



## Old World Legends

# Narrative Supplement 1.1

The Old World Legends - Narrative Supplement is a community driven place for unofficial fun narrative rules for missing Legacy Units. Feel free to use them in your casual games if you and your opponent agree.

# Chaos Dwarfs

## K'daai Destroyer

	M	WS	BS	S	T	W	I	A	Ld	Points
K'daai Destroyer	8	5	3	7	6	6	3	5	8	275

**Troop Type:** Behemoth

**Base Size:** 75 x 50 mm - 100 x 100 mm

**Army Composition:** Rare unit

**Unit Size:** 1

**Equipment:** Hand weapon, Infernal Maul (see below), Full Plate Armor

**Options:**

- May be *Hellbound* for +35 points
- May replace *Extra Attacks (+d3)* with a *Magma Cannon* (Fire thrower) for free

	R	S	AP	Special Rules
Infernal Maul	Melee	User	-2	Flaming Attacks

**Special Rules:** Blazing Body, Blackshard Armour, Extra Attacks (+D3), Close Order, Large Target, Terror, Timber, Impact Hits (D3), Stomp Attacks (D3+1), Unbreakable, Unstable, Immune to Psychology, Regeneration (5+), Impetuous, Warp-spawned



# Lizardmen

## Dread Saurian

	M	WS	BS	S	T	W	I	A	Ld	Points
Dread Saurian	7	4	0	8	6	8	2	6	6	375

**Troop Type:** Behemoth

**Base Size:** 100 x 150 mm - 150 x 300 mm

**Army Composition:** Rare unit

**Unit Size:** 1

**Equipment:** Hand weapon, Rending Jaws\*, Monstrous Claws, Scaly Skin (counts as Full P



	R	S	AP	Special Rules
Rending Jaws*	Melee	+1	-3	Killing Blow, Monster Slayer
Slashing talons**	Melee	User	-3	Multiple Wounds (D3)

*\* In combat, this model must make one of its attacks with this weapon.*

*\*\*The Multiple Wounds (D3) special rule only applies against enemy models whose troop type is 'monster'.*

**Special Rules:** Close Order, Large Target, Terror, Immune to Psychology, Stomp Attacks (D6+1), Cold Blooded, Aquatic, Armored Hide (1), *Dread Spawning (see below)*

**Dread Spawning:** Before deploying armies at the start of the game, roll a D6 and consult the following table for the Dread Saurian. If a 6 is rolled, the controlling player decides which spawning to use in this game.

1	<i>Tepok's Crystalline Eye</i>	<i>Immune to Psychology, Unbreakable, Unstable</i>
2	<i>The Blazing Configuration of Chotec</i>	<i>Flaming Attacks and Impact Hits (2d6) that are S3</i>
3	<i>The Golden Shroud of Tlascotl</i>	<i>Hatred (Undead) and attacks directed against this model suffer a -1 to hit penalty.</i>
4	<i>Quetzl's Flawless Heartstone</i>	<i>Grants +1 Toughness, -2 Movement, and Stubborn</i>
5	<i>The Shadow Rebus of Huanchi</i>	<i>Ambush and Swiftstride</i>



# Skink Cohort

	M	WS	BS	S	T	W	I	A	Ld	Points
Skink	6	2	3	3	2	1	4	1	5	3
Skink Brave	6	2	3	3	2	1	4	3	5	+5
Kroxigor	6	3	0	5	4	3	3	3	7	49

**Troop Type:** Infantry

**Base Size:** 25 x 25 mm (Skinks), 50 x 50 mm (Kroxigor)

**Army Composition:** Core unit

**Unit Size:** 20 - 40

**Equipment (Skinks):** Hand weapons, Shields, calloused hides (counts as light armour)

**Equipment (Kroxigor):** Great Weapons and scaly skin (counts as full plate armor)

**Options:**

- One model may be upgraded to be a Brave (Champion).....+5
- Skinks may take one of the following:
  - Throwing Spears.....+1 points per model
  - Javelins.....+2 points per model
- For every 5 skinks, the unit may:
  - Add one Kroxigor.....+49 points per model

**Special Rules:** Close Order, Warband, Cold Blooded, Aquatic, Poisoned Attacks (javelins only), *Spawn Kin*

*Use the 8th edition rules for Spawn Kin:*

<https://8th.whfb.app/special-rules/spawn-kin>





# Skaven

## Skavenslaves

	M	WS	BS	S	T	W	I	A	Ld	Points
Slave	5	2	2	3	3	1	4	1	2	2
Clawleader	5	2	2	3	3	1	4	2	3	+7

**Troop Type:** Infantry

**Base Size:** 25 x 25 mm

**Army Composition:** Core unit

**Unit Size:** 20+

**Equipment:** Hand weapons

**Options:**

- One model may be upgraded to be a Clawleader (Champion).....+7
- The entire unit may take one of the following:
  - Thrusting Spears.....+1 points per model
  - Shields.....+1 points per model
  - Throwing weapons.....+1 points per model

**Special Rules:** Close Order, Levies, Horde, Scurry Away!, Warband, *Cannon Fodder (see below)*

**Cannon Fodder:** Skaven units can direct shooting attacks and magic missiles against enemy units that are engaged in combat exclusively with units with this special rule. Roll a d6 for every hit that would strike the enemy unit. On a roll of a 1 - 3, this unit takes the hit instead.



## War Litter

	M	WS	BS	S	T	W	I	A	Ld	Points
Stormvermin	5	4	-	4	-	(+4)	4	4	-	+45

**Troop Type:** Infantry

**Unit Strength:** +4

**Base Size:** 50 x 50 mm

**Army Composition:** Mount Choice for Skaven Warlords

**Unit Size:** 1

**Equipment:** Hand weapons

**Special Rules:** Born Aloft, Warpstone Weapons, *Lead from the Front (see below)*

**Born Aloft:** A model with a Warlitter consists of not one, but five models – the character and four loyal retainers – occupying a single base and acting together as a single entity. To represent this, a model with a Warlitter has a split profile and follows the ‘Split Profile (Cavalry)’ rule. In all other respects, this model is infantry.

**Lead from the Front:** A model riding a Warlitter cannot use the “Verminous Valour” ability to retire to the rear ranks at will.





# Verminlord

	M	WS	BS	S	T	W	I	A	Ld	Points
Verminlord	6	7	5	6	5	4	7	5	9	350

**Troop Type:** Monstrous Infantry

**Base Size:** 50 x 50 mm - 60 x 100 mm

**Army Composition:** Character

**Unit Size:** 1

**Equipment:** Doom Glaive and heavy armor

**Options:**

**Magic:** A Verminlord is a Level 4 Wizard who uses spells from one of the following lores of magic:

- Battle Magic
- Daemonology
- Dark Magic

**Special Rules:** Close Order, Loner, Swiftstride, Terror, Immune to Psychology, Regeneration (5+), Unbreakable, Unstable, Warp-spawned, Lore of the Horned Rat, Chaos Armour (5+)

	R	S	AP	Special Rules
Doom Glaive	Melee	+1	-2	Magical Attacks, Multiple Wounds (d3)

