

# Corrupted Characters

The power of Chaos corrupts the body and the mind. Its manifestation can be attributed to any number of sources. While most wizards closeguard such heretic knowledge, a few respectable practitioners covertly support pioneering physicians in the practice of forbidden procedures on the afflicted. Although these illicit operations have been known to successfully remove the taint in certain cases, the only fool proof way to eliminate the affliction is to send the warp-touched to the pyre. Righteous representatives from the Church of Sigmar continue to purge corruption from the city streets using the traditional technique. Regardless of the Witch Hunter's divine authority, cult networks promoting daemon worship have infiltrated society on every level and mutation still runs rife throughout the Old World.

If not cautiously contained then magical devices concocted from wyrdstone and the raw shards themselves pose the same threat. Beasts of Chaos prowl the forests of the Drakwald, soiling and polluting farmsteads. Whenever the dark tide of Chaos touches the fertile borders of the northernmost of provinces then follows change.

*"They've been on foot from three days into the forest. One of them will be a champion, or something very like it. It'll be altered. Twisted, but not crippled. It's something big, something enhanced."*

— Vukotich the Iron Man, Mercenary Veteran

## Gifted Servants

Mutation is treated as a sign of favour by the servants of Chaos. Heroes from the following warbands are subject to the following rules: Cult of the Possessed, Carnival of Chaos, Beastmen Raiders, Norse, Stromfels Reavers, and Marauders of Chaos. Hired Swords associating themselves with any of these warbands can also be affected as follows because they unwittingly serve the Ruinous Powers!

If a double is rolled on an Advance roll that would result in the Hero or Hired Sword receiving a new skill, then the model has impressed his patron! Instead of choosing a new skill the Hero may buy one mutation instead. In addition to mutations, a dedicated

servant of darkness might be awarded a gift by one of the four prime Gods of Chaos. If any member of the warband has a mark of Chaos then the Hero may choose to buy a gift instead of a mutation. For instance, if a warrior in the warband has the Mark of Tchar, then the Hero may choose a mutation from the Favours of Tchar.

Heroes from a Carnival of Chaos warband may only choose Blessings of Nurgle. Marauders of Chaos warbands must always adhere to the strictures applied by the *Eye of the Gods* special rule from the Border Town Burning supplement.

After every battle the warband has fought in the Northern Wastes territory (see the Border Town Burning supplement), whenever an Advance roll results in one of the warband's Heroes or Hired Swords receiving a new skill, then the warrior may buy one mutation instead (ie, no double is required). If a double is rolled however, then the model must purchase a mutation as soon as possible!

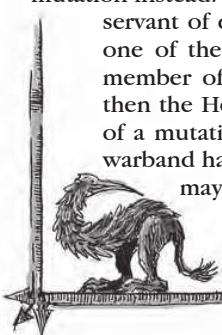
## Abominations

The following rules apply when all other warbands have been fighting another warband in the Northern Wastes territory.

All players make Advance rolls straight after the battle as usual. If a double is rolled on an Advance roll that would normally result in the Hero or Hired Sword receiving a new skill, then the corrupting influence of Chaos has caused the model to become a mutant! Instead of choosing a new skill the Hero receives a mutation instead. Roll on the Random Mutation Chart. Ignore any costs associated when applying the mutation.

Any warrior from a warband with a human Priest, Sister of Sigmar or Witch Hunter that receives a mutation is immediately purged of the taint by his fanatical brethren using sword and flame! Remove the Hero from the roster, his equipment is lost.

Skaven, Chaos Dwarfs and Dark Elves have a reverence for all things twisted and corrupted by Chaos. As a consequence of mutation, any other Hero can usually expect to be cast out from his group by his suspicious peers when word gets around. After a warrior becomes a mutant, the warband leader typically uncovers the truth and wrestles with his conscience to decide whether the infected individual should be drummed out of the warband. Before the start of the next battle take a Leadership test using the characteristic of the warband leader to determine the mutant's fate. For each mutant the warband is already harbouring apply -1 to the roll. If the Leadership test is failed, then the mutant is put to death and must be struck from the warband roster sheet and his equipment is discarded. If the test is passed, then the shamed warrior is allowed to remain with the warband. No further test is required unless the warrior receives another mutation. No test is required if the mutant has successfully undergone surgery in the post battle sequence by making a visit to the apothecary.



A treatise on the warp-touched by playwright, street performer and suspected werecreature Stuart Cresswell including his reinterpretation on the unscrupulous works of notorious scribe Daniel Carlson.

## Random mutation chart (roll D66)

### 11 Moronic

The mutant's mind shrivels. The mutant is now subject to *stupidity*.

### 12 Emaciated Appearance

The mutant becomes a matchstick figure, sickly thin and bony. Divide its Toughness in half, rounding up.

### 13 Shrink

The warrior's body becomes hunched and shrunken. Reduce the mutant's Movement and Initiative by -1.

### 14 Warty Skin

The mutant is covered in repellent warts changing the mutant's outward appearance to be most unpleasant. The warrior suffers -1 when rolling to find rare items.

### 15 Brightly Patterned Skin

The mutant's skin becomes brightly coloured with contrasting patterns, making it difficult to hide. Unless the mutant is wearing a cloak, enemy models can spot the warrior's skin using twice their Initiative in inches.

### 16 Furry

The mutant grows a covering of long, dense fur. The warrior is immune to the following special rules from *Bitter Cold* weather: *Deep Snow* and *Chilling Cold*.

### 21 Skull Face

The flesh of the mutant's face dissolves, leaving a skull. The mutant now causes *fear*.

### 22 Eye Stalks

The mutant has stalked eyes similar to a crab. The mutant now causes *fear*.

### 23 Hideous

See mutations on the next page.

### 24 Bloated Foulness

See Blessings of Onogal on the following pages.

### 25 Great Claw

See mutations on the next page.

### 26 Horned One

See Beastmen special skills.

### 31 Daemon Soul

See mutations on the next page.

### 32 Cloven Hoofs

See mutations on the next page.

### 33 Tentacle

See mutations on the next page.

### 34 Blackblood

See mutations on the next page.

### 35 Spines

See mutations on the next page.

### 36 Scorpion Tail

See mutations on the next page.

### 41 Extra Arm

See mutations on the next page.

### 42 Poisonous Bite

See mutations on the next page.

### 43 Scaly Skin

See mutations on the next page.

### 44 Prehensile Tail

See mutations on the next page.

### 45 Wings

See mutations on the next page.

### 46 Regeneration

See Bounties of Arkhar on the following pages.

### 51 Suckers

See Blessings of Onogal on the following pages.

### 52 Fangs

See Bounties of Arkhar on the following pages.

### 53 Cloud of Flies

See Blessings of Onogal on the following pages.

### 54 Spiked Tail

See Bounties of Arkhar on the following pages.

### 55 Beak

See Favours of Tchar on the following pages.

### 56 Elastic Limbs

See Graces of Shornal on the following pages.

### 61 Burning Body

See Favours of Tchar on the following pages.

### 62 Plague Carrier

See Blessings of Onogal on the following pages.

### 63 Crystalline Body

See mutations on the next page.

### 64 Hulkling Brute

See mutations on the next page.

### 65 Beweaponed Extremities

The warp taint enters the warrior's body. The flesh of an arm hardens and twists into a spur of bone. The mutant is no longer able to use two-handed weapons such as a flail or bow. The bone limb can be used in hand-to-hand combat as a weapon. Roll a D6 to see what form the extremity takes likeness to: 1 sword, 2-3 mace, 4-5 axe, 6 flail. If the mutant grows a second extremity, he may no longer use other weapons or equipment that would require the use of hands.

### 66 Atrophy

A part of the mutant's body has become shrivelled and atrophied. Roll a D6:

1 Head: The mutant is now subject to *stupidity*.

2-4 Arm: The mutant loses the use of one arm. The mutant may only use a single one-handed weapon from now on. If both arms are lost the mutant must be retired from the warband unless it possesses a tail or bite attack of some kind.

5-6 Leg: The mutant loses the use of one leg. Divide the mutant's Movement in half, rounding up. If both legs are lost, the mutant must be retired from the warband.



# Mutations

This is an extended list of the mutations already published for the Cult of the Possessed in the Mordheim Rulebook.

## blackblood

If the model loses a wound in close combat, anyone in base contact with the model suffers a Strength 3 hit (no critical hits) from the spurting corrosive blood.

Cost: 30 gold crowns

## cloven hoofs

The warrior gains +1 Movement.

Cost: 40 gold crowns

## crystalline body

The mutant's body becomes living crystal, which is tough, but easily shattered. The mutant's Toughness becomes 6, while its Wounds become 1.

Neither of these attributes can subsequently be altered by experience or mutation. If an experience advance indicates a change in one of these characteristics, re-roll the advance until a different characteristic advance is obtained.

Cost: 60 gold crowns

## daemon soul

A daemon lives within the mutant's soul. This gives him a 4+ save against the effects of spells or prayers.

Cost: 20 gold crowns

## extra arm

The mutant may use any single-handed weapon in the extra arm, giving him +1 attack when fighting in hand-to-hand combat. Alternatively, he may carry a shield or a buckler in the extra arm. If a Possessed chooses to do this, he gains an extra attack but still cannot carry a weapon.

Cost: 40 gold crowns

## great claw

One of the mutant's arms ends in a great, crab-like claw. He may carry no weapons in this arm, but gains an extra attack in hand-to-hand combat with a +1 Strength bonus.

Cost: 50 gold crowns

## hideous

The mutant causes *fear*. See the Psychology section for details.

Cost: 40 gold crowns

## hulking brute

The power of Chaos has imbued this warrior with superhuman strength. Stretching skin with the doubling of muscle mass adds +2 Strength but it reduces wit. The warrior suffers -4 Leadership.

Cost: 50 gold crowns

## poisonous bite

The mutant grows small fangs which can secrete a potent poison. Unless the warrior already has a bite attack, it gains an extra attack in each hand-to-hand combat phase due to its deadly bite. The poisonous bite is a Strength 5 attack, but is reduced to Strength 2 if the target is immune to poison. If the mutant already possesses a bite attack, it is simply upgraded to include the poisonous effect described here.

Cost: 50 gold crowns

## prehensile tail

The mutant grows a prehensile tail. Unless the mutant already has a tail attack, he gains an additional attack with this tail in each hand-to-hand combat phase. The mutant may hold and use any single-handed weapon in the tail, or alternatively he may carry and use a shield or buckler with it. If a mutant with other tail attacks does use an equipped prehensile tail in a hand-to-hand combat phase, he may not use any of his other tail attacks during that phase. A single tail must be selected for use at the beginning of each hand-to-hand combat. If a warrior unable to use weaponry gains this mutation, they simply gain an extra attack (unless they already possess a tail) and remain unable to use weapons.

Cost: 50 gold crowns

## scaly skin

A fine mesh of reptilian scales spreads across the flesh of the warrior. He receives a natural save due to being warp-touched. The mutant has a 5+ save. This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the Critical Hit Charts will negate this 6+ save. Light Armour adds +1 to the save, as does the addition of other armours.

Cost: 60 gold crowns



### **scorpion tail**

The mutant has a long barbed tail with a venomous tip, allowing him to make an extra Strength 5 attack in each hand-to-hand combat phase. If the model hit by the tail is immune to poison, the Strength of the hit is reduced to 2.

Cost: 40 gold crowns

### **spines**

Any model in base contact with the mutant suffers an automatic Strength 1 hit at the beginning of each close combat phase. Spines will never cause critical hits.

Cost: 35 gold crowns

### **tentacle**

One of the mutant's arms ends in a tentacle. He may grapple his opponent in close combat to reduce his attacks by -1, down to a minimum of 1. The mutant may decide which attack his opponent loses.

Cost: 35 gold crowns

### **wings**

The mutant grows a pair of feathered bird-like or leathery bat-like wings. The wings are not strong enough to allow the mutant to fly in the proper sense, but they do allow the mutant to glide down from an elevated position. If the mutant is on a raised platform such as a roof, walkway or cliff it may glide down at a rate of 2" horizontally for each 1" of downward vertical movement.

Cost: 45 gold crowns

## **The Tale of Fish-face Fritz**

By the elusive Rev Larny

For many years, Fritz or Fish-face as the other stevedores called him, worked hard on Candle wharf, moving cargo on and off ships moored in the Suiddock. Some unkindly souls might make a comment that his eyes were slightly too far apart, or bigger and rounder than most were his eyes, or that his neck was as big and wide as his head, or that he had a small nose, thin lips, almost no ears and little hair, but Arthur and his friends cared not, for he was kindly, humble, hard-working and blessed with good humour.

Not once did he miss a ship, no matter the weather and there were some who would say that on the days when it rained, Fritz seemed more alive and refreshed than on those hot, sunny days that made him occasionally struggle with his work and gasp for air and a drink. Fritz ignored these hurtful jibes, always doubling his efforts in the knowledge he was doing solid work.

Yet there came a dark day when three men clothed in dark apparel came unto him. They spoke piously and bade Fritz swear oaths to prove his loyalty, until they raised a pile of firewood at the dockside and threw Fritz upon the blazing faggots – there they poached and fried him until he was burnt to a crisp, declaring Fritz to be more fish than man.

# Gifts of the Gods

The Dark Gods bestow rewards on those mortal servants most dedicated in serving their infernal masters. The Blessings of Onogal replace the Blessings of Nurgle from page 66 of the Empire in Flames supplement. Gifted servants dedicated to the other prime Gods of Chaos may refer to the Favours, Bounties and Graces respectively.

## Favours of Tchar

### beak

The flesh around the Hero's mouth contorts and hardens forming a long beak like that of a bird or octopus. Unless the warrior already possesses a bite attack, the mutant may make an additional attack in each close combat phase. This pecking uses the Hero's own Strength to wound and receives no penalty for not using a weapon. The bite attack always strikes last, regardless of who charged or which weapon is used. The bite even attacks after double-handed weapons.

Cost: 35 gold crowns

### burning body

The warrior's body is constantly burning with flickering tongues of hellish flame and burns with supernatural light. The Hero may not carry any weapons or armour unless they are magical, or forged from Gromril or Ithilmar. The mutant does not suffer the usual penalties for fighting with his fists. The warrior always counts as having a lantern. At the end of every turn roll a D6 for every model standing in base contact with the mutant: on a 4+ the model is *set on fire* (see page 70 of the Border Town Burning supplement).

Cost: 40 gold crowns

### electrical touch

The skin of the Hero discharges sparks of raw electricity. The warrior can forfeit an attack in close combat to jolt an enemy model instead. This special attack is resolved with +1 Initiative. The jolt deals an automatic Strength 3 hit that ignores all armour saves.



If the enemy model is protected by any metal armour then the jolt counts as Strength 5. Once the mutant uses this ability it takes D3 turns to build another charge.

Cost: 45 gold crowns

### eye of tchar

One or both of the Hero's eyes turn completely white, or black like a bird. Instead of attacking in close combat the warrior is able to hypnotise a victim. Tchar's gift may be used on any living model in base contact that is not immune to psychology. The victim must pass a Leadership test or be transfixed. A transfixed model may not attack in close combat and is treated as being *knocked down* for the purpose of being attacked. A transfixed model must pass a Leadership test at the start of each subsequent combat phase or else remains transfixed by the Eye.

Cost: 45 gold crowns

### mer-creature

Both of the warrior's legs and arms warp in such a way that, fish-scaled webbed limbs replace them and gills develop allowing him to become aquatic. The warrior can be submerged in water and suffer no injury. Impassable obstacles such as deep rivers, lakes or open sea is treated as difficult terrain by this warrior, and he ignores the penalties for slow moving rivers and ponds normally classified as difficult terrain. When moving on land, the Hero limps in obvious discomfort with a shambling gait, reducing the mutant's Movement by -1.

Cost: 25 gold crowns

### telekinesis

Being most favoured of Tchar, the Hero develops the ability to manipulate static objects with his mind. This favour can only be gained by a spell caster. During the shooting phase, instead of casting a spell, the wizard can attempt to lift any loose object within 6" on a successful Leadership test. If the object is taller than 1" then a -3 modifier is applied to the roll. The object can be lifted and transported to anywhere within 6" of the wizard. If the object is a weapon, then it can be fired in the shooting phase or used to attack an enemy model in the hand-to-hand combat phase. Once the object is put down, another successful test is required to move it or any other object. The object must be put down in order for the wizard to cast a spell. Using this ability does not count as a spell.

Cost: 30 gold crowns

## Bounties of Arkhar

### centauroid

After dropping his guts all morning, the Hero experiences further excruciating discomfort when his bowels begin to reform! As the warping intensifies his legs are replaced by four limbs and the trunk of a beast. Mutating into a creature the size of a small horse adds +2 to the warrior's Movement characteristic and +1 to Toughness.

Cost: 80 gold crowns

### iron-hard skin

By the virtue of Arkhar the Hero's skin is covered in a hard shell of steel or iron scales. The warrior's armour save is improved by +1. If the warrior has no armour, their skin alone gives them a 6+ save.

Cost: 45 gold crowns

### fangs

The mutant grows huge canine fangs, giving it a bite attack. Unless the warrior already possesses a bite attack, the mutant may make an additional attack in each hand-to-hand combat phase. This mauling uses the Hero's own Strength to wound and receives no penalty for not using a weapon. The bite attack always strikes last, regardless of who charged or which weapon is used. The bite even attacks after double-handed weapons.

Cost: 35 gold crowns

### spiked tail

The warrior grows a flexible tail with a mace-like bony tip. Unless it already has a tail, the mutant gains an extra tail attack in each hand-to-hand combat phase at the mutant's Strength +1. If the mutant already has a tail, it will have to decide at the beginning of each hand-to-hand combat which tail it wishes to use.

Cost: 50 gold crowns

### regeneration

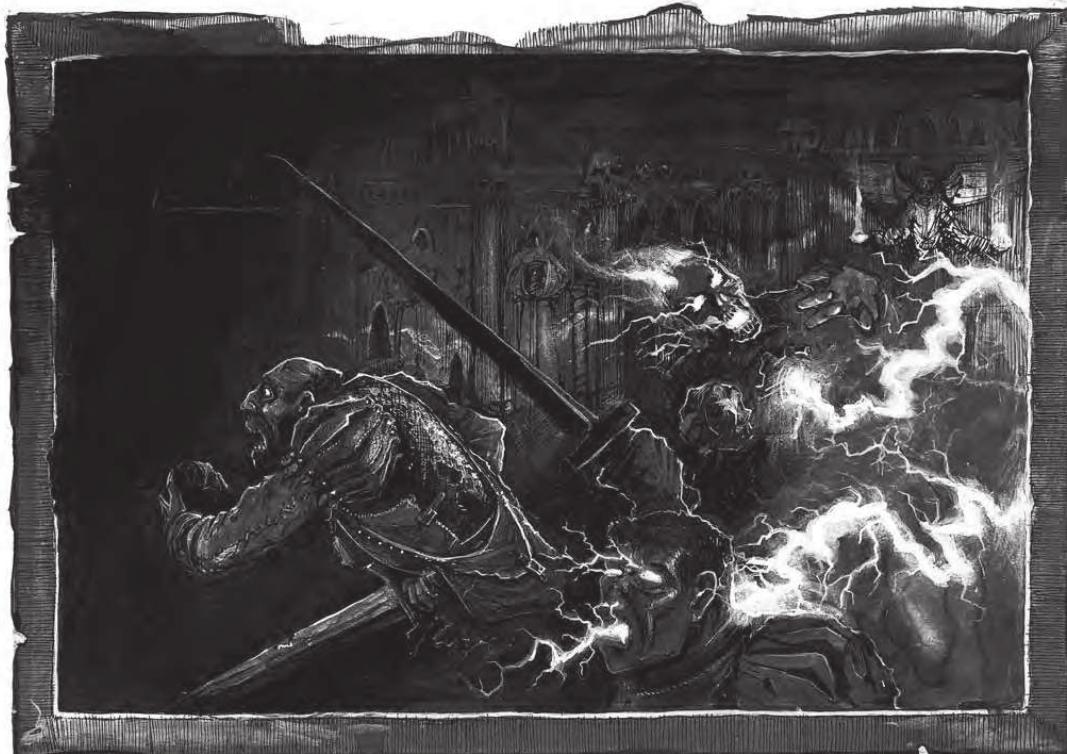
The mutant can often heal itself from crippling wounds it suffers in battle. When the mutant suffers one or more Wounds, it may try to regenerate the damage. On the roll of a 4+ the mutant has instantly healed itself back to full Wounds. If less than a 4 is rolled, the mutant's regenerative powers have been temporarily exhausted, and it may not attempt further regenerations for the remainder of the battle.

Cost: 60 gold crowns

### spit acid

The bounty of Arkhar is delivered in many forms, and in such a case as this it leaves an unpleasant taste in the mouth of his servant! The warp-touched Hero's mouth has grown special glands which secrete sticky blobs of acid. Aside from a gruesome aftertaste the warrior is immune to this flesh-eating discharge which he can spit in globules during the shooting phase any distance up to 8". Acid attacks count as Strength 4 and do not suffer penalties for range or moving.

Cost: 35 gold crowns



## Blessings of Gnogal

### stream of corruption

The mutant can spew forth a grotesque stream of maggots, entrails and filth. This is counted as a shooting attack with a range of 6" and is resolved at Strength 3 with no saves for armour.

Cost: 25 gold crowns

### neiglish rot

This warrior is infected with the deadly pestilence of its lord the Master of Plague. In addition, the mutant is immune to all poisons. Neiglish Rot is a deadly contagion for which there is no known cure. This virulent disease can be passed on in hand-to-hand combat. If the mutant makes a successful to hit roll of 6, this will result in the target model contracting the Rot. Neiglish Rot only affects the living, so Undead, Daemons and the Possessed are unaffected. Once a warrior has contracted the Rot, mark this on the warband roster. Rather than killing the victim immediately, the Rot can take some time to set in. From now on, before the start of each battle, the warrior must pass a Toughness test. If successful, his constitution has managed to stave off the Rot's effects. If unsuccessful, the warrior loses one point of Toughness permanently. If he reaches zero, he has succumbed to the Rot and died, remove him from the roster. In addition, if a 6 is rolled for the Toughness test then he has unwittingly passed the Rot on to another member of the warband. Randomly allocate a warband member and mark this on the roster.

Cost: 50 Gold Crowns

### cloud of flies

The Hero is surrounded by a cloud of flies, which buzz around him and his combat opponent. They do not affect the mutant but distract foes by buzzing into eyes, nostrils and mouths. The mutant's close combat opponent suffers a -1 to hit modifier on all attacks.

Cost: 25 gold crowns



### bloated foulness

The mutant is a huge, disgusting mass of diseased, flabby folds. It gains +1 Wound and +1 Toughness but has its Movement reduced by -1.

Cost: 40 gold crowns

### suckers

The warrior's limbs are covered in adhesive suckers. The mutant automatically passes Initiative tests when climbing.

Cost: 25 gold crowns

### plague carrier

The mutant carries one of the terrible poxes tainted by Chaos. The warrior's limbs are covered in open sores and he is dramatically impeded by its condition. Reduce the mutant's Movement and Initiative by -1. Any time the mutant hits an enemy in hand-to-hand combat, there is a chance they have infected their foe with this debilitating disease. The enemy model must roll equal to or less than its Toughness on a D6 to avoid contracting the sickness. If the roll is higher than the model's Toughness, they suffer the -1 to Movement and Initiative penalty for the rest of the battle. The carrier of the pox may not infect the same model more than once in a single battle. After the battle infected models receive immediate herbal remedies to keep the disease from setting in permanently!

Cost: 25 gold crowns



## Graces of Shornaal

### alluring

Those who set eyes on the warrior are captivated by the unrivalled natural beauty which has been bestowed by the Prince of Pleasure. All enemy models except Undead creatures will receive -1 to hit during the first round of combat as they gawk at such radiance. Street vendors admire the charming Hero so he may add +1 to the roll that determines his chances of finding rare items.

Cost: 50 gold crowns

### metallic growths

The warrior's skin sprouts countless metal studs. The metallic property of the nodules forms a protective shell which deflects missiles and hand-to-hand combat hits on 6+. The protection afforded by Metallic growths cannot be combined with other armours. This special save can be taken whenever the Hero fails any other saving throws. This save is not modified, and can be used if no saving throw is normally allowed.

Cost: 45 gold crowns

### agile

By the divine touch of Shornaal, the body of the warrior becomes sleek and capable of moving with an almost liquid quality. The warriors receive +1 to Initiative tests and may ignore Initiative tests normally required if a warrior is *knocked down* or *stunned* within 1" of the edge of a roof or building or other sheer surface.

Cost: 35 gold crowns

### vestigial twin

In an unpredictable twist of fate, the Master delivers his grace in the form of a parasitic vestige. The cruel twin is conjoined to the warrior's front, back, side or head heightens the awareness of his other half and splits the identity of the warrior in two! Whenever the mutant picks a new skill, an additional skill is learned by the vestigial twin. Pick two skills from the Skill tables available or if he is a wizard he may choose to randomly generate a new spell instead of a skill, before picking a skill for his twin. When spotting hidden enemies the mutant's Initiative value is doubled and he ignores the effects of fighting alone described in the Leadership & Psychology section. The vestigial twin handicaps the warrior in such a way that movement is reduced by -2".

Cost: 60 gold crowns

### elastic limbs

The mutant's arms can stretch out, allowing the mutant to attack from a distance. If the mutant is not in base contact with an enemy model at the beginning of the hand-to-hand combat phase, it may make one hand-to-hand attack against a single visible enemy within 6" of the mutant. The enemy does not get a chance to fight back.

Cost: 40 gold crowns

### piercing tongue

Like some homage to the Serpent himself, the warrior's tongue elongates into a sinuous lethal weapon. The monstrous transformation permits the Hero to lash his enemies at range. A Tongue attack can be made during the shooting phase against any model within 2". Tongue attacks use the Strength of the warrior and do not suffer penalties for range or moving. The warrior is so precise in the use of this tongue that he may attack enemy models that are engaged in close combat. The Tongue attack cannot be used when the mutant is engaged in close combat.

Cost: 30 gold crowns



## A Visit to the Apothecary

Medical treatment is far from an exact science in the Old World, and most people have justly learned to fear a visit to the Physician's Guildhouse. Patients of the Old World doctor are likely to face bleeding, amputation, under-anaesthetized (a few pulls on a whiskey bottle if they're lucky!) surgery, and worse in the course of their treatment. Yet, amazingly, they sometimes emerge from these treatments in better health. Medicine may not be pretty, but it is occasionally effective... and it is often the only alternative to life as an invalid or, in the case of those carrying the taint, a fiery death at the hands of the Witch Hunters.

Yet, if medical practice is unsightly in the case of the professional guilds of Old World's cities, it is horrendous in the ramshackle butcher shops that are the surgeries of the squalid settlements around Mordheim. No respected surgeon would practice in such a place, and so the task of mending the wounded is often taken up by wanted men, unlicensed apprentices, and charlatans out to make a few coins off of another's misfortune. In the encampments around the City of the Damned, seeking out a physic is always regarded as a desperate gamble.

Over the course of a warband's career, it is quite likely that Heroes will suffer injuries that will leave them diminished in ability. If you wish, you may send a Hero to a physician rather than have him look for a rare item during the post battle sequence. Even warriors who went *out of action* in the last battle may go to the apothecary (they are quite possibly in urgent need!) for treatment.

You may only attempt to get treatment for one wound, condition or mutation at a time and only one attempt at treatment per Hero may be made during each post battle sequence. The cost for treatment is 20 gold crowns. Each treatment permits one roll on the Limb Surgery Chart in order to treat the patients affected body part or Brain Surgery Chart in the event of a mental condition. This money must be paid before rolling on the table because medics in Mordheim demand payment in advance, while the patient is still capable of doing so!

Surgery is available to desperate enough mutants in cases such as when a limb has been altered, a singular growth has sprouted, or the warrior's mind has been corrupted. Operations performed on outcasts with altered flesh that successfully remove an extraneous body part such as a tail have no adverse effect on patients. A procedure to remove a mutated limb will result in the patient becoming an amputee. Successfully removing mutated limbs always results in 'This has got to come off. If the warrior bears no other taints after the amputation or brain surgery is successfully completed, they are no longer considered a mutant.'

All warbands have access to some form of medical attention and may use the Surgery Charts. Cult of the Possessed, Undead, Skaven and other villains have their own ruthless contacts in the shanty towns around Mordheim in the form of sympathetic dupes and cultists, including a number of disreputable chirurgeons. Surgery is not restricted to Mordheim. Every despicable post from Skabrand to Shang-Yang,

and port from Marienburg to Sartosa, has its own entrepreneurial intern or barbaric witch doctor.

## A Visit to the Alchemist

Wyrdstone has been recognised as such a valuable commodity that every street cutpurse knows its worth. The value of wyrdstone shards is not simply the coin that nobles and merchants are willing to pay for them. It is a well known fact that the stones are said to grant a variety of powers to those that learn to use them. It was an alchemist of Reikland who discovered that wyrdstone can serve as a catalyst in the transmutation of base metals into gold. This usage of the stones has come to be the primary obsession of those metallurgists who covet it, for many are willing to pay princely sums for stones that will make them an even greater fortune. Yet, there are those who continue to seek the stones for their more arcane uses, and even mercenaries have been known to keep a stone or two that was thought to bring luck, healing or other magical benefits.

Wizards and thaumaturgists will stop at nothing to acquire even a small measure of the enigma. A type of rock steeped in magic that, so it is believed, could do everything from curing shingles to removing wrinkles from the aged and building strength in the young. Pigments mixed with wyrdstone dust are said to allow even the most talentless artist to paint a priceless masterpiece, and one sniff of a wyrdstone poultice guarantees protection from insanity and the evils of mutation.

Those who have lusted after wyrdstone insisted it was a different substance from the abhorred warpstone, the raw source of Chaos that brings madness and alteration with its touch. Such connections were dismissed as delusions of ignorant, superstitious fools in their minds. Those who dare to use them often learn to fear their magic rather than harness it. The tales of magical healings are mixed with many of mutation and death brought on by exposure to the stone.

Greed was the downfall of many in the City of the Damned, and the lust for power is perhaps the greatest sin of all...

Witch Hunters, Sisters of Sigmar, Bretonnians, High Elf Shadow Warriors and Dwarfs are all too aware of the corrupting power of wyrdstone, and will not make use of the stones under any circumstances.

Instead of selling or storing all of a warband's wyrdstone shards, a player may choose to have one or more of their stones evaluated by an alchemist for useful magical properties. This is done during the trading and recruitment phase of the post battle sequence. Consequently, this means, if a stone is chosen to be evaluated and yields no special power it cannot subsequently be sold until after the next battle. Instead of searching for a rare item, a Hero may take one shard of the warband's wyrdstone to an alchemist. Numerous alchemists have flocked to Mordheim to study the stones, and they ply their trade from tents and wagons in the encampments around the city. Alchemists are known for their greed, for each stone evaluated, the warband must pay 20 gold crowns. When the stone is evaluated, roll 2D6 on the Evaluation Chart on the next page.

## Limb surgery chart (roll 2D6)

The following injuries can be treated: *Leg Wound*, *Smashed Leg*, *Hand Injury*, as well as the following mutations: *Great Claw*, *Tentacle*, *Spines*, *Scorpion Tail*, *Extra Arm*, *Prehensile Tail*, *Suckers*, *Spiked Tail*, *Beweaponed Extremities*.

**2-3 Someone fetch a priest...** The unfortunate patient has expired due to excessive blood loss. The Hero is dead and must be stricken from the warband roster sheet, but his equipment is retained by the warband.

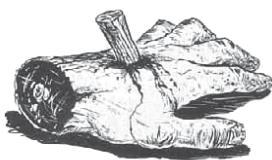
**4 This has got to come off.** The surgeon has felt the need to amputate ostensibly to 'keep the rot out'. If a leg was being treated, the model now has its Movement halved (rounding up); if a hand was being treated, the warrior may only use a single one-handed weapon from now on.

**5-6 Sorry lad. Done my best.** The surgery was unsuccessful, and the warrior must miss the next battle while he recovers.

**7-8 No Luck.** The surgery was unsuccessful.

**9-10 Mind you stay off it for a bit.** The surgery was successful! The warrior may remove the injury and its adverse effects from his profile. He must, however, miss the next battle while he recovers.

**11-12 Shallaya be praised!** The surgery was a complete success! The warrior may remove the injury and its adverse effects from his profile.



## Evaluation chart (roll 2D6)

**2 Spell Stone.** Any warrior who carries this stone into battle may cast one randomly determined spell for the duration of the battle, using the normal rules for spell casting. The spell should be determined at random from the Lesser Magic spell list, and a different spell should be generated before each game in which the stone is used.

**3 Stone of Regeneration.** Any warrior who carries this stone into battle will regenerate lost wounds at a rate of one Wound regained each recovery phase. A warrior carrying this stone treats all *stunned* results it suffers as *knocked down* instead.

**4 Stone of Might.** A warrior who carries this stone into battle will have one characteristic increased for the duration of the battle. This temporary boost may take a characteristic beyond the maximum limits shown on the warrior's profile. Roll a D6 to see which characteristic is affected before each battle:

- 1 +1 Initiative
- 2 +1 Movement
- 3 +1 Strength
- 4 +1 Toughness
- 5 +1 Attacks
- 6 +1 Wounds



**5 Stone of Warding.** A warrior who carries this stone will not be affected by hostile magic spells on a D6 roll of 4+.

## Brain surgery chart (roll 2D6)

The following injuries can be treated: *Madness* and *Nervous Condition*, as well as the following mutations: *Moronic*, *Daemon Soul*, *Spines*, *Scorpion Tail*, *Extra Arm*, *Prehensile Tail*, *Suckers*, *Spiked Tail*, *Beweaponed Extremities*.

**2-3 Someone fetch a priest...** The physician has been a bit too zealous in his treatment. The Hero is dead and must be stricken from the warband roster, but his equipment is retained by the warband.

**4-5 Erm... That's not right.** The treatment has not only failed to help the warrior, it has actually worsened his condition! The warrior is now subject to *stupidity*. If the warrior was being treated for *stupidity*, there is no change in his condition (except perhaps, a bit more drooling than usual).

**6 A bit unhinged, that one.** The treatment has failed, and the warrior emerges from the procedure as something of a raving lunatic. The warrior's Initiative suffers a -1 penalty (down to a minimum of 1). He is now so unsettling to behold that he causes *fear*.

**7-8 Sorry lad. Done my best.** The treatment was unsuccessful, and the warrior must miss the next battle while he recovers.

**9-10 A bit of rest and you'll be fine.** The treatment was successful! The warrior may remove the injury and its adverse effects from his profile. He must, however, miss the next battle while he recovers.

**11-12 Shallaya be praised!** The treatment was a complete success! The warrior may remove the injury and its adverse effects from his profile.

**6-8 Powerless.** The stone has no beneficial powers.

**9 Stone of Luck.** A warrior who carries this stone may re-roll any dice roll he makes once per game. The second roll must be taken. This power may not be combined with other 'luck enhancements' like the spell of Shemtek to yield re-rolls on top of re-rolls, though it may be used if the Hero has a luck enhancement like a Rabbit's Foot, to give the warrior affected one additional re-roll for the battle as normal

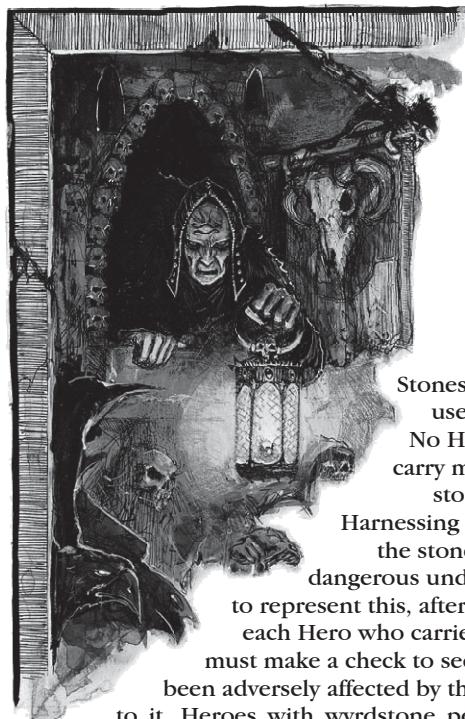
**10 Stone of Skill.** A warrior who carries this stone into battle will have one characteristic increased for the duration of the battle. Roll a D6 to see which characteristic is affected before each battle. This temporary boost may take a characteristic beyond the maximum limits shown on the warrior's profile.

- 1-2 +1 Weapon Skill
- 3-4 +1 Ballistic Skill
- 5-6 +1 Leadership

**11 Stone of Healing.** A warrior who carries this stone may heal one model within 2" of him (including himself) during each recovery phase. The model regains one lost Wound. Note that this healing is only beneficial to models who have more than one Wound on their profile. A model healed by the stone must roll a D6 and refer to the Warp-touch Chart.

**12 Stone of Protection.** A warrior who carries this stone has their armour save improved by one point. i.e. a 5+ save becomes a 4+ save. If the Hero has no armour, the stone gives him a 6+ save.





## Stones

Stones may only be used by Heroes.

No Hero may ever carry more than one stone at a time.

Harnessing the power of the stones is always a dangerous undertaking and to represent this, after every battle, each Hero who carried wyrdstone

must make a check to see if they have been adversely affected by their exposure to it. Heroes with wyrdstone pendulums or any other items known to be crafted from the stone must make the same check. Only one check is ever required for each Hero.

### Warp-touch chart (roll a D6)

**1 Spawn!** The warrior has succumbed to the raw mutating force of Chaos, and becomes a terrible Chaos Spawn. See 'Becoming a Chaos Spawn' below.

**2 Weakened.** The warrior has lost some of its life force to the stone. One of the warrior's characteristics is permanently reduced by one. Roll 2D6 to see which characteristic suffers. If any characteristic is reduced to 0 or less as a result of the weakening, the model becomes a Chaos Spawn.

- 1-2 Movement
- 3 Weapon Skill
- 4 Ballistic Skill
- 5-6 Strength
- 7-8 Toughness
- 9-10 Initiative
- 11-12 Leadership



**3-4 Sickened.** Exposure to the stone's magic has made the warrior physically ill. He must miss the next battle while he recovers.

**5-6 Mutation!** The corrupting power of Chaos has caused the model to gain a mutation! Roll on the Random Mutation Chart once.



## Becoming a Chaos Spawn

Chaos spawn are the wretched remains of one who has tasted the power of Chaos and proved unable to withstand its mutating touch. Wracked with waves of mutation and change, a warrior is reduced to a monstrous beast comprised of fangs, tentacles, eyestalks, and other horrific growths. Their mind is forever shattered, and they become a gibbering and mindless servant of Chaos. Typically, when a warrior meets this fate, his former comrades will put him out of his misery with a swift death... unless that seems like too dangerous a task to attempt, in which case they will simply herd the beast away down one of Mordheim's winding alleys or into the sewers. There are, however, some who have a desire for and affinity with Chaos Spawns that allows them to keep their mutated friend among their ranks as a pet and weapon to use against their enemies.

If one of your Heroes becomes a Chaos Spawn, he is considered to be lost to the warband. Strike the model from the warband roster. The following warbands may keep the spawn: Skaven, Cult of the Possessed, Carnival of Chaos, Beastmen Raiders, Norse & Marauders of Chaos. Followers of Chaos have a sort of reverence for these mindless beasts, and the Skaven have long been adept at training and using the products wyrdstone-induced mutation.

When the Hero becomes a Chaos Spawn, all weapons, armour and miscellaneous items they were wearing are lost in the storm of violent mutation that overtakes the unfortunate warrior. Items that explicitly cannot be destroyed, such as the Chaos artefacts from the Border Town Burning supplement, are reclaimed by the warband.

Use the profile and special rules for Spawns of Chaos from the Marauders of Chaos warband (page 129 of the Border Town Burning supplement). The mutated warrior now counts as a henchman, not blocking a Hero slot.

## Tainted Goods

In other settings than Mordheim, such as Khemri, Lustria or the Empire in Flames, warbands often collect treasures rather than wyrdstone shards.

Roll a D6 for each piece of treasure: on a 6 it is warp-tainted. The tainted item can be brought to the alchemist just like a wyrdstone shard. All treasures are warp-tainted in the Border Town Burning setting and can be treated as wyrdstone.

Roll a D6 for each Hero exposed to wyrdstone. Skaven have a natural tolerance for warpstone allowing Heroes to re-roll a failed check. A roll of 1 indicates the warrior has been warp-touched. Roll a D6 for an affected model and refer to the Warp-touch Chart.

## Black Dust

There is a popular new vice among hoodlums and heretics, available only through vile drug dens across the Empire. Black dust is a warpstone derived narcotic, which promotes a warriors resistance to the effects of wyrdstone. Dealers closely guard the secret of their source for dust.

Warriors using black dust have a natural tolerance for wyrdstone allowing Heroes to re-roll a failed check on the Warp-touch Chart. Skaven may not use black dust.

### **On the Appearance of the Mutant**

Know ye that the mutant will be gross and unkempt in general appearance and demeanour, irrespective of whatever taint or blight is inflicted upon themselves. For some, this infliction will be highly visible and clear for all to see; more worrisome will be those mutants with well hidden perversions – in both cases it is best to search their naked flesh to locate the full truth.

### **On the Mindset of the Mutant**

It can be said that there are two differing mental states to the mutant – Shame and, it's opposite pride. A shameful mutant will seek to hide its taint and go to extreme lengths to maintain this secrecy. A prideful mutant revels in its taint so that all shall know of it. There is none of the latter in the goodly Empire, except Marienburg or ill-fated Mordheim.

### **On the Behaviour of the Mutant**

The mutant has only one aim – the overthrow of the Empire and the usurpation of the rightful Emperor by a pawn of the Dark Gods leaving to the eventual ruination of all mankind. To this end, every action, be it small or large or of seemingly little consequence, is dedicated to this end.

### **On When a Friend or Loved One is Exposed as a Mutant**

Assuage other's fears about your actions and prove to them that you yourself possess no bodily taint. A distancing of feeling towards the tainted is to be expected and for the good, as are piteous feelings. Put these to one side and mourn not their soon-to-be deaths. For once they were corrupted these persons were dead to you.

### **On How to Deal With a Mutant**

Subdue them quickly, lest they taint anyone further. Be clear in mind that they are afflicted with ungodly perversions, for there are some diseases and pestilences to cause a goodly man much ill humour. If possible, a pyre is good, for fire cleanses all. Be alert for some tainted might escape the flames thro' devious methods. A gallows or noose is equally fine for the purpose, yet still some mutants can resist this hempen harm. Immediate results can always be for beheading or quartering, for by such achievements, I have yet to find a mutant capable of the survival from such.

Excerpts from 'Purge the Tainted' by Ruprecht Strocenfels

# Branded by Chaos

By Nuno M

All Chaos warbands that participate in this campaign are encouraged to use the Eye of the Gods and Marks of the Dark Gods alternative rules, described on the “Border Town Burning” campaign book (pg. 183), and the Gifted Servants rule described in “Corrupted Characters”. They are reprinted here for convenience.

**Eye of the Gods:** any Chaos warband can add +15Gc to the hiring cost of their Leader to apply the Eye of the Gods rule described in the Marauders of Chaos warband. If the leader is transformed into a Chaos Spawn, the warband may keep it. When a new warband Leader is designated, the rule passes on to him/her.

**Marks of the Dark Gods:** for an additional +10Gc to the hiring cost of a spellcasting leader of a Chaos warband, they start with one of the Seer Marks of Chaos of their choice, appropriate to which Chaos God they serve (ie. Carnival of Chaos can only pick Mark of Onogal, and so on). If you are using the Eye of the Gods rule (above) as well, the spellcaster Leader is still eligible to gain the Leader Mark as well, just as a Seer of the Marauders of Chaos warband would if he became leader of the warband.

**Gifted Servants:** if a Chaos warband Hero rolls a double in an Advance roll that results in earning a new skill, the Hero can instead roll a Random Mutation, or buy one Mutation, instead of gaining a new skill. Models that already have a Mark of Chaos can instead choose to buy mutations from the “Gifts of the Gods” list. See the “Corrupted characters” document for more details.

## On mutant fugitives

Most warriors who are not Chaos worshippers and become mutants can expect little understanding from their fellow warband members. This is described in the Abominations section of “Corrupted Characters”, and is revised here for this campaign.

- Skaven and Chaos Dwarfs embrace the warrior's mutation and nothing happens.
- Any member of a religious warband (Sisters of Sigmar, Witch Hunters, Horned Hunters, etc) that receives a mutation is immediately put to death; remove the Hero and all its equipment.
- Any other Hero can expect to be cast out from his group when word gets around. The warband leader typically uncovers the truth and wrestles with their conscience to decide whether the infected individual should be drummed out of the warband. Before the start of the next battle the Leader must make a Leadership test to determine the mutant's fate. For each mutant the warband is already harbouring apply -1 penalty to the model's Leadership. If the test is failed, then the shamed warrior is allowed to remain with the warband. No further test is required unless the warrior receives another mutation. If the test is passed, then the mutant is expelled from the warband roster. Roll a D6: on a 5+ the mutant tries to find refuge with its kin; from now on it can be hired as a Hired Sword by Chaos warbands for a hiring cost of 20+ (2x the model's Experience points) worth of Gc, and an upkeep of a third of that value.

## On heretic converts

The Cult of Chaos: It is possible for a non-Chaotic warband to succumb to the temptations of the Dark Gods. If a Human warband has:

- 2 or more Heroes with at least one mutation each;
  - 2 or more Heroes equipped with 2 or more Wyrdstone Items (evaluated Wyrdstone shards, Tatoo Ink, eyeglass etc) or possessing at least 2 heretical books (Tomes of Magic, Book of the Dead, Tome of Daemonology, Grimoire of Dark Knowledge, Liber Libra, Liber Chaotica);
- If one of these conditions is met, they must test to see if their warband is lured by Chaos. Make a Ld test separately for each affected Hero, and each affected Hero. Compare which side has more successes (Leader counts as two successes).
- If the non-affected side wins, one random affected Hero is kicked out of the warband as an example, and nothing more happens (for now).
  - If the affected side wins, the warband turns to Chaos wholeheartedly: their Alignment immediately shifts to Evil, and they may be forced to change Objectives (if they do so, there is no CP penalty). Furthermore, if the Leader was non-affected, the newly devotees of Chaos will turn on him with murderous intent: scratch him from your roster and promote a new Leader. If the Leader was affected, he is now a Cult leader and executes one of the mutinous non-affected heroes as an example (choose one at random). Thereafter, the warband counts as a Chaos warband for all purposes, including the special rules above. The new Chaos Leader can choose Eye of the Gods instead of a skill the next time he is eligible for one, and a spellcaster can choose a Seer Mark of Chaos.



# Dark Rituals of the Chaos Gods

Drawing Daemons from the Realm of Chaos to the battlefield requires both magical incantations and suitable sacrifice of precious items especially blood. In the game this is represented by a Spell invoked by the Chaos Mage to actually summon the Daemon, and a hiring cost in the fashion of Hired Swords to represent the sacrifice.

While no Daemon places any value on the gleaming gold, the money is spent on acquiring candles made from wax mixed with blood, chalk made of powdered Beastman horns and similar materials required for proper drawing of the summoning circle. Daemons must also be appeased with sacrifice, which can be bought with worldly money. There is no upkeep; Daemons must be summoned to each battle separately.

**Payment:** The summoning materials cost 30 GC and are a common item for Chaos warbands. The materials are destroyed when the Daemon appears and are only good for one summoning. The materials required for the summoning do not get used up if the Daemon never appears and can be carried over from battle to battle in this fashion.

**Control:** This is a difficult affair and drains the Wizards's willpower. A chaos mage can only summon one Daemon per battle.

**Chaos Ritual:** Only Wizards or spell casters with access to Chaos rituals or a Chaos gods spell lists are crazed enough and well enough versed in the arcane arts to attempt a daemonic summoning.

**Rating:** The capability to summon a Daemon increases the warband's rating by 30 points. Note that the capability to summon one - i.e. the ownership of the summoning materials - is enough,

regardless of whether they summon a daemon each match or not.

**Summoning Daemons:** First the Wizard must draw a summoning circle in which the Daemon will appear. This is done in the movement phase. To draw the circle the wizard may not move and must not be engaged in close combat, knocked down, stunned, or otherwise hampered. One turn is enough to draw the circle, place a marker the size of a small blast template (3") on the board adjacent to the wizard.

Once the circle has been drawn, the following turn the actual summoning can begin. At the end of the movement phase roll a number of dice equal to the following:

- Friendly heroes in base contact with the circle
- Captured warriors, henchmen or sacrificial animals within the circle.
- Any other additional dice from special rules

Warriors participating in a summoning ritual may do nothing else that turn.

Once the dice have been rolled check the result on the table below. If any of the results listed a rolled, the effect takes place immediately. You cannot reroll a Summon/Warp Tear but may reroll dice not included in the Summon/Warp Tear (Eg: you roll triple 3s, a 1 and a 4. You may reroll the 1 or the 4 in an attempt to increase the triples to a 4 or 5 of a kind.)

After a successful Summon or a Warp Tear, the circle is wiped and any sacrifices in the centre of the circle are killed, pulled into the circle to fuel the dark magics. Strike them from their rosters.

If no result was rolled, you may attempt the ritual again the next turn.



## Successful Summon

### Three of a Kind

**Possessed:** A random warrior participating in the summon gains +1 Wound, +1 Strength and +1 attack, their attacks now count as magic and follow the rules for Summoned Instability as detailed above but their Ld cannot go below the warriors actual Ld listed on their profile.

### Four of a Kind

**Half Summon:** if the Cultists roll 4 dice of the same number the Summoning is successful but the Daemon does not appear in the summoning circle, roll a scatter dice and 2D6, the daemon appears that far from the edge of the board indicated on the scatter dice.

### Five of a Kind

**Summoned:** if the warband rolls five of the same number the Summoning worked as intended, choose a lesser Daemon/s affiliated with your god and place them in the summoning circle, they can move and act starting this turn.

### Six of a Kind

**Greater summon:** if the warband rolls 6 of the same number, the Summoning was perfect. Choose any Daemon, including Greater Daemons and place it in the summoning circle, they can move and act starting this turn.

## Warp Tear

### Triple Ones

**Feedback:** The Summoners are thrown D6 inches backwards, if they collide with another model or terrain piece they suffer a S3 hit.

### Quadruple Ones

**Hostile Summon:** Roll on the Warp Tear table, The rolled daemon is summoned but it is not bound to you, it appears in base contact and attacks a random summoner. (this can summon greater daemons, or even the Dramatis Personae: Oxyoltl, it's the only way to get Oxyoltl in your campaign)

### Quintuple Ones

**Punished!** the gods are angry at being imposed on, they transform a random hero participating in the summoning into a Chaos steed, roll randomly on the list of daemonic steeds.

### Sextuple Ones

**Warp Rift:** the Summoning has gone disastrously wrong and you have ripped a hole in the fabric of reality: the Summoning circle grows 2D6" each turn, any model touched by the circle is taken OOA and any terrain piece completely covered is destroyed. Roll a D6 at the start of each round, on a 1 the portal collapses in on itself and is gone.



## Six Sixes

**Gift of the Gods:** your efforts have not been for nothing, the Chaos Gods have noticed you. your warband leader is transformed into a Daemon Prince, using the Profile found in Border Town Burning. If you ever roll double 6s for a Leadership test your time is up and you are called back to the chaos realm. Strike the hero from your roster.



# Grimoire Daemonicus

## Daemons of Chaos

Though they might share many characteristics, no two Daemons are entirely alike - all the infinite variety that Chaos commands can be found amongst the warriors of the daemonic hosts. Many Daemons sport extra appendages, ensorcelled weapons or other, even odder, powers that are the envy' - or sometimes the pity - of their peers. Such oddities are bestowed by the Daemon's patron in celebration of glorious service or in punishment for ignominious failure. It's not always possible to tell one from the other.[\[1cl\]](#)

Though they are birthed of Chaos, there seems a strange order to the Daemon spawn of the Dark Gods. Scholars have identified types of Daemon, ranked by relative levels of power, and countless in number. Each seems unique in their awfulness, but they are also alike. There are distinct forms that arise to curse the Old World time and again, each foul type fulfilling a particular role in some unknowable master plan. There is no understanding the reasons for these Daemon breeds; there is simply the inscrutable way of Chaos. There are three loose groups of Daemons: Beast, Lesser, and Greater, though even these classifications do not encompass Exalted Daemons, Daemon Princes, or the myriad of the least of all fiends that lurk in the spaces between the realms of Ruinous Powers.

### SPECIAL RULES

**Fear:** All Daemons are horrifying supernatural creatures with mind-wrenching visages, be it the perverse beauty of Daemonettes, the myriad, continuously twisting forms of Horrors or disgusting visage of Plaguebearers.

**Daemon Flesh:** Due to the magical, intangible nature of these creatures they have a basic armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. The Daemons' attacks count as magical and they are immune to all poison and disease.

**Daemon Mind:** Daemons don't think as mortals do, for they are emotions and mortal passions made manifest. Therefore they do not have the same fears and ambitions as mortals. Daemons are completely immune to all psychology and need not make tests. If the Possessed warband routs, the Daemon will dissolve back into the void whence it came.

**Summoned Instability:** all summoned Daemons struggle to hold onto the physical realm, this becomes harder the longer they stay tangible. Every turn after the first the summoned daemons lose 1 Leadership and must make a successful Leadership test or are pulled back into the warp

**The Blood God:** Khorne hates magic of all kinds and will not allow his daemons to be summoned. But they are still listed here and may be escape into the realm of men due to a Warp Tear or other event.

**Mounts of the Gods:** Beast Daemons do not suffer from daemonic instability when ridden or when pulling carts or chariots. Warbands that summoned the Beast Daemon do not need a Ride skill to ride it, they are there to serve.

## Warp Tear Tables

Roll a D6 for which type of Daemon is summoned; 1-2 Beast Daemon, 3-4 Lesser Daemon 5-6 Greater Daemon, then roll on the specified table below.

### Beast Daemons

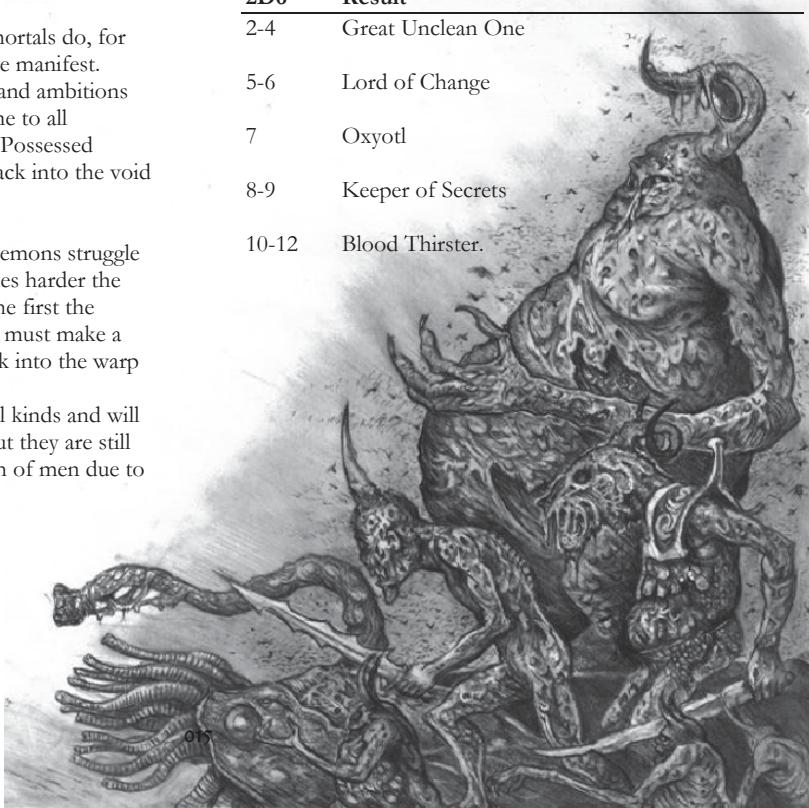
| D6  | Result       |
|-----|--------------|
| 1-2 | Flesh Licker |
| 3-4 | Flying disc  |
| 5-6 | Rot Fly      |

### Lesser Daemons

| D6 | Result           |
|----|------------------|
| 1  | 3 Chaos Furies   |
| 2  | 3 Daemonettes    |
| 3  | 3 Pink Horrors   |
| 4  | 3 Blood Letters  |
| 5  | 3 Plague Bearers |
| 6  | 6 Nurglings      |

### Greater Daemons

| 2D6   | Result            |
|-------|-------------------|
| 2-4   | Great Unclean One |
| 5-6   | Lord of Change    |
| 7     | Oxyotl            |
| 8-9   | Keeper of Secrets |
| 10-12 | Blood Thirster.   |



# Liber Malefic

The dreaded **Liber Malefic** was penned by Marius Hollseher, a humble Sigmarite scribe who later became a Witch Hunter so zealous and fervent in his duties to destroy Chaos that he's revered as a hero by others in the trade. When Hollseher was only twenty years old, he succumbed to a mysterious fever that left him bed-ridden and in a coma for almost a month. Just before the healers prepared to give him a merciful blow to his head to end his suffering, Hollseher awoke from his coma in a screaming fit. The illness seemingly gone, Hollseher began spouting a wild tale of horrible locations that he visited while in some dreamlike state. At first, the local High Priest of Sigmar feared that the young scribe might have to be "cleansed" because of the horrible visions, but he relented once it became clear that Hollseher was disgusted by what he saw and seemingly free of any Chaotic taint. In the following year, the meagre scribe became a cold-hearted Witch Hunter — his visions of the Realm of Chaos giving him great insight into its lies and manners of deceit.

## Beast Daemons

### Fleshlicker

The most disturbing quality of this creature is its conical head equipped with a sphincter-like mouth. Flitting out from this orifice is a long, electric-blue, whip-like tail that ends in a sharp barb. The Steeds of Slaanesh are rarely encountered away from Daemonettes or Champions of Slaanesh, but when they are, they can be as much of a threat as their masters. Steeds, though dim creatures, are filled with natural cunning and are expert hunters who like to toy with their prey. They may drag off a townsperson whose death cries last for days, driving the locals mad with fear.

**May be summoned:** Warband leaders with the Mark of Shornaal, Undivided or Aesthete warbands may summon Flesh Lickers.

| Profile     | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Fleshlicker | 8 | 3  | 0  | 3 | 3 | 1 | 5 | 1 | 10 |

**Weapons/Armour:** None

**Daemonic:** Fleshlickers follow the special rules for Daemons as described above.

**Brain Strike:** if the Fleshlicker rolls a 6 to hit and a 6 to wound with its attack it has punched through the warrior's brain with its tongue. If the warrior is not wearing a helmet they are dead strike them from your roster.



### Rot Fly

Rot Flies are born from the rare beast of Nurgle that survives 300 centuries of disease. They form a cocoon around themselves that lasts another 2 centuries, and if not devoured by other daemons during this time they are born again as a beautiful flying beast of rot.

**May be summoned:** Warband leaders with the Mark of Onogal and Carnival of Chaos warbands may summon Rot Flies.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Rot fly | 6 | 3  | 0  | 3 | 4 | 5 | 2 | 1 | 10 |

**Weapons/Armour:** None

**Daemonic:** Rot Flies follow the special rules for Daemons as described above

**Fly:** as they name suggests Rot Flies can fly as described in the starting section of this Annual.

**Disgusting Resilient:** a Rot Fly's Daemonic Flesh save is increased to 4+, and this save is also passed onto its rider rather than the usual +1 armour save from mounts this cannot be combined with armour of the rider.

### Disc of Tzeentch

They float in the clouds of swirling energy that makes up the Realm of Chaos, drifting through the Aethyr, feasting on lower Daemons and the souls of the damned. They are formless things of shadow on this mad plane, vicious and uncaring. They are commanded by their dark master to seek out and destroy the essences of mortals who are pulled into the plane and retrieve their souls for Tzeentch to change.

Sometimes, Tzeentch despatches these creatures into the mortal world. Once out of the Realm of Chaos, their magical bodies assume a strange physique. Most become round and flat, capable of flying through the air much as they did in their native plane. The magic that transforms them always gives them some other alteration, some mutation that sets them apart from others of their kind.

**May be summoned:** Warband leaders with the Mark of Tchar or Undivided may summon Flying Discs.

| Profile | M  | WS | BS | S | T   | W | I | A | Ld |
|---------|----|----|----|---|-----|---|---|---|----|
| Disc    | 10 | 0  | 0  | 0 | 100 | 0 | 0 | 0 | 10 |

**Weapons/Armour:** None

**Daemonic:** Discs follow the special rules for Daemons as described above

**Servile Conduit:** a wizard riding the disc of Tzeentch gains +2 to spell casting rolls

**Screamer:** if the rider of a disc is demounted, the disc changes back into a Screamer and shoots off the battle field at super sonic speeds. Draw a straight line from the front of the disc to the edge of the board. Any model under this line suffers a S3 hit. The Disc is gone.

# Lesser Daemons

## 3 Daemonettes

*These servants are lithesome beasts possessing a beauty most unnatural and barbaric. Scented in a musk that invites ecstasy and lust, they bring only sadism and death to those who seek their embrace. And there are many who pledge fealty to Slaanesh.*

**May be summoned:** Warband leaders with the Mark of Shornal, Undivided or Aesthete warbands may summon Daemonettes. Daemonettes are summoned in groups of 3.

| Profile    | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Daemonette | 5 | 4  | 0  | 4 | 3 | 1 | 5 | 2 | 10 |

**Weapons/Armour:** Daemonettes fight unarmed without penalty, using giant crablike claws.

### SPECIAL RULES

**Daemonic:** Daemonettes follow the special rules for Daemons as described above.

**Aura of Slaanesh:** Daemonettes are surrounded by a near-tangible aura of seduction and acquiescence, distracting their foes. Any close combat opponent halves their Leadership (to a minimum of 2).

**Pincers:** Daemonette claws are extremely sharp and powerful, giving a bonus +1 to injury rolls.

## 3 pink horrors

*The lowliest daemonic minion of Tzeentch is yet the most apt to describe the Changer's abilities. For what a horror seems to be one second can be consumed and altered without a conscious aim or whim from the creature itself. Horrors are madness personified.*

**May be summoned:** Warband leaders with the Mark of Tchar or Undivided may summon Pink Horrors. Pink Horrors are summoned in groups of 3.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Pink    | 6 | 5  | 4  | 3 | 1 | 1 | 6 | 2 | 10 |

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Blue    | 3 | 3  | 3  | 2 | 1 | 1 | 7 | 1 | 10 |

**Weapons/Armour:** None.

### SPECIAL RULES

**Daemonic:** Horrors follow the special rules for Daemons as described above.

**Fire of Tzeentch:** Horrors can unleash the magical power of their creator. Roll 2D6 in their shooting phase: on a result of 6+, a random engaged model is lit on fire.

**Split:** When the Pink Horror is taken Out of Action it splits into two Blue Horrors. Replace the model with two Blue Horror models.

**No save:** Due to the unique nature of the Horrors, neither variety has the normal Daemonic Save.

## 3 Chaos furies

*Chaos Furies are yawning shards of malevolent energy - Chaos in its purest form.*

**May be summoned:** Warband leaders with the Mark of Undivided may summon Chaos Furies. Furies are summoned in groups of 3.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Furies  | 4 | 4  | 0  | 4 | 4 | 1 | 4 | 2 | 10 |

**Weapons/Armour:** Furies fight unarmed without penalties

### SPECIAL RULES

**Daemonic:** Chaos Furies follow the special rules for Daemons as described above.

**Fly:** Chaos Furies fly as described in the Marienburg Annual.

## 3 bloodletters

*Born of pure malice with one simple agenda be they friend or foe. Strong, skilled with a blade and a berserker like rage, they exist only to kill and they shall keep killing. These are the lesser daemons of the Skull King. Bloodletters are bestial fiends whose only desire is to shed blood on the battlefield in the name of their raging patron Arkhar.*

**May be summoned:** Bloodletters cannot be summoned and only appear through a warp tear punishing a foolish chaos mage for their hubris. They appear in groups of 3.

| Profile     | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Bloodletter | 4 | 5  | 0  | 5 | 3 | 1 | 4 | 1 | 10 |

**Weapons/Armour:** Bloodletters fight with a massive double-handed sword.

### SPECIAL RULES

**Daemonic:** Bloodletters follow the special rules for Daemons as described above.

**Magical Resistance:** Bloodletters ignore magical effects (spells, magic weapons, etc. – no other Daemons' attacks, though!) on a roll of 4+.

**Frenzy:** Bloodletters are subject to *frenzy*.

## 3 plaguebearers

*Filthy, blight-ridden bodies of pus and mucus exist only to spread the plague fuelled blessing of Nurgle. Even to breathe the same air as one disease infested daemon is to invite the most sickening malady.*

**May be summoned:** Warband leaders with the Mark of Onogal and Carnival of Chaos warbands may summon Plaguebearers. Plague Bearers are summoned in groups of 3.

| Profile      | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Plaguebearer | 4 | 4  | 0  | 4 | 4 | 1 | 4 | 2 | 10 |

**Weapons/Armour:** plaguebearers carry infested plague swords.

### SPECIAL RULES

**Daemonic:** Plaguebearers follow the special rules for Daemons as described above.

**Cloud of Flies:** A Plaguebearer's close combat opponent suffers a -1 'to hit' modifier caused by flies that buzz into mouth, eyes and nostrils.

## 6 nurglings

*Nurglings are tiny Daemons of Nurgle and are viewed by other followers of the pus god as akin to his beloved children. They are like rotten boils with legs and razor sharp teeth, that pick and tear and infect their foes with filth-encrusted claws. Nurglings are generally more of a nuisance in a fight than any real threat but in sufficient numbers can overwhelm even the toughest of warriors.*

**May be summoned:** Warband leaders with the Mark of Onogal and Carnival of Chaos warbands may summon Nurglings. Nurglings are summoned in groups of 6.

| Profile   | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Nurglings | 4 | 3  | 0  | 3 | 2 | 1 | 3 | 1 | 10 |

**Weapons/Armour:** None. Nurglings do not use weapons or wear armour.

### SPECIAL RULES

**Daemonic:** Plaguebearers follow the special rules for Daemons as described above.

**Cloud of Flies:** Nurglings are surrounded by a cloud of flies, which buzz around them and their combat opponent. A Nurgling's close combat opponent suffers a -1 to hit modifier on all attacks

# Greater Daemons

## Great Unclean One

The Great Unclean Ones, known also as Fly Masters, the Stench Lords, Nurgle's Plaguefathers or simply Plague Lords, are the Greater Daemons of Nurgle whose plague and diseases can put low even the mightiest of Daemons. Each is more or less a facsimile of Nurgle himself, both physically and in terms of their personality. Indeed, a Great Unclean One is sometimes referred to as Nurgle or Father Nurgle by his underlings, although of course each also has his own daemonic name. A Great Unclean One is invariably a gigantic figure bloated with decay, disease and all imaginable kinds of physical corruption.

**May be summoned:** Warband leaders with the Mark of Onogal and Carnival of Chaos warbands may summon A Great Unclean one.

**Profile** M WS BS S T W I A Ld

|            |   |   |   |   |    |    |   |   |    |
|------------|---|---|---|---|----|----|---|---|----|
| Fly Father | 5 | 6 | 6 | 8 | 10 | 10 | 2 | 4 | 10 |
|------------|---|---|---|---|----|----|---|---|----|

**Weapons/Armour:** the great unclean one wields a Bile Sword and Plague Flail. These do not add any special benefits.

### SPECIAL RULES

**Daemonic:** Great Unclean Ones follow the special rules for *Daemons* as described above.

**Violently Unstable:** a Greater Daemon's hold on the physical realm is even more tenuous, as a massive amount of magic is required to keep them here. Greater Daemons lose 3 Leadership each turn instead of 1 for the Daemonic Instability rule. If a Greater Daemon rolls double 1s on the test they have stabilised and remain for the rest of the match.

**Gigantic Monster:** Follows all the rules for Gigantic Monsters; +2 to hit, +1xp for wounding, skull of iron etc.

**Corpulent Mass:** Any friendly hero in base contact with a great unclean one my heal D3 Wounds and receive a random blessing of Nurgle once per game.

**Plague Wind:** The Great Unclean One Summons a whirlwind of Maggots and Filth, basking in its feculence for a moment before sending it forth. In the shooting phase choose one enemy model within 14", that models receives D3 Wounds no armour saves. Any enemy model between that model and the Great unclean one must pass an initiative test or also suffer a wound. Any friendly model between the great unclean one and the enemy model heals 1 wound.

## Lord of Change

The Lords of Change, known also as the Winged Watchers, the Eyes of Tzeentch and the Feathered Lords are the greatest and most magically powerful of all Daemonkind. These bird-daemons of Tzeentch are hideously unpredictable and manipulative. Behind its gaze lies a curious and wretched mind, deeply intelligent, yet as uncaring of consequence as it is fascinated by it. The Lord of Change is like a child playing upon some gigantic anthill, poking with a stick at its inhabitants and laughing at the hopeless antics of their defense. Nothing pleases him more than to see the world broken and made anew, to redirect the course of a life or even history itself, spilling hope upon the ground while raising the ambition of others up to an unexpected pinnacle of power.

**May be summoned:** Warband leaders with the Mark of Tchar or Undivided may summon a Lord of Change.

**Profile** M WS BS S T W I A Ld

|                |    |   |   |   |   |    |   |   |    |
|----------------|----|---|---|---|---|----|---|---|----|
| Winged Watcher | 10 | 5 | 5 | 7 | 8 | 10 | 5 | 6 | 10 |
|----------------|----|---|---|---|---|----|---|---|----|

**Weapons/Armour:** a Lord of Change one wields a Staff of Tzeentch and a Baleful Sword. These do not add any special benefits.

### SPECIAL RULES

**Fly:** a Lord of change follows all the rules for flying found within this Annual

**Daemonic:** a Lord of Change follows the special rules for *Daemons* as described above.

**Violently Unstable:** a Greater Daemon's hold on the physical realm is even more tenuous, as a massive amount of magic is required to keep them here. Greater Daemons lose 3 Leadership each turn instead of 1 for the Daemonic Instability rule. If a Greater Daemon rolls double 1s on the test they have stabilised and remain for the rest of the match.

**Gigantic Monster:** Follows all the rules for Gigantic Monsters; +2 to hit, +1xp for wounding, skull of iron etc.

**The Changer:** Any model in base contact with a Lord of Change will receive a random mutation once per game.

**Mastery of Magic:** a Lord of Change knows all spells of both Tchar and Chaos, and may cast 2 spells a turn. When casting they may change the lowest dice to match the highest.



## Blood Thirster

Bloodthirsters, known by many bloody titles such as the Lords of Skulls, the Fists of Khorne, the Drinkers of Blood, the Eaters of Gore and Flesh, the High-Handed Slayers, the Deathbringers of Khorne, the Bloodied Ones and also the Guardians of the Throne are not only the most deadly of Khorne's servants, but the mightiest of all Daemonic warriors. A single such beast is a harbinger of bellowing death, is destructive beyond telling, and lives only to slaughter, maim and destroy all that it encounters. It is the fury of war given form, the unfettered primal rage of the world made manifest. Such should be expected of a beast whose master is the god of bloodletting, slaughter and murder.

**May be summoned:** Blood Thirsters cannot be summoned and only appear through a warp tear punishing a foolish chaos mage for their hubris.

| Profile      | M | WS | BS | S  | T  | W  | I | A | Ld |
|--------------|---|----|----|----|----|----|---|---|----|
| Bloodied One | 5 | 7  | 0  | 10 | 10 | 10 | 3 | 6 | 10 |

**Weapons/Armour:** a Blood Thirster wields a Lash of Khorne and a Great Axe of Khorne.

### SPECIAL RULES

**Daemonic:** Blood Thirsters follow the special rules for Daemons as described above.

**Violently Unstable:** a Greater Daemon's hold on the physical realm is even more tenuous, as a massive amount of magic is required to keep them here. Greater Daemons lose 3 Leadership each turn instead of 1 for the Daemonic Instability rule. If a Greater Daemon rolls double 1s on the test they have stabilised and remain for the rest of the match.

**Gigantic Monster:** Follows all the rules for Gigantic Monsters; +2 to hit, +1xp for wounding, skull of iron etc.

**Hatred of the Gods:** Blood Thirster hate all other gods and will move towards and charge any Chaos Warband not aligned with **Khorne as well** any priests in line of sight. Outrageous Carnage

**Outrageous Carnage:** A Great Axe of Khorne strikes with the boundless rage of the Blood God himself. As the unfortunate target is pulverised, those nearby are thrown backwards, their brains exploding from their skulls as they are struck by a bow wave of incredible force. Nominate one attack dice to be the Great Axe. If the wound roll for a Great Axe of Khorne is 6 or more, the target is killed with no save whatsoever and each warrior within 8" suffers 1 wound from the shockwave. If warrior is taken out of action by the shock wave they are also killed. Strike them from your roster.

## Keeper of Secrets

The Keepers of Secrets, known also as the Slayers of Slaanesh, the Feasters of Pain and the Great Horned Ones, are ruiners of purity, a despoiler of the faithful and a harbinger of damnation. It draws strength from the corruption of others, and feasts upon sin and excess as a mortal might sup fine wines and sweetmeats. To a Keeper of Secrets, fear and lust are the most succulent of dishes, but any mortal rapture provides sustenance — particularly if the victim can be propelled from the heights of one to the depths of another.

**May be summoned:** Warband leaders with the Mark of Shornaal, Undivided or Aesthete warbands may summon a Keeper of Secrets.

| Profile     | M  | WS | BS | S | T | W  | I | A | Ld |
|-------------|----|----|----|---|---|----|---|---|----|
| Debased One | 12 | 6  | 6  | 6 | 6 | 12 | 6 | 6 | 10 |

**Weapons/Armour:** a Keeper of Secrets one wields a elegant Great Blade and razor sharp claws. These do not add any special benefits.

### SPECIAL RULES

**Daemonic:** the Keeper of Secrets follows the special rules for Daemons as described above.

**Violently Unstable:** a Greater Daemon's hold on the physical realm is even more tenuous, as a massive amount of magic is required to keep them here. Greater Daemons lose 3 Leadership each turn instead of 1 for the Daemonic Instability rule. If a Greater Daemon rolls double 1s on the test they have stabilised and remain for the rest of the match.

**Gigantic Monster:** Follows all the rules for Gigantic Monsters; +2 to hit, +1xp for wounding, skull of iron etc.

**Delicate Precision:** A Keeper of Secrets can reroll any 1s it rolls for any reason.

**Dark Temptation:** once per turn select one enemy hero within line of sight, they must pass a leadership test on 3D6 discarding the lowest result. If failed they turn on their brethren and immediately charge and attack their comrades. They are under the Keeper of secrets control as long as the Daemon remains.

