

WARHAMMER®

GLOTTKIN

BOOK II





GLOTTKIN

The Rules

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INTRODUCTION

Archaon has sent the Glottkin, triplet champions of Nurgle, to infest the lands of men with their supernatural plagues. Gods and monsters clash as the doom of the civilised world approaches fast.

This book details the threefold invasion that precedes Archaon's final conquest. The armies of the Lord of Decay have marched from the frozen north, their intent to cripple and break apart the races that would see order prevail. To do so they must not only conquer the realms of Men and tear down the great cities at their heart, but pollute and corrupt the cycle of nature itself. They will have to overcome not only the massed armies of the Emperor Karl Franz and his Bretonnian allies, but the endless sea of the Drakwald forest and the savage denizens that haunt its depths.

The Glottkin have allies of their own, for the agents of Nurgle act from within as well as without. As the twisted apothecaries in the Empire's heart thin the barrier between the worlds, the tripartite invasion converges upon the walled city of Altdorf itself. Massed armies of man, daemon and beast teem from every direction as their sorcerous kin force open a portal to the Realm of Chaos and let the rank energies of misrule spill forth.

This book contains new scenarios and rules based on the events in *Warhammer: Glottkin*. It is a vital sourcebook for those interested in drawing on the unbound powers of Chaos and learning more about Nurgle's vile conquest of the Empire.

This book includes the following three chapters:

New Warhammer Rules: New rules you can use in any game of Warhammer that allow you to battle through the streets of war torn cities and fight in a landscape where the Realm of Chaos itself is gaining ascendancy over the mortal world.

New Armies and Units: A new army list that allows you to field the combined armies of Chaos on the battlefield, as well as descriptions of and rules for the new characters and units introduced in this book.

Narrative Scenarios: Six Warhammer scenarios based on the most important battles that took place during the Glottkin's campaign.



HOW TO USE THIS BOOK

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

Warhammer: Glotkin describes a terrifying new episode in the history of the Warhammer world, which follows on from the events described in *Warhammer: Nagash*. In the wake of the Lord of the Undead's machinations, the forces of Chaos have combined their might to assail the Empire. Armies that include Chaos Warriors, Daemons and savage Beastmen criss-cross the Old World, bringing death and destruction to some of the Empire's mightiest cities. This book will allow you to recreate all of these things in your own games.

Our intention when writing *Glotkin* was to tell the story of these battles, and provide some new Warhammer scenarios based on what happened during the campaign of the brothers Glott. One section of this book is devoted to those scenarios.

Each scenario tells you which army lists you must use, but apart from this they are designed to be as flexible as possible, which will allow you to use whichever models you may have available – you do not have to use the actual forces that took part unless you wish to do so. That being said, you will find most scenarios often require the use of certain models if you have them available, to represent characters and units that played a critical role in the battle. However, if you don't have the appropriate models, you can still play the scenario using the models you do have.

In addition, if you wish, you can use the scenarios using different armies from those that took part in the actual battle. Although based on events from

the history of the campaign, each scenario presents both sides with a unique set of challenges to overcome, and with a little imagination and some minor modifications they can easily be fought using any combination of forces and terrain you have in your collection. It is both interesting and fun to see how other armies could have coped if they had been presented with the same situation.

As we prepared the scenarios, it quickly became apparent to us that we would need to generate new rules for some of the unique things that occurred during the campaign. First and foremost of these are the rules for the new Citadel miniatures our talented miniature designers came up with. You will therefore find a selection of new characters and units in their own section, each with a description of the way that they fight and the rules you will need to represent this when you include them in your own games. You will also find stunning photographs of the new models, painted to a superlative standard by the 'Eavy Metal team. The new models can be used in the scenarios described above, or added to your existing collection and used with the rest of your army in any other games that you play.

Several of the scenarios take place in unique environments, either in the streets of one of the cities in the Empire, or upon battlefields where the warping power of one of the four Chaos Gods is in the ascendant. Rather than include rules for these in each of the scenarios, we have put them in their own rules section. Some of the scenarios require the use of these rules, and you can use them in any other games that you play when it feels appropriate (or, even better, just because it sounds like it will be fun!). For example, if you want to fight some battles in a Temple-city between your Skaven army and your friend's

Lizardmen, then the Streets of Death rules will allow you to do just that!

Last but far from least, we have included a brand new army list that you can use for combined Chaos armies of Warriors of Chaos, Daemons of Chaos, and Beastmen models. It allows you to take units from any or all of the three army books together as a single force. The new army list represents the type of united Chaos army that the brothers Glott came to command over the course of the campaign, and also allows you to include the new characters and units presented in this book. Along with all of the other sections of this book, it is intended for use both with the scenarios presented herein, and in any other games of Warhammer you want to use it for.

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

ARMIES OF THE END TIMES

Rules for choosing an army are presented on page 16 of this book. These update and replace the rules for choosing an army that are presented in the Warhammer rulebook and reflect the disposition of armies during the End Times. **The updated rules for choosing an army are used by all armies**, not just the Legions of Chaos army presented in this book.

NARRATIVE BATTLES

In this book you will find a selection of narrative scenarios that recreate the pivotal battles fought during the campaigns described in *Warhammer: Glotkin*. These scenarios will provide you with new ways to play, and a wealth of new tactics to master.

USING NARRATIVE SCENARIOS

There are several ways in which you can use narrative scenarios. The first and most straightforward is simply to select the particular scenario for a battle you are excited about from *Warhammer: Glotkin*, and use the scenario to recreate the battle on your tabletop! The Armies section of each scenario provides guidance on the forces present so that you can replay the battles using the armies and characters described in *Glotkin*, while the scenario's special rules will ensure that all of the most important elements of the original battle will be recreated.

Another way to use these scenarios is to fight a campaign by playing through the scenarios sequentially. If you do so, then one player should command the forces of Chaos in all of the battles, while their opponent commands the opposing side. Keep a note of each player's wins and losses, and the winner of the campaign is the player with the highest number of victories at the end of the campaign.

PLAYING GLOTTKIN SCENARIOS

However you use these scenarios, it only requires a handful of modifications to the Fighting a Battle rules in the *Warhammer* rulebook, which are detailed below.

THE ARMIES

Each narrative scenario will state which armies must be used in order to fight the battle. If both players have

models for both of the armies involved in the battle, then roll-off to see which player gets to pick the army they will use, and their opponent must use the other army. More typically, each player will have just one of the armies listed, and that will be the army that they use.

In addition to the army lists, most narrative scenarios will list a number of characters and/or units that must be taken if they are available. These represent leaders and regiments that played a pivotal part in the battle and which it is important to field if you possibly can. However, if you cannot field them, it doesn't stop you from using the scenario with the forces you do have available.

Special Characters

Many of the narrative scenarios in this book include particular characters appropriate to the story being retold within. However, they do not prohibit the use of other characters who are not present (or even alive!) during the battle that scenario recreates. You should decide with your opponent(s) whether you will include other special characters from your collection when playing these scenarios.

THE BATTLEFIELD AND DEPLOYMENT

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

SCENARIO SPECIAL RULES

Most narrative scenarios will have one or more special rules that help to represent certain unique aspects of the battle that the scenario recreates.

In most cases these special rules are fully described in the body of the narrative scenario itself, but in some cases, a narrative scenario will use special rules found elsewhere in this book. The rules for Streets

of Death can be found on page 8 of this book, whilst the rules for Chaos Ascendant can be found on page 12. We recommend that you familiarise yourself with them before playing the relevant scenarios.

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







CHAPTER 1

New Warhammer Rules



STREETS OF DEATH

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

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

INTRODUCTION

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



USING STREETS OF DEATH RULES

Several of the scenarios presented elsewhere in *Warhammer: Glotkin* use one or more of the special rules presented in this section, but you can also use them in any of your other games of Warhammer, if you think they fit the narrative of your battle.



If you are playing the scenarios from this book, the scenario itself will list which of the special rules presented below apply. If the scenario simply lists Streets of Death in its special rules, then all of the following special rules apply.

ATTACKER & DEFENDER

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

SPECIAL RULES

Ambushes: If this rule is being used, then the defender is allowed to set up units in Ambush, instead of deploying them on the battlefield. Instead of deploying the unit, the defender must declare that he is setting it up in Ambush. He must then secretly pick an unoccupied building in his

deployment area, and write down a note that the Ambushing unit is hiding within it. No other unit can be placed in the same building apart from character models (who will be treated as having joined the unit).

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

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

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

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

Barricades are obstacles that grant hard cover to units behind them, and a -1 To Hit modifier to charging models in base contact with them. If a unit is in base contact with a barricade at the start of its turn, and there are no enemy models within 6" of the barricade, then it may knock the barricade down; if a barricade is knocked down, immediately remove it from the battlefield. A barricade that has been knocked down may not be rebuilt.

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

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

Death From Above: In the shooting phase, the defender may make D6 shooting attacks with the following profile from each building in his deployment area that has not been Cleared (see below) by an attacking

unit. All such attacks have a Ballistic Skill of 2. These attacks do not stop occupying models from making shooting attacks with any missiles that they may have.

Range	Strength	Special Rules
6"	2	Slow to Fire

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

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

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

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

A building that loses its last Wound is demolished and will collapse. Remove a collapsed building from the battlefield. The area the building occupied is treated as Dangerous



Terrain. Any unit that was inside the building takes 2D6 Strength 4 hits, and must be placed in a legal formation occupying the area where the building was located; any garrisoning models that will not fit in the area the building occupied are assumed to have been on the building's upper stories, and are removed as casualties with no saving throw of any kind allowed.

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

Firestorm: If this rule is being used, then units are allowed to try and set a building on fire if they are within 6" of the building in the shooting phase of their turn. Units armed with bows of any kind are allowed to try to set

a building on fire if their weapons are within range in the shooting phase of their turn. This is a special type of shooting attack called a Firestorm attack. A unit may not make any other type of attack in the same phase that they make a Firestorm attack.

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

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

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

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

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

Sewers: A scenario may state that one side or the other can use the Sewers rules. After both sides have deployed, but before the first turn, a player whose army is allowed to use the Sewers rules must place D6 Sewer Entrance markers anywhere on the table that is more than 1" from an enemy unit or building. Reinforcements from the side using the Sewers rules can deploy so that at least one model is touching a Sewer Entrance marker, instead of entering from a board edge. The reinforcing unit must be set up in a legal formation, and with no model within 1" of an enemy model or impassable terrain. In all other ways it behaves according to the Reinforcements rules.



CHAOS ASCENDANT

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

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



INTRODUCTION

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

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

USING THE CHAOS ASCENDANT RULES

Several of the scenarios presented elsewhere in *Warhammer: Glottkin* use the special rules presented in this section, but you can also use them in any of your other games of Warhammer if you think they fit the narrative of your battle.

If you are playing the scenarios from this book, and the scenario lists Chaos Ascendant in its special rules, then all of the following rules presented in this section apply.

Designer's Note: *The following rules often refer to the 'Chaos player'. This can be a player using a Beastman army, a Daemons of Chaos army, a Warriors of Chaos army, or a Legions of Chaos army selected from the army list on page 17.*

SPECIAL RULES

A GOD ASCENDANT

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

ASCENDANT DAEMONS

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

However, Daemons of the Ascendant Chaos God **do not** have the Unstable special rule. If the Ascendant Chaos God changes, or if either the Chaos Ascendant or Ascendant Daemons special rules cease to apply, then

Daemons of the (previously) Ascendant god immediately regain the Unstable special rule.

ASCENDANT MORTALS

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



STORM OF CHAOS

This special rule is only used if the Reign of Chaos special rule is also in effect (see *Warhammer: Daemons of Chaos* or the Legions of Chaos army rules on page 18).

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

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

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

SUMMON INFERNAL LEGION

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

SUMMON INFERNAL LEGION

Cast on 14+

The wizard calls upon the unholy power of the Chaos Gods to summon forth daemonic servants to do his bidding.

Summon Infernal Legion is a **summoning** spell (this is a new spell type, as described below) with a range of 12". The caster summons a single unit with the Daemonic special rule worth up to 100 points, selected from the Legions of Chaos army list on page 17.

The Wizard can instead choose to summon a single unit with the Daemonic special rule worth up to 150 points, in which case the casting value is increased to 17+.

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



SUMMONING SPELLS

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

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





CHAPTER 2

New Armies and Units

THE LEGIONS OF CHAOS

The Chaos Gods have united in their desire to crush, once and for all, any resistance to their rule on the mortal world. They have ordered their minions, be they nightmarish daemon, foul beastman, or mortal Warrior of Chaos, to combine their forces and march forth to do battle together. Chaos knights from the frozen northlands stand shoulder-to-shoulder with bloodcrushers of Khorne called forth from the Realm of Chaos, and with blood-hungry minotaurs that hail from the darkest depths of the Empire's forests, crushing all that dare to stand before them. The fate of the Warhammer world stands in the balance as these mighty legions stride forth, ready to give battle to all those that dare oppose the will of their immortal dark masters.

INTRODUCTION

This section of *Glottkin* provides you with the rules needed to field a Legions of Chaos army in your games of Warhammer. This force will combine units from *Warhammer: Beastmen*, *Warhammer: Daemons of Chaos*, and *Warhammer: Warriors of Chaos*. It can also include any or all of the powerful new Chaos units and characters found in this book.

In this section the term 'Chaos' refers to units from *Warhammer: Beastmen*, *Warhammer: Daemons of Chaos*, *Warhammer: Warriors of Chaos*, and all of the new units described in this book (with the exception of Karl Franz Ascendant). Similarly, the term 'Legions of Chaos army' refers to a combined force chosen from the aforementioned army books. A Legions of Chaos army is considered to be a Forces of Destruction force for the purposes of the Allied Armies rules found in the *Warhammer* rulebook.

LEGIONS OF CHAOS ARMY LIST

A Legions of Chaos army can include any of the units listed opposite. With the exception of new units and characters found in this book (denoted by GK), you must use the profiles, points costs, equipment, options and special rules found in *Warhammer: Beastmen* (denoted by BM), *Warhammer: Daemons of Chaos* (denoted by DoC), or *Warhammer: Warriors of Chaos* (denoted by WoC). Rules for the Exalted Flamer of Tzeentch are available from the Games Workshop Digital Editions website. Where a unit appears in more than one book (e.g. Daemon Prince), you must specify which army book you have taken the unit from. This Legions of Chaos army list should be used alongside the 'Armies of the End Times' (see below).

ARMIES OF THE END TIMES

This section updates the rules for how to pick an army for games of Warhammer. **All armies use these rules for choosing an army, not just the Legions of Chaos above.**

THE GENERAL

An army must always include at least one Lord or Hero to be its General.

MINIMUM THREE UNITS

An army must always include at least three units in addition to any Lords and Heroes.

UNIT CATEGORIES

Each army list divides the forces available into several categories. Unless specified otherwise, players are limited as to how many of their points can be spent from any particular category. There is also a limit on how many units of the same type can be chosen, as described on page 135 of the *Warhammer* rulebook, and summarised below.

Lords

You can spend up to 50% of your points on Lords.

Heroes

You can spend up to 50% of your points on Heroes.

Core Units

You must spend a minimum of 25% of your points on Core units.

Special Units

You can spend up to 50% of your points on Special units.

Rare Units

You can spend up to 25% of your points on Rare units.

ARMY SELECTION SUMMARY TABLE

An army must always include at least three units in addition to any Lords and Heroes.

	POINTS LIMIT	DUPLICATE CHOICES
LORDS	Up to 50%	No limit
HEROES	Up to 50%	No limit
CORE UNITS	25% or more	No limit
SPECIAL UNITS	Up to 50%	Up to 3 (6 if a Grand Army of 3,000 points or more)
RARE UNITS	Up to 25%	Up to 2 (4 if a Grand Army of 3,000 points or more)

LORDS

Khazrak the One-eye (BM)
Malagor, The Dark Omen (BM)
Taurox, The Brass Bull (BM)
Beastlord* (BM)
Doombull* (BM)
Great Bray-Shaman* (BM)
Skarbrand (DoC)
Kairos Fateweaver (DoC)
Ku'gath Plaguefather (DoC)
Bloodthirster (DoC)
Lord of Change (DoC)
Great Unclean One (DoC)
Keeper of Secrets (DoC)
Daemon Prince (DoC & WoC)
Archaon (WoC)
Galrauch (WoC)
Kholek Suneater (WoC)
Sigvald the Magnificent (WoC)
Valkia the Bloody (WoC)
Vilitch the Curseling (WoC)
Chaos Lord (WoC)
Chaos Sorcerer Lord (WoC)
The Glottkin (GK)
Orghotts Daemonspew (GK)
Bloab Rotspawned (GK)
Morbidex Twiceborn (GK)
Gutrot Spume (GK)
Festus Empowered (GK)

HEROES

Morghur, Master of Skulls (BM)
Slugtongue (BM)
Moonclaw, Son of Morrslieb (BM)
Wargor* (BM)
Gorebull* (BM)
Bray-Shaman* (BM)
Skulltaker (DoC)
Karanak (DoC)
The Blue Scribes (DoC)
The Changeling (DoC)
Epidemius (DoC)
The Masque of Slaanesh (DoC)
Herald of Khorne (DoC)
Herald of Tzeentch (DoC)
Herald of Nurgle (DoC)
Herald of Slaanesh (DoC)
Exalted Flamer of Tzeentch (GWDE)
Wulfrik the Wanderer (WoC)
Throgg (WoC)
Festus the Leechlord (WoC)
Scyla Anfingrimm (WoC)
Exalted Hero (WoC)
Chaos Sorcerer (WoC)

CORE UNITS

Gor Herd* (BM)
Ungor Herd* (BM)
Ungrol Four-horn (BM)
Ungor Raiders* (BM)
Tuskgor Chariot* (BM)
Chaos Warhounds (BM & WoC)
Bloodletters of Khorne (DoC)
Pink Horrors of Tzeentch (DoC)
Plaguebearers of Nurgle (DoC)
Daemonettes of Slaanesh (DoC)
Chaos Warriors (WoC)
Chaos Marauders (WoC)
Forsaken (WoC)
Chaos Chariot (WoC)
Marauder Horsemen (WoC)

SPECIAL UNITS

Minotaurs* (BM)
Centigors* (BM)
Ghorros Warhoof (BM)
Harpies (BM)
Bestigor Herd* (BM)
Razorgor Chariot* (BM)
Razorgor Herd (BM)
Bloodcrushers of Khorne (DoC)
Flesh Hounds of Khorne (DoC)
Flamers of Tzeentch (DoC)
Screamers of Tzeentch (DoC)
Nurglings (DoC)
Beasts of Nurgle (DoC)
Seekers of Slaanesh (DoC)
Fiends of Slaanesh (DoC)
Seeker Chariots of Slaanesh (DoC)
Chaos Furies (DoC)

Hellstriders of Slaanesh (WoC)
Chosen (WoC)
Chaos Knights (WoC)
Chaos Ogres (WoC)
Dragon Ogres (WoC)
Chaos Trolls (WoC)
Chimera (WoC)
Gorebeast Chariot (WoC)
Chaos Warshrine (WoC)
Putrid Blightkings (GK)

RARE UNITS

Cygor (BM)
Ghorgon (BM)
Chaos Spawn (BM & WoC)
Giant (BM)
Jabberslythe (BM)
Skull Cannon of Khorne (DoC)
Burning Chariot of Tzeentch (DoC)
Soul Grinder (DoC)
Exalted Seeker Chariot of Slaanesh (DoC)
Hellflayer of Slaanesh (DoC)
Plague Drones of Nurgle (DoC)
Hellcannon (WoC)
Dragon Ogre Shaggoth (WoC)
Chaos Giant (WoC)
Skullcrushers of Khorne (WoC)
Slaughterbrute (WoC)
Mutalith Vortex Beast (WoC)

BEASTMEN OF CHAOS

Beastmen units marked with an * in the list above can take a Mark of Chaos. If a unit takes a Mark of Chaos, all models in that unit must take the same Mark. The effect of each Mark of Chaos is described on page 19. The cost of each Mark is as follows:

Mark of Khorne: 2 points per model
(10 points if Hero, Lord, Chariot or Monster)

Mark of Tzeentch: 2 points per model
(10 points if Hero, Lord, Chariot or Monster)

Mark of Nurgle: 2 points per model
(10 points if Hero, Lord, Chariot or Monster)

Mark of Slaanesh: 1 point per model
(5 points if Hero, Lord, Chariot or Monster)

LEGIONS OF CHAOS ARMY SPECIAL RULES

There are a number of common special rules that apply to several Chaos units. **The army special rules from *Warhammer: Beastmen*, *Warhammer: Daemons of Chaos* and *Warhammer: Warriors of Chaos* are not used.** Instead, units in a Legions of Chaos army use the army special rules as described below. Note that several of these rules have been modified from the form in their original army book, in order to better reflect the different nature of battles during the End Times, and therefore they should be read carefully by all players, especially those that have used the original versions of the rules.

BEASTMAN AMBUSH

During deployment, any unit in which **all models** have the Beastman Ambush special rule can be held off table 'in ambush' instead of being deployed. Make sure you tell your opponent which units are being held back in this way. To determine when your Beastman ambushers enter play, roll for each ambushing unit in the Remaining Moves sub-phase of each of your turns (including Turn 1) and consult the following table. Characters with the Beastmen Ambush rule can be included as part of a unit that is set up in this way, and will arrive with the unit they are part of.

D6 RESULT

- 1 The unit arrives as reinforcements on the table edge of your opponent's choice.
- 2-3 Roll again next turn.
- 4 The unit arrives as reinforcements on the table edge to your left.*
- 5 The unit arrives as reinforcements on the table edge to your right.*
- 6 The unit arrives as reinforcements on the table edge of your choice.

* If for any reason it is not possible to deploy the unit on this table edge, count the result as a roll of 1.

DAEMONIC

All models with the Daemonic special rule have the Fear, Unbreakable and Unstable special rules as described in the *Warhammer* rulebook. In addition, they are also subject to the following special rules:

DAEMONIC ALIGNMENT

Most Daemons (even chariots) are bound to one of the Chaos Gods. Only Daemonic characters can join units of Daemons. Furthermore, Daemonic characters can only join units that are solely composed of Daemons with the same allegiance as themselves. In addition, Daemons receive no benefit from the Inspiring Presence or Hold Your Ground! rules, unless both they and the model with those rules are Daemons of the same allegiance. In addition the following special rules apply, depending on the Daemon's allegiance:

Daemons of Khorne: Models with this special rule have the Hatred (Daemons of Slaanesh) special rule. In addition, on a turn in which a model with this special rule makes a successful charge, it has a +1 bonus to its Strength for the rest of the turn.

Daemons of Tzeentch: Models with this special rule have the Hatred (Daemons of Nurgle) special rule, and re-roll ward save results of 1. Wizards with the Daemon of Tzeentch special rule also re-roll channelling results of 1.

Daemons of Nurgle: Models with this special rule have the Hatred (Daemons of Tzeentch) special rule. Enemy models attacking a Daemon of Nurgle in close combat suffer a -1 penalty To Hit.

Daemons of Slaanesh: Models with this special rule have the Armour Piercing and Hatred (Daemons of Khorne) special rules.

DAEMONIC ATTACKS

Attacks made by a model with this special rule are magical. This includes any special, ranged or Stomp attacks they make.

DAEMONIC AURA

At the start of the game, a models with special rule has a 5+ ward save (though this might well change as a result of the Reign of Chaos special rule - see page 19).

Designer's Note:

Daemonic Instability

Veteran players will notice that the rules pertaining to Daemonic Instability do not appear in the Legions of Chaos army list. This is quite deliberate. During the End Times the Realm of Chaos has expanded and the magicks sustaining Daemons in the mortal world have changed. As a result, all rules pertaining to Daemonic Instability are replaced by the Unbreakable and Unstable rules.

DAEMONIC GIFTS

Daemonic Gifts are the Daemons' equivalent of magic items. They are chosen differently to magic items (see *Warhammer: Daemons of Chaos*), but otherwise follow all the rules for magic items.

EYE OF THE GODS

Models with the Eye of the Gods special rule are collectively known as Chaos Champions. They can never refuse a challenge and, if possible, must always issue one. If there are several Chaos Champions involved in a combat, the controlling player chooses which will issue or accept the challenge.

In addition, if a Chaos Champion kills an opponent in a challenge, or if he kills a monster, immediately make a 2D6 roll on the Eye of the Gods table on page 21. Once the result of the roll has been determined, make a note on your army roster - that model now has that reward for the rest of the battle. A Chaos Champion

can have several rewards, and it can even have the same reward multiple times. These rewards cannot increase a characteristic above 10, an armour save beyond 1+, or a ward save beyond 3+. If, for any reason, a reward cannot be applied, the result is ignored and nothing happens.

Note that the Chaos Champion must cause the last unsaved Wound on a model to claim the kill (if a model suffered multiple Wounds simultaneously, randomise between the sources to determine which caused the final Wound). Causing an Unstable enemy to perish as a result of combat resolution, or catching an enemy character or monster that flees from combat, for example, do not count.

BEASTMEN CHARACTERS

All Beastmen characters and unit champions chosen as part of a Legions of Chaos army have the Eye of the Gods special rule, and hence are Chaos Champions for all rules purposes. However, if a Beastmen character or unit champion receives the Daemonhood reward (whatever the source), it is instead treated as the Spawndom reward.

LOCI OF CHAOS

Several models in a Legions of Chaos army can purchase locus upgrades. There are three tiers of locus. Rising from weakest to strongest these are: Lesser, Greater and Exalted. If a unit is affected by two or more loci, only the strongest takes effect – the rules for the others are ignored. If a model is slain, the effect of its locus is lost immediately. The effects of Loci of Chaos can be found in *Warhammer: Daemons of Chaos*.

MARKS OF CHAOS

Many characters and regiments in a Legions of Chaos army either have, or can purchase, one of the four Marks of Chaos, detailed below. A model cannot have more than one Mark of Chaos. A character with a Mark of Chaos cannot join a unit that has a different Mark of Chaos. A character with a Mark of Chaos cannot join a unit that has already been joined by a character that has a different Mark of Chaos.

Mark of Khorne: A model with the Mark of Khorne has the Frenzy special rule.

Mark of Tzeentch: A model with the Mark of Tzeentch has a 6+ ward save. If a model with the Mark of Tzeentch already has a ward save, the Mark of Tzeentch improves that ward save by 1 instead (to a maximum of 3+). In addition, a Wizard with the Mark of Tzeentch re-rolls any channelling dice rolls of a 1.

Mark of Nurgle: Enemy models attacking a model with the Mark of Nurgle in close combat suffer a -1 penalty To Hit.

Mark of Slaanesh: If the majority of models in a unit have the Mark of Slaanesh, the unit automatically passes any Fear, Terror and Panic tests it has to take.

PRIMAL FURY

At the beginning of each round of close combat, each engaged unit with the Primal Fury special rule must take a Leadership test. If the test is passed, that unit is subject to Hatred of all units they are fighting until the end of the close combat phase. They will re-roll failed To Hit rolls even if it is not the first round of combat. In addition, units that pass their Primal Fury test on a roll of a double 1 are subject to both the effects listed above and the Frenzy rule until the end of the close combat phase. A model may become Frenzied in this way even if they have lost a combat earlier in the battle.

REIGN OF CHAOS

If you are commanding a Chaos army, then whenever the Winds of Magic are rolled for in a friendly Magic phase, total the two highest dice scores (in most games you only roll two dice for the Winds of Magic, so simply total these) and immediately resolve the result shown on the Reign of Chaos table on page 20.



Reign of Chaos Table

2 THE WINDS RECEDE

All Daemonic units double the number of Wounds inflicted due to their Unstable special rule until you next roll for the Winds of Magic.

3 PUNISHED BY THE GODS

Randomly select one friendly Chaos character (if there are no friendly Chaos characters on the board, nothing happens this time instead). The selected character must immediately take a Leadership test, losing 1 Wound (with no saves of any kind allowed) for each point by which the test is failed.

4 CHAOTIC EBB

All models with the Daemonic special rule (friend or foe) suffer a -1 penalty to their ward saves (which will therefore normally be reduced to 6+) until you next roll for the Winds of Magic.

5 STORM OF FIRE*

Roll a D6 for each enemy unit on the board. Do not roll for units that are engaged in close combat. On the roll of a 6, place a small round template centred directly over the centre of the unit – this then scatters D6". Any models wholly or partially beneath the template's final position suffer a single Strength 4 hit with the Flaming Attacks special rule.

6 ROT, GLORIOUS ROT*

Roll a D6 for each enemy unit on the board. Do not roll for units engaged in close combat. On the roll of a 6, that unit suffers D6+3 Strength 3 hits, with no armour saves allowed.

7 THE EYE OF THE STORM

If your Army General has a Mark of Chaos, or has the Daemonic special rule, consult the chart below to determine which effect manifests. If the army general does not have a Mark of Chaos or the Daemonic special rule, or if he has been slain, nothing happens:

Mark of Chaos/Alignment	Manifestation
Khorne	Khorne's Wrath
Tzeentch	Storm of Fire
Nurgle	Rot, Glorious Rot
Slaanesh	The Dark Prince Thirsts

8 THE DARK PRINCE THIRSTS*

Roll a D6 for each enemy unit on the board. Do not roll for units that are engaged in close combat. On the roll of a 6, that unit must take a Leadership test on 3D6, adding the results together. If the test is passed, nothing happens. Otherwise, for each point by which the unit failed the test, it suffers a Wound, with no armour saves allowed.

9 KHORNE'S WRATH*

Roll a D6 for each enemy unit on the board. Do not roll for units that are engaged in close combat. On the roll of a 6, place a small round template centred directly over the centre of the unit – this then scatters 3D6". Resolve damage as you would from a stone thrower shot, with the model under the centre of the template suffering a Strength 9 hit with the Multiple Wounds (D6) special rule, and all other models wholly or partially under the template suffering a Strength 3 hit.

10 CHAOTIC SURGE

All models with the Daemonic special rule (friend and foe) gain a +1 bonus to their ward saves (which will therefore normally be increased to 4+) until you next roll for the Winds of Magic.

11 DAEMONIC POSSESSION**

Randomly select one enemy Wizard on the board who does not have the Daemonic special rule (if there are no eligible enemy Wizards currently on the board, nothing happens this time instead). The selected Wizard must pass a Leadership test or be removed as a casualty with no saves of any kind allowed. If the Leadership test is failed then before removing the Wizard, place a Herald of Khorne, Tzeentch, Nurgle or Slaanesh (your choice) anywhere within 6" of the slain model that is more than 1" from all units and impassable terrain. If you chose a Herald of Tzeentch, generate its spell immediately. This Herald can act normally in the turn it is created. If you do not have a spare Herald of Chaos model, or if one cannot be placed on the board according to the aforementioned restrictions, the selected Wizard is removed as a casualty but no Herald is placed.

12 SUMMONED FROM BEYOND**

Place a new unit consisting of 2D6+3 Bloodletters, Pink Horrors, Plaguebearers or Daemonettes (you choose). When placing this unit, it can be placed anywhere on the battlefield at least 1" away from all units, buildings and impassable terrain. It can be placed in any legal formation, so long as the unit's front rank contains at least five models. If the summoned unit cannot be placed (because there is not enough room or you do not have enough models), the unit does not enter play at all.

** Hits and Wounds caused by these results are treated as having been made by magical attacks.*

*** New units created by these results are under your control. They do not have any additional upgrades or award victory points, but are otherwise treated exactly as for other units of their type.*

Eye of the Gods Table

2 DAMNED BY CHAOS

The Chaos Champion must take a Leadership test on his own, unmodified Leadership. This test cannot be re-rolled. If the test is passed, the Chaos Champion receives the Insanity reward. If the test is failed, the Chaos Champion instead receives the Spawndom reward.

INSANITY: The Chaos Champion gains the Stupidity special rule. If the Chaos Champion already has the Stupidity special rule, he instead suffers -1 Leadership, to a minimum of 2.

SPAWNDOM:** If you have a spare Chaos Spawn model, you can place it anywhere within 6" of the Chaos Champion, that is more than 1" from any unit or impassable terrain. The Chaos Spawn retains none of the equipment, upgrades, magic items, Marks of Chaos, Chaos Mutations and Powers, special rules or spells that it possessed in its former existence (these are lost). If you do not have a spare Chaos Spawn model, or if it cannot be placed on the board according to the aforementioned restrictions, then no Chaos Spawn model is placed. Finally, the Chaos Champion is removed from play as a casualty. If the Chaos Champion is mounted, his mount is also removed from play, unless it is a chariot or a ridden monster.

3 EVIL EYEBALL

The Chaos Champion gains +1 Ballistic Skill.

4 UNHOLY RESILIENCE

The Chaos Champion gains +1 Toughness.

5 IRON SKIN

The Chaos Champion's armour save is improved by 1.

6 MURDEROUS MUTATION

The Chaos Champion gains +1 Weapon Skill.

7 THE EYE OPENS

If the Chaos Champion has a Mark of Chaos, consult the chart below to determine which reward he receives. If the Chaos Champion does not have a Mark of Chaos, he can instead re-roll one failed roll To Hit, roll To Wound or saving throw until the end of his next turn:

Mark of Chaos	Reward
Khorne	Dark Fury
Tzeentch	Aura of Chaos
Nurgle	Unholy Resilience
Slaanesh	Unearthly Reflexes

8 UNEARTHLY REFLEXES

The Chaos Champion gains +1 Initiative.

9 DARK FURY

The Chaos Champion gains +1 Attack.

10 SLAUGHTERER'S STRENGTH

The Chaos Champion gains +1 Strength.

11 AURA OF CHAOS

The Chaos Champion gains a 6+ ward save. If the Chaos Champion already has a ward save, it is improved by 1 instead (to a maximum of 3+).

12 DARK APOTHEOSIS

The Chaos Champion must take a Leadership test on his own, unmodified Leadership. This test cannot be re-rolled. If the test is failed, the Chaos Champion receives the Divine Greatness reward. If the test is passed, the Chaos Champion instead receives the Daemonhood reward.

DIVINE GREATNESS: The Chaos Champion gains the Stubborn special rule. If the Chaos Champion already has the Stubborn special rule, he instead gains +1 Leadership.

DAEMONHOOD:** If the Chaos Champion does not already have a Mark of Chaos, he immediately gains one (owning player's choice, with the exception that a Wizard can never gain the Mark of Khorne). Then, if you have a spare Daemon Prince model, you can place it anywhere within 6" of the Chaos Champion that is more than 1" from any unit or impassable terrain. This Daemon Prince will retain any equipment, Chaos Mutations and Powers, magic items and any other rewards from this table gained during its former existence (if it had any). If the Chaos Champion was your army General or Battle Standard Bearer, the Daemon Prince remains so. If the Chaos Champion was a Wizard, the Daemon Prince retains his Wizard levels and knows the same spells as the Chaos Champion did before turning into a Daemon Prince. If the Chaos Champion had the Mark of Khorne, Tzeentch, Nurgle or Slaanesh, he will have the Daemon of Khorne, Tzeentch, Nurgle or Slaanesh upgrade, respectively. If you do not have a spare Daemon Prince model, or if it cannot be placed on the board according to the aforementioned restrictions, then no Daemon Prince is placed. Finally, the Chaos Champion is removed from play as a casualty. If the Chaos Champion is mounted, his mount is also removed from play, unless it is a chariot or a ridden monster.

THE GLOTTKIN

Befouled Brothers of Nurgle

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

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

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

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

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

over the lips of the cliffs and into the crashing waves below.

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

Since that fateful battle, Nurgle bestowed gifts upon the triplets with every passing year, spoiling them much in the manner a generous grandfather treats his grandchildren. Little by little, the Glotts become very different men. Ghurek grew larger and larger as his ravenous appetite for life turned into desperate gluttony. Eventually man became monster as Ghurek gained terrible strength, but lost the ability to reason. Known for growling a corrupted version of his own name, 'Ghurk' was refashioned by his adoptive grandfather into an obese spawn-thing so large his brothers took to riding him to war. Great horns sprouted from his shoulders, popping boils covered his back, and his arms mutated hideously,

one into a lamprey maw, the other into a muscular tentacle, the better to scoop up victims to sate his terrible hunger. Ghurk could slay giants and ice drakes alike, devouring their corpses and later defecating heaving mounds from which strange new forms of life emerged into the light.

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

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



THE GLOTTKIN 810 points

The Glottkin

M	WS	BS	S	T	W	I	A	Ld
6	6	3	6	6	12	1	5	10

Troop Type

Monster (Special Character)

The Glottkin can be included in a Warriors of Chaos or Legions of Chaos army. Their points cost counts towards your Lords allowance.

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

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

MUTATIONS:

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

SPECIAL RULES:

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

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

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

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

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

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





ORGHOTTS DAEMONSPREW

Maggoth Rider, Chaos Lord of Nurgle

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

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

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

The Realm of Chaos ebbs and flows across the lands as the power of the Dark Gods waxes and wanes, and at times it has spilt over the mountains to consume Icehorn Peak and those who dwell in its shadow. Orghotts has, at times, even walked the twisting pathways of the Garden of Nurgle, though instead of being the transcendent paradise he had hoped for it proved instead a tantalising hell. The Bastard King wandered the Realm of Chaos at one step removed, able to see the garden unfold around him

but unable to breathe in the nostril-blasting scents of its bright fungus or taste the rancid spores that floated lazily through the air.

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

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

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

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



Though Orghotts considers himself a mere shadow of the warrior he will one day become, in battle he has always proved to be a force of terrible destruction. Heavily armoured and all but immune to physical wounds, those fast enough to land a blow on Orghotts' stout frame invariably find their attack shrugged off, and a decapitating blow levelled at them in return. Even those of his blows that do not truly connect can be lethal – a single scratch from the Rotaxes will fester and turn gangrenous in a second, laying the victim low even as Orghotts barrels past in search of fresh opportunities to prove his worth. Those assailants that do manage to penetrate Orghotts' armour

and pierce his skin quickly learn the truth behind his name. Whenever the warlord's flesh is cut open, a gout of daemonic ichor spew out with shocking force. Its vitriolic potency is enough to burn through steel and dissolve the flesh beneath. It is a testament to the length of Orghotts' violent odyssey that more men have been killed by his tainted lifeblood than by the blades of the latter-day champions that march alongside him.

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

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

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





ORGHOTTS DAEMONSPREW 430 points

	M	WS	BS	S	T	W	I	A	Ld
Orghotts Daemonspew	6	8	3	6	5	9	7	8	9

Troop Type
Monster (Special Character)

Orghotts Daemonspew can be included in a Warriors of Chaos or Legions of Chaos army. His points cost counts towards your Lords allowance.

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

EQUIPMENT:

- Chaos armour

MUTATIONS:

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

SPECIAL RULES:

Eye of the Gods, Fear, Mark of Nurgle.

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

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

Range	Strength	Special Rules
6"	4	Killing Blow, Poisoned Attacks, Quick to Fire

MAGIC ITEMS:

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



BLOAB ROTSPAWNED

Chaos Sorcerer of Nurgle, Maggoth Rider

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

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

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

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

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

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



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

Bloab woke in agony from strange and disturbing dreams, his insides burning. Within him the daemonfly larvae had hatched, and the wriggling beasts were eating him alive from the

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

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

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

concentration of enemy mages and helping Bloab to focus his own.

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

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

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



BLOAB ROTSPAWNED 415 points

Bloab Rotspawned

M	WS	BS	S	T	W	I	A	Ld
6	5	3	6	5	8	5	6	8

Troop Type

Monster (Special Character)

Bloab Rotspawned can be included in a Warriors of Chaos or Legions of Chaos army. His points cost counts towards your Lords allowance.

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

MAGIC:

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

EQUIPMENT:

- Chaos armour
- Great weapon

SPECIAL RULES:

Eye of the Gods, Fear, Mark of Nurgle.

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

Range	Strength	Special Rules
24"	3(4)	Vile Bile

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

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

MAGIC ITEMS:

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





MORBIDEX TWICEBORN

Champion of Nurgle, Maggoth Rider

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

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

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

In the end, the Garden of Nurgle came to Morbidex. The aethyric winds were blowing strong that year, and the Realm of Chaos spilled out into reality, consuming the lands in a tide of unreality. Unholy vegetation spread rapidly across glacier and ice floe alike, fungi sprouted and

spores choked the air until the world became ever more similar to the fecund paradise of the Lord of Decay. Morbidex was climbing the sheer side of Icehorn Peak with only a pair of sharp axes when this wave of strangeness washed over him. As he hung precariously from the mountainside, an avalanche descended upon him – not of snow and ice, but of giggling, excited nurglings. The nurgling avalanche took Morbidex with it all the way to the bottom of the mountain, each of the portly little daemons squealing in delight around the chieftain as they tumbled into the mortal realm. The chieftain cried out too, but not in joy, for he feared he was being carried to his death.

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

The boldest of the nurglings, introducing himself as Little Bubo, slipped and squirted his way through the living quagmire to Morbidex's side. He asked the chieftain a child's riddle, and though Fireborn sullenly ignored it at first, eventually he gave the answer – it was a riddle he himself had told as a child. Little Bubo burrowed down and yanked hard at Morbidex's belt, but he was little stronger than an infant, and achieved nothing. Next to speak was Bull Boil, a comparatively brawny nurgling with

a steer's horns. He asked the trapped chieftain a riddle of his own, and after long thought, Morbidex gave the correct answer to this conundrum too. Bull Boil shouldered his way to Morbidex's feet and pushed upwards with all his inconsiderable might. Over and over again this strange test was undertaken, each of the bravest nurglings asking his own riddle. Those to whom Morbidex gave the right answer would aid him, pushing and pulling as the chieftain struggled to get free. Though they were individually weak, when a dozen Nurglings strove to help, their aid finally paid off. Slowly, inch by painstaking inch, Fireborn managed to climb through the morass.

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

Morbidex fought through the pain of his transformations, bursting up from the nurgling-tide like a zombie clawing out from the grave. The daemon-mites, impressed by the tenacity of the champion in their midst, cheered in unison as Morbidex threw back his newly-horned head and laughed manically at the shimmering skies.

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

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



MORBIDEX TWICEBORN..... 385 points

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

Troop Type
Monster (Special Character)

Morbidex Twiceborn can be included in a Warriors of Chaos or Legions of Chaos army. His points cost counts towards your Lords allowance.

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

EQUIPMENT:

- Chaos armour
- Great weapon

MUTATIONS:

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

SPECIAL RULES:

Eye of the Gods, Fear, Mark of Nurgle, Regeneration.

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

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

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

Range	Strength	Special Rules
6"	6	Poisoned Attacks, Quick To Fire





PUTRID BLIGHTKINGS

Exalted Champions of Nurgle

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

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

Though such individuals tend to band together and hence are usually encountered in warbands or tight-knit military groups, each of the Blightkings is deadly in his own right, a champion in the making who is fully

prepared to fight and die for his vile god's cause. Many and varied are the weapons with which these blessed few perpetuate the cycle of life and death. They range from those that typify the tribes of the north, such as bone-crushing flails and flesh-hewing axes, to far stranger tools of destruction that echo the proclivities of their patron. Some of their number boast insectile appendages, others battle scythes, or staffs that carry massive verdigris-stained bells, each clanging out a sonorous death toll as its wielder caves in the skulls and ribcages of his foes.

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

The first of the Chaos worshippers to feel the touch of the Nurgle's insectoid messengers were the Chaos warriors that garrisoned Brass Keep. Having fought their way deep into the Empire at the vanguard of the warlord Undra Kul's invasion, the Repugnauts had already made a name for themselves by committing acts of bloody desecration in the name of Nurgle wherever they went. They were part of the besieging army that

assailed the titanic Brass Keep, for the fortress had changed hands many times over the years, and had proved an indomitable bulwark for both the Empire and its enemies.

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

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

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

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

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

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



PUTRID BLIGHTKINGS. 40 points per model

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

The Putrid Blightkings can be included in a Warriors of Chaos or Legions of Chaos army. Their points cost counts towards your Special units allowance.

UNIT SIZE: 5+

EQUIPMENT:

- Chaos armour
- An array of weaponry
- Shield

SPECIAL RULES:

Eye of the Gods

(Putrid Blightking Champion only),

Mark of Nurgle.



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

OPTIONS:

- May upgrade one Putrid Blightking to a Putrid Blightking Champion 10 points
- May upgrade one Putrid Blightking to a musician 10 points
- May upgrade one Putrid Blightking to a standard bearer 10 points
- May take a magic standard worth up to 50 points





GUTROT SPUME

The Lord of Tentacles, Master of the Plague Fleets

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

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

Gutrot was not seeking to impress his fellow humans, however, but the gods above. Spume dived time and time again into the Sea of Claws. Whilst his contemporaries hunted spawn, trolls

and slaughterbrutes on the tundra of his homeland, Spume sunk his knife into kharibdyss, sea serpent and merwyrm alike. When Spume heard tell of a gigantic rot-kraken that was haunting the coast of the Bile Lands, he made haste to hunt it down. The lunatic ambition of his plan saw his expedition amassing a flotilla of Norscan wolf ships, each filled with tribesmen eager to turn the seas red with the blood of monsters.

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

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

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

When Gutrot finally surfaced, his body had changed beyond recognition. His left side had merged with the kraken-spawn that had taken his arm, and his entire flank bristled with tentacles that writhed

with a mind of their own. His gut had swollen to twice its original bulk, and his skin was the ghostly white of an undersea beast. Spume climbed aboard his flagship once more, not as the jarl of a Norscan tribe, but reborn as the Lord of Tentacles.

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

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

well of the Norscan love of spring raids, and word of the approaching fleet had travelled fast.

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

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

GUTROT SPUME **250 points**

	M	W	S	B	S	T	W	I	A	Ld	Troop Type
Gutrot Spume	4	8	3	5	5	4	7	5	10		Infantry (Special Character)

Gutrot Spume can be included in a Warriors of Chaos or Legions of Chaos army. His points cost counts towards your Lords allowance.

EQUIPMENT:

- Chaos armour
- Great weapon

MUTATIONS:

- Nurgle's Rot

SPECIAL RULES:

Eye of the Gods, Mark of Nurgle.

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

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

OPTIONS:

- May take a Chaos Warshrine as a Mount 125 points



FESTUS EMPOWERED

The Gardener of Nurgle

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

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

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

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

Festus was aiming for nothing less than to open a rift in reality, a portal so large that the essence of Nurgle's Garden could spill through into the mortal realm. It was a plan of such

brehtaking ambition that even Festus privately doubted he could achieve it, yet if he was to earn his master's favour, he knew he had to try. Luckily, there was another of Nurgle's servants that would see this plan succeed. Sometimes the vagaries of fate would twist in the doctor's favour, and others he could have sworn that an invisible force was acting to facilitate his tasks. It would be years until he found out the truth.

Using the city's sewers to hide his presence, Festus returned to his subterranean apothecarion in Altdorf during the summer of 2525. Each of his carefully-marshalled ingredients was stashed safely in the large casket he carried upon his back. There the great work began in earnest. Alembics bubbled, steam-phials chortled, brass

spheres hissed and labyrinths of glass squirted and dripped the most finely distilled plagues known to man. Over time Festus perfected six of the seven ingredients he needed to lure the Garden of Nurgle into the material realm, spreading unbound life and securing his favour in the eyes of his master forever more.

Only when the Plaguefather Ku'gath revealed his involvement in Festus' quest did the Leechlord realise that Nurgle himself was watching. By day the two apothecaries perfected the Seventh Ingredient, by night Festus stalked the streets of Altdorf, sowing the seeds of the chaos that was soon to bear fruit. Sure enough, upon Geheimnisnacht of 2525, Festus and Ku'gath opened the gate of their master's garden, and sent unreality

spilling forth. Their timing was so precise that the portals opened just as the Norscan armies Ku'gath had lured towards the heart of the Empire converged and fell upon their prey. The world of men teetered on the brink of defeat, their ruin brought into being not by the whim of kings or daemon princes, but by the toil of devout craftsmen. It was a deed of such scope, such awe-inspiring magnitude, that Nurgle rewarded Festus with the immortality he desired. He became a new being swollen with his master's power. Gone was the harrowed sawbones, the apothecary who scabbled around in damp vaults and made it his business to prevent death – here was the Gardener of Nurgle, for whom bringing obscene life to the world was as easy as drawing breath.

FESTUS EMPOWERED 320 points

	M	W	S	B	S	T	W	I	A	Ld
Festus Empowered	4	5	3	4	5	3	5	3	8	

Troop Type
Infantry (Special Character)

Festus Empowered can be included in a Warriors of Chaos or Legions of Chaos army. His points cost counts towards your Lords allowance. You may not take both Festus the Leechlord and Festus Empowered in the same army.

MAGIC:

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

EQUIPMENT:

- Hand weapon

SPECIAL RULES:

Eye of the Gods, Mark of Nurgle, Poisoned Attacks, Regeneration.

Gardener of Nurgle:

If Festus is on the battlefield, then enemy units must treat all difficult terrain as dangerous terrain instead. In addition, if the Streets of Death rules are being used, then all Alleyways (page 10) are dangerous terrain.

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

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

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



MAGIC ITEMS:

Pestilent Potions: Enchanted Item. At the beginning of each Close Combat phase Festus Empowered may either regain a single lost Wound, or make a special attack against a single enemy model in base contact.

If he attempts the latter, both players roll a D6 and add their model's unmodified Strength to the result. If your opponent's total is higher, nothing happens. If Festus Empowered's total is equal or higher, his victim immediately suffers D3 Wounds, with no armour saves allowed. Any unsaved Wounds inflicted by Pestilent Potions count towards the combat result.

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

KARL FRANZ ASCENDANT

The Emperor Returned

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

During the tumultuous events that unfolded across the autumn and winter of 2524, Emperor Karl Franz led the greater portion of his battalions to bolster the Empire's defences east of Talabecland. In the shadow of Balthasar Gelt's shimmering Auric Bastion, Karl Franz's disciplined regiments gave their all in battle against hordes of Chaos-worshipping barbarians, sinister undead and foul daemons. Luthor Huss, the Prophet of Sigmar, commanded hosts of chanting flagellants against the most terrifying of foes alongside his protégé Valten, a warrior-smith who many believed was the Heldenhammer reborn. As the Emperor scoured the skies of winged fiends from the back of his mighty griffon, Deathclaw, his trusted aides and champions Kurt Helborg and Ludwig Schwarzhelm led the ground forces in counter-attack against the Norscan hordes. Grand Masters sent column after column of Knightly Orders storming into the fray, each

armoured wedge killing five times its number, and Karl Franz himself leading the Reiksguard in the most glorious charge of all. The muddy earth grew red with the blood of fallen northmen, and for a time, it looked as if the Emperor would seize victory.

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

Miraculously, Karl Franz survived his ordeal. Deathclaw's intervention saved his life, and not for the first time – the loyal beast dislocated a wing in softening Karl Franz's plummet towards the ice-hard ground. Within seconds Karl Franz was set upon by a mass of Norscan warhounds, and though he had several broken bones and was bleeding freely from a chest wound, he plunged into battle once more. The runefang flashed and

stabbed, sprays of blood flying as Karl Franz drove off his persecutors with a roar. Deathclaw came to his senses, and the two wounded companions limped to the shelter of a nearby copse. They fought on against Chaos warriors and trolls, Chaos spawn and mutant horrors. Eventually they secured their escape amidst the confusion of battle, using the cover of darkness to disappear into the woods.



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

Karl Franz was not alone in this suspicion. The Reiksmarshal Kurt Helborg, a man whose wit was as sharp as his sword, knew that with Karl Franz missing – or worse – the Empire stood on the brink. Requisitioning the pegasus steed of his subordinate officer Janosch

Feldtstiel, the Reiksmarshal made a supreme sacrifice for a man of his military upbringing. Swearing an oath to see the Empire victorious no matter the cost, he left the armies of the Empire to the command of his arch-rival Schwarzhelm and soared away through the skies towards Altdorf. Yet Helborg was a man of battle, not of statesmanship, and his skills at court were to prove cudgel-crude compared to the diplomatic cut and thrust at which Karl Franz was so skilled.

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

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



KARL FRANZ ASCENDANT 810 points

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

Troop Type
Monster (Special Character)

Karl Franz Ascendant can be included in an Empire army. His points cost counts towards your Lords allowance.

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

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

EQUIPMENT:

- Full plate armour

SPECIAL RULES

Fly, Immune to Psychology, Large Target, Stubborn, Terror.

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

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

Lord of Lightning: Innate Bound Spell (Power Level 6). *Lord of Lightning* is a **direct damage** spell with a range of 18". The target suffers D6 Strength 6 hits. Once the damage has been resolved, roll a D6: on a 3+ the target suffers a further D6 Strength 6 hits. After this additional damage has been resolved, roll another D6: on a 5+ the target suffers a further D6 Strength 6 hits.

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

MAGIC ITEMS:

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

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









CHAPTER 3

Narrative Scenarios

NARRATIVE SCENARIOS FROM CHAPTER 1



THE BATTLE OF MARIENBURG

The battle for the Empire city of Marienburg marked the opening stage of the campaign to spread Nurgle's bounty throughout the Empire. An army of Chaos marauders, led by the villainous Glott brothers, used one of Nurgle's plague urns to breach the city's outer walls. The Glottkin led a devastating assault, which first drove back and then broke through the city's defenders. All seemed lost, until the vampire Mundvard the Cruel, Marienburg's Lord of the Shadows, unleashed an army of the undead against the Chaos invaders.

THE ARMIES

Each player chooses an army as described on page 16, to an equal points value agreed before the game. One player must take an army selected from *Warhammer: Warriors of Chaos*. The other player must either take an army selected from *Warhammer: The Empire* or *Warhammer: Vampire Counts*.

Warriors of Chaos Army

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

- The Glottkin.

Empire Army

Any units in the Empire army that are painted in the colours of Marienburg are considered to be City Watch for the purposes of the Streets of Death rules (see page 8).

Vampire Counts Army

A Vampire Counts army must include the following units or options if the models needed to represent them are available:

- Vampire Lord (Mundvard the Cruel).

Attacker & Defender

For the purposes of the Streets of Death rules, the Warriors of Chaos player is the attacker, and the Empire/Vampire Counts player is the defender (see page 8). Note that if you are playing a Battle of Marienburg Campaign (see opposite) the role of attacker and defender are reversed for battle three.



FIRST TURN

The Warriors of Chaos player takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

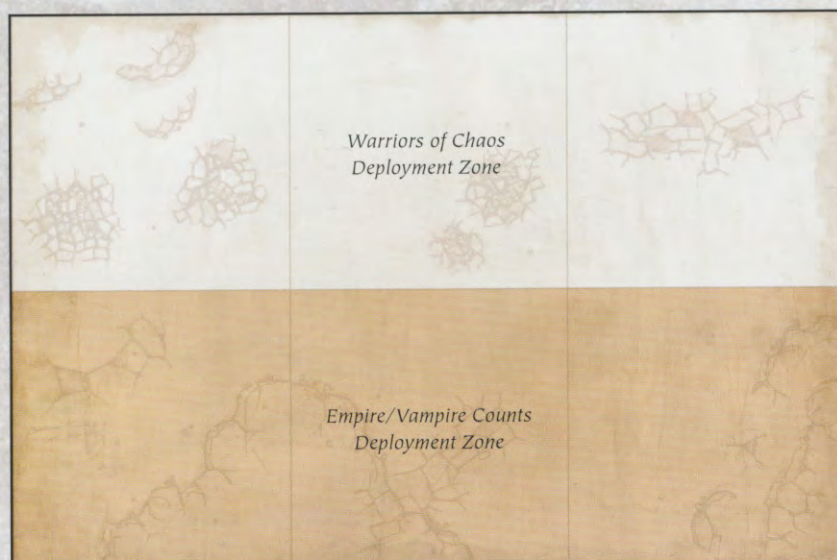
VICTORY CONDITIONS

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

SCENARIO SPECIAL RULES

Chaos Ascendant (page 12),
Streets of Death (page 8).

Nurgle Ascendant: Nurgle must be chosen as the Ascendant Chaos God for the purposes of the Chaos Ascendant rules.



THE BATTLEFIELD

The battlefield represents the streets of Marienburg, and the players should therefore set up as many buildings as possible to represent city streets..

DEPLOYMENT

Roll-off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

The Empire/Vampire Counts player deploys first, anywhere in their deployment zone. Remember that, because the Streets of Death rules are being used, defending units can be set up in Ambush (see page 9).

The Warriors of Chaos player deploys second, anywhere in their deployment zone that is more than 12" from an enemy unit or a building that is fully in the enemy's deployment zone.

BATTLE OF MARIENBURG CAMPAIGN

If desired, you can fight a series of linked battles representing the series of conflicts that occurred during the Battle of Marienburg.

The campaign is fought as a series of three battles, each between two of the three combatants. All three battles use the Battle of Marienburg scenario described here, with the following armies as the attacker and defender:

Battle One: Warriors of Chaos (attackers) vs Empire (defenders)

Battle Two: Warriors of Chaos (attackers) vs Vampire Counts (defenders)

Battle Three: Warriors of Chaos (defenders) vs Empire (attackers)

In order to win the campaign, the Warriors of Chaos player must win or draw all three battles. This is quite a tall order, and so any Warriors of Chaos player that is able to win the campaign earns the right to brag about it whenever they feel it is appropriate to do so!



NARRATIVE SCENARIOS FROM CHAPTER 2



WAR IN THE DRAKWALD

The army commanded by the Lord of Tentacles, Gutrot Spume, landed on the coast of Nordland, and proceeded to march through the Drakwald Forest in order to reach Altdorf. During their arduous journey they encountered unlikely allies in the form of the Harbinger and the beastmen who followed him. Eventually the army reached a section of the Drakwald where the forest trees were covered with huge spider webs. As they passed under this disturbing canopy, they suddenly found themselves embroiled in a vicious battle with the orc and goblin warbands, and a horde of giant spiders that were under the greenskins' command.

THE ARMIES

Each player chooses an army as described on page 16, to an equal points value agreed before the game. One player must take an army selected from the Legions of Chaos army list (page 17). The other player must take an army selected from *Warhammer: Orcs & Goblins*.

Legions of Chaos Army

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

- Gutrot Spume
- Great Bray-Shaman (the Harbinger).

In addition, the Legions of Chaos army may not include any units from the *Warhammer: Daemons of Chaos* army book.

Orcs & Goblins Army

The Orcs & Goblins army must include the following units or options if the models needed to represent them are available:

- 1 Goblin Warboss mounted on Gigantic Spider. If the Goblin Warboss is taken then he must be the army General, even if another model with higher leadership is included in the army.
- 3+ Arachnarok Spiders. The points cost of these Arachnarok Spiders is included in the total points allowed for the army, but does not count against the percentage points limit that can be spent on Rare units.

FIRST TURN

The Orcs & Goblins player takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

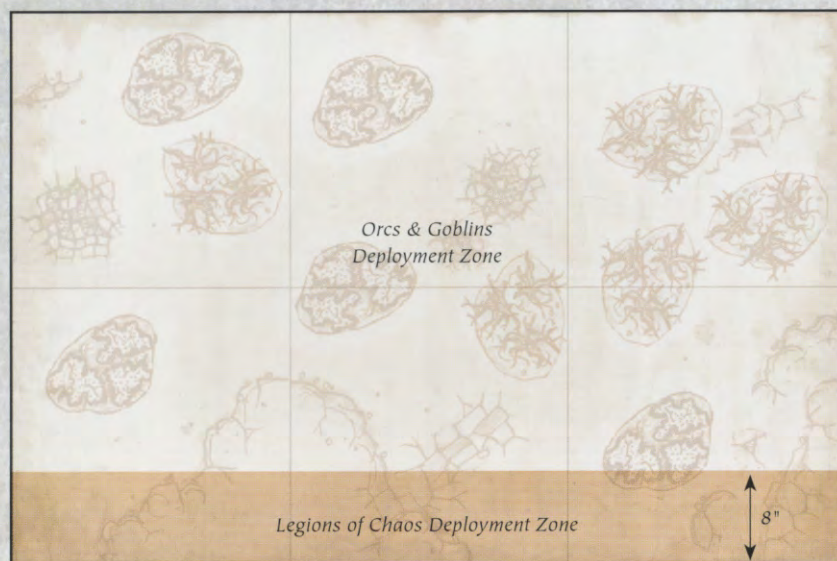
Use victory points to determine the winner, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

A God Ascendant (page 12),
Ascendant Mortals (page 12).

Nurgle Ascendant: Nurgle must be chosen as the Ascendant Chaos God for the purposes of the Chaos Ascendant rules.

Web-shrouded Trees: Do not use the Mysterious Forest rules from the *Warhammer* rulebook. Instead, all models in the Legions of Chaos army treat all forests as dangerous terrain, and all models in the Orcs & Goblins army treat all forests as difficult terrain.



THE BATTLEFIELD

The battlefield represents the Drakwald Forest – the players should set up as many Citadel Woods and as much forest scenery as possible to represent the woodland.

DEPLOYMENT

Roll-off to see which player decides on which side of the table the Legions of Chaos player deploys.

The Legions of Chaos player deploys first, anywhere in their deployment zone.

The Orcs & Goblins player deploys second, anywhere on the table that is more than 12" from an enemy unit. Monsters and war machines in the Orcs & Goblins army must deploy more than 24" from an enemy unit.



NARRATIVE SCENARIOS FROM CHAPTER 3



THE BATTLE OF TALABHEIM

A Chaos army under the command of Orghotts Daemonspew was able to gain entry to Talabheim, only to be driven back out by the city's defenders. With Talabheim alerted there was no easy way to breach the city walls, and so instead Orghotts beseeched the aid of Nurgle. The Plague Lord looked kindly upon Orghotts. After the pox maggoth rider broke open the plague jar the Glotkin had given him, Nurgle unleashed a pestilential rain of pus upon Talabheim, forcing the inhabitants to flee the city in disarray and face the Chaos horde on the plains that lay outside.

THE ARMIES

Each player chooses a grand army as described on page 16, to an equal points value agreed before the game. One player must take an army selected from the Legions of Chaos army list (page 17). The other player must take an army selected from *Warhammer: The Empire*.

Legions of Chaos Army

The Legions of Chaos army must take the following units if the models to represent them are available:

- Orghotts Daemonspew.
- Bloab Rotspawned.
- Morbidex Twiceborn.
- Epidemius.

Empire Army

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

- General of the Empire with Sword of Might (Reban Greiss).
- Level 2 Battle Wizard with the Lore of Beasts (Adric Greenwood). If the Battle Wizard is included in the army he automatically knows *Transformation of Kadon* as his first spell, and cannot exchange it for a signature spell.

FIRST TURN

The Legions of Chaos player takes the first turn.

GAME LENGTH

The battle lasts for six game turns, or until an army breaks. An army immediately breaks when its Fortitude is equal to or less than its Breaking Point (see below).

VICTORY CONDITIONS

The Legions of Chaos player wins if the Empire army breaks. If the Legions of Chaos army breaks, neither army has broken by the end of the game, or if both break simultaneously, the Empire player wins the game.

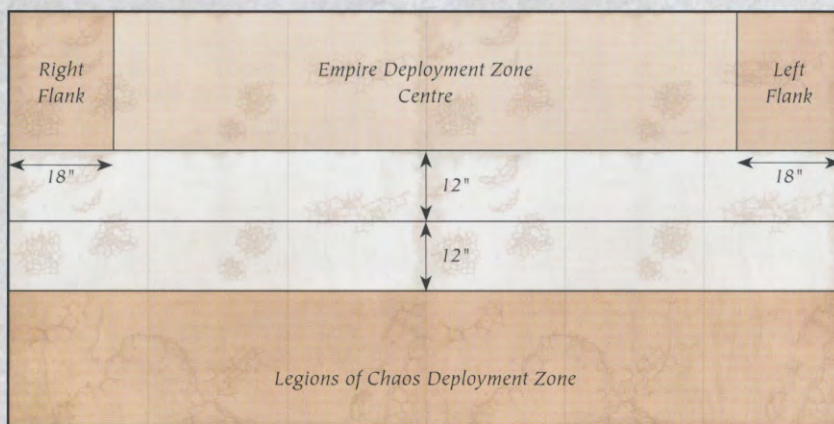
SCENARIO SPECIAL RULES

Chaos Ascendant (page 12).

Breaking Point: An army's breaking point is equal to one for every thousand points in the army, rounding any fractions up. So, an army of up to 1,000 points has a breaking point of one, and army worth 1,001 to 2,000 points has a breaking point of two, and so on.

Fortitude: An army's fortitude is equal to the current number of standards in the army (including the battle standard), plus two for the General. Fleeing units, and units that are only temporarily off-table still count for the purposes of this rule.

Nurgle Ascendant: Nurgle must be chosen as the Ascendant Chaos God for the purposes of the Chaos Ascendant rules.



THE BATTLEFIELD

The battle took place on a flat plain outside the city walls of Talabheim, and so only a limited amount of terrain should be used on the battlefield. This is a battle of such huge scale that it is ideal to play on a larger board than you normally would, with more than one player on each side.

DEPLOYMENT

Roll-off to see which player picks the half of the table they will deploy in. Their opponent will deploy in the other half.

The Legions of Chaos player deploys first, anywhere in their half of the table that is more than 12" from the centre line.

The Empire player deploys second. Roll a dice on the Deployment table (right) before deploying each unit in the Empire army, in order to see where the unit must deploy. Units with the Scouts special rule do not roll on the table, and deploy using their own special rules after normal deployment is complete. Characters may either deploy on their own, rolling on the table like any other unit, or deploy as part of a unit they are allowed to join (state that the character will join the unit before rolling to see where the unit and character will deploy).

DEPLOYMENT TABLE

1: Left Flank. The entire unit must be placed in the player's half, more than 12" from the centre line, and within 18" of the narrow table edge on the player's left.

2: Right Flank. The entire unit must be placed in the player's half, more than 12" from the centre line, and within 18" of the narrow table edge on the player's right.

3-5: Centre. The entire unit must be placed in the player's half, more than 12" from the centre line, and more than 18" from either narrow table edge.

6: Choose. The entire unit must be placed in the player's half, anywhere more than 12" from the centre line.

NARRATIVE SCENARIOS FROM CHAPTER 4



THE FALL OF ALTDORF

As the forces of Chaos converged on Altdorf, battles erupted all around the city. One of the most ferocious of these was to the east of the city, where Orghotts Daemonspew and Epidemius led a combined force of Chaos warriors and daemons to assault Altdorf's city walls. Opposing them was an Empire army that was aided by an unlikely combination of Bretonnian knights and shambling undead creatures. The two sides fought themselves to a bloody standstill, the floodplain slick with gore that had been spilt in the fighting.

THE ARMIES

Each player chooses a grand army as described on page 16, to an equal points value agreed before the game. One player must take an army selected from the Legions of Chaos army list (page 17). The other player must take an allied army, referred to as the Defenders of Altdorf in the rules that follow, which can be selected from *Warhammer: The Empire* and *Warhammer: Bretonnia*, and the Undead Legions army list from *Warhammer: Nagash*.

Legions of Chaos Army

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

- Orghotts Daemonspew.
- Bloab Rotspawned.
- Morbidex Twiceborn.
- Epidemius.

Defenders of Altdorf Army

The Defenders of Altdorf army must take the following units or options if the models needed to represent them are available:

- King Louen Leoncoeur. If King Louen Leoncoeur is taken, he does not cost any points (but see the Needed Elsewhere special rule opposite).
- 3+ Steam Tanks. The points cost of Steam Tanks is included in the total points allowed for the army, but does not count against the percentage points limit that can be spent on Rare units in the Empire army.

These things aside, the Defenders of Altdorf army can include any combination of units from the Empire, Bretonnia and Undead Legions army lists. Note that the units from each list must be treated as a separate army, with their own army Generals, and each must conform separately to the rules for choosing an army (see page 16).

FIRST TURN

Roll-off after deployment. The winner decides which player has the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

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

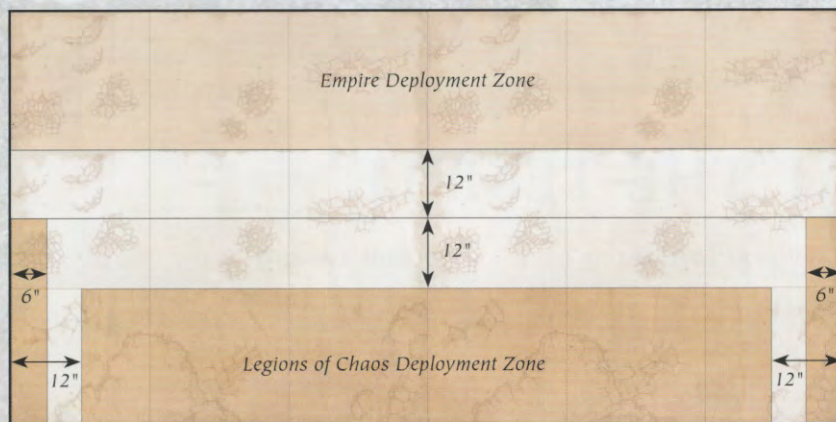
SCENARIO SPECIAL RULES

Chaos Ascendant (page 12).

Nurgle Ascendant: Nurgle must be chosen as the Ascendant Chaos God for the purposes of the Chaos Ascendant rules.

Needed Elsewhere: King Louen Leoncoeur is removed from the battlefield along with any unit of Pegasus Knights at the end of the Defenders of Altdorf player's second turn. Models removed in this way do not count as being destroyed for the purposes of victory points.

Strange Bedfellows: In this battle all units in the Defenders of Altdorf army are considered to be trusted allies by all other units in the Defenders of Altdorf army (see page 137 of the *Warhammer* rulebook).



DEPLOYMENT

Roll-off to see which player picks the half of the table they will deploy in. Their opponent will deploy in the other half.

The Defenders of Altdorf player must set up all units from *Warhammer: The Empire* first. They can be set up anywhere in the Empire deployment zone shown on the deployment map. The Legions of Chaos player then deploys their entire army, anywhere in their deployment zone more than 12" from either narrow table edge.

The Defenders of Altdorf player next sets up all units from *Warhammer: Bretonnia*. However, before setting up any Bretonnian models the player must roll a D6. On a roll of 1-3 all

units in the Bretonnian army are set up on the narrow table edge to the left of the Chaos army, and on a 4-6 on the narrow table edge to the right. The Bretonnian units must be set up in the Chaos half of the table, within 6" of the appropriate narrow table edge.

Units from the Undead Legions army list are not set up at the start of the battle. Instead they enter as reinforcements on the Defenders of Altdorf player's third turn. They enter play in the Defenders of Altdorf half of the table, from the narrow table edge opposite that used by the Bretonnians (i.e. the Bretonnians will set up on one side of the Chaos army, and the Undead Legions will arrive three turns later on the other side).

THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook. This is a battle of such huge scale that it is ideal to play on a larger board than you normally would, with more than one player on each side.





THE BATTLE AT THE TEMPLE

While the Glotts, Gutrot Spume, and Daemonspew attacked Altdorf from without, Festus attacked from within. Pausing only to gather a horde of daemonic followers, he advanced on the Temple of Shallya, the only part of Altdorf that had not been affected by the plague forest that the two apothecaries had unleashed upon the city. When Festus reached the temple, he found his passage barred by Empire state troopers, undead, and Louen Leoncoeur.

THE ARMIES

Each player chooses an army as described on page 16, to an equal points value agreed before the game. One player must take an army selected from the Legions of Chaos army list (page 17). The other player must take an allied army, referred to as the Defenders of Shallya in the rules that follow, which can be selected from *Warhammer: The Empire* and the Undead Legions army list from *Warhammer: Nagash*.

Legions of Chaos Army

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

- Festus Empowered. If Festus is taken he must be the army General, even if another model with higher Leadership is included in the army.

Defenders of Shallya Army

The Defenders of Shallya army must take the following units or options if the models needed to represent them are available:

- Vlad von Carstein, Mortarch of Shadow.

The Defenders of Shallya can include any combination of units from the Empire and Undead Legions army lists. Units from each list must be treated as a separate army, with their own army Generals, and each must conform separately to the rules for choosing an army (see page 16).

King Louen Leoncoeur

The Empire army must include the following units or options chosen from *Warhammer: Bretonnia*, if the models needed to represent them are available:

- King Louen Leoncoeur.
- 1 unit of Pegasus Knights.

These models are treated in all ways as part of the Empire army, rather than a (third) allied army, and this means that King Louen can be the General of the Empire contingent of the Defenders of Shallya army.

Attacker & Defender

For the purposes of the Streets of Death rules, the Legions of Chaos player is the attacker, and the Defenders of Shallya player is the defender (see page 8).

FIRST TURN

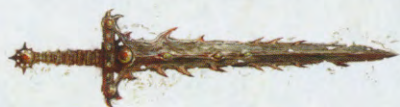
Roll-off after deployment. The winner decides which player has the first turn.

GAME LENGTH

The battle continues until one side has achieved the victory conditions described below.

VICTORY CONDITIONS

If the Legions of Chaos player's army General is within 6" of the building model representing the Temple of Shallya at the start of any of the Legions of Chaos player's turns, then the Legions of Chaos player immediately wins the battle.



If the Legions of Chaos player's army General is removed as a casualty, the Defenders of Shallya player immediately wins the battle.

SCENARIO SPECIAL RULES

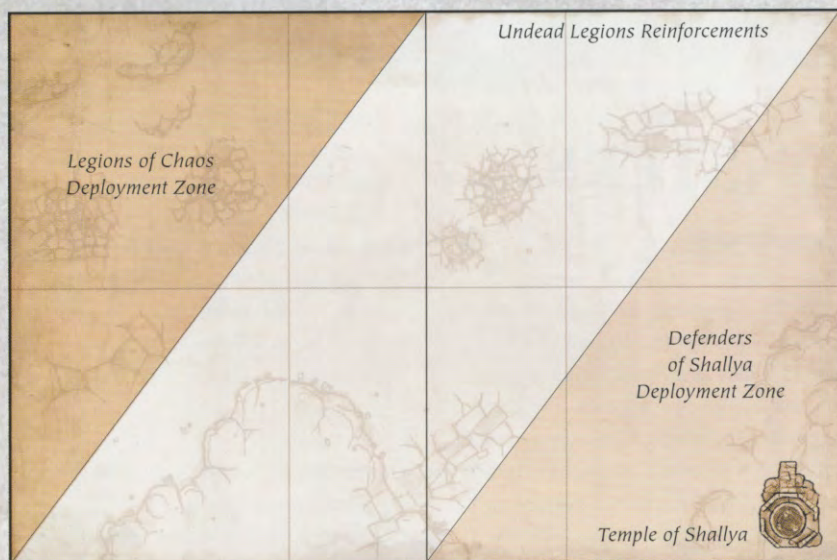
Chaos Ascendant (page 12),
Streets of Death, (page 8).

Nurgle Ascendant: Nurgle must be chosen as the Ascendant Chaos God for the purposes of the Chaos Ascendant rules.

Not Yet Your Time: In this scenario, Festus Empowered treats all Dark Apotheosis results on the Eye of the Gods table as 'the Eye Opens' instead.

Strange Bedfellows: In this battle all units in the Defenders of Shallya army are considered to be trusted allies by all other units in the Defenders of Shallya army (see page 137 of the *Warhammer* rulebook).

Temple of Shallya: Any models from the Defenders of Shallya army within 6" of the building model representing the Temple of Shallya have the Regeneration (5+) special rule. Any models from the Legions of Chaos army that are within 12" of the Temple of Shallya and which have a Daemonic Aura ward save suffer a -1 penalty to their ward saves (this will therefore normally be reduced to 6+).



THE BATTLEFIELD

The battlefield represents the streets of Altdorf, and the players should therefore set up as many buildings as possible to represent city streets.

The Temple of Shallya

To play this scenario, a building model must be set up in the position shown on the deployment map to represent the Temple of Shallya (see the scenario special rules above).

DEPLOYMENT

The Defender of Shallya player must set up all units in his army from *Warhammer: The Empire* and *Warhammer: Bretonnia* anywhere in the Defenders of Shallya deployment zone shown on the deployment map.

The Legions of Chaos player then deploys their entire army, anywhere in the Legions of Chaos deployment zone shown on the deployment map.

Units from the Undead Legions army list are not set up at the start of the battle. Instead they enter as reinforcements on the Defenders of Shallya player's third turn. They enter play in the Defenders of Shallya's half of the table, from the long table edge shown on the deployment map.





GODS AND MONSTERS

Thanks to the heroic efforts of Altdorf's defenders, Festus and Ku'gath Plaguefather were defeated, and the armies under the command of Autus Brine and Orghotts Daemonspeew were being held at bay. The brothers Glott, however, had managed to breach the western walls of the city, and had brushed aside all efforts to stop them as they advanced through the city streets. The three brothers finally reached the Imperial Palace, where they were confronted by the returned Emperor Karl Franz and the Supreme Patriarch Gregor Martak. The final battle for the soul of the city was about to begin...

THE ARMIES

Each player chooses an army as described on page 16, to an equal points value agreed before the game. One player must take an army selected from the Legions of Chaos army list (page 17). The other player must take an allied army, referred to as the Palace Defenders in the rules that follow, which can be selected from *Warhammer: The Empire* and the Undead Legions army list from *Warhammer: Nagash*.

The percentage limits and minimum/maximum number of unit in each category are ignored when picking armies in this scenario (i.e. you don't have to spend at least 25% of your points on Core units, take at least three units other than Lords or Heroes, and so on).

Legions of Chaos Army

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

- The Glottkin.
- One unit of Putrid Blightkings (The Chosen Few).
- One unit of Marauders with the Mark of Nurgle (The Clotted).
- One unit of Forsaken with the Mark of Nurgle (The Knights Entropic).



Designer's Note: The 'armies' that took part in this battle were very small compared to the massive forces engaged elsewhere at Altdorf, but they were lead by some of the most powerful characters in the Warhammer world. Because of this, the percentage limits that normally apply when selecting an army are ignored, allowing each side to include several powerful characters supported by a handful of elite troops.

Palace Defenders Army

The Palace Defenders army must take the following units or options if the models needed to represent them are available:

- Karl Franz, The Emperor mounted on Deathclaw.
- Battle Wizard Lord with the Lore of Beasts mounted on an Imperial Griffon with Two Heads (Supreme Patriarch Gregor Martak).
- Kurt Helborg, Reiksmarshal of the Empire.
- Vlad von Carstein, Mortarch of Shadow.

These aside, the army can include any combination of units from the Empire and the Undead Legions army lists. Note that units from each army list are treated as a separate army, and must have their own army Generals.

Attacker & Defender

For the purposes of Streets of Death (page 8), the Legions of Chaos player is the attacker, and the Palace Defenders player is the defender.

FIRST TURN

The Legions of Chaos player has the first turn.

GAME LENGTH

The battle ends immediately when all of the Lord and/or Hero models on one side have been removed as casualties.

VICTORY CONDITIONS

The game ends immediately in a victory for the Palace Defenders if all of the Lord and Hero models from the Legions of Chaos army are removed as casualties, and ends immediately in a victory for the Legions of Chaos if all of the Lord and Hero models from the Palace Defenders army are removed as casualties.

SCENARIO SPECIAL RULES

Chaos Ascendant (page 12),
Streets of Death, (page 8).

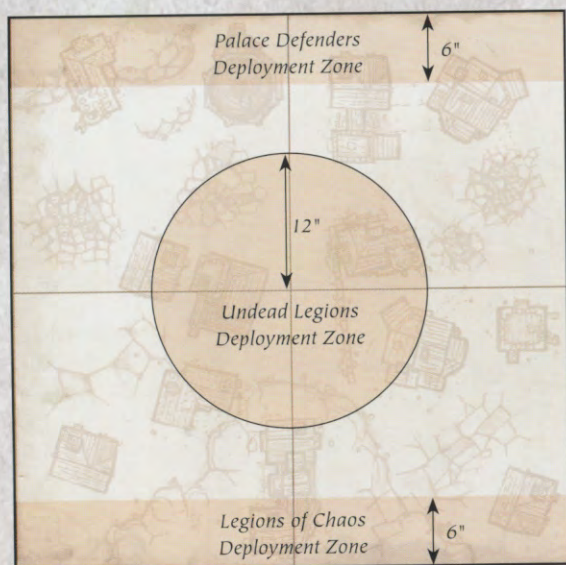
Nurgle Ascendant: Nurgle must be chosen as the Ascendant Chaos God for the purposes of the Chaos Ascendant rules.

Death to The Emperor: In this scenario, no model can target or direct attacks against Deathclaw. All randomised attacks that hit Deathclaw are instead resolved against Karl Franz, The Emperor.

Karl Franz Ascendant: If Karl Franz, the Emperor loses his last Wound, or is otherwise removed as a casualty, he must take a Leadership test. If the test is failed, both he and his mount Deathclaw are removed as a casualties. If the test is passed, his model is left where it was, his Wounds are restored to Karl Franz Ascendant's starting value of 9, and he uses the Karl Franz Ascendant characteristic profile for the rest of the battle (page 48).

Strange Bedfellows: In this battle all units in the Palace Defenders army are considered to be trusted allies by all other units in the Palace Defenders army (see page 137 of the *Warhammer* rulebook).

To The Death: All models have the Unbreakable special rule.



THE BATTLEFIELD

The battlefield represents the streets of Altdorf, and the players should therefore set up as many buildings as possible to represent city streets. The battle takes place at close quarters, and the battlefield must therefore be between 36" and 48" square.

DEPLOYMENT

The Palace Defenders player must set up all units from the Undead Legions army list first. They can be set up anywhere within 12" of the central point of the table.

The Legions of Chaos player then deploys their entire army, anywhere in their deployment zone.

The Palace Defenders player next sets up all units from the Empire army, anywhere in their deployment zone.



