AGENTS OF CHAOS

From nightmarish daemons to twisted mutants and hulking champions of ruin, many servants of the Dark Gods have journeyed to the Gnarlwood, determined to dominate and despoil this savage land in the name of their dreadful masters. Woe betide those who stand in their way.

Worshippers of the Ruinous Powers have been sighted within the sweltering depths of the Gnarlwood, carving a bloody path through the forest towards Talaxis itself. The majority of these agents are mortals who, having damned their souls for eternity by entering into dark pacts with the Chaos Gods, now seek to earn unnatural power by pleasing their merciless patrons with acts of unrestrained brutality. From savage beastmen to armour-clad Chaos warriors, depraved hedonists to devious skaven assassins, all manner of ambitious and ruthless killers can be found in the service of the Ruinous Powers. None have a shred of mercy left in their rotten souls. In their wake, they leave the butchered corpses of their foes and blasphemous totems erected in the honour of whatever dread deity they choose to worship.

The Bloodbound of Khorne exult in the violent surges of the Gnarlwood, where there are plenty of worthy skulls – of monsters and men alike – to be reaped. Worshippers of Tzeentch cast an avaricious eye upon the eldritch treasures and magical secrets contained within the vaults of Talaxis, while the putrid servants of Nurgle see the sweltering Gnarlwood as the perfect incubator for their holy plagues. The Maggotkin take a cultivator's joy in seeding foulness into the rampant flora of the Gnarlwood, watching in delight as hideous, pus-dribbling forms emerge from glistening pods. Somewhat rarer are the Hedonites of Slaanesh, for many of these pleasure-seekers find this environment terribly base and ugly for their tastes. Yet there are always those Hedonites that seek to indulge their bestial side to excess.

CHAOS FACTION RUNEMARKS



Chaos



Beasts of Chaos



Blades of Khorne: Daemons



Blades of Khorne: Bloodbound



Disciples of Tzeentch: Daemons



Disciples of Tzeentch: Arcanites



Maggotkin of Nurgle: Daemons



Maggotkin of Nurgle: Rotbringers



Hedonites of Slaanesh: Daemons



Hedonites of Slaanesh: Sybarites



Skaven



Slaves to Darkness



Iron Golem



Untamed Beasts



Corvus Cabal



Tarantulos Brood



Darkoath Savagers



Cypher Lords



The Unmade



Splintered Fang



Scions of the Flame



Spire Tyrants

The Beasts of Chaos have long thrived in the primordial wilderness of Thondia, erecting their towering herdstones and surging forth across the plains to raid and maraud. It is not uncommon to see them abroad in the Gnarlwood, nor to hear their demented braying in the depths of the great forest. All signs of civilised life are despised by the beastmen, though they reserve a particular hatred for the temples of the Seraphon, which radiate an aura of purity and order that is entirely anathema to these manifestations of anarchy.

Nowhere in the Mortal Realms is entirely free of the presence of skaven, for these malevolent and cunning ratmen can find a way into any bastion, no matter the quality of its defences. Swarming, scab-furred bodies pour through hidden tunnels into the Gnarlwood, led by warlords that have caught wind of the Legend of Talaxis and whose whiskers quiver at the prospect of plunder.

Savage tribes of Chaos worshippers can be found across the continent of Thondia, raiding and slaughtering any who deny the primacy of the Dark Gods. Many have ventured into the Gnarlwood, seeking either to deface the monuments of the Seraphon or else capture some of their hated cold-blooded foes to torture and sacrifice. Stomping through the forest come armoured brutes, the wicked edges of their grandaxes gleaming in the darkness, marching alongside fur-clad barbarians and mutated monsters.

Worshippers of the Chaos Gods are diverse in appearance and culture. Within the Eightpoints – the heart of Archaon the Everchosen's dominion of Chaos – there exist thousands of tribes, warbands and cults. Names such as the Iron Golem, the Tarantulos Brood and the Spire Tyrants are known and feared across this hellish land. Each of these warbands worships a different master, sometimes an aspect of one of the Dark Gods, other times a lesser daemonic entity offering power in exchange for servitude. Some have found their way to the Gnarlwood and seek to earn the favour of their dark patrons by ransacking the Ravening Ruin.

More terrible than even the most black-hearted mortal worshippers of the Ruinous Pantheon are the daemons. These infernal creatures are formed from the pure essence of a Chaos God, now loosed upon reality to kill and despoil. Though they cannot endure in the Mortal Realms indefinitely, slaughter and suffering empowers these beings, strengthening their connection to the physical world – and there is no shortage of torment and despair to be found in the Gnarlwood.



The servants of Chaos take many forms, from winged horrors and fur-clad barbarians to towering Ogroid Myrmidons that delight in tearing their foes to shreds.

ALLIES OF CHAOS

Many monstrous creatures of Chaos are blessed with a cruel sentience, a predatory cunning that renders them particularly dangerous. Ambitious champions may bargain with such creatures in an attempt to make use of their formidable might – a risk worth taking, despite the potential for gruesome injury or death.

FOMOROID CRUSHER

Fomoroid Crushers are living siege engines filled with a single-minded desire to demolish and destroy. Once, the fomoroids were masons and artisans possessed of great skill, until they were conquered and leashed to the service of Archaon the Everchosen. Branded with runes of domination that rob them of any sensation beyond the need to pulverise all in their path, they are now used as tools of unthinking destruction, loosed upon those of the Everchosen's foes who think to hide behind fortifications. Swinging chunks of stone or crude masonry tools, they crush and splatter their foes to paste. Sometimes, these creatures are granted to promising warbands or aspiring champions, and they have proven especially useful for tearing a path through the thick undergrowth of the Gnarlwood.



FOMOROID CRUSHER ABILITIES	
	[Reaction] Unthinking Destruction: A fighter can make this reaction after an enemy fighter finishes a move action on an open platform and within 3" horizontally and 5" vertically of this fighter. The controlling player for each fighter within ½" of the edge of that platform must take a falling test, and on a roll of 1 or 2 that fighter falls.
	[Double] Bloody Trophy: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Add one wild dice to your saved wild dice.
	[Double] Hurl Masonry: A fighter can only use this ability if they are within 1" of an obstacle. Pick a visible enemy fighter within 8" of this fighter and roll a dice. On a roll of 2-4, allocate 1 damage point to that fighter. On a roll of 5+, allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Rampaging Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.

OGROID MYRMIDON

Ogroid Myrmidons are hulking monsters that have devoted themselves utterly to mastering the martial disciplines. Despite their size, they wield their weapons with tremendous skill, striking out with spiked shields to send enemies stumbling backwards before delivering mighty, impaling thrusts with their spears. Should they be wounded, they become even more ferocious as the runes across their bodies glow with hellish power. Myrmidons are often prized as pit-fighters or overseers by Chaos warlords and can be sighted in many war-torn regions of the Mortal Realms, accompanying heathen raiders on missions of slaughter or destruction.



OGROID MYRMIDON ABILITIES	
	[Reaction] Test of Skill: A fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. If each hit roll from that attack action results in a miss, allocate 10 damage points to the attacking fighter.
	[Double] Berserk: A fighter can only use this ability if 20 or more damage points have been allocated to them. Add 3 to the Attacks characteristic of the next melee attack action made by this fighter in this activation.
	[Triple] Arcane Fury: Until the end of this fighter's activation, add the value of this ability to the damage points allocated to enemy fighters by each critical hit from melee attack actions made by this fighter.
	[Triple] Blood Marshal: Pick a visible friendly fighter within 4" of this fighter. Allocate 1 damage point to that fighter. If that fighter is not taken down, they can make a bonus melee attack action.

MINDSTEALER SPHIRANX

The Eightpoints are stalked by all manner of unsettling beasts, but few are as sinister as the Mindstealer Sphiranxes. Once denizens of Hysh who served the Archmage Teclis, avarice and bitterness proved their undoing, and they struck a terrible bargain that saw them banished from the Ten Paradises and forced to ally with the Dark Powers of Chaos. Though a Mindstealer's claws are sharp and its leonine body swift, its true power comes from the third eye upon its forehead. With this mystic orb, a Sphiranx can stare into the minds of its foes, plundering knowledge – over which it obsesses – or crushing the enemy's will to fight, leaving them easy prey for the spiteful beast.



MINDSTEALER SPHIRANX ABILITIES	
	[Reaction] Spiteful Reprisal: A fighter can make this reaction after they are targeted by an attack action but before the hit rolls are made. For each hit roll from that attack action that misses, reduce the value of one of the attacker's controlling player's **[doubles]**, **[triples]** or **[quads]** to 1.
	[Double] Telepathic Threatening: Pick an enemy fighter within a number of inches of this fighter equal to the value of this ability and roll a dice. On a roll of 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions.
	[Triple] Dominate Mind: Pick a visible enemy fighter within 6" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 2-5, allocate 1 damage point to that fighter. For each roll of 6, allocate 3 damage points to that fighter.
	[Quad] Charm: Pick a visible enemy fighter within a number of inches of this fighter equal to the value of this ability. That fighter cannot activate or make reactions in this battle round.



Even the mightiest warriors should beware a Mindstealer Sphiranx, for this arcane beast can dominate the minds of lesser mortals and make them its willing thralls.

MONSTERS OF CHAOS

The raw, mutating power of Chaos has given rise to an endless and horrific variety of monsters and fearsome creatures. Though these beasts can be dominated and controlled, any champion wishing to do so must beware, for their souls are as black as any daemon's and they should never be underestimated.

CHIMERA

A particularly grotesque and deadly example of Chaos mutation is the Chimera, a three-headed amalgamation of bestial body parts known for its unrelenting aggression.



DAMAGE TABLE		
Damage Points Allocated	Move	Damage
0-10	12	5/10
11-20	10	4/8
21-30	8	3/6
31-40	6	2/4
41-44	4	1/2

CHIMERA ABILITIES	
	[Double] Tail Whip: Pick a visible enemy fighter within 3" of this fighter and roll a dice. On a roll of 4+, allocate 3 damage points to that fighter.
	[Triple] Leonine Roar: Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 6" of this fighter.
	[Quad] Draconic Head's Fiery Breath: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 4" of this fighter.

SLAUGHTERBRUTE

To witness a Slaughterbrute in battle is to see wrath given form. These raging beasts can only be controlled by ritual blades plunged into their spine – and should this leash slip, the violence that follows must be seen to be believed.



DAMAGE TABLE		
Damage Points Allocated	Move	Damage
0-10	8	4/8
11-20	7	4/6
21-30	6	3/6
31-40	5	3/4
41-49	4	2/4

SLAUGHTERBRUTE ABILITIES	
	[Double] Mighty Jaws: Pick a visible enemy fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 3+, allocate 1 damage point to that fighter.
	[Double] Rampaging Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Beast Unbound: This fighter makes a bonus attack action or a bonus move action.

CHAOS GARGANT

Many gargants stray into lands redolent with Chaos energies and are slowly corrupted in mind and body. Descending into a state of mindless savagery, these Chaos Gargants rampage across the realms, trampling and devouring anything unfortunate enough to lie in their path. It is a brave warlord indeed who attempts to bind such a living engine of destruction into their service.



DAMAGE TABLE		
Damage Points Allocated	Move	Damage
0-10	6	4/8
11-20	5	4/6
21-30	4	3/6
31-40	3	3/4
41-44	2	2/4

CHAOS GARGANT ABILITIES	
	[Double] Drunken Stagger: Roll a number of dice equal to the value of this ability. Until the end of this fighter's activation, for each roll of 1, subtract 1 from this fighter's Move characteristic (to a minimum of 1), then for each roll of 2+, add 1 to this fighter's Move characteristic.
	[Triple] Mighty Kick: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Quad] Vicious 'Eadbutt: Pick a visible enemy fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 3+, allocate a number of damage points to that fighter equal to the value of this ability.

GHORGON

Swollen with the cursed bloodgreed, Ghorgons eviscerate the foe with swings of their huge bladed limbs. These towering titans are said to be descended from ancient tribes of beastmen whose unending hunger drove them to cannibalism, causing them to grow ever larger and more terrifying. Even in combat, Ghorgons are filled with an insatiable urge to feed, gulping down those warriors who present the tastiest morsels.



DAMAGE TABLE		
Damage Points Allocated	Move	Damage
0-10	6	4/10
11-20	5	4/8
21-30	4	3/8
31-40	3	3/6
41-49	2	2/6

GHORGON ABILITIES	
	[Double] Roaring Charge: Add 3 to this fighter's Move characteristic for their next move action in this activation.
	[Triple] Slavering Maw: Pick a visible enemy fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 4+, allocate 3 damage points to that fighter.
	[Quad] Ravenous Bloodgreed: This fighter can make a bonus move action up to a number of inches equal to the value of this ability. Then, this fighter can make a bonus attack action.

CYGOR

Cygors are malformed giants that hunger for raw magic and whose eyes have congealed into a single orb in the centre of their skull. So attuned are they to eldritch energies that they can sense the magic-soaked souls of wizards, swiftly snatching up and devouring the unfortunate mages along with any spells they manage to cast. Cygors often carry chunks of enchanted, rune-marked stone, which they hurl with devastating accuracy.



DAMAGE TABLE		
Damage Points Allocated	Move	Damage
0-10	6	4/8
11-20	5	4/6
21-30	4	3/6
31-40	3	3/4
41-49	2	2/4

CYGOR ABILITIES	
	[Double] Rip and Tear Masonry: This fighter can only use this ability if they are within 1" of an obstacle. If this fighter is empty-handed (see below), they are no longer empty-handed.
	[Triple] Hurl Boulder: This fighter can only use this ability if they are not empty-handed (see below). At the start of the battle, this fighter is not empty-handed. Pick a visible enemy fighter within 15" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 4+, allocate 5 damage points to that fighter. After using this ability, this fighter is said to be empty-handed.
	[Quad] Soul-eater: Roll a dice for each enemy fighter within 6" of this fighter. On a roll of 4+, allocate 3 damage points to the fighter being rolled for and remove 3 damage points allocated to this fighter.

MUTALITH VORTEX BEAST

Few creatures are more bizarre or terrifying than a Mutalith Vortex Beast. These tentacled abominations are capable of opening a gateway directly to the Realm of Chaos, subjecting those nearby to waves of mutative power. These luckless souls find their flesh running like wax, transforming them into twisted, nightmarish mockeries of their former selves.



DAMAGE TABLE		
Damage Points Allocated	Move	Damage
0-10	8	4/8
11-20	7	4/6
21-30	6	3/6
31-40	5	3/4
41-49	4	2/4

MUTALITH VORTEX BEAST ABILITIES	
	[Double] Maw Tentacles: Pick a visible enemy fighter within 6" of this fighter. That enemy fighter makes a bonus move action directly towards this fighter, as if they were jumping, a number of inches equal to the value of this ability. When doing so, they can move away from enemy fighters within 1" at the start of that move action.
	[Triple] Mutant Regeneration: Roll a number of dice equal to the value of this ability. For each roll of 4+, remove up to 3 damage points allocated to this fighter.
	[Quad] Aura of Mutation: Allocate 3 damage points to all visible enemy fighters within 3" of this fighter. In addition, roll a dice for each visible enemy fighter within 3" of this fighter. On a roll of 6, that fighter cannot activate this battle round.

HELL PIT ABOMINATION

Seen by the fleshcrafters of the Clans Moulder as the pinnacle of their repulsive craft, a Hell Pit Abomination is a living mountain of misshapen flesh and rusted sutures. It lollops and rolls across the battlefield, crushing and tearing in a deranged frenzy. Even when this horrendous monster is cut down, the horror is not over as swarms of flesh-eating rats spill from its innards, falling upon those warriors who slew their host.



DAMAGE TABLE		
Damage Points Allocated	Move	Damage
0-10	6	4/10
11-20	5	4/8
21-30	4	3/8
31-40	3	3/6
41-54	2	2/6

HELL PIT ABOMINATION ABILITIES	
	[Double] Regenerating Monstrosity: Roll a number of dice equal to the value of this ability. For each roll of 4+, remove up to 3 damage points allocated to this fighter.
	[Triple] Avalanche of Flesh: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Quad] Too Horrible to Die: Until the end of the battle round, after each melee attack action that targets this fighter, roll 3 dice. For each roll of 5+, allocate 3 damage points to the fighter that made the attack action.



Hell Pit Abominations crash their way through the Gnarlwood, squashing anything unfortunate enough to lie in their path into bloody paste.

THRALLS OF CHAOS

Warped and twisted by the energies of Chaos, many lesser predators and scavengers can be found across the Mortal Realms, picking over carrion or preying upon the weak. Though individually such creatures are no more than a minor threat, when they group together, they can overwhelm even the most formidable warrior.

CHAOS THRALLS ABILITIES	
	[Reaction] The Master's Voice: A fighter can make this reaction after an enemy fighter finishes a move action within 3" of a friendly fighter with the **Hero** (✵) runemark. This fighter makes a bonus move action. After that move action that fighter must be within 1" of the enemy fighter that made the move action. Then, this fighter makes a bonus attack action.
	[Double] Outrunner of Chaos: Add 3 to this fighter's Move characteristic for their next move action in this activation.
	[Triple] Cower: Until the end of the battle round, count each critical hit from attack actions that target this fighter as a hit instead.
	[Triple] Crazed Flock: Until the end of this fighter's activation, for each other friendly fighter within 3" of this fighter that has the same runemarks as this fighter, add 1 to the Attacks and Strength characteristics of melee attack actions made by this fighter.
	[Triple] Writhing Tentacles: Add the value of this ability to the Attacks characteristic of the next melee attack action made by this fighter in this activation.
	[Triple] Uncontrollable Stampede: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.











BEASTS OF CHAOS

The Beasts of Chaos are savage, malevolent beings that dwell in the wild places of the realms and believe themselves to be the purest embodiment of anarchy and ruin. When roused to a killing frenzy, they sweep across the land in vast, despoiling hordes, tearing down cities and indulging their bestial bloodlust through acts of terrible slaughter.

BEASTS OF CHAOS FIGHTER ABILITIES	
	[Reaction] Brute Resilience: A fighter can make this reaction when they are targeted by a melee attack action but before the hit rolls are made. Subtract 1 from the damage points allocated to this fighter by each hit from that attack action (to a minimum of 1).
	[Double] Brayherd Ambush: A fighter can only use this ability if it is the first battle round. This fighter can make a bonus move action up to a number of inches equal to the value of this ability.
	[Double] Bloodgorge: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Remove a number of damage points allocated to this fighter up to the value of this ability.
	[Triple] Petrifying Gaze: Pick a visible enemy fighter within 8" of this fighter and roll a dice. On a roll of 2+, allocate a number of damage points to that fighter equal to the roll. In addition, until the end of the battle round, subtract 1 from the Move characteristic of that fighter (to a minimum of 1).
	[Triple] Bestial Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Volley of Arrows: Add half the value of this ability (rounding up) to the Attacks characteristic of the next missile attack action made by this fighter in this activation.
	[Triple] Bring Down the Storm: Pick a visible enemy fighter within 20" of this fighter and roll a dice. On a roll of 2+, allocate a number of damage points to that fighter equal to the value of this ability.

BEASTS OF CHAOS HERO ABILITIES	
	[Double] Rip, Gore and Tear!: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.
	[Double] Devolve: Pick a visible enemy fighter within 6" of this fighter. That enemy fighter makes a bonus move action directly towards this fighter, as if they were jumping, a number of inches equal to the value of this ability. When doing so, they can move away from enemy fighters within 1" at the start of that move action.
	[Triple] Grisly Trophy: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 9" of this fighter.
	[Quad] Empowering Lightning: Remove a number of damage points up to the value of this ability allocated to each friendly fighter with both the **Beasts of Chaos** faction runemark and the **Destroyer** runemark within 9" of this fighter.



Beastlord



Gouge-horn

BEASTS OF CHAOS WILD STALKERS

GREAT BRAY-SHAMAN

	3-7	2	3	3/6
	2	3	3	1/4



UNGOR RAIDER HALFHORN

	3-15	2	3	1/3
	1	3	3	2/4



BEASTLORD

	1	5	4	2/4



GOUGE-HORN

	1	4	4	2/5



DOOMBULL

	1	4	5	3/8



BLOODKINE WITH PAIRED BULLGOR AXES

	1	5	5	2/5



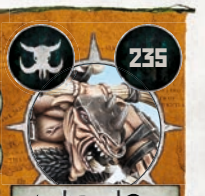
DRAGON OGOR SHAGGOTH

	2	3	5	3/6



BLOODKINE WITH BULLGOR GREAT AXE

	1	3	5	3/8



FOE-RENDER

	1	4	4	2/4



BLOODKINE WITH BULLGOR AXE AND BULLSHIELD

	1	3	5	2/5



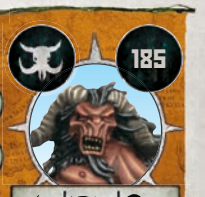
UNGOR HALFHORN

	1	3	3	2/4



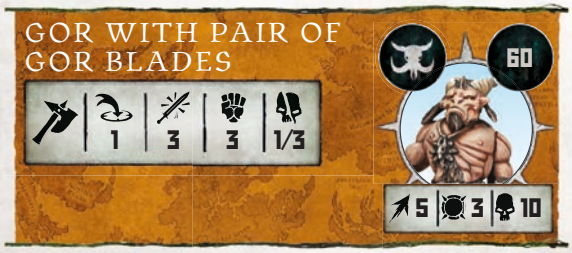
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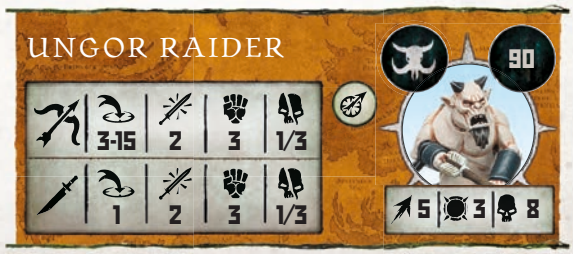
	2	3	4	2/4

















Ungor with Gnarled Shortspear and Half-shield



Bestigor



Gor with Pair of Gor Blades

DRAGON OGOR WITH PAIRED ANCIENT WEAPONS

	1	5	4	2/4

210

6	4	30

BULLGOR WITH BULLGOR GREAT AXE

	1	3	5	3/6

195

5	4	30

DRAGON OGOR WITH DRACONIC WAR-GLAIVE

	2	4	4	2/5

205

6	4	30

BULLGOR WITH BULLGOR AXE AND BULLSHIELD

	1	3	5	2/4

175

5	5	30

DRAGON OGOR WITH DRACONIC CRUSHER

	1	3	4	3/6

200

6	4	30

CENTIGOR

	2	2	4	1/4

120

10	4	18

BULLGOR WITH PAIRED BULLGOR AXES

	1	4	5	2/4

185

5	4	30

COCKATRICE

	1	4	4	2/5

250

10	4	30



Bullgor with Bullgor Great Axe