

Warhammer Armies

The Hive

Version 6.5

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"The jewel is engulfed in Chaos."

"From the poles countless legions of deamon horrors come unending to consume and corrupt."

"From the forests the mutant beasts seek to destroy and defile all creation."

"From the underearth the black hearted ratmen scheme and plot against the good and just."

"The unholy dead of the Necromancers spread, creating fear and death wherever they go."

"The monstrous greenskins fight a war of no purpose, against themselves or others it matters not"

"And from the north the corrupt men march to spread their evil further."

"And what is it that those that should fight against the Chaos are doing?"

"The noble elves of the sea fight among themselves and fall to decadence and hate."

"The mighty dwarfs from the mountains dig too deep and are lost to greed and vengeance."

"The great ogres of the east devour all before them as they prostrate themselves to an abomination."

"The men of the earth covet power and hubris, and through it strengthen the forces of Chaos."

"And the worst of them all; the Toad Mages and their warriors."

"The failed servants of failed gods who, in serving the old ones words, only quicken the worlds end."

"No more."

"We are The Hive."

"Where there is war we will create peace."

"Where there is death we will create life."

"Where there is chaos we will create order."

"No matter what."

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Introduction

The Hive

Coming of the Hive

In the beginning the world was nothing but an endless void. But from that void the cosmic egg that houses all creation was formed. It was at this time that the twin serpents; Time and Fate, also born from the endless nothing, coiled around the egg and broke it, allowing existence to break free. From this primordial energy the Gods of Law were born. Countless in number they soon took it upon themselves to take existence and build a perfect world from it.

For an age they worked on their great labour, making sure that every stone, every blade of grass was flawless. But what they did not know was that the imperfect parts that they had thrown away were beginning to take a life of their own. In the endless void outside creation they began to swirl together, increasing in strength and malice until a new life was formed; Chaos the mother of all evil.

The power of Chaos was beyond anything the Gods of Law had seen before. Taking the form of a giant eye in the center of a black void with eight great tentacles coming from the main body she intended to absorb the world the gods had worked so long to create in order to return existence into the shapeless nature it was in the beginning of time. The Gods of Law would not allow this to happen and so went to war with Chaos and after an eon of battle they defeated her. However as she was formed out of parts of creation itself she could not be destroyed so the gods instead took her and trapped her within a plane or reality outside of our own where she could not escape.

Happy with this outcome the Gods of Law returned to their world but what they did not know was that during the battle Chaos had left a small amount of her poison within the world and, like a cancer, would begin to slowly spread into the hearts and minds of mortals.

Time passed, civilizations came and went and seasons changed and through all of this the dark thoughts and evil desires of the mortal were making Chaos grow fat with power and slowly she gave birth to her four sons, the Chaos Gods. All this changed when the Old Ones came to the world. Powerful beings from across the stars the Gods of Law were at first wary to allow these outsiders to interfere but it was Alluminas, the master of light, that ultimately convinced his fellows to allow the Old Ones to bring their knowledge to the world. The god most against change of any kind, he had long come to believe that the god's great work had failed due to the many changes that had happened over the eons to their world.

At first it seemed that Alluminas had been right. The Old Ones brought wonders to the world and began to set up a society that would last unto the end of time. But alas it was not to be so as Chaos and her wildest son Tzeentch began a plan that would see everything the Gods of Law and Old Ones had worked to create brought to ruin. He contacted the leaders of the mighty race known as the Dragon-ogres and made a heathenous bargain with them. In return for immortality the Dragon-ogres would become the willing slaves of the Chaos Gods for all time and their first task was to go to the polar gate the Old Ones had built in one the polar ice cap and destroy it.

They succeeded in this task and the energy created with the destruction of the Old Ones star gate opened a tear into prison of Chaos at each of the poles of the world, allowing her body and her sons countless minions to trample over the world. Knowing that they could not allow this to happen to the world the Gods of Law made their greatest mistake; they decided that they needed to bring the fight to Chaos herself and entered the breach into the realm of chaos. Their power greatly diminished with the evil realm they were easily defeated by the near limitless power of the Chaos Gods until only three remained; Alluminas, Solkan and Arianka.

When the elven mage Caledor Dragontamer began the spells necessary for the creation of the vortex the Chaos Gods sensed their defeat and so prepared their armies for one final battle. Also sensing that the fate of the world would rest with the vortex the final three prepared for their last stand. They stood at the border between this world and the realms of chaos where their power was strongest and faced an army like no other. A thousand-thousand of the dark god's greatest champions marched before them and behind them billions of lesser daemons swarmed like ants. For a full year did the Gods of Law do battle until the vortex was finished but at the cusp of

victory Tzeentch had one final trick to pull. Channeling his power through all of his remaining servants he attacked the world with a spell that could rip open the very shell of stone, decimating all life. Arianka, the goddess of protection, was forced to intervene and placed herself in the path of the spell. In order to save herself and the world she covered herself entirely in her crystals, dispelling the spell and saving the world but at great cost. Her crystal coffin had placed her into a never ending sleep and her body fell into the world, lost forever. Weakened following the battle the other two could do nothing over the next five thousand years as the powers of chaos slowly tricked the mortals into destroying the world for them.

Species of the Hive

The Gods of Law

The Southlands

Chronicles of the Hive

The age before time

The world is created when the twin serpents; Time and Fate coiled around the cosmic egg and break it, allowing both order and chaos to wash out.

Soon after the world is built Chaos attacks. The gods of law and Chaos wage their first battle for the world. After a lengthy battle the gods of law are victorious but are unable to destroy Chaos. They instead banish her into another plane of existence where (unknown to the gods of law) grown fat off the evil thoughts of mortals she gives birth to four sons, The Chaos Gods.

-15,000

The old ones come to the world from across the stars. The gods of law are at first wary of these visitors but after it becomes apparent that they are beings who put great value in order and peace the gods allow them to change the world as they see fit.

-5600 to -4420

The great gates at the pole are sundered and for the first time in an epoch chaos returns to the world. As the gates are opened the gods of law enter the breach to bring the battle to the realm of chaos. The Chaos gods, having grown powerful over the ages, slay most of the gods of law and by the time the Great Vortex is completed only three gods of law are left; Solkan, Alluminas and Arianka.

-4420

In the final battle between the Gods of Law and chaos. Arianka saves the world but at great cost. She is put into stasis and is then sent into the physical world and her coffin is lost to the world.

Battles of the Hive

The Battle of Lake Mwera

One of the first major battles that The Hive fought against a foe from beyond the Southlands occurred in the year 1693 when the Ogre Tyrant Gunark Bigbelly, leader of the Thousand Teeth tribe, first arrived there. It began in 1690 when, fighting Greenskins in the Border Princes, the Tyrant heard from Tilean mercenaries tales of giant insects living in the jungles far to the south. Deciding that he wanted to try some baked insect flesh he quickly led his tribe south. After many stops along the way (primarily to feast on defeated Greenskins) he arrived at the jungle.

He did not have to wait long to begin his great feast as that part of the northern jungle was guarded by a Great Centipede which quickly struck the ogre tribe. The beast attacked without warning and faster than a heartbeat had coiled around two ogre bulls and crushed them into heaps of gunk. The beasts luck however ran out after it charged Gunark as the tyrant was fast enough to see the attack coming and respond in kind. Taking his mighty club he smashed it down on to the face of the centipede, killing it in one blow. That night the tribe had a great feast but Gunark's gluttony for the flesh of the hive was not sated by this one meal.

As the tribe feasted a scout from the local hive happened upon the scene. Riding his swift Tiger Beetle he quickly arrived at the forward base and to its commander, the Beetle Master Rockcrusher. Seeing the potential threat of a tribe of ogres capable of killing a Great Centipede he rallied his troop to face them before they could find their way to the main hive. He traveled north leading a great column of Beetle and Wasp Warriors but not before sending the scout to the main hive to request reinforcements.

A few days later the two armies met on the shores of Lake Mwera. Rockcrusher personally lead a unit of Beetle Bashers in the center of the army as two large units of Wasp Warriors took position on both flanks. Seeing this host before him and realizing that this was what he had come down to the south to feast upon Gunark bellowed a mighty roar and, also leading from the center amidst his guard of Ironguts, charged the lines of The Hive with the full force of his tribe behind him.

The initial impact was far beyond anything that Rockcrusher had imagined but still he and his army held the line against this powerful foe. The battle that could have quickly become a rout was saved thanks to Rockcrushers foresight as before the battle he instructed a unit Goliath Riders to hide in the trees and wait for the right time to strike. As soon as the ogres themselves had charged the main lines the commander saw that the time had come and lead the riders into charging the flank of the ogre line. Stronger than even these brutes the massive Goliath Beetles crushed many ogres and for a time it looked like warriors of the hive would push back the tribe. However two things happened then that Rockcrusher had not counted on; the first was that the tribes Butcher ate the flesh of some foul beast from the north and calling on the power of their evil god made the ogres even stronger than they were before and with this new strength began to push on the Hives line again. The second was not long after that when the tyrant let loose a second roar and it was met with an even greater one as a Giant from the Badlands crashed through the trees and into the Goliath Riders. The goliaths and their riders, great as they may be were not able to stand against the power of the giant and were stomped and crushed to the last.

The end look to be upon Rockcrusher and the Hive, but just as he and the rest of army was on the verge of giving up they felt a surge of courage go through them all. In the sky their reinforcements had arrived. A powerful and beautiful Butterfly Sage descended and commanded the attack. As she did this hundreds of Army Ants burst from the ground and swarmed the giant. Individually weak but many in number each ripped a piece of flesh from the giant no larger than a fist but shortly their numbers overwhelmed the giant and it collapsed and was ripped to pieces by the ants. As this was happening the Sage and the Butcher engaged in a magical duel. Sending magic shaped like an all-consuming maw towards the sage she with one hand dissipated the beast's magic into mist and with the other called on her own magic and summoned a giant swarm of insects to attack the butcher. In an instant a thousand insects flew right down the throat of the Butcher and devoured him from the inside out. At

the end of all this, the Beetle Master and the Tyrant met each other in the center to battle each other alone. Rockcrusher was strong but no match for the tyrant alone but soon felt a surge of strength like he had never felt before go through him as the sages magic coursed through him. He leaped at the tyrant and plunged his great blade right through Gunark's

skull killing him instantly. The combined shock of seeing the giant, their butcher and Gunark all falling was too much for the surviving tribe and they fled. Though Rockcrusher would not pursue them himself teams of Tiger Riders sent by the sage would hunt them down. Many new warriors for The Hive would soon be born.

Forces of the Hive

Army Special Rules

Hive Mind – All units with this rule can reroll failed Panic tests, in addition units with this rule add +1 to their combat results.

Buzzing Wings – all units with this rule reroll failed Dangerous terrain tests.

Weapons of the Hive

Chitinous Arms

Made from the pincers, jaws, claws and other body parts of the various great insects that inhabit the Warhammer world, these weapons excel at punching through armor and the tough hides of beasts.

<u>Range</u>	<u>Strength</u>	<u>Special Rules</u>
Combat	As User	Armor Piercing

Hive Queens

At the center of each of the many hives across the southlands are the leaders chosen by the gods of law to command the warriors of the hive; the mighty Hive Queens.

Larger than a dragon and just as powerful the Hive Queens tower over the other servants of the gods and this makes them great rallying points for their warriors when they are required to lead them into battle. In combat they are fierce enemies as they are armed with multiple sets of giant arms ending in giant claws, large and powerful jaws strong enough to crush stone and a single giant stinger that can punch through solid plate armor. Their most unusual weapon is the fact that they are living hives unto themselves with thousands of bees living within the bodies of the Hive Queen. In battle she is able to take control of them and direct them to sting her enemies. Though not very strong the repeated stings and buzzing is very disorienting for any enemy. Despite their size however they are among some of the fastest of creatures in the entire world, they are lifted into the air by two sets of wings that give the Hive Queen a freedom of movement that few others can match.

Being the central pillar of a hive gives the Hive Queen greater control over her subjects that a lesser general would not possess. Just being near her allows even the most cowardly of the hives warriors to push past their fears and are much better able to protect their leaders from harm. However if the Hive Queen is killed in battle the rage that she feels towards the ones responsible is transferred to those who were connected to her. Imprinting her rage onto them until her kills are killed themselves.

	M	W	S	B	S	T	W	I	A	Ld
Hive Queen	5	6	4	5	6	4	7	5	10	

Troop Type: Monster (Character)

Magic: The Hive Queen is a Wizard who uses spells from the Lore of The Swarm

Special rules: Hive mind, Buzzing wings, Fly, Large target, Terror, Scaly skin (4+), Ward Save (5+)

The High Queen – The Hive Queen must be the armies general and her inspiring presence is 18". You may only take a single Hive Queen in your army. If you have The High in your army this rule is ignored

Protect the queen – all units with the hive mind rule within 6" of the hive queen are immune to psychology and any unit within 6" can use the lookout rule to protect this model, even if the unit has less than 5 models

Unspeakable Rage – if a hive queen is removed from play all units in the army with the hive mind rule gain hatred against the unit responsible.

Living Hive – The Hive Queen has a strength 2 breath weapon with no armor saves allowed. Any unit hit by this breath weapon are at -1 to weapon skill till the start of your next turn.

Young Queens

Unlike the rest of the hive the Hive Queens are the only ones that breed naturally and are not formed from the corrupt bodies of mortals but are born pure from the taint of chaos. Each one is born with the eggs within her and when she comes of age and starts a hive of her own she will birth her children known as Young Queens. Unlike the adult Hive Queens the form of their young is far more humanoid in nature. Many who have seen them describe them as looking like the most beautiful maidens in the world and that is true, though many forget to mention some of the more insectoid features like the compound eyes and antenna.

Stronger and tougher than the average man the adolescent queens are still vulnerable however and must be protected. This is mainly done by keeping them from danger in the first place but if conflict for the Young Queen is unavoidable then the youngster does possess multiple defensive abilities. The first is that by being far more connected to the gods of law grants her power to control the magic of law to a limited extent. Her best defense is the fact that she releases a unique pheromone. This pheromone, though undetectable by others, makes the warriors of the hive that area around her fight harder then ever before and makes them fearless in the face of danger in order to protect her. Should they fail however, they will seek nothing less than the complete destruction of the one responsible.

Leader not a Killer – the young queen is not placed in the front rank like other characters but is placed in the center (or as close as possible) of a unit and she does not need to accept a challenge and if she does not the unit can still use her leadership.

Great Beauty – The young queen has a 6+ ward save

	M	W	S	B	S	T	W	I	A	Ld
Young Queen	4	4	3	4	4	4	3	4	2	9

Troop Type: Infantry (Character)

Magic: The Young queen is a level 1 Wizard. She may choose spells from the Lore of The Swarm

Special rules: Hive mind, buzzing wings, Stubborn

Pheromones - all models with the hive mind rule in the same unit as the young queen are Immune to Psychology and Stubborn.

Rage – if the young queen is removed from play the unit she was in gains the frenzy rule and gains hatred against the unit that removed her.

Holy Sages

When elves are captured and transformed by the hive most become mantis warriors and serve on the front lines as elites. Rarely however some will not become mantis warriors and instead become the holy sages of the hive.

In appearance they look like a cross of a butterfly and an elf, with magnificent wings that allow them to fly through the air and retaining much of the natural beauty of the elves. It is unknown why some become holy sages but it is guessed that if the elf possesses magical talent before the transformation that power is transferred into their new state.

Like their elven forbearers the holy sages are highly talented at controlling the power of the winds of magic and draw their power from the winds that are the closest to nature; the magic of the plants and animals. Others, usually disciples of Alluminas, draw on the power of the light itself and those devoted to Solkan draw on the furious power of the sun. Some can instead magic derived from the hive itself allowing the wizard to summon great swarms of insects and curse their enemies with parasites as the warriors of the hive only grow stronger.

	M	W	S	B	S	T	W	I	A	Ld
Butterfly Mage	4	4	3	3	3	2	5	2	8	
Butterfly Sage	4	4	3	3	3	3	5	3	9	

Troop Type: Infantry (Character)

Magic: The Holy Sage is a Wizard who uses spells from the Lore of The Swarm, Life, Light, Fire, and Beasts

Special rules: Hive mind, Fly

Translucent beauty – the Butterfly Mage has a 6+ Ward save. A Butterfly Sage has a 5+ Ward save instead

Great Hive

Pulled into battle by two mighty Rhino Beetles this platform bears the load of a great hive, one of the most sacred relics of the hive. Riding on top of the altar, a priest of the gods acts as their mouthpiece

allowing all those near her to draw on the strength of the gods themselves.

	M	W	S	B	S	T	W	I	A	Ld
Great Hive	-	-	-	5	5	4	-	-	-	
Rhino Beetle	7	4	0	4	3	1	3	1	5	

Troop Type: Chariot (5+)

Special rules: Ward Save (4+), Impact Hits (D6)

Great Hive – A Great Hive may join units despite being a Chariot. Any unit joined by the Great Hive gain +1 to their combat result for as long as it is in the unit.

Stinging Swarm – All enemy units within 6" of the Great Hive have -1 to weapon skill.

Power of the Gods of Law – A wizard mounted on the Great Hive can channel a dispel dice on a roll of 5-6.

Fight For the Hive - Innate bound spell (power level 4). Fight for the Hive is an augment spell. All friendly units within 12" of the Great Hive automatically rally

Wasp Commanders

Particularly skilled humans transformed by The Hive often become the most powerful of the wasp warriors within The Hive. These warriors are given the title of Captain and if one raises high enough to become a true leader of a hive, the title of General.

These individuals have drawn the attention of the gods of law with their strength and skill and in doing so are rewarded. Their chitinous shell grows harder and the strength of the poison within their stinger becomes far more deadly. The greatest gift is that the connection they have to the hive mind is strengthened with their greater power and this connection is shared to those around them, making the warriors of the Hive more fearless in the face of danger than ever before.

	M	WSBSS	T	W	I	A	Ld		
Wasp Captain	5	5	4	4	4	2	6	3	8
Wasp General	5	6	4	4	4	3	7	4	9

Troop Type: Infantry (Character)

Special rules: Hive mind, Buzzing wings, Scaly Skin (6+) (Wasp Captain only), Scaly Skin (5+) (Wasp General only)

Highly Poisonous stinger – The Wasp Commander has poisoned attacks in close combat that auto wounds on a 5+

Wasp Warriors

Formed when a human is transformed by the power of The Hive, waspmen are among the most common of the warriors and workers produced by the hive.

In combat the warriors of the hive use weapons formed of the natural materials of the local surroundings. The most common weapons are wooden or stone clubs and spears but some make crude swords and axes. The rarest weapons are those made from the body parts of the many giant insects of the Southlands. These weapons, harder than iron, are able to puncture the toughest armor and hides with ease, making the wasp warriors fearsome opponents on the battle field. Some warriors fight from a distance and will fight using weapons designed for that. Most make light throwing spears but others are able to make bows and arrows and are particularly deadly in battle.

Waspmen like most members of the hive are covered in a thick and tough chitinous shell that protects them from harm but some take this a step further and make shields from the discarded shells of deceased giant insects or from the hides of the other great beasts that live in the Southlands.

In battle the most dangerous weapon available to a wasp warrior is not one of his making but one that is a part of him; his own poisonous stinger. This stinger, connected to a gland within his body, allows the warrior to inject a poison deadly to almost every living thing in the world directly into the body of his enemy. Many enemies have died fighting wasp warriors thinking that they were defenseless without a weapon only to be jumped upon and repeatedly stung to death.

If before his transformation the warrior was a particularly gifted fighter then after he joins the hive he will become one of the more elite fighters and be able to command multiple warriors into a fighting unit. These warriors are given the title of guardian are often the protectors of small hives throughout the Southlands.

	M	WSBSS	T	W	I	A	Ld		
Wasp Warrior	5	3	3	3	3	1	4	1	7
Wasp Guardian	5	3	3	3	3	1	4	2	7
Wasp Thrower	5	3	3	3	3	1	4	1	7
Wasp Marksbug	5	3	4	3	3	1	4	1	7

TROOP TYPE: Infantry

SPECIAL RULES: **Hive Mind, Buzzing Wings, Scaly Skin (6+), Skirmishers (Wasp Throwers only)**

Poison Stinger – in close combat wasp warriors have the poisoned attack special rule against models in base contact.

Killer Wasps

When humans are captured by the hive most of them are transformed into regular wasp warriors but during the rare occasion that the hive is able to capture the warriors from the far north of the world a different breed of wasp warriors is born; the Killer Wasps.

Most living beings after being touched by the taint of chaos are unable to be transformed by the power of the hive. The powers of chaos and order cancel each other out and the transformation will only kill the person. The tribesmen of the north, with only a small amount of chaos within them, are an exception. But this is not without its own consequences. The powers of chaos affect not the body but the mind.

The new wasps are possessed of a fury that the rest of the hive warriors do not possess. This fury makes the killer wasps even more dangerous than the regular wasp warrior in combat as the combined strength, fury and natural fear that the sight of a rampaging insect incites in all living creatures allows them to overwhelm almost all other enemies.

	M	W	S	B	S	T	W	I	A	Ld
Killer Wasp	5	3	3	4	3	1	4	1	7	
Berserker Wasp	5	3	3	4	3	1	4	2	7	

Troop Type: Infantry

Special rules: Buzzing Wings, Frenzy, Fear, Scaly Skin (6+)

Tiger Riders

The Tiger Beetles are one of the most common of the giant beetles that inhabit the Southlands. About the size of a small horse they are not the strongest or the toughest of the giant insects that roam the south but they are one of the fastest. Their six powerful legs are able to propel themselves at a speed only the fastest of steeds are capable of surpassing.

Some wasp warriors are naturally drawn to these beetles and through some unknown method are able to bond with and tame the beetles. It is guessed that these riders were, in their previous lives, already accomplished riders and scouts.

Riding on their especially fast and agile steeds the Tiger Riders act as the scouts and vanguard of a hive militia or as messengers between generals allowing them to coordinate their plans and more effectively defend the Hive.

	M	W	S	B	S	T	W	I	A	Ld
Tiger Rider	5	3	3	3	3	1	4	1	7	
Tiger Tamer	5	3	3	3	3	1	4	2	7	
Tiger Beetle	8	4	0	3	3	1	4	1	5	

Troop Type: Cavalry

Special rules: Hive Mind, Fast Cavalry, Scaly Skin
(6+)

Rhino Riders

Many Riders within the Hive are able to form a connection with the mighty rhino beetles of the southlands and become known to their enemies as the Rhino Riders.

The Rhino Beetle is a large beast bigger than a horse and almost as fast. The chitinous shell covering the Rhino Beetle is especially thick and is one of the most difficult to pierce in the entire world. In battle the Rhino Beetle has a deadly horn coming out of its head that, when coupled with the momentum of a good charge, smashes through armor.

When going to war groups of Rhino Riders form the strong core of many armies and are known for charging the center of the enemy, destroying them with the combined power of the rider's lances and the beetle's horn. All that is left after is the perforated bodies of their enemies as they continue to ride to the next slaughter.

	M	W	S	B	S	T	W	I	A	Ld
Rhino Rider	5	4	3	3	3	1	4	1	7	
Hercules Rider	5	4	3	3	3	1	4	1	7	
Rhino Beetle	7	4	0	4	3	1	3	1	5	

Troop Type: Cavalry

Special rules: Hive Mind, Scaly Skin (6+)

Impale Attack – The Rhino Beetle attacks with +1 strength when charging into combat

Tough Cuticle – The tough exoskeleton on the Rhino beetle gives the rider a +2 bonus to armor instead of the usual +1.

Army Ant Chiefs

The strongest of the Skaven, the Warlords, Chieftains and Stormvermin, when captured and transformed by the Hive continue to take positions of power within their society. Within the Hive the Army Ant Chiefs are the directors of the ant workers and during times of war lead the Army Ants in battle.

Stronger, tougher and faster than ordinary Army Ants they possess a natural talent for battle that others of their kind lack. This talent has lead them to form a connection with the unique Carpenter Ants of the Southlands.

The Carpenter Ants are large ants about the size of small dogs. What makes them unique is their ability to explode as a defense mechanism. The chiefs can command the ants of move toward the enemy and explode under their feet. Though the force of the explosion isn't high when the ant explodes it also covers the enemy in a sticky glue like substance that prevents the enemy from moving, allowing warriors of the hive to move in of the kill.

of 1-3 center the template over the Chief and work out the damage. On a roll of 4-6 the ant wondered off somewhere and failed to detonate, nothing occurs.

	M	WSBSS	T	W	I	A	Ld
Army Ant Chief	4	4	3	4	3	2	4 2 7

Troop Type: Infantry (Character)

Special rules: Hive Mind, Scaly Skin (6+)

Upgrade:

Carpenter Ant: *These large ants are used by the chiefs as living bombs. Exploding underfoot for maximum damage.*

The Carpenter Ant is a missile weapon the uses the stone thrower rules, but the model can move (not march) and fire with the following profile and special rules:

Range	Strength	Special Rules
8"	2 (5)	Armor Piercing Multiple Wounds (D3)

Any unit hit by the Carpenter Ant reduces their movement value by one till the start of your next shooting phase and in addition it can't charge or march until the start of your next shooting phase. If the artillery dice rolls a misfire roll a D6. On a result

Army Ants

Within the Southlands are vast numbers of the verminous Skaven. When the warriors of the Hive defeat the soldiers protecting their burrows the Hive often finds hundreds or even thousands of workers ready to be transformed by the light of the gods of law. When transformed they become the workers of the Hive; the Army Ants.

Like the Skaven they are formed from they possess a hunched figure with four thin but strong arms capable of both heavy lifting and delicate work. The Army Ants work well together and even better under the direction of one of their chiefs.

In battle however their effectiveness is limited. Before their transformation the Skaven are one of the children of chaos and even though they can be transformed into loyal servants of the powers of law the transformation damages their mind. They are only able to fight with simple weapons like spears, clubs and slings and have difficulty fighting at long range and are likely to route if a stronger presence is not near. The one advantage they do have is that they have inherited the Skavens natural ability to climb on top of each other and drown the enemy in attacks and bodies.

	M	WSBSS	T	W	I	A	Ld		
Army Ant	4	3	2	3	3	1	3	1	6
Bullet Ant	4	3	2	3	3	1	3	2	6

Troop Type: Infantry

Special rules: Hive Mind, Scaly Skin (6+), Fight in Extra Ranks

Beetle Masters

The dwarf lords and thanes of the lost dwarven holds within the Southlands are among the most prized captives of the Hive as only they are able to become the warriors known as Beetle Masters.

Trained from birth to be the best warriors of all the dwarves, their more evolved forms have inherited their skill. Stronger and tougher than most, they also possess a speed that is far greater than their lesser kin.

One of the greatest assets they possess is the fiery grudge that still burns within them. It is for this reason that when the Hive must cleanse the jungle of numberless greenskins that infest the Southlands it is often the Beetle Masters that lead the hunt. Their unending determination to destroy all Orcs and Goblins comes from a deep memory of all the damage that they have done to the dwarves over the ages. Though not dwarves any more this drive is now being put to a higher cause than petty vengeance. This however does have a downside as this drive will also cause them to wipeout Skaven lairs that they find, even if they were sent specifically to capture as many as possible.

	M	W	S	B	S	T	W	I	A	Ld
Beetle Master	4	5	3	4	5	2	5	3	8	

Troop Type: Infantry (Character)

Special rules: Hive mind, buzzing wings, Magic resistance (2), Scaly skin (5+)

Antlion Tamers

Some Beetle Bashers are able to form a natural connection with the rare giant Antlions that live near the deserts of the Southlands. These beetles are given the title of Antlion Tamer and are some of the most devastating warriors within the Hive.

As an underground species the Antlion would be difficult to direct with conventional means so instead the Antlion Tamers have created a special horn from a conch shell that the Antlion can hear from deep underground. This horn allows the tamer to act as an inspiration for his fellow warriors and (as with the Antlion) direct their actions as needed.

When attacking the Antlion creates a large vortex of shifting earth beneath the feet of the enemy and as they try to escape throws large stones at them. The first to fall to the center however must face the Antlion and if they are unable to escape in time are dragged under the ground to suffocate.

	M	WSBSS	T	W	I	A	Ld		
Antlion Tamer	5	4	2	3	4	2	5	2	8

Troop Type: Infantry (Character)

Special rules: Hive mind, buzzing wings, Magic resistance (1), Scaly skin (5+)

Great Horn – If an Antlion Tamer joins a unit he functions like a musician. He cannot be the armies general.

Antlion – during the shooting phase the Antlion Tamer can make this special attack, this attack can be done even if the Tamer is in close combat. Place the small round template within 12" of the Tamer, or 6" if the Tamer is in close combat and roll the scatter and artillery die. If a misfire is rolled the Antlion got lost and this attack is cancelled. After moving the template all models under the template take a single strength 2 hit and the model under the hole must take an initiative test, if failed the model is killed as it is dragged underground. If the model passes it takes a single strength 3 hit. If the model under the hole is a monster, monstrous beast, monstrous cavalry or has the large target special rule they automatically pass the initiative test.

Beetle Bashers

Hidden in the Southlands, within the tail end of the mighty Worlds Edge Mountains is the long lost homelands of the Dwarfs. It was here that the first dwarfs were created by the Old Ones and after long millennia had travelled the entire length of the mountains. But sometime long ago contact between the southern and northern holds was lost. As the northern holds have been under attack by the greenskins and Skaven for as long as they can remember so to have the southern holds been under siege. But within the south they face another enemy: The Hive.

As some of the mightiest warriors in the world the chance to increase the numbers of warriors produced from dwarven stock is an opportunity not easily passed by.

Like all transformed by the Hive the change renders a hard chitinous shell around their body and in addition it is common for them to form shields from the discarded shells of the giant insects from the Southlands. Some of them however discard a shield and instead draw on their dwarven instincts and fashion great weapons in the shape of hammers or axes. In addition the Beetle warriors have inherited the Dwarves natural resistance to chaotic magics.

	M	WSBSS	T	W	I	A	Ld
Beetle Basher	4	4	3	3	4	1	3 1 8
Beetle Knight	4	4	3	3	4	1	3 2 8

Troop Type: Infantry

Special rules: **Hive Mind**, **Buzzing Wings**, **Scaly Skin (6+)**, **Magic Resistance (1)**

Goliath Riders

One thing that the dwarves are not known for is riding ability. So it is a great surprise when the enemies of the Hive face the Goliath Riders; beetle warriors who have tamed the giant Goliath Beetles and ride them into battle.

The goliath beetle of the Southlands is an absolute monster to face on the battlefield. Twice the size of a horse but many times tougher. Claws, swords and fangs are unable to pierce their shells and in battle their simple mass is able to deliver crushing blows; squishing the small beneath their legs and using their entire bulk against larger enemies.

The small bodies and arms of the beetle warriors that ride goliath beetles makes arming them with spears and lances impractical so instead they go into battle wielding an axe and shield or if they are especially strong they will fight using great axes formed from giant tree limbs and great stone heads.

	M	W	S	B	S	T	W	I	A	Ld
Goliath Rider	4	4	3	3		4	1	3	1	7
Goliath Master	4	4	3	3		4	1	3	2	7
Goliath Beetle	7	4	0	5		4	2	3	2	6

Troop Type: Monstrous Cavalry

Special rules: Hive Mind, Tough Cuticle, Magic Resistance (1), Scaly Skin (6+)

Mantis Hunters

Along the coasts of The Southlands the Elves of Uthuan have built many outposts to guard the important trade routes of the south. The soldier that man these forts are prime targets of The Hive as they are able to transform them into some of the most elite warriors within The Hive; the Mantis Hunters.

Tall and slender like their elven forbearers the Mantis Hunters have also inherited the natural speed and grace of the elves allowing them to kill enemies stronger and tougher than themselves with ease.

Unlike most other warriors of The Hive the Hunters do not make weapons but instead use two large blades formed from their chitinous shell, this along with their natural speed allows them to make multiple attacks in the time it takes a slower enemy to make a single movement.

	M	W	S	B	S	T	W	I	A	Ld
Mantis Hunter	6	4	3	3	3	3	1	5	1	8
Mantis Elite	6	4	3	3	3	3	1	5	2	8

Troop Type: Infantry

Special rules: Hive Mind, Buzzing Wings, Always Strikes First, Scaly Skin (6+)

Assassin Bugs

Though most elves captured by The Hive are transformed into Mantis Hunters rarely a unique breed of warrior is born from them called by their enemies the Assassin Bug.

Swifter and stronger than their lesser brethren the Assassin Bug is capable of killing even the most elite warriors in the blink of an eye as like the Hunters they too are armed with two chitinous blades capable of cutting through both flesh and armor. What makes them truly deadly is their ability to get in close to the enemy and strike after it's too late for the enemy to react. Their speed allows them to move far ahead of the main force to attack vulnerable positions and targets of opportunity.

If however a very specific target needs to be killed the Assassin Bug has another way of getting close. The Assassin Bug kills one of the other warriors and wears its shell, taking its position with the army. Once up close to its target the Assassin Bug strikes with deadly force.

If battling an enemy too strong to be defeated in the usual way the assassin has another weapon available to them. A large injector lies within its mouth and when attacking it can use it to pierce the hide of even the strongest monsters and inject a corrosive liquid directly into their flesh killing them almost instantly.

	M	W	S	B	S	T	W	I	A	Ld
Assassin Bug	5	6	6	4	4	4	2	7	3	9

Troop Type: Infantry (Character)

Special rules: Hive mind, buzzing wings, always strikes first, Scout, Ward Save (5+), Scaly Skin (6+)

Assassin – An Assassin Bug may begin the game hidden in any friendly infantry unit. Make a note of which unit the assassin is hidden in. He may choose to reveal himself at the beginning of the turn, or at the start of the close combat phase. When he reveals himself, he displaces a model in the front rank. If the unit he is with is wiped out or flees off the board before he can reveal himself, he will be lost and count as a casualty. There are no other ways the assassin can be harmed before he is revealed.

A Killer not a Leader – An Assassin Bug may never be the army's General, and no unit may use its Leadership.

Injection – In close combat the Assassin Bug can forgo all of its attacks to make a single attack with the heroic killing blow special rule

Rock Rollers

When those who have faced the Hive before inevitably have to confront them again the sound they come to dread most is the thunderous stampede of the Rock Rollers in a full charge.

Formed from the giant Ogres of the east the Rock Rollers have proven to be among the best shock troops in the world. Like other ogres The Rock Roller is over 9 feet tall and as broad as five men. With huge legs capable of propelling them faster than a man and giant arms capable of crushing a man's skull with ease they are made even more deadly with a chitinous shell even thicker than most.

One unusual habit of theirs is a holdout from their time as ogres fighting for food and gold. Unlike a regular ogre Rock Rollers lack their distinctive paunch and the gut plate that makes them so distinctive. Most likely in an imitation of their previous lives Rock Rollers find large boulders that they roll in front of them where ever they go. More than a simple quirk this habit has great battlefield potential as the large rocks move at tremendous speeds once the Rock Rollers begin to charge and up close they use them to smash and crush those who survive the initial impact.

	M	WS	BS	T	W	I	A	Ld
Rock Roller	4	3	3	4	4	2	3	7
Heavy Roller	4	3	3	4	4	2	3	4

Troop Type: Monstrous Infantry

Special rules: Hive Mind, Scaly Skin (5+)

Rolling Charge – A unit of Rock Rollers that successfully charges an enemy has Impact Hits (1) special rule. When calculating the charge range if the two highest dice score a total of 10 or more they have Impact Hits (D3). A unit of Rock Rollers adds its current rank bonus to the strength of any Impact Hits they inflict.

Locust Swarms

If you asked a person what the most deadly beast in the world was you would get many different answers. A man from The Empire would say it is the griffon, and man from Bretonnia would say the Hippogriff, and from Kislev one of the mighty great bears. But a man from the southlands would tell you that that the most deadly of beasts is the humble desert locust and he would be right. No other beast in the world is responsible for more deaths.

Normally plant eaters when roused into battle by The Hive the locusts mutate into a hungry swarm of flesh eating insects.

Few things in the world are able to create a sense of fear in others then a swarm of hundreds of insects with the intent of consuming your flesh. Even worst is one so thick in numbers you can't fight back and can only wait was them slowly rip you apart.

	M	WSBSS	T	W	I	A	Ld
Locust Swarm	2	3	0	2	2	5	1 5 10

Troop Type: Swarm

Special rules: Buzzing Wings, Hover, Fear

Thick Swarm – An enemy unit in base contact with one or more Locust Swarms has the Always Strikes Last special rule.

Great Moth

As travellers move through the jungles of the south they often get the feeling that something is watching them and out of the corner of their eye they see shadows moving gracefully through the air. As they continue to move they air becomes hard to breath and they start hearing whispers from nowhere. Eventually the whispers start getting louder until they become loud screams. Their heads start to pound and they bleed from the eyes, ears and mouth till they collapse. It is at this time that the culprits, the giant moths known as the Great Moth come out of hiding to feed on the blood of their victims. If all that is not enough to bring down their prey the Great Moths are also able to draw upon the winds of magic, giving them the ability to control the powers of both life and death as they see fit. It is because of this that many of the tribe of humans who live in the Southlands often call the Great Moths the messengers of the underworld.

As The Hive began spreading across the Southlands they first mad contact with The High. The High's own massive magic power allowed for her to commune with the leaders of the moths, known as the Mothers, and an alliance was struck. The moths can now hunt far beyond the borders of the jungle and armies of The Hive are bolstered with powerful allies.

	M	W	S	B	S	T	W	I	A	Ld
Great Moth	1	2	3	3	3	1	4	1	7	
Mother Moth	1	2	4	3	3	1	4	1	7	

Troop Type: War Beast

Special rules: Fly, Hive Mind,

Psychic Scream – Psychic Scream is a shooting attack that can be used even if they are in close combat but it can only target a single enemy unit in base contact. It has the following profile:

Range	Strength	Special Rules
18"	3	Quick to Fire

No armor saves may be taken against wounds caused by this attack.

Natural Magic – A unit of Great Moths is considered to be a Level 1 Wizard that knows the spells Regrowth (Lore of Life) and Soulblight (Lore of

Death). This doesn't prevent other friendly Wizards from knowing the same spells. The unit receives an additional + 1 to cast for each rank of 5 or more models it has, after the first to a maximum of + 3. Each time the unit casts a spell (or is targeted by a special rule that affects a Wizard), you must nominate one Great or Mother Moth as the caster (or target) for the purposes of line of sight, range, etc. In the event of Great Moth unit rolling a miscast, do not roll on the Miscast table. Instead, the unit suffers D3 Wounds with no saves of any kind allowed.

Poison Dust – Models in base contact with this unit are at -1 to hit.

Upgrades:

Shadow Form – The Great Moths gain the ethereal and unstable special rules.

Cunocephalis

Within the Southlands there lives a unique breed of man unlike anything else in the world. Possessing the body of a man but the head of a wolf these creatures are known to the people of the Southlands as Cunocephalis meaning dog head. Smaller than a man and covered in fur these creatures seem more animal than man and they may be right as they craft no weapons and are able to move through the forest like monkeys and The Hive seems to have no interest in them. To treat them as mere beasts would be a dire mistake as they are able to tear a man apart with nothing but their fangs and claws and are smarter than they seem.

Though The Hive initially little interest in these creature that changed once they started to get into the food stores of The Hive. By consuming the nectar and honey of The Hive the Cunocephali mutated into forms more reminiscent of insects; they grew extra eyes, their jaws changed shape and more. But the most surprising change was that they became connected to the hive mind and soon become willing soldiers of The Hive.

	M	WSBSS	T	W	I	A	Ld		
Cunocephali	6	4	0	3	3	1	3	1	6

Troop Type: War Beast

Special rules: Hive Mind, Forest Strider

Fontaneller Gunnbugs

In the Southlands there lives secret cities full of thousands of giant termites. Within each of these cities there lives a single giant queen responsible for creating the next generation of termites. These queens, much like the queens of The Hive are connected to the hive mind. In return for protection and food from The Hive these termite mounds supply soldier termites to be used for battle.

These soldiers, called Gunnbugs by those who have faced them and survived, are a dangerous opponent as the termite mounds have branches that split off in every direction allowing them to attack from almost any direction, destroying vulnerable war machines and commanders. In battle they do not fight like normal beasts but instead use a unique mechanism built into their bodies that allows them to fire a spray of liquid at enemies that gets through armor and poisons on skin contact quickly killing the victim in agony.

	M	WSBSS	T	W	I	A	Ld
Fontaneller Gunnbugs	4	3	4	3	3	1	3 1 6

Troop Type: War Beast

Special rules: Hive Mind, Scaly Skin (6+), Skirmishers, Ambushers

Poison Shot – Poison Shot is a shooting attack; all Fontaneller Gunnbugs in the unit must shoot at the same target. Poison Shot uses the following profile:

Range	Strength	Special Rules
12"	3	Armor Piercing Quick to Fire Poisoned attacks

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Bombardier Beetles

A distant relative of the other giant beetles that inhabit the Southlands, the Bombardier Beetle has evolved a way of fighting off the many predators of the Southlands that has made the hive mind form a link with them for the purpose of using them as living weapons.

If an enemy comes within range the beetle goes high on its legs and points its rear towards the foe. Within the beetle a chemical reaction takes place and soon the beetle fires a chemical liquid at high speeds through the air. Once the liquid comes into contact with the air it starts to boil at such a high temperatures that even rock will start to melt. If the initial blast does not kill the enemy then the massive strength of the beetle is likely to finish them off.

	M	WSBSS	T	W	I	A	Ld		
Bombardier Beetle	5	3	3	4	5	3	4	2	6

Troop Type: Monstrous Beast

Special rules: Hive Mind, Scaly Skin (5+), Buzzing Wings, Fear

Chemical spray – Chemical Spray is a shooting attack. Chemical Spray is fired using the same rules as a fire thrower with the following exceptions. It has the following profile:

Range	Strength	Special Rules
N/A	4	Multiple wounds (D3) Armor Piercing

A Bombardier Beetle can use chemical spray if it moves, but not if it marches. It can be used for a stand and shoot reaction. If you roll a misfire no shots are fired.

Iron Millipedes

Though most of the Southlands are covered in jungles there are parts of the continent that are not.

One of these places is known as the Plain of Tuskers, were the giant beasts known as Tuskers roam.

Vicious carnivores as large as a mammoth with three meter long tusks and a trunk capable crushing most anything there is little on the plains they are unable to hunt; save for the Iron Millipede.

A giant millipede that gets its name from its chitinous shell that's as hard as worked steel.

Though not very aggressive when attacked they compact their bodies till they become a ball so tight that almost nothing is able to pierce their hide. Not even the powerful Tuskers.

Soon after expanding into the Plain of Tuskers the hive mind was able to bond with these creatures and began using them in battle. In battle they serve a function similar to that of the chariots used by other races. When compacted in their ball form by moving their muscles the Iron Millipede is able to start moving and after just a short time they will reach speed as fast as horses. This combined with their mass when directed by the hive mind can devastate the enemy.

	M	WSBSS	T	W	I	A	Ld
Iron Millipede	8	4	0	5	5	5	3 3 7

Troop Type: Chariot (4+)

Special rules: Hive mind, Fear, Stubborn

Rolling Ball – The Iron millipede has the Impact hits (D6+1), on the turn the millipede successfully charges into combat the armor save is increased to 2+ until the end of the turn.

Thrash Around – As the Iron millipede is a single living creature despite being classified as a chariot. It has a single profile shown above and in addition it has the Stomp special rule.

Dragonflies

Flying through the canopy of the vast jungles of the Southlands the giant Dragonfly is always on the lookout for prey. Large enough to devour a horse and strong enough to take down the fiercest of prey there is little in the world that is beyond their fangs. When hunting the strongest of prey they have a secret weapon. By rapidly beating its wings and compacting its body the Dragonfly is able to increase its internal temperature to incredible levels. When its target is close enough the Dragonfly fly then releases the heat in a single blast of steaming air that if enough heat was produced can melt humans in their own armor alive. This power is rarely used however as that heat generated can damage the Dragonfly as well.

	M	WSBSS	T	W	I	A	Ld	
Dragonfly	2	5	0	5	4	3	3	7

Troop Type: Monstrous Beast

Special rules: Fly, Fear, Scaly Skin (5+)

Blast of Hot Air – The Dragonfly has a breath weapon attack, to determine the strength of the attack roll a D3+1 before making the attack. The number rolled is the strength of the attack. Immediately after the attack the Dragonfly (or rider) takes a single hit with no armor saves allowed at the strength of the number rolled.

Great Centipedes

In the entire world there is only one monster known for the ability to do that which most people would consider impossible, hunting dragons. The Great Centipede.

Over a hundred feet long and covered in a steel hard shell it can quickly travel within its jungle home using hundreds of legs allowing it to outrun even the swiftest of fliers. The true secret to its success is in how it captures and kills its prey. Hiding just beneath the tree tops it can sense when its prey flies above it. Using its powerful muscles it, in the blink of an eye, leaps into the air. In the air it quickly wraps itself around its prey preventing it from flying and bringing it to the ground. Once the centipede is around something it will only squeeze tighter. By doing this the centipede ensures that its prey can neither fight nor flee properly allowing the powerful venom that it injects within to kill before devouring its catch.

	M	WSBSS	T	W	I	A	Ld
Great Centipede	105	0	6	5	5	5	7

Troop Type: Monster

Special rules: Forest Strider, Poisoned Attacks, Terror, Scaly Skin (4+), Large Target

Constriction – if an enemy model in close combat is a monster, monstrous beast or has the large target special rule then at the start of your close combat phase roll a D6. On a 3+ the enemy is constricted till the start of your next turn (if fighting multiple large models only one can be constricted at a time). If this happens then the constricted model takes -1 to weapon skill and -1 to their flee distance

Aerial Strike – if an enemy unit flies over a Great centipede it can make a single attack against it without the poisoned attacks rule. If it hits it does not wound but instead forces the unit into close combat with the centipede with -1 to weapon skill in the first combat round. This cannot be used if the Great Centipede is in close combat.

Catoblepas

Living on the highlands of the south is one of the mightiest yet strangest monsters in the world; the Catoblepas.

With a body like a giant bull and a head of a giant boar the beast has a habit of keeping its head low to the ground. This along with its slow movements have generated the belief that the Catoblepas is lacking in the head and though it is true that the beast is slow to anger and often would rather eat than fight, to simply call it stupid would be a grave mistake as in battle its size and power make short work of its enemies as its scales protect it from harm.

In the wild the Catoblepas has a diet consisting entirely of poisonous plants and roots. Because of this when the beast feels threatened it will begin to vomit. This releases a foul smelling liquid and gasses that, if touched, will enter the body and will quickly kill all but the toughest beings in the world.

Since first discovering these beasts The Hive have sent the strongest of its warriors to capture and tame them, so that their power may serve a higher purpose than their own gluttony.



	M	WSBSS	T	W	I	A	Ld
Catoblepas	6	4	0	5	5	5	2 4 6

Troop Type: Monster

Special rules: Large Target, Terror, Always Strikes Last, Scaly Skin (4+), Stupidity

Death Breath – The Catoblepas has a breath weapon that follows these rules. All models under the template must take a toughness test. If failed the model is slain. If passed the model takes a strength 2 hit with no armor save allowed.

Behemoths

Throughout the mighty rivers that crisscross the Southlands lives a creature that most only known about through legend and song but to those that live there is all too real; Behemoths.

As large as a townhouse and many times heavier. With a body much like a fat pig and a large flat mouth many who first see one would think the beast to be soft but the truth is that in the world there is no monster fiercer. Its large head hides a maw full of fangs as large as a man capable of ripping even the giant crocodilian leviathans of the jungles in half. But what really makes the beast so dangerous is its ferocity. It is said that if you anger a Behemoth that it will chase you to the ends of the world. Whether this is true or not is unknown as the beast is angered by the simple sight of a potential enemy (which is almost everything) and no one who has angered one has ever gotten far as its size and short legs betray its speed.

Taming an adult of such a beast would be impossible so in order to use them The Hive must first capture them when young, often only a few days out of its mother. Capturing one is not easy as the young stays close to its mother and a behemoth will fight harder to protect its young. Usually it is required that the parent must be slain to capture the youth. A task that often requires the use of any entire army.

As it grows the creature will in time prove to be as willful and hateful as its parent but as it grows it will become accustomed to a howdah and crew riding on its back. In battle the crew is able to exert a small amount of control of the beast. If the will of the riders is greater than the beast it will follow directions but if the beasts will is stronger it will start charging in whatever direction its mind will take it and any in its path, be they friend or foe, will be crushed to paste by its mighty bulk.

	M	WSBSS	T	W	I	A	Ld
Behemoth	6	3	0	6	6	3	4 5
Wasp Crew	5	3	3	3	3	1	4 1 7

Troop Type: Monster

Special rules: Large Target, Terror, Stubborn, Impact Hits (D6), Immune to Psychology, Hive mind (crew only), River Strider

Thick Skin – The Behemoth is protected by its thick skin and even thicker fat and muscles. These grant it an armor save of 4+.

Enraged – The Behemoth has the hatred rule but it is effective in all rounds of combat.

Giant Maw – The Behemoth has an additional Chomp attack. This attack has +1 to hit against targets with the large target special rule and the Killing Blow special rule

Hard to Control – If the Behemoth is not in close combat, at the start of the Hive turn the Behemoth must take a leadership test, using the crew's leadership. If failed the crew has lost control of the beast and it moves on its own. During the movement phase roll a scatter die. The Behemoth moves in the direction indicated using the random movement (2D6) rule, if a hit is rolled then it moves directly forward. If this movement would bring the behemoth into contact with the board edge, a building or impassable terrain, it instead stops 1" away. This movement can however bring it into base contact with a friendly unit, if it does it will move through the unit and immediately inflict impact hits and D3+1 Strength 6 hits on the unit resolved as per shooting attacks (if it moves through more than one unit at the same time, you must choose one to inflict hits on). After resolving these hits move the Behemoth the rest of the distance resolving any more hits along the way. If the Behemoth would stop within a unit place the Behemoth model one inch beyond the unit, in the direction it was moving. If the movement brings it into contact with a friendly unit the crew can try to bring it under control by inflicting one wound on the behemoth. If the crew wounds the behemoth it stops one inch from the unit but it still inflicts (D3) impact hits on the unit. The behemoth cannot move in the turn it is brought back under control.

Howdah Crew – The Behemoth has a howdah with a crew of four wasp men including one driver. If taken as a character mount then the character replaces the driver. It is treated as a monstrous mount with more than one rider. The crew are armed with hand weapons and javelins. Impact hits only hit the Behemoth but missile hits are randomized with a D6. If there is no character: 1-4 hits the beast, 5-6 hits

the crew. If a character is present then: 1-4 hits the beast, 5 hits the crew, and 6 hits the character. The behemoth gives those riding it a +2 bonus to armor saves. In close combat attacking models can choose to attack the Behemoth, the crew or a character. The Behemoth, character and crew cannot take part in a challenge as the beast is far too difficult to control to allow a challenge. If the mount is killed the crew and driver are killed. However a character may continue to fight on foot. If all the riders are killed you do not take a monster reaction test. Instead the beast is subject to the hard to control failure options but cannot be brought under control.

Daemons of Solkan

In times of great peril the wizards of The Hive can call upon a power of the god Solkan to aid them. The ritual to summon Daemons of Solkan is complex and takes time. A great bon fire is lit and multiple holy sages begin to pray over several days. If their prayers are to be answered at the start of the third day the fire will turn to a bright white and grow in size. At the end of the third day the fire will grow large enough to allow a small army of Daemons to come through.

Taking the shape of a human skeleton covered by white fire and wielding flaming swords the Daemons are a fearsome sight. As a piece of the great god his Daemons contain many of the same features of Solkan including his infinite rage towards to foul servants of the chaos gods and when summoned seek to destroy them above all others.

The Daemons of Solkan do not come alone when summoned; they come mounted on a most holy of beasts. The children of the great serpents Time and Fate fly gracefully through the air as they carry Solkans great warriors to battle and just like them are just as vengeful towards the dark servants of Chaos.

	M	W	S	B	S	T	W	I	A	Ld
Daemon of Solkan	4	5	5	4	4	1	4	1	9	
Herald of Solkan	4	5	5	4	4	1	4	2	9	
Serpent of Time & Fate	1	4	0	4	4	3	4	2	7	

Troop Type: Monstrous Cavalry

Special rules: Flaming Attacks (Daemons of Solkan only), Flying Cavalry, Hatred (Daemons of Chaos)

Daemon of Law – Units with this special rule have the Fear and Immune to Psychology special rules. In addition all their attacks are magical and they have a 5+ ward save.

The High

Prophet of the Gods of Law

The one true leader of The Hive, queen of all queens, prophet of all that is good, the hive mind, the one known as The High has many names and titles. To her allies she is salvation; to her enemies she is death.

Born over a thousand years ago to a tribe of primitive humans living within the Southlands her birth name has been lost to history as it is no longer needed. She first became the one known as The High after discovering one of the lost crystals of Arianka deep within the jungles of the Southlands her spirit was bound to it and the other gods of law. After doing so her body was filled with the energies of the gods of law and she knew her purpose.

The power had changed her and made her far more powerful than ever before. Her former tribesmen were the first to be blessed by the powers of law and they became the first Waspmen; many of which still live today as the oldest and some of the most powerful and skilled of their kind.

Most of the time she takes the form of a maiden. Many would say the most beautiful in the world as many great warriors have fallen to their knees and surrendered themselves to a greater purpose just from the sight of her. The current champion of The Hive, Kasen Zangak, included. But when battle calls she is capable of taking on a form far more suited for war. Much like the lesser Hive Queens but far more regal and fierce The High possesses not only a powerful body but also has been gifted with a blessing from each of the gods of law. From Solkan she can cast his own breath to roast her enemies alive; from Alluminas a magical key that has the power to open the gates to heaven itself; and from Arianka she still has the original crystal of the goddess to protect her from evil.

	M	WS	BS	S	T	W	I	A	Ld
The High	5	7	4	5	6	8	7	5	10

Troop Type: Monster (Special Character)

Magic: The High is a level 4 Wizard. She may choose spells from the Lore of The Swarm, Life, Light, Fire, and Beasts.

Special rules: Hive mind, Buzzing wings, Fly, Large target, Terror, Scaly skin (4+)

Breath of Solkan – The High has a Strength 4 breath weapon with the flaming attacks special rule and all hits are magical.

Lord Queen of the Hive – if you take The High she must be your army's general. In addition her inspiring presence is 24”.

Absolute Rage – if The High is removed from play all units in the army with the hive mind rule gain hatred that is effective in every round of combat.

Beauty and Terror of the Dawn – The High has a 4+ ward save.

MAGIC ITEMS:

Arianka's Crystal (Arcane Item)

Found by The High ages ago, this small crystal around her neck holds the last of the goddess's power left in the physical world. When the dark powers of chaos get out of hand the love of Arianka prevents the worst of it from harming The High. If the High rolls on the miscast table only roll a single D6. A roll of 1 is Power Drain, 2-3 is Magical Feedback, and a roll of 4-6 is Detonation! In addition all attacks made by The High are magical and she has Magic Resistance (1).

Key of the Heavens (Magic Weapon)

Created by Alluminas, this giant key floats beside The High and acts as if it has a mind of its own, attacking her enemies and shielding her from harm. Because it exists halfway between this world and the next the physical defenses of mortals have little effect on the power of the key. The true power of the key however is activated when The High sends her magical power through it. The key opens the path to Nirvana; were the just are rewarded with paradise and the evil are destroyed by the gods on high.

The High has an additional strength 3 attack at her initiative and weapon skill. The attack has the Armor Piercing special rule. The key also has the 5+ bound spell, Banishment.

Kasen Zangak

Warmaster of the Hive

When the warriors of The Hive march to war against the greatest of enemies they are led by the greatest of their kind; The Warmaster of the hive Kasen Zangak.

Like the rest of the warriors serving the gods of law Kasen was not born a wasp warrior but was once a human living within the Southlands. After coming of age he quickly rose among his tribe's warriors and was soon the lead hunter of his tribe and gifted the tribes greatest weapon; the hunting spear Zagaya. It is said that with this weapon he once hunted down a rampaging Behemoth and feed his tribe for over a month and in another battle killed a savage Orc Warboss single handily, saving his village from Waaagh! Treesmasha.

His greatest achievement however is the day The High came to his village. At first believing her to be a threat he raised Zagaya ready to strike but stopped after catching a glimmer of her. After only seeing her for a moment he knew what she was and what she represented, so he quickly surrendered and knelt before her.

He and his tribe were soon transformed into warriors of the Hive and Kasen himself has risen to become The Hives greatest champion and Warmaster.

	M	WSBSS	T	W	I	A	Ld
Kasen Zangak	5	8	4	4	4	4	7 4 10

Troop Type: Infantry (Special Character)

Special rules: Hive mind, Buzzing wings, Highly Poisoned stinger, Scaly skin (5+)

MAGIC ITEMS:

Zagaya (Magic weapon)

This spear was made from the hip bone of an ancient dragon that died near the old home of Kasen Zangak. This makes the spear stronger than steel and but light enough to throw like a javelin. Not long after construction the shaman of the village enchanted the spear so that when thrown the spear magically splits into half a dozen shafts to impale multiple enemies or a single beast before magically returning to the hand of the thrower.

Zagaya has the following profiles:

Range	Strength	Special Rules
Combat	+1	Armor Piercing
12"	+1	Quick to fire Multiple Shots (D6+1) Armor Piercing

It can be used in close combat or as a missile weapon using the above profiles.

Grand Shield (Magic Armor)

The skin of a behemoth slain by Kasen Zangak was used to make this shield, offering him unrivaled protection.

The grand shield lets Kasen take a parry save at 5+. This parry save can be taken even if he is mounted. In addition he is always counted as being in soft cover.

Heart of the Great Oak (Talisman)

A great oak tree was once burnt to ash by the fires of Solkan but the core of the tree survived and was blessed by the gods as a symbol of all The Hive fights for. When Kasen Zangak raises this talisman into the air all the soldiers fighting for him are reminded of this and even the most frightened of them regain the strength to fight.

Once per game, all units automatically rally.

The Leech Lord

Mystic of the Swamp

It is unknown where the creature known as The Leech Lord came from or what it is. It appears to others as a large swarm of leeches in the general shape of a human wizard, with a large hat and beard. The creature also seems to show a human level of intelligence as it carries weapons and most disturbingly of all is that it appears to be able to use magic, specifically the wind of Ghylan.

Trying to fight the Leech Lord is a task most difficult as the entire body of the creature is not a solid mass but a mass of hundreds or even thousands of individual leeches. When striking sword and spear blows often pass right through it and those that do connect are healed right away by the Leech Lords healing ability that is stronger than even that of a trolls and the leeches that are blown off will start to bite those that attacked the mass.

Though the true identity of the Leech Lord is unknown there is a rumor going around the wizards colleges of Altdorf. They say that the former Supreme Patriarch of the Jade order, Paranoth, who died within the lands Sylvania fighting against the Vampire Counts, has been reborn after his magic was infused within the swamp where his body fell.

	M	W	S	B	S	T	W	I	A	Ld
The Leech Lord	4	4	3	3	3	4	5	3	9	

Troop Type: Infantry (Special Character)

Magic: The Leech Lord is a level 4 Wizard. He may choose spells from the Lore of Life.

Special rules: Hive mind, Strider (Water)

Million Leeches – The Leech Lord's body is composed of thousands of leeches forming one body so blows against the mass of creatures tend to do little damage. All hits against the character are at -1 strength and he has a 6+ armor save and 3+ Regeneration. In addition for every hit caused on the Leech Lord in close combat the attacking unit suffers D3 strength 2 hits, randomized as shooting.

Countless minds – The Leech Lord is unbreakable

MAGIC ITEMS:

Staff of the Mire (Arcane Item)

Once, long ago, a human necromancer created a staff from the wood within a swamp. He believed the death that the trees in the swamp had absorbed would increase his own power over death. However he did not know that a swamp is actually a place of great life and the staff he created would only enhance the magic of life. When the necromancer tried to use the staff their power cancelled each other out and the wizard forever lost his ability to cast magic. He later died a beggar on the streets of Altdorf after selling the staff for a few copper pieces. The Leech Lord has a +1 to cast all spells from the lore of Life. In addition all spells cast by the Leech Lord need a +1 to dispel.

Leech Sword (Magic Weapon)

It is unknown if this sword is alive or not. It is known however that every so often the sword will bite the creature it is thrust into and rejuvenate the wielder. For each wound the Leech Lord inflicts on an enemy in close combat with a roll of 5 or 6 he regains one wound up to his normal maximum.

Jarhol the Mad

The Madness of Solkan

The tale of the Killer Wasp known as Jarhol the Mad is a story of the true cowardness of the forces of chaos in the face of the Gods of Law.

Years ago a raiding party from one of the tribes of the cursed land known as Norsea came down to the shores of the Southlands intent of pillage and plunder. Of this party the names of only two are known; the leader Akrsol and his young son Jarhol. After a successful season attacking merchant ships and empire colonies the party decided to travel inland.

The party found little of value until they came upon a deserted Lizardman outpost still full of treasure. Blinded by the gold the raiders did not notice that the outpost was not abandoned until it was too late. The group had walked directly into a Hive nest and was now surrounded on all sides. Though the warriors fought with great skill and ferocity they could not overcome the vast numbers within the nest.

It was then that Akrsol made a decision that would change the fate of both him and his son. He abandoned the fight and left his son and his crew to their fates. Seeing his father leave them all behind broke the young warrior and he gave himself up without any more fight. Like all the surviving warriors they were taken to be transformed and Jarhol became a Killer Wasp. Normally that would have been the end of his story but the wrath he felt towards his father was so great that when facing other slaves of chaos he fights with a fury even greater than his fellows we would kill them all instead of capturing them. Though he was often disobeying the orders of the hive mind in doing so the Gods of Law saw fit to reward him for his zeal. Solkan granted him his favor; his hands now burn with white fire that burns to ash all evil. Since first joining The Hive Jarhol has killed hundreds of warriors but in his heart his rage has only one target; his father Akrsol who he knows he is fated to kill.

	M	W	S	B	S	T	W	I	A	Ld
Jarhol the Mad	5	5	3	4	4	2	5	3	8	

Special rules: Buzzing wings, Frenzy, Fear, Scaly skin (6+), Hatred (Warriors of Chaos)

My Father Akrsol – If your opponent is playing Warriors of Chaos with his permission you can use this rule. Nominate one Exalted Hero in their army as Akrsol. If they do not have any this rule cannot be used. If either Jarhol or Akrsol challenges the other they cannot refuse and the challenge cannot end unless one of them has been killed. In this challenge Akrsol and Jarhol can reroll a single to hit or to wound roll. Double victory points are awarded to the winner of the challenge.

MAGIC ITEMS:

Hand of Solkan's Fire (Magic Weapon)

Because of Jarhol's unrelenting fury at all things chaos, Solkan has gifted to Jarhol a fraction of his power. Now Jarhol's hands burn with fire from the heavens themselves and all evil he touches are destroyed by holy fire.

Paired Weapon. Jarhol has the flaming attacks and armor piercing special rules. In addition any chaos unit or wizard hit by this weapon lowers any ward save they have by 1

Troop Type: Infantry (Special Character)

Leroux the Rider

Tamer of Beetles

Four hundred years ago Francois Leroux was a knight from Bretonnia who after a successful career as a knight took up the sword to become a Questing Knight. Not long after starting his journey he heard a voice telling him to head south. Believing this to be from his goddess he did as instructed and started the journey to the Southlands. Throughout the journey Leroux proven his worthiness a dozen times over, slaying small armies of greenskins and even the unholy dead of Nehekhara but the Lady would not show. Once he reached the edge of the jungle he knew that it was hear that he would meet his destiny.

Travelling through the jungle for days with little food and water, the heat and his armor soon defeated the knight and he collapsed from his horse into the mud. But he did not die their as a passing patrol came upon him and brought him back to their hive. He was reborn as Wasp warrior and took the title of captain for his skill and strength.

He took to his new duties well and started leading patrols into the jungle. During one fateful encounter he lead this unit close to the lost Lizardman temple city of Zlatlan on reconnaissance when they were ambushed by a group of Saurus warriors riding giant lizards known as Cold Ones. Though they were outnumbered the thick hides of the Cold ones as well as their shard claws and teeth quickly turned the battle into a rout until only Leroux himself was alive.

During his flight he noticed on of the Southlands giant rhino beetles and was overcome with memories of his past life. As if by instinct he mounted the beetle and after a short while had managed to break it. He fashioned a makeshift lance from a piece of fallen ironwood and charged into the ranks of the Saurus. His lance pierced the commander and the horn of the rhino beetle killed another beside him. The combined strength of the two carried the day and Leroux was victorious. Not long after this other Waspmen began breaking other giant beetles and soon The Hive had a new and powerful weapon to destroy their enemies.

Troop Type: Infantry (Special Character)

Special rules: Hive Mind, Scaly skin (6+), Impale Attack, Tough Cuticle

MAGIC ITEMS:

Gromril Lance (Magic Weapon)

This lance was taken after the siege of the lost dwarf hold of Karak Zorn. Made of the purest Gromril this lance was made for a lost cavalry formation of the dwarfs.

The Gromril Lance hits on a charge at +3 strength and has the armor piercing rule.

Ebony Armor (Magic Armor)

Made from the iron hard wood of a thousand year old ebony tree the pitch black color of this armor seems to suck out the strength of any arrow fired at or around the wearer.

Light armor. All shooting attacks made against Leroux and any unit he is with are made at strength 2.

	M	W	S	B	S	T	W	I	A	Ld
Leroux the Rider	5	5	4	4	4	4	2	6	3	8
Rhino Beetle	7	4	0	4	3	1	3	1	5	

Regar Ironskull

Slayer of Chaos

Regar Ironskull was once a young dwarf living within a small village in the province of Reikland. This changed when his village was attacked by a band of spider riding Goblin savages that captured and dragged off the entire village, including his wife and children, deep into the forest; with the lone exception of Regar himself who was thought dead under a collapsed townhouse. After digging himself from under the home he fell into despair at his failure and took the slayers oath then and there. He shaved his hair save for a strip in the middle died it orange and traveled into the forest. He found the goblins lair three days later and took his families ancestral axe and killed every last spider and goblin there. It was too late to save anyone and not satisfied with just this small revenge he started to travel around The Empire destroying spider lairs were ever he could find them.

After many years of killing and getting no closer to his goal he heard from some sailors that had returned from the south of a great forest with many greenskins and giant creatures that resembled spiders and so started a journey to the south. After reaching the jungle he started his hunt and was delighted to find many greenskins and giant beasts and he hoped a good death.

After a year of fighting within the jungle he stumbled upon a hive with hundreds of warriors within. During the battle he cut his way into the center of the hive and came face to face with a hive queen herself. Regar fought long and hard but was ultimately defeated, but instead of the death he had wanted he was saved and given a new life.

However in this new life he soon grew restless. Memories of his many battles and of his shame began to affect him. It was then that he did something no other had ever done. His mind became separate from the rest of the hive mind and left the service of The Hive. He fashioned fern leaves in mimicry of his old hair and took up his old axe and left to begin his hunt anew.

He now travels across the world looking for greenskins to battle and will occasionally join with a Hive army if he believes there are strong enemies to fight. Though many commanders are uncomfortable

around him they are usually unwilling to pass up the aid of such a powerful warrior.

	M	W	S	B	S	T	W	I	A	Ld
Regar Ironskull	4	6	3	4	5	2	5	3	10	

Troop Type: Infantry (Special Character)

Special Rules: **Buzzing Wings, Magic Resistance (2), Scaly skin (5+), Hatred (Orcs and Goblins), Unbreakable**

Loner – Regar Ironskull may not join a unit. In addition he can never be the army's general.

MAGIC ITEMS:

Axe of Devastation (great weapon)

This is the rune axe that Regar used in his life as a slayer. The magic placed in the weapon is still strong so every time the axe digs into the flesh of an enemy it goes a little deeper and the enemy bleeds more.

This weapon grants Regar Ironskull the multiple wounds (D3) special rule.

Lore of the Swarm

Lore Attribute

The Power of Law

Spells from the lore of the swarm are not drawn from the winds of magic like other lore's but are drawn from the power of the gods of law. Because of this it is more difficult for enemy wizards to dispel the magic generated by a wizard using this lore. If you have at least one wizard using the lore of the swarm in your army, during your magic phase, after generating power dice and dispel dice roll a D3. Remove a number of dispel dice from your opponents dispel pool equal to the roll. This effect is not cumulative so it does not matter if you have one wizard with the lore of the swarm or ten only one D3 is rolled. If both armies have at least one wizard with the lore of the swarm then the lore attribute is cancelled out for both armies.

Ambrosia (Signature Spell) cast on 6+

The soldiers of the Hive are filled with the energy of the legendary ambrosia nectar, causing them to move with unnatural speed and ferocity.

Ambrosia is an **augment** spell with a range of 12". The target unit gains +1 attack and +1 initiative until the start of the casters next Magic phase. The wizard can choose to extend the range of this spell to 24". If he does the casting value is increased to 9+.

Countless Hordes cast on a 6+

Summoning the truly countless number of insects and pests within the area, the wizard directs them to bite and sting the enemy to death.

Countless Hordes is a **direct damage** spell with a range of 24" and causes 2D6 strength 2 hits. The wizard can choose to extend the range of this spell to 48". If he does so the casting value is increased to 9+.

Parasites Cast on a 9+

The magic of the wizard causes parasites to appear within the bodies of enemies. Vomiting and worse rapidly spread causing great weakness in the enemy.

Parasites is a **hex** spell with a range of 24". The target unit suffers a -1 to toughness and -1 to strength until the start of the casters next magic phase. The wizard can choose to target each enemy unit in range. If he does the casting value is increased to 18+.

Hyper sensitive eyes cast on a 10+

Activating the natural senses of the soldiers of the Hive the warriors blows strike with great accuracy and they are able to dodge even the most deadly of blows.

Hyper sensitive eyes is an **augment** spell with a range of 12". The target unit gains a +1 bonus to its ward save and a +1 to hit until the start of the casters next magic phase. If the unit does not have a ward save they gain a 6+ Ward save. The wizard can choose to extend the range of this spell to 24". If he does the casting value is increased to 13+.

Stink Beetle cast on an 11+

The wizard causes an innocent looking stink beetle to appear with the ranks of the enemy. While harmless to the enemy its mere presence causes hive warriors to go berserk.

Remains in play. Stink Beetle is a **hex** spell with a range of 24". The target unit gains a stink beetle in its ranks. Any unit with the Hive Mind rule in close combat with the unit gains the frenzy rule until it is not in contact with the unit. The wizard can choose to extend the range of this spell to 48". If he does the casting value is increased to 14+.

Forced Evolution cast on a 12+

Tapping into the vast strength hidden within the warriors of the Hive, the wizard forces them to grow stronger than ever before.

Forced Evolution is an **augment** spell with a range of 12". Roll a D6, the target unit increases a characteristic indicated by the roll by one, up to a maximum of 10, for the rest of the game. Forced Evolution can be repeatedly cast on the same target. The wizard can change the spell and directly choose which characteristic is increased. If he does the casting value is increased to 20+.

D6	Characteristic
1	Movement
2	Weapon Skill
3	Strength
4	Toughness
5	Initiative
6	Attacks

Strength of the Hive cast on a 15+

By increasing the connection the warriors of the Hive have to the hive mind they gain the strength of their entire race, making them fearless in the face of any danger.

Strength of the hive is an **augment** spell with a range of 24". The target unit gains the immune to psychology rule unit the start of the casters next magic phase. The wizard can increase the power of the spell to make the targeted unit stubborn as well as immune to psychology. If he does the casting value is increased to 24+.

The Queens Bounty

Magic Weapon

Poison of the Mui Larva

The weapon is coated in poison drawn from the Mui Larva. Allowing it to kill even the mightiest of warriors with a single scratch.

A character equipped with this item has the killing blow special rule

Poison of the Ko Worm

The poison of the Ko Worm is without a doubt the single most deadly poison in the world. Even the smallest wound can even fell the mightiest of Dragons and greatest of legendary heroes.

A character equipped with this item has the heroic killing blow special rule

Because a weapon with these poisons on it looks no different than an ordinary weapon and has no magic in it a character equipped with this items cannot have it stolen, destroyed, lost or in any way have it nullified. These weapons do not grant magical attacks to the user and as you can take as many as you wish (though only one per character and another magic weapon still cannot be chosen)

Blade of the Behemoth's Fury

This blade, having been dipped into the blood of the legendary Behemoth and having mighty spells cast on it at the same time, has caused the blade to gain the fury of the Behemoth and transfers it to its wielder.

If equipped with this weapon the character has the hatred rule that is effective in all rounds of combat.

Bloodstone Axe

The stone head of the great axe is colored a deep crimson. Taken off the body of a mighty savage orc warboss, every time this weapon drinks the blood of enemies it revitalizes and strengthens the user.

Always Strikes Last. Requires Two Hands. In close combat the wielder of the Bloodstone Axe has +2 Strength. For every wound inflicted with this weapon restore the same number of wounds for the character, up to their normal amount.

Magic Armor

Armor of the Sasawa Tree

The Sasawa tree, an especially rare tree from the Southlands, is grown using the blood of dark elf pirates captured and killed. This causes the wearer of armor made from its wood to gain the dark elves natural hatred for all others.

Light armor. A character equipped with this armor has the hatred special rule

Shell of the Boto Beetle

The natural armor of the Boto beetle is one of the strongest in the world. Shields made of the shells of dead Botos are able to protect the user from any attack, no matter how strong.

Shield. No matter the strength of the attack, the bearer of this shield is always able to take a 6+ armor save from the shield, even if it would normally ignore this/ ignore the rest of the armour save.

Rune Armor of Dispelling

Taken off A Dwarf Thane from the lost hold of Karak Zorn this suit of armor is engraved with a lost rune of dispelling. The power of the rune shields the wearer from all magic, good or evil.

Heavy Armor. A character with this armor has Magic Resistance (3). However the ward save must be taken against all magic cast on the character including beneficial ones cast by friendly casters.

Talisman

Amber Beetle

This beetle, locked within a piece of amber since time immaterial gives the user extra vitality and some say will die in the place of the user.

A character equipped with this talisman gains +1 to its wounds

Fire of Solkan

Solkan, the god of vengeance, sometimes grants a fraction of his power to those he feels are worthy, making their attacks possess the holy flame and protecting the user from evil fire as well.

A character and any unit he is with gains the flaming attacks special rule. In addition they have a 2+ Ward save against flaming attacks.

Black Blood of Trolls 30 points

This small glass orb is filled with blood taken from the trolls of the far north. It is said the chaos lord who once had it had the ability to regenerate from any wound like a troll. Obviously, this power could not save him from the power of the Hive but now it serves the powers of law.

A character with this talisman has the Regeneration (4+) special rule

Magic Standard

Standard of the Hive Mind

This standard has painted on it the symbol of the hive mind itself. When near it the soldiers are more connected to the mind of their leader.

A unit with this banner can use the general's leadership from any were on the board

Stick Insect Standard

Unusually this standard is actually a living giant stick insect. When in combat the insect will fight alongside the unit that is carrying it.

When the bearer of this standard attacks an enemy in close combat he makes D3 Strength 3 additional attacks at his initiative.

Icon of Sotek

After defeating a unit of Skinks in battle a unit of Waspmen was ambushed by an army of Skaven. Taking the defeated lizard's standard as their own they discovered that the foul rats cowered in fear at the sight of the icon, routing before a single Waspman could be killed.

The unit with this standard causes fear on any unit of Skaven. If the Skaven unit is one of clan Pestilens the unit causes terror instead.

Arcane Items

Queen's Flower

Taken from the Tree of all Knowledge and blessed by the High, this flower possesses the power of the gods of law themselves. When used even the most powerful of wizards will find their powers to control of the winds of magic diminish.

One use only. If an enemy wizard successfully dispels a spell cast by this wizard you can use this item. They must reroll the same number of dispel dice

Scroll of the Eight Winds

Written by Teclis himself within the tower of Hoeth and given to one of his most gifted students. This scroll has found its way into the hands of the Hive. By reading the scroll the user can gain mastery of any of the eight winds of magic.

When the bearer of the Scroll of the Eight Winds generates spells from one of the Lores of battle magic from the Warhammer rulebook, she can choose one spell – the rest must be generated following the normal rules.

Light of Alluminas

This small glass ball held in one's hand emits a soft glow. When it is broken a wizard can direct its light to any enemy. The light, gifted from Alluminas, makes the flow of magic with an item come to a stop, leaving it as little more than an ordinary sword or jewel.

One use only. Target an enemy model within 6" that has a magic item and roll a D6. If the roll is passed the magic item is destroyed. If the model has multiple items choose one at random. The roll needed to pass is determined by the level of the wizard using this item. At level one and two it is 5+, at level three and four it is 3+.

Enchanted Items

Bile of the Fly

This potion is made from the collected bile of a thousand flies from the jungles of the Southlands. By ingesting it a warrior can temporarily gain the power of the fly and unleash a deadly vomit from their mouth to dissolve those that would harm the Hive.

One use only. The model can make a Strength 3 breath weapon with a -3 to armor saves.

Ring of the Grey Seer

Torn off the finger of one of the traitorous leaders of the Skaven killed in battle. A warrior can use this ring to unleash a small bit of the power the Grey Seer once possessed.

Bound spell (power level 4). The ring contains the following spell:

Magic Missile. Range 12". Inflict 2D6 Strength 3 hits on a unit in range.

The Hive Army List

USING THE ARMY LIST

The army list is used alongside the 'Choosing an Army' section of the Warhammer rulebook to pick a force ready for battle. Over the following pages you will find an entry for each of the models in your army. These entries give you all of the gaming information that you need to shape your collection of models into the units that will form your army. Amongst other things, they will tell you what your models are equipped with, what options are available to them, and their points costs.

UNIT CATEGORIES

As described in the Warhammer rulebook, the units in the army list are organised into five categories: Lords, Heroes, Core Units, Special Units and Rare Units.

ARMY LIST ENTRIES

Each army list entry contains all the information you need to choose and field that unit at a glance, using the following format:

Wasp Warrior		1	XXX Points										4
Profile			M	WS	BSS	T	W	I	A	Ld	Troop Type		
Wasp Warrior		2	5	3	3	3	3	1	4	1	7	Infantry	3
Wasp Guardian			5	3	3	3	3	1	4	2	7	Infantry	
5	Unit Size: 10+		7	Special Rules:		8	Options:						
6	Equipment:			Hive mind			One Wasp Warrior may be upgraded to a Wasp Guardian One Wasp Warrior may be upgraded to a musician One Wasp Warrior may be upgraded to a standard bearer The entire unit may be equipped with Spears The entire unit may be equipped with Shields						

1. **Name.** The name by which the unit or character is identified.

2. **Profiles.** The characteristic profiles for the model(s) in each unit are provided as a reminder. Where several profiles are required these are also given, even if they are optional (such as unit champions).

3. **Troop Type.** Each entry specifies the troop type of its models (e.g. 'infantry, monstrous cavalry' and so on).

4. **Points value.** Every miniature in the Warhammer range costs an amount of points that reflects how effective it is on the battlefield. For example, a Wasp Warrior costs X points, whilst the powerful Kasen Zangak costs a whopping XXX points!

5. **Unit Size.** This specifies the minimum size for each unit, which is the smallest number of

models needed to form that unit. In some cases units also have a maximum size, or can even comprise just a single model.

6. **Equipment.** This is a list of the standard weapons and armour for that unit. The cost of these items is included in the basic points value.

7. **Special Rules.** Many troops have special rules that are fully described earlier in this book or in the Warhammer rulebook. The names of these rules are listed here as a reminder.

8. **Options.** This is a list of optional weapons and armour; mounts, magic items and other upgrades for units or characters, including the points cost for each particular option. Many unit entries include the option to upgrade a unit member to a champion, standard bearer or musician.

Some units may carry a magic standard or take magic items at a further points cost.

Lords

The High										XXX Points	
Profile	M	W	S	B	S	T	W	I	A	Ld	Troop Type
The High	5	7	4	5	6	8	7	5	10		Monster (SC)

Magic:

- The High is a Level 4 Wizard. She uses spells from the Lore of The Swarm, Life, Light, Fire, and Beasts.

Magic Items:

- Arianka'a Crystal
- Key of the Heavens

Special Rules:

- Hive mind
- Buzzing wings
- Fly
- Large target
- Fear
- Scaly Skin (4+)
- Breath of Solkan
- Lord Queen of the Hive
- Absolute Rage
- Beauty and Terror of the Dawn

Kasen Zangak										XXX Points	
Profile	M	W	S	B	S	T	W	I	A	Ld	Troop Type
Kasen Zangak	5	8	4	4	4	4	7	4	10		Infantry (SC)

Equipment:

- Light Armor

Magic Items:

- Zagaya
- Grand Shield
- Heart of the Great Oak

Special Rules:

- Hive mind
- Buzzing wings
- Highly Poisoned stinger
- Scaly skin (5+)

Options:

- May be mounted on one of the following:
 - Rhino beetle
 - Goliath beetle
 - Dragonfly
 - Behemoth
 - Catoblepas

The Leech Lord										XXX Points
Profile	M	WSBSS	T	W	I	A	Ld	Troop Type		
The Leech Lord	3	4	3	3	3	4	5	3	9	Infantry (SC)

Magic:

- The Leech Lord is a Level 4 Wizard. He uses spells from the Lore of Life.

Magic Items:

- Leech Sword
- Staff of the Mire

Special Rules:

- Hive mind
- Strider (Water)
- Million Leeches
- Countless minds

Hive Queen

XXX Points

Profile

Hive Queen

M WSBSS T W I A Ld
5 6 4 5 6 4 7 5 10

Troop Type

Monster (C)

Magic:

- The Hive Queen is a level 1 Wizard. She uses spells from the Lore of The Swarm

Equipment:

- Razor Claws
- Special Rules:**
- Buzzing wings
- Hive Mind
- Fly
- Large target
- Fear
- Scaly Skin (4+)
- Ward Save (5+)
- The High Queen
- Protect the Queen
- Unspeakable Rage
- Living Hive

Options:

- May be upgraded to a level 2 Wizard
- May be upgraded to a level 3 Wizard
- May be upgraded to a level 4 Wizard

Wasp General

XXX Points

Profile

Wasp General

M WSBSS T W I A Ld
5 6 4 4 4 3 7 4 9

Troop Type

Infantry (C)

Equipment:

- Hand Weapon

Special Rules:

- Hive Mind
- Buzzing Wings
- Highly Poisoned Stinger
- Scaly Skin (5+)

Options:

- May be armed with one of the following:
 - Additional hand weapon (unless mounted)
 - Chitinous Arms
 - Lance (if mounted)
 - Great Weapon
- May take a shield
- May take Light Armor
- May mounted on one of the following:
 - Rhino beetle
 - Goliath beetle
 - Dragonfly
 - Behemoth
 - Catoblepas
- May take magic items up to a total of100 points

Butterfly Sage										XXX Points
Profile		M	WSBSS	T	W	I	A	Ld	Troop Type	
Butterfly Sage		3	4	3	3	3	5	3	9	Infantry (C)

Magic:

- The Butterfly Sage is a level 3 Wizard. She may choose spells from the Lores of The Swarm, Life, Light, Fire, and Beasts

Equipment:

- Hand Weapon

Special Rules:

- Hive mind
- Fly
- Translucent beauty

Options:

- May be upgraded to a level 4 Wizard
- May mounted on one of the following:
 - Great Hive
- May take magic items up to a total of100 points

Heroes

Leroux, the Rider										XXX Points
Profile	M	WS	BSS	T	W	I	A	Ld	Troop Type	
Leroux	5	5	4	4	4	2	6	3	8	Cavalry (SC)
Rhino Beetle	7	4	0	4	3	1	3	1	5	

Equipment:

- Hand Weapon

Magic Items:

- Gromril Lance
- Ebony Armor

Mount:

- Rhino Beetle

Special Rules:

- Hive Mind
- Scaly skin (6+)
- Impale Attack
- Tough Cuticle

Jarhol, the Mad										XXX Points
Profile	M	WS	BSS	T	W	I	A	Ld	Troop Type	
Jarhol	5	5	3	4	4	2	5	3	8	Infantry (SC)

Magic Items:

- Hand of Solkan's Fire

Special Rules:

- Buzzing wings
- Frenzy
- Fear
- Scaly skin (6+)
- Hatred (Warriors of Chaos)
- My Father Akrsol

Regar Ironskull										XXX Points
Profile	M	WS	BSS	T	W	I	A	Ld	Troop Type	
Regar Ironskull	4	6	3	4	5	2	5	3	10	Infantry (SC)

Magic Items:

- Axe of Devastation

Special Rules:

- Buzzing wings
- Magic resistance (2)
- Scaly skin (5+)
- Hatred (Orcs and Goblins)
- Unbreakable
- Loner

Young Queen										XXX Points	
Profile	M	W	S	B	S	T	W	I	A	Ld	Troop Type
Young Queen	4	4	3	4	4	4	3	4	2	9	Infantry (C)

Magic:

- The Young queen is a level 1 Wizard. She uses spells from the Lore of The Swarm

Equipment:

- Hand Weapon

Special Rules:

- Hive mind
- Buzzing wings
- Stubborn
- Pheromones
- Rage
- Leader not a Killer
- Great Beauty

Options:

- May mounted on one of the following:
 - Great Hive
- May take magic items up to a total of50 point

Butterfly Mage											XXX Points
Profile	M	W	S	B	S	T	W	I	A	Ld	Troop Type
Butterfly Mage	3	4	3	3	3	3	2	5	2	8	Infantry (C)

Magic:

- The Butterfly Mage is a level 1 Wizard. He may choose spells from the Lores of The Swarm, Life, Light, Fire and Beasts

Equipment:

- Hand Weapon

Special Rules:

- Hive mind
- Fly
- Translucent beauty

Options:

- May be upgraded to a level 2 Wizard
- May mounted on one of the following:
 - Great Hive
- May take magic items up to a total of50 points

Wasp Captain										XXX Points	
Profile	M	W	S	B	S	T	W	I	A	Ld	Troop Type
Wasp Captain	5	5	4	4	4	4	2	6	3	8	Infantry (C)

Equipment:

- Hand Weapon

Special Rules:

- Hive Mind
- Buzzing Wings
- Highly Poisoned Stinger
- Scaly Skin (5+)

Options:

- May be armed with one of the following:
 - Chitinous Arms
 - Additional hand weapon (unless mounted)
 - Lance (if mounted)
 - Great Weapon
- May take a shield
- May take Light Armor
- May mounted on one of the following:
 - Rhino beetle
- May take magic items up to a total of50 points

ARMY BATTLE STANDARD

One Wasp Captain or Beetle Master in the army may carry the Battle Standard for +25 points. The Battle Standard Bearer can have a magic banner (no points limit). A model carrying a magic standard cannot carry any other magic items.

Beetle Master

XXX Points

Profile

Beetle Master

M WSBSS T W I A Ld

4 5 3 4 5 2 5 3 8

Troop Type

Infantry (C)

Equipment:

- Hand Weapon
- Shield

Special Rules:

- Hive mind
- Buzzing wings
- Magic resistance (2)
- Scaly skin (5+)

Options:

- May be armed with one of the following:
 - Flail
 - Halberd
 - Chitinous Arms
 - Great weapon
 - Lance (if mounted)
- May Take Light Armor
- May mounted on one of the following:
 - Goliath beetle
- May take magic items up to a total of50 points

Antlion Tamer

XXX Points

Profile

Antlion Tamer

M WSBSS T W I A Ld

5 4 2 3 4 2 5 2 8

Troop Type

Infantry (C)

Equipment:

- Great horn
- Shield

Special Rules:

- Hive mind
- Buzzing wings
- Magic resistance (1)
- Scaly skin (5+)
- Antlion

Options:

- May Take Light Armor
- May take magic items up to a total of50 points

Army Ant Chief

XXX Points

Profile

Army Ant Chief

M WSBSS T W I A Ld

4 4 3 4 3 2 4 2 7

Troop Type

Infantry (C)

Equipment:

- Hand Weapon

Special Rules:

- Hive mind
- Scaly skin (6+)

Options:

- May be armed with one of the following:
 - Sling
- May take a shield
- May take Carpenter Ants

Assassin Bug

XXX Points

Profile	M	WS	BSS	T	W	I	A	Ld	Troop Type	
Assassin Bug	5	6	6	4	4	2	7	3	9	Infantry (C)

Equipment:

- Additional Hand Weapon

Special Rules:

- Hive mind
- Buzzing wings
- Always Strikes First
- Scout
- Ward Save (4+)
- Scaly Skin (6+)
- Assassin
- A Killer, not a Leader
- Injection

Character Mounts

Profile	M	WS	BSS	T	W	I	A	Ld	Troop Type	
Rhino Beetle	7	4	0	4	3	1	3	1	5	War Beast
Goliath Beetle	7	4	0	5	4	2	3	2	6	Monstrous Beast
Dragonfly	2	5	0	5	4	3	3	3	7	Monstrous Beast
Great Hive	-	-	-	5	5	4	-	-	-	Chariot (5+)
Catoblepas	6	4	0	5	5	5	2	4	6	Monster
Behemoth	6	3	0	6	6	6	3	4	5	Monster

Special Rules:

- *Rhino Beetle*: Impale Attack, Tough Cuticle
- *Goliath Beetle*: Tough Cuticle
- *Dragonfly*: Fly, Fear, Blast of Hot Air
- *Great Hive*: Ward Save (4+), Impact Hits (D6), Great Hive, Stinging Swarm, Power of the Gods of Law, Fight for the Hive
- *Catoblepas*: Large Target, Terror, Always Strikes Last, Scaly Skin (4+), Stupidity, Death Breath
- *Behemoth*: Large Target, Terror, Stubborn, Impact Hits (D6), Immune to Psychology, Thick Skin, Enraged, Hard to Control, Howdah Crew

Core Units

Wasp Warrior										6 points per model
Profile	M	WSBSS	T	W	I	A	Ld	Troop Type		
Wasp Warrior	5	3	3	3	3	1	4	1	7	Infantry
Wasp Guardian	5	3	3	3	3	1	4	2	7	Infantry

Unit Size: 10+

Equipment:

- Hand Weapon

Special Rules:

- Hive mind
- Buzzing wings
- Scaly skin (6+)
- Poison Stinger

Options:

- One Wasp Warrior may be upgraded to a Wasp Guardian....10 points
- One Wasp Warrior may be upgraded to a musician.....10 points
- One Wasp Warrior may be upgraded to a standard bearer...10 points
- The entire unit may take one of the following:
 - Spears and shields.....1 point per model
 - Chitinous Arms and shields.....1 point per model
- The entire unit may be equipped with Shields.....1 point per model

Wasp Thrower										7 points per model
Profile	M	WSBSS	T	W	I	A	Ld	Troop Type		
Wasp Thrower	5	3	3	3	3	1	4	1	7	Infantry
Wasp Marksbug	5	3	4	3	3	1	4	1	7	Infantry

Unit Size: 10+

Equipment:

- Hand Weapon
- Javelins

Special Rules:

- Hive mind
- Buzzing wings
- Scaly skin (6+)
- Skirmishers
- Poison Stinger

Options:

- One Wasp Warrior may be upgraded to a wasp Marksbug...10 points
- One Wasp Warrior may be upgraded to a musician.....10 points
- One Wasp Warrior may be upgraded to a standard bearer...10 points
- The entire unit may swap their javelins for bows....1 point per model

Army Ant										5 points per model
Profile	M	WSBSS	T	W	I	A	Ld	Troop Type		
Army Ant	4	3	2	3	3	1	3	1	6	Infantry
Bullet Ant	4	3	2	3	3	1	3	2	6	Infantry

Unit Size: 20+

Equipment:

- Hand Weapon

Special Rules:

- Hive mind
- Scaly skin (6+)
- Fight in extra ranks

Options:

- One Army Ant may be upgraded to a Bullet Ant.....10 points
- One Army Ant may be upgraded to a musician.....10 points
- One Army Ant may be upgraded to a standard bearer.10 points
- The entire unit may be equipped with Slings..1 point per model

Beetle Basher

7 points per model

Profile	M	WSBSS	T	W	I	A	Ld	Troop Type
Beetle Basher	4	4	3	3	4	1	3	Infantry
Beetle Knight	4	4	3	3	4	1	3	Infantry

Unit Size: 10+

Equipment:

- Hand Weapon
- Shield

Special Rules:

- Hive mind
- Buzzing wings
- Scaly skin (6+)
- Magic Resistance (1)

Options:

- One Beetle Basher may be upgraded to a Beetle Knight
- One Beetle Basher may be upgraded to a musician
- One Beetle Basher may be upgraded to a standard bearer
- The entire unit may do one of the following:
 - The entire unit may be equipped with morning stars
 - The entire unit may be equipped with Chitinous Arms
 - May replace their hand weapon and shield for a halberd
 - May replace their hand weapon and shield for a Great weapon

Tiger Rider

XXX Points

Profile	M	WSBSS	T	W	I	A	Ld	Troop Type
Tiger Rider	5	3	3	3	3	1	4	Cavalry
Tiger Tamer	5	3	3	3	3	1	4	Cavalry
Tiger Beetle	8	4	0	3	3	1	4	5

Unit Size: 5+

Equipment:

- Hand Weapon

Special Rules:

- Hive mind
- Fast Cavalry
- Scaly skin (6+)

Options:

- One Tiger Rider may be upgraded to a Tiger Tamer
- One Tiger Rider may be upgraded to a musician
- One Tiger Rider may be upgraded to a standard bearer
- The entire unit may be equipped with Spears
- The entire unit may be equipped with Javelins
- The entire unit may be equipped with Shields

Cunocephali

XXX Points

Profile	M	WSBSS	T	W	I	A	Ld	Troop Type
Cunocephali	6	4	0	3	3	1	3	War Beast

Note: Cunocephali do not count towards the minimum percentage of Core units required in your army.

Unit Size: 5+

Equipment:

- Teeth and Claws

Special Rules:

- Hive mind
- Forest strider

Options:

- Upgrade unit to Scouts

Special Units

Locust Swarm										XXX Points	
Profile	M	W	S	B	S	T	W	I	A	Ld	Troop Type
Locust Swarm	2	3	0	2	2	5	1	5	10		Swarm

Unit Size: 3-10

Equipment:

- Teeth and Claws

Special Rules:

- Buzzing wings
- Hover
- Thick Swarm
- Fear

Mantis Hunter										XXX Points	
Profile	M	W	S	B	S	T	W	I	A	Ld	Troop Type
Mantis Hunter	6	4	3	3	3	1	5	1	8		Infantry
Mantis Elite	6	4	3	3	3	1	5	2	8		Infantry

Unit Size: 10+

Special Rules:

Options:

Equipment:

- Pincers (additional hand weapon)

- Hive mind
- Buzzing wings
- Always Strikes first
- Scaly skin (6+)

- One Mantis Hunter may be upgraded to a Mantis Elite
- One Mantis Hunter may be upgraded to a musician
- One Mantis Hunter may be upgraded to a standard bearer
 - Standard Bearer may carry magic standard worth up to25 points

Killer Wasp										XXX Points	
Profile	M	W	S	B	S	T	W	I	A	Ld	Troop Type
Killer Wasp	5	3	3	4	3	1	4	1	7		Infantry
Berserker Wasp	5	3	3	4	3	1	4	2	7		Infantry

Unit Size: 5+

Special Rules:

Options:

Equipment:

- Hand Weapon

- Buzzing wings
- Frenzy
- Fear
- Scaly skin (6+)

- One Killer Wasp may be upgraded to a Berserker Wasp
- One Killer Wasp may be upgraded to a musician
- One Killer Wasp may be upgraded to a standard bearer
- The entire unit may do one of the following:
 - The entire unit may be equipped with Additional hand weapons
 - The entire unit may be equipped with Great weapons
 - The entire unit may be equipped with Chitinous Arms

Rock Roller										XXX Points	
Profile	M	W	S	B	S	T	W	I	A	Ld	Troop Type
Rock Roller	4	3	3	4	4	2	3	3	7		Monstrous Infantry
Heavy Roller	4	3	3	4	4	2	3	4	7		Monstrous Infantry

Unit Size: 3+

Special Rules:

Options:

Equipment:

- Great Weapon

- Hive mind
- Scaly skin (5+)
- Rolling Charge

- One Rock Roller may be upgraded to a Heavy Roller
- One Rock Roller may be upgraded to a musician
- One Rock Roller may be upgraded to a standard bearer

Rhino Rider

XXX Points

Profile	M	WSBSS	T	W	I	A	Ld	Troop Type		
Rhino Rider	5	4	3	3	3	1	4	1	7	Cavalry
Hercules Rider	5	4	3	3	3	1	4	2	7	Cavalry
Rhino Beetle	7	4	0	4	3	1	3	1	5	

Unit Size: 5+

Equipment:

- Spear

Special Rules:

- Hive mind
- Scaly skin (6+)
- Impale Attack
- Tough Cuticle

Options:

- One Rhino Rider may be upgraded to a Hercules Rider
- One Rhino Rider may be upgraded to a musician
- One Rhino Rider may be upgraded to a standard bearer
- The entire unit may replace their hand weapons with Chitinous Arms
- The entire unit may be equipped with Lances
- The entire unit may be equipped with Shields

Goliath Rider

XXX Points

Profile	M	WSBSS	T	W	I	A	Ld	Troop Type		
Goliath Rider	4	4	3	3	4	1	3	1	7	Monstrous Cavalry
Goliath Master	4	4	3	3	4	1	3	2	7	Monstrous Cavalry
Goliath Beetle	7	4	0	5	4	2	3	2	6	

Unit Size: 3+

Equipment:

- Hand Weapon
- Shield

Special Rules:

- Hive mind
- Tough Cuticle
- Magic resistance (1)
- Scaly Skin (6+)

Options:

- One Goliath Rider may be upgraded to a Goliath Master
- One Goliath Rider may be upgraded to a musician
- One Goliath Rider may be upgraded to a standard bearer
- The entire unit may do one of the following:
 - May replace hand weapons with Chitinous Arms
 - May replace hand weapon and shield with a great weapon

Fontaneller Gunnbugs

XXX Points

Profile	M	WSBSS	T	W	I	A	Ld	Troop Type		
Fontaneller Gunnbugs	4	3	4	3	3	1	3	1	6	War Beast

Unit Size: 5+

Equipment:

- Teeth and Claws

Special Rules:

- Hive Mind
- Scaly Skin (6+)
- Skirmishers
- Ambushers
- Poison Shot

Great Moth

XXX Points

Profile	M	WSBSS	T	W	I	A	Ld	Troop Type		
Great Moth	1	2	3	3	3	1	4	1	7	War Beast
Mother Moth	1	2	4	3	3	1	4	1	7	

Unit Size: 5+

Equipment:

- Hand Weapon

Special Rules:

- Hive mind
- Fly
- Psychic Scream
- Natural Magic
- Poison Dust

Options:

- One Great Moth may be upgraded to a Mother Moth
- The entire unit may take the Shadow Form upgrade

Rare Units

Great Centipede										XXX Points
Profile	M	WSBSS	T	W	I	A	Ld	Troop Type		
Great Centipede	105	0	6	5	5	5	5	7	Monster	

Unit Size: 1

Equipment:

- Teeth and claws

Special Rules:

- Forest Strider
- Poisoned attacks
- Terror
- Scaly skin (4+)
- Large target
- Constriction
- Aerial strike

Behemoth										XXX Points
Profile	M	WSBSS	T	W	I	A	Ld	Troop Type		
Behemoth	6	3	0	6	6	3	4	5	Monster	
Wasp Crew	5	3	3	3	3	1	4	1	7	

Unit Size:

1 Behemoth and 4 Wasp Crew

Equipment:

- Teeth (Behemoth)
- Hand Weapons (Crew)
- Javelins (Crew)

Special Rules:

- Large Target
- Terror
- Stubborn
- Impact Hits (D6)
- Immune to Psychology
- Hive mind (crew only)
- River Strider
- Thick Skin
- Enraged
- Giant Maw
- Hard to Control
- Howdah Crew

Options:

- The entire unit may swap their javelins for bows

Dragonfly										XXX Points
Profile	M	WSBSS	T	W	I	A	Ld	Troop Type		
Dragonfly	2	5	0	5	4	3	3	3	7	Monstrous Beast

Unit Size: 1

Equipment:

- Teeth and claws

Special Rules:

- Fly
- Fear
- Blast of Hot Air
- Scaly skin (5+)

Iron Millipede											XXX Points	
Profile		M	W	S	B	S	T	W	I	A	Ld	Troop Type
Iron Millipede		8	4	0	5	5	5	3	3	7		Chariot (4+)

Unit Size: 1

Equipment:

- Teeth and claws

Special Rules:

- Hive Mind
- Fear
- Stubborn
- Rolling Ball
- Thrash Around

Bombardier Beetle											XXX Points	
Profile		M	W	S	B	S	T	W	I	A	Ld	Troop Type
Bombardier Beetle		5	3	3	4	5	3	4	2	6		Monstrous Beast
Wasp Handlers		5	3	3	3	3	1	4	1	7		

Unit Size: 1

(You can take 1-2
Bombardier Beetles as a
single rare choice)

Equipment:

- Teeth and claws

Special Rules:

- Hive Mind
- Scaly Skin (5+)
- Buzzing wings
- Fear
- Chemical Spray

Daemons of Solkan											XXX Points
Profile	M	W	S	B	S	T	W	I	A	Ld	Troop Type
Daemons of Solkan	4	5	5	4	4	1	4	1	9		Monstrous Cavalry
Herald of Solkan	4	5	5	4	4	1	4	2	9		
Serpent of Time & Fate	1	4	0	4	4	3	4	2	7		

Unit Size: 3+

Equipment:

- Hand Weapon
- Heavy Armor
- Shield

Special Rules:

- Flaming Attacks (Daemons of Solkan only)
- Flying Cavalry
- Hatred (Daemons of Chaos)
- Daemon of Law

Summary

Lords

	M	W	S	B	S	T	W	I	A	Ld	Type	Pg
Butterfly Sage	3	4	3	3	3	3	5	3	9	In		
The High	5	7	4	5	6	8	7	6	10	Mo (SC)		
Hive Queen	5	6	4	5	6	5	7	5	10	Mo		
Kasen Zangak	5	8	4	4	4	4	7	4	10	In (SC)		
The Leech Lord	3	4	3	3	3	4	5	3	9	In		
Wasp General	5	6	4	4	4	3	7	4	9	In		

Heroes

	M	W	S	B	S	T	W	I	A	Ld	Type	Pg
Antlion Tamer	5	4	2	3	4	2	5	2	8	In		
Army Ant Chief	4	4	3	4	3	2	4	2	7	In		
Assassin Bug	5	6	6	4	4	2	7	3	9	In		
Beetle Master	4	5	3	4	5	2	5	3	8	In		
Butterfly Mage	3	4	3	3	3	2	5	2	8	In		
Jarhol the Mad	5	5	3	4	4	2	5	3	8	In (SC)		
Leroux the Rider	5	5	4	4	4	2	6	3	8	Ca (SC)		
- Rhino Beetle	7	4	0	4	3	1	3	1	5	-		
Regar Ironskull	4	6	3	4	5	2	5	3	10	In (SC)		
Wasp Captain	5	5	4	4	4	2	6	3	8	In		
Young Queen	4	4	3	4	4	3	4	2	9	In		

Core

	M	W	S	B	S	T	W	I	A	Ld	Type	Pg
Army Ant	4	3	2	3	3	1	3	1	6	In		
- Bullet Ant	4	3	2	3	3	1	3	2	6	In		
Beetle Basher	4	4	3	3	4	1	3	1	8	In		
- Beetle Knight	4	4	3	3	4	1	3	2	8	In		
Cunocephali	6	4	0	3	3	1	3	1	6	WB		
Tiger Rider	5	3	3	3	3	1	4	1	7	Ca		
- Tiger Tamer	5	3	3	3	3	1	4	2	7	Ca		
- Tiger Beetle	8	4	0	3	3	1	4	1	5	-		
Wasp Thrower	5	3	3	3	3	1	4	1	7	In		
- Wasp Marksbug	5	3	4	3	3	1	4	1	7	In		
Wasp Warrior	5	3	3	3	3	1	4	1	7	In		
- Wasp Guardian	5	3	3	3	3	1	4	2	7	In		

Special

	M	W	S	B	S	T	W	I	A	Ld	Type	Pg
Fontaneller												
Gunnbugs	4	3	4	3	3	1	3	1	6	WB		
Goliath Rider	4	4	3	3	4	1	3	1	7	Ca		
- Goliath Master	4	4	3	3	4	1	3	1	7	Ca		
- Goliath Beetle	7	4	0	5	4	2	3	2	6	-		
Great Moth	1	2	3	3	3	1	4	1	7	WB		
- Mother Moth	1	2	4	3	3	1	4	1	7	WB		
Killer Wasp	5	3	3	4	3	1	4	1	7	In		
- Berserker Wasp	5	3	3	4	3	1	4	2	7	In		
Locust Swarm	2	3	0	2	2	5	1	5	10	Sw		
Mantis Hunter	6	4	3	3	3	1	5	1	8	In		
- Mantis Elite	6	4	3	3	3	1	5	2	8	In		
Rhino Rider	5	4	3	3	3	1	4	1	7	Ca		
- Hercules Rider	5	4	2	3	3	1	4	2	7	Ca		
- Rhino Beetle	7	4	0	4	3	1	3	1	5	-		
Rock Roller	4	3	3	4	4	2	3	1	7	MI		
- Heavy Roller	4	3	3	4	4	2	3	2	7	MI		

Rare

	M	W	S	B	S	T	W	I	A	Ld	Type	Pg
Behemoth	6	3	0	6	6	6	3	4	5	Mo		
- Wasp Crew	5	3	3	3	3	1	4	1	7	-		
Bombardier Beetle	5	3	3	4	5	3	4	2	6	MB		
Daemon of Solkan	4	5	5	4	4	1	4	1	9	MC		
- Herald of Solkan	4	5	5	4	4	1	4	2	9	MC		
- Serpent of T & F	1	4	0	4	4	3	4	2	7	-		
Dragonfly	2	5	0	5	4	3	3	3	7	MB		
Great Centipede	10	5	0	6	5	5	5	5	7	Mo		
Iron Millipede	8	4	0	5	5	5	3	3	7	Ch		

Mounts

	M	W	S	B	S	T	W	I	A	Ld	Type	Pg
Behemoth	6	3	0	6	6	6	3	4	5	Mo		
Catoblepas	6	4	0	5	5	5	2	4	6	Mo		
Dragonfly	2	5	0	5	4	3	3	3	7	MB		
Goliath Beetle	7	4	0	5	4	2	3	2	6	MB		
Great Hive	-	-	-	5	5	4	-	-	-	Ch		
- Rhino Beetle	7	4	0	4	3	1	3	1	5	-		
Rhino Beetle	7	4	0	4	3	1	3	1	5	WB		