

# Warriors of Chaos v.1.6.3

## Warband Special Rules

### Patron Gods

A warrior that has access to skills and/or spell lore of a patron god must choose Khorne, Nurgle, Tzeentch, or Slaanesh as his patron god.

- Wizards *cannot* choose Khorne as their patron god.
- Different warriors in the warband *may* follow different patron gods but each warrior can never have more than a single patron god.

### The Will of Chaos

Warriors with this rule may re-roll failed panic tests (*but not failed fear tests*).

### Cloven Hoofs

Warriors with this rule may re-roll failed Jump Down tests.

### Primal Fury

Warriors with this rule *hate* all enemies in the first round of each close combat. (*i.e. all of their close combat attacks have +1 to hit.*)

### Buy Mark (10gc)

Warriors with this rule may buy the mark of their patron god (*i.e. the Mark of Khorne, Nurgle, Tzeentch, or Slaanesh*) for 10gc (*see special skills*).

- They may use this ability even while they are henchmen. (*i.e. this is a one-time payment of 10gc to get the mark. - The Mark may be bought before the warband's first battle.*)

### Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.

## Warband Special Equipment

### Chaos Armour 30gc

**Suit of Heavy Armour:** Is affected by anything that affects Heavy Armour but is a separate armour proficiency from normal Heavy Armour.

**Armour Save:** 4+

**There is no Initiative Penalty.**

**Does not prevent Wizards from casting spells.**

### Chaos Familiar 10gc

**Special Equipment:** Owner has +1 to all his spellcasting rolls. Can only be carried by Wizards.



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# Chaos Skill Table

	Combat	Shooting	Academic	Strength	Speed	Gifts
Chosen	V		(+10gc)	V	V	V
Chief	V			V	V	V
Sorcerer	(+10gc)		V		V	V
Ungor Shaman	(+10gc)		V		V	(+10gc)
Brave	V	(+10gc)	(+10gc)	V	V	(+10gc)

## Chaos Equipment Lists

### Chaos Chosen and Chaos Warriors

**Close Combat**  
Hand Weapon  
Great Weapon  
Halberd  
Morning Star

**Shooting**  
Throwing Axes  
Javelins

**Armour**  
Light Armour  
Heavy Armour  
Chaos Armour  
Shield

### Chiefs, Braves, and Marauder Warriors

**Close Combat**  
Hand Weapon  
Great Weapon  
Spear  
Morning Star  
Flail

**Shooting**  
Bow  
Throwing Axes  
Javelins

**Armour**  
Light Armour  
Shield

### Chaos Sorcerer

**Close Combat**  
Hand Weapon  
Great Weapon

**Shooting**  
Sling

**Armour**  
Chaos Armour

### Ungor Shaman

**Close Combat**  
Hand Weapon  
Great Weapon

**Shooting**  
Sling

**Armour**  
None

### Ungors

**Close Combat**  
Hand Weapon  
Great Weapon  
Spear

**Shooting**  
Sling  
Short Bow  
Javelins

**Armour**  
Light Armour  
Shield

### Gors

**Close Combat**  
Hand Weapon  
Great Weapon  
Morning Star

**Shooting**  
Sling  
Throwing Axes  
Javelins

**Armour**  
Light Armour  
Shield

## HEROES

### 0-1 Chaos Chosen

40gc to hire

Starting Experience: 18

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	3	4	1	8

#### SPECIAL RULES

Leader (6"), The Will of Chaos, Buy Mark (10gc)

### 0-2 Marauder Chiefs

30gc to hire

Starting Experience: 12

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	4	1	7

#### SPECIAL RULES

The Will of Chaos

### 0-1 Sorcerer of Chaos

30gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	7

#### SPECIAL RULES

The Will of Chaos, Buy Mark (10gc)

Wizard (Tzeentch, Nurgle, or Slaanesh): Start with 1 spell.

### 0-1 Ungor Shaman

30gc to hire

Starting Experience: 6

Race: Ungor

M	WS	BS	S	T	W	I	A	Ld
5	2	2	3	3	3	3	1	6

#### SPECIAL RULES

Cloven Hoofs

Wizard (Kin-Magic): Starts with 1 spell.

### 0-3 Marauder Braves

15gc to hire

Starting Experience: 0

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	6

#### SPECIAL RULES

The Will of Chaos

## HENCHMEN

### Marauder Warriors

25gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	1	7

#### SPECIAL RULES

The Will of Chaos

### Ungors

20gc to hire

Starting Experience: 4

Race: Ungor

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	3	3	1	5

#### SPECIAL RULES

Cloven Hoofs

### 0-3 Gors

35gc to hire

Starting Experience: 6

Race: Gor

M	WS	BS	S	T	W	I	A	Ld
5	3	2	3	4	3	3	1	6

#### SPECIAL RULES

Cloven Hoofs, Primal Fury

### 0-3 Chaos Warriors

45gc to hire

Starting Experience: 14

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	4	1	8

#### SPECIAL RULES

The Will of Chaos, Heirloom: Chaos Armour

Buy Marks (10gc)

### 0-3 Chaos Hounds

30gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

#### SPECIAL RULES

The Will of Chaos

Animals (*Cannot Climb; Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.*)

**v.1.6.3**

Gors may use Sling

**v.1.6.1**

Ungor Shaman can only use Kin-magic.