

# Warriors of Chaos v.2.2

## 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 *always* use the lore of their patron god and *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 natural 6s when taking panic tests (*but not 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.*)

### Heirloom

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

### Brayherd Skills

When henchmen are promoted to heroes, only warriors whose race is Gor or Ungor may choose Brayherd skills as one of their three skill lists.

### Attain Mark (10gc)

Each warrior with this rule may acquire the mark of their patron god for 10gc per warrior. (*These marks are the Mark of Khorne, Nurgle, Tzeentch or Slaanesh as found under Special Skills.*) Each warrior has the opportunity to attain his mark when first hired, as well as between each battle.

## Warband Special Equipment

### Chaos Rune Axe 10gc

**Close Combat Weapon: Axe:** Is affected by anything that affects Axes and can be used by anyone who can use normal Axes.

**Sunder (1):** Each time an enemy is successfully hit by an attack from this weapon (*even if not wounded*), he suffers -1 to his Armour Save for the rest of the battle.

### 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+

**Initiative Penalty:** Wearer has -1 I throughout the battle. Even if the warrior's armour save has been completely Sundered, the Initiative penalty still applies.

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

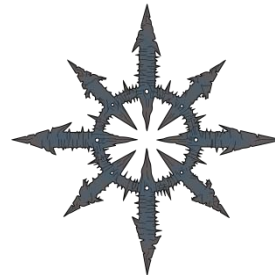
### Blight Arrows 5gc

**Special Equipment:** All of wielder's shots with any kind of Bow are *poisonous*. If wielder also has other special arrows (*such as Hunting Arrows*), he must choose which arrows to use at the *start* of each Shooting phase. Blight Arrows last entire campaign. May be given to Henchmen.

**Can only be carried by Ungors.**

### Chaos Familiar 10gc

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



© Giorgos Magakis

# Chaos Skill Table

	Combat	Shooting	Academic	Strength	Speed	Gifts	Brayherd
Chosen	V		V	V	V	V	
Chief	V	(+10gc)		V	V	V	
Sorcerer	(+10gc)		V		V	V	
Ungor Shaman	(+10gc)		V		V	(+10gc)	V
Brave	V	(+10gc)	(+10gc)	V	V	(+5gc)	

## 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

### 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

### Ungor Shaman

**Close Combat**  
Hand Weapon  
Great Weapon

**Shooting**  
Sling

**Armour**  
None

## 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, Attain 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, Attain 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 (Shadow, Beasts, Chaos Rituals or 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

### 0-6 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: 8

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, Attain Marks (10gc),

Heirloom: Chaos Armour

### 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.2.2**

Ungor Shaman can also use Chaos Rituals.

## **v.2.1**

Added Chaos Rune Axe and Blight Arrows to special equipment.

## **v.1.7.1**

Chosen gains Academic skills.

Braves may buy access to Gifts at +5gc.

## **v.1.7**

Ungor Shaman may also use Lore of Shadow or Beasts.

Gors +2 XP.

Chaos Armour has Initiative Penalty.

Buy Marks rule removed.

The Will of Chaos rule revamped.

## **v.1.6.3**

Gors may use Sling

## **v.1.6.1**

Ungor Shaman can only use Kin-magic.