

## CHAOS ARMY – V2

### BACKGROUND

The tribes of the northlands are called Marauders by the civilised folk of the south. Their domain stretches across the great steppes and throughout the rocky land of Norsca and encompasses many savage tribes of men. These tribes can be divided into three main groups – the towering flaxen-haired Norse, the raven-haired and dark-skinned Kurgan, and the squat, powerfully built, horse-riding Hung. These peoples together make up the barbarian hordes of the north whose incursions to the south comprise the greatest threat to the civilised nations of the world.

All of these tribes worship the Dark Gods that others call the gods of Chaos but which the north men know under many names and in countless guises. Because they live close to the vast polar source of magic, the influence of magical energy is especially strong amongst them. Its warping power blows strongest close to the pole, and the Marauder tribes live within its domain. When the wind of magic blows hard it brings mutation and change to the people and their animals, strange deformed creatures shamble from the darkness, and daemons walk the land sustained by the magically enriched atmosphere. When the wind blows strongest all life is corrupted, or destroyed, and the northern tribes push south in response driven by what is both the will of the Dark Gods and a howling storm of magical energy.

Battle is a way of life to the hardy warriors of the northlands. They share their land with the most heinous of monsters and when otherwise idle they spend their time fighting each other. They are tough blood-thirsty barbarians at heart, but they are also respectful of the gods who, in their eyes, give them their strength and direct them to glorious conquest. To fight well is to honour the gods and glorify the tribe. Great warriors are taken in death to live amongst the gods and are worshipped as gods themselves. The tribes see themselves as agents of the Dark Gods, destined to triumph over the lesser people of the south, to destroy, sacrifice and ultimately to rule in the name of Chaos.

Although it is commonplace for raiding armies to trouble the lands of Kislev and the northern parts of the Empire, it is rare for the tribes to act in any cohesive way. When that does happen, usually due to an extreme outpouring of magical energy from the north, the whole civilised world is placed in the greatest peril. This has happened several times in the history of the world and most notably during what became known as the Great War against Chaos over two hundred years ago. Only the sudden and dynamic unification of the Empire and the aid of the High Elves of Ulthuan saved the human realms of the Old World at that time, though Kislev was devastated and the city of Praag destroyed.

### CAPTIONS

Chaos Warriors – the strongest and greatest warriors of the tribes. They are dedicated wholly to battle and often blessed with bizarre mutations that mark them as favoured by the gods. They wear heavy iron armour and carry massive swords and axes. This may be either rough work made by the tribes themselves or the highly prized and

extremely fine weaponry produced by Chaos Dwarfs and traded for furs, slaves and captive monsters.

Chaos Marauders – amongst the Marauder tribes all men are warriors. Their appearance varies from one tribe to another but all carry such weapons and armour as they can obtain. The Norscans live closest to the civilised lands of the west and are the most settled of the tribes. They are most likely to have swords, chainmail coats, and fine helmets which they either trade or make for themselves. The Kurgan are nomadic warriors who travel the plains upon vast wagons pulled by strange beasts – metal is rare and precious amongst them and ordinary warriors have armour and clothing made from tough leather studded with iron or bronze. The Hung are the most eastern of the tribes and they are noted as horsemen – only the poorest would normally fight on foot and they favour clothes trimmed with fur and helms decorated with flowing crests.

Ogres - the valleys of the northern parts of the Mountains of Mourn are ruled over by Ogres. They are more resilient to the corruption of magic than men. They care little for the affairs of the Marauder tribes but will sometimes join them to raid for slaves and food (which tends towards the same thing).

Trolls – are common monsters in the northlands and especially in the barren waste between Kislev and Norsca known as the Troll Country. There are all kinds of Trolls and they readily mutate under the influence of magic – but all are large, violent, and stupid. They are just one of the monstrous creatures that the Chaos armies make use of when opportunity permits. All Trolls can regenerate damage very quickly and this makes them especially difficult to kill.

Marauder Horsemen – some of the northern tribes are entirely nomadic and roam the vast plains between east and west. The most expert horsemen come from the eastern Hung, but many of the more easterly Kurgan tribes also favour fighting from horseback.

Chaos Knights – only a steed of exceptional strength and vitality is big or strong enough to carry a fully-armoured Chaos Warrior. Such steeds are highly prized and those that show the gift of mutation all the more so. Chaos Knights are the ultimate fighting warriors of the Chaos armies and amongst all mankind.

Chaos Hounds – are savage mutant warhounds – just one kind of mutant beast amongst many that live beneath the magically corrupted skies of the north. Although descended from hounds and wolves their mutations make them almost unrecognisable as such, they differ vastly in size and appearance one from another.

Chaos Chariots – are most common amongst the Kurgan tribes many of which are nomadic and which travel the northern plains on vast wagons drawn by whatever mutant monstrosities can be readily harnessed. Fighting from a chariot requires great skill. Horses are the most favoured creatures for drawing chariots but other mutant beasts are sometimes pressed into service.

Harpies – can be seen in the northern skies soaring upon multi-coloured eddies of magic that swirl about the poles. They can spy battlefields from afar and come to feed

upon the slain. They are great scavengers of the dead and it is said they can taste blood upon the wind from many miles distant. Though humanoid they are bestial in nature and more like mutant beasts than men. They follow the armies of Chaos and easy pickings. Harpies are not the only winged mutants of this kind but they are the most common.

Dragon Ogres – according to legend Dragon Ogres are kin to Dragons and are as old as the world itself. Supposedly when Chaos first came to the world the Dragon Ogres made a pact with the Dark Gods – exchanging their homage for eternal life. For most of the time the Dragon Ogres sleep in their caves on the highest mountain – emerging only during the most fearsome storms when howling gales of magic mix with the lightning and call forth the race of Dragon Ogres to honour their ancient pledge. Dragon Ogres are just one of the monstrous creatures, mutants and abominations, that sometimes serve the Dark Gods.

Chaos Spawn – are mutant humans of the most loathsome kind – creatures whose many and different mutations have turned them into monstrosities barely recognisable as once human. Such gross distortions of form may sometimes leave a mind intact and knowing, but mercifully this is not likely. Most spawn are insane babbling creatures, tormented and angry, ready to lash out with claw, tentacle and fang. Many can spurt acid, mucous, fire, boiling excrement or other vile fluids from one or more orifices. Amongst the Marauder tribes, warriors whose exposure to the mutating winds of magic has turned them to Spawn are revered and treated as especially favoured by the gods.

Characters – The armies of Chaos are formed from the tribes of Marauders and led by the Chieftains of those tribes – mighty Champions and Lords of Chaos who have been favoured by the gods with beneficial and powerful mutations such as iron-hard skin and huge physical strength. Sorcerers are favoured with magical powers – a very dangerous thing in a land where magic saturates the air and permeates the soil.

Chaos Dragon – as with all races that are exposed to the distorting winds of magic Chaos Dragons can vary in appearance a great deal with multiple heads and limbs or bodies twisted into the most repulsive shape. Whether in thrall to the Dark Gods or merely the victims of corrupting magic – a Chaos Dragon is the ultimate mount for a Champion of Chaos.

Troop	Type	Attacks	Hits	Armour	Command	Unit Size	Points Value	Min /Max	Special
Chaos Warriors	Infantry	4	4	4+	-	3	150	1/-	-
Chaos Marauders	Infantry	3	3	5+	-	3	60	1/-	-
Ogres	Infantry	4	4	5+	-	3	105	-/1	*1
Trolls	Infantry	5	3	5+	-	3	110	-/3	*2
Marauder Horsemen	Cavalry	3	3	5+	-	3	90	-/4	-
Chaos Knights	Cavalry	4	4	4+	-	3	200	-/4	-
Chaos Hounds	Cavalry	3	3	0	-	3	30	-/2	-
Chaos Chariots	Chariot	3	3	5+	-	3	95	-/3	-
Harpies	Monster	2	3	6+	-	3	65	-/1	*3
Dragon Ogres	Monster	6	4	5+	-	3	250	-/1	-
Chaos Spawn	Monster	3/3	4	3+	-	1	110	-/2	*4
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Sorcerer	Wizard	+1	-	-	8	1	90	-/1	-
Chaos Dragon	Monstrous Mount	+3	-	-	-	1	+100	-/1	*5

**Trolls** When trying to issue an order to a unit of Trolls or to a brigade that contains a unit of Trolls, there is always a -1 Command penalty. Trolls can regenerate wounds - in each round of combat **after** whole stands have been removed Trolls automatically regenerate one outstanding hit. If no hits are left over after removing whole stands then regeneration has no effect. Regenerated hits still count towards the combat result for the round.

**Ogres.** If an Ogre unit can use its initiative to charge an enemy unit of humans at the start of the Command phase then it must do so. This happens automatically and their commander can do nothing about it. 'Humans' encompasses all 'men' including Chaos Warriors and Marauders, but not Dwarfs, Elves etc.

**Harpies.** Harpies are based facing the long edge of the base in the same way as infantry, rather than the short edge like other monsters. Harpies can fly. A unit of harpies cannot be joined by a character.

### **NEW SPAWN RULES.**

**Spawn.** Spawn cannot be given orders in the Command phase unless they are part of a brigade that includes at least one unit other than Spawn. Spawn can act on their initiative as normal.

Spawn can be included as a bonus to the size of the brigade up to a maximum of one Spawn per non-Spawn unit. For example, 4 Chaos Warriors plus 4 Spawn counts as a brigade of 4 units – the 4 Spawn do not count towards the size of the brigade. Where several Spawn are brigaded with fewer non-Spawn units, then only the additional Spawn count towards the size of the brigade. For example, 2 Chaos Warriors and 4 Spawn count as 4 units – 2 Spawn are included for ‘free’.

Spawn cause terror in combat – enemies suffer the –1 Combat modifier for fighting terrifying creatures.

Spawn have a shooting range of 15cm and can shoot to the side or behind as well as to the front. Just measure the range from any stand edge, front, side or rear. They can therefore shoot at any enemy charging them from any direction.

**Chaos Dragon.** Generals, Wizards and Heroes can ride a Chaos Dragon. The Chaos Dragon can fly, increasing the rider’s move from 60 to 100cm, and it adds +3 Attacks to those of its rider. In addition the Dragon has a special shooting attack. It can breathe fire. This special attack can only be used if the rider has joined a unit and is not engaged in combat. A rider that has not joined a unit cannot use the Dragon’s fiery breath to attack.

The Dragon’s fire breath works as follows. The fire breath has a range of 20cm. It can be directed against one target as normal and has 3 Attacks worked out in the usual way.

The Chaos Dragon is a large terrifying creature. A unit that has been joined by a Chaos Dragon causes terror in its enemies and therefore imposes the usual Combat penalty.

## SPELLS

### BOON OF CHAOS

4+ to cast

Range – affects the unit he has joined

*A dark power billows from the Sorcerer filling his troops with the destructive vigour of chaos.*

This spell can be cast if the Sorcerer has joined a unit in combat. The spell affects the unit he has joined.

The effect lasts for the duration of the following Combat phase.

Every stand in the unit, including characters that have joined the unit, adds +1 to its Attacks value. As the Sorcerer must join the unit to cast the spell this includes the

Sorcerer himself, but it is possible for other characters to join the unit as well, in which case the +1 is applied to whichever character fights.

### ANGER OF THE GODS

4+ to cast

Range – affects enemy within 30cm

*The anger of the chaos gods blots out the sun and sends clouds of rage scudding across the battlefield all around the Sorcerer.*

The spell is cast upon the Sorcerer himself and affects all enemy units within 30cm of the stand.

The spell lasts until the end of the opposing player's following turn.

The spell affects the opposing army's ability to issue commands. All enemy units within 30cm of the Chaos Sorcerer suffer a –1 Command penalty. This penalty is applied when each order is issued: a unit might therefore be within 30cm of the Sorcerer for one order but not for a second, for example.

### RAGE OF CHAOS

5+ to cast

Range 30cm

*The Sorcerer screams a blasphemous litany to his dark gods. From the black gore that drenches the battlefield leaps a roaring daemoniac shadow that fights with great madness and ferocity.*

This spell can be cast upon a friendly unit that is engaged in combat and which is within range. The Sorcerer does not have to be able to see the target to cast the spell.

The affect lasts for the duration of the following combat phase and the indicated bonus attacks are added to the unit's total attacks each round.

The unit gains bonus Rage of Chaos attacks for the following combat phase. To determine the number of bonus attacks roll one D6 at a time and add the results together. The player can roll as many D6 as he wishes up to a maximum of 1 per stand in the unit. The player always rolls one dice at a time and can decide to stop at any point. However – if the player rolls a second or subsequent dice and scores the same value as any previously rolled dice, then the total Rage of Chaos attacks are directed against the targeted unit instead of its enemy. Rage of Chaos attacks that rebound in this way are struck only once in the first round of combat: they are not struck each round.

Example,  $1 + 4 + 6 = 11$  extra attacks for the Chaos unit each round.  $1+4+1 = 6$  Attacks upon the Chaos unit in the first round.

**Rick note. Same as Skaven Death Frenzy.**

## CURSE OF CHAOS

5+ to cast  
Range 30cm

*An arc of pure energy strikes the foe, wreaking monstrous changes, melting flesh and twisting bones into monstrous form.*

This spell can be cast on an enemy unit. The Sorcerer must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Curse of Chaos is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by a Curse of Chaos as with ordinary shooting.

**Rick note. Standard text for 'Undead-Death Bolt' type spell.**