

EMERALD LIFESWARM

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 6". If successfully cast, set up the endless spell wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

Bounteous Healing: *Squirring into the gaps between rent flesh and broken bones, the insects of the Emerald Lifeswarm seal the wounds of the living and return the dead to the fight through restorative magics.*

After this endless spell is set up and after it has moved, the commanding player can pick 1 unit within 1" of it. They can heal up to D3 wounds allocated to that unit or, if no wounds are allocated to it, they can return a number of slain models to that unit that have a combined Wounds characteristic of D3 or less.



Imbued with the healing powers of Ghyran, an Emerald Lifeswarm buzzes across the battlefield, seeking out the dead and dying and restoring their lives and vigour.



Gibbering priests of Gorkamorka and speakers of the will of the Bad Moon, Fungoid Cave-Shamans are as much mushroom as magic-wielder. Their cunning and spellcraft are infamous, and their spore squigs wreath them in a fug of choking fungal foulness.

WARSCROLL

FUNGOID CAVE-SHAMAN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-sickle	1"	3	4+	4+	-1	1
Spore Squig's Vicious Teeth	1"	2	4+	4+	-	2

A Fungoid Cave-Shaman is a single model armed with a Moon-sickle.

WIZARD: This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Spore Maws spells.

COMPANION: A Fungoid Cave-Shaman is accompanied by a Spore Squig that attacks with its Vicious Teeth. For rules purposes, it is treated in the same manner as a mount.

Mouthpiece of Mork: *The visionary Fungoid Cave-Shamans have a knack for coming up with cunning plans.*

If this model is on the battlefield at the start of your hero phase, roll a dice. On a 4+ you receive 1 extra command point.

Deffcap Mushroom: *These mushrooms enhance the eater's magical capabilities.*

Once per battle, this model can attempt to cast 1 extra spell in your hero phase.

Spore Squig: *Spore squigs exude thick green spores that hide their masters from sight.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+ the wound or mortal wound is negated.

Spore Maws: *The Cave-Shaman causes the thick spores around him to coalesce into gnashing green mouths.*

Spore Maws has a casting value of 7. If successfully cast, each enemy unit within D6" of the caster suffers D3 mortal wounds.

KEYWORDS DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, HERO, WIZARD, FUNGOID CAVE-SHAMAN



Racing forth on fleet-pawed Snarlfang mounts come Rippa Narkbad and his ladz, whooping and hollering as they seek out fleeing prey to stick with spears and cruel, barbed arrows.

WARSCROLL

RIPPA'S SNARLFANGS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grot Bow	18"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boss Loppa	1"	2	3+	4+	-1	1
Stabbin' Stikka	2"	1	4+	4+	-	1
Bow Stave	1"	1	5+	5+	-	1
Snarlfang's Jaws	1"	2	3+	3+	-	2

The models in Rippa's Snarlfangs are Rippa, Stabbit, and Mean-eye. Rippa is armed with a Boss Loppa. Stabbit is armed with a Stabbin' Stikka. Mean-eye is armed with a Grot Bow and a Bow Stave.

MOUNT: This unit's Snarlfangs attack with their Jaws.

Smell Weakness: *Once the scent of blood is in their snout, a Snarlfang's attacks become increasingly frenzied.*

Add 1 to hit rolls for attacks made by this unit's Snarlfang's Jaws that target a unit with 1 or more wounds allocated to it.

Ferocious Pounce: *Snarlfangs strike with startling speed, falling upon their prey in a blur of claws and ripping teeth.*

This unit is eligible to fight in the combat phase if it is within 6" of an enemy unit instead of 3", and it can move an extra 3" when it piles in.

KEYWORDS DESTRUCTION, GROT, GLOOMSPITE GITZ, RIPPA'S SNARLFANGS

WARSCROLL
ARCHAON
 THE EVERCHOSEN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Slayer of Kings	1"	4	2+	3+	-2	3
Monstrous Claws	1"	2	2+	3+	-2	D6
Lashing Tails	3"	2D6	4+	3+	-	1
Three Heads	3"	☀	3+	3+	-1	2

DAMAGE TABLE		
Wounds Suffered	Move	Three Heads
0-8	14"	6
9-11	12"	5
12-15	10"	4
16+	8"	3

Archaon the Everchosen is armed with the Slayer of Kings.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

WARMASTER: If this unit is included in your army, it is treated as a general even if it is not the model picked to be the army's general. In addition, this unit can be included in a Blades of Khorne, Disciples of Tzeentch,

Maggotkin of Nurgle or Hedonites of Slaanesh army. If you do so, you can still use the army's allegiance abilities even though this unit is not from the army's faction; however, this unit does not benefit from them.

FLY: This unit can fly.

MOUNT: This unit's mount, Dorghar, is armed with Monstrous Claws, Lashing Tails and Three Heads.

The Armour of Morkar: *Archaon's armour is inscribed with powerful sigils of warding.*

This unit has a ward of 4+ against mortal wounds. In addition, for each unmodified ward roll of 6, you can pick 1 enemy unit within 3" to suffer 1 mortal wound that cannot be negated.

KEYWORDS

CHAOS, SLAVES TO DARKNESS, HOST OF THE EVERCHOSEN, UNDIVIDED, KHORNE, TZEENTCH, NURGLE, SLAANESH, DAEMON, MORTAL, HERO, MONSTER, WIZARD, ARCHAON



Archaon is the Everchosen, the favoured warlord of the Dark Pantheon.

From atop Dorghar, the monstrous Steed of the Apocalypse, Archaon commands his legions with an iron fist, his deadly skill and unholy powers sealing the doom of entire armies.

By My Will: *All Slaves to Darkness recognise Archaon's supreme authority and fear his wrath more than any foe should they fail him.*

This is a command ability that this unit can issue at the start of the combat phase. Another friendly **CHAOS** unit must receive it (this unit cannot issue this command to itself). Until the end of that phase, each time a model in the receiving unit is slain, it can fight.

The Crown of Domination: *This forbidding helm exudes a palpable aura of menace.*

Add 2 to the Bravery characteristic of friendly **CHAOS** units wholly within 12" of this unit. In addition, subtract 2 from the Bravery characteristic of enemy units while they are within 12" of this unit.

The Eye of Sheerian: *Ripped from the corpse of the Chaos Dragon Flamefang, this ancient treasure forewarns Archaon of events yet to pass.*

Once per battle, at the start of your hero phase, you can say that Archaon will use the Eye of Sheerian. If you do so, subtract 1 from hit rolls for attacks that target this unit until your next hero phase.

The Everchosen: *The Ruinous Powers shelter their champion from hostile enemy magics.*

Each time this unit is affected by a spell or endless spell, you can roll a dice. On a 4+, ignore the effect of that spell or that endless spell on this unit.

The Slayer of Kings: *This ancient daemonblade thirsts for the souls of champions and warlords.*

Each time this unit fights, if the unmodified wound roll for 2 or more attacks that target the same enemy **HERO** with the Slayer of Kings is 6, that **HERO** is slain.

Three-headed Titan: *The greater daemons consumed by Dorghar imbue the steed with unlimited power.*

At the start of your hero phase, you can say that Dorghar will draw upon his daemonic might. If you do so, choose 1 of the following effects:

Filth-spewer: *Dorghar's Nurglesque head vomits a cascade of half-digested warriors and bile.*

Pick 1 enemy unit within 12" of this unit and roll a dice. On a 3+, that unit suffers D3 mortal wounds.

Skull-gorger: *Dorghar's Khornate head devours the skulls of prey to invigorate his master.*

You can heal up to D3 wounds allocated to this unit.

Spell-eater: *Dorghar's Tzeentchian head consumes eldritch energies from nearby spells.*

Pick 1 endless spell within 18" of this unit; that endless spell is dispelled.

Warlord Without Equal: *Archaon's mastery of war is near unparalleled, and under his command, the Slaves to Darkness are an unstoppable force.*

If this unit is on the battlefield at the start of your hero phase, you receive 1 extra command point.