



## THE HORNED RAT™

*Below the Old World's cities sprawls a vast network of tunnels, caves, and underground roads. Verminous Skaven skulk within this Under Empire, waiting for the perfect opportunity to rise from the warrens and destroy their enemies for the glory of their sinister god, the enigmatic Horned Rat. As the Ruinous Powers seek to corrupt the Old World, the Skaven, too, seek to be the primary cause for ruining the Old World.*

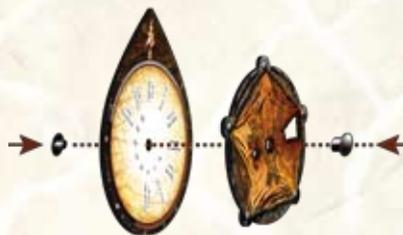
**THE HORNED RAT** expansion introduces several new features to **CHAOS IN THE OLD WORLD**. It includes a new player power and rules that expand the game to five players, as well as a set of expert-level Old World cards that offer more diverse events and add several challenging variants for seasoned players. This expansion also features an alternate set of upgrade cards and Chaos cards for the four Ruinous Powers found in **CHAOS IN THE OLD WORLD**, which can be used with or without the rest of this expansion.

## Components

- 15 Plastic Horned Rat Followers, including:
  - » 11 Clan Rats (Cultists)
  - » 3 Rat Ogres (Warriors)
  - » 1 Vermin Lord (Greater Daemon)
- 120 Chaos Cards (24 for each Power)
- 25 Upgrade Cards (5 for each Power)
- 9 Expert-level Old World Cards
- 5 Ruinous Power Reference Cards
- 1 Horned Rat Threat Dial
- 1 Set of Plastic Connectors
- 14 Cardboard Tokens, including:
  - » 10 Skaven Tokens
  - » 1 Horned Rat Victory Point Marker
  - » 4 Power Markers (a few extras are included)
- 1 Horned Rat Power Sheet

## Dial Assembly

Assemble the Horned Rat's dial as shown in the diagram.



## Rules for the Horned Rat

The Horned Rat is a fifth option for players when choosing Ruinous Powers. Note that the Horned Rat is always a valid option, even in games with fewer than five players. The following rules apply when playing with the Horned Rat:

### Distribute VP Markers

The Horned Rat's Power sheet is slightly smaller than the others. Instead of distributing the sheets randomly, collect each Power's VP marker and each player randomly draws one.

### Seating Order

The Horned Rat player is last in the standard Chaos Power order, which means that he sits to the left of Slaanesh. Place the Horned Rat's dial between Slaanesh's dial and Khorne's dial as a reminder.

### Starting Old World Tokens

Replace two Peasant tokens with two Skaven tokens when preparing the starting Old World tokens.

### Replacement Old World Card

Remove the Old World card entitled "The Horned One's Due" and replace it with the revised version included here.

### Draw Phase

During the draw phase, the Horned Rat player draws two Chaos cards. He also resets his power to "6," as shown on the Horned Rat's Power sheet.

### Threat Value

The Horned Rat's Threat value is shown in the smaller window on his dial, just like the dials of the other Chaos Gods. If the Horned Rat's Threat is tied with another player's Threat, the Horned Rat's Threat is considered **lower**.

## Dial Advancement Condition

The Horned Rat player collects one dial advancement counter each time he dominates a region that contains one or more Skaven tokens.

## Advancing the Threat Dial

As with the other Ruinous Powers, the Horned Rat player's dial participates in advancing the Threat dial as explained on page 21 of the **CHAOS IN THE OLD WORLD** rules.

## Ruin and Scoring Ruined Regions

The Horned Rat's figures do not place corruption tokens, which in turn means that the Horned Rat player does not directly affect ruination. Instead, when scoring a ruined region, his figures in that region count as corruption equal to their power cost (e.g., a Clan Rat counts as "1," a Rat Ogre counts as "2," and a Vermin Lord counts as "3" Horned Rat corruption).

Also, if the Horned Rat player has at least one figure in a region when it is ruined, he is considered a participating ruiner and scores victory points indicated for ruiners on the ruination card. **These unique abilities are inherent to the Horned Rat's followers only.**

**Example:** *In the corruption phase, Nurgle and Tzeentch both place corruption tokens in Kislev, which will now ruin with 13 total corruption (6 Nurgle tokens + 5 Tzeentch tokens + 2 Warpstone tokens). The Horned Rat has 5 Cultists and 1 Warrior in Kislev. According to the first ruination card, Nurgle, Tzeentch, and the Horned Rat each score 3 victory points immediately, as participating ruiners.*

*In the end phase, the ruined region of Kislev is scored. The Horned Rat has figures in this region that are worth 7 corruption (5 Cultists = 1 corruption each; 1 Warrior = 2 corruption each). As such, the Horned Rat has contributed the most corruption and scores 8 victory points, leaving Nurgle to score 4 victory points as the second-most contributor.*

## Additional Rules

The following rules can be used with **THE HORNED RAT** expansion.

## Expert-level Old World Cards

This expansion includes nine new "expert-level" Old World cards. These cards can be shuffled into the Old World cards from the base game to increase variety and add a few more challenging events. Cards are identified as expert-level cards by an icon in the bottom-right corner of the card.



## REALM OF CHAOS VARIANT

During setup, players create the Old World deck using only the expert-level Old World cards, providing a more difficult, semi-cooperative experience. Shuffle the nine cards and choose the correct quantity to create the Old World deck, depending on the number of players. All other rules remain the same.

## Morrslieb Chaos Card Decks

In this expansion, each of the Ruinous Powers receives new Chaos decks and upgrade cards, which are referred to as the Morrslieb set. Before starting a game of **CHAOS IN THE OLD WORLD**, players must decide which set of cards they will use: the base game set or the Morrslieb set. Whichever set is chosen, **all** players must use the Chaos decks and upgrade cards from that set. Players **cannot** mix and match cards from both sets, nor can one player use his Morrslieb set while the other players use their base game set. The only exception to this is the Horned Rat player. He **always** uses the Morrslieb set, even when the group uses the base game set. The Morrslieb set is identified by an icon in the bottom-right corner of the card.

## Credits

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