



Crows of Chaos

Chaos fury

Known as the Crows of Chaos, Furies are Lesser Daemons made from the accretion of magical energy that has been corrupted by raw emotion. They are fierce creatures with leathery wings, bestial horns, and inhumanly feral faces. Though more than a match for most mortals, Furies are amongst the lowliest denizens of the Realms of Chaos and are not bound to any particular Dark Power. Because they make their home right on the edge of reality, Furies are among the first Daemons to enter the material world when the winds of magic blow.

Furies are rumored to haunt forlorn ruins, and tales are told of small caravans and lone travellers being ambushed by murderous flocks of these Lesser Daemons all across the mountains of the Empire. Several of these beasts seem to be drawn to the profane contamination of the City of the Damned, where the veil between worlds is thin. As they have no patron and are among the weakest of their kin, Furies are often summoned by Daemonologists who are seeking a more compliant minion.

May be Hired: All warbands devoted to Chaos (such as the Cult of Possessed and Beastmen Raiders) may attempt to hire a Fury once after each game by having a spell-caster in the warband attempt a summoning ritual. The Chaos Fury cannot be hired by any other means.

The spell-caster must pay the hiring fee* and pass a leadership test. These dark rituals are not without risk and on a roll of 2 or 12 the ritual automatically fails and the spell-caster is plagued by horrific visions of the Empyrean and must pass a toughness test or miss the next game.

Rating: The Fury increases the warband's rating by +25 points.

Hire Fee: 30 gold crowns to hire* + 20 gold crowns upkeep.

* — The hiring fee represents the ingredients for performing the summoning ritual and are consumed regardless of the success of the ritual.

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

Weapons and armour: A Fury has razor-sharp claws with which it tears at its prey and is made from raw magic itself. It has no need for weapons or armour.



SPECIAL RULES

Fear: Lesser Daemons are horrifying supernatural creatures that cause *fear* in all who gaze upon them.

Daemonic Flesh: Due to their intangible nature, Daemons have a base armour save of 5+. This save is never modified but is completely negated by blessed or magic weapons and spells. The Daemon's attacks also count as magical.

Daemonic Mind: Daemons do not have the same fears and ambitions as mortals, for they are emotions and mortal passions made manifest. A Chaos Fury is completely immune to all psychology and never gains experience.

Daemonic Instability: Daemons are bound to the world by dark sorcery that is highly volatile and unstable. If taken *out of action*, a Chaos Fury is banished and effectively destroyed on a D6 roll of 1-3 (do not roll for injury). If the spell-caster that summoned the Daemon is killed or leaves the warband, the Daemon is banished from whence it came.

Fly: Instead of moving normally (unless *knocked down* or *stunned*), a Chaos Fury may choose to:

- Move anywhere within 12" including into base contact with an enemy (in which case it counts as charging).
- Move vertically without needing to *climb*.
- Jump from any height without *falling*.

Malicious: If a Chaos Fury takes an enemy model *out of action*, the Daemon spends its next movement phase stationary while it continues to torture and torment its victim. This effect immediately ends if an enemy model is within 8", or if the Chaos Fury is the target of missile weapons and/or enemy spells.



"They came from the darkness, and their inhuman wailing only ceased once they began consuming the flesh of my companions." — Liber Malefic

Scenario: flurry of furies

In certain circles of daemonologists, there is an obscure legend that speaks of a Daemon Lord whose covetous schemes have gathered treasures from across the known world into an immense hoard of unimaginable scale, full of artifacts of unknowable power. The creature these tales speak of is the winged terror Aksho'akhash the Vile Dreadwing, Lord of the Carrion Throne. It can appear without warning to abscond with everything one holds valuable, including the very souls of anyone who dares to get in its way.

According to these tales, there is a Macabre Tome that was written in blood and bound in the skin of elven maidens, that contains this Daemon Lord's true-name. Possession of this tome could theoretically give a mortal power over this Daemon and grant access to unparalleled resources beyond reckoning. Enough to make any peasant into a King.

Whispers of the Macabre Tome's whereabouts come and go; the latest rumour comes from the settlement of Cutthroat's Haven, just outside the sinister walls of Mordheim. There are claims that the Macabre Tome was hidden away in the Great Library by Count Ignatius Steinhardt himself and minions of Aksho'akhash are now ransacking the library in a frenzied search to recover the book.

Warbands are racing to find the Macabre Tome; some for the vile power it offers, others to purge this evil tome from the world, and still others who see the book as just another treasure to sell to the highest bidder.



terrain

Place a book counter at least 2" in diameter in the center of the table to represent an enormous pile of books. Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'. Players may not place terrain within 4" of the giant pile of books.

special rules

At the beginning of each player's turn, roll a scatter dice and place a Chaos Fury (as described on the previous page) as close as possible to 2D6 inches away from the book counter in the direction that the scatter dice is pointing. The Daemon immediately charges the closest warrior from any warband. Any attacks the Fury makes are randomly allocated to models in base contact with it. At the end of the turn, the Daemon flies away and is removed from play.

Any Hero spending an entire turn in base contact with the book counter doing nothing else but searching through the pile of books may roll a D6 at the end of its turn to see if they have found the Macabre Tome. On a result of 6, that Hero has found the tome! No Hero may search within 1" of another model (friendly or enemy). Once the Macabre Tome is found, Heroes may no longer search through the pile of books.

After finding the Macabre Tome, the Hero must then carry it to safety via their own table edge. If the carrier is put *out of action*, place the Macabre Tome at the spot where they fell. Another Hero may pick it up by moving into base contact with it.

warbands

Both players roll a D6 to see who deploys first. Whoever rolls highest sets up first, within 8" of the table edge of his choice. His opponent then sets up within 8" of the opposite edge.

starting the game

Players roll a D6. The player rolling highest has the first turn.

ending the game

When one warband gets the Macabre Tome to safety, or a warband fails a Rout test, the game ends. The victorious warband then gains the Macabre Tome.

Whoever recovers the Macabre tome will decide its fate: Holy aligned warbands (such as Sisters of Sigmar and Witch Hunters) will destroy the vile book and rid the world of its evil. They will be rewarded for their piety by D3 Experience points distributed amongst the Heroes of the warband. Any other warband may sell the book for D6x10 gold. Chaos aligned warbands (such as the Cult of Possessed and Beastmen Raiders) may keep the tome and attempt to use it to summon Aksho'akhash (as described on the following page).

experience

+1 Survives. If a Hero or a Henchman group survives the battle, they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy (including Daemons) they put *out of action*.

+1 For Securing the Macabre Tome. If a Hero carries the tome to its own board edge, they earn +1 Experience.



✠ Aksho'akhash the vile Dreadwing, lord of the carrion throne ✠

Upon completing an intricate summoning ritual involving one dead goat, two pinches of wyrdstone powder, and a grisly book of Chaos Magic most foul, the air takes an odour of sulfur and from an explosion of fresh goat blood a horrifying visage appears, though not the one that was expected.

The obscure tales of this "Daemon Lord" seem to have been greatly exaggerated; Aksho'akhash the "Vile Dreadwing" and "Lord of the Carrion Throne" appears to be nothing but a typical Chaos Fury that is somewhat more cunning than others of its kind and has a kleptomaniacal obsession for hoarding bits of garbage that only an insane Daemon could see the value of.

It is quickly apparent that any "immense treasure hoard of legend" that this Lesser Daemon might possess would not contain anything useful to a mortal, but perhaps one could put this interdimensional scavenger's skills to good use in exploring the ruins of the City of the Damned.



May be Hired: All warbands devoted to Chaos (such as the Cult of Possessed and Beastmen Raiders) may attempt to hire Aksho'akhash by having a spell-caster in the warband attempt a summoning ritual once after each game.

The spell-caster must possess the Macabre Tome from the 'Flurry of Furies' scenario (see the previous page), pay the hiring fee*, and pass a leadership test. If the ritual is successful, the Macabre Tome is destroyed and the Daemon is summoned.

Rating: Aksho'akhash increases the warband's rating by +35 points.

Hire Fee: 30 gold crowns to hire* + 30 gold crowns upkeep.

* — The hiring fee represents the ingredients for performing the summoning ritual and are consumed regardless of the success of the ritual.

| | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Aksho'akhash | 4 | 5 | 3 | 4 | 3 | 3 | 5 | 2 | 10 |

Weapons and armour: Aksho'akhash has razor-sharp claws with which it tears at its prey and is made from raw magic itself. It has no need for weapons or armour.

SPECIAL RULES

Fear: Lesser Daemons are horrifying supernatural creatures that cause *fear* in all who gaze upon them.

Daemonic Flesh: Due to their intangible nature, Daemons have a base armour save of 5+. This save is never modified but is completely negated by blessed or magic weapons and spells. The Daemon's attacks also count as magical.

Daemonic Instability: Daemons are bound to the world by dark sorcery that is highly volatile and unstable. If taken *out of action*, Aksho'akhash is banished and effectively destroyed on a D6 roll of 1-3 (do not roll for injury). If the spell-caster that summoned the Daemon is killed or leaves the warband, the Daemon is banished from whence it came.

Coward King: One does not grow to become ruler of a rubbish heap without a healthy respect for the integrity of one's corporeal form. Unlike other Daemons of its ilk, Aksho'akhash is not immune to any psychology. Additionally, unlike other warriors that cause *fear*, Aksho'akhash itself is not immune to *fear* tests caused by other warriors.

Fly: Instead of moving normally (unless *knocked down* or *stunned*), Aksho'akhash may choose to:

- Move anywhere within 12" including into base contact with an enemy (in which case it counts as charging).
- Move vertically without needing to *climb*.
- Jump from any height without *falling*.

Aethereal Hoarder: Aksho'akhash has spent millennia picking through debris across the cosmos. While no mortal mind could comprehend exactly why such objects compel his attention, his skills for finding a diamond in the rough are valuable indeed. After each game, so long as Aksho'akhash was not taken *out of action*, it may perform one of the following tasks:

- Reroll one exploration dice.
- Search for a rare item as if it was a Hero; add 1 to the roll.
- Find trinkets amongst the ruins worth 2d6 gold crowns.