

# Warriors of Chaos

**Alignment:** Evil

**Army Special Rules:** Whim of the Gods

## Icons

*Gifted and devoted practitioners of the dark arts may be granted favour from the Gods in the form of an Icon of power.*

**Icon of Punishment.** (increases the casters Zap! To be Piercing (2)).

**Icon of Fear.** (if a target unit takes damage from the caster's Zap! Attack, add a +1 modifier to the target's Nerve test at the end of this shooting phase).

**Icon of Fury.** (when the caster use the Healer spell, damage is not regained. Instead, for each hit scored on the friendly unit, the unit can re-roll a to-hit dice in the following Melee phase).

**Icon of Compulsion:** The user has Dark Surge (6) instead of the Healer skill. This Dark Surge can be cast on any friendly units even if they do not have the *Shambling* rule.

## Whim of the Gods

*The Dark Gods are fickle beings and can turn their attention from their favourites just at the wrong moment....*

When a unit with this special rule takes damage, you may choose to invoke the whim of the gods. If you do so roll a D6. On a score of 5 or 6, the gods have favoured you and the unit takes one less damage. However, if you roll a 1, you have displeased the gods and the unit takes an extra point of damage instead!

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## Warriors

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	5+	10	11/13	60
Regiment (20)	5	4+	-	5+	10	14/16	110
Horde (40)	5	4+	-	5+	20	21/23	250

**Options:** Banner (+15pts); Musician (+10pts); Can exchange shields for heavy weapons, reducing their De to 4+ but gaining *Crushing Strength (1)* for free.

*Heavily armoured and powerful, the warriors march in unbreakable ranks.*

## Chosen

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	5	3+	-	5+	10	11/13	100
Half-Regiment (10)	5	3+	-	5+	20	14/16	190
Regiment (20)	5	3+	-	5+	25	21/23	370

**Special:** *Elite; Crushing Strength (1).*

**Options:** Banner (+15pts); Musician (+10pts)

*Favoured warriors of the dark gods.*

## Tribesman

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	4+	10	11/13	50
Regiment (20)	5	5+	-	4+	10	14/16	90
Horde (40)	5	5+	-	4+	20	21/23	170

**Options:** Banner (+15pts); Musician (+10pts); Can exchange shields for heavy weapons, reducing their De to 3+ but gaining *Crushing Strength (1)* for free.

*Nomadic tribes in the wilderness often worship the dark gods. Human sacrifice and dark magiks are part of life for these savages. When the dark gods call tribes will band together in the hope of catching the eye of their deities.*

## Foresaken

### Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	5	3+	-	5+	2D6*	13/15	120

**Special:** *Crushing Strength (1).*

\* Roll for the number of Attacks every time you resolve a melee

*The forsaken have sold themselves to the dark gods. Soulless beings that stir themselves when their dark lords call them forth to war.*

## Warhounds

### Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Pack (5)	9	5+	-	3+	5	10/12	45

**Special:** *Nimble.*

*Wild, snapping, savage packs of warhounds roam the wilderness preying on the weak. The wild tribes take them for pets and for hunting but also for food when times are hard. A lone tribesman may find himself the next meal for a hungry pack of hounds.*

## Knights

### Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	7	3+	-	5+	8	11/13	90
Regiment (10)	7	3+	-	5+	16	14/16	150

**Special:** *Elite; Crushing Strength (1).*

**Options:** Banner (+15pts); Musician (+10pts)

*The thunderous charge of the elite Knights strikes fear on to the enemy as they bear down upon them.*

## Chariots

### Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	5+	3	10/12	55
Troop (3)	7	4+	-	5+	9	12/14	120
Regiment (6)	7	4+	-	5+	18	16/18	230

**Special:** *Crushing Strength (2).*

**Options:** Banner (+15pts); Musician (+10pts)

*Demonic steeds, warhounds, horses – all are used to pull the chariots of war.*

## Trolls

### Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	5+	-	5+	4	10/12	55
Gang (3)	6	5+	-	5+	12	12/14	130
Pack (6)	6	5+	-	5+	24	15/17	220

**Special:** *Regenerate; Crushing Strength (1)*

*These dim-witted brutes have been warped and corrupted by the Abyss and goaded into fighting for the dark gods.*

## Hellspitter Demon Engine

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	5+	5+	15	11/13	150

**Special:** *Indirect Fire; Piercing(1).*

*An immensely foul and archaic contrivance that seethes with an inner hate; the possessed machine is designed to spit fiery death and destruction.*

## Spawn

H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	-	5+	2D6*	11/13	100

**Special:** *Individual; Crushing Strength (1).*

\* Roll for the number of Attacks every time you resolve a melee

*A champion who is lost to the Abyss: warped, twisted, consumed and mindless.*

## Exulted Champion

H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	6	14/16	170

**Special:** *Individual; Inspiring; Elite; Crushing Strength (1).*

**Options:** Can ride a Chaos mount, gaining Sp 8 and At 8 (+40 pts)

*One of the Dark Gods favoured sons.*

## Sorcerer

H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	11/13	160

**Special:** *Individual; Zap! (8); Healer (4).*

**Options:** May take up to one Icon (+25 pts)

*Those who walk the path of dark magic to learn the secrets hidden to mere mortals know the way is treacherous. Great power can be found but most fall along the way, lost to the Abyss forever.*

## Warlord on Demonic Beast

H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	8	3+	-	5+	10	16/18	320

**Special:** *Inspiring; Fly; Vicious; Crushing Strength (2).*

*A champion blessed by the gods and favoured with a demonic mount to ride to battle.*

## Army Standard

H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	5+	1	10/12	30

**Special:** *Individual; Inspiring*

*Forbidden icons and symbols embellish the flags of the warrior and tribesman hordes and they are focal points for the worship of the gods.*