following Grand Army composition lists:
 - Orc & Goblin Tribes (Uneasy)
 - Warriors of Chaos
 - Tomb Kings of Khemri (Suspicious)

Battle Standard Bearer

A single Wargor in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.



Character



Beastmen Chieftains

Beastlords and Wargors are the leaders of the Warherds, but they care not how their underlings are fed or how disputes are settled. The only thing that concerns them is battle. They are hairy, musclebound brutes possessed of a raw and savage might that carry themselves with swaggering confidence, revelling in their own superiority over lesser beasts. Their thick, hairy skulls are crowned with magnificent sets of horns as sharp and hard as any blade, and their robust and heavily-thewed bodies are covered with scar tissue and crudely rendered tattoos. The threat of violence is implicit in their every gesture. Upon the battlefield a Beastlord is a force of untold destruction, gouging and butchering with horn, blade and claw.

Beastmen Chieftains

	M	WS	BS	S	T	W	I	A	Ld	Points
Beastlord	5	6	3	5	5	3	5	4	8	115
Wargor	5	5	3	4	5	2	4	3	7	55

Troop Type: Heavy infantry (character)
Base Size: 25 x 25 mm (min) 30 x 30 mm (max)
Unit Size: 1
Equipment: Hand weapon

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Great weapon.....+4 points
- May take one of the following:
 - Light armour.....+2 points
 - Heavy armour.....+4 points
- May take a shield.....+2 points
- May take Chaos Mutations (see page 111) up to a total of.....50 points
- 0-1 per 1,000 points may:
 - Have the Ambushers special rule.....+10 points
 Or:
 - Be mounted on a Tuskgor Chariot.....See page 103
 - Be mounted on a Razorgor Chariot.....See page 103
- A Beastlord may purchase magic items up to a total of.....100 points
- A Wargor may purchase magic items up to a total of.....50 points

Special Rules: Blood Rage, Brayhorn (General only), Foe Render, Gaze of the Gods, Mark of Chaos Undivided, Primal Fury, Warband

Brayhorn

Carved from the horn of a slain rival, the clarion call of a brayhorn is a chieftain's summons to any Beastmen who hear it.

From the beginning of round 2 onwards, if your General is on the battlefield during the Command sub-phase of their turn, they may attempt to sound the Brayhorn by making a Leadership test. If this test is passed, you may immediately roll again for each unit of Ambushers in the army that is held in reserve and that did not arrive during the Start of Turn sub-phase of this turn.

Note that this special rule may only be used by a Beastlord or Wargor that has been selected to be the General of the army.



Beastmen Shamans

	M	WS	BS	S	T	W	I	A	Ld	Points
Great Bray-Shaman	5	5	3	4	5	3	4	2	8	150
Bray-Shaman	5	4	3	3	4	2	3	1	7	65

Troop Type: Regular infantry (character)
Base Size: 25 x 25 mm (min) 30 x 30 mm (max)
Unit Size: 1
Equipment: Braystaff (see below)

Magic: A Great Bray-Shaman is a Level 3 Wizard. A Bray-Shaman is a Level 1 Wizard. Every Beastman Shaman knows spells from one of the following Lore of Magic:

- Daemonology
- Dark Magic
- Elementalism

Options:

- May take Chaos Mutations (see page 111) up to a total of.....50 points
- 0-1 per 1,000 points may:
 - Have the Ambushers special rule.....+10 points
- Or:
 - Be mounted on a Tuskgor Chariot.....See page 103
 - Be mounted on a Razorgor Chariot.....See page 103
- A Great Bray-Shaman may:
 - Be a Level 4 Wizard.....+30 points
 - Purchase magic items up to a total of.....100 points
- A Bray-Shaman may:
 - Be a Level 2 Wizard.....+30 points
 - Purchase magic items up to a total of.....50 points

Special Rules: Braystaff, Gaze of the Gods, Lore of Beasts, Mark of Chaos Undivided, Primal Fury, Warband

Braystaff

As a crude badge of office, Bray-Shamans often carry a heavy staff hung with bones, shells and skulls, with pieces of stone and metal embedded into its length.

When this model's combat is chosen during Step 1.1 of any Choose & Fight Combat sub-phase, it must choose to use its Braystaff offensively or defensively. Used offensively, a Braystaff counts as a great weapon. Used defensively, a Braystaff counts as a hand weapon and gives its wielder an Armour Value of 5+.



Character



Beastmen Shamans

The Shamans of the Beastmen race are vile to behold, their filthy bodies covered in matted fur into which all manner of crude fetishes and grim charms are woven. Their twisted features are often covered in a ragged hood and they bear heavy braystaves as both brutal weapons and the symbol of their position in the Warherd. Bray-Shamans occupy a unique niche in the brutal and bitter world of the Beastmen. They have no need to defend themselves from other members of their tribe, for none would dare assault them. Not even the mightiest Beastlord would harm a Bray-Shaman, for they speak the will of the Dark Gods, and those that defy the gods pay the highest price of all.

Character



Minotaur Champions

When Morrslieb, the Chaos moon, hangs full in the sky, the Doombulls roar out a bellowing call that resounds around the forest for many miles, attracting yet more Minotaurs and invoking the bloodgreed that runs through all of their kind. Soon, the forest will echo to the thunder of gargantuan hooves as Minotaurs gather by the hundred at the herdstone, pawing the ground in their haste to trample and crush. It is not only Minotaurs who heed the call – others are overcome by the primal urge to fight and feed. As bands of Minotaurs crash through the trees towards the settlements and fortifications of the civilised races, so groups of Gors, Ungors and other, far worse things follow in their wake.

Minotaur Champions

	M	WS	BS	S	T	W	I	A	Ld	Points
Doombull	6	6	3	6	5	5	5	5	8	210
Gorebull	6	5	3	5	5	4	4	4	7	130

Troop Type: Monstrous infantry (character)

Base Size: 50 x 50 mm

Unit Size: 1

Equipment: Hand weapon

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Great weapon.....+4 points
- May take one of the following:
 - Light armour.....+3 points
 - Heavy armour.....+6 points
- May take a shield.....+5 points
- May take Chaos Mutations (see page 111) up to a total of.....50 points
- A Doombull may purchase magic items up to a total of.....100 points
- A Gorebull may purchase magic items up to a total of.....50 points

Special Rules: Armour Bane (1), Blood Greed, Blood Rage, Bull-gors, Fear, Foe Render, Gaze of the Gods, Impact Hits (1), Mark of Chaos Undivided, Primal Fury, Slaughterer's Call, Warband

Slaughterer's Call

The bloodlust of a Minotaur Champion is infectious. When blood is scented, all rational thought is driven from the minds of those around them, replaced with an unquenchable thirst for slaughter.

Whilst this model is Frenzied, any unit it has joined will also become Frenzied.



Centigor Chieftains

	M	WS	BS	S	T	W	I	A	Ld	Points
Warhoof	8	5	3	5	4	3	3	4	7	75

Troop Type: Light cavalry (character)

Base Size: 30 x 60 mm

Unit Size: 1

Equipment: Hand weapon

Options:

- May take one of the following:
 - Cavalry spear.....+2 points
 - Great weapon.....+4 points
- May take one of the following:
 - Light armour.....+2 points
 - Heavy armour.....+4 points
- May take one of the following:
 - Throwing axes.....+2 points
 - Javelins.....+2 points
- May take a shield.....+2 points
- 0-1 per 1,000 points may have the Ambushers special rule.....+10 points
- May take Chaos Mutations (see page 111) up to a total of.....50 points
- May purchase magic items up to a total of.....50 points

Special Rules: Drunken, Fast Cavalry, Gaze of the Gods, Mark of Chaos Undivided, Move through Cover, Primal Fury, Stomp Attacks (1), Swiftstride, Warband

Character



Centigor Chieftains

Merged together in ages past by the warping power of Chaos, Centigors are a disturbing cross between four-legged creatures, such as horses and oxen, and bipedal Beastmen. Centigor herds are led by Chieftains known as Warhoofs. Strong, vital and crude, these musclebound brutes possess a raw and savage might. They carry themselves with swaggering confidence, revelling in their own superiority over lesser beasts. When the Warherds are summoned, it is not uncommon for Centigors to heed the call along with the Beastmen. While Beastman Chieftains and their Shamans observe the rituals of the Warherd, the Warhoofs strut and swagger about with vulgar bravado, swilling looted wine by the skinful and making outrageous boasts about their own prowess.



Infantry



Bestigor

The strongest and most vicious of Beastmen are known as Bestigors. Because of their size and ferocity, Bestigors carve out a privileged position within the Warherd. They form the chieftain's inner circle of retainers, constantly enforcing their superiority upon the Gors and Ungors with random acts of excessive violence. Bestigors typically carry massive axes and wear solid, heavy plates of armour and chainmail adorned with all manner of grisly trophies taken from those that have put up a fight before being cut into pieces. Because Bestigors have the pick of the arms and armour laid before the herdstones, it is not unheard of for a band of Bestigors to look almost like a coherent force upon the battlefield.

Bestigor Herds

	M	WS	BS	S	T	W	I	A	Ld	Points
Bestigor	5	4	3	4	4	1	4	1	7	13
Gouge-horn	5	4	3	4	4	1	4	2	8	+8

Troop Type: Heavy infantry

Base Size: 30 x 30 mm

Unit Size: 5+

Equipment: Hand weapons, great weapons and heavy armour

Options:

- Any unit may:
 - Upgrade one model to a Gouge-horn (champion).....+8 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician.....+6 points per unit
 - Purchase a magic standard worth up to.....50 points
- A Gouge-horn may take:
 - Chaos Mutations (see page 111) up to a total of.....25 points
 - Magic items up to a total of.....25 points
- 0-1 unit in your army may:
 - Have the Stubborn special rule.....+1 point per model
 - Have the Veteran special rule.....+1 point per model

Special Rules: Blood Rage, Close Order, Mark of Chaos Undivided, Primal Fury, Warband



Gor Herds

	M	WS	BS	S	T	W	I	A	Ld	Points
Gor	5	4	2	3	4	1	3	1	6	7
True-horn	5	4	2	3	4	1	3	2	7	+7

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons

Options:

- The entire unit must take one of the following:
 - Additional hand weapons.....Free
 - Shields.....Free
- Any unit may:
 - Upgrade one model to a True-horn (champion).....+7 points per unit
 - Upgrade one model to a standard bearer.....+5 points per unit
 - Upgrade one model to a musician+5 points per unit
- A True-horn may:
 - Replace a hand weapon or its shield with a great weaponFree
 - Purchase magic items up to a total of.....25 points
- 0-1 unit per 1,000 points may:
 - Have the Ambushers special rule.....+1 point per model
 - Purchase a magic standard worth up to.....50 points

Special Rules: Bestial Charge, Blood Rage, Horde, Mark of Chaos Undivided, Move through Cover, Open Order, Primal Fury, Skirmishers, Warband

Bestial Charge

Driven by their hatred of civilisation and order, Beastmen Gors fall upon the foe with terrible ferocity, their crude weapons and horned skulls granted strength by the fury of their charge.

During a turn in which it made a charge move of 3" or more, a model with this special rule gains a +1 modifier to its Strength characteristic.



Infantry



Beastman Gors

Gors form the great mass of the Warherds. Their appearance varies, but the base form of the Beastman is the head and legs of a goat and the upper torso of a Man, albeit a particularly hairy and malodorous one. They have the savage fangs of wolves with which to tear great chunks of flesh from their foes, and muscular and robust (if flea-ridden) bodies, well-suited to acting out their primal urges. One thing all true Beastmen have in common is their horns, without which they cannot be considered real Gors. A Beastman who possesses a fine set of horns is said to be a 'True-horn', or 'True-gor', and it is these who are the strongest and most intelligent of all Gors.

Infantry



Ungors

Ungors are smaller than other Beastmen and their horns, if they have any, are less impressive. While Gors may have long and spectacular horns, Ungors usually have short prongs or horn buds sprouting from their skulls. Because of this, Ungors are not considered to be 'proper' Beastmen by the Gors. Ungors take to the field of battle in large herds, arming themselves with stout spears with which to impale their prey, and carrying crude shields to protect their grotesque potbellied bodies.

Harpies

Harpies are particularly loathsome, winged creatures with a body that is a parody of the human form. They follow the Warherds as scavengers and are drawn to battle to prey upon the injured and the dying.

Ungor Herds

	M	WS	BS	S	T	W	I	A	Ld	Points
Ungor	5	3	3	3	3	1	3	1	5	5
Half-horn	5	3	3	3	3	1	3	2	6	+7

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 10+
Equipment: Hand weapons and shields

Options:

- The entire unit may take one of the following:
 - Thrusting spears+1 point per model
 - Throwing spears.....+1 point per model
 Or:
 - May replace shields with shortbowsFree
- Any unit may:
 - Upgrade one model to a Half-horn (champion).....+7 points per unit
 - Upgrade one model to a standard bearer+5 points per unit
 - Upgrade one model to a musician+5 points per unit
- 0-1 unit per 1,000 points may have the Ambushers special rule.....+1 point per model

Special Rules: Chariot Runners, Horde, Mark of Chaos Undivided, Move through Cover, Open Order, Primal Fury, Skirmishers, Warband

Harpies

	M	WS	BS	S	T	W	I	A	Ld	Points
Harpy	5	3	0	3	3	1	5	2	6	11

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 5+
Equipment: Claws (counts as hand weapons)
Special Rules: Fly (10), Move through Cover, Scouts, Skirmishers, Swiftstride



Minotaur Herds

	M	WS	BS	S	T	W	I	A	Ld	Points
Minotaur	6	4	3	5	4	3	3	3	7	47
Bloodkine	6	4	3	5	4	3	3	4	7	+6

Troop Type: Monstrous infantry

Base Size: 50 x 50 mm

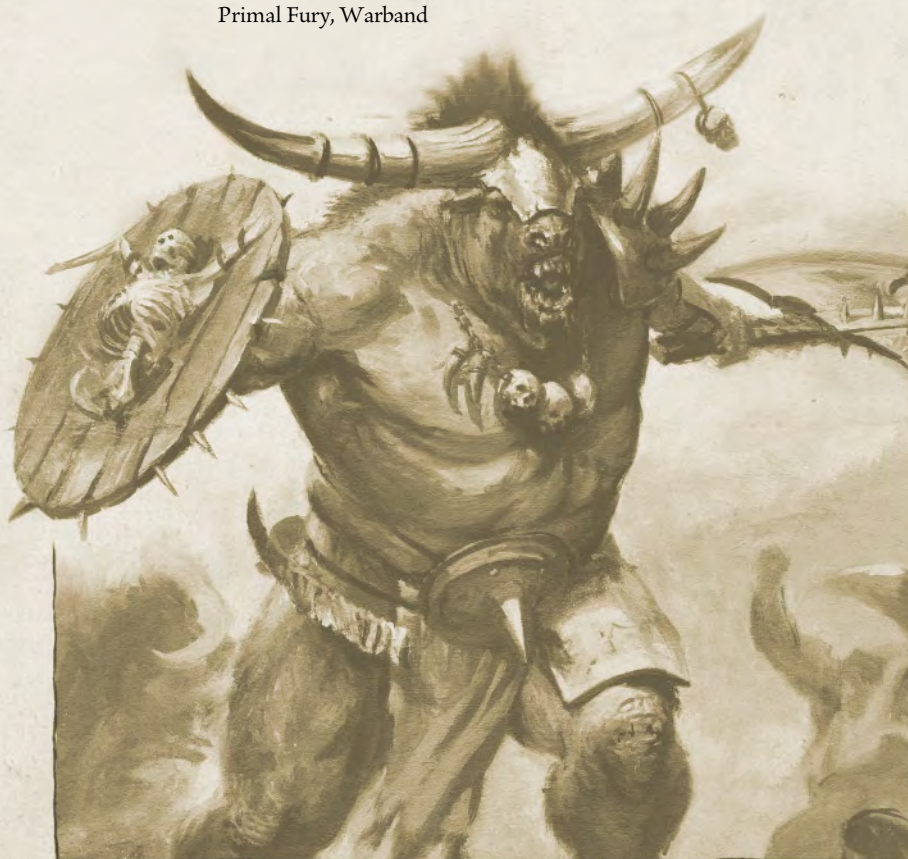
Unit Size: 2+

Equipment: Hand weapons and light armour

Options:

- Any model in the unit may take one of the following:
 - Additional hand weapon.....+3 points per model
 - Great weapon.....+4 points per model
- Any model in the unit may take a shield+2 points per model
- Any unit may:
 - Upgrade one model to a Bloodkine (champion).....+6 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Purchase a magic standard worth up to.....50 points
- A Bloodkine may take:
 - Chaos Mutations (see page 111) up to a total of.....25 points
 - Magic items up to a total of25 points
- 0-1 unit in your army may have the Ambushers special rule.....+3 points per model

Special Rules: Blood Greed, Blood Rage, Bull-gors, Close Order, Fear, Foe Render, Impact Hits (1), Mark of Chaos Undivided, Motley Crew, Primal Fury, Warband



Infantry



Minotaurs

Minotaurs are massive bull-headed monstrosities that constantly hunger for hot blood and red meat. Often growing to twice the height of a Man and far greater in muscular bulk, their thick-skulled heads are broad and ugly, and their horns can eviscerate with a single thrust. To a Minotaur, the battlefield is a place of maddening excess. The scent of gore drives them wild and they bellow their hunger for all to hear. They charge with a thundering impact, horns lowered to impale, striking blow after blow against the enemy. Once their victims lie slain, the Minotaurs slake their thirst by tearing greedily at raw flesh and gulping down great hunks of steaming meat, even whilst the battle rages on around them.

Cavalry



Centigors

Strong of limb and fleet of foot, Centigors are powerful creatures. However, they are not especially agile and while they have great strength, they lack the dexterity to manipulate objects with any skill or control. Centigors are bitter and spiteful, resenting their awkward nature, and harbour a deep jealousy of creatures whose minds and bodies are better matched. Centigors live on the northern and eastern edges of the forests of the Old World, where the trees reluctantly yield to the sparse grasslands of the Northern Wastes. They are nomadic, without settlements or even encampments of any kind. Often, they will join the Warherd of a Beastmen Chieftain, for the rewards of violence and plunder from such an allegiance are great.

Centigor Herds

	M	WS	BS	S	T	W	I	A	Ld	Points
Centigor	8	4	3	4	4	1	2	1	6	19
Gorehoof	8	4	3	4	4	1	2	2	7	+8

Troop Type: Light cavalry
Base Size: 30 x 60 mm
Unit Size: 5+
Equipment: Hand weapons and shields

Options:

- The entire unit may take one of the following:
 - Cavalry spears.....+1 point per model
 - Throwing spears.....+1 point per model
- Or:
 - May replace shields with great weapons+1 point per model
- The entire unit may take one of the following:
 - Throwing axes+1 point per model
 - Javelins.....+1 point per model
- Any unit may:
 - Upgrade one model to a Gorehoof (champion).....+8 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician+6 points per unit
- A Gorehoof may purchase magic items up to a total of25 points
- 0-1 unit in your army may have the Ambushers special rule+1 point per model
- 0-1 unit per 1,000 points may purchase a magic standard worth up to.....50 points

Special Rules: Drunken, Fast Cavalry, Horde, Mark of Chaos Undivided, Move through Cover, Open Order, Primal Fury, Skirmishers, Stomp Attacks (1), Swiftstride, Warband



Dragon Ogres

	M	WS	BS	S	T	W	I	A	Ld	Points
Dragon Ogre	7	4	2	5	4	4	2	3	8	56
Shartak	7	4	2	5	4	4	2	4	8	+7

Troop Type: Monstrous cavalry

Base Size: 50 x 75 mm

Unit Size: 1-9

Equipment: Hand weapons and light armour

Options:

- The entire unit may take one of the following:
 - Additional hand weapons.....+3 points per model
 - Great weapons.....+4 points per model
 - Halberds.....+3 points per model
- The entire unit may replace light armour with heavy armour.....+3 points per model
- Any unit may upgrade one model to a Shartak (champion).....+7 points per unit
- A Shartak may:
 - Take Chaos Mutations up to a total of.....25 points
 - Purchase magic items up to a total of.....25 points

Special Rules: Armour Bane (1), Armoured Hide (2), Close Order, Fear, Ensorcelled Weapons, Immune to Psychology, Stomp Attacks (2), The Quickening Storm

Cavalry



Dragon Ogres

When forks of lightning sunder the night sky and the roar of thunder booms through the peaks, the elders of the north whisper that the Dragon Ogres are waking. They tell their superstitious kin of enormous scaled monsters that duel upon the crests of the Worlds Edge Mountains, their prize an eternity of warfare. These are the Dragon Ogres, and they are said to be amongst the oldest of all living things. The incredible longevity of the Dragon Ogres is the work of the Gods of Chaos. Aeons ago, the elders of their race made a pact with the Ruinous Powers, embracing eternal life and damnation in order to save themselves from a slow decline towards extinction.



Cavalry



Chaos Warhounds

In the darkest forests, massive, twisted hounds hunt their prey. They often stalk around encampments, searching for scraps and lone creatures to attack. When the Beastmen muster for an attack, these hounds lope alongside them, drawn by the promise of fresh meat. Some Beastmen rear these vicious hounds, training them for battle, though they can never be truly tamed.

Razorgors

Razorgors are massively mutated mountains of muscle, covered in spines, tusks and coarse hair. They are voracious omnivores but prefer a diet of fresh meat. So great is their appetite and so fearsome their jaws that they are able to gobble down both a knight in full plate mail and their barded horse in a matter of seconds.

Chaos Warhounds

	M	WS	BS	S	T	W	I	A	Ld	Points
Chaos Warhound	7	4	0	3	3	1	3	1	6	6

Troop Type: War beasts
Base Size: 25 x 50 mm
Unit Size: 5+
Equipment: Claws and fangs (counts as a hand weapon)

Options:

- Any unit may have:
 - The Armoured Hide (1) special rule.....+1 point per model
 - The Poisoned Attacks special rule.....+1 point per model
 - The Vanguard special rule.....+5 points per unit

Special Rules: Loner, Move through Cover, Open Order, Swiftstride

Razorgor Herds

	M	WS	BS	S	T	W	I	A	Ld	Points
Razorgor	7	3	0	5	5	3	2	4	6	52

Troop Type: War beasts
Base Size: 50 x 75 mm
Unit Size: 1+
Equipment: Tusks (counts as a hand weapon) and calloused hide (counts as light armour)
Special Rules: Armour Bane (1), Fear, Foe Render, Impact Hits (D3), Loner, Open Order, Primal Fury, Razor Tusks, Swiftstride



Tuskgor Chariots

	M	WS	BS	S	T	W	I	A	Ld	Points
Chariot	-	-	-	5	4	4	-	-	-	85
Bestigor Crew (x1)	-	4	3	4	-	-	4	1	7	-
Gor Crew (x1)	-	4	3	3	-	-	3	1	7	-
Tuskgor (x2)	7	3	-	4	-	-	2	1	-	-

Troop Type: Heavy chariot

Base Size: 50 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Bestigor Crew:** Hand weapon and great weapon
- **Gor Crew:** Hand weapon and cavalry spear
- **Tuskhors:** Tusks (counts as hand weapons)

Special Rules: Close Order, First Charge, Impact Hits (D6+1), Mark of Chaos Undivided, Primal Fury, Razor Tusks, Warband

Razorgor Chariots

	M	WS	BS	S	T	W	I	A	Ld	Points
Chariot	-	-	-	5	5	4	-	-	-	120
Bestigor Crew (x1)	-	4	3	4	-	-	4	1	7	-
Gor Crew (x1)	-	4	3	3	-	-	3	1	7	-
Razorgor (x1)	7	3	-	5	-	-	2	4	-	-

Troop Type: Heavy chariot

Base Size: 50 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Bestigor Crew:** Hand weapon and great weapon
- **Gor Crew:** Hand weapon and cavalry spear
- **Razorgor:** Tusks (counts as a hand weapon)

Special Rules: Armour Bane (1, Razorgor only), Close Order, Fear, First Charge, Foe Render (Razorgor only), Impact Hits (D6+2), Mark of Chaos Undivided, Primal Fury, Razor Tusks

Character Mount: A Tuskgor Chariot or Razorgor Chariot may be included in your army as a character's mount. If so, its points are added to that of its rider.

Chariot



Beastmen Chariots

The chariots of the Beastmen are ramshackle constructions, built from heavy pieces of lumber, scavenged from the ruins of Man's buildings. They are roughly nailed together with huge spikes; even the largest chariot shows no sign of craftsmanship or finesse. This matters little, however, because the brute strength and ferocity of the evil-tempered beasts that draw these chariots – pugnacious and stubborn Tuskhors and hideously mutated Razorgors – far outmatches that of mere horses, and the sheer weight of the chariot is enough to inflict terrible damage in its own right. Should the chariot shatter at the point of impact the crew care little, for they will have ridden down great swathes of the enemy in the process.

Monster



Dragon Ogre Shaggoths

When great storms roll across the world, the Dragon Ogre Shaggoths that slumber beneath the mountains stir. Their dreaming minds hear, echoed in the thunder, the roar of the Chaos gods calling them to battle. As lightning splits the skies, they scale cliff and glacier with iron-hard claws, hacking at each other with ancient axes and battling to reach the highest peaks. They do this in order to bathe in lightning, rejoicing in the raw forces of nature, for it is the storm that invigorates them and fills them with deadly energy for the coming battle. Shaggoths are the same creatures that bartered once with the Chaos gods; beings that bargained with divinity, and not only survived, but won their immortality.

Dragon Ogre Shaggoth

	M	WS	BS	S	T	W	I	A	Ld	Points
Shaggoth	7	6	2	6	5	6	4	5	9	225

Troop Type: Monstrous creature
Base Size: 50 x 75 mm
Unit Size: 1
Equipment: Hand weapon and light armour

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Great weapon.....+4 points
- May replace light armour with heavy armour+6 points
- May take Chaos Mutations (see page 111) up to a total of.....50 points
- May purchase magic items up to a total of50 points

Special Rules: Armour Bane (2), Armoured Hide (2), Close Order, Ensorcelled Weapons, Immune to Psychology, Large Target, Stomp Attacks (D3+1), Storm Call, Terror, The Quickening Storm

Storm Call

The oldest Dragon Ogres are able to summon storms and call lightning down from the heavens.

This model can cast the following Bound spell, with a Power Level of 1. This model can cast this Bound spell even if it is engaged in combat:

Type: Magic Missile

Casting Value: 7+

Range: Self

Effect: If this Bound spell is cast, all units within 6" of this model (friend or foe), including units engaged in combat and this model, suffer D3 Strength 4 hits, each with an AP of -1.



Jabberslythe

	M	WS	BS	S	T	W	I	A	Ld	Points
Jabberslythe	6	4	4	5	5	5	3	5	9	195

Troop Type: Monstrous creature

Base Size: 60 x 100 mm

Unit Size: 1

Equipment: Wicked claws (see below), slythey tongue (see below) and scaly skin (counts as heavy armour)

Special Rules: Close Order, Fly (9), Large Target, Maddening Aura, Poisoned Attacks, Spurring Bile Blood, Stomp Attacks (D3), Swiftstride, Terror

Maddening Aura

So ghastly and unnatural is a Jabberslythe, that a mere glance can drive all sanity and reason from the minds of those that behold it. Wherever such a beast passes, brave souls fall shrieking and babbling in its wake.

During the Command sub-phase of its turn, any enemy unit that is within 8" of this model, including units that are fleeing or that are engaged in combat, must make a Leadership test. If this test is failed, the unit suffers D3 Strength 3 hits, with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).

Spurring Bile Blood

When harmed, a Jabberslythe's boiling, acidic blood sprays its enemies, burning through their armour and into their flesh.

For each Wound this model loses during the Combat phase, the attacking enemy unit suffers a Strength 4 hit, with an AP of -1.

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Slythey tongue	12"	5	-1	Move & Shoot, Quick Shot



Monster



Jabberslythes

Jabberslythes are amongst the most foul of all the creatures of the deep forest. They are truly repugnant to look upon, having such grotesque and twisted features that even the clearest pools of water will not offer up their reflection. A sickening fusion of toad, sludge-drake and many-limbed insect, the Jabberslythe encompasses all that is unwholesome and vile about nature and magnifies it a hundredfold. Ungainly and clumsy creatures, Jabberslythes have mutated the better to catch prey, but the most horrendous of all their weapons is their vile appearance. There is something so unearthly and unsettling about these beasts that to even set eyes upon one is to go immediately and permanently insane.

Monster



Cockatrice

The Cockatrice is not a bold fighter and prefers to lurk in wait for easy prey. Yet despite this inclination for self-preservation, only a very foolish warrior would confront a Cockatrice. When the beast is threatened, it goes quickly berserk, shrieking and clawing at all who approach it with a maddened ferocity that more than compensates for its innate cowardice.

Despite its lack of courage, the Cockatrice possesses a curious ability that makes it the equal of even the mightiest Dragon. The Cockatrice can petrify foes with its magical gaze, turning them to stone with a glance. This makes the Cockatrice a deadly opponent, for a warrior must try to vanquish the beast without ever setting sight upon it.

Cockatrice

	M	WS	BS	S	T	W	I	A	Ld	Points
Cockatrice	4	4	5	4	5	4	6	6	6	170

Troop Type: Monstrous creature

Base Size: 50 x 50 mm

Unit Size: 1

Equipment: Claws (counts as a hand weapon), petrifying gaze (see below) and scaly skin (counts as heavy armour)

Options:

- May have acidic vomit+20 points
- May have the Poisoned Attacks special rule.....+10 points

Special Rules: Close Order, Fly (10), Large Target, Stomp Attacks (1), Stony Stare, Swiftstride, Terror

Stony Stare

Where the creature's gaze falls, its enemies turn painfully to stone.

At the start of each Combat phase, enemy models in base contact with this model must make an Initiative test. If this test is failed, they suffer D3 Strength 2 hits, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

	R	S	AP	Special Rules
Petrifying gaze	18"	2	N/A	Magical Attacks, Multiple Wounds (D3)

Notes: When making a roll To Wound for an attack made with this weapon, substitute the target's Toughness with its Initiative. No armour save is permitted against wounds caused by this weapon (Ward and Regeneration saves can be attempted as normal).

	R	S	AP	Special Rules
Acidic vomit	N/A	3	-1	Breath Weapon



Cygor

	M	WS	BS	S	T	W	I	A	Ld	Points
Cygor	7	2	1	6	5	6	3	4	8	215

Troop Type: Behemoth

Base Size: 60 x 100 mm

Unit Size: 1

Equipment: Claws (counts as a hand weapon), hurl attack (see below) and calloused hide (counts as light armour)

Special Rules: Close Order, Ghostsight, Immune to Psychology, Large Target, Soul-eater, Stomp Attacks (D3), Stubborn, Terror, Timmm-berrr!

Ghostsight

The swirling melee of combat is an indistinct blur to the Cygor, confusing and disorientating. Enemies imbued with magic, however, it can see with unearthly clarity.

During the Combat phase, a Cygor may re-roll any failed rolls To Hit made against enemy Wizards, enemy models or units equipped with any magic items, or enemy models or units with a Ward or Regeneration save.

Soul-eater

The presence of a Cygor is intensely unsettling to any nearby Wizards, for they know Cygors crave their souls above all else.

Any enemy Wizard that wishes to cast a spell whilst within 12" of one or more Cygors must first make a Leadership test. If this test is failed, the Wizard has lost their nerve and, should they fail to cast the spell (i.e., should their casting result be less than the casting value of the spell), the spell has been miscast and the active player immediately rolls on the Miscast table to see what fate befalls the unfortunate Wizard. If this test is passed, the Wizard can continue with their casting attempt as normal.

	R	S	AP	Special Rules
Hurl attack	12-36"	4 (8)	-1 (-3)	Bombardment, Cumbersome, Multiple Wounds (D3+1)

Notes: This weapon shoots like a stone thrower, using the 'Bombardment' special rule and a 3" blast template. If a 'Misfire' is rolled on the Artillery dice, this model loses a single Wound (instead of rolling on a Misfire table). The Multiple Wounds (D3+1) special rule applies only to a single model whose base lies underneath the central hole of the blast template.



Monster



Cygors

Cygors are huge, malformed giants, similar in form to Minotaurs, yet each possessed of but a single eye in the centre of its forehead. Through this eye, the Cygor is cursed to see not the material realm that mortals perceive, but the ever-shifting Winds of Magic as they blow through the world. Cygors roam the forests of the Old World, smashing through trees they cannot see and laying waste to anything in their path. They hunger eternally, for they can scarce perceive mundane prey and are only able to detect those possessed of magical powers, who blaze with searing light. These gigantic, eldritch predators constantly hunt mages, warlocks and witches, desperate to consume their flesh and thereby ingest the bright souls within.

Monster



Chaos Giants

Giants are monstrous humanoids that dwell most often in the cold, rocky climes of the north. Those that live in the forests of the Old World are a particularly vile example of their breed. Their skin is often covered in green and brown mould, fungus and moss, while their long beards are matted and tangled with ivy and creepers. Giants do not make common cause with the Warherds, rather they follow in their wake, joining in with the slaughter and slaking their hunger on cattle and their thirst on looted barrels of ale. Occasionally, one might be bound to the will of a Bray-Shaman, and such a beast emerging from the trees is enough to fill superstitious soldiers with heart-stopping horror.

Chaos Giant

	M	WS	BS	S	T	W	I	A	Ld	Points
Chaos Giant	6	3	1	6	6	6	2	*	10	200

Troop Type: Behemoth
Base Size: 50 x 50 mm (min), 50 x 75 mm (max)
Unit Size: 1
Equipment: Giant's club (see opposite) and calloused hide (counts as light armour)

Options:

- May have scaly skin (counts as heavy armour)+10 points
- May have the Regeneration (6+) special rule+20 points

Special Rules: Close Order, *Giant Attacks, Immune to Psychology, Large Target, *Pick Up And..., Stomp Attacks (D6), Terror, Timmm-berrrr!, Unbreakable

*Giant Attacks

Giants do not attack in the same way as other creatures. They are far too large and fractious to take orders and much too scatter-brained to have any sort of coherent plan.

Instead of attacking normally during the Combat phase or making a Pick Up And... attack, a Giant may choose to make a 'Giant Attack'. To make a Giant Attack, nominate an enemy unit that the Giant is engaged in combat with to be the target of the attack and roll on the Giant Attacks table below to determine what the Giant does:

Giant Attacks Table

D6 Result

- 'Eadbutt:** The Giant singles out a lone enemy and 'eadbutts' them. Nominate a single model in the fighting rank of an enemy unit the Giant is engaged with to be the target of this attack. That model is hit and suffers D3+1 wounds with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).
- Belly Flop:** The Giant crashes down bodily upon the enemy. Place a small (3") blast template so that its central hole is directly over the centre of the target unit. Any model (friend or foe, but not including this model) whose base lies underneath the template risks being hit and suffering a single hit, using the Strength characteristic of this model, with an AP of -2.
- Mighty Swing:** The Giant swings its club through the enemy ranks. For this attack, the Giant is subject to the Random Attacks special rule and has an Attacks characteristic of D6+1, and the Giant's club has a Strength characteristic of S+1 and an AP of -2.
- Thump With Club:** The Giant grasps its club two-handed and cracks its enemy on the head. Nominate a single model in the fighting rank of an enemy unit the Giant is engaged with to be the target of this attack. For this attack, the Giant's club has a Strength characteristic of S+4, an AP of -4 and the Multiple Wounds (D6) special rule.
- Jump Up & Down:** The Giant jumps around, kicking and flattening the enemy. For this attack, the Giant does not use its club. Instead, the target unit suffers D6+1 hits, each using the Strength characteristic of this model, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

*Pick Up And...

Sometimes, Giants forget there is a battle raging around them and, when faced with rank upon rank of bite-sized snacks, will become distracted, reaching down and grabbing enemies by the handful. What happens to these unfortunate souls varies; some are thrust into a sack or under the Giant's clothing for later, others are eaten on the spot, and still others are tossed carelessly aside to bounce off the scenery. Whatever the case, such unfortunates are rarely seen again.

Instead of attacking normally during the Combat phase or making a Giant Attack, a Giant that is engaged in combat with one or more units whose troop type is 'regular infantry' or 'heavy infantry' may choose to make a 'Pick Up And...' attack. To make a Pick Up And... attack, nominate an enemy unit of regular or heavy infantry that the Giant is engaged in combat with. The unit must immediately make an Initiative test:

- If this test is failed, a victim is picked up by the Giant. What happens next does not bear thinking about but, whatever it is, a single model belonging to the target unit is immediately removed from play as a casualty.
- If this test is passed, the warriors manage to duck and dodge away from the Giant's grasping hands. No one is picked up and the attack has no effect.

Next, roll a D6:

- On a roll of 1-3, the Giant forgets what it is doing and makes no further attacks.
- On a roll of 4+, the Giant attempts to pick up another enemy. The target unit must make another Initiative test.

This continues until the Giant forgets what it is doing and stops making attacks, or until the target unit is destroyed.

Enemy models removed from play are considered to have been removed from the fighting rank of the enemy unit.

	R	S	AP	Special Rules
Giant's club	Combat	*	*	*

Notes: *A Giant's club may have different characteristics and special rules depending upon what they do with it, as described in the Giant Attacks special rule.



Monster



Chaos Giants

Preferring the cold, rocky climes of the Troll Country and Norsca, Giants are encountered far more frequently in the north than in other areas of the Old World, although they will occasionally descend from lairs in the Worlds Edge or Middle Mountains to join bands of Orcs or Beastmen. Some Giants, especially those who make their homes far to the north where Norsca begins to give way to the Chaos Wastes, are warped still further by the power of Chaos. The mutations caused by the influence of the Dark Powers are even more terrifying when displayed by such monstrous creatures, and Giants moulded by Chaos into even more fearsome shapes can turn the bravest warrior to flight.

Monster



Ghorgons

When the Beastmen go to war they are accompanied by sickening fiends that have grown to impossible dimensions on a diet of raw flesh and warping magic. The Ghorgon is such a beast, a many-limbed, ox-headed slaughterer, possessed of an urgent need to devour and destroy. During battle, a Ghorgon wades into the enemy, grasping great gobbets of flesh to stuff into its maw. In its insatiable lust for food, the Ghorgon has been known to swallow victims whole, the entire body bolted down in a savage display of gluttonous delight. Smeared with gore and drooling slather, a Ghorgon can regain new strength from its flesh feast. Yet, no matter how much a Ghorgon devours, the hideous beast remains as ravenous as ever.

Ghorgon

	M	WS	BS	S	T	W	I	A	Ld	Points
Ghorgon	7	4	0	6	6	6	4	5	9	245

Troop Type: Behemoth
Base Size: 60 x 100 mm
Unit Size: 1
Equipment: Cleaver-limbs (see below) and calloused hide (counts as light armour)
Special Rules: Blood Greed, Close Order, Frenzy, Large Target, Primal Fury, Regeneration (6+), Stomp Attacks (D3), Stubborn, Swallow Whole, Terror, Timmm-berrrr!

Swallow Whole

As the Ghorgon rampages through the enemy's battle line, it feeds hungrily upon its foes. As it does so, its flesh flushes red and wounds re-knit.

During the Command sub-phase of its turn, a Ghorgon that is engaged in combat with one or more units of 'regular infantry' or 'heavy infantry' may choose to make a 'Swallow Whole' attack. To make a Swallow Whole attack, nominate an enemy unit of regular or heavy infantry that the Ghorgon is engaged in combat with. The unit must immediately make an Initiative test:

- If this test is failed, the Ghorgon grabs a victim from the unit and stuffs them into its gullet. A single model belonging to the target unit is immediately removed from play as a casualty.
- If this test is passed, the warriors manage to avoid the grasping Ghorgon. No one is picked up and the attack has no effect.

Each time an enemy model is removed from play in this way, the Ghorgon recovers a single lost Wound.

	R	S	AP	Special Rules
Cleaver-limbs	Combat	S	-2	Killing Blow, Monster Slayer



CHAOS MUTATIONS

As Beastmen grow in power and infamy, they attract the attention of the Chaos powers. This is both a blessing and a curse, for many mutations pleasing to the gods are anathema to those they are thrust upon.

To represent these strange attributes, some models may be given Chaos Mutations. Each Mutation may only be chosen once per army.

Slug-skin50 points

This grotesque gift of the Chaos gods causes the recipient's skin to constantly ooze with a vile, foul smelling slime.

Any enemy model that directs its attacks against this model or any unit it has joined during the Combat phase suffers a -1 modifier to its rolls To Hit.

Crown of Horns45 points

A Beastman that sprouts an excessively sharp, large or twisted set of horns is supremely confident in their position at the pinnacle of the Warherd, so obvious are the Dark Gods' blessings.

Characters only. This character and any unit they have joined gains the Stubborn special rule.

Muscular Monstrosity.....35 points

The Beastman has been blessed by the Gods of Chaos, and its torso bulges with huge muscles.

This model (but not its mount) has a +1 modifier to its Strength characteristic.

Pelt of Midnight.....35 points

The Beastman's pelt exudes clouds of smokey darkness, hiding them from the eyes of the enemy.

Characters only. Any enemy model that targets this character or any unit they have joined during the Shooting phase suffers an additional -1 To Hit modifier.

Gouge-tusks30 points

This Beastman's lower incisors have grown into sharp or excessively large tusks with which they gouge savage wounds into the flesh of their enemies.

During the Combat phase, the Armour Piercing characteristic of any weapon used by this model (but not its mount) is improved by 1.

Rune of the Beast Ascendant.....25 points

The Beastman's horns have twisted into the semblance of a potent daemonic rune. This promise of ascendancy to the ranks of Daemonhood fills its followers with courage.

Beastman Chieftains only. Unless this character is fleeing, friendly Bestigor, Gor and Ungor Herds gain a +1 modifier to their Leadership characteristic whilst within this character's Command range (to a maximum of 10).

Many-limbed Fiend.....20 points

Some Beastman grow additional arms, allowing them to unleash even more carnage upon the battlefield.

This model (but not its mount) has a +1 modifier to its Attacks characteristic. However, this bonus attack must be made using an ordinary hand weapon.

Gnarled Hide15 points

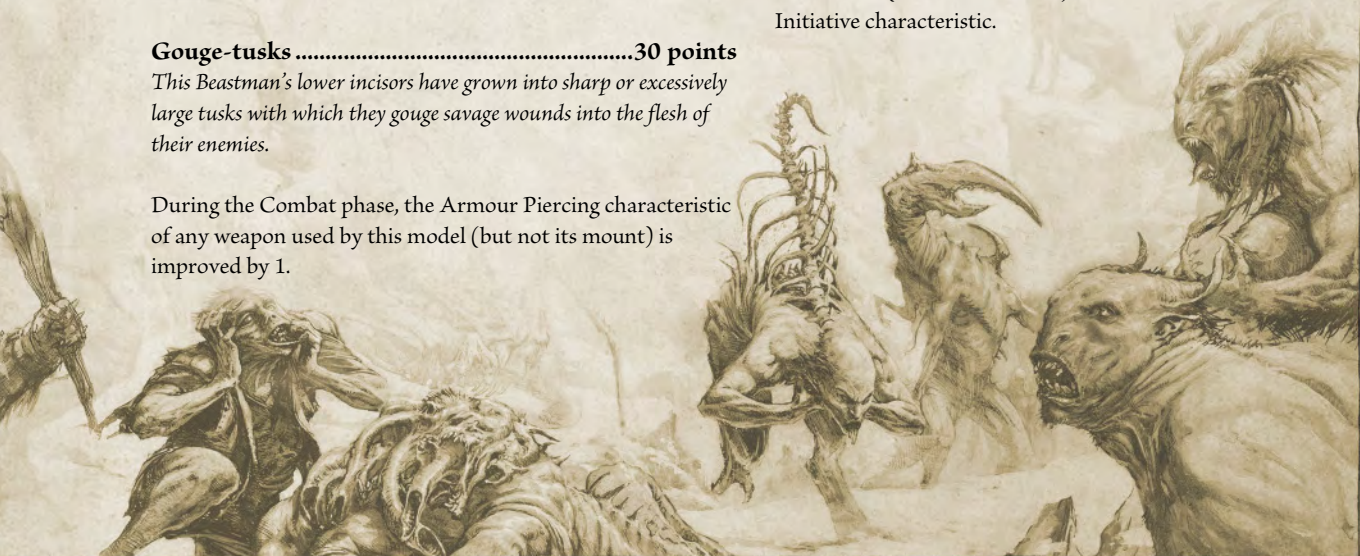
The Beastman's skin has encysted, forming a dense layer of crusty natural armour as tough as chainmail.

Models whose troop type is 'infantry' only. This model gains the Armoured Hide (1) special rule.

Uncanny Senses.....10 points

The Dark Gods gift some Beastman with acute senses, additional eyes or even extra heads, granting them unnaturally fast reactions.

This model (but not its mount) has a +1 modifier to its Initiative characteristic.



Magic Items



Treasures of the Herdstone

Deep within the forests of the Old World, Beastmen raise their herdstones. These monolithic rocks are sacred to their kind, and it is upon these that mighty Beastmen Chieftains record their deeds, their Bray-Shamans etching them into the rock in the foul runes of the dark tongue. Around these sacred stones, artefacts of power and trophies of war are piled high. Amongst the tattered and desecrated banners of the armies of Men lie the remnants of powerful magic weapons and armour. When the Brayherds gather, these treasures are snatched up and claimed by the strongest of Champions who bind broken blades to sturdy wooden hafts and hang precious amulets from their twisted horns. Thus are the treasures of civilisation turned back against their foes.

BEASTMEN BRAYHERDS MAGIC ITEMS

The pages that follow detail magic items unique to Beastmen Brayherds armies. These can be purchased by models within a Beastmen Brayherds army in exactly the same way as common magic items, as described in the *Warhammer: the Old World* rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

Magic Weapons

Primeval Club..... 60 points

This ancient club, bound in cracked leather and infested with spiders and slugs, has been stained red with blood since the dawn of civilisation and is the bane of all order and hope.

	R	S	AP	Special Rules
Primeval Club	Combat	*	-3	Hatred (Empire), Magical Attacks, Poisoned Attacks

Notes: The Strength characteristic of the Primeval Club is equal to the current Leadership characteristic of the model that wields it.

Axe of Men..... 50 points

A single, mighty stroke from this fearsome axe can cut even the most powerful warrior clean in half, a sight which emboldens the bearer's followers and horrifies their enemies in equal measure.

	R	S	AP	Special Rules
Axe of Men	Combat	S	-1	Killing Blow, Magical Attacks

Notes: Should the wielder of the Axe of Men kill an enemy character (including champions) in a challenge, they gain the Terror special rule for the remainder of the game.

Mangelder..... 40 points

The Mangelder saps the strength of its victims' minds as well as of their bodies, and those few who survive wounds inflicted by the weapon rarely fight again.

	R	S	AP	Special Rules
Mangelder	Combat	S+1	-1	Magical Attacks, Terror

Notes: The wielder of the Mangelder causes Terror. Any enemy unit that suffers one or more unsaved wounds from the Mangelder suffers a -1 modifier to its Leadership characteristic (to a minimum of 2) until the end of the turn.

Hunter's Spear..... 35 points

Crafted to fell the mighty beasts of the far north, this thick-hafted spear bears enchantments allowing it to penetrate yards of flesh and muscle, skewering the foe through-and-through.

	R	S	AP	Special Rules
Hunter's Spear	24"	6	-3	Cumbersome, Magical Attacks, Multiple Wounds (2), Through & Through

Notes: The Hunter's Spear shoots like a bolt thrower, using the 'Through & Through' special rule.

Magic Armour

Pelt of the Dark Young40 points

The Pelt of the Dark Young is shrouded in tendrils of darkness that gather about the wearer.

May be worn with other armour. The wearer of the Pelt of the Dark Young improves their armour value by 1 (to a maximum of 2+). In addition, its wearer (and any unit they have joined) has Magic Resistance (-2).

The Blackened Plate.....25 points

This battered suit of plate mail is blackened with the soot of burning palaces and temples.

The Blackened Plate is a suit of full plate armour. In addition, its wearer has a 3+ Ward save against any wounds suffered that were caused by an attack that has the Flaming Attacks special rule.

Talismans

Rune of the True Beast.....30 points

This sigil of pure savagery is carved into the flesh of only the mightiest Beastlords, causing even the greatest of monsters to cower before the unbridled ferocity of this raging predator.

Enemy models whose troop type is 'monster' suffer a -1 modifier to their Weapon Skill characteristic whilst within 6" of the bearer of the Rune of the True Beast.

Dark Heart*25 points

Beastmen rip the still beating hearts from their defeated rivals. In battle, they will feed upon these grisly trophies, claiming the strength of their vanquished enemies.

Single use. During the Command sub-phase of their turn, the bearer of a Dark Heart can consume it. The model immediately recovers one lost Wound.

Magic Standards

Totem of Rust.....50 points

Little more than a jagged spike upon which the corroded remains of armoured warriors are impaled, the Totem of Rust spreads an all-consuming aura of entropy.

Every model (friend or foe) within 6" of the model carrying the Totem of Rust suffers a -1 modifier to its Armour Save rolls.

Manbane Standard.....40 points

The Manbane Standard is a corpse beset by carrion birds. Any who behold it are filled with the dread that it will be upon their eyes that the birds next feast.

All enemy units within 6" of the model carrying the Manbane Standard suffer a -1 modifier to their Leadership characteristic (to a minimum of 2).

Vitriolic Totem.....30 points

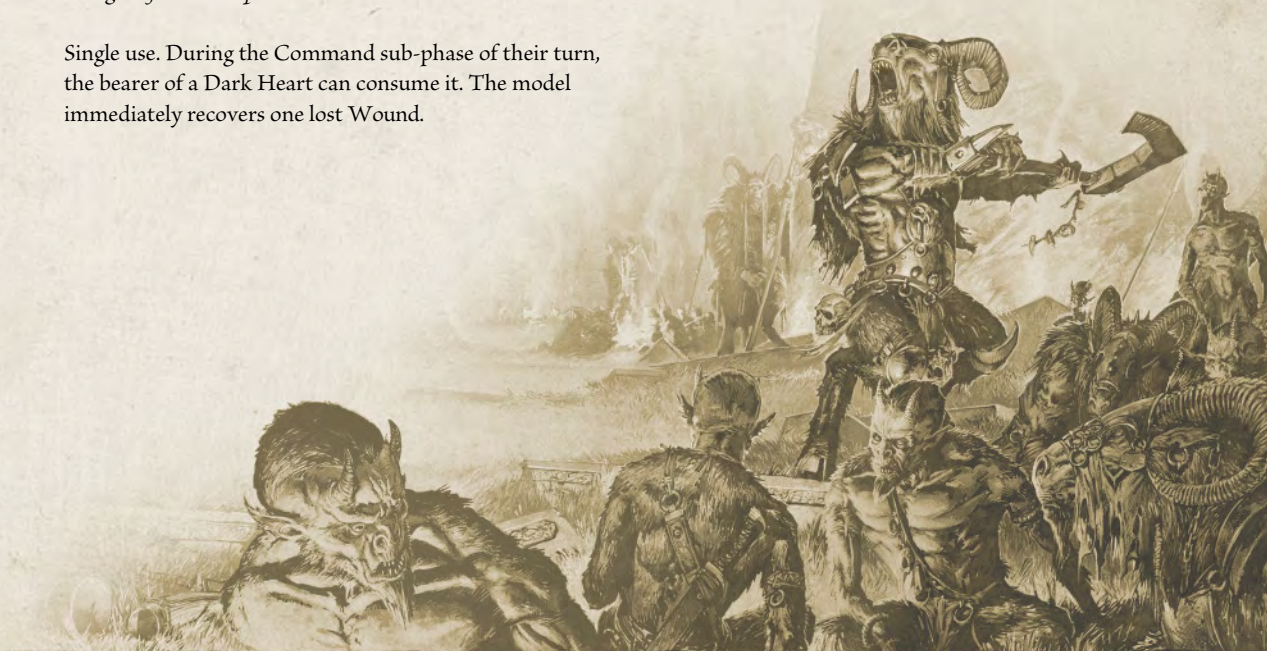
This gnarled and twisted bough is hung with the heads of the fallen. From these rotted trophies drips a constant rain of blackened ichor and poisoned blood.

A unit carrying the Vitriolic Totem gains the Poisoned Attacks special rule.

Banner of Outrage25 points

This stolen standard has been befouled and stained as a terrible affront to the enemy. Its presence drives Beastmen to ever more vile extremes of savagery.

A unit carrying the Banner of Outrage may re-roll its Leadership test when testing for Primal Fury.



Enchanted Items

Stone of Spite45 points

Contained within this glowing stone is the soul of an Ungor, slain in a hideous ritual. When crushed underhoof, a wave of bitterness and spite is released, banishing the Winds of Magic.

Single use. During the Command sub-phase of their turn, if they are not engaged in combat, this character may use the Stone of Spite. Until your next Start of Turn sub-phase, all Wizards (friend or foe) suffer a -2 modifier to their Casting rolls.

Horn of the First Beast.....30 points

This immeasurably ancient, fossilised horn is said to be taken from the skull of the First Beast. When it is sounded, Beastmen find the savage fury of their race swelling within their hearts.

Unless the bearer of the Horn of the First Beast is fleeing, any friendly unit that is within 18" of this model may use its Leadership characteristic when testing for Primal Fury.

Skin of Man15 points

The wearer of this flayed and sigil-encrusted human pelt is under a glamour, making them appear no more than a particularly ugly peasant. When the skin is cast aside, the awful truth is revealed.

Beastmen Chieftains and Beastmen Shamans whose troop type is 'infantry' only. The wearer of the Skin of Man gains the Scouts and Vanguard special rules.



Arcane Items

The Plague Chalice40 points

This rotted wooden chalice is filled with a vile brew of blood and pus. Any Shaman that sups from it is wracked with pain, even as raw magic courses through their veins.

If the bearer of the Plague Chalice rolls any natural double when making a Casting roll (not including rolls of a natural double 1), the spell is cast as a perfect invocation, regardless of its casting value or of any other modifiers. However, each time the bearer casts a perfect invocation, they suffer a Strength 4 hit with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

Hagtree Fetish30 points

A crudely carved effigy of a hagtree, this shamanic heirloom can spell doom for the Bray-Shaman's foe when brandished with the appropriate curse.

Whenever the bearer of the Hagtree Fetish successfully casts a Magic Missile, they may re-roll any failed rolls To Wound.

Jagged Dagger15 points

This potent sacrificial tool radiates the pain and anger of a thousand ritual offerings made to the Ruinous Powers.

The Jagged Dagger can only be used by a Wizard that has joined a unit. Before making a Casting roll, the bearer of the Jagged Dagger may make a sacrifice. One model belonging to the bearer's unit is immediately removed from play as a casualty. The bearer may then modify their Casting roll by adding the Wounds characteristic of the sacrificed model to the result.

Note that this is a modifier to the result of a roll – it does not negate a roll of a natural double 1.

BEASTMEN BRAYHERDS SPECIAL RULES

 A game of Warhammer: the Old World is packed with fantastic creatures and skilled warriors with abilities so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.



On the following pages you will find a full description for each of the army special rules used by models drawn from the Beastmen Brayherds army list:

Blood Greed

At times, the blood-fuelled frenzy of the Beastmen is so great that they fall upon their foes in a butchering rage, feeding upon the flesh of the fallen in the heat of battle.

Whilst Frenzied, this model has a +2 modifier to its Attacks characteristic (rather than the usual +1). However, such is this model's desperate need to feed upon flesh that it rolls only a single D6 when making a Pursuit roll (rather than the usual 2D6).

Blood Rage

In the tumult of battle, Beastmen are easily overcome by their primal urges, becoming frenzied with a bloodlust that can only be slaked with an excess of slaughter.

If, when testing to see if it becomes subject to Primal Fury (see page 116), this unit passes its Leadership test with any roll of a natural double, it will also become Frenzied. A unit with this special rule may become Frenzied in this way even if it has lost Frenzy earlier in the game.

Bull-gors

The very ground itself trembles and shakes beneath the unstoppable thunder of a Minotaur's charge.

Impact Hits caused by a model with this special rule have an Armour Piercing characteristic of -1.

Ensorcelled Weapons

Many of the Chaos gods' chosen champions brandish ensorcelled weapons, their heavy, black blades inscribed with dark runes that glow with infernal power.

A hand weapon carried by a model with this special rule has the Magical Attacks special rule and an Armour Piercing characteristic of -1.

Note that this special rule only applies to a single, non-magical hand weapon and does not apply to a model's mount (should it have one). If the model is using two hand weapons or any other sort of weapon, this special rule ceases to apply.

Drunken

Centigors are inclined to drink vast quantities of noxious liquor before battle. While this sometimes turns them into berserk fighters, it can also severely incapacitate them.

During the Start of Turn sub-phase of each of your turns, roll on the Drunken table for each unit with this special rule that is not currently Frenzied, that is not engaged in combat and that is not fleeing:

Drunken Table

D6	Result
1	Unsteady: The unit has become somewhat unsteady. Until its next Start of Turn sub-phase, the unit is subject to the Random Movement special rule and its Movement characteristic becomes D6+2.
2-5	Sobering Up: The alcohol has no discernible effect upon the unit.
6	Belligerent Drunks: The unit has turned quite belligerent. Until its next Start of Turn sub-phase, the unit is subject to the Frenzy special rule. A unit with this special rule may become Frenzied in this way even if it has lost Frenzy earlier in the game.

Foe Render

The crude weapons of Beastmen are empowered by their bearer's primal hatred for the trappings of civilisation.

Whilst subject to Primal Fury, a hand weapon carried by a model with this special rule has an Armour Piercing characteristic of -2.

Note that this special rule only applies to a single, non-magical hand weapon and does not apply to a model's mount (should it have one). If the model is using two hand weapons or any other sort of weapon, this special rule ceases to apply.

Gaze of the Gods

Beastmen strive to become Champions of Chaos and earn the favour of the Ruinous Powers. But the gods are fickle, and their blessing can be a curse.

During the Command sub-phase of their turn, a character with this special rule may choose to roll on the Gaze of the Gods table:

Gaze of the Gods Table

D6 Result

- 1 **Damned by Chaos:** The Champion is beset with visions of the Realm of Chaos. This model becomes subject to the Stupidity special rule for the remainder of the game. If they already have this special rule, they suffer a -1 modifier to their Leadership (to a minimum of 2).
- 2 **Unnatural Quickness:** To the Champion, time itself seems to slow around them. Until your next Start of Turn sub-phase, this model gains a +1 modifier to their Initiative characteristic (to a maximum of 10).
- 3 **Iron Skin:** Beneath their baroque armour, the Champion's skin becomes like iron. Until your next Start of Turn sub-phase, this model gains a +1 modifier to their Toughness characteristic (to a maximum of 10).
- 4 **Murderous Mutation:** Long tentacles whip from beneath the Champion's armour to grasp at their enemies. For the remainder of the game, this model gains a +1 modifier to their Weapon Skill characteristic (to a maximum of 10).
- 5 **Dark Fury:** A terrible rage grips the Champion. For the remainder of the game, this model gains a +1 modifier to their Attacks characteristic (to a maximum of 10).
- 6 **Apotheosis:** The Champion is blessed with daemonic vitality. For the remainder of the game, this model gains a +1 modifier to both their Strength and Leadership characteristics (to a maximum of 10).

Note that any benefits granted by the Gaze of the Gods apply only to the Champion, not to their mount (should they have one).

Mark of Chaos Undivided

Beastmen are truly the children of Chaos and, as such, they worship the Gods of Chaos as a pantheon, rarely favouring any one deity above the others.

Models with the Mark of Chaos Undivided can re-roll any failed Fear, Panic or Terror test.

Primal Fury

Goaded on by their chieftains and shamans, and enraged by the presence of intruders on their bloodgrounds, Beastmen become consumed by a savage fury, tearing apart the hated foe.

When this unit's combat is chosen during Step 1.1 of any Choose & Fight Combat sub-phase, it must make a Leadership test. If this test is passed, the unit becomes subject to 'Primal Fury' until the end of this Combat phase. A unit subject to Primal Fury may re-roll any rolls To Hit of a natural 1.

Razor Tusks

Tuskgor and Razorgor bristle with viciously sharp tusks and spines which, when charged into the enemy, can wreak utter devastation.

During a turn in which it charged, the Armour Piercing characteristic of a Tuskgor's or Razorgor's tusks (hand weapon) is improved by 1.

Note that this special rule only applies to attacks made by a Tuskgor or Razorgor, not to a chariot or its crew.

The Quickening Storm

Bathed in invigorating lightning, Dragon Ogres are warded against the effects of hostile magic.

A model with this special rule has a 5+ Ward save against any wounds suffered that were caused by a Magic Missile or a Magical Vortex spell. In addition, if a model with this special rule, or the unit it belongs to, suffers one or more hits from Storm Call (see page 104), it becomes 'Quickened'. A Quickened model has a +1 modifier to both its Initiative and Attacks characteristics. This Quickening lasts until your next Start of Turn sub-phase.

LORE OF BEASTS

Bray-Shamans are born into magic, and wield it with an instinctive ease. A palpable miasma of fell sorcery surrounds them and when their wrath is roused, reality itself is distorted and maimed. Tree roots twist and writhe at their passing, the undergrowth boils with unholy life and repugnant parasites scurry at their feet.

A Wizard with the 'Lore of Beasts' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells listed below.

Viletide

The Shaman calls to the creeping things that nest in the decaying undergrowth, creating a vile wave of spiders, centipedes and slug-beetles that swarm over the foe.

Type: Magic Missile

Casting Value: 8+

Range: 15"

Effect: The target enemy unit suffers 5D6 Strength 1 hits, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

Devolve

Delving into their enemies' minds, the Shaman magnifies the savage and animalistic parts of their psyche until they are no more than growling beasts.

Type: Magic Missile

Casting Value: 8+

Range: 15"

Effect: The target enemy unit must immediately make a Leadership test. If this test is failed, it loses a number of Wounds equal to the amount by which it failed the test.

Mantle of Ghorok

Ghorok was a legendary Minotaur, ferocious as a storm. When possessed by his spirit-mantle, a Shaman becomes a terror on the battlefield, though to summon his rage is not without risk.

Type: Enchantment

Casting Value: 8+

Range: Self

Effect: Until the end of this turn, the caster gains a +D6 modifier to their Strength and Attacks characteristics (to a maximum of 10). However, if a 6 is rolled, this modifier is lost and the caster instead loses a single Wound.







Bathed in the light of a storm-filled sky, a warband of Dragon Ogres charges towards the enemy.



A unit of Bestigors, armed with great weapons and clad in crude but effective heavy armour.



A unit of Minotaurs, armed with crude hand weapons and carrying a banner of flayed flesh.



Lured from the depths of the forest by the clamour of battle, the maddening form of a Jabberslythe bursts from the treeline, scattering the Ungors that stand in its path.



TOMB KINGS OF KHEMRI

The Tomb Kings are the true monarchs of the Undead. They ruled a vast and mighty civilisation at a time when other human nations were still barbarians, and now, thousands of years after their deaths, they have been awakened. Rising from their sarcophagi, the mummified Tomb Kings possess the same thirst for conquest that drove them in life. They march forth to reclaim their rightful dominion over the kingdoms of the living, and woe betide any that stand in their way.



The Land Of The Dead

Far to the south of the Old World lies a desolate, wind-swept desert. No living thing stirs in this place, but it is far from uninhabited. This is Nehekhara, the cursed Land of the Dead and the domain of the Tomb Kings.

Nehekhara was once a land of magnificent architecture and noble dynasties. Its warrior kings led golden armies against the barbarian tribes that envied the splendour of their realm, fighting their wars with phalanxes of spearmen that stretched across battlefields as far as the eye could see, with regiments of archers that darkened the skies with arrows and battalions of chariots that rumbled across the land. The Nehekharans crushed all before them in displays of martial brilliance until their realm reached from the lizard-infested Southlands to the monster-haunted forests of the north.

However, the vain kings refused to let mere death cheat them of their accomplishments or rob them of their worldly possessions. It was the belief of every Nehekharan monarch that, upon their death, they should be mummified in an elaborate ceremony and interred within a magnificent burial pyramid. Here, they would await the Day of Awakening, when they would arise into a golden paradise where they would reign supreme for all eternity. Over time, their necropolises outgrew the towns of the living. It is said that the honoured dead buried beneath Nehekhara outnumber those that breathe in the Old World twice over, and that the dead do not rest easy...

The Rulers Of The Dead

Through blasphemous necromantic magic, the entire population of Nehekhara was cursed to a living death. The corrupt sorcerer Nagash instigated a great catastrophe that at once destroyed every living thing in Nehekhara, and raised the dead from their tombs. Thus, the Tomb Kings arose from their sleep of oblivion, not into the golden paradise they were promised, but to discover that they had become repulsive Undead creatures; bone-dry cadavers whose once-palatial realms were but a shadow of their former splendour.

Many Tomb Kings endeavour to reign from their necropolises as they once did, imitating the life they knew. Some among them behave as if nothing were awry, ruling as though they were still beings of flesh and blood. Perhaps some are truly unaware that they are Undead, whilst others are in denial of their cursed existence, or have been driven mad by the sight of their own hideous visage. Thus a Tomb King may demand a bowl of sweet figs and a goblet of fine wine, seemingly oblivious to the fact that the contents of such a meal would spill through their desiccated bodies onto the floor.

Others raged upon their awakening, discovering that their once great land had become plagued by hordes of barbaric invaders; its ancient cities and proud statuary crumbling from long centuries of warfare and its bountiful riches plundered by countless tomb robbers. In their immortal wrath, these Tomb Kings now fight to restore their vast empire to its former majesty, striking forth from the desert to reclaim the world from the living.



The Legions Of Khemri

The armies of Nehekharu are led by its long dead monarchs, great kings and princes that rule the Great Land through eternity. At their command are the legions of courtiers, soldiers and servants that accompanied their ruler into death. The chief and most trusted ministers of a Tomb King or Prince are the Liche Priests – Wizards of great power whose sole job in life was to prepare the tomb of their liege lord and ensure their lasting immortality. When one of Nehekharu's rulers died, their Liche Priests would continue to perform rituals of immortality in their mortuary temple, and now they are responsible for the reawakening of long-dead armies.

Thousands upon thousands of troops were buried alive in the great pits of the kings of Nehekharu. In those days, it was considered the duty of a warrior to follow their king even in death. Troops were interred in serried ranks complete with all the weapons needed to protect their lord in the next life – spears, swords and shields. Many archers were also buried with their masters together with a great stash of ammunition. They live again to send their flint, bronze and iron-tipped arrows against the foe. Alongside the infantry gallop the Skeleton Cavalry, their spear-tips glinting in the desert sun.

When the Liche Priests and Necrotects built the great tombs of their kings, they employed legions of labourers and stone masons to craft building blocks and statues of immense size. To move these, they created Bone Giants from the bodies of gigantic animals – abominations that they filled with a simplistic, magical life. Once the tombs were complete, any giants that remained would be cast into the brimming charnel pits, their purpose complete. When Nagash cast his terrible spell of awakening, the giants crawled faithfully from their pits – bizarre amalgams of bone and sinew with awareness to perform only the most rudimentary of tasks.

To protect their masters throughout their journey to eternity, the Liche Priests wrought statues of guardian creatures such as the Tomb Scorpions, Ushabti and Necrosphinxes. These statues were fashioned from stone and precious metal, from wood, bone and flesh. Inside each was placed certain magically potent organs, granting them a spark of life. These huge constructs were situated within the tombs of the kings to guard their sacred bodies, and the Liche Priests still rouse the magic within them and send them to war.

Giant birds, once revered as holy creatures in ancient Nehekharu, were often mummified and placed in the tombs of the kings. Once, it was said that the Carrion would descend after a battle to pluck the souls of the fallen from their bodies and carry them away to eternity. Now, they are rotted and bloated husks, bound by the spells cast upon them and serving the armies of the Tomb Kings.

When the Tomb Kings awoke, they ordered the more obviously cognisant of their Undead subjects to rebuild the cities of old and fill them with the carts, boats, markets and other things that they remembered from life. As no trees grow in the Land of the Dead, all these things must be made from stone or bone. The same is true of the gigantic catapults constructed to bombard the armies and cities of the Tomb Kings' rivals. The heads of fallen foes make effective ammunition. The dry-screams of living skulls can be heard as they are propelled through the air, spreading panic amongst the enemy ranks.



TOMB KINGS OF KHEMRI ARMY LIST

This page details the Grand Army composition list for the Tomb Kings of Khemri. This is the default army composition list for this faction. Using this army composition list to write your muster list will give you the widest variety of units to choose from and create a broad and balanced force.



This army list is intended for use alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook. Over the following pages you will find profiles and rules for each of the models in your army. These pages give you all of the information that you need to shape your collection of models into the units which will in turn form a force ready for battle.

Grand Army Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 1+ Tomb King or Tomb Prince
- 1+ High Priest or Mortuary Priest
- 0-1 Tomb King or High Priest per 1,000 points
- Royal Heralds and Necrotects

Core

At least 25% of your army's points value must be spent on:

- 1+ unit of Skeleton Warriors and/or Skeleton Archers
- Skeleton Skirmishers, Tomb Swarms, Skeleton Horsemen, Skeleton Horse Archers and Skeleton Chariots
- 0-1 unit of Tomb Guard or Sepulchral Stalkers may be taken as a Core choice

Special

Up to 50% of your army's points value may be spent on:

- Tomb Guard, Ushabti, Sepulchral Stalkers, Carrion and Necropolis Knights
- 0-3 Tomb Scorpions per 1,000 points
- 0-2 Khemrian Warsphinx (not counting character mounts) per 1,000 points

Rare

Up to 25% of your army's points value may be spent on:

- Necrolith Colossus, Necrosphinx
- 0-2 Screaming Skull Catapults per 1,000 points
- 0-1 Casket of Souls per 1,000 points

Mercenaries

Up to 20% of your army's points value may be spent on mercenaries.

Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from:

- Any Tomb Kings of Khemri Army of Infamy composition list
- One of the following Grand Army composition lists:
 - Orc & Goblin Tribes (Suspicious)
 - Warriors of Chaos (Suspicious)
 - Beastmen Brayherds (Suspicious)

Battle Standard Bearer

A single Royal Herald in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.



Character



Monarchs of Nehekharah

The Monarchs of Nehekharah are the ancient, long-dead rulers of the Great Land. They have been reborn to a mocking imitation of life, transformed into hideous cadavers whose kingdoms have been plundered and lost. Their mummified corpses have been awakened and revived by the rituals of the Liche Priests, and their bodies are now inhabited by their undying, vengeful spirits. A Monarch awakens from the sleep of death possessing all the ambition and lust for power they had in life. Every prince or king seeks to reclaim their plundered treasures and restore their ancient glory. If this means the subjugation and destruction of foreign lands, then their great army, loyal even in death, rises from its rest at their command.

Monarchs Of Nehekharah

	M	WS	BS	S	T	W	I	A	Ld	Points
Tomb King	4	6	3	5	5	4	4	4	10	160
Tomb Prince	4	5	3	4	5	3	3	3	9	90

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment:

- **Tomb King:** Hand weapon and heavy armour
- **Tomb Prince:** Hand weapon and light armour

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Flail.....+3 points
 - Great weapon.....+4 points
 - Halberd.....+3 points
 - Cavalry spear (if appropriately mounted).....+2 points
- May take a shield.....+2 points
- May be mounted.....[See page 131](#)
- A Tomb King may purchase magic items up to a total of.....100 points
- A Tomb Prince may purchase magic items up to a total of.....50 points

Special Rules: Curse of the Necropolis, Dry as Dust, Flammable, Indomitable (2), Khopesh, My Will Be Done, Nehekharan Undead, Regeneration (5+)

My Will Be Done

Although it is the magic of the Liche Priests that animates the armies of Khemri, it is the indomitable will of the Tomb King that instils long-dead warriors with unyielding vigour.

During the Command sub-phase of their turn, this character may attempt to exert their will upon those around them by making a Leadership test (using their own Leadership). If this test is passed, choose one of the following modifiers. Until your next Start of Turn sub-phase this character, their mount and any unit they have joined gain that modifier (to a maximum of 10):

- **"Forward to Glory!":** +D3 Movement.
- **"My Worthy Champions!":** +1 Weapon Skill.
- **"Strike like the Cobra!":** +D3 Initiative.

Note that this special rule is not cumulative. In other words, using it more than once on the same unit during the same turn has no further effect.

Royal Herald

	M	WS	BS	S	T	W	I	A	Ld	Points
Royal Herald	4	4	3	4	4	2	3	3	8	60

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and light armour

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Flail.....+3 points
 - Great weapon.....+4 points
 - Halberd.....+3 points
 - Cavalry spear (if appropriately mounted).....+2 points
- May take a shield.....+2 points
- May be mounted.....[See page 131](#)
- May purchase magic items up to a total of.....75 points

Special Rules: Banner of the King, Dry as Dust, Flammable, Indomitable (1), Khopesh, Nehekhara Undead, Regeneration (5+), Sworn Protector

Banner of the King

A Monarch's personal icon is often carried into battle by a trusted Royal Herald.

A Royal Herald that has been upgraded to be your Battle Standard Bearer replaces the "Hold Your Ground" rule given in the *Warhammer: the Old World* rulebook with the version given below:

"Hold Your Ground": Friendly units within the Battle Standard Bearer's Command range may re-roll any failed Leadership test. In addition, friendly units within the Battle Standard Bearer's Command range reduce the number of Wounds lost due to the Unstable special rule by D3.

Note that this is not cumulative with the Indomitable (X) special rule (see page 153). If a unit is affected by both, use the highest value.

Sworn Protector

Anyone wishing to harm a Monarch of Nehekhara must first get past their Heralds, sworn bodyguards who move to intercept any mortal blow, heedless of the danger to themselves.

Should a Monarch of Nehekhara model suffer a hit whilst within 3" of this model, you may choose to transfer that hit and all of its effects onto this model.

Character



Royal Heralds

Every Royal Herald is the personal champion and trusted bodyguard of one of Nehekhara's many rulers. Obedient to a fault, these mummified warriors cut down their lord's enemies without pause or hesitation, slicing through flesh and bone with every strike until all their foes lie dead or dying at their feet. So devoted to their masters, and so ever present are those bodyguards, that those who would seek to harm a member of Nehekhara's nobility can be assured that they will first have to deal with their Herald. Yet, a Royal Herald had many duties in life aside from the protection of their master. Disputes between the rulers of different cities would be settled by a ritual duel between their nominated champions, and the Royal Heralds usually fulfilled this role.

Character



Liche Priests

Liche Priests are the undying members of Nehekhar's Mortuary Cult, and they hold the secrets to unlife. They know the rituals needed to draw forth spirits from the Realm of Souls and bind them once more into corporeal bodies. It is the Liche Priests who rouse the Tomb Kings and their courts from their slumber and awaken their armies for war. Liche Priests are also the keepers of Nehekhar's arcane lore. Through ritualistic incantations, they call upon the power of ancient gods to bestow blessings upon the warriors of the Tomb Kings, infusing their ancient bones with magical energy. Similarly, Liche Priests cast terrible curses upon their foes, summoning vengeful desert spirits to feast on their souls.

Liche Priests

	M	WS	BS	S	T	W	I	A	Ld	Points
High Priest	4	3	3	3	4	3	2	2	8	140
Mortuary Priest	4	3	3	3	3	2	2	1	7	55

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Magic: A High Priest is a Level 3 Wizard. A Mortuary Priest is a Level 1 Wizard. Every Liche Priest knows spells from one of the following Lores of Magic:

- Elementalism
- Illusion
- Necromancy

Options:

- May be mounted.....[See page 131](#)
- A High Priest may:
 - Be a Level 4 Wizard+30 points
 - Purchase magic items up to a total of.....100 points
- A Mortuary Priest may:
 - Be a Level 2 Wizard+30 points
 - Purchase magic items up to a total of.....50 points

Special Rules: Arise!, Curse of the Necropolis, Indomitable (1), Khopesh, Lore of Nehekhar, Nehekharan Undead, Regeneration (5+), From Beneath the Sands

Arise!

As the Liche Priest intones words of power learned long ago from dusty papyrus, the broken forms of fallen skeletal legionaries begin to rise jerkily from the dust.

During the Command sub-phase of their turn, if they are not engaged in combat, this character may attempt to resurrect the fallen ([see page 154](#)) by making a Leadership test (using their own Leadership). If this test is passed, a single friendly unit that has the Nehekharan Undead special rule and is within 12" of this character recovers a number of lost Wounds. However, magically repairing gigantic undead constructs is much harder than raising skeletons from the sand. Therefore, how many Wounds are recovered depends upon the unit's troop type and this character's Level of Wizardry:

- If the unit's troop type is 'regular infantry', 'heavy infantry' or 'swarms', it recovers a number of Wounds equal to this character's Level of Wizardry + D3.
- If the unit's troop type is 'light cavalry', 'heavy cavalry' or 'war beasts', it recovers a number of Wounds equal to this character's Level of Wizardry + 1.
- If the unit's troop type is 'monstrous infantry', 'monstrous cavalry' or 'light chariot', it recovers a number of Wounds equal to this character's Level of Wizardry.
- If the unit's troop type is 'heavy chariot', 'monstrous creature', 'behemoth' or 'war machine', it recovers a single Wound.

From Beneath the Sands

At the Liche Priest's command, the sands begin to shift and churn, revealing their hidden treasures: the dry bones of long dead warriors and the glistening wing cases of biting insects.

During the Command sub-phase of their turn, if they are not engaged in combat, this character may choose a single friendly unit that has both the Nehekharan Undead and the Ambushers special rules, and that is currently held in reserve, and attempt to summon it by making a Leadership test (using their own Leadership):

- If this test is passed, the chosen unit is successfully summoned and can be placed on the battlefield anywhere completely within 12" of this model, but not within 6" of any enemy models. The unit cannot charge during this turn and counts as having moved for the purposes of shooting, but can otherwise act as normal.
- If this test is failed, the Ambushers pay no heed to this model's summons and are delayed until their controlling player's next turn at least.

Note that Ambushers arrive automatically at the start of round five as usual.

The Hierophant

'Hierophant' is the title given to an army's highest-ranking Liche Priest. It is the Hierophant who awakens the Tomb King's legions from their ancient slumber and, without their magic, the spirits of these warriors will be dragged back to the Realm of Souls.

Your army must include at least one Liche Priest to be its Hierophant. If your army includes several Liche Priests, the Hierophant will be the one with the highest Level of Wizardry. If two or more models have the highest Wizard Level, you may choose which one is the Hierophant when writing your muster list. You must tell your opponent which model is your Hierophant before deploying your army.

Should the Hierophant be slain, the magical animus of the army starts to dissipate. As soon as the Hierophant is removed from play as a casualty, all friendly units with the Nehekharan Undead special rule lose the Regeneration (X) special rule.

In addition, at the end of the phase in which your Hierophant was removed from play as a casualty, and during each of your Start of Turn sub-phases for the remainder of the game, all friendly units with the Nehekharan Undead special rule that are currently on the battlefield must make a Leadership test. If this test is failed, the unit loses a number of Wounds equal to the amount by which it failed the test.

For example: Your army's Hierophant is destroyed during your opponent's Shooting phase. At the end of that phase a unit of Skeleton Warriors (Ld 5) makes a Leadership test and rolls a 7 (failing the test by 2). That unit immediately loses two Wounds. During your next Start of Turn sub-phase, the same unit makes another Leadership test, this time rolling a 6, resulting in the loss of one Wound.

Character



The Immortal Priesthood

Upon its founding, the Mortuary Cult was commanded to study the arts of mummification and communion with the gods. Steadily, over many centuries, the priests learned how to preserve a corpse from decay until the art of embalming had become very elaborate. The priesthood also devised a vast lore of magical incantations and rituals intended to bind the souls of the dead kings back into their royal bodies.

Long ago, the Liche Priests used their accumulated knowledge to trap their own souls within their bodies, extending their lives far beyond their mortal span. However, whilst their spirits never passed into the Realm of Souls, their bodies withered with the passing of the centuries, and it is their spirit alone that now animates their forms.

Character



Necrotects

Necrotects were the artisans of ancient Nehekhar. They were not common labourers, but architects of extraordinary skill whose ambitions far outpaced what could be achieved in a mortal lifespan. They were the stern taskmasters who oversaw tens of thousands of Nehekharans as they toiled under the blazing sun to build the Necropolis cities and craft the great constructs that guarded them. In unlife, Necrotects constantly repair their work, for many hieroglyphs have faded through the passage of time. When a Tomb King awakens, the Necrotects redouble their efforts as they attempt to finish their work. They tirelessly restore the once great works of the past and endlessly goad the skeletal legions to greater effort.

Necrotect

	M	WS	BS	S	T	W	I	A	Ld	Points
Necrotect	4	3	3	4	4	2	3	2	7	55

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon, whip and light armour

Options:

- May purchase magic items up to a total of50 points

Special Rules: Dry as Dust, Eternal Taskmaster, Flammable, Khopesh, Nehekharan Undead, Regeneration (6+)

Eternal Taskmaster

Necrotects were the taskmasters of ancient Nehekhar. Under their stern gaze, armies of workers laboured relentlessly in the service of mighty kings.

During the Command sub-phase of their turn, this character may attempt to drive a unit they have joined to greater efforts by making a Leadership test (using their own Leadership). If this test is passed, until your next Start of Turn sub-phase this character and any unit they have joined gains the Extra Attacks (+1) and Hatred (all enemies) special rules.



Character Mounts

A character that can be mounted may choose a mount from the following list. Some mounts are covered in detail on this page. Those that are not have their own dedicated entries later in this army list.

A Tomb King or Tomb Prince may be mounted on a:

- Skeletal Steed.....+12 points
- Skeleton Chariot+35 points
- Necrolith Bone Dragon (Tomb Kings only).....[See page 142](#)
- Khemrian Warsphinx (Tomb Kings only).....[See page 143](#)

A Royal Herald may be mounted on a:

- Skeletal Steed.....+12 points
- Skeleton Chariot+35 points

A High Priest or Mortuary Priest may be mounted on a:

- Skeletal Steed.....+12 points
- Necrolith Bone Dragon (High Priests only).....[See page 142](#)

Skeletal Steed

	M	WS	BS	S	T	W	I	A	Ld	Points
Skeletal Steed	8	2	-	3	-	-	2	1	-	+12

Troop Type: Heavy cavalry

Base Size: 25 x 50 mm

Unit Size: 1

Equipment: Skeletal hooves (counts as hand weapons)

Special Rules: Nehekharan Undead, Swiftstride, Vanguard

Skeleton Chariot

	M	WS	BS	S	T	W	I	A	Ld	Points
Chariot	-	-	-	4	4	3	-	-	-	+35
Skeletal Steed (x2)	8	2	-	3	-	-	2	1	-	-

Troop Type: Light chariot

Base Size: 50 x 100 mm

Unit Size: 1

Armour Value: 5+

Equipment:

- **Skeletal Steed:** Skeletal hooves (counts as hand weapons)

Special Rules: Dry as Dust, Impact Hits (D3), Nehekharan Undead, Open Order, Reserve Move, Swiftstride

Character



Skeletal Steeds

Skeletal steeds display a supernatural discipline and instinctively obey the will of their riders. Only occasionally do these Undead horses twitch their heads as a vestigial memory of life surfaces. Even though their flesh has long since vanished, skeletal steeds are as powerful as they were in life, and they can crush a foe's skull with a single kick.

Skeleton Chariots

Nehekhar was the first human civilisation to breed horses as beasts of war, but it was considered undignified for those of noble blood to ride such lowly brutes. However, with the invention of the chariot, the rulers of Nehekhar could take to battle with the speed of a stallion. Thus, many great kings and princes speed heroically into battle upon ornate chariots.

Infantry



Tomb Guard

The Tomb Guard are the partially mummified remains of a king's elite guard, whole regiments of which were entombed beside their rulers. Fully armed and armoured in death, their bodies were further decorated with gold bracelets, headdresses and scarab-shaped brooches that fastened parchments proclaiming their deeds of bravery and devotion. The Tomb Guard rest in stone sarcophagi, arranged upright around the royal tomb chamber, until awakened to serve once more. They were exceptional warriors in life, and maintain all their discipline and martial skill in death. In battle, they form unwavering ranks of armoured warriors. They have spilled the blood of their enemies for countless centuries, and numerous armies have been dashed against their implacable shieldwalls.

Tomb Guard

	M	WS	BS	S	T	W	I	A	Ld	Points
Tomb Guard	4	3	3	4	4	1	2	1	7	10
Tomb Captain	4	3	3	4	4	1	3	2	7	+6

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, light armour and shields

Options:

- The entire unit may take halberds+1 point per model
- Any unit may:
 - Upgrade one model to a Tomb Captain (champion)+6 points per unit
 - Upgrade one model to a standard bearer+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Purchase a magic standard worth up to50 points
- A Tomb Captain may purchase magic items up to a total of25 points
- 0-1 unit per 1,000 points may:
 - Have the Drilled special rule+1 point per model
 - Have the Nehekharan Phalanx special rule+1 point per model

Special Rules: Cleaving Blow, Close Order, Indomitable (1), Khopesh, Nehekharan Undead, Regeneration (6+), Regimental Unit



Skeleton Warriors

	M	WS	BS	S	T	W	I	A	Ld	Points
Skeleton Warrior	4	2	2	3	3	1	2	1	5	4
Master of Arms	4	2	2	3	3	1	2	2	5	+5

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 10+
Equipment: Hand weapons and shields

Options:

- The entire unit may take:
 - Thrusting spears+1 point per model
 - Light armour+1 point per model
- Any unit may:
 - Upgrade one model to a Master of Arms (champion)+5 points per unit
 - Upgrade one model to a standard bearer+5 points per unit
 - Upgrade one model to a musician+5 points per unit
- A Master of Arms may purchase magic items up to a total of25 points
- 0-1 unit per 1,000 points may:
 - Have the Nehekharan Phalanx special rule+10 points per unit
 - Purchase a magic standard worth up to50 points

Special Rules: Close Order, Horde, Nehekharan Undead, Regeneration (6+), Regimental Unit

Infantry



Skeleton Warriors

The mighty armies of Nehekhar, made up of regiment after regiment of valiant soldiers, swore oaths of eternal loyalty before the gods, to serve their monarch in life and beyond into death. Thus, the bones of those who perished in battle were interred in their king's necropolis by the Liche Priests. Soldiers who yet lived after their liege lord had died marched willingly into cavernous vaults where they would be entombed alive. Bravely, these warriors stood to attention in serried ranks as hot sand was poured into the tomb pits until the tops of standard poles disappeared from sight. There they remained until summoned by the incantations of the Liche Priests to heed the will of their king once more.



Infantry



Skeleton Archers

The kings of ancient Nehekharu knew the importance of delivering death from afar, and all of them maintained legions of highly disciplined archers. Loyal soldiers for all eternity, Skeleton Archers continue to practise their ways of war as they did in centuries long past, unleashing great clouds of death that darken the sky moments before falling amidst the ranks of the enemy.

Skeleton Skirmishers

The armies of ancient Nehekharu sometimes employed lightly armed and armoured infantry to skirmish ahead of squadrons of chariots or regiments of cavalry. Such warriors were tasked with harassing the flanks of the enemy army and slowing the advance of its cavalry and chariot regiments, all while fending off rival skirmishers intent on doing the same.

Skeleton Archers

	M	WS	BS	S	T	W	I	A	Ld	Points
Skeleton Archer	4	2	2	3	3	1	2	1	5	5
Master of Arrows	4	2	3	3	3	1	2	1	5	+5

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 10+ (5+ if a detachment)
Equipment: Hand weapons and warbows

Options:

- The entire unit may take light armour.....+1 point per model
- Any unit may:
 - Upgrade one model to a Master of Arrows (champion).....+5 points per unit
 - Upgrade one model to a standard bearer.....+5 points per unit
 - Upgrade one model to a musician.....+5 points per unit

Special Rules: Arrows of Asaph, Detachment, Nehekharan Undead, Open Order, Regeneration (6+)

Skeleton Skirmishers

	M	WS	BS	S	T	W	I	A	Ld	Points
Skeleton Skirmisher	5	2	2	3	3	1	2	1	4	4

Troop Type: Regular infantry
Unit Size: 5-20
Base Size: 25 x 25 mm
Equipment: Hand weapons

Options:

- The entire unit may take one of the following:
 - Warbows.....+1 point per model
 - Shields.....+1 point per model
- 0-1 unit in your army may have the Ambushers special rule.....+1 point per model

Special Rules: Arrows of Asaph, Chariot Runners, Nehekharan Undead, Regeneration (6+), Skirmishers, Vanguard

Ushabti

	M	WS	BS	S	T	W	I	A	Ld	Points
Ushabti	5	4	3	4	4	3	2	3	8	49
Ancient	5	4	3	4	4	3	2	4	8	+7

Troop Type: Monstrous infantry

Base Size: 40 x 40 mm

Unit Size: 3+

Equipment: Hand weapons, ritual blades and heavy armour

Options:

- The entire unit may replace ritual blades with greatbows (see below)Free
- Any unit may upgrade one model to an Ancient (champion)+7 points per unit

Special Rules: Arrows of Asaph, Close Order, Indomitable (1), Khopesh, Nehekhara Undead, Regeneration (6+)

	R	S	AP	Special Rules
Ritual blade	Combat	S+2	-3	Requires Two Hands, Strike Last
	R	S	AP	Special Rules
Greatbow	30"	6	-1	Armour Bane (2), Multiple Wounds (2), Volley Fire



Infantry



Ushabti

Carved into the likenesses of the gods and goddesses of Nehekhara, Ushabti stand as guardian statues around the perimeters of the necropolises and within the passageways of the great pyramids of the Tomb Kings. Ushabti are imposing monuments, and all who pass beneath their shadows tremble. In times of need, the Liche Priests awaken the Ushabti with powerful incantations, and with the sound of cracking stone, they step down from their plinths and daises, silent and ready for war. In ancient times, the living warriors of Nehekhara took great strength from the fact that the Ushabti fought alongside them, for who could fail to be inspired by the physical representations of their gods marching into battle at their sides?

Infantry



Tomb Swarms

The tombs and pyramids of the necropolises are infested with the dried husks of scorpions, scarabs and countless other poisonous creatures of the desert. Though long dead, the mere presence of the Liche Priests and Tomb Kings fills their empty shells with animation, and they scuttle from their hiding places around the mortuary temples and beneath the scorched sands.

Carrion

Repulsive carrion birds with vast wingspans once nested in the mountains east of Nehekhar. Raised into unlife by the evil enchantments of the Great Necromancer, their decayed bodies are drawn to battlefields where they feast on the flesh of anything they can find, from freshly slaughtered corpses to cadavers that have festered for too long in the heat of the desert sun.

Tomb Swarms

	M	WS	BS	S	T	W	I	A	Ld	Points
Tomb Swarm	5	3	0	2	2	5	1	5	10	37

Troop Type: Swarms
Base Size: 40 x 40 mm
Unit Size: 2-10
Equipment: Venomous bites and stings (counts as hand weapons)

Options:

- Any unit may have the Ambushers special rule.....+2 points per model

Special Rules: Dry as Dust, Nehekharan Undead, Poisoned Attacks, Regeneration (6+), Skirmishers

Carrion

	M	WS	BS	S	T	W	I	A	Ld	Points
Carrion	2	3	0	4	4	2	3	3	4	27

Troop Type: Monstrous infantry
Base Size: 40 x 40 mm
Unit Size: 2+
Equipment: Beaks and talons (counts as hand weapons)
Special Rules: Fly (10), Nehekharan Undead, Regeneration (6+), Skirmishers, Swiftstride



Skeleton Horsemen

	M	WS	BS	S	T	W	I	A	Ld	Points
Skeleton Horseman	-	2	2	3	3	1	2	1	5	11
Master of Horse	-	2	2	3	3	1	2	2	5	+6
Skeletal Steed	8	2	-	3	-	-	2	1	-	-

Troop Type: Heavy cavalry

Base Size: 25 x 50 mm

Unit Size: 5+

Equipment:

- **Skeleton Horsemen:** Hand weapons and shields
- **Skeletal Steed:** Skeletal hooves (counts as hand weapons)

Options:

- The entire unit may take:
 - Cavalry spears.....+1 point per model
 - Light armour.....+1 point per model
- Any unit may:
 - Upgrade one model to a Master of Horse (champion).....+6 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician.....+6 points per unit
- A Master of Horse may purchase magic items up to a total of.....25 points
- 0-1 unit per 1,000 points may:
 - Have the Counter Charge special rule.....+1 point per model
 - Purchase a magic standard worth up to.....50 points

Special Rules: Close Order, Horde, Nehekharan Undead, Regeneration (6+), Swiftstride, Vanguard



Cavalry



Skeleton Horsemen

When the Liche Priests summon the legions of Nehekhar to rise from their sandy graves, fully formed cavalry columns stride out of the ancient pyramids and tomb pits at the head of the regiments of infantry. When the enemy is sighted, hornblowers signal the charge and a deep unsettling discord reverberates about the desert. This otherworldly sound shakes the dust from statues, and a disquieting feeling of dread permeates across the battlefield. As one, the undead steeds gallop towards their quarry, the skeletal riders on their backs raising their tall shields and lowering their heavy spears in perfect unison. Gripped with fear, it is a brave foe indeed that does not flee before the charge of these deathless horsemen.

Cavalry



Skeleton Horse Archers

Skeleton Horse Archers are the outriders and scouts of the Tomb Kings army, Undead horsemen possessed of an innate ability to track and hunt their quarry through the shifting dunes and across the vast tracts of open desert at a relentless pace. Ranging ahead of the Nehekharan battle lines, they hinder the movements of the enemy and harass their flanks in fleeting, yet bloody skirmishes, slowing the advance of the enemy. When Skeleton Horse Archers attack, they strike without warning or mercy. The first an enemy soldier knows of the danger they face is when a black fletched arrow plunges into the throat of a friend and comrade, their gurgling cry of pain a ghastly prelude of the slaughter to come.

Skeleton Horse Archers

	M	WS	BS	S	T	W	I	A	Ld	Points
Skeleton Horse Archer	-	2	2	3	3	1	2	1	5	11
Master of Horse	-	2	3	3	3	1	2	1	5	+6
Skeletal Steed	8	2	-	3	-	-	2	1	-	-

Troop Type: Light cavalry

Base Size: 25 x 50 mm

Unit Size: 5+

Equipment:

- **Skeleton Horse Archer:** Hand weapons and warbows
- **Skeletal Steed:** Skeletal hooves (counts as hand weapons)

Options:

- The entire unit may take light armour.....+1 point per model
- Any unit may:
 - Upgrade one model to a Master of Horse (champion).....+6 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Have the Chariot Runners special rule.....+1 point per model

Special Rules: Arrows of Asaph, Nehekharan Undead, Open Order, Regeneration (6+), Reserve Move, Scouts, Skirmishers, Swiftstride



Necropolis Knights

	M	WS	BS	S	T	W	I	A	Ld	Points
Necropolis Knight	-	4	3	4	4	3	3	2	8	54
Necropolis Captain	-	4	3	4	4	3	3	3	8	+7
Necroserpent	7	3	-	5	-	-	3	3	-	-

Troop Type: Monstrous cavalry

Base Size: 50 x 100 mm

Unit Size: 2+

Equipment:

- **Necropolis Knights:** Hand weapons, cavalry spears, light armour and shields
- **Necroserpent:** Lashing tails (counts as hand weapons)

Options:

- Any unit may:
 - Upgrade one model to a Necropolis Captain (champion)+7 points per unit
 - Upgrade one model to a standard bearer.....+7 points per unit
 - Upgrade one model to a musician+7 points per unit
 - Purchase a magic standard worth up to.....50 points
- A Necropolis Captain may take:
 - A great weapon+3 points
 - Magic items up to a total of25 points

Special Rules: Armoured Hide (1), Cleaving Blow (Necropolis Knights & Captain only), Close Order, Impact Hits (1), Indomitable (1), Khopesh, Nehekharan Undead, Poisoned Attacks (Necroserpent only), Regeneration (6+), Swiftstride



Cavalry



Necropolis Knights

Necropolis Knights are elite warriors who ride atop giant snake-shaped constructs called Necroserpents, vast statues created in the image of skull-vipers, blood-asps or Khemrian cobras to guard the entrance ways of the Mortuary Cult's temples. Tethered to their mounts by a sharp hook, held firm in one mummified hand as the other wields a heavy spear that carves through mortal flesh, Necropolis Knights goad their mounts across the battlefield, blades, fangs and tails lashing out in all directions, leaving a trail of death and woe in their wake. There are few who can stand against the charge of a Necropolis Knight, for Necroserpents are incredibly powerful and difficult to destroy, and there are few foes equal to the task.

Cavalry



Sepulchral Stalkers

Created by the ancient Nehekharans to protect the borders of a king's realm, most Sepulchral Stalkers have been swallowed by the shifting sands of the desert over the centuries and now lie hidden beneath the dunes. There, they wait in ambush for intruders to pass, their horrifying snake-like forms bursting from the ground to surround their prey. The Sepulchral Stalkers impale their foes on ornate staves before they even realise they are under attack. However, it is not for this that Sepulchral Stalkers are most feared, for those who gaze into their eyes are turned into pillars of sand, standing as still as statues themselves until a gust of wind blows them apart and scatters the grains across the desert.

Sepulchral Stalkers

	M	WS	BS	S	T	W	I	A	Ld	Points
Sepulchral Stalker	7	3	3	4	4	3	3	2	8	52

Troop Type: Monstrous cavalry
Base Size: 50 x 100 mm
Unit Size: 2+
Equipment: Hand weapons, writhing tails (see below), halberds, petrifying gaze (see below) and heavy armour

Options:

- 0-1 unit in your army may have the Ambushers special rule+2 points per model

Special Rules: Close Order, Indomitable (1), Nehekharan Undead, Regeneration (6+), Swiftstride

	R	S	AP	Special Rules
Writhing tail	Combat	S	-1	Extra Attacks (D3)

Notes: In combat, a Sepulchral Stalker may make an additional D3 attacks each turn, each of which must be made with this weapon (roll separately for each model in the unit).

	R	S	AP	Special Rules
Petrifying gaze	18"	2	N/A	Magical Attacks, Multiple Wounds (D3)

Notes: When making a roll To Wound for an attack made with this weapon, substitute the target's Toughness with its Initiative. No armour save is permitted against wounds caused by this weapon (Ward and Regeneration saves can be attempted as normal).



Skeleton Chariots

	M	WS	BS	S	T	W	I	A	Ld	Points
Chariot	-	-	-	4	4	3	-	-	-	43
Skeleton Crew (x2)	-	3	2	3	-	-	2	1	7	-
Master Charioteer	-	3	2	3	-	-	2	2	7	+6
Skeletal Steed (x2)	8	2	-	3	-	-	2	1	-	-

Troop Type: Light chariot

Base Size: 50 x 100 mm

Unit Size: 1+

Armour Value: 5+

Equipment:

- **Skeleton Crew:** Hand weapons, cavalry spears and warbows
- **Skeletal Steed:** Skeletal hooves (counts as hand weapons)

Options:

- Any unit may:
 - Upgrade one model to include a Master Charioteer (champion)+6 points per unit
 - Upgrade one model to include a standard bearer+6 points per unit
 - Upgrade one model to include a musician+6 points per unit
 - Purchase a magic standard worth up to50 points
- A Master Charioteer may purchase magic items up to a total of25 points

Special Rules: Arrows of Asaph, Dry as Dust, Horde, Impact Hits (D3),
Nehekhara Undead, Open Order, Regeneration (6+),
Reserve Move, Swiftstride

Note that a Master Charioteer, a standard bearer or a musician each replace a single Skeleton Crewman, and that each must be placed aboard a different Chariot.

Chariot



Skeleton Chariots

The pride of a Tomb King's army is their chariots. Created by skilled artisans, gilded and lacquered, and covered with symbols of the Mortuary Cult, in ages past the fighting quality of a king's chariots was a reflection of their own martial prowess. As such, a king permitted only the finest warriors to crew them in war. In battle, their advance is heralded by clouds of dust thrown high into the air as they thunder across the sands. Moments later, squadrons of these deadly machines crest the dunes, wheels whirring as they careen towards the foe. Crashing into the enemy with bone-shattering force, wave upon wave of chariots crush bodies beneath heavy wheels as their Undead crew lay about the disorientated foe.



Monster



Necrolith Bone Dragon

Long ago, great Dragons dwelled within the mountains east of Nehekharu and, at the height of its civilisation, when rival kings warred for the crown of the Great Land, many were captured and bound to the will of human masters. Of these, many were slain, struck down in battle, their carcasses left to wither to dust in the desert heat. But when Nagash undertook his great ritual and cast the Great Awakening, raising the dead of all the land into a shadowy unlife, the bones of these behemoths also stirred. Since that time the most powerful Liche Priests of Nehekharu have learned to reanimate the skeletal remains of these great wyrms once more, binding their desiccated forms into their service.

Necrolith Bone Dragon

	M	WS	BS	S	T	W	I	A	Ld	Points
Necrolith Bone Dragon	6	4	-	6	(+1)	(+5)	2	5	-	+195

Note: A character mounted on a Necrolith Bone Dragon has +1 Toughness and +5 Wounds.

Troop Type: Behemoth
Base Size: 100 x 150 mm
Unit Size: 1
Equipment: Wicked claws (see below), breath of desiccation (see below) and draconic bones (counts as full plate armour)
Special Rules: Close Order, Cloud of Dust, Dry as Dust, Fly (9), Indomitable (2), Large Target, Nehekharan Undead, Stomp Attacks (D6), Swiftstride, Terror

Cloud of Dust

Great clouds of desert sand and dust seethe and billow about a Necrolith Bone Dragon, hiding its form from the eyes of its enemies.

Any enemy model that targets this model during the Shooting phase suffers an additional -1 To Hit modifier.

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Breath of desiccation	N/A	3	-2	Breath Weapon, Magical Attacks, Multiple Wounds (2)

Character Mount: A Necrolith Bone Dragon may only be included in your army as a character's mount. Its points are added to that of its rider.



Khemrian Warsphinx

	M	WS	BS	S	T	W	I	A	Ld	Points
Khemrian Warsphinx	6	4	-	5	6	5	1	4	-	175
Tomb Guard Crew (x2)	-	3	3	4	-	-	3	1	8	-

Troop Type: Behemoth

Base Size: 60 x 100 mm

Unit Size: 1

Armour Value: 5+

Equipment:

- **Khemrian Warsphinx:** Wicked claws (see below)
- **Tomb Guard Crew:** Hand weapons, cavalry spears and shortbows

Options:

- May add up to two additional Tomb Guard Crew+10 points each
- May take:
 - Envenomed sting (see below)+5 points
 - Fiery roar (see below)+20 points

Special Rules: Arrows of Asaph, Cleaving Blow (Tomb Guard Crew only), Close Order, Howdah, Indomitable (2), Khopesh (Tomb Guard Crew only), Large Target, Nehekharan Undead, Regeneration (6+), Stomp Attacks (D3), Terror

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Envenomed sting	Combat	S	-	Poisoned Attacks, Strike First

Notes: In combat, this model may choose to make one of its attacks each turn with this weapon.

	R	S	AP	Special Rules
Fiery roar	N/A	4	-1	Breath Weapon, Flaming Attacks

Character Mount: This model may be included in your army as a character's mount. If so, its points are added to that of its rider.

Note that, because it has the Howdah special rule (and its own crew, which the character joins), a Khemrian Warsphinx is considered to be a chariot mount (as described in the Warhammer: the Old World rulebook), rather than a ridden monster.

Monster



Khemrian Warsphinx

Khemrian Warsphinxes are giant leonine statues created to roam the tunnels and chambers of royal pyramids, guarding the inner sanctums of great Tomb Kings. In battle, they wade through the ranks of their foes, crushing them underfoot as if they were nothing more than bothersome insects. They are almost impervious to harm, and their stone-hard hides protect them from all but the truest strikes; anything less than a direct hit from a war machine is likely to glance harmlessly away. Atop each Khemrian Warsphinx is an ornate howdah in which several Tomb Guards ride. These elite warriors direct their mount's actions as if it were an extension of their own mummified bodies, laying into the foes below with great, double-handed spears.

Monster



Tomb Scorpions

Tomb Scorpions are powerful creations of the Mortuary Cult, formed from a combination of stone, metal, lacquered wood and fused bone. Burrowing beneath the surface of the desert, they attack suddenly and without warning, exploding into the fray in a shower of sand. They are lethal foes, for a Tomb Scorpion's tail carries a potent sting that can incapacitate the largest enemies, and their powerful pincers can slice a man in half. Tomb Scorpions are created in the likeness of the giant, mythical scorpions that are said to guard the entrance to the Nehekharan underworld. These fabled creatures protect the Realm of Souls from the predations of dark Daemons who wish to feed upon the spirits of dead kings.

Tomb Scorpion

	M	WS	BS	S	T	W	I	A	Ld	Points
Tomb Scorpion	7	4	0	5	5	3	3	4	8	70

Troop Type: Monstrous creature

Base Size: 75 x 50 mm

Unit Size: 1

Equipment: Decapitating claws (see below), envenomed sting (see below) and bone carapace (counts as heavy armour)

Options:

- May have the Ambushers special rule+5 points

Special Rules: Close Order, Indomitable (1), Magic Resistance (-1), Nehekharan Undead, Regeneration (6+), Stomp Attacks (D3), Swiftstride, Vanguard

	R	S	AP	Special Rules
Decapitating claws	Combat	S	-2	Killing Blow, Monster Slayer

	R	S	AP	Special Rules
Envenomed sting	Combat	S	-	Poisoned Attacks, Strike First

Notes: In combat, this model may choose to make one of its attacks each turn with this weapon.



Necrolith Colossus

	M	WS	BS	S	T	W	I	A	Ld	Points
Necrolith Colossus	6	3	2	6	6	5	1	4	8	160

Troop Type: Behemoth

Base Size: 50 x 50 mm

Unit Size: 1

Equipment: Paired great khopeshes (see below) and heavy armour

Special Rules: Close Order, Indomitable (2), Large Target, Nehekharan Undead, Regeneration (6+), Stomp Attacks (D3), Terror, Timmm-berrr!, Unstoppable Assault

Unstoppable Assault

A charging Necrolith Colossus is nigh impossible to stop, its huge arms raining blow upon blow down on the foe, each sending dead and broken bodies flying in all directions.

During the Combat phase of any turn in which this model charged, every attack it makes that causes an unsaved wound allows it to immediately make one additional attack. These additional attacks also benefit from this special rule.

Note that any unsaved wounds caused by the Stomp Attacks (D3) special rule do not benefit from this special rule.

	R	S	AP	Special Rules
Paired great khopeshes	Combat	S	-2	Killing Blow, Requires Two Hands

Monster



Necrolith Colossus

Towering over the Tomb King's skeletal legions, mighty statues of venerated heroes and ancient kings stride to battle. These stone giants are the Necrolith Colossus, and none can stand against them. Made to resemble immense heroes of old, Necrolith Colossus stand noble and proud. Their forms are covered in skulls, bones and mortuary ornamentation. Indeed, such was Nehekhar's obsession with death and immortality that some Colossus have even been carved to resemble giant skeletons. Breastplates, vambraces and sometimes great crested helmets were hammered onto the stone bodies of these constructs, each lavishly decorated and engraved. Armed with traditional weapons and armour of massive scale, wielding giant swords that stand taller than a Troll, a Necrolith Colossus is a supremely powerful foe.



Monster



Necrosphinx

A Necrosphinx is a bizarre and horrifying construct, a strange amalgamation of the mythical beasts that inhabit the Nehekharan underworld, maintaining order amongst the honoured dead. It has the torso and face of a man, and is armed with gigantic, scything blades that can sever the neck of a Dragon in a single slice. From its colossal leonine body grows the tail of a scorpion, and from its back sprouts a pair of ornate, falcon-like wings. A Necrosphinx glides through the air in bounding leaps before falling amongst its terrified prey, scything down the living as mortals reap the wheat of the field. None can stand against such terrifying beings, and only when all before them have been butchered will they stop.

Necrosphinx

	M	WS	BS	S	T	W	I	A	Ld	Points
Necrosphinx	6	4	0	5	6	6	1	5	8	195

Troop Type: Behemoth
Base Size: 60 x 100 mm
Unit Size: 1
Equipment: Cleaving blades (see below), decapitating strike (see below) and heavy armour

Options:

- A Necrosphinx may take an envenomed sting (see below).....+5 points

Special Rules: Close Order, Fly (9), Indomitable (2), Large Target, Nehekharan Undead, Regeneration (5+), Stomp Attacks (D3+2), Swiftstride, Terror

Soul Reaper

A Necrosphinx embodies the malevolence of the gods of the underworld. In battle it will mark the souls of worthy enemies, speeding their journey into the realm of its masters.

After deployment but before the first turn begins, nominate a single enemy character. This is the soul marked by the Necrosphinx to journey into the underworld by the battle's end. This model may re-roll any rolls To Hit of a natural 1 made against the nominated character.

	R	S	AP	Special Rules
Cleaving blades	Combat	S	-1	Killing Blow

	R	S	AP	Special Rules
Decapitating strike	Combat	S+5	-4	Killing Blow, Monster Slayer, Strike Last

Notes: This model may make one additional attack each turn with this weapon.

	R	S	AP	Special Rules
Envenomed sting	Combat	S	-	Poisoned Attacks, Strike First

Notes: In combat, this model may choose to make one of its attacks each turn with this weapon.



Screaming Skull Catapult

	M	WS	BS	S	T	W	I	A	Ld	Points
Screaming Skull Catapult	-	-	-	-	6	3	-	-	-	105
Skeleton Crew	4	2	2	3	3	3	2	3	5	-

Troop Type: War machine

Base Size: 60 x 100 mm (war machine), 25 x 25 mm (crew)

Unit Size: 1

Equipment: Screaming skull catapult (see below), hand weapons and light armour

Options:

- May have the Skulls of the Foe special rule.....+20 points

Special Rules: Dry as Dust, Indomitable (1), Nehekharan Undead, Regeneration (6+), Skirmishers

	R	S	AP	Special Rules
Screaming Skull catapult	12-60"	4 (8)	-1 (-3)	Bombardment, Cumbersome, Flaming Attacks, Magical Attacks, Move or Shoot, Multiple Wounds (D3+1), Screaming Skulls

Notes: This weapon shoots like a stone thrower, using the 'Bombardment' special rule, a 3" blast template and the Stone Thrower Misfire table. The Multiple Wounds (D3+1) special rule applies only to a single model whose base lies underneath the central hole of the blast template.

Screaming Skull Catapult Special Rules

Screaming Skulls: Any unit that suffers one or more unsaved wounds from this weapon must make a Panic test as if it had taken heavy casualties.

Skulls of the Foe: Until your next Start of Turn sub-phase, any enemy unit that was within 2D6" of the central hole of the blast template after scattering suffers a -1 modifier to its Leadership characteristic (to a minimum of 2).

War Machine



Screaming Skull Catapults

The catapults of a Tomb King's eternal army are akin to the stone throwers of other races, but instead of flinging rocks at the foe, they throw volleys of flaming skulls. The Liche Priests cast terrible curses upon these skulls, enchanting them so that they scream hideously as they are hurled through the air. These are the very death screams of the skulls' former owners, the wailing shrieks and the agonised cries of vanquished enemies. Many battle-hardened warriors are driven to the edge of insanity by the blood-curdling sound. This horrific ammunition bursts into hellish, ethereal flames when it is launched, and as the skulls arc through the air, they blaze an eerie trail of green fire behind them.



War Machine



Casket of Souls

At the heart of every mighty Nehekharan king's tomb, inscribed with hieroglyphs of malediction, lies a Casket of Souls. Within this sarcophagus resides the tormented souls of those who have incited the Tomb King's wrath, and powerful binding inscriptions ensure that these souls cannot leave their prison until the moment when the casket is opened. When a Casket of Souls is opened, blinding light spills across the battlefield as countless souls scream into the air, seeking freedom from the suffering of their confinement. These spirits plunge through the bodies of the Tomb Kings' enemies, the hapless victims suffering unbearable agony as their life essence is utterly drained and their own souls become ensnared by the power of the casket.

Casket Of Souls

	M	WS	BS	S	T	W	I	A	Ld	Points
Casket of Souls	-	-	-	-	6	4	-	-	-	135
Casket Guardians	4	3	3	3	3	4	3	4	8	-

Troop Type: War machine

Base Size: N/A

Unit Size: 1

Equipment: Hand weapons, great weapons and light armour

Special Rules: Cleaving Blow, Covenant of Power, Dry as Dust, Immovable Object, Indomitable (2), Nehekharan Undead, Regeneration (5+), Skirmishers, Unbound Spirits, Vortex of Souls

Covenant of Power

A nimbus of sorcerous energy swirls around a Casket of Souls' infernal form. So great is this power that the incantations of nearby Liche Priests become infused with a portion of the casket's energy.

Whilst within 12" of a Casket of Souls, friendly Liche Priests may apply a +1 modifier to any Casting roll they make. Additionally, any model (friend or foe) that casts a Bound spell whilst within 12" of a Casket of Souls may apply a +1 modifier to the Casting roll.

Note, however, that this bonus does not apply to any Bound spells cast by a Casket of Souls.

Immovable Object

A Casket of Souls is not borne, but is summoned by an incantation. As its Keeper intones the proper chants, a fountain of skulls bursts from the ground below, revealing the Casket atop a dais of bone.

Once a Casket of Souls has been placed on the battlefield during deployment it cannot be moved by its crew during the Remaining Moves sub-phase.

Note that a Casket of Souls can still pivot freely at any time during its turn (the better to face the enemy) and may make a follow up move as normal.



Unbound Spirits

If the guardians of a Casket of Souls are slain, the tortured souls contained within the vessel will escape their confines in a raging maelstrom of destruction and vengeance.

If the crew of a Casket of Souls is reduced to zero Wounds, immediately roll a D6 for every unit (friend or foe) within 12" of the model. On a roll of 4+, the unit suffers D6 Strength 3 hits, with no armour or Regeneration saves permitted (Ward saves can be attempted as normal). Once these hits are resolved, the Casket of Souls is removed from play.

Vortex of Souls

When a Casket of Souls is opened, blinding light is unleashed upon the battlefield as the countless bound souls entombed within it scream into the air seeking freedom from their suffering and confinement. These spirits soar forth, bound by the incantations of the Keeper to do their will.

A Casket of Souls can cast the following Bound spells, with a Power Level of 3:

Light Of Death

The unleashed spirits plunge through the bodies of the Tomb Kings' enemies, their hapless victims suffering unbearable agony as their life essence is utterly drained.

Type: Magic Missile

Casting Value: 7+

Range: 36"

Effect: The target enemy unit must immediately make a Leadership test. If this test is passed, it suffers D3 Strength 3 hits, each with an AP of -1. If, however, this test is failed, it suffers D6+3 Strength 6 hits, each with the Multiple Wounds (2) special rule and with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).

Light Of Protection

The freed souls cluster about the skeletal legions of the Tomb Kings, blinding their enemies and turning aside their hostile blows.

Type: Enchantment

Casting Value: 8+

Range: Self

Effect: Remains in Play. Whilst this Bound spell is in play, this model and any friendly unit within 18" of this model gains a 6+ Ward save against any wounds suffered. In addition, whilst this Bound spell is in play, enemy units suffer a -1 modifier to any rolls To Hit made against this model and any friendly unit within 18" of this model.

However, if this model casts the Light of Death Bound spell, this Bound spell will immediately expire.

War Machine



"Lightning will sunder the skies, the rivers will flow with blood, and war will come to the land. The legions of long-dead kings shall once more rise in eternal conquest..."

And death shall ride beside them."

*Settra the Imperishable,
Eternal King of Kings*

Magic Items



Artefacts of the Dead

In ancient Nehekhara, it was the custom that, when the mortal remains of a Priest-King were interred within their palatial mausoleum, they were accompanied by their armies for protection, by their closest family members for companionship, by their servants and retainers for comfort, and by all the wealth and riches they possessed in life as a mark of their immortal greatness. Thus, the tombs and mausoleums of the necropolis cities contain wealth unimagined amongst the lands of the living. Amongst this opulence can be found arcane artefacts and enchanted items beyond counting, crafted by the skilled artisans of that ancient land and bound around with powerful magic by the Priests of the Mortuary Cult, in the form of potent magic weapons, armour and talismans.

TOMB KINGS OF KHEMRI MAGIC ITEMS

The pages that follow detail magic items unique to Tomb Kings of Khemri armies. These can be purchased by models within a Tomb Kings of Khemri army in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

Magic Weapons

Destroyer of Eternities 75 points

Imbued with powerful incantations, the great blade of this scything weapon is impossibly sharp and is said to destroy the souls of its victims, denying them any hope of reaching the afterlife.

	R	S	AP	Special Rules
Destroyer of Eternities	Combat	S+2	-2	Killing Blow, Magical Attacks, Requires Two Hands, Strike Last

Notes: Rather than attacking normally, the wielder of the Destroyer of Eternities may choose to make a special 'Scything' attack. If they do, the enemy unit they are directing their attacks against suffers D6 automatic hits, each resolved using the Destroyer of Eternities' profile.

Crook & Flail of Radiance 50 points

These gleaming golden weapons represent the high status of the bearer, and all that enter their presence are humbled by the aura of majesty these weapons convey.

	R	S	AP	Special Rules
Crook & Flail of Radiance	Combat	S	-1	Extra Attacks (+D3), Magical Attacks, Requires Two Hands, Strike First

Notes: Monarchs of Nehekhara only.

Flail of Skulls 35 points

This flail is made from the gilded skulls of conquered enemies. Foes struck by these skulls are lacerated and savaged by their sharpened teeth, and bleed profusely from their wounds.

	R	S	AP	Special Rules
Flail of Skulls	Combat	S+3	-1	Magical Attacks, Multiple Wounds (2), Requires Two Hands

Notes: The Flail of Skulls' Strength modifier applies only during the first round of combat.

Serpent Staff 20 points

Crafted in the likeness of a rearing cobra, this tall, heavy-headed staff writhes with an unnatural life, striking at the enemies of its bearer with venomous fangs.

	R	S	AP	Special Rules
Serpent Staff	Combat	S+2	-2	Magical Attacks, Poisoned Attacks, Requires Two Hands

Notes: Liche Priests only.

Magic Armour

Armour of the Ages.....50 points

Forged from bronze, cooled in blood and plated with gold, this ancient armour can turn aside even the strongest blow.

The Armour of the Ages is a suit of light armour. In addition, enemy models must re-roll successful rolls To Wound made against the wearer.

Shield of Ptrra25 points

Bursting from the face of this ornate shield, the radiance of the Sun God Ptrra blinds the enemy.

The Shield of Ptrra is a shield. In addition, any enemy model that directs their attacks against the bearer during the Combat phase suffers a -1 modifier to their Weapon Skill characteristic.

Talismans

Crown of Kings*30 points

Ancient and ornate crowns are a symbol that servitude extends beyond the bounds of death.

Monarch of Nehekhara only. During the Command sub-phase of their turn, if they are not engaged in combat, the wearer of a Crown of Kings may attempt to resurrect the fallen (see page 154) by making a Leadership test. If this test is passed, a single friendly unit of Skeleton Warriors, Skeleton Archers, Skeleton Horsemen or Skeleton Horse Archers that is within this model's Command range recovers D3+1 Wounds.

Collar of Shapesh.....25 points

This ornate collar is a powerful charm that trades the life of one for that of another.

Single use. When the wearer of the Collar of Shapesh loses their last Wound, roll a D6. On a roll of 4+, the Wound is not lost. Instead, a single friendly model within the wearer's Command range is removed from play as a casualty.

Magic Standards

Standard of the Cursing Word.....80 points

This potent icon contains a powerful curse, similar to that which protects the mortal remains of the ancient monarchs of Nehekhara.

Battle Standard Bearer only. At the end of any phase in which one or more models in a unit joined by the bearer of the Standard of the Cursing Word lost its last Wound to an enemy attack, the unit that made the attack must make a Leadership test. If this test is failed, the enemy unit suffers D3 Strength 2 hits, each with an AP of -, for each model that lost its last Wound.

Icon of the Sacred Eye.....50 points

The arcane power contained within this unblinking eye guides the arms of those that march beneath it.

A unit carrying the Icon of the Sacred Eye has a +1 modifier to its Weapon Skill characteristic (to a maximum of 10).

Icon of Rakaph40 points

Those that march beneath the banner of King Rakaph II are instilled with unrivalled discipline.

Unless making a charge move, a unit carrying the Icon of Rakaph may perform a single free reform at any point during its movement.

Mirage Banner.....20 points

Shimmering with the heat of the desert, this banner shifts constantly, confusing the eye of the enemy.

Any enemy model that targets a unit carrying the Mirage Banner during the Shooting phase suffers an additional -1 To Hit modifier.

Enchanted Items

Cloak of the Dunes50 points

This tattered cloak is infused with the magic of the deserts, enabling its wearer to transform into an abrasive storm of sand that cuts through the foe.

Models whose troop type is 'infantry' only. The wearer of the Cloak of the Dunes gains the Fly (9) special rule. In addition, any enemy unit the wearer moves over during the Remaining Moves sub-phase suffers D6 Strength 2 hits, each with an AP of -1.

Icon of Rulership*35 points

The hero's chariot bears a totemic standard that pulses with greatness and proclaims their many victories over their enemies.

Models whose troop type is 'chariot' only. This model doubles its Unit Strength, from 3 to 6. In addition, any Impact Hits caused by this model have an Armour Piercing characteristic of -2 and the Magical Attacks special rule.

Death Mask of Kharnutt20 points

The expressionless Death Mask of Kharnutt has borne witness to the demise of untold thousands over its long millennia, causing an aura of dread and despair to hang heavily about it.

The wearer of the Death Mask of Kharnutt gains the Terror special rule.

Arcane Items

Enkhil's Kanopi30 points

Within this dusty clay vessel resides the wicked heart of the Liche Priest Enkhil. Should it ever be opened, the spirit of the jealous priest consumes the magic of his rivals.

Single use. During the Command sub-phase of their turn, if they are not engaged in combat, the bearer of Enkhil's Kanopi may attempt to unleash its contents by making a Leadership test (using their own, unmodified Leadership). If this test is passed, all 'Remains in Play' spells currently in play are dispelled, including spells cast by friendly Wizards.

Hieratic Jar*25 points

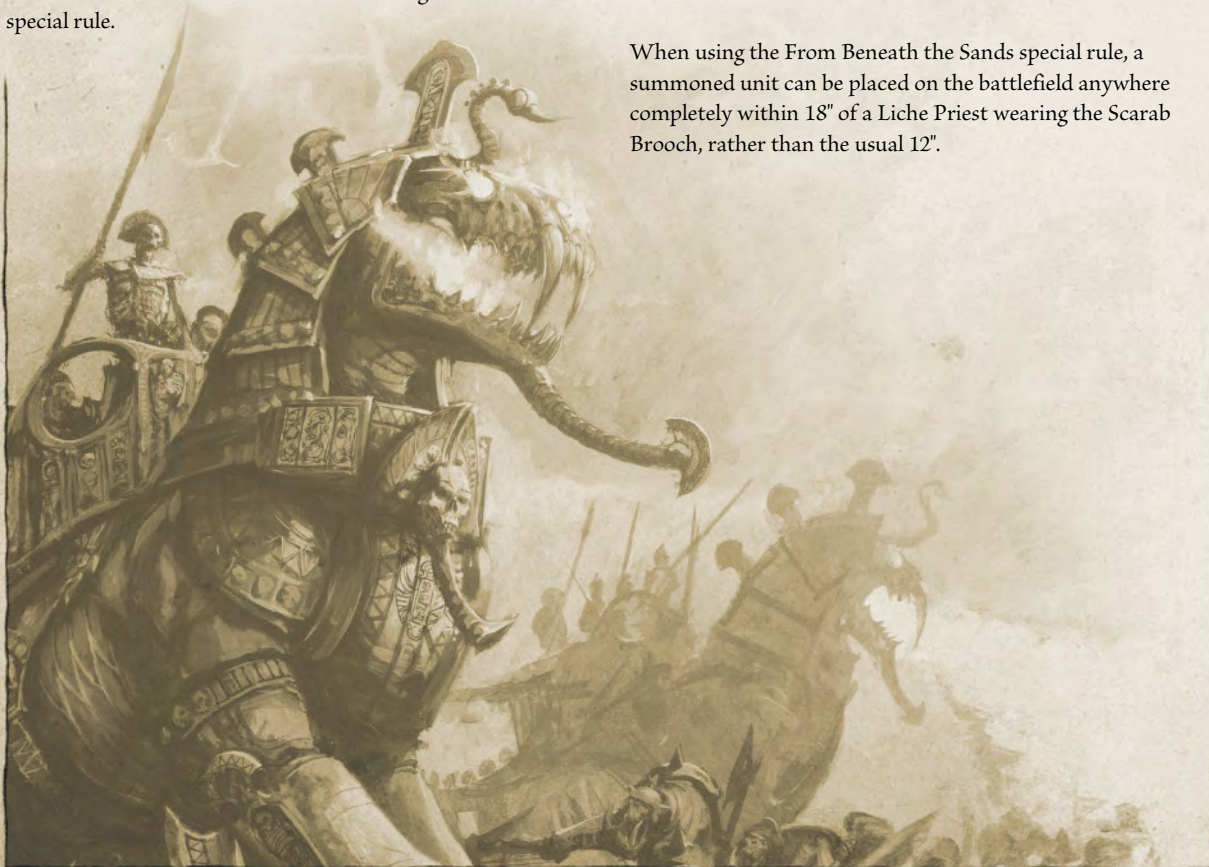
This earthenware jar, sealed with wax and bound with glyphs, contains the magically charged remains of a once-mighty Liche Priest.

Single use. During the Command sub-phase of their turn, if they are not engaged in combat, the bearer of a Hieratic Jar can release the power held within it. The bearer may attempt to resurrect the fallen by using the Arise! special rule twice during this Command sub-phase (rather than the usual once).

Scarab Brooch.....20 points

From far beneath the desert sands, scuttling dead things are drawn towards this blackened brooch.

When using the From Beneath the Sands special rule, a summoned unit can be placed on the battlefield anywhere completely within 18" of a Liche Priest wearing the Scarab Brooch, rather than the usual 12".



TOMB KINGS OF KHEMRI SPECIAL RULES

 **A** game of Warhammer: the Old World is packed with fantastic creatures and skilled warriors with abilities so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.



On the following pages you will find a full description for each of the army special rules used by models drawn from the Tomb Kings of Khemri army list:

Arrows of Asaph

These arrows carry the blessing of the goddess Asaph, and they seek out their enemies with unerring accuracy.

Units with this special rule never apply any modifiers to their rolls To Hit when shooting, regardless of the source of the modifier.

Cleaving Blow

A swift and deadly strike can cleave through the thickest of armour.

If a model with this special rule rolls a natural 6 when making a roll To Wound for an attack made in combat, it has struck a 'Cleaving Blow'. Enemy models whose troop type is 'regular infantry', 'heavy infantry', 'light cavalry', 'heavy cavalry' or 'war beasts' are not permitted an armour or Regeneration save against a Cleaving Blow (Ward saves can be attempted as normal).

Note that if an attack wounds automatically, this special rule cannot be used.

Curse of the Necropolis

A powerful curse hangs over the rulers of Nehekhara. Those that would dare strike down these ancient lords find their blood turned to sand and their bodies engulfed in swarms of desert locusts.

If a model with this special rule loses its last Wound to an enemy attack, the unit that made the attack must immediately make a Leadership test. If this test is failed, the enemy unit suffers D3 Strength 2 hits, each with an AP of -.

Dry as Dust

Entombed beneath the arid desert, the remains of living things become as dry as the dust in which they lay and, should they catch aflame, the fire quickly spreads.

Each time this model suffers an unsaved wound from a Flaming Attack, your opponent may roll a D6. On a roll of 1-3, the flames quickly die down and this model escapes further harm. On a roll of 4+, the flames take hold and this model loses one additional Wound.

Note that excess wounds caused to a model will have no additional effect except in the case of a character that is part of a challenge, in which case this special rule counts for Overkill. Excess wounds do not 'spill over' onto other models in the unit.

Indomitable (X)

Within the legions of the Tomb Kings march creatures with an indomitable will to hang on to the last vestiges of life no matter what.

A unit with this special rule reduces the number of wounds suffered due to the Unstable special rule by the number shown in brackets (shown here as 'X').

Note that this special rule is not cumulative. If two or more models in a unit have this special rule, use the highest value for the entire unit. For example, if a character with Indomitable (2) joins a unit with Indomitable (1), the whole unit uses the character's Indomitable (2) special rule.

Khopesh

A Khopesh is a heavy curved blade of bronze with a cutting edge hammered to a wicked sharpness. It is an excellent hacking weapon, able to cut easily through armour and shields to sever limbs and cleave skulls.

A hand weapon carried by a model with this special rule has an Armour Piercing characteristic of -1.

Note that this special rule only applies to a single, ordinary hand weapon and does not apply to a model's mount (should it have one). If the model is using two hand weapons or any other sort of weapon, this special rule ceases to apply.

Nehekhharan Phalanx

The warriors of ancient Nehekhara are implacable foes and, with their tall shields locked together, present an all but immovable barrier to the enemy's advance.

A unit with this special rule that is arrayed in a Close Order formation, and that is equipped with and chooses to use shields, may choose not to Give Ground should it lose a round of combat.

However, if the winning side significantly outnumbered the losing side, it will overwhelm the loser. If the Unit Strength of the winning side is more than twice that of the losing side, this unit cannot use this special rule and must Give Ground as normal.

Nehekhharan Undead

The legions of the Tomb Kings are no longer beings of flesh and blood, but sun-bleached bones animated by ritualistic magic that stride slowly but inexorably towards their enemies.

Models with this special rule are 'Undead'. Undead models cannot march (unless they have the Fly (X) special rule and choose to move by flying). In addition, all Undead models have the following universal special rules:

- Fear
- Immune to Psychology
- Unbreakable
- Unstable

A character with this special rule cannot join a unit without this special rule, and vice versa.

Resurrecting the Fallen

In a Tomb Kings of Khemri army, it is possible to heal a unit by recovering lost Wounds, and to resurrect fallen warriors. Wounds recovered in this way follow a strict order:

- First, any characters that have joined the unit are healed. A character that has been reduced to zero Wounds and removed from play cannot be resurrected.
- Second, models with more than one Wound on their profile are healed.
- Next, the unit champion is resurrected, displacing rank-and-file models as required, followed by the standard bearer and musician.
- Finally, rank-and-file models are resurrected.

Note that, in the case of multiple Wound models, each model must be fully healed, recovering all of its lost Wounds, before another can be healed or resurrected.

Note also that at least one model must remain in order for a unit to be healed. In other words, a unit that has been reduced to zero Wounds and removed from play cannot be resurrected.

Resurrected models are added to the front rank until it reaches the minimum required to claim a Rank Bonus, after which additional models can be added to the front or rear rank. If the unit already has more than one rank, models can only be added to the rear rank. A unit cannot be taken beyond its starting size.



LORE OF NEHEKHARA

The magic of Nehekhara was perfected millennia ago and has remained unchanged in the long centuries since. The wording of every incantation used in the preservation and reanimating of the dead is recorded on dusty papyrus in the mysterious hieroglyphs of Nehekhara's ancient language, to be uttered aloud in long, monotonous ritual.



A Wizard with the 'Lore of Nehekhara' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells listed below.

Djaf's Incantation Of Cursed Blades

As the Liche Priest utters this ancient mantra, the weapons of the Nehekharan warriors gathered about them become imbued with the essence of Djaf, the jackal-headed god of the dead, who hungers for the souls of the living above all things.

Type: Enchantment

Casting Value: 7+

Range: Self

Effect: Until your next Start of Turn sub-phase, any friendly unit that has the Nehekharan Undead special rule and that is within the caster's Command range may re-roll any rolls To Hit of a natural 1.

Khsar's Incantation Of The Desert Wind

Harnessing the power of Khsar, god of the desert winds, the Liche Priest summons forth a sandstorm that engulfs the undying warriors of Nehekhara and carries them across the battlefield.

Type: Enchantment

Casting Value: 6+/10+

Range: Self

Effect: If this spell is cast with a casting result of 6 or more, a single friendly unit that has the Nehekharan Undead special rule and is within the caster's Command range gains the Reserve Move special rule. If this spell is cast with a casting result of 10 or more, every friendly unit that has the Nehekharan Undead special rule and is within the caster's Command range gains the Reserve Move special rule. This spell lasts until the end of this turn.

Usekhp's Incantation Of Desiccation

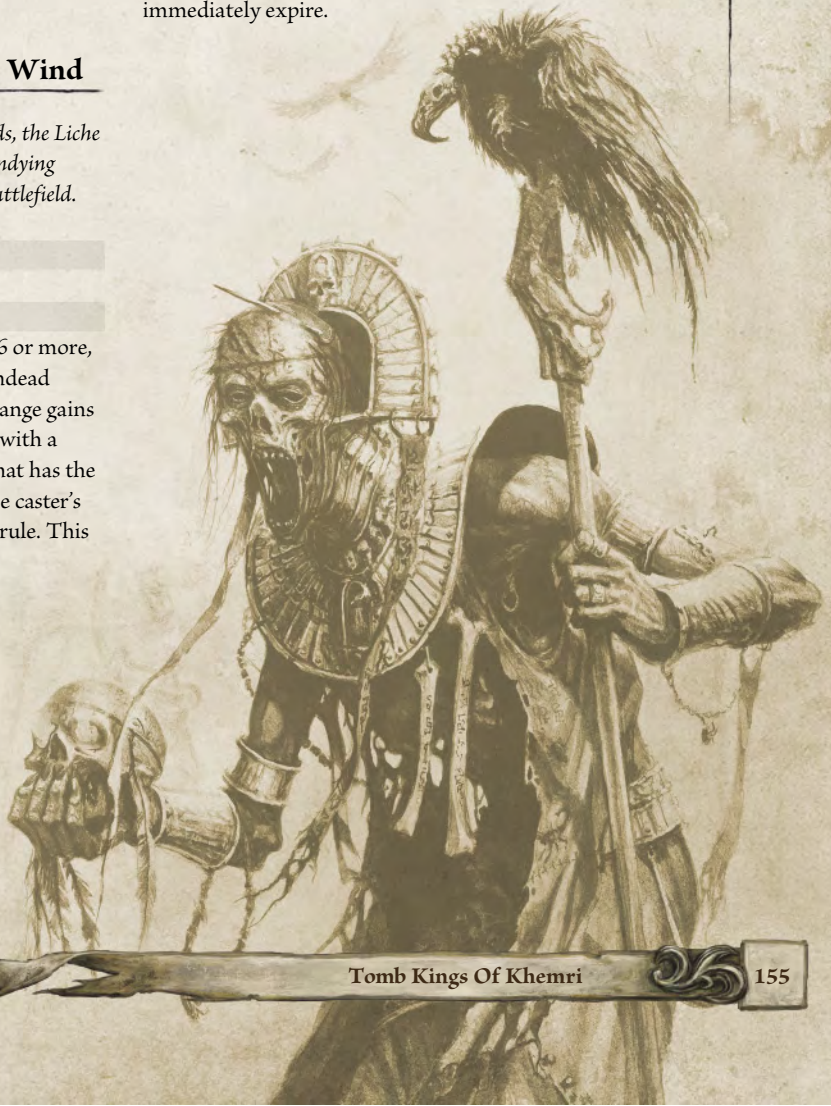
As the Liche Priest intones the curse of desiccation every syllable strips the moisture from their victims' bodies, sapping their strength and vitality.

Type: Hex

Casting Value: 10+

Range: 15"

Effect: Until the end of this turn, the target enemy unit suffers a -1 modifier to its Strength and Toughness characteristics (to a minimum of 1). If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.









A regiment of Skeleton Horse Archers emerges from an ancient necropolis to rain arrows upon the foe.



A Screaming Skull Catapult and its crew.



A Royal Herald bearing the Battle Standard of their king.



A Casket of Souls and its Guardians.



Riding atop the writhing forms of their Necroserpent mounts, a regiment of Necropolis Knights descends upon the enemy battleline.

