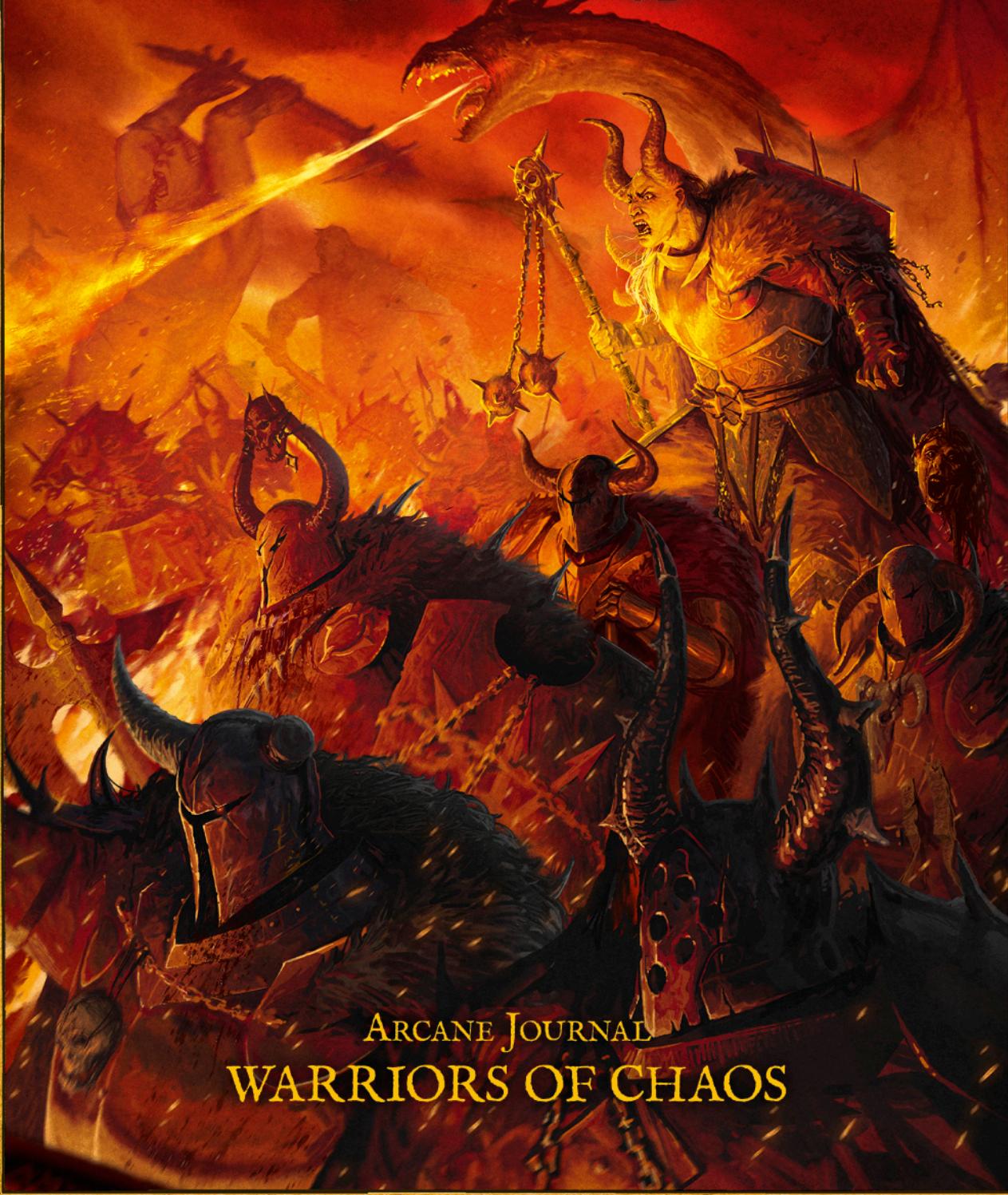


# WARHAMMER<sup>TM</sup>

## THE OLD WORLD



ARCANE JOURNAL  
WARRIORS OF CHAOS

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# WARRIORS OF CHAOS



“FLEE OR FIGHT, IT MATTERS NOT.  
THE DOMINION OF CHAOS IS INEVITABLE!”

*- Frydaal the Chainmaker*

# THE RUINOUS POWERS

**W**ho can say when Chaos first cast its darkness upon the world? Only the most ancient scrolls of the High Elves, locked deep within the twisting and labyrinthine libraries of the Tower of Hoeth, dimly recall the coming of Chaos. But even these records are incomplete, for too much knowledge has been lost to long centuries of war and hardship.

## The Origins Of Chaos

High Elf Loremasters believe that the world was once pure, orderly and serene, and that the creatures that inhabited its lands lived in harmony, governed by the rules of nature. But this golden epoch was not to last, for the world would be visited by a starfaring race of unknown origin and unimaginable power. These godlike beings – the Old Ones – arrived from distant realms through vast portals in the heavens that opened upon their command. They rode in great silver ships that carried colossal arcane machines with which they would reshape the world in ways pleasing to them and hospitable to the young races they created.

Yet behind the gleaming vessels, something else crept through these gates, something ancient and irrevocably evil...

The interstellar portals that allowed the Old Ones to traverse unimaginably boundless distances in mere moments did so by passing through an alternate dimension, known to them as the 'æther'. There, pure energy and emotion swirl constantly, fuelled by the life force of mortal creatures and formed from their emotions. Within this raging maelstrom, vast and predatory consciousnesses had formed, becoming aware of the Old Ones' comings and goings and following them into the material universe, seeking out the mortals that gave them sustenance.

As the Ruinous Powers that dwelt within the æther grew, so too did their hunger, their greed and their desire to feast upon the souls of mortals, until eventually they attempted to break into this reality, forcing their way through the Old Ones' gates. In an instant, the energies unleashed caused the gates to collapse, ripping the Old Ones from the world and unleashing the raw chaos of the æther upon the mortal realm, heralding a tumultuous age that would last for a thousand years.

Since the fall of the Old Ones, Chaos has waged an unending war upon the world. Within the æther, the Realm of Chaos, great powers vie amongst themselves for supremacy. Godlike forces of unimaginable power yearn for consciousness, and hunger to become fully aware. They whisper dark secrets and foul promises into the minds of mortals, corrupting them into their service and feeding upon their emotion and vitality, dreaming of a day when they will be wholly unleashed from the prison of the æther to consume the world.

Those mortals that pledge themselves to these sinister beings enjoy their gifts and blessings, uncaring that through their devotion they become damned to an eternity of pain and suffering. Yet there is no shortage of souls willing to throw in their lot with the Ruinous Powers and fight to bring about the death of the world they inhabit, for the promises of power and immortality the Dark Gods make are hard for a mortal mind to resist.





## The Chaos Wastes

At the top of the world, in the accursed lands that wallow beneath the great shattered portal between this world and the next, raw chaos seeps from the æther into reality, corrupting and twisting everything it touches. In this shattered land, the laws of nature mean less than nothing. Under broiling skies through which the very sun follows no logical path, the land itself is torn between the reality of the physical world and the surreal impossibility of the Realm of Chaos.

From the sundered earth, where rivers of blood flow backwards and toxic rain rises to meet the tortured skies, stunted trees shriek and writhe in torment, their leering faces twisted in agony at the touch of the acidic soil upon their trembling roots. Gargantuan mountains of dark and broken stone stretch in every direction to the horizon and beyond, their peaks surrounding the angry blackness of the Realm of Chaos like gigantic teeth ranged about the gaping maw of an unimaginably titanic entity.

Here are located the abodes of the Champions of Chaos who vie for power and fight against each other in an endless struggle to gain the favour of the gods. Many of these corrupted lords reside in impossible fortresses of twisted rock, volcanic glass and other, stranger materials. Within these strongholds, they fend off the endless attacks of besieging rivals behind twisted battlements of bleached bone and blood-slicked brass. Other Champions roam the wastes at the head of great warbands, never resting in their eternal search for rivals to slaughter in battle.

In the Chaos Wastes, the Ruinous Powers reign supreme, and those that dwell there do so only whilst their antics amuse their twisted masters.

## The Shadowlands

North of the Old World, the Shadowlands form a border between the mortal world and the Chaos Wastes, creating a bleak wilderness that surrounds the ultimate darkness within. Here, beneath towering mountain peaks and frozen glaciers, the presence of Chaos looms eternally over the land. It is a place which few of the weak inhabitants of the southern realms could endure, accustomed as they are to the many trappings of their pathetic civilisations.

Under the shadow of Chaos, the land trembles when the gods stir, causing great rifts and chasms to open, swallowing the unwary. Warpstone dust hangs in the air, carried upon the Winds of Magic that billow from the Realm of Chaos, through the shattered remnants of the Old Ones' polar gate. Thus the very air takes on a dark and sickly quality, mutating the great beasts that roam the barren land into new and horrifying shapes.

Yet even here, in the most inhospitable of lands, Man endures. Great tribes of savage humans thrive within the Shadowlands, grown strong through hardship and vicious through necessity, for in such harsh lands there is no room for weakness. These northern barbarians are primitive and crude in their mannerisms, and they value the accoutrements of civilisation not at all.

How long these tribes have dwelt beneath the shadow of Chaos, none can say, but they are an ancient people and not without the ability to craft well-made weapons and raise stone buildings. This can be attested to by the great age of their oldest and most holy temples and carven monoliths, some of which have proclaimed the glory of the Dark Gods and withstood the elements since before the coming of Sigmar.

## The Northern Tribes

Those who dwell in the northern lands above the Old World are hardy people, typically large of frame and powerfully built. Though barbarous and savage compared to those who dwell in the settled and civilised lands to the south, they are not unlike the Men of the Old World. Thus, in times of peace, traders from the more southerly Norscan and Kurgan tribes can be found hawking their wares in the markets of such cosmopolitan cities as Brionne, Marienburg and Erengard.

Yet in other respects the Northmen are a race apart, worshipping the outlandish gods of a monstrous pantheon and living lives that are altogether harsher and more primitive than a citizen of the Old World could imagine. Most importantly, they live within the shadow of the Realm of Chaos and, as such, cannot truly escape its power.

In the civilised southern lands, mutation and disfigurement are commonplace. In the Empire, mutant offspring are quickly abandoned and, in some states, folk showing even the slightest aberration of form are hunted down and burned at the stake by zealous Witch Hunters. But in the far north, such mutations are so common as to be almost universal. Though not always apparent at first glance, most bear the mark of Chaos somewhere upon their bodies. To the people of the north, these are not curses or disfigurements but blessings bestowed upon them by the gods. Even the most horrific mutations are seen as an irrefutable indication that an individual has been marked by a god – though whether for immortality or oblivion, it is impossible to say.

Members of the innumerable northern tribes tend to wear their hair long, and the men will cultivate thick masses of facial hair. Their skin is tough and ruddy from the fierce caress of the harsh climate and cold winds, even though they habitually protect themselves from the fury of the elements with furs cut from the backs of wolves, bears or the nameless beasts that roam the wilderness. Upon their heavily-thewed arms they wear crude jewellery and sport tangled masses of scar tissue. Many Northmen bear grisly tokens and tattoos that they believe will keep them safe from harm or attract the gaze of the gods. They are usually correct, for those who live on the threshold of the Realm of Chaos are right to be superstitious.

The northern tribes are universally bloodthirsty, barbaric and fierce. They are warrior peoples used to battling amongst themselves, against the weak denizens of the south, and against the other races that have built their empires across the globe. War is their natural state and they wage it with neither prejudice nor malice, rejoicing in battle and strength at arms, honouring the brave of both sides and despising cowards.

When Chaos is ascendant, the innumerable Marauder tribes of the north are willing to put aside their traditional rivalries and disputes. As word spreads of a coming conflict, the tribes of the Shadowlands gather about their chieftain's banners and march to war together, under the command of a single, mighty Champion of Chaos, who they will follow to the distant corners of the world in the name of conquest. To the Northmen, there is no greater honour than to fight and perish in the armies of the Ruinous Powers.



# THE CHAOS WASTES AND THE LANDS OF NORSCA





## Barbarian Nations

Though the Marauder tribes are numerous beyond counting, they all belong to one of the greater barbarian nations. In truth, these nations are seldom recognised by the barbarians of the north. Instead, they are creations of the scholars of the Old World, classifications made up by near-sighted old scribes in dark and dusty libraries and used to make sense of the complex relationships that exist between many tribes.

### The Norscans

To the immediate north of the Old World live the Norscans: fierce warriors and bold adventurers, hard-bitten and warlike. Norscans are not dissimilar to the folk of the northern provinces of the Empire in appearance, though they are generally held to be taller and stronger than their southern counterparts.

Their mountainous land is haunted by all manner of twisted beasts, notably Trolls, Giants and pallid things that live under the mountains. They are warriors of the sea as well as the land, and enthusiastic traders and adventurers. Thus the Norse sail great distances upon the world's seas, travelling in sturdily-built longships, often called wolfships by those that fall victim to their piracy.

Amongst the largest Norscan tribes, the Sarls and Skælings, who dwell in the more temperate, southerly parts of Norsca, are best known as traders and mercenaries. Tribes such as the Vargs, the Kvelligs and the Hastlings who dwell further north, are more influenced by the touch of Chaos. These tribes are cruel and brutal raiders whose wolfships are feared throughout the Old World.

### The Kurgan

To the east of Norsca, the Shadowlands stretch for many thousands of miles to the distant ocean. This cold and barren extension of the great, open steppes is home to the fierce nomadic tribes of the Kurgan. Here, the barbarous and bloodthirsty Marauder tribes are themselves divided into many inter-warring sub-factions.

The Kurgan are a powerfully built race, quite unlike most Old Worlders in appearance. The tribes of the Kurgan, hundreds in number, live a nomadic existence that sees them traverse vast distances in search of prey and in the pursuit of war, and they are said to be equally at home on foot or on horseback. When the armies of Chaos gather to invade the Old World, it is the Kurgan that comprises the bulk, for they are a numerous people compared to the other tribal nations and they feel the call of battle in their blood.

The more southerly Kurgan tribes, such as the Dolgams and Tokmars, are content to coexist with the Ungol tribes of Kislev that dominate the eastern steppes. Warriors of these tribes can often be found fighting alongside the Kislevites as mercenaries in the armies of boyars when not fighting against them in the name of the Ruinous Powers.

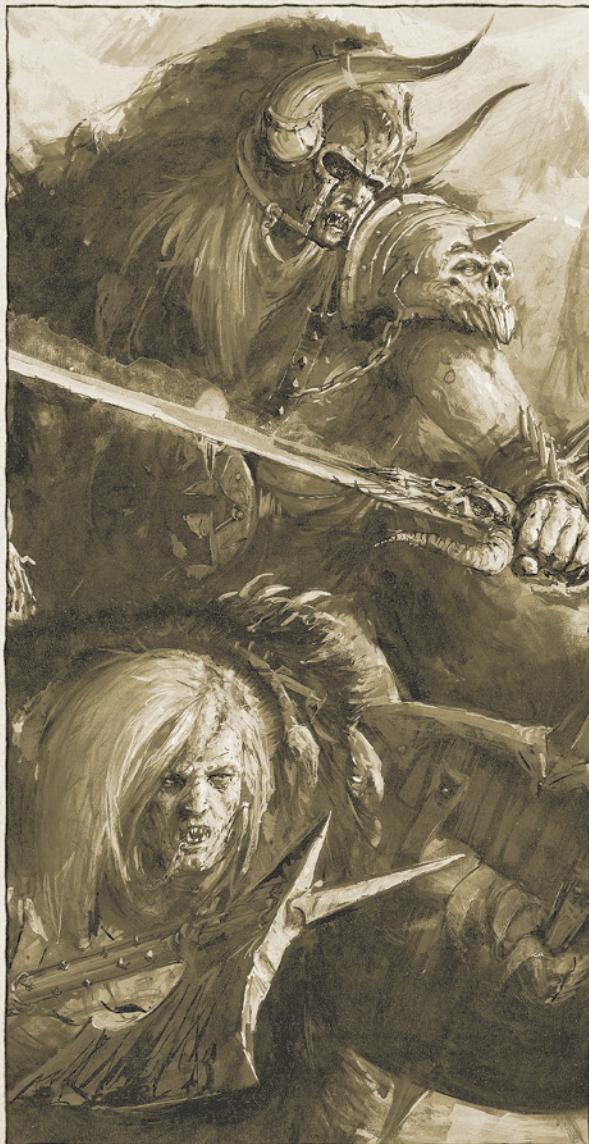
It is the warriors of the northernmost Kurgan tribes who are the fiercest and most likely to bear the unnatural gifts of their gods. Amongst the Gharhars and Avags, for example, mutations are commonplace, and those especially blessed are treated with reverence and marked for leadership, or taken in at a young age by the tribes' sorcerers and shamans to learn the arcane secrets of communing with the gods.

## Tribal Confederacies

Within the wider barbarian nations there exists a staggering array of smaller tribal groups. Though all worship the powers of Chaos as a pantheon, many are connected through complex confederacies, allied in the names of the totemic powers they favour and united by shared traits.

### Tribe Of The Hound

The Baying Hound is Kharnath, or Khorne, by another name, one of the greater powers of Chaos. In times of war, his strength swells to eclipse that of his rivals, thus it is no surprise that the tribes that follow this most bloodthirsty avatar of Chaos are the most numerous. These tribes are linked by devotion to their savage deity and united by a brutally simple common cause – to bring war to their enemies and pile the skulls of the fallen high in celebration of their patron's might.



### Tribe Of The Crow

The Carrion Crow is a grotesque god. He appears to his followers as a flightless bird, its rotting flesh hanging from its bones and its bloated belly filled with writhing maggots. This is the form Neiglen, or Nurgle, chooses to take when he wishes to appear to his followers, and when famine and pestilence take hold in the Shadowlands, the Great Carrion Crow has no shortage of followers.

In the frozen north, where cold winds blow and driving rains batter the earth constantly, plague is an ever present threat. But to the members of the Tribe of the Crow, this fact is not a cause for misery, but a reason for celebration, for when pestilence runs rife, they know their patron's power is rising.

### Tribe Of The Serpent

Those that follow the Mighty Serpent are renowned for their excess in all things. They indulge in all manner of debauchery to bring themselves closer to the divine presence of their dark patron, brewing hallucinogenic potions and consuming toxic plants in an insane quest to glimpse a vision of the æther and commune with the Dark Prince.

The Serpent is the form Shornaal, or Slaanesh, takes to commune with their followers, though they do so but rarely for few are the mortals worthy of the Dark Prince's direct attention. Yet the lure of the Serpent is unmistakable and inescapable. Every year more tribes are drawn to its worship, arrogantly believing themselves better than their kin and more deserving of the immeasurable rewards the youngest of the Dark Gods is renowned for bestowing upon their followers.

### Tribe Of The Eagle

The Soaring Eagle is Tchar, or Tzeentch, and he flies high above the world. His unblinking eyes see all, and he understands the desires that lurk in the hearts and minds of mortals more profoundly than any other amongst the pantheon of the Ruinous Powers.

Quite how many belong to the Tribe of the Eagle none can say, for his followers are often secretive, living amongst larger tribal groups and congregating in secretive warrior lodges, hidden groups that include many shamans and soothsayers. Sometimes, these groups act against the will of their chieftains and leaders to further the interests of their enemies. At other times, they encourage alliances and work to strengthen new confederacies. Whatever the case, their goals are always obscure and their schemes needlessly complex.

“The shadow of Chaos grows with the passing of the seasons. Fight and struggle as much as you wish, it will not help you – this world is doomed.”

*Engra Deathsword*

# THE HORDES OF CHAOS



Favoured Champions of the Ruinous Powers, clad in black iron armour adorned with twisted stars of eight points and the leering eyes of Daemons, the Knights of Chaos thunder across frozen tundra and glacial ice. Upon cold battlefields beneath blood-red skies, these mighty warriors clash in endless battle, their constant violence an unrelenting hymn of praise to their vile gods.

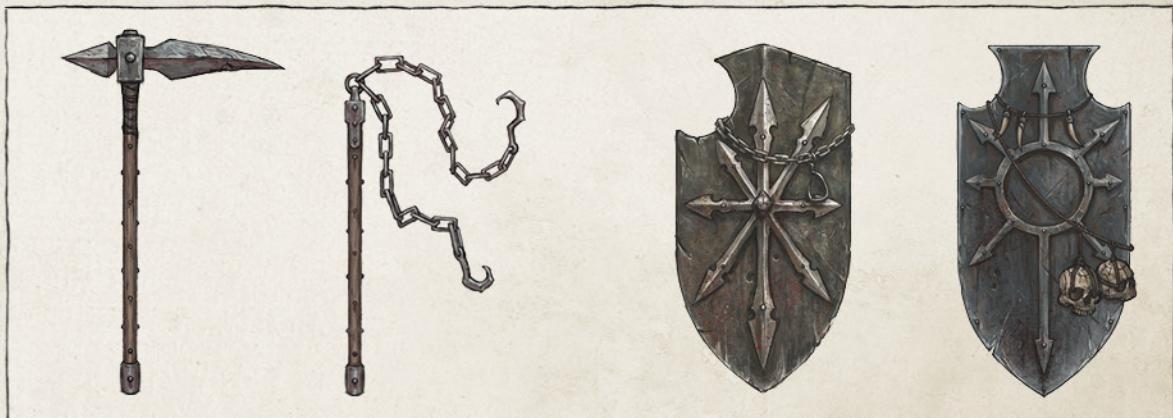
With each passing victory, the power of the Dark Gods flows faster through these accursed knights until, in the fullness of time, the whispered words of their patrons lead them south to wreak havoc upon the civilised nations of the Old World.



The standards of the legions of Chaos proclaim the glory of the Ruinous Powers and evoke terror and woe in those who catch even a glimpse of them. Adorned with the skulls of the slain and infernal runes, the banners of the Dark Gods herald the inevitable coming of Chaos.



The all-enclosing great helms worn by the Warriors of Chaos give the foot soldiers of the gods a disturbingly faceless appearance. Over time, as a warrior gains glory, their armour and helms become more ornate, with large horns and elaborate visors adding to their grim visage.



The weapons of the servants of Chaos are cruel and unsubtle tools of war, designed only to shed blood and inflict pain in honour of the Ruinous Powers.

Bearing the same infernal designs found upon their standards, the shields carried by the Warriors of Chaos are heavy and broad – capable of turning aside keen sword strokes and handgun shot alike.

## TRIBAL CONFEDERACIES

**T**hough the great nations of the north have long waged endless war upon one another, there exist close and binding ties even between rival tribes. These complex alliances and kinships arise through different tribes' shared worship of the ancient totemic spirits of the north.



Members of the Tribe of the Hound are brutal warriors that cover themselves with wolf pelts and sigils of the Baying Hound, the totemic spirit whose thunderous cry heralds great slaughter. The Tribe of the Serpent, by contrast, are an arrogant and prideful people who embellish their attire and armaments with precious stones and polished scales.



The Tribe of the Carrion Crow adorn themselves with motifs of death and decay. Though their shields are often cracked and rotten, they possess an unnatural sturdiness. The people of the Tribe of the Eagle engrave their shields and armour with runes and glyphs. The meaning of these sigils is lost to most, for the tribe's practices and beliefs are well-guarded secrets.

# THE SAGA OF THE CHAINMAKER

**R**eturning from her quest for glory in the Realm of Chaos, Frydaal the Chainmaker seeks to wage war against the southern kingdoms of the Old World. For too long, these weak-willed fools have worshipped even weaker gods in defiance of the dark majesty of Chaos – but Frydaal would tolerate this brazen impudence no longer. For the glory of the Ruinous Powers, she would strike fear into the hearts of citizens of the Empire of Man and remind them of the true power of Chaos.



## The Spring Drivings

The clamour of ringing alarm bells and cries of fear floated across the water from the town of Hollum as Frydaal's fleet emerged from the mist – a sound that never failed to bring a wicked smirk to her face. After a rough journey across the storm-wracked Sea of Claws, Frydaal and her warband were eager to make landfall, for slaughter and glory awaited them on the shores of the Old World.

The town of Hollum had long been a lucrative raiding ground for Frydaal, for its larders were well-stocked with dried fish and its coffers filled with gold thanks to the many trading vessels that passed through its harbour. However, Frydaal was no longer satisfied with mortal affairs so simple as the acquisition of food and coin, for she was now burdened with a far greater purpose – to remind the people of the Empire that the growing darkness of Chaos was far closer than they realised.

As the fleet of wolfships edged ever closer to the harbour, the people of Hollum began to assemble on the dockside with whatever weapons lay close to hand when the alarm was sounded. Even whilst her ship was more than a bowshot away from the docks, the stench of fear flooded Frydaal's senses and her blood pumped faster in anticipation of the slaughter that was to come.

## Landfall

As the wolfships closed with the docks, the marauders were greeted by volleys of handgun and crossbow fire from the townsfolk, much of which clattered into the Northmen's broad shields or the hulls of their ships. Before the defenders had time to reload, Frydaal and her warriors leapt from their boats with weapons drawn, quickly turning the waters of the harbour red with the blood of its defenders as they stormed the docks. Frydaal led the slaughter, tossing aside the defenders as a cruel child might discard a broken toy, her mirthless laughter echoing across the town as she shattered shields and bones alike with each swing of her enchanted flail.

With her victory secured, Frydaal ordered the construction of a great monument to the Dark Gods, upon which the story of her triumphs would be recorded for all to witness. Her warriors set about their task with grim purpose, hauling an enormous stone into the centre of the smouldering ruins. As the shamans of Frydaal's warband began to lay foul enchantments upon the monolithic stone, inscribing it with tales of the Chainmaker's victories in the Chaos Wastes, eight-pointed stars wrought from dark iron were raised in the surrounding countryside to honour the gods and the first of Frydaal's victories in the Empire.

Chaos had arrived on the shores of the Old World.





## The Raiders Return

As quickly as the marauders arrived, so too did they return to the sea, sailing back to Norsca upon the completion of Frydaal's baleful monument – leaving the town of Hollum in ruin as a grim reminder of her brutality. Of the few townsfolk who survived the raid, fewer still chose to return to the remains of Hollum. Those that did would do what they could to purge the taint of Chaos that had begun to spread, spending months upon end destroying the many chaotic sigils that had been raised by the marauders before their departure. Alas, no matter what they tried, the great stone monument at the centre of Hollum proved immune to their efforts to topple it.

The following spring the townsfolk realised their efforts to rebuild their homes had been in vain, for Frydaal's fleet appeared once more upon the darkened horizon – far larger than it had been the previous year. Scores of marauders were disgorged onto the dockside, swiftly smashing aside the meagre resistance that awaited them.

With the defenders subdued and sacrificed before Frydaal's infernal monolith, her warriors then began to restore the other monuments that had been cast down and fortified the town against any retaliatory attacks that might come from Westerland's armies. From her freshly secured foothold, Frydaal laid plans to push ever more deeply into the lands of the Empire and further spread the glory of Chaos.

## By Land & Sea

With yet more wolfships sailing from Norsca to arrive in her wake, Frydaal turned her attention towards the port town of Aarnau and its famed defenders – Manann's Blades, a long-standing mercenary company. Though the self-appointed guardians of the Wasteland were renowned for their well-kept battledress and discipline on the parade ground, there was little else that Frydaal's shamans could tell her about the regiment. Supposedly they had proven themselves in battle against the cyclopean monsters that dwelt within the mist-shrouded Tumble Downs, but it would take more than baseless tales, spotless uniforms and well-drilled formations to persuade her that these soft southern warriors posed much danger.

As the bulk of her force embarked upon their ships and set sail along the coast to assault Aarnau from the sea, a smaller force of Frydaal's most wild and dangerous followers vanished into the wooded wilderness to approach the town on foot. The objective of these savage berserkers was to assault Aarnau's landlocked flanks – hoping that they could take advantage of the defenders' attention being firmly fixed on the incoming fleet rather than the surrounding Wasteland.

As the mass of wolfships drew into view of Aarnau, the clouds darkened overhead and the roar of thunder boomed across the skies. To the defenders of Aarnau, it was as if the gods themselves had come to witness the bloodshed that was about to unfold.

## Aarnau Ablaze

With Manann's Blades racing to the harbour to meet the seaborne invasion and the eyes of the few defenders left atop the wall fixed upon the water, Frydaal's berserkers were able to approach the wooden palisades of the town unnoticed. The marauders quickly scaled the walls with boarding hooks taken from their wolfships and silenced the few distracted guards who remained atop the walls.

With Frydaal's warriors now in control of the gatehouse and blockading the harbour, there would be no escape for the denizens of Aarnau. Having left a warband to guard the gate, the rest of the overland force began setting fires throughout the city and putting its populace to the sword.

To Frydaal's surprise, the Manann's Blades proved to be more than just pretenders in fancy uniforms and fought with courage and skill worthy of admiration. It took the Chainmaker herself to finally break the deadlock between the two forces, as she buckled the enemy's shieldwall with a flurry of blows from her flail.

The commander of the Manann's Blades stepped into the breach with his blade in hand, shouting a challenge to Frydaal as his warriors regrouped around him. As brave as the commander's challenge was and as skilled a swordsman as he might have been amongst his own people, he proved little match for Frydaal. The Norscan struck her enemy down with a single, devastating swing of her great, gore-encrusted flail – the sound of shattering ribs and bursting innards audible even over the din of clashing steel as the heavy links exposed the weaknesses in his well-practised swordsmanship.

## Death & Vengeance

The resolve of Manann's Blades was utterly shattered upon witnessing their commander dispatched so casually before their very eyes. Many cast down their weapons and fled towards the town, but stopped dead in their tracks at the sight of the dark smoke rising from the fires that now raged throughout the settlement.

This moment of hesitation was all Frydaal's warriors needed to finish their grim work, and they descended upon Manann's Blades like a pack of ravenous wolves, hacking them to pieces and painting the docks crimson. There were no recorded survivors of Frydaal's assault upon Aarnau, for those who were not slain in the fighting were rounded up and taken back to Hollum, where they were sacrificed at the foot of Frydaal's great monolith in honour of the Ruinous Powers.

Word reached Empress Magritta of the marauders ravaging the coastlines of Westerland following the sacking of Aarnau and she knew it would not be long before the news travelled throughout the other provinces of the Empire. In an effort to prevent her political rivals from seizing upon the turmoil to set their own plans and schemes in motion, the Empress flung open the vast treasury of Marienburg and ordered the creation of a mercenary army to drive the raiders back into the sea.

However, with winter fast approaching, Magritta knew that the Norscans would soon retreat back to their wolfships, so she ordered her mercenaries to assemble at Marienburg. Throughout the winter, they would be kept well fed and train alongside one another, ensuring their readiness to meet the returning Norscans in battle come next spring.



## The Taint Of Chaos

Ordinarily, raiders from Norsca and the Chaos Wastes would return to their homelands in time for winter, allowing them to avoid the storms that ravaged the Sea of Claws and ensure their stores were well stocked for the coming season. However, due to the foothold they had secured in the ruins of Hollum and the surrounding lands, Frydaal and the vast majority of her warriors chose to remain within the Old World during the winter months to ensure they could start their assaults as soon as spring came. Those amongst her warband who did sail for home were charged with spreading word of Frydaal's victories and amassing more warriors to join her campaign of conquest.

Frydaal was surprised that her actions had seen no response from the armies of the Empire, and she knew it would not be long before a force was assembled to meet her in battle. Not wishing to be caught flat-footed, she dispatched scouts to keep watch on the North Road, ensuring that word of any approaching force would reach her with plenty of time to prepare for battle.

However, it seemed that the commanders from Marienburg had similar thoughts, as Frydaal's scouts were plagued by road wardens and outriders armed with black powder weapons as they traversed the North Road. Unable to press any further south than the town of Loenen, Frydaal's scouts withdrew from the road and secluded themselves within the surrounding forest, where they kept a vigilant watch for any further signs of the southern forces.

## Battle Of Hollum

As winter gave way to spring, Frydaal chose to wait within Hollum for the return of the warriors whom she had sent back to Norsca before marching her army south. With her numbers bolstered by the returning forces, and with any additional warriors they had rallied to her banner, Frydaal would set her sights upon the great coastal metropolis of Marienburg.

However, fair weather warmed the lands of the Old World far sooner than it did the lands of Norsca or the perilous Sea of Claws. Barely had winter loosened its icy grasp upon the land before Frydaal's scouts returned to her with warning of an army advancing along the North Road, with no sign of her fleet on the horizon.

Rather than sit and wait for her fate to be determined for her, Frydaal ordered a number of her warriors back to their ships, where they would sail down the nearby River Aarnau. Following the river deep inland would allow them to circle behind the approaching army and follow their advance up the North Road, placing them in a perfect position to ravage any missile emplacements and artillery positions the Empire forces might establish.

For the next few days, as the Westerland army edged ever closer, Frydaal communed with the Dark Gods at the foot of the monolith she had constructed in their honour. Through prayer and sacrifice, the Champion of Chaos beseeched her dark patrons to give her the strength she needed to shatter those who would stand against her...





# THE RUINS OF HOLLUM

**T**he sound of rhythmic drums and marching boots washed over the battlements that surrounded Hollum as the Empire forces approached. Frydaal rose to her feet at the base of the monolith, her communion with the Ruinous Powers had reached its end and the great monolith thrummed with dark power. The soldiers of the Empire would meet their doom at the hands of Frydaal the Chainmaker, and witness the power of the Chaos gods...

## Historical Recreation

The battle amongst the ruins of Hollum was fought between marauding Chaos worshippers under the command of Frydaal the Chainmaker, and the mercenary army of Westerland. To represent this, the players should write two muster lists (one for the attacker and one for the defender) as follows:

### The Attacker

The attacker should write a single 2,500 points muster list using the Empire of Man Grand Army composition list found in *Forces of Fantasy*.

### The Defender

The defender should write a single 2,500 points muster list using the Wolves of the Sea Army of Infamy composition list (see page 28). At least one unit must have the Ambushers special rule and must be held in reserve. The general of this army must be Frydaal the Chainmaker (see page 35).

Alternatively, this scenario may be played with any two armies of the players' choosing.

### Monuments To Glory

As aspiring champions progress upon the path to glory, they erect monuments to mark both their rise to power and to honour the gods. Be they stone monoliths inscribed with infernal runes, eight-pointed stars wrought of darkened iron or great piles of skulls and bones claimed for the glory of the gods, each monument is unique to the champion who raised it.



## Set-up

Place terrain as described in the *Warhammer: the Old World* rulebook. In addition, place a large stone monolith as shown on the map opposite to represent Frydaal's monument:

**Frydaal's Monument:** A special feature measuring up to 6" at its widest point. Frydaal's Monument counts as both an arcane monolith and a monument of glory.

## Deployment

The defender deploys their army within the defender's deployment zone, as shown on the map opposite. Once complete, the attacker deploys their entire army within the attacker's deployment zone.

## First Turn

In this scenario, the attacker will automatically take the first turn.

## Game Length

The battle will last for six rounds or until one side concedes.

## Scenario Special Rules

**Judgement of the Gods:** Characters in the defender's army may re-roll the D6 when rolling on the Gaze of the Gods table.

**Reinforcements:** Any units in the attacker's army with the Ambushers special rule must enter the battlefield via the southern table edge upon their arrival. Any Ambushers that cannot be placed on the battlefield during the turn they arrive may be left in reserve and can be brought on as described above during the following turn.

## Victory!

Once the battle has ended, use Victory Points to determine which player is the winner, as described in the *Warhammer: the Old World* rulebook. In addition, at the end of the game:

- The defending player wins a bonus 50 Victory Points for each character in the attacker's army that was slain in a challenge.
- The attacking player wins a bonus 50 Victory Points for each character in their army that is alive and not fleeing.









Soaring down from the distant peaks of the Worlds Edge Mountains, a Warpfire Dragon looms above the frozen battlefield.



A unit of Chaos Warriors, armed with an array of hand weapons.



A Chaos Chariot, drawn by vicious Chaos Steeds and crewed by heavily armoured Chaos Warriors.



From the serried ranks of Chaos Warriors surges the twisted bulk of a Hellcannon, its handlers struggling to contain its rage as the Daemon within unleashes doomfire upon the foe.



Galrauch, the Great Drake.





An Exalted Sorcerer of Chaos,  
wielding a magical staff.



A mighty Lord of Chaos,  
mounted upon a Daemonic Steed.



A Champion of Chaos,  
wielding a great weapon.





# WOLVES OF THE SEA

Norscan wolfships have prowled the Sea of Claws for centuries, raiding and plundering the Old World's coastal settlements each spring. In days past, these raids allowed the Norscan barbarians to fill their coffers with treasures and replenish their food stores after the long, harsh winters of their homeland. More recently, with the shadow of Chaos growing longer with each passing year, these raids have become less focused on the acquisition of resources and more on slaughter and bloodshed in the name of the Ruinous Powers.



## The Barbarian Fleets

When the spring raids begin, fleets of wolfships disgorge warbands of fierce barbarians onto the shores of the Old World. The coastlines of Kisley, Westerland and Osterlund are the ones to feel the wrath of the Norscan raiders most keenly, but even the outposts of the Lothorn Seaguard and coastal forts of Bretonnia have done battle with the Northmen.

When the wolves of the sea have chosen a settlement to raid, they will land a portion of their strength further up the coastline before launching their assault. As the settlement's defenders focus their attention on the water, these ambushing warriors launch their own attack from an unexpected flank, throwing the defenders into total disarray.

Taking command of such violent and dangerous folk does not happen through eloquent debate or clever politicking, but through single combat and prowess in battle. Mighty chieftains and aspiring champions vie constantly for power, challenging one another to all manner of martial contests which almost always result in only one of the combatants walking away. As the influence of the Dark Gods has spread across Norsca, the reward for victory in these duels has become ever more valuable, for not only can a challenger take command of a tribe of warriors, but also earn the attention of the Ruinous Powers themselves.

## The Shadow of Chaos

With the power of Chaos rising in the north and the influence of the Ruinous Powers spreading amongst the Norscans through the influence of mighty Champions, the gifts of the gods have become more commonplace. Into each generation, babes born with fang-like teeth, additional appendages and horns of varying shapes and sizes become ever more common.

But it is not just the raiders that have changed with the growing power of Chaos, their incursions have become more violent and destructive with each passing year. The Marauders continue to lay waste to coastal towns and their inhabitants, bellowing unholy oaths of death and doom as they slaughter and burn their way across the countryside.

As the number of raids increases, those who dwell in coastal towns grow ever more fearful of the approaching danger, resulting in many moving away from their homes in hope of finding a quieter life further inland. Those who remain make efforts to fortify their settlements, building tall palisades and watchtowers in vain attempts to dissuade the Marauders from returning. Yet, return they do, the newly crafted fortifications proving to be of little hindrance to the battle-hardened Norscans who crash through the defences as easily as the storm might shatter the hull of a ship.

Though the Marauder tribes forgo heavy armour in order to strike fast and hard, their helmets are invariably heavy and near all-enclosing. Black iron shrouds much of their head and face, whilst horns of varying sizes protrude from the sides to cast a fearful silhouette.



Though smaller and lighter than the shields carried by the Warriors of Chaos, the round shields of the Marauder tribes bear the same sinister iconography and sharp protrusions. Crafted from solid timber and banded in iron, they are more than capable of thwarting all but the most determined strikes.



From the frozen lands of Norsca, the dreaded Wolves of the Sea descend upon the Empire, their ranks bolstered by vile Beastmen and twisted Chaos Spawn.

# WARRIORS OF CHAOS

## WOLVES OF THE SEA

**T**his Army of Infamy composition list is designed to be used with the Warriors of Chaos army list found in *Ravening Hordes*, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook.

If you wish to field a Wolves of the Sea army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in *Ravening Hordes*. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Wolves of the Sea army:

### Army of Infamy Composition List

#### Characters

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

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

#### Core

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

- Chaos Marauders, Marauder Horsemen, Marauder Tribe Berserkers and Chaos Warhounds

#### Special

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

- Chaos Warriors, Chaos Chariots, Skin Wolves, Marauder Tribe Huscarls and Chaos Spawn



#### Rare

Up to 33% of your army's points value may be spent on:

- Chaos Ogres, Chaos Trolls and Dragon Ogres (see page 101 of *Ravening Hordes*)
- 0-1 Gigantic Spawn of Chaos per 1,000 points
- 0-1 Dragon Ogre Shaggoth per unit of Dragon Ogres (see page 104 of *Ravening Hordes*)
- 0-1 Chaos Giant per 1,000 points (see page 108 of *Ravening Hordes*)

#### Mercenaries

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

- Gor Herds (see page 97 of *Ravening Hordes*)
- Ungor Herds (see page 98 of *Ravening Hordes*)

Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the *Warhammer: the Old World* rulebook.

#### Battle Standard Bearer

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

#### Magic Items

Any models that have the option to purchase magic items may purchase Common or Warriors of Chaos magic items.

# WOLVES OF THE SEA

## SPECIAL RULES

**W**On this page you will find a full description for each of the army special rules that apply to an army built using the Wolves of the Sea Army of Infamy composition list. These are in addition to the Warriors of Chaos special rules found on page 81 of *Ravening Hordes*. In case of contradiction, the special rules below take precedence over the Warriors of Chaos special rules.

### Favour Of The Gods

*Warriors of the Marauder tribes constantly vie for the attention of the gods. But when the gods' attention is drawn to a mortal, it does not always yield the divine blessing they seek.*

If a character within a Wolves of the Sea army kills their opponent in a challenge, they must immediately roll on the Gaze of the Gods table. In addition, should a unit within a Wolves of the Sea army claim the standard of an enemy unit as a trophy of war, that unit may immediately make a roll on the Gaze of the Gods table (changing references from 'this model' to 'this unit').

### Sea-Born Raiders

*The Wolves of the Sea often deploy scouts further up the coast to range inland ahead of the main force of raiders. These scouts descend upon their prey, attacking from multiple sides.*

Units of Chaos Marauders and Marauder Horsemen within a Wolves of the Sea army may have the Ambushers special rule for +1 point per model. Aspiring Champions whose troop type is 'infantry' or 'cavalry' within a Wolves of the Sea army may have the Ambushers special rule for +10 points per model.

### Warriors' Duel

*The Marauder tribes respect any warrior brave enough to face their enemy in single combat.*

Instead of rolling off to determine which player takes the first turn, you may challenge your opponent to a Warrior's Duel. If your opponent accepts, both players choose a single unit champion with a Wounds characteristic of 1 whose troop type is 'infantry' or 'cavalry' from within their army to fight in a Warrior's Duel.

The chosen combatants then fight as if engaged in a challenge, fighting as many rounds of combat as necessary to determine a victor. Once a victor has been determined, that model's controlling player takes the first turn. If both champions are slain, the players must roll off as normal.

If the challenge is declined, the Wolves of the Sea army counts as having won the roll-off to determine which player takes the first turn.

*Note that, should a Bretonnian army accept the challenge, it counts as having prayed for the Blessings of the Lady. Should a Bretonnian army decline the challenge, it cannot pray for the Blessing of the Lady and any units that would usually begin the game with it, such as models with the Grail Vow, automatically lose it.*





# HERALDS OF DARKNESS

At the top of the world, where the great tundra of the frigid north meets the Realm of Chaos, roving bands of armoured horsemen thunder across the frozen earth in search of worthy foes to slaughter in the name of the Dark Gods. As the influence of the Ruinous Powers grows, these mighty hosts migrate further south and engage in epic battles with the denizens of the Old World and the gallant warriors of Grand Cathay.



## The Path To Glory

Those who wish to prove themselves in the eyes of the gods will feel the pull of the Path to Glory, embarking upon a long and perilous journey towards the fallen gateway at the summit of the world. These champions-in-the-making will gather about themselves warbands of like-minded followers and carve a bloody swathe across the world, seeking out worthy enemies and doing battle with the followers of rival Chaos warlords. Chief amongst the followers of these aspiring champions are the knights of Chaos, heavy cavalry renowned the world over for their prowess on the battlefield, their murderous skill matched only by their malice and cruelty.

Veteran commanders of the Old World's armies have done battle against all manner of unholy and abhorrent dangers. They have fought shambling legions of undead from far-off lands and defeated rampaging hordes of Orcs and Goblins, meeting these incursions with brave determination and steel in hand. But even these courageous souls feel the cold chill of terror run down their spine at the sight of a regiment of Chaos Knights galloping towards them through the fog. When a great number of these iron-clad warriors gather together, united under the banner of a powerful Chaos Champion, it takes a commander of either incredible bravery or immense foolishness to stand their ground.

## The Mailed Fist Of Chaos

Even the Empire's knightly orders and the chivalrous knights of Bretonnia pale in comparison to the twisted majesty of the knights of Chaos. Riding to war atop monstrous Chaos Steeds, these elite warriors carry wicked lances designed to impale and tear, or clutch serrated blades and crushing maces in mailed fists, weapons crafted to inflict as much pain and suffering as possible upon impact. Clad in thick suits of Daemon-forged armour, even the most telling blows leave little more than dents and scratches as the knights ride down those who would stand against the growing might of Chaos.

It is not just these armoured butchers that accompany the Champions of Chaos on the Path to Glory. Mortal horsemen from the Marauder tribes flock to these warbands as they grow in power, worshipping these Champions as demi-gods as they ascend towards Daemonhood, hoping that they too might earn the chance to prove they can faithfully serve the Ruinous Powers. Joining these fanatical warriors are many monstrous beasts in the service of the Dark Gods. Chaos-touched Giants, feral Chimerae and massive Spawn race alongside the mounted host as it closes with the enemy, their savagery and instinctual desire for slaughter matched by the mortal warriors they fight alongside.



Beneath blood-red skies, the earth itself trembles to the thundering of iron-shod hooves and churning wheels as the Heralds of Darkness descend upon their weakling foes.

Bedecked in twisted grandeur and carried upon great steeds, the knights of Chaos march to war. Baroque plates of hell-forged iron shield these ruthless riders from harm, whilst the wicked barbs and spikes that jut from both armour and steed gore and slash at those they ride past.



When a Marauder adopts the mantle of a Chaos Warrior, they become one amongst a faceless and nameless horde. However, as time passes and the warrior advances upon the Path to Glory, aspects of their warped personality begin to become visible upon their armour and weapons.



# WARRIORS OF CHAOS HERALDS OF DARKNESS

**T**his Army of Infamy composition list is designed to be used with the Warriors of Chaos army list found in *Ravening Hordes*, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook.

If you wish to field a Heralds of Darkness army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in *Ravening Hordes*. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Heralds of Darkness army:

## Army Of Infamy Composition List

### Characters

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

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

### Core

At least 33% of your army's points value must be spent on:

- 1+ unit of Chaos Knights
- Marauder Horsemen and Chaos Warhounds
- 0-1 Chaos Chariot may be taken as a Core choice

### Special

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

- 0-1 unit of Chosen Chaos Knights
- 0-1 Chosen Chaos Chariot per 1,000 points
- Chaos Spawn, Chaos Chariots and Chimeras
- Dragon Ogres (see page 101 of *Ravening Hordes*)

### Rare

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

- Gorebeast Chariots
- 0-1 Dragon Ogre Shaggoth per unit of Dragon Ogres (see page 104 of *Ravening Hordes*)
- 0-1 Gigantic Spawn of Chaos per 1,000 points
- 0-1 Chaos Giant per 1,000 points (see page 108 of *Ravening Hordes*)
- 0-1 Warpfire Dragon

### Mercenaries

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

- Centigor Chieftains (see page 95 of *Ravening Hordes*)
- Centigor Herds (see page 100 of *Ravening Hordes*)

Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the *Warhammer: the Old World* rulebook.

### Battle Standard Bearer

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

### Magic Items

Any models that have the option to purchase magic items may purchase Common or Warriors of Chaos magic items.



# HERALDS OF DARKNESS SPECIAL RULES

**O**n this page you will find a full description for each of the army special rules that apply to an army built using the Heralds of Darkness Army of Infamy composition list. These are in addition to the Warriors of Chaos special rules found on page 81 of *Ravening Hordes*. In case of contradiction, the special rules below take precedence over the Warriors of Chaos special rules.

## Mounted Host

*In the frigid wastelands at the top of the world, cohorts of mounted warriors thunder across the frozen earth in constant search of worthy adversaries.*

All characters within a Heralds of Darkness army must be mounted or have the Fly (X) special rule.

## Steeds Of Darkness

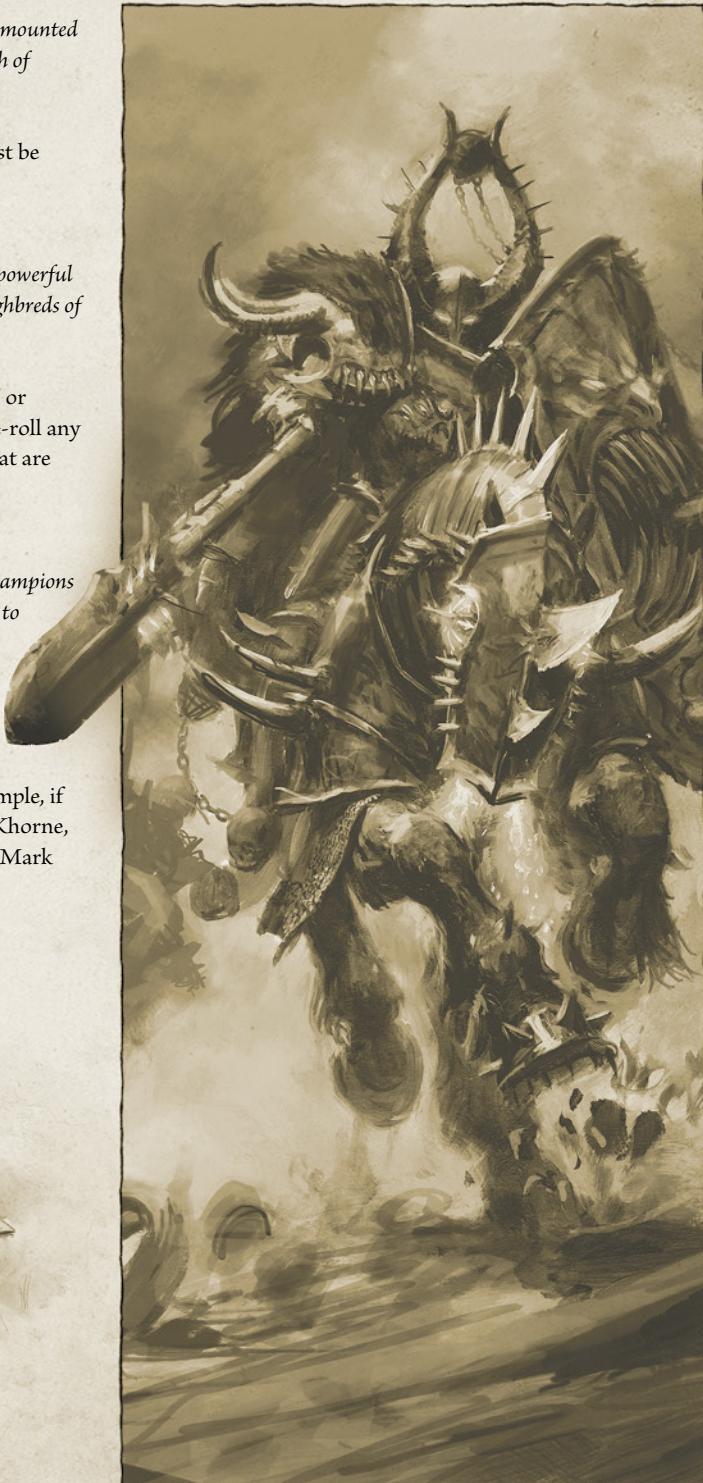
*The mutated steeds of the Knights of Chaos are swift and powerful war-mounts, standing as a warped mockery of the thoroughbreds of fair Bretonnia.*

When a unit in this army whose troop type is 'cavalry' or 'chariot' makes a Charge, Flee or Pursuit roll, it may re-roll any dice that roll a natural 1, before discarding any dice that are required to be discarded.

## The Shadow Grows

*As the influence of the Dark Gods spreads, their mortal champions seek to swell their forces with like-minded warriors willing to pledge themselves to one of the infernal pantheon.*

For each character your army includes that has a Mark of Chaos other than the Mark of Chaos Undivided, it must also include a non-character unit with the same Mark of Chaos, and vice versa. For example, if your army includes two characters with the Mark of Khorne, it must also include two non-character units with the Mark of Khorne.



# FRYDAAL THE CHAINMAKER

**T**hough for many the arrival of spring signifies the end of the harsh winter weather and the coming of better days, for those who dwell within the isolated hamlets of the Empire's coastline, it heralds the return of something far deadlier than the winter cold – raiders from Norsca. Amongst the many barbarians that sail across the Sea of Claws, it is Frydaal the Chainmaker that strikes the most fear into the hearts of all who see the black sails of her ship on the horizon.

Even before she struck a deal with the Chaos Gods, Frydaal had plagued the coasts of the Empire, Bretonnia and Kislev for years. Those who were left in the wake of these brutal raids would do their best to salvage what remained, rebuilding burned-down homes and working tirelessly to replenish food stores; all the while praying fervently to whatever gods they believed in that she would not return the following year.

In battle, Frydaal was a cruel and vicious fighter, swinging her flail in savage arcs in order to maim and cripple her foes rather than slay them outright. Even as her injured enemies lay helpless, crying out in pain, Frydaal would swiftly move on to find fresh victims, leaving a trail of broken warriors in her wake. In the aftermath of the battle, she would allow many of the wounded survivors to flee, knowing they would drag themselves to nearby towns to tell of her barbaric cruelty and sow fear of her return.

Thus as winter turned to spring in the year of 2264, the residents of the towns that clung to the shores of the Sea of Claws fearfully awaited the arrival of Frydaal and her raiders – yet, they never came. Unbeknownst to the fishermen and sailors cowering in their hovels, Frydaal had taken her first steps upon the Path to Glory and journeyed north in the company of her fiercest champions.

It is unknown what compelled Frydaal to undertake her pilgrimage into the Realm of Chaos and pledge herself to the Dark Gods, but for several years she campaigned in the Shadowlands, piling glory upon her name and drawing ever more followers to her banner. Powerfully built from a lifetime at sea and ferocious beyond reckoning, Frydaal quickly drew the gaze of the gods. With each bloody victory won in the eternal battlefields at the top of the world, her warband grew and ever more profane gifts were bestowed upon her. Her strength increased until a single blow from her flail could shatter shields into splintered firewood and great, dark horns sprouted from her forehead to sit atop her skull like an infernal crown.

Eventually, Frydaal led her followers back to Norsca where she wasted no time in ousting several Norscan chieftains and subjugating their tribes. With an army of marauders at her back, Frydaal continued to carve a bloody swathe up and down the coasts of the Empire after striking her pact with the Ruinous Powers, sacking affluent coastal towns and prosperous ports without mercy or hesitation. Each year, her fleet grew in size as more aspirants upon the Path to Glory joined her warband to fight by her side. Though the locations of Frydaal's raids had not changed, save for delving further inland, the desire for resources and riches was now their secondary objective. Instead, they focused on the capture of prisoners and the destruction of those who would stand against the coming tide of Chaos.



## Frydaal The Chainmaker

Frydaal the Chainmaker is an Exalted Champion. She may be included in any Warriors of Chaos army made using any army composition list that includes this option. She must be fielded as presented here.

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Points</b>
Frydaal the Chainmaker	4	6	3	5	4	3	5	4	9	235

**Troop Type:** Heavy infantry (named character)

**Base Size:** 30 x 30 mm

**Unit Size:** 1

**Equipment:** Hand weapon, Storm's Wrath, full plate armour and shield

**Special Rules:** Ambushers, Chainmaker, Chaos Armour (5+), Commander & Captain, Ensorcelled Weapons, Gaze of the Gods, Impact Hits (1), Mark of Chaos Undivided, Peerless Raider, Rallying Cry

### Chainmaker

*Those who find themselves as Frydaal's captives know that their banners will decorate the prow of her ship and the luckiest amongst them will spend the rest of their days rowing its oars.*

Any enemy standard captured by Frydaal or any unit she has joined is worth 100 Victory Points as a trophy of war.

### Commander & Captain

*Even before falling to the darkness of the Chaos gods, Frydaal was a renowned sea captain, both feared and respected in equal measure.*

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

### Peerless Raider

*Frydaal has raided the coastlines of the Empire and Kislev for many seasons and is second to none when it comes to orchestrating lightning-fast strikes along the Old World's northern shores.*

0-1 unit of Chaos Marauders or Marauder Horsemen in the same muster list as Frydaal may have the Ambushers special rule for free. In addition, if Frydaal is your General, you may apply a +1 or -1 modifier to the result when rolling to determine if she or any unit of Chaos Marauders, Marauder Horsemen, Marauder Tribe Huscarls or Marauder Tribe Berserkers with the Ambushers special rule that is currently held in reserve arrives this turn as reinforcements or is delayed.

	<b>R</b>	<b>S</b>	<b>AP</b>	<b>Special Rules</b>
Storm's Wrath	Combat	S+2	-1	Extra Attacks (D3), Magical Attacks, Requires Two Hands

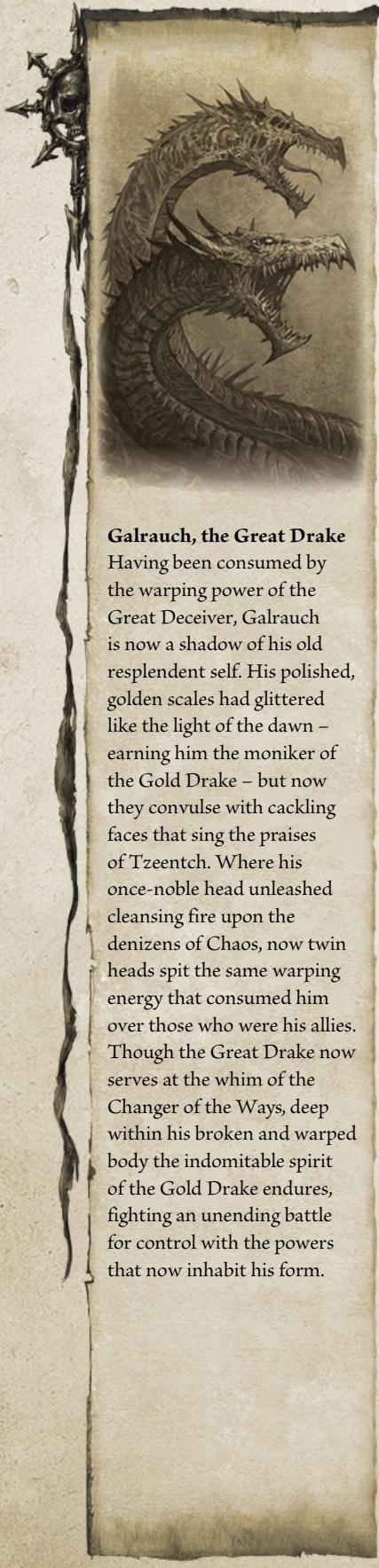
**Notes:** *Storm's Wrath's Strength modifier applies only during the first round of combat.*



**Frydaal the Chainmaker**

*"Those who fought bravely may have the privilege of a warrior's death, the rest will be sacrificed to honour the gods!"*

*Frydaal the Chainmaker  
in the aftermath of  
the battle of Aarnau*



### Galrauch, the Great Drake

Having been consumed by the warping power of the Great Deceiver, Galrauch is now a shadow of his old resplendent self. His polished, golden scales had glittered like the light of the dawn – earning him the moniker of the Gold Drake – but now they convulse with cackling faces that sing the praises of Tzeentch. Where his once-noble head unleashed cleansing fire upon the denizens of Chaos, now twin heads spit the same warping energy that consumed him over those who were his allies. Though the Great Drake now serves at the whim of the Changer of the Ways, deep within his broken and warped body the indomitable spirit of the Gold Drake endures, fighting an unending battle for control with the powers that now inhabit his form.

## Galrauch, The Great Drake

Galrauch, the Great Drake may be included in any Warriors of Chaos army made using any army composition list. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Galrauch, the Great Drake	6	6	3	6	6	6	4	6	9	465

**Troop Type:** Behemoth (named character)

**Base Size:** 60 x 100 mm

**Unit Size:** 1

**Equipment:** Wicked Claws (see opposite), Dark Fire of Chaos (see opposite), Fumes of Contagion (see opposite) and Draconic scales (counts as full plate armour)

**Magic:** Galrauch, the Great Drake is a Level 4 Wizard. He knows spells from the Lore of Dark Magic.

**Special Rules:** Armoured Hide (1), Breath of Change, Close Order, Fly (10), Large Target, Mark of Tzeentch, Regeneration (5+), Spirit of Galrauch, Stomp Attacks (D6), Swiftstride, Terror, Two-headed Dragon

### Breath of Change

*Galrauch opens his maws and unleashes a wave of chaotic energy so potent that it warps and twists even the most resolute warriors into otherworldly abominations.*

Once per game, instead of using Dark Fire of Chaos or Fumes of Contagion, Galrauch may instead use the Breath of Change. Place a flame template with its broad end over the intended target and its narrow end touching Galrauch's base edge anywhere along its front arc. The template must lie entirely within Galrauch's vision arc. Any model whose base lies underneath the template risks being hit. Any model hit (friend or foe) must immediately make a Toughness test:

- If the test is failed, the model is overwhelmed by the warping power of Chaos and is immediately removed from play as a casualty.
- If the test is passed, they are able to fend off the onslaught of chaotic energy. The attack has no effect.



## Spirit of Galrauch

Though Galrauch fell to the powers of Chaos long ago, the indomitable spirit of the ancient Dragon still lingers deep within his warped body, desperately fighting to regain control for even the briefest moments.

During the Start of Turn sub-phase of each of your turns, make a Leadership test for Galrauch. If the test is passed, Galrauch is controlled as normal. If the test is failed, Galrauch's spirit rebels from within. Whilst Galrauch's spirit is rebelling:

- His Level of Wizardry is reduced to 1 and he can only cast one spell per turn.
- He becomes subject to the Random Movement (2D6) special rule.
- If he is engaged in combat, he must direct D3 of his attacks against himself (rounding any fractions down). Any wounds that Galrauch causes against himself are added to the enemy's combat result score.

## Two-headed Dragon

*The twin maws of the Great Drake breathe death upon their foes; one exhaling dark flames whilst the other emits corrosive gas.*

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

	<b>R</b>	<b>S</b>	<b>AP</b>	<b>Special Rules</b>
Wicked claws	Combat	S	-2	-
	<b>R</b>	<b>S</b>	<b>AP</b>	<b>Special Rules</b>
Dark Fire of Chaos	N/A	4	-1	Breath Weapon, Flaming Attacks, Magical Attacks
	<b>R</b>	<b>S</b>	<b>AP</b>	<b>Special Rules</b>
Fumes of Contagion	N/A	2	N/A	Breath Weapon, Magical Attacks

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



## Named Character



*“As the skies turned crimson in the twilight, Galrauch came upon Fateclaw, the bird-headed Lord of Change that coordinated the attacks of its foul minions. Determined to exact revenge for his fallen kin, Galrauch fell upon the Greater Daemon, descending from the heavens like a golden thunderbolt and with a snap of his mighty jaws, he ripped away the head of the avian Daemon-thing in a multicoloured spray of ichor.”*

*Extract from the Tragedy of Galrauch the Gold Drake*

## Character



### Tribal Chieftains

Those that would rise to positions of leadership amongst the Marauder tribes of the frozen north must be mighty individuals, blessed with strength, ferocity and cunning. More than that, they must be favoured by the gods, for those without the blessings of the pantheon fall quickly by the wayside, cut down by those they would lead.

Often, the Chieftain of a Marauder tribe will feel drawn to set foot upon the Path to Glory, leaving their past behind and setting out in search of greatness at the head of a warband of their finest warriors. Some return as mighty Chaos Lords and unify many tribes under their banners, leading armies of destruction to rampage across the world.

## Marauder Tribe Chieftains

	M	WS	BS	S	T	W	I	A	Ld	Points
Marauder Tribe Chieftain	4	5	3	4	4	2	4	3	8	65

**Troop Type:** Regular infantry (character)

**Base Size:** 25 x 25 mm

**Unit Size:** 1

**Equipment:** Hand weapon and light armour

### Options:

- May take one of the following:
  - Flail.....+3 points
  - Great weapon.....+4 points
  - Cavalry spear (if appropriately mounted) .....
- May take one of the following:
  - Throwing axes .....
  - Javelins.....+2 points
- May take a shield.....+2 points
- May be mounted on a Warhorse .....
- May replace the Mark of Chaos Undivided with the:
  - Mark of Khorne.....+10 points
  - Mark of Nurgle.....+10 points
  - Mark of Slaanesh .....
  - Mark of Tzeentch.....+10 points
- May purchase magic items up to a total of .....

**Special Rules:** Ambushers, Chaos Armour (6+), Gaze of the Gods, Mark of Chaos Undivided, Rallying Cry, Warband

## Warhorse

	M	WS	BS	S	T	W	I	A	Ld	Points
Warhorse	8	3	-	3	-	-	3	1	-	+14

**Troop Type:** Light cavalry

**Base Size:** 30 x 60 mm

**Unit Size:** 1

**Equipment:** Iron-shod hooves (counts as a hand weapon)

**Special Rules:** Counter Charge, Fast Cavalry, Swiftstride

### Representing This Character In Your Games

A Marauder Tribe Chieftain offers you the chance to make a leader for your units of Marauders. This can be done by combining components from Chaos Marauders, Marauder Horsemen and Chaos Warriors.

## Marauder Tribe Berserkers

	M	WS	BS	S	T	W	I	A	Ld	Points
Marauder Tribe Berserker	5	4	3	3	4	1	3	1	7	8
Headtaker	5	4	3	3	4	1	3	2	8	+8

**Troop Type:** Regular infantry

**Base Size:** 25 x 25 mm

**Unit Size:** 5+

**Equipment:** Hand weapons and light armour

### Options:

- The entire unit may take one of the following:
  - Additional hand weapons.....+1 point per model
  - Flails .....
- The entire unit may take throwing axes.....+1 point per model
- Any unit may:
  - Upgrade one model to a Headtaker (champion).....+8 points per unit
  - Upgrade one model to a standard bearer .....
  - Upgrade one model to a musician .....
  - Have the Ambushers special rule.....+1 point per model

**Special Rules:** Frenzy, Mark of Chaos Undivided, Move Through Cover, Open Order, Relentless Warriors, Skirmishers, Warband

### Relentless Warriors

*Be it religious fanaticism or just a desperate need to shed the blood of their enemies, these unhinged brawlers can shrug off wounds that would lay low even the hardiest warriors.*

A model with this special rule has a 6+ Ward save against any wounds suffered that were caused by a non-magical enemy attack.

### Representing This Unit In Your Games

Marauder Tribe Berserkers can be easily represented using Chaos Marauders, perhaps using components taken from other kits, such as helmets from Marauder Horsemen.



## Infantry



### Marauder Berserkers

The tribesmen of the Northern Wastes, be they Hung, Kurgan or Norscan, are warriors born and bred. Even amongst these warrior cultures, there are some who fight with such ferocity and daring that they are believed to be blessed by the Dark Gods. Known amongst their own people as Berserkers, these savage warriors fight with little thought of defence or self preservation, hurling themselves into their foe with reckless abandon, trusting in their devotion to the Ruinous Powers to protect them from harm. Striking at their foes with a weapon in each hand or swinging heavy flails, Berserkers fight in the vanguard when the Marauder tribes march to war, meeting the elite warriors of the southern realms head on in an effort to earn glory in the eyes of the gods.

## Infantry



### Skin Wolves

In the wild frontiers, beyond the borders of civilised realms, there are many dark and twisted horrors that the powers of Chaos have inflicted upon the world; though few are as strange as the nightmarish Skin Wolves. Tainted by the Chaos gods or cursed by witches, these poor souls carry a corrupted magic within them, a mutation that does not show upon their flesh but lingers within, waiting to be unleashed by spilled blood and foul ritual. Once transfigured in this way, there is little trace of their humanity left to see, as the wolf-like beast lurking within claws its way free of its host, leaving little more than shredded skin and chunks of flesh that cling to the wolf's new bestial body.

### Skin Wolves

	M	WS	BS	S	T	W	I	A	Ld	Points
Skin Wolf	7	5	-	4	4	3	4	3	7	45
Skin WolfJarl	7	5	-	4	4	3	4	4	7	+7

**Troop Type:** Monstrous infantry

**Base Size:** 40 x 40 mm

**Unit Size:** 2+

**Equipment:** Claws and fangs (counts as hand weapons)

#### Options:

- Any unit may upgrade one model to a Skin WolfJarl.....+7 points

**Special Rules:** Blood Rage\*, Mark of Chaos Undivided, Open Order, Primal Fury\*, Regeneration (5+), Skirmishers, Swiftstride, Warped Form

\*see pages 115 & 116 of *Ravaging Hordes*

#### Warped Form

*With their grim curse in full effect, Skin Wolves can rapidly alter their anatomy whilst on the hunt, allowing them to pursue all manner of prey.*

When this unit's combat is chosen during Step 1.1 of any Choose & Fight combat sub-phase, choose one of the following Transfigurations. Each Transfiguration lasts until your next Start of Turn sub-phase:

- Enlarged Claws:** The Armour Piercing characteristics of this unit's weapons is improved by 1. Additionally, they gain the Armour Bane (2) special rule.
- Barbed Protrusions:** The unit gains the Extra Attacks (+1) special rule.
- Toughened Flesh:** The unit improves its Toughness characteristic by 1 and its armour value by 2.



## Marauder Tribe Huscarls

	M	WS	BS	S	T	W	I	A	Ld	Points
Marauder Tribe Huscarl	4	4	3	3	4	1	3	1	7	18
First Sword	4	4	3	3	4	1	3	2	8	+8
Warhorse	8	3	-	3	-	-	3	1	-	-

**Troop Type:** Light cavalry

**Base Size:** 30 x 60 mm

**Unit Size:** 5+

**Equipment:**

- **Huscarls:** Hand weapons and light armour
- **Warhorses:** Iron-shod hooves (counts as hand weapons)

**Options:**

- The entire unit must take one of the following:
  - Cavalry spears.....Free
  - Flails.....+1 point per model
- The entire unit may take one of the following:
  - Throwing axes.....+1 point per model
  - Javelins.....+1 point per model
- The entire unit may:
  - Replace light armour with heavy armour.....+1 point per model
  - Take shields.....+1 point per model
- The entire unit may replace the Mark of Chaos Undivided with:
  - Mark of Khorne.....+2 points per model
  - Mark of Nurgle.....+2 points per model
  - Mark of Slaanesh.....+2 points per model
  - Mark of Tzeentch.....+2 points per model
- Any unit may:
  - Upgrade one model to a First Sword (champion).....+8 points per unit
  - Upgrade one model to a standard bearer.....+6 points per unit
  - Upgrade one model to a musician.....+6 points per unit
  - Purchase a magic standard worth up to.....50 points
- 0-1 unit per 1,000 points may have the Drilled special rule.....+2 points per model
- A First Sword may purchase magic items up to a total of .....25 points

**Special Rules:** Close Order, Counter Charge, Furious Charge, Mark of Chaos Undivided, Swiftstride, Warband

**Representing This Unit In Your Games**

Marauder Tribe Huscarls can be represented using Marauder Horsemen, perhaps using components taken from other kits, such as helmets and shields from Chaos Warriors.



## Cavalry



**Marauder Huscarls**

Only a Chieftain's most loyal warriors are granted the right to ride by their side into battle, and those who do so are known as Huscarls. Often the strongest warriors that a Chieftain can call to their side and those who are soon to don the darkened armour of a Chaos Warrior, Huscarls fight with savage brutality and without thought of mercy. When a Chieftain races towards the foe to challenge their best and mightiest warriors, it is the Huscarls who carve a bloody path through the enemy's forces to reach these would-be champions. Though lacking the heavily armoured mass of Chaos Knights, a warband of Huscarls will crash into their foe with wicked cavalry spears in hand and a savage warcry on their lips.

## Chariot



### Chosen Chaos Chariots

Upon occasion, the Chosen Warriors of Chaos thunder into battle atop chariots that bristle with weapons, adorned with iconography so foul that the eyes of those that behold them fill with tears and their minds fill with maddening visions. In the endless battles that rage at the top of the world, where mighty warlords clash and the accursed disciples of the Dark Gods trade blows, such dreadful machines of war are common. Luckily for the pathetic nations of the south, rarely do the Chosen Charioteers of the gods venture south, for they are too preoccupied with their endless quest for glory and the blessings of their foul patrons.

## Chosen Chaos Chariots

	M	WS	BS	S	T	W	I	A	Ld	Points
Chariot	-	-	-	5	5	4	-	-	-	140
Chosen Charioteer (x2)	-	5	3	4	-	-	4	2	9	-
Chaos Steed (x2)	7	3	-	4	-	-	3	1	-	-

**Troop Type:** Heavy chariot

**Base Size:** 60 x 100 mm

**Unit Size:** 1

**Armour Value:** 3+

#### Equipment:

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

#### Options:

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

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

**Character Mount:** In an army made using the Heralds of Darkness Army of Infamy muster list, Chosen Chariots may be included as character mounts in addition to being taken as Special choices. If so, the chariot's points are added to that of its rider.

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

- Chosen Chaos Chariot.....+140 points



## Gigantic Spawn Of Chaos

	M	WS	BS	S	T	W	I	A	Ld	Points
Gigantic Spawn	3D6	3	0	6	6	6	3	D6+1	10	145

**Troop Type:** Behemoth  
**Base Size:** 60 x 100 mm  
**Unit Size:** 1  
**Equipment:** Slashing talons (see below), gnashing maws (see below) and scaly skin (counts as heavy armour)

### Options:

- May be one of the following:
  - Gigantic Spawn of Khorne .....+20 points
  - Gigantic Spawn of Nurgle .....+25 points
  - Gigantic Spawn of Slaanesh .....+15 points
  - Gigantic Spawn of Tzeentch .....+10 points

**Special Rules:** Armour Bane (2), Close Order, First Charge, Immune to Psychology, Large Target, Random Attacks, Random Movement, Stomp Attacks (D6), Terror, Timmm-berrr!, Unbreakable

### Cursed by the Gods

*In a cruel twist of fate, those condemned to Spawn-hood often adopt the traits of the god who cursed them.*

- Gigantic Spawn of Khorne have the Impact Hits (D3) and Killing Blow special rules.
- Gigantic Spawn of Nurgle have the Poisoned Attacks and Regeneration (5+) special rules.
- Gigantic Spawn of Slaanesh have the Counter Charge and Strikes First special rules.
- Gigantic Spawn of Tzeentch have the Flaming Attacks, Magical Attacks and Magic Resistance (-2) special rules.

	R	S	AP	Special Rules
Slashing talons	Combat	S	-1	-

	R	S	AP	Special Rules
Gnashing maws	Combat	S	-2	Strikes Last

**Notes:** In combat, this model may choose to make one of its attacks each turn with this weapon. For each Wound an enemy unit loses as a result of an attack made with this weapon, this model immediately recovers a single lost Wound.

### Chaos Incarnate

Any army made using the Warriors of Chaos or Beastmen Brayherds Grand Army composition lists may include 0-1 Gigantic Spawn of Chaos per 1,000 points as a Rare choice.



## Monster



### Gigantic Spawn

Some amongst the pitiful Spawn that haunt the Chaos Wastes feast upon the Winds of Magic, absorbing vast quantities of raw chaos and swelling to a monstrous size, with some standing thrice the height of an Ogre Bull. These Gigantic Spawn are nigh-unstoppable masses of destructive power, able to sweep aside regiments of infantry and all but the most legendary of heroes with ease. However, these creatures of Chaos have no way to unleash the vast store of magical energy within their cursed forms and will continue to expand until, eventually, their body can no longer contain the mystical build-up, exploding in a fountain of ichor and warped flesh.

## Monster



### Warpfire Dragons

Mercifully, sightings of these hateful, destructive creatures are a rare occurrence within the lands of the Old World. The long, charred-black bodies of Warpfire Dragons are forever twisting and undulating as they soar through the skies, the air around them thrumming with an arcane power so fierce that the ground itself blackens and burns. When a Warpfire Dragon takes to the battlefield, this intense heat quickly incapacitates those foolish enough to try to hold their ground against it, with little more than burning carcasses left in its wake. Should a Warpfire Dragon unleash its breath upon its unfortunate victims, it does so unlike any other Dragon, as cacophonous blasts of red and black lightning burn their foes to cinders in all-consuming flames.

## Warpfire Dragons

	M	WS	BS	S	T	W	I	A	Ld	Points
Warpfire Dragon	6	6	0	6	6	6	3	5	8	375

**Troop Type:** Behemoth

**Base Size:** 60 x 100mm

**Unit Size:** 1

**Equipment:** Wicked claws (see opposite), Warpfire Blast (see opposite) and draconic scales (counts as full plate armour)

**Magic:** A Warpfire Dragon may be a Wizard (see below). A Warpfire Dragon that is a Wizard knows spells from one of the following Lores of Magic:

- Battle Magic
- Daemonology
- Dark Magic

#### Options:

• A Warpfire Dragon may be a Wizard:

- Level 1.....+30 points
- Level 2.....+60 points

**Special Rules:** Explosive Demise, Fire & Chaos, Fly (10), Large Target, Lore of Chaos, Magical Attacks, Magic Resistance (-2), Mark of Chaos Undivided, Regeneration (5+), Stomp Attacks (D6), Swiftstride, Terror, Warpfire Aura.

#### Explosive Demise

*On the rare occasion that one of these mighty beasts is slain, it engulfs the surrounding area in scorching-hot warpfire.*

When a Warpfire Dragon loses its last Wound, before the model is removed from play, every unit (friend or foe) within 6" of it suffers D6 Strength 5 hits, each with an AP of -2.

#### Fire & Chaos

*Thanks to their consumption of vast amounts of warpstone and natural affinity to flame, Warpfire Dragons have an innate resistance to any magic or fire that might be used to bring them down.*

Warpfire Dragons have a 5+ Ward save against any wounds suffered that were caused by an attack that has either the Magical Attacks or Flaming Attacks special rule.



### Warpfire Aura

These ancient beings exude an aura of baleful radiation that sunders even the most potent magical wards.

Other models (both friend and foe) are not permitted a Ward save whilst within 3" of this model.

	<b>R</b>	<b>S</b>	<b>AP</b>	<b>Special Rules</b>
Wicked claws	Combat	S	-2	-

	<b>R</b>	<b>S</b>	<b>AP</b>	<b>Special Rules</b>
Warpfire Blast	6"-24"	4 (8)	-1 (-3)	Bombardment, Cumbersome, Flaming Attacks, Multiple Wounds (D3+1)

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

### Pledged to the Darkness

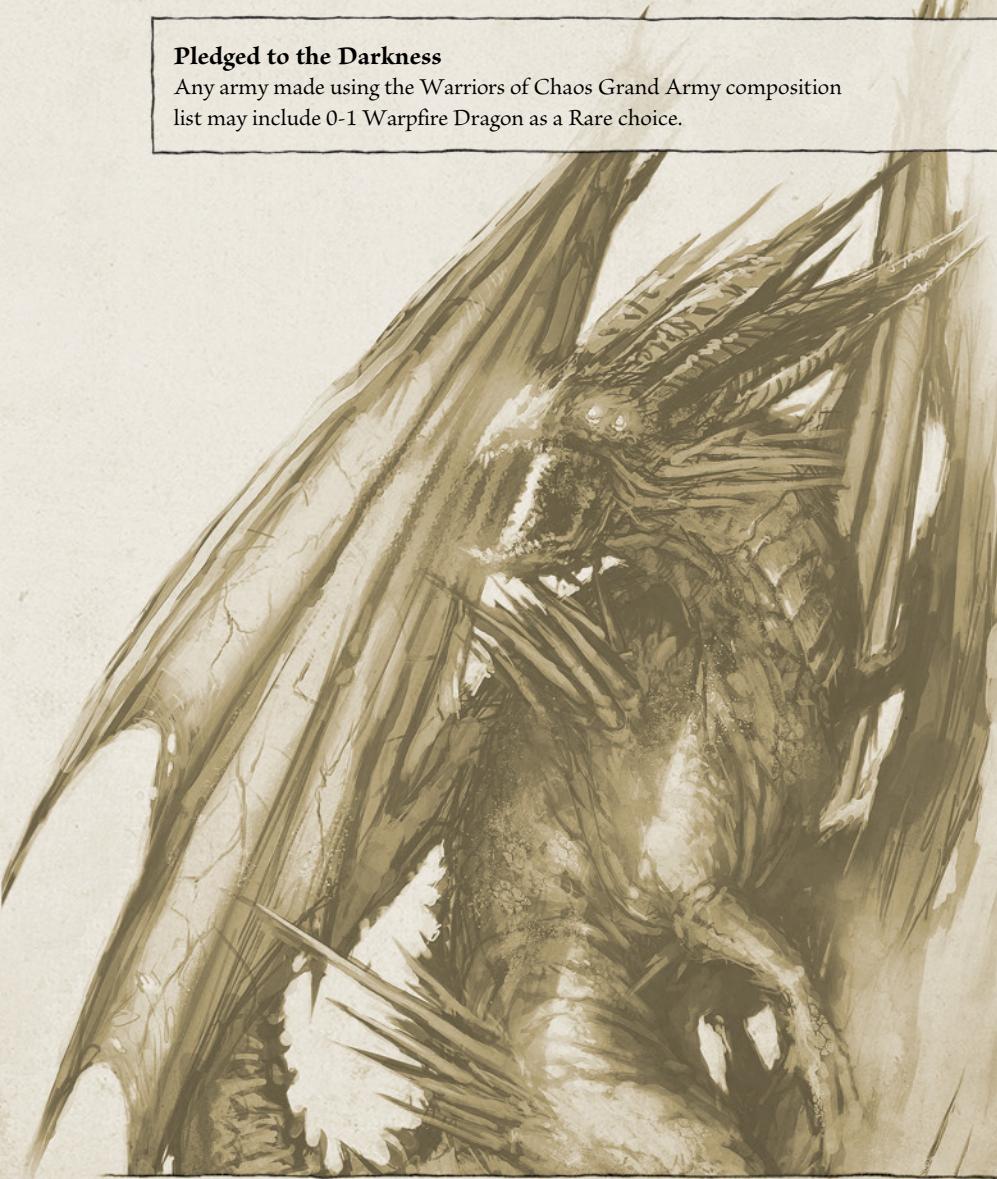
Any army made using the Warriors of Chaos Grand Army composition list may include 0-1 Warpfire Dragon as a Rare choice.

### Monster



### Warpfire Dragons

No Warpfire Dragon has ever been sighted that rivals the great size of the Old World's largest Dragons, though such monstrous creatures may exist somewhere in the trackless and unknown Chaos Wastes, while the myths of far Cathay hold tales of 'Daemon-dragons', which may be one-and-the-same to them. Some scholars theorise that some blasted region far away from the sight and knowledge of Man may be dominated by these great wyrms, grown to such massive proportions on the glut of unharvested warpstone there that they rival legendary Kalgalanos the Black in size.



# WARRIORS OF CHAOS

## MAGIC ITEMS

### Magic Items



#### Artefacts of the Ruinous Powers

The followers of Chaos are armed with weapons and talismans of great power, with even lowly chieftains carrying Daemon-crafted blades and wearing hell-forged armour. These artefacts are as varied in appearance as the Dark Gods themselves, ranging from barbed whips and double-headed battle axes, to rune-engraved broadswords and bone-handled daggers. While some items are bestowed their enchantments after a Champion of Chaos proves to be worthy of them, others are gifted to their new wielder with no warnings of the dangers of possessing such a powerful gift. More than one follower of Chaos has sped down the path of damnation thanks to the overuse of a Daemon-infested weapon or through the reading of a mind-warping grimoire – such is the price of ultimate power.

The following pages expand upon the Warriors of Chaos magic items found in *Ravelling Hordes*. These magic items are unique to Warriors of Chaos armies and can be purchased in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

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

### Magic Weapons

#### **Obsidian Dread-Glaive.....55 Points**

*This cruel weapon has been used to sever heads and limbs in the hands of the Dark Gods' most dangerous champions.*

	R	S	AP	Special Rules
Obsidian Dread-glaive	Combat	S+2	-1	Armour Bane (1), Killing Blow, Magical Attacks, Requires Two Hands, Strikes Last

**Notes:** The Obsidian Dread-glaive may only be taken by a model in a Heralds of Darkness Army of Infamy.

#### **Dagger Of The Dark Pantheon.....35 Points**

*By drawing on the lifeforce of those slain with this wicked weapon, its wielder is able to channel the Winds of Magic far more recklessly.*

	R	S	AP	Special Rules
Dagger of the Dark Pantheon	Combat	S	-2	Magical Attacks

**Notes:** For each Wound an enemy unit loses as a result of an attack made with the Dagger of the Dark Pantheon, its wielder may apply a +1 modifier to their next Casting or Dispel roll.

#### **Chieftain's Blade.....30 Points**

*The title of Chieftain is earned and kept through triumph in single combat, not by birthright.*

	R	S	AP	Special Rules
Chieftain's Blade	Combat	S+1	-1	Armour Bane (1) Magical Attacks

**Notes:** The Chieftain's Blade may only be taken by a model in a Wolves of the Sea Army of Infamy. Whilst engaged in a challenge, the wielder has a +1 modifier to their rolls To Hit.

#### **Taskmaster's Scourge.....25 Points**

*This devilish weapon is covered in barbed spines, whose bite drives the followers of Chaos into battle.*

	R	S	AP	Special Rules
Taskmaster's Scourge	Combat	S	-1	Extra Attacks (1), Magical Attacks.

**Notes:** Models whose troop type is 'infantry' only. During the Command sub-phase of their turn, the wielder of the Taskmaster's Scourge may attempt to urge those around them into battle with a lash of their whip by making a Leadership test (using their own Leadership). If the test is passed, until your next Start of Turn sub-phase, this character and any unit they have joined gain a +D3 modifier to their Movement characteristic (to a maximum of 10).

## Magic Armour

### Daemonic Platemail.....50 Points

*This infernal armour writhes with the leering and screeching faces of the daemonic spirits that infest it.*

Models whose troop type is 'infantry' or 'cavalry' only. The Daemonic Platemail is a suit of full plate armour. In addition, its wearer improves their Toughness and Initiative characteristics by 1.

### Mighty Serpent's Scalemail.....40 Points

*A dark enchantment wrought in the name of the Serpent has been placed upon the glittering scales of this armour.*

The Mighty Serpent's Scalemail may only be taken by models in a Wolves of the Sea Army of Infamy. Mighty Serpent's Scalemail is a suit of heavy armour. In addition, its wearer gains the Strike First special rule.

## Talismans

### Talisman Of The Carrion Crow .....45 Points

*The magical wards that venerate the Crow blesses the wearer with otherworldly resilience and empowers their strikes with deadly poisons.*

The bearer of the Talisman of the Carrion Crow has the Regeneration (5+) and Poisoned Attacks special rules.

### Talisman Of The Soaring Eagle.....35 Points

*Those who wear the mark of the Eagle find the potency of their opponents' magic wane in their presence.*

The bearer of the Talisman of the Soaring Eagle has the Magic Resistance (-2) special rule. In addition, the bearer has a 5+ Ward save against any wounds suffered that were caused by an attack that has the Magical Attacks special rule.

## Magic Standards

### Banner Of The Dark Powers .....50 Points

*Pulsing with iridescent light, this banner shields those who march beneath it from all but the most potent magic.*

A unit carrying the Banner of the Dark Powers gains the Magic Resistance (-3) special rule.

### Banner Of The Baying Hound.....25 Points

*Those who carry the banner of the Baying Hound race towards their foes, eager to shed the blood of their enemy.*

The Banner of the Baying Hound may only be taken by a model in a Heralds of Darkness Army of Infamy. A unit carrying the Banner of the Baying Hound gains the Vanguard special rule.

### Sea Raider's Crest .....25 Points

*The flags flown by notorious raiders strike fear into the hearts of those who eke out an existence by the sea.*

The Sea Raider's Crest may only be taken by a model in a Wolves of the Sea Army of Infamy. A unit carrying the Sea Raider's Crest gains the Fear special rule. If the unit already has the Fear special rule, it gains the Terror special rule.

### Icon Of Darkness.....20 Points

*This accursed icon is cloaked in endless shadow, the darkness shielding those who bear it from view as they march.*

Any enemy model that targets a unit carrying the Icon of Darkness during the Shooting phase suffers an additional -1 To Hit modifier.



## Enchanted Items

### **Bloodskull Pendant.....45 Points**

*Filled with the blood of a Daemon Prince of Khorne, this accursed amulet turns the wearer into a maelstrom of violence.*

Models whose troop type is 'infantry' only. Instead of attacking normally, the bearer of the Bloodskull Pendant may choose to inflict a single Strength 8 hit on every enemy model it is in base contact with, each with an AP of -1. These hits have the Killing Blow special rule.

### **Rod Of The Damned.....40 Points**

*Forged in the depths of the Realm of Chaos, this infernal rod sunders those who resist the will of Chaos.*

The bearer of the Rod of the Damned may cast The Summoning spell from the Lore of Daemonology (see page 322 of the Warhammer: the Old World rulebook) as a Bound spell with a Power Level of 2.

### **Daemon-Forged Barding.....35 Points**

*The wicked, hell-forged blades that cover this barding slice and maim the enemy as the rider crashes through their ranks.*

Daemon-forged barding may only be taken by a model whose troop type is 'cavalry' in a Heralds of Darkness Army of Infamy. On a turn in which the bearer charged, their mount and all mounts in any unit they have joined have a +1 modifier to their Attacks characteristics.

## Arcane Items

### **Sceptre Of Power .....55 Points**

*Those who have carried the Sceptre have enjoyed the thrill of limitless power, but each of them paid a heavy price for this privilege.*

The bearer of the Sceptre of Power may apply a +1 modifier to any of their Casting or Dispel rolls. However, should they roll any natural double when making a Casting or Dispel roll, the bearer suffers a single Strength 10 hit with an AP of -3 after the effects of the roll have been resolved.

### **Grimoire Of Ogvold.....50 Points**

*Ogvold feverishly documented many arcane secrets over the years, hoping that this knowledge would serve the will of Chaos even after his demise.*

Rather than randomly generating the spells they know, and regardless of their Level of Wizardry, the bearer of the Grimoire of Ogvold knows all seven spells from their chosen Lore of Magic (including the signature spell). However, they can only cast a number of spells equal to their Level of Wizardry per turn.

### **Tome Of The Dark Gods .....35 Points**

*This ancient text is filled with the maddening scrawlings and forbidden knowledge of both daemonic and mortal sorcerers alike.*

Models with the Mark of Chaos Undivided only. When generating their spells, the bearer of the Tome of the Dark Gods may discard any number of their randomly generated spells. For each spell they discard, they may select any spell from the Lore of Chaos as if they had the corresponding Mark of Chaos.

