

Warriors of Chaos

A Mordheim warband created by Pete Rejowski

The year 2000 of the Imperial calendar saw the destruction of the grand city of Mordheim in a fiery blast of tremendous magnitude. If it was a normal comet that destroyed the city, this would be a simpler tale; the city would have been rebuilt, new settlers would have made new homes, and the city would likely have replenished its former glory. But alas for the Empire of Men, this is not the case.

The comet that destroyed Mordheim was twin-tailed, and was considered a sign from Sigmar himself. Religious fervor and speculation abounded once the comet fell and destroyed the city. Worse than this, rumors (that were confirmed as truth) spoke of twisted mutants, demonic energies, and mad spellcasters. The fragments of the meteor proved to have magical powers as well, and were called wyrdstone (though the Skaven knew this magical rock to be warpstone).

Many flocked to the city in search of this rock, either for the profits that selling it would bring, or for the ability to tap its magical power. From all corners of the world, all felt the hunger for treasure... all but the Greater Powers of Chaos. These deities collectively laughed at the plight of Mordheim; they saw the rampant destruction, the corruption of morals, and the sheer bloodshed in the ruined city, and felt that all was good. Chaos was seeping into the Empire, weakening it further than it had been in centuries.

It was Tzeentch, the Changer of Ways, that broke the pseudo-silence of the Chaos Gods. Tzeentch saw that his rival, Nurgle, had carnivals traveling almost unmolested through the empire; these were spreading disease and famine, and thus increasing Nurgle's power. This alone would have been tolerable (barely), but then Tzeentch discovered the origins of the mysterious Shadowlord, the foul "deity" that the members of the Cult of the Possessed worshipped: the Shadowlord was none other than Be'lakor, the First Daemon Prince. Furious that Be'lakor would dare try to escape his punishment, Tzeentch sent some of his followers to the City of the Damned in order to work against Be'lakor.

Nurgle noted this movement, and immediately sent true followers of Chaos to the city, to match the shift of power that Tzeentch was trying to achieve. Khorne, seeing that his brother deities of magic and death would possibly gain a vast amount of power (due to the strengthening of their followers, and also due to the magical wyrdstone from the city) immediately mustered a portion of his army to march upon the city of Mordheim. Finally, Slaanesh thought that it would be immensely pleasurable to not only increase his power, but to thwart the older Chaos Gods in their power grab.

Thus, the four Greater Powers of Chaos mustered what forces could be spared and sent them into the Empire of Men. However, as usual, the hardy folk of Kislev stood against them. Battles were fought along the northern border of the Empire as the followers of Chaos attempted to break through the Kislevite battle-lines. Ultimately, these attacks were repulsed, as they often have been in the past. The four powers separately realized that no overt action could be taken against the Empire without a proper Everchosen to lead them; however, the temptation of the power that waited within Mordheim could not be ignored. Rather than send full armies to Mordheim, the powers would send small warbands of followers; a few choice Warriors and Marauders, led by a Champion of Chaos. Once there, these warbands would have to fend for themselves, but with their presence in the heart of the Empire, the Gods of Chaos could watch and wait for the right time to strike while building up their power.

The few true Warriors of Chaos that have arrived in the City of the Damned have adapted well to their situation. No longer part of a grand army, these warriors revel in their independence, and as they grow in power and influence within the city, so too do their gods increase in strength; with power comes favor, and the Warriors of Chaos fight for their own glory as well as the glory of their patron deity.

Choice of Warriors

A Chaos warband must include a minimum of three models. You have 500 Gold Crowns to recruit and equip your initial Warband. The maximum number of warriors in the warband may never exceed 15.

Heroes

Aspiring Champion: Your warband must include one Aspiring Champion to lead it; no more, no less!

Chaos Warriors: Your warband may include up to two Chaos Warriors.

Chaos Marauders: Your warband may include up to two Chaos Marauders.

Henchmen

Chaos Brethren: Your warband may include any number of Brethren.

Daemons: Your warband may include up to two Daemons; the exact Daemon chosen will depend on the patron deity of the warband.

Starting Experience

Aspiring Champion starts with 20 experience points.

Chaos Warriors start with 15 experience points.

Marauders start with 4 experience points.

Henchmen start with 0 experience points.

Maximum Characteristics

Aspiring Champions and Chaos Warriors are still human, but are suffused with the raw power of Chaos; they use the following table to represent their maximum characteristics.

M	WS	BS	S	T	W	I	A	Ld
4	8	4	5	5	3	8	5	9

Chaos Marauders and Brethren use the standard Human maximum characteristics.

Special Rules

Chosen of the Gods: Upon creation of the warband, the player must choose the Patron Deity of the warband. This decides which mark the warband can access, which Special skills the warband can use, the type of Daemon they may recruit, and what effect (if any) that praying to the God will have. Once decided, the patron deity may never be changed.

Guided by Chaos: The warband is dependant on the leadership of the Aspiring Champion; barring that, a Chaos Warrior will take charge, as he will not take orders from a lowly Marauder or Brethren. If the Aspiring Champion is killed, the Chaos Warrior with the most Experience will become the warband Leader (and gain the rank and title of Aspiring Champion along with the *Leader* skill, allowing another Chaos Warrior to be hired), even if another Hero has a higher Leadership characteristic.

Tainted: The Chaos warband is unholy and unclean, committing foul acts of violence and depravity on a daily basis. For the purposes of Exploration and Serious Injuries, they use the same rules as the Cult of the Possessed.

Distrusted: None dare to question the will of the Chaos gods, and few would want to associate themselves with open worshippers of them. A Chaos warband accesses Hired Swords and Dramatis Personae as the Cult of the Possessed with one exception: Warbands of Khorne will never hire any Wizards.

Rivals: A Chaos warband may declare alliances as normal in multi-player games, with the following exceptions: Chaos warbands may not ally with the Cult of the Possessed (they were all sent here to weaken the Cult); warbands dedicated to Khorne may not ally with those dedicated to Slaanesh (and vice versa); warbands dedicated to Tzeentch may not ally with those dedicated to Nurgle, and vice versa (this includes the Carnival of Chaos, which worships Nurgle).

Warriors of Chaos Equipment Lists

The following lists are used by Chaos warbands to pick their initial equipment.

CHAOS WARRIOR EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger.....	1 st free / 2 gc
Club / Hammer / Mace.....	3 gc
Axe.....	5 gc
Sword.....	10 gc
Halberd.....	10 gc
Morning Star.....	10 gc
Flail.....	15 gc
Double-handed weapon.....	15 gc

Missile Weapons

None

Armour

Helmet.....	10 gc
Shield.....	5 gc
Buckler.....	5 gc
Light Armour.....	10 gc
Heavy Armour.....	25 gc
Chaos Armour.....	55 gc

Special Equipment (Heroes only)

War Horn.....	25 gc
Chaos Steed.....	90 gc

MARAUDER EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger.....	1 st free / 2 gc
Club / Hammer / Mace.....	3 gc
Axe.....	5 gc
Sword.....	10 gc
Halberd.....	10 gc
Morning Star.....	10 gc
Flail.....	15 gc
Double-handed weapon.....	15 gc
Spear.....	5 gc

Missile Weapons (Chaos Marauders)

Throwing Axes.....	15 gc
Throwing Spears (Javelins).....	5 gc

Missile Weapons (Brethren)

Short Bow.....	5 gc
Bow.....	10 gc
Throwing Knives.....	15 gc

Armour

Helmet.....	10 gc
Shield.....	5 gc
Light Armour.....	10 gc

Note that due to their corrupt nature, a Chaos warband may never purchase the following equipment (though they may still make use of it should they take it from an enemy warband):

Blessed Water
Holy Tome
Tears of Shallaya

Warriors of Chaos Skill Tables

	Combat	Shooting	Academic	Strength	Speed	Special
Aspiring Champion	X		X	X		X
Chaos Warrior	X			X		X
Chaos Marauder	X			X		X

Heroes

1 Aspiring Champion

100 Gold Crowns to hire

An Aspiring Champion of Chaos is a bloodthirsty individual who has proven himself in the eyes of his patron god. He is chosen to lead the warband due to his level of power, bloodthirstiness, and overall brutality. It is the hope of every Aspiring Champion to eventually achieve immortality, and the Champion sees this foray into Mordheim as a worthwhile step on his path of darkness.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	6	3	4	4	1	5	1	8

Weapons / Armour: An Aspiring Champion may be equipped with weapons and armour chosen from the Chaos Warrior equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the Aspiring Champion may use his Leadership instead of their own.

Mark of Chaos: The Aspiring Champion begins the game with the Mark of Chaos belonging to his patron deity.

0-2 Chaos Warriors

60 Gold Crowns to hire

Chaos Warriors are amongst the Northmen who feel the pull of Chaos stronger than the others. They are awesome fighters; their skills have been honed over the years by constant battle, and are feared by many. These warriors accompany their Champion to Mordheim in search of naught more than to prove their worthiness in the eyes of their god.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	5	3	4	4	1	4	1	8

Weapons / Armour: A Chaos Warrior may be armed with weapons and armour chosen from the Chaos Warrior equipment list.

SPECIAL RULES

Mark of Chaos: A Chaos Warrior may eventually earn a Mark of Chaos, as described in the section on Marks of Chaos.

Arcane Potential: If the chosen deity of the warband is not Khorne or Tzeentch, a single Chaos Warrior can be upgraded to a Sorcerer. This increases the warrior's cost by 10 gc, and also gives him access to Academic skills and his god's spell list.. If the warrior uses any armour (except Chaos Armour), he cannot cast spells.

0-2 Chaos Marauders

35 Gold Crowns to hire

Marauders are members of the tribes of Northmen, and often flock southwards with any Chaos invasion. Marauder tribes are spread across the north of the world, some of them in rough settlements of log and stone. Marauders accompany the Chaos warbands into Mordheim to loot and pillage the riches from the City of the Damned, and are held in almost as high respect by the various gods of Chaos as the Warriors.

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

Weapons / Armour: A Chaos Marauder may be armed with weapons and armour chosen from the Marauder equipment list.

Henchmen (bought in groups of 1 – 5)

Chaos Brethren

25 Gold Crowns to hire

The people recruited into the Chaos warband are the lowlives of civilization; aspiring sorcerers, murderous cut-throats, and all manner of thieves and vagabonds. They are hired by the followers of Chaos and embrace the chosen deity of the

warband, starting them down their own path of darkness.

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

Weapons / Armour: Chaos Brethren may be armed and equipped with weapons and armour chosen from the Marauder equipment list.

0-2 Daemon of Chaos

50 Gold Crowns to hire

In order to prove their superiority over the so-called Shadowlord, the Greater Powers of Chaos have insured that their presence is directly felt. While they have sent mortals to do their bidding, they also allow these mortals to summon their immortal children. These are the Daemons of Chaos, and they are feared and reviled by all the goodly races of the world.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	4	3	1	4	2	10

Weapons / Armour: Variable. Some use weapons; others use only claws and ferocity. Regardless, Daemons may not be equipped with any additional weapons or armour.

SPECIAL RULES

Fear: All Daemons cause *Fear*.

Daemonic: Daemons never gain experience.

Daemonic Aura: All Daemons have a special armour save of 5+ that is not modified by the strength of the attack, but is completely negated by magical weapons and spells. The Daemon's physical attacks are considered magical as well.

Immune to Poison: The body of a Daemon is more magic than flesh, and thus cannot be harmed by conventional poisons.

Immune to Psychology: Daemons *are* the embodiment of fear, and automatically pass any Leadership-based test that they have to take (such as *All Alone* tests).

Unstable: Daemons are bound to the world by a magical link that is highly volatile and unstable. If taken *Out of Action*, a Daemon is banished and effectively destroyed on a d6 roll of 1-3 (instead of the usual 1-2 for henchmen). In addition, if the warband routs, the Daemon must make a Leadership test or be destroyed.

Daemon Type: Depending on the chosen deity of the warband, a Daemon will have different special abilities, as detailed below.

Bloodletters of Khorne

Equipment: Bloodletters are armed with Halberds and Light Armour.

Frenzy: The Daemon is subject to the rules for *Frenzy*; it is immune to all other psychology.

Magic Resistance: A Bloodletter is resistant to magic, and will negate any spell that affects it on a d6 roll of 5+.

Characteristic Changes: +1 Weapon Skill.

Plaguebearers of Nurgle

Cloud of Flies: Plaguebearers are surrounded by a cloud of flies. Opponents suffer a -1 to-hit modifier on all attacks in hand-to-hand combat.

Stream of Corruption: A Plaguebearer can shoot forth a stream of maggots, entrails and filth. This is a shooting attack with a range of 6", and causes one S3 attack with no armour saves allowed.

Characteristic Changes: +1 Toughness.

Daemonettes of Slaanesh

Aura of Slaanesh: All enemy models in base-to-base contact with the Daemonette suffer a -1 penalty to their Leadership characteristic.

Characteristic Changes: +1 to Movement, Initiative, and Attacks.

Flamers of Tzeentch

Flames of Tzeentch: The Flamer may fire flames out of its weird arms. This is a special shooting attack with an 8" range that suffers no movement or long-range penalties. The Flamer fires d6 shots at a single target; each hit causes one S3 flaming attack. Also, all of the Flamer's hand-to-hand attacks count as flaming.

Characteristic Changes: +2 Movement, -2 Weapon Skill, +1 Ballistic Skill, +1 Toughness.

Special Equipment

Chaos Armour

Chaos Armour can only be purchased when the warband is initially created; the only other way to get it is by a divine blessing (see below).

Chaos Armour effectively counts as Gromril Armour (4+ armour save, no movement penalty with shield), but cannot be removed from the model. A Wizard wearing Chaos Armour can still cast spells as normal.

War Horn

(25+1d6 gc / Rare 7)

The Rules for the War Horn are printed in the 2002 Annual; the Chaos Warband uses these rules, except for rarity and price. The rules are restated here for convenience.

A War Horn may be sounded once during the game at the start of any Chaos turn. Until the start of the next turn, all members of the warband gain a +1 to their Leadership (to a maximum of Ld 10). The War Horn may be used just before the warband takes a Rout test.

Throwing Axes

(15 gc / Common)

These are commonly used by the tribes of Northmen, who prefer the cutting edge over the extra range. Throwing Axes also have the nasty habit of sticking in an opponent's shield, rendering it temporarily unusable.

Range 6"

Strength As user

Special Rules *Thrown Weapon, Stick Cutting Edge*

Thrown Weapon: Throwing Axes are perfectly balanced for throwing, so a user does not suffer the to-hit penalties for movement or range. Throwing Axes cannot be used in melee combat.

Stick: If the target is using a shield and makes his armour save against the axe, the axe will be embedded in the shield, rendering it too unwieldy to use. In the model's next recovery phase, as long as he is not in hand-to-hand, he may make a Strength check to work the axe free.

Cutting Edge: A Throwing Axe has an extra armour save modifier of -1 (like a basic Axe).

Marks of Chaos

A Mark of Chaos can only be taken by the Aspiring Champion or by Chaos Warriors (note that the Aspiring Champion starts with the mark of his patron deity). Once a Chaos Warrior has reached 28 Experience or more, in addition to rolling for his advance, he gains the Mark of Chaos for his patron deity. This represents his god noting his improvement and rewarding him directly.

Mark of Khorne

The Hero is subject to *Frenzy*. Remember that a ridden creature does not get an additional Attack if its rider is *Frenzied*. In addition, he becomes somewhat magic resistant and will negate any spell that affects it on a d6 roll of 5+.

Mark of Slaanesh

The Hero is completely immune to Psychology, though he must still take Rout tests as normal. In addition, he gains +1 to Initiative that does not count toward his racial maximum.

Mark of Tzeentch

The Character is a Wizard, and uses spells from the Lore of Tzeentch; he can still cast spells while wearing any sort of armour. Also, when choosing a new spell, the Hero rolls two dice and picks the result that he wants, and may exchange any new spell generated with Red Fire of Tzeentch. A Chaos Warrior that earns his Mark is also immediately granted a spell.

Mark of Nurgle

The Hero gains +1 Wound that does not count toward his racial maximum. In addition, the model is so putrescent, he causes *Fear*.

Warriors of Chaos Special Skills

Quick Blood

One Hero per warband unless Slaanesh

The Hero has gained supernatural speed due to constant exposure to the mutating energies of Chaos. A warrior with this skill may choose skills from the Speed table, and can choose one immediately.

Missile Preference

Marauders or Brethren Heroes only

One Hero per warband unless Tzeentch

Not allowed in warbands of Khorne

The Hero has developed a preference for ranged combat over hand-to-hand. A warrior with this skill may choose skills from the Shooting table, and can choose one immediately.

Axe Fighter

Marauders only

The warrior is extremely proficient with throwing axes. The Hero is capable of throwing two in each shooting phase, and also benefits from the *Mighty Blow* skill (if he has it) with his thrown axes.

Shield Punch

The Hero has learned to use a shield as a means of attack as well as defense. The model gains an off-hand attack in addition to gaining the armour save of a shield. This attack is resolved at user Strength, and is a bludgeoning attack for the purpose of critical hits.

Mutant

The Hero may buy one mutation, as detailed in the Cult of the Possessed warband listing.

Gaze of Acquiescence

Models with the Mark of Slaanesh only

The Hero can transfix enemy models with his gaze, causing them to forgo any hostile actions. Any model in base-to-base contact with the Hero must pass a Leadership test or may not make any attacks in that Close Combat phase. Models immune to psychology cannot be affected.

Blood Frenzy

Models with the Mark of Khorne only

The Hero has mastered the art of heightening his berserk fury, and is a whirlwind of steel when fighting. If he takes all of his hand-to-hand opponents *Out of Action* during his turn, he may make an immediate 4" follow-up move. If he comes into contact with another enemy, this starts a new combat, which takes place in the following turn with the Blood-Frenzied model counting as charging.

Corrupted Form

Models with the Mark of Nurgle only

The body of the Hero is filled with such corruption, filth, and disease that he is rendered completely immune to all disease and poison attacks.

Loremaster

Models with the Mark of Tzeentch only

The Champion of Tzeentch is learned in the ways of magic as well as that of battle. A warrior with this skill may choose skills from the Academic table, and may choose one immediately as long as it pertains to magic.

Arcane Forge

Models with the Mark of Tzeentch only

The Hero has learned how to infuse items with magical power. Instead of searching for rare items, he may attempt to enchant a weapon. The weapon must be of fine craftsmanship; only weapons made from Gromril or Ithilmar may be enchanted. The procedure costs 15+1d6 gc which must be paid for in advance. The player rolls 2d6, and on a roll of 8+, the weapon is enchanted. However, if a 2 is rolled, not only is the weapon not enchanted, it is also destroyed.

The Chaos magic flowing through the weapon gives it a +1 bonus to wound all prayer users (Matriarchs and Warrior-Priests of Sigmar, for example), all non-corporeal Undead (such as Banshees, etc), and all Daemons; the blade will count as magical for the purposes of negating Daemonic or Spirit auras and the like.

Gifts of the Plagued One (Lore of Nurgle)

Sorcerers of Nurgle see it as their sacred duty to spread multiple diseases throughout the world. Thus, they strive to use their magic as much as possible, filling the world with the power of Nurgle. Models that are immune to disease are immune to the hostile effects of the Lore of Nurgle.

D6	Result	Difficulty
1	Magnificent Buboes	Difficulty 7
This spell has a range of 8" and affects a single enemy warrior. The warrior must pass a Toughness test or lose a Wound. No armour saves are allowed.		
2	Sumptuous Pestilence	Difficulty 10
The Sorcerer purifies the air around him with the essence of Nurgle himself. All enemy models within 12" of the Sorcerer suffer a Strength 3 hit. No armour saves are allowed.		
3	Scabrous Hide	Difficulty 8
The skin of the Sorcerer becomes tough and leathery, giving him armour save of 2+ which replaces his normal armour save. The skin-armour can be combined with a shield as normal. The Scabrous Hide lasts until the beginning of his next turn.		
4	Nurgle's Rot	Difficulty 9
All enemy models in base contact with the Sorcerer must pass a Toughness test or contract Nurgle's Rot. If an enemy contracts the rot, at the end of the game, roll on the following chart.		
1 – Severe Case. Roll d3 times on the Injury table if a Hero; if a Henchman, he dies on a roll of 1-3.		
2-5 – Mild Case. The character must miss the next game as he recovers.		
6 – Full Recovery! The character was either lucky or has a divine immune system. No ill effects.		
5	Favored Poxes	Difficulty 7
Calling upon Nurgle to bless his enemies, the Sorcerer inflicts wave after wave of debilitating illness. Pick any enemy model within 18" of the Sorcerer. The model reduces its WS, BS, S and Ld by -1 (to a minimum of 1) whilst this spell lasts. This spell remains active unless the Sorcerer is <i>Stunned</i> or taken <i>Out of Action</i> , or until the Sorcerer chooses to end it at the start of any of his turns.		
6	Effulgent Boils	Difficulty 9
The Foes of Nurgle erupt with glistening boils which split the skin and cause immense discomfort. The spell has a range of 12", and must be cast at the closest enemy model. The target takes d3 S4 hits, with no armour saves allowed.		

The Lore of Change (Lore of Tzeentch)

The Magic of Tzeentch all manifests as different colored fire, which twists and warps the surrounding air. Sorcerers of Tzeentch are not to be underestimated; all are experts in combat as well as spellcasting, making them formidable opponents.

D6	Result	Difficulty
0	Red Fire of Alteration	7
This spell has a range of 30", causing d3+1 hits with a Strength of d6 on a single enemy model. Armour saves are taken as normal. This spell is a fire attack for the purposes of <i>Regeneration</i> , etc.		
1	Orange Fire of Transition	6
The flames that spring up around the Sorcerer contain scenes from the future, warning him of what is to come. The Sorcerer can re-roll all failed dice rolls, though the second results stand. The effect lasts until the beginning of the Sorcerer's next turn.		
2	Yellow Fire of Transformation	8
The Sorcerer is surrounded by a shield of fire that blocks enemy attacks. The Sorcerer gains a special saving throw of 5+ against all attacks that cannot be modified in any way. If the Sorcerer also possesses the skills <i>Step Aside</i> or <i>Dodge</i> (or another form of special save), the saving throw becomes 4+ in the relevant area. This spell lasts until the Sorcerer is <i>Stunned</i> or put <i>Out of Action</i> .		
3	Green Fire of Mutation	7
The spell has a range of 18" and must be cast on the closest enemy model. Roll a d6 and add the Sorcerer's Leadership to the score; then roll a d6 and add the target's Leadership. If the Sorcerer beat his opponent's score, he gains control of the model until the model passes a Leadership test in his own Recovery phase. The model may not commit suicide, but can attack models on his own side and will not fight warriors from the Sorcerer's warband. If he was engaged in hand-to-hand, place the models 1" apart. The model gains an immediate out-of-phase movement, and can use this movement to declare a charge.		
4	Blue Fire of Metamorphosis	10
This spell has a range of 12", and causes 2d3 hits with a Strength of d6+1 on a single enemy model. Armour saves are taken as normal. This spell is a fire attack for the purposes of <i>Regeneration</i> , etc.		
5	Indigo Fire of Change	9
The Sorcerer engulfs the surrounding area in mutating flames. All enemy models within 6" of the Sorcerer suffer a Strength 4 hit, with no armour saves allowed. This spell is a fire attack for the purposes of <i>Regeneration</i> , etc.		
6	Violet Fire of Tzeentch	7
Propelling himself off the ground with blazing fire, the Sorcerer may immediately move anywhere within 12", and will count as charging if he engages an enemy. If he engages a fleeing enemy in the close combat phase, he will score one automatic hit, and the opponent will flee again (if they survived).		

The Lore of Pain & Pleasure (Lore of Slaanesh)

Sorcerers of Slaanesh enjoy giving strong sensations as well as receiving them, and so strive to do so through their magic. Their incantations are usually ecstatic squeals of delight, as raw magic courses through their bodies and is shaped to a more pleasing form.

D6	Result	Difficulty
1	Blissful Throes	10
A long whip of pure Chaos energy lashes out at the enemy with a delightful crack, leaving its victims wracked with pain, to the envy of the caster. The spell has a 12" range, and causes d3 Strength 6 hits. Armour saves are taken as normal.		
2	Luxurious Torment	7
This spell has a range of 24", and can be cast on any model (friend or foe). The target is engulfed by a wave of hysteria and begins crying out and weeping, clawing at themselves and turning on everyone with weapons bared. The model becomes subject to the rules for <i>Frenzy</i> , even if normally immune to psychology. However, the model automatically suffers d3 Strength 3 hits at the start of each players turn. This spell lasts until the Sorcerer is <i>Stunned</i> or taken <i>Out of Action</i> , or until the Sorcerer ends the spell at the beginning of any of his turns.		
3	Titillating Delusions	8
Slaanesh creates an illusion of the enemy's deepest desire, and they find it impossible to resist the urge to capture it. This may be cast on an unengaged enemy model within 18". Mark a point on the tabletop and within the model's line of sight for the illusion to appear. The model must move as directly and quickly toward this point, but it can charge and fight any enemy unit that lies along this line of advance. The spell lasts until: the caster decided to end it (which he can do at the start of any of his turns), the caster is <i>Stunned</i> or put <i>Out of Action</i> , or the model reaches the illusion marker.		
4	Delectable Torture	7
This spell may be cast on any unengaged enemy model within 12". The model will immediately attack any friendly model that he is in base-to-base contact with (if any). If there are no such models, the victim may immediately use any missile weapon to fire at any model chosen by the Chaos player. This spell cannot be cast specifically on a model's mount.		
5	Enrapturing Spasms	9
The spasms can be targeted at an enemy model within 12". The model cannot voluntarily move in the Movement phase, and cannot shoot, attack in close combat, or cast spells. The model will be automatically hit in close combat, and is also temporarily rendered immune to Psychology. This spell lasts until the beginning of the Sorcerer's next turn.		
6	Delicious Excruciation	7
The Sorcerer compresses and extends his muscles to their breaking points, quickly leaping into the air. He may immediately move anywhere within 12", and will count as charging if he engages an enemy. If he engages a fleeing enemy in the close combat phase, he will score one automatic hit, and the opponent will flee again (if they survived).		

Favor of the Gods

When a Chaos Hero gains enough experience, instead of picking a Skill (if that advance was rolled), he can offer prayers to his patron deity in an attempt to gain the deity's favor. The table used is dependant on which deity the warband considers its patron. Roll 2d6 to determine the effect. In all cases, each beneficial effect can only apply once; re-roll until a new effect is rolled (or until the model is killed, ignored, or mutated in a different way). A model without the proper Mark of Chaos can only attempt to gain the Favor of the Gods once; he is barely noticed by the deity when compared to his true followers.

Khorne

2 Wrath of Khorne! The Lord of Skulls turns the warrior into a puddle of blood, with a pristine white skull in the center. Remove him from the warband roster.

3-5 Nothing Happens. Khorne ignores the bloody ritual of his servant (likely laughing loudly while doing so).

6 Might of Khorne. The model is infused with the fury of Khorne, and has +1 Strength added to his profile that does not count toward his maximum.

7 Mutation. The warrior develops a severe mutation. Roll a d6. On a roll of 1, you lose a single point from one of the warrior's characteristics (chosen by you). On a 2+, you may choose which one of the mutations listed in the Cult of the Possessed warbands section your warrior has been rewarded with.

8-9 Chaos Armour. The warrior's body becomes encased in a spiky, brass-inlaid suit of Chaos Armour.

10-11 Axe of Khorne. This unholy blade screams with the power of the Daemon bound within it. An Axe of Khorne functions like a normal Axe (-1 additional armour save), and causes Critical Hits on a roll to-wound of 5-6 instead of only 6; if a natural 6 is needed to wound, the Axe of Khorne can still cause a Critical Hit on a to-wound roll of 6.

12 Possessed! A Daemon takes over the soul and body of the warrior. He immediately gains +1 to Weapon Skill, Strength, Attacks, and Wounds; these increases do not count toward his maximum. The warrior loses d3 of his skills (chosen by the player) and may no longer use weapons or armour except for Chaos Armour or an Axe of Khorne.

Slaanesh

2 Wrath of Slaanesh! The Prince of Pleasure is not pleased with his servant, and overloads his body with pain. Remove him from the warband roster.

3-5 Nothing Happens. Slaanesh ignores the orgiastic ritual of his servant (likely sitting back and enjoying the show).

6 Soporific Musk. The hero exudes a heady aroma, and enemies close by find their minds confused and their limbs heavy and slow. Any enemy models in base contact with the warrior halve their WS and I (rounding up).

7 Mutation. The warrior develops a severe mutation. Roll a d6. On a roll of 1, you lose a single point from one of the warrior's

characteristics (chosen by you). On a 2+, you may choose which one of the mutations listed in the Cult of the Possessed warbands section your warrior has been rewarded with.

8-9 Chaos Armour. The warrior's body becomes encased in a perverse suit of Chaos Armour.

10-11 Whip of Pleasure. This whip writhes with its own power, it crack sounding like a peal of thunder; the whip strikes at base user Strength, and has the *Whipcrack* special rule. The *Whipcrack* from a Whip of Pleasure will always strike first, overruling the normal *Strike First* rule.

12 Possessed! A Daemon takes over the soul and body of the warrior. He immediately

gains +1 to Weapon Skill, Strength, Attacks, and Wounds; these increases do not count toward his maximum. The warrior loses d3 of his skills

(chosen by the player) and may no longer use weapons or armour except for Chaos Armour or a Whip of Pleasure.

Tzeentch

2 Wrath of Tzeentch! The Changer of Ways decides to change his follower into a pyre of multicolored flame. Remove him from the warband roster.

3-5 Nothing Happens. Tzeentch ignores the pyrotechnic ritual of his servant (likely the firelights weren't varied enough).

6 Tzeentch's Will. The warrior is party to Tzeentch's will of the intricate strands of fate. He may roll three dice when casting a spell, and can choose whichever two he likes.

7 Mutation. The warrior develops a severe mutation. Roll a d6. On a roll of 1, you lose a single point from one of the warrior's characteristics (chosen by you). On a 2+, you may choose which one of the mutations listed in the Cult of the Possessed warbands section your warrior has been rewarded with.

8-9 Chaos Armour. The warrior's body becomes encased in a highly ornamented suit of Chaos Armour.

10-11 Staff of Change. The staff enables the bearer to better control the forces of Chaos, channeling them through the staff. It functions exactly like a Halberd (two hands to use, +1 Strength), and also gives a +1 bonus to all casting rolls (cumulative with the *Sorcery* skill).

12 Possessed! A Daemon takes over the soul and body of the warrior. He immediately gains +1 to Weapon Skill, Strength, Attacks, and Wounds; these increases do not count toward his maximum. The warrior loses d3 of his skills (chosen by the player; the player cannot choose spells) and may no longer use weapons or armour except for Chaos Armour or a Staff of Change.

Nurgle

2 Wrath of Nurgle! The Lord of Decay causes the warrior to burst like an over-filled pimple. Remove him from the warband roster.

3-5 Nothing Happens. Nurgle ignores the putrid ritual of his servant (likely the servant had bathed too recently).

6 Cloud of Flies. A swarm of flies envelops the warrior which distracts the enemy. Any enemy in close combat with the hero suffers a -1 modifier on rolls to-hit.

7 Mutation. The warrior develops a severe mutation. Roll a d6. On a roll of 1, you lose a single point from one of the warrior's characteristics (chosen by you). On a 2+, you may choose which one of the mutations listed in the Cult of the Possessed warbands section your warrior has been rewarded with.

8-9 Chaos Armour. The warrior's body becomes encased in a corrupted suit of Chaos Armour.

10-11 Plague Flail. This immense ball and chain instantly infects any wound that it inflicts. It functions like a normal Flail (+2 Strength for the first HtH combat round, two hands to use), and counts as being permanently coated in both Black Lotus and Dark Venom.

12 Possessed! A Daemon takes over the soul and body of the warrior. He immediately gains +1 to Weapon Skill, Strength, Attacks, and Wounds; these increases do not count toward his maximum. The warrior loses d3 of his skills (chosen by the player) and may no longer use weapons or armour except for Chaos Armour or a Plague Flail.