

FLASHPOINT CLASH

THE TOME CELESTIAL

The Cloven Ones, the true children, the wildwalkers - by these names and more are the Beasts of Chaos known. Mutant hybrids of cunning man and savage animal, these creatures feel an utter loathing for civilisation. They strive to despoil everything in their path, reducing the realms to a state of primal anarchy.



THE BEASTS OF CHAOS

Across the realms, grim fables warn the unwary not to stray into the warped wilderness. In these places – at the heart of malevolent forests and in the depths of rock-mawed canyons – horned figures dwell, twisted by dark powers and filled with bottomless hatred. These beasts who walk as men are predators in the truest sense, able to stalk unseen until a deafening horn-blast signals their prey's doom. When their armies spill forth, it is to topple the walls of civilisation and tear apart any who would defend them. Waves of Chaotic energy accompany their warpath, bringing grotesque mutation and madness. These creatures are the beastmen, mortal embodiments of ruin.

Beastmen come in many forms, but the most numerous are those known as the gor-kin. Gors are typically humanoid in appearance, though they possess twisted bestial features and a more savage mien. They walk upon cloven hooves, their muscular bodies are marked by patches of coarse fur, and their brows are often crested with protruding horns. Horns are of great importance in beastman society as a symbol of might. While the lowly ungors will sport little more than nubs of bone sprouting from their temples, the Beastlord chieftains are blessed with huge, imposing antlered crowns. Not all beastmen have bovine or goat-like features; some possess snapping shark-maws, the lithe upper bodies of hunting cats or crooked avian beaks. All, however, will respect a champion endowed with majestic horns and need little excuse to follow them to war.

To a beastman, strength is everything. Their culture is crude but robust, with the mightiest creatures brutally imposing their will on their lesser ilk. When they strike out in force against their many despised adversaries, they are joined by all manner of Chaos-touched monsters. Bullgors – hulking tauroids cursed by an endless hunger for blood – charge out from their lairs howling crazed, wordless battle-cries. With them come horrors such as slaving mutant wolfhounds, shrieking Cockatrices and the sanity-blasting aberrations known as Jabberslythes, to name but a few. Most powerful of all the gor-kin's allies are the Dragon Ogors of the Thunderscorn beasterds. This race of scaly, centauroid immortals was cast out from its domains long ago by rival powers and forced to skulk in the forgotten places. They now seek vengeance with a hateful passion, wielding the might of dark storms to blast their foes to ashes.

As a beasterd advances, the energy of Chaos gathers around it. This is the stuff of corruption in its rawest state, revered by the gor-kin and attracted by their deep-seated malice. This



unclean force is wielded by the Bray-Shamans in displays of savage sorcery, and it quickly sinks deep into the land itself. Here it will break down the laws of creation, forming nexuses of tortured earth upon which are erected horned monoliths known as Herdstones. Around these lodestones, the beastmen make their camps and perform sacrifices to the old darkness. In the Era of the Beast, the gor-kin have been bolstered

by the bestial power of Ghur as it crashes across the cosmos. They see it as their holy duty to meld this animalistic magic with the dark essence of Chaos, just as they themselves are a melding of man and beast. It is their desire to see this corrupting hybrid magic wash over all lands, reducing everything to a primordial nightmare in which the beastmen alone would be the apex predators.



MASTERS OF THE WARPED WILDS

Before the man-god Sigmar ever walked the realms and brought civilisation to their native peoples, the Cloven Ones dwelled in their ancient lands. The shamans of the beastmen are the keepers of their oral traditions, but even they have no singular answer for how the first gor-kin came into being. Some say that all beastmen descend from a single primogenitor – the legendary Gorfather, the first creature in all the Mortal Realms to heed the powers of Chaos. Others believe that the energies of ruin leaked into the realmspheres long ago, and where they pooled, animals were granted the gift of mutation. In the case of the Dragon Ogors, legend states that their ancestors made a pact with the Chaos Gods in the first days of the World-that-Was, receiving immortality in exchange for eternal servitude. That ill-considered oath binds them to this day, granting the arrogant beasts no rest even in the Mortal Realms.

This atavistic pedigree goes some way to explaining the beastmen's profound loathing of civilisation and all its works. In the depths of their subconscious, every gor recognises that there was a time when they were the masters of the wildlands. The races that now claim widespread dominion were nothing more than hapless prey to be hunted and slaughtered at leisure. It was only the coming of the Pantheon of Order and the unity they brought to many tribal peoples that saw the beastmen forced out of their ancestral territories and into the inhospitable wildernesses, places where only they could

hope to survive. The seething hatred born from this reversal fuels the gor-kin's need to cast down and despoil, so the old ways might come again.

One might expect the beastmen to feel some kinship with the barbarous children of Gorkamorka, but this is not the case. Those creatures that venerate the twin-headed god have no love for civilisation, but each – whether they realise it or not – seeks to reshape the realms into a state that suits their kind. There is nothing natural about the beastmen's designs. They would trample the lands into a ruin that could then be suffused with the raw energies of Chaos and, in the most extreme cases, would see reality itself crumble. The gor-kin perhaps do not loathe the greenskins with the same intensity they do men, aelves and duardin, recognising in them equally savage souls who understand that only raw strength grants the right to rule. Only rarely, however, do encounters between the two races not end in horrific bloodshed.

Though they revel in their nature as creatures of primal Chaos, most beastmen have little interest in the Great Game of the Dark Gods. They often show contempt for daemons, seeing them as puppets leashed to a greater entity, and rarely beseech the Brothers in Darkness directly; power is to be taken, not asked for. Even so, the beastmen respect the Chaos Gods as primordial forces of corruption. Looted trophies and sacrificed corpses are left to them around the Herdstones, and most gor-kin will fight alongside the servants of the gods should their aims align. In turn, the Ruinous Powers derive great amusement from the rampages of the Cloven Ones, delighting in the disaster they bring to the servants of rival deities.

With all this said, it is not unheard of for some beastmen to be lured in by the whispers of one god or another. Their mind's eye flickers with the promise of power beyond any they have ever known or a chance to vent their hatred of mortalkind that much more effectively. When such a bargain is struck, the gods are not miserly in blessing their malformed offspring, twisting their bodies further to resemble the whims of their patron and filling their souls with unholy purpose. Entire herds have been known to swear themselves to a god in this fashion, forming warbands of Khorngors, Pestigors, Tzaangors or Slaangors.

However, while the gor-kin will follow these ascended creatures if they display suitable strength, many recognise the trap within this bargain. By tethering their souls to a higher power, the devoted creature becomes nothing more than a pawn, one that can be discarded at a moment's notice. Many chieftains and shamans teach that it is more worthy to rely on one's own might and to offer worship to the power of ruin in its most primordial state than to be lured into the service of a single aspect of Chaos. Ironically, this often leaves the feral gor-kin the wiser party when compared to blinkered mortals who believe they can receive the boons of the Dark Gods without ever paying a price. To the humble folk of the realms who find themselves on the killing end of a beastmen stampede, however, such nuances of opinion do nothing to save them from a grisly fate.





THE SHADOWGAVE

In the same way that they offer wary respect to the powers of Chaos, the beastmen honour all manner of atavistic spirits and mutant godbeasts. Many Greatfray tribes are influenced by the history and mythology of their own hunting grounds, but there is one entity that has slunk into the minds of all gor-kin. Even the weakest ungor can recognise this entity by its manifold names – the Shadowgave, the Beast that Devours, the Bringer of Devolution. The Shadowgave is an entity said to be older than thought and time, a spirit of primal malignancy that feasts upon strife. In the World-that-Was, it manifested in the form of Morghur, a gor whose body was constantly in flux and who poisoned the enchanted forests of that world with his very presence. Morghur was struck down many times, but always did his immortal spirit recover and incarnate again, for so long as reality

inexorably moves towards entropy and dissolution, his essence will endure.

None have seen Morghur since the breaking of the World-that-Was, though in the depths of withered Ghyran, it is said that wanderers may hear strange trilling cries echoing around copses of tormented trees and that the sound is an invitation to madness. Yet the Shadowgave's spirit is believed to live on as whispers in the minds of his bestial children. The Greatfray known as the Gavespawn are his most fervent disciples, and they furiously strive to see the realms collapse into the hellish nothingness that the Shadowgave desires. Many Bray-Shamans have also joined his strange cult, advancing their master's insane agenda with or without the knowledge of their tribal chieftains.

THE TIME OF THE BEAST

Few creatures greeted the dawning of the Era of the Beast with the same glee as the gor-kin. Across the realms, the surge of animalistic energy generated by Ghur was seen as a vindication of their long-held beliefs that the prospering of civilisation had only ever been an anomaly and that a new age was descending to correct the course of history.

The gor-kin's hatred and lust for bloodshed have become so maddening that many are rendered blind to all other concerns. Sigmarite outposts that might have had to endure one or two beastman raids a season are now faced with twice that many or more. The beastmen were always known for their barbarity, but now many seem to have gone truly, violently insane. Like rabid animals, they froth and bellow, trampling swathes of the realms into oblivion.

The Greatfrays hurl themselves forwards in such numbers that their hooves irreparably scar the earth, and the shivering forests belch forth an almost endless stream of snarling abominations. It is the Dawnbringer Crusades against whom the gor-kin display the greatest wrath. To the beastmen, these expeditionary forces represent an unforgivable blasphemy by the forces of civilisation, who now seek not only to strengthen their roots in stolen lands but to expand further into the wilds and raise more of their hateful cities. Worse still, they would purify regions already claimed by blessed corruption, making a mockery of all the beastmen have striven to preserve out in their hunting grounds.

But the gor-kin's skill as ambushers is not to be underestimated. Their warbands trail Dawnbringer Crusades for miles on end, stalking them along secret wild paths and influencing their passage with a subtlety few would expect from beastmen. When the mortals are lost, isolated and at their most vulnerable, the warhorns are sounded, and packs of beastkin emerge to slaughter the



panicked crusaders. It has become a matter of pride amongst rival beasterds to boast of how many crusading hosts they have massacred and to offer up blood-stained trophies of these victories before the Herdstones.

It is when the Dawnbringers reach their destinations and lay down the foundations of new settlements, however, that the fury of the beastmen is truly raised. While the mortals seek to draw upon geomantic energy to power the arcane structures of their new strongpoints, the Bray-Shamans of the gor-kin and Shaggoths of the Thunderscorn have much experience in defiling these natural energies. Through their wild sorcery, ley lines are corrupted and mystical barriers smashed down, allowing throngs of beastmen to overwhelm the settlement. If a geomantic nexus is suitably corrupted, Bray-Shamans have been able to summon vast, fully formed Herdstones through dark sorcery alone, the rock pulsing and groaning as if alive. Around these monoliths,

the air boils with the energies of discord, and the revels of the beastmen grow ever more orgiastic and barbaric.

It is not only Dawnbringers who have drawn the ire of the beastmen. During the course of the Soul Wars, many gor-kin became engaged in protracted battles against the dead – contests in which they were determined to prove the victors. Then there are the mortal champions of Chaos. Many of these warriors have long scorned the beastmen, seeing them as nothing more than mindless animals fit only to catch the arrows of their enemies – yet their own presumed favour with the Ruinous Powers has not saved them from being dragged screaming to the gor-kin's altars and sacrificed in hideous rituals that see chieftains of the Cloven Ones swell with divine favour.

If these physical conflicts were the only threat posed by the beastmen, then they would be terrible enough. Yet

'We warned Young Hof many times not to listen too closely to the peddler's tales. But would the lad listen? Nay. He was a Dawner, as he was so fond of saying: a warrior who had marched out from Hammerhal and brought the God-King's light to the tainted lands. What could stories of old shadows in the woods do to unman him?

Perhaps it was our fault. Many dishevelled souls march out on the crusades, risking everything for the chance of a new life. When we saw the peddler shuffling around the streets of New Brighthaven, who would question him? We were so concerned with day-to-day survival that we never thought how strange it was that he wore such heavy cloaks, despite how Aqshy's air always burns, or how his voice carried such a growl. None paid him any attention. If his stories of the Horned Men kept Hof out of trouble, then it was all for the good.

But then, Hof began to change. He started brawling more, first flying off the handle at the slightest provocation then starting fights himself. He began to eat less like a man, tearing into food like a rabid snarlfang. Lumps formed on his forehead, little nubs of bone that the physicians couldn't explain. We heard strange noises coming from his domicile each eve, screams that sounded more like bleats if you listened long enough. One night I found him sniffing – literally sniffing – around one of the guardian idols, muttering some rhyme I didn't know but that hurt my ears.

Eventually, we could take it no more. Hof's screams were too wild, too animalistic. Everyone snapped. They snatched up torches and pitchforks and marched on his home, intending to burn it to the ground and drag him into the street to ... I shudder to think. They accomplished the former. The latter failed in all the confusion; he got away, making for the edge of the settlement and the kindle-woods beyond. I caught a glance of him in the dim, red light – hunched and stooped he was, with one crooked horn sprouting from his brow, braying as he ran on misshapen hooves. When some of us later remembered the peddler and sought him out, he too was gone.

We've seen mutants before, of course. The realms are a mess. But it's worse than that. Hof was a braggart, and he recounted the peddler's stories to the lasses who trailed around after him. We've kept them isolated in their homes for days now, but we can all hear their mewling croaks and brays every night. Then there's what old Magister Larne says about what he sees when he peers into his scrying pool. There's things out there in the forest, evil and twisted things, and they're coming closer. We've sent for reinforcements, but the creatures are approaching too fast. It's almost as if they're being led here ...'



alongside these creeps a subtler, more sinister danger. Outbreaks of mutation, lycanthropy and devolution into animal forms have become increasingly common in the Era of the Beast. The beastmen, however, seem to have discovered some means of weaponising this wave of transformation and turning it to their own twisted ends. In darkest Ghyran, there is a place known as Witherdwell. The power of mutation is said to lie heavy on the air there, and it has long been shunned by the realm's defenders and sealed with great waystones. Since the beginning of the Era of the Beast, Cygors have been sighted around Witherdwell in great numbers, toppling these sacred stones and allowing something terrible to spill forth – the Turnskin Curse.

The Turnskin Curse is no physical sickness; it is a supernatural ailment that spreads like a virus of the mind. To even hear tell of the gor-kin is to risk falling prey to it and to find yourself slowly mutated into one of their kind. Unfortunately, this knowledge is easily passed on in fishwives' tales and tavern gossip, for in many parts of Sigmar's empire, the beastmen are seen only as a myth – the shadow cast by man's primal fear of the woods. In trying to prove their bravery and repeating these stories, the God-King's worshippers have provided the plague with much fertile ground.

Those who succumb to the change and are forced to flee into the wilds are soon picked up by the marauding Greatfrays. At one time, these once-human creatures were referred to contemptuously as 'gaves' and 'turnskins' by the trueborn gors and shown little more respect than the stooped ungors. Yet so many now flood into the camps of the beastmen that it was inevitable that some would rise to become infamous shamans or chieftains. Even those who are weak have their uses, if they can pass for human. These mutants are sent to infiltrate the cities and outposts of Sigmar, concealing their misshapen forms in thick rags and spreading bitter tales of the Cloven Ones to any who will listen and, in doing so, granting the plague a further chance to spread.

It is not only humanity that has received the twin influence of the beastmen and Ghur. In this age of upheaval, animals of all kinds have been touched by an atavistic malice, the darkest aspects of Ghurish magic settling in their souls alongside the sinister touch of Chaos. Stories abound of trusted steeds throwing riders to the ground or otherwise violently lashing out. More sinisterly, in far-flung Sigmarite outposts, there are rumours of livestock cursed by the gor-kin that give birth to hideously deformed hybrid-creatures or even whisper to those sleeping nearby, urging them to slaughter their fellow settlers in outbreaks of deranged violence.

But the beastmen are not the only creatures to have benefited from this new era. There are other powers in tune with the disturbed natural world who might attempt to thwart the ascension of the gor-kin. Of all these foes, none are more despised than the Sylvaneth. The beastmen and the Sylvaneth share an enmity that stretches back to the World-that-Was. They are as opposed in soul as it is

possible to be, for where the forest spirits strive to preserve the cycle of nature, the gor-kin would shatter it completely. Terrible wars have been waged between them to determine the fate of the wildlands, conflicts that have seen entire herds wiped out or Sylvaneth corpses stacked high like so much broken kindling.

For centuries, the beastmen had been gaining the upper hand in these conflicts, but, in recent times, Alarielle the Everqueen – mother-goddess of the Sylvaneth race – has counter-attacked ferociously. Alarielle has cast a mighty Rite of Life, sending the energies of clean rebirth cascading across the realms. Everywhere, trees and fungus grow taller, animals multiply, and the seas heave with coral growths. The power of the Rite manifests as a strident melody that is carried by wargroves of vengeful forest spirits. To the inherently corrupt beastmen, even a note of this song is enough to induce hideous agony – one they will do anything to silence.

Across the Realm of Life, vast armies of monsters have emerged, throwing themselves against places of power sacred to the Sylvaneth. Even as the Rite's tune heals the realm, the forest spirits can hear a constant howling on the edge of perception. This is the soul of the beastman race, pressing ever closer as the Rite's energies are stretched thinner. In places where even the Sylvaneth cannot withstand their fury, the beastmen lead bloodthirsty rituals to corrupt wellsprings of life magic – and with the ley lines transmitting arcane power more rigorously than ever, these ruinous energies can spread far indeed.

Other forces have also drawn strength from the Era of the Beast, and their rise has not gone unnoticed by the beastmen. The hordes of Destruction in particular have become more powerful than ever, especially when led by the returned god Kragnos. So potent is Kragnos' aura of bestial might that even the creatures of Chaos feel energised by his savage, spiritual resonance, however unwillingly. Kragnos, for his part, scorns the beastmen as he scorns all others, and he relishes any opportunity to trample them into oblivion.

However, the Thunderscorn Shaggoths – ancient enemies of Kragnos' lost Drogrukh people – see the End of Empires for what he is. Kragnos is the last of his kind, overcome by grief and rage, and his claims of divinity are as nothing when compared to the true, elemental powers of Chaos. These malevolent creatures have long harboured a desire for vengeance against the Drogrukh as well as the now-retained Draconith; in the wilds of the realms, the summits of lonely peaks are now perpetually swathed in dark, furious stormclouds as the ancient Thunderscorn beasterds make ready to begin a primeval war anew.

'Realms awoken. I hear them. Even after Everqueen tried to break me, I hear them. Things stir in their souls. Things with mind and will and hate. Much hate. I seek path to Ghur, where awakening will come first. I seek soul of realm. I will teach it to hate even stronger.'

– Ghorraghan Khai, master of the Butcher-herd

A battletome update contains official new rules that are considered to be part of the battletome that is being updated. Treat them exactly as you would the rules that appear in the battletome itself.

BATTLETOME: BEASTS OF CHAOS UPDATE

Welcome to the *Battletome: Beasts of Chaos* update. Over the following pages, you will find a host of new and exciting rules to use alongside *Battletome: Beasts of Chaos* in open, narrative and matched play.

BATTLE TRAIT

This section of this article a new battle trait, 'The Creatures of Chaos', which includes a table of monstrous rampages that can be carried out by **BEASTS OF CHAOS MONSTERS**.

WARSCROLL UPDATE

This section contains a new warscroll for the Beasts of Chaos Herdstone faction terrain feature.

• OPEN PLAY •

This section includes twists and ruses that can only be used by a Beasts of Chaos army.

• MATCHED PLAY •

This section includes grand strategies and battle tactics that can only be used by a Beasts of Chaos army.

• PATH TO GLORY •

This section contains rules for using your Beasts of Chaos collection in a Path to Glory campaign.

TO HUNT THE DAWN

The last section is a campaign arc for your Beasts of Chaos to play through. It tells a story set on Beastbridge, a land bridge that stretches west of the Great Parch in Aqshy. A Dawnbringer Crusade has come to the region, set on sundering the many Herdstones that have been raised here. The Beasts of Chaos must stop them at all costs.



BATTLE TRAITS

Add the following battle trait to the Battle Traits section in *Battletome: Beasts of Chaos*.

THE CREATURES OF CHAOS

From the untamed regions of the Mortal Realms spill forth hideous monstrosities born from the touch of Chaos. These titanic aberrations are nightmarish to behold, and they follow the call of the Greatfrays to war so they might feast upon the remains of the fallen.

When you carry out a monstrous rampage (core rules, 21.1) with a **BEASTS OF CHAOS MONSTER**, you can carry out 1 of the monstrous rampages that follow instead of any other monstrous rampage you can carry out with that **MONSTER**.



BEASTS OF CHAOS MONSTROUS RAMPAGES

	Primal Roar: Roll a dice. On a 1, nothing happens. On a 2-5, you receive 1 primordial call point. On a 6, you receive 3 primordial call points.
	Feast on Flesh: Only a GHORGON can be picked to carry out this monstrous rampage, and the same unit can only carry out this monstrous rampage once per battle. Improve the Rend characteristic of this model's melee weapons by 1 until the end of the following combat phase. In addition, until the end of the following combat phase, each time an enemy model is slain by an attack made by this model, this model heals a number of wounds equal to the Wounds characteristic of that slain model.
	Devour Spell: Only a CYGOR can be picked to carry out this monstrous rampage. Pick 1 endless spell within 6" of this model and roll 2D6. If the roll exceeds the casting value of the spell that summoned that endless spell, that endless spell is dispelled and this model heals a number of wounds equal to the 2D6 roll.
	Entropic Miasma: Only a JABBERSLYTHE can be picked to carry out this monstrous rampage. Pick 1 enemy HERO within 3" of this model and roll a dice. On a 1, nothing happens. On a 2-5, worsen the Save characteristic of that HERO by 1 (to a minimum of 6+) until the end of the following combat phase. On a 6, worsen the Save characteristic of that HERO by 2 (to a minimum of 6+) until the end of the following combat phase.
	Thricefold Savagery: Only a CHIMERA can be picked to carry out this monstrous rampage. Until the end of the following combat phase, add 1 to the Attacks characteristic of this model's melee weapons, but all attacks made with this model's melee weapons must target the same enemy unit.

WARSCROLL UPDATE

HERDSTONE WARSCROLL

The following warscroll replaces all versions of this warscroll with an earlier publication date.



Wrought from the Chaos-infused substance of the realms, Herdstones are the sites at which the Beasts of Chaos carry out their savage rituals. As the Greatfrays stampede further into civilised territories, they continue to erect Herdstones, from which the corruptive taint of the anarchic wilds bleeds freely into the land.

FACTION TERRAIN WARSCROLL HERDSTONE

FACTION TERRAIN: Only Beasts of Chaos armies can include this faction terrain feature.

SET-UP: After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

IMPASSABLE: You cannot move a model over this terrain feature unless it can fly, and you cannot move a model onto this terrain feature or set up a model on this terrain feature (even if it can fly).

Entropic Lodestone: *As the corrupting influence of the Herdstone spreads, buildings, armour and other trappings of civilisation and order begin to crumble to dust, allowing even the crude weapons of the Beasts of Chaos to cut through their defences with ease.*

Improve the Rend characteristic of melee weapons used by all friendly **BEASTS OF CHAOS** units on the battlefield by 1. From the start of the third battle round, improve the Rend characteristic of melee weapons used by all friendly **BEASTS OF CHAOS** units on the battlefield by 2 instead of 1.

Locus of Savagery: *A Herdstone marks the domain of the Beasts of Chaos, and in its presence they fight with unfailing vigour.*

After this terrain feature is set up, its range is 12". At the start of each battle round after the first, its range is increased by 6".

If a friendly **BEASTS OF CHAOS** unit wholly within range of this terrain feature fails a battleshock test, halve the number of models that flee from that unit (rounding down). In addition, if a friendly **BEASTS OF CHAOS** unit wholly within range of this terrain feature receives the Rally command, you can return 1 slain model to that unit for each 4+ instead of each 6.

OPEN PLAY

If the players are using the Open War battlepack from the *Warhammer Age of Sigmar Core Book*, players using a **BEASTS OF CHAOS** army can use the following rules as well as those found in the battlepack.

BEASTS OF CHAOS TWIST

If the roll on the Twist table is a 1, you can ignore the No Twist result and roll on the following table instead. If both players can roll on a Twist table in this way, so long as those Twist tables are different, each player can roll on their Twist table and both twists are used for the battle (each twist applies to each player, as normal).

BEASTS OF CHAOS TWIST TABLE

D6	Twist
1-3	Murder of Crows: <i>A flock of carrion birds circles above the battlefield, waiting to descend upon the fallen. It is a fell omen for either side, and their commanders will be hard-pressed to maintain discipline.</i> During this battle, unit champions cannot issue the Inspiring Presence command.
4-6	Ruinous Rampage: <i>Twisting tendrils of Chaotic energy have sunk deep into the earth here, sending the monstrous creatures of the land into an unstoppable frenzy.</i> During this battle, players can carry out the same monstrous rampage with different MONSTERS in the same phase.

BEASTS OF CHAOS RUSE

When you generate your ruse, you can use the following ruse instead of the one you generate on the Ruse table (choose which to use after you have made your roll on the Ruse table).

Summon the Gor-kin: *When the moment is right, the champions of the Greatfrays let loose primal horn-blasts and furious howls, calling upon their fellow beasts to descend upon the battlefield and join the slaughter.*

Once per battle, at the end of your movement phase, you can choose to call the wild. If you do so, you receive 2D6 primordial call points. However, after that, you can receive no further primordial call points for the rest of the battle.



MATCHED PLAY

If the battlepack you are using says that you must pick grand strategies and battle tactics for your army, you can pick from the following lists as well as those found in the battlepack you are using.

GRAND STRATEGIES

After you have picked your army, you can pick the grand strategy below and record it on your army roster.

THE WAY OF THE BEAST

Beasts of Chaos army only.

Protect the Herdstone: *At the heart of every beastman encampment stands a Herdstone, a nexus of dark, atavistic power that the gor-kin will lay down their lives to defend.*

When the battle ends, you complete this grand strategy if there are no enemy units within 9" of your Herdstone and it has not been picked by a successful Smash To Rubble monstrous rampage.

BATTLE TACTICS

At the start of your hero phase, you can pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

HUNTERS OF THE WARPING WILDS

Beasts of Chaos army only.

In the Shadow of the Herdstone: *To sacrifice enemies beneath the horned shadow of the Herdstone is to appease the primal force of ruin and draw its anarchic energies to the battlefield.*

Pick 1 enemy unit within 9" of your Herdstone. You complete this battle tactic if that unit is destroyed during this turn.

Fury of the Wild: *Before the enemy have time to react, the cunning warriors of the beastring are all around them, hacking them down without hesitation.*

You can pick this tactic only in your first turn. You complete this battle tactic if the model picked to be your general and two or more other friendly **BEASTS OF CHAOS** units are within 3" of an enemy unit at the end of this turn.

Wrath of the Warped Wilds: *Out in the twisted wilderness roam entire packs of furious beast-kin, eager to join the hunts of the Greatfrays and tear apart their hated prey at but a single beckoning call.*

Pick 1 objective controlled by your opponent. You complete this battle tactic at the end of the turn if you control that objective and it is contested by any models in your army that were summoned with the Primordial Call battle trait.



PATH TO GLORY

This section contains rules for using a Beasts of Chaos army in a Path to Glory campaign. It includes additional rules, quests, veteran abilities and unique territories that can only be used by a Beasts of Chaos army.

VETERAN

Each time a **BEASTS OF CHAOS** unit on your Path to Glory roster gains a veteran ability, you can pick 1 of the veteran abilities from the table below instead of the table found in the Core Book.

BEASTS OF CHAOS VETERAN ABILITIES

Leaders of the Ambush: *As your Brayherd hunts down its enemies and prowls the hidden beastpaths, it is these warriors who lead the way.*

BRAYHERD unit only. This unit can use this veteran ability once per battle in the combat phase of your first turn if it was set up in ambush this battle. Add 1 to the Attacks characteristic of this unit's melee weapons until the end of the phase.

Blood-hungry: *As these brutes gulp down the remains of the enemy, the aura of monstrous hunger that clings to them draws more Bullgors out from the long shadows of the wilderness.*

WARHERD unit only. This unit can use this veteran ability once per battle at the end of the combat phase if it destroyed any enemy units in that phase. You can return D3 slain models to this unit.

Storm-heralds: *Empowered by bolts of dark lightning, these Dragon Ogors race into the fray at the crest of the oncoming storm.*

THUNDERSCORN unit only. This unit can use this veteran ability once per battle at the start of your hero phase if it is more than 3" from all enemy units. If this unit makes a normal move as a result of the Creatures of the Storm battle trait, it can make a normal move of 6" instead of a number of inches equal to the roll.

BEASTS OF CHAOS QUESTS

If your army is a Beasts of Chaos army, you can pick the following quest for your Path to Glory roster.

QUEST

ANARCHY UNLEASHED

With gathering momentum, your bestial warband rampages through the so-called civilised lands. Each victory sees more savage creatures drawn to your banner, until at last nothing will be able to stop your horde from sacking the domains of your foes.

At the end of each Path to Glory battle, add 1 quest point to the progress section of your quest log if you earned a **major victory** or **minor victory**. In addition, while this quest is on your Path to Glory roster, at the start of each Path to Glory battle against another Path to Glory army, you receive a number of primordial call points equal to the number of quest points in your quest log.

Once you have gained 5 quest points, you complete this quest. When you complete this quest, you gain 10 glory points. In addition, when making the first exploration roll in the aftermath sequence of the battle in which you completed this quest, do not roll a D66. Instead, roll a D6 and add 60 to the roll (giving a score of 61-66).

TERRITORIES

When making an exploration roll, if the roll is 61-66, that roll will correspond to a territory on the table below. Alternatively, you can pick 1 result from the Territories table in the Core Book that corresponds to a roll of 21-42.

BEASTS OF CHAOS FACTION TERRITORIES (D66)

61-62 TAINTED DEEPWOODS

Within the twisted shadows of this ancient forest stalk tribes of the gor-kin who can be rallied to your cause and used to bolster your raids upon the forces of civilisation. When fighting a Path to Glory battle against another Path to Glory army, at the end of the battleshock phase, you can pick 1 friendly **BRAYHERD** unit that is set up in ambush. You can return D6 slain models to that unit.

[Upgrade 10GP] Twisting Pathways: You can pick 2 such units instead of 1.

63-64 WILD MOUNTAINS

Chaos magic swirls around the peaks of these mountains, drawing all manner of monstrosities to bathe in its power. Stamping your dominion upon the region would allow you to bolster your growing beastherd with these powerful creatures.

Increase the **MONSTERS** limit on your order of battle by 2. In addition, in Step 7 of each aftermath sequence, roll a dice. On a 1-5, nothing happens. On a 6, a **MONSTER** is beckoned to join your beastherd. If so, you can add 1 **BEASTS OF CHAOS MONSTER** to your order of battle without spending any glory to do so.

[Upgrade 10GP] Raised Herdstone Upon the Mountain: Increase the limit by 4 instead of 2.

65-66 WARP-NEXUS

This ley line convergence has been blessed by Chaos in its purest form and now seethes with the raw stuff of anarchy. To erect a Herdstone over this font of dark power will assert your dominance for miles in all directions.

You can never have more than 1 territory of this type. This territory has no effect until it is upgraded.

[Upgrade 30GP] Warp-infused Herdstone: When fighting a Path to Glory battle against another Path to Glory army, the range of your Herdstone's Locus of Dark Savagery ability is 18" at the start of the battle.

