

Warriors of Chaos v.1.6.2

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 when first hired, or between each battle (*see special skills*).

- They may use this ability even while they are henchmen. (*i.e. this is a one-time payment of 15gc 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
Flail

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
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): Starts 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.1.6.2

Buy Mark ability costs 10gc, not 15gc

Marauders can use normal Bows, not just Short Bows.

v.1.6.1

Ungor Shaman can only use Kin-magic.