



WARHAMMER LEGENDS: GRAND ALLIANCE CHAOS

On the following pages, you will find all of the rules you need to use the following Warhammer Legends units from Grand Alliance Chaos in your games of Warhammer Age of Sigmar.

Every Citadel Miniature is a unique piece of the ever-evolving narrative of Warhammer. It is, then, an unfortunate truth that we can't continue to sell and support every model we've ever made indefinitely. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older Citadel Miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop! This is where Warhammer Legends comes in: it gives us a place to publish rules that allow you to play games with your older miniatures.

The warscrolls in this document are not intended for competitive play. If you want to include any of the following units in your army, you must get your opponent's permission first. Each unit belongs to one or more factions, as shown in the table below. Each unit will either have its own warscroll in this document, or you will be able to use a warscroll from the Warhammer Age of Sigmar battletome for its faction. The Pitched Battle profiles for the models that have a warscroll in this compendium can be found at the end of this document. Models that use a warscroll from a battletome use the Pitched Battle profile for that warscroll in that battletome.

| MODEL | FACTION | WARSROLL |
|---|-----------------|-----------------------------|
| Monsters of Chaos – Harpies | Beasts of Chaos | Harpies (pg 1) |
| Skaven – Poisoned Wind Mortar Weapon Team | Skaven | Poisoned Wind Mortar (pg 2) |



WARSROLL HARPIES

MELEE WEAPONS

Claws and Fangs

Range Attacks To Hit To Wound Rend Damage

1" 2 4+ 4+ - 1

Each model in a unit of Harpies is armed with Claws and Fangs.

FLY: This unit can fly.

Prey Upon the Weak: Roll a dice each time an enemy model flees within 16" of any friendly HARPIES units. On a 6, after all models have fled from that unit, 1 model from that unit is slain.

KEYWORDS

CHAOS, BEASTS OF CHAOS, HARPIES



WARSCROLL POISONED WIND MORTAR

| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|----------------------|-------|---------|--------|----------|------|--------|
| Poisoned Wind Mortar | 6-22" | 1 | 4+ | 4+ | -2 | D6 |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Rusty Knives | 1" | 2 | 5+ | 4+ | - | 1 |

A Poisoned Wind Mortar is armed with a Poisoned Wind Mortar and Rusty Knives.

More-more Range: Before shooting with this unit's Poisoned Wind Mortar, you can roll a dice. If you do so, on a 1, this unit suffers D3 mortal wounds and you cannot shoot with this unit in that phase. On a 2+, the Range characteristic for that attack is 12-30" instead of 6-22".

Gas Cloud: Add 1 to hit rolls for attacks made with a Poisoned Wind Mortar if the target unit has 10 or more models.

KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, CLANS SKYRE, POISONED WIND MORTAR

PITCHED BATTLE PROFILES

The table below contains the Pitched Battle profiles for the warscrolls in this compendium. See section 25.0 of the core rules for further information about Pitched Battle profiles. Updated July 2021.

| WARHAMMER LEGENDS: GRAND ALLIANCE CHAOS | | | | |
|---|-----------|--------|------------------|--------|
| WARSCROLL | UNIT SIZE | POINTS | BATTLEFIELD ROLE | NOTES |
| Poisoned Wind Mortar | 1 | 70 | | Single |
| Harpies | 5 | 70 | | |