

Chaos Warriors - Warband Supplement

The Warbands that follow the chosen sons of Chaos vary wildly. Some bands of Marauders can be as small as ten, led by a democratically assigned leader. Others number in the thousands, led by a powerful Chaos Lord who recruits through force or simply their influence. Each Warband is unique, following different Gods, philosophies, ideals (if they have any at all), or even just a vision. Some are well-established forces that have veterans who have remained for years, others are temporarily created so that smaller forces can accomplish a difficult objective. No Warband is the same as another.

You have proven yourself worthy to lead one of these mighty mobile battle forces. They will be the mighty foundation for your mighty personal armies in the future. They will let you expand your influence across the realm and enforce your will as you see fit. The best warriors have been selected for your purposes and mentality - those of a cruel nature will find warriors with an equal temperament, and be able to build trust off of your shared villainy. But those of less traditional ideas will find their warriors to be much different than the usual Northman. They may embody the positive traits of their god and show restraint when appropriate. You may even find true heroes among them.

Now then, on to creating your Warband.

You'll be granted 20 Population Points.

Each and every unit in this supplement uses exactly ONE Population Point, regardless of their strength and numbers, but more powerful units will have less numbers. It is up to you to decide whether to create a stronger but smaller force, create a weaker but more numerous one, or balance the two.

You will also get ONE Hero unit that requires NO Population Points to act as your second in command (if you desire) so that you do not need to micromanage your warband, or even allow them to simply command it entirely so that you don't have to be bothered with managing lesser beings at all.

Any warriors that die will come back in a week to serve you once more, and your commands shall be followed to the letter lest they invite the wrath of their Lord.

Unit Marks:

Each Unit is devoted to one of the four Gods. You may pick one Mark to represent their favor from that God that grants them a bonus associated with that God. Jumpers that are dedicated to a God will easily establish rapport with troops dedicated to their God, but may have some difficulties with leading Units dedicated to different Gods. Those of Chaos Undivided will not have these issues whatsoever and will find that their Warband will support them through thick and thin.

Marks of Khorne:

These warriors dedicate themselves to Khorne and find themselves granted unnatural strength and battle prowess. Higher tier units are stronger and adept at close combat.

Mark of Tzeentch:

Dedicated to the Lord of Magic Tzeentch, these warriors are often educated on matters of magic and are capable of beginner level magic spells. Higher tier units are capable of greater feats of casting.

Mark of Nurgle:

These warriors dedicated to Nurgle are extremely difficult to kill, Nurgle's touch making much of their bodies redundant. Higher tier units become tougher.

Mark of Slaanesh:

Graceful and quick, these warrior of Slaanesh are highly dexterous and are capable of outright dodging attacks and slaying foes with great speed. Higher tier units become faster and more beautiful.

Weapon Choices

Each Unit has access to different weapons that can change how each unit performs in combat. Units with Great Weapons gain two handed weapons that deal more damage and are more effective but are slower to use. Hand weapons come with shields that each individual warrior can discard in favor of using two weapons at once, and are generally faster to use and better against infantry. Other weapons can be chosen as well, so make your choices wisely. Note that if (Chaos Weapons) is next to the weapon choice, this means that this unit gains Chaos Weapons instead of normal weapons.

Heroes:

Each Hero can dedicate themselves to a God for their Mark, or remain as Chaos Undivided to better lead your varied troops.

Exalted Hero

A Champion of Chaos, these great warriors are an equal for several men in combat, aiding their Warbands in combat with great effectiveness. Clad in Chaos Plate Armor, these warriors are some of the best killers that the forces of Chaos possess, and their every move has the eye of their dark patrons. These Champions often seek out other Champions to fight in single combat in an effort to please the Gods by proving their superiority.

Weapons (Chaos Weapons):

- Hand Weapon
- Great Weapon

Chaos Sorcerer (Banned: Mark of **Khorne)**

Powerful spellcasters that use the Winds of Magic to their own ends, casting nefarious spells in combat that blast the enemy into pieces or shatter their minds like glass.

Chaos Sorcerers often serve as oracles for the tribes to the North, but others bind themselves to powerful Champions and Lords due to a thirst for power or adventure.

Many Chaos Sorcerers actually come from the lands to the South due to persecution for their abilities.

Weapons (Chaos Weapons):

- Hand Weapon
- Staff

Warriors of Chaos

These will be the men and women that make up your forces. Make your decisions wisely. Remember, each Unit here uses ONE Population Point.

Infantry



300 Marauders:

The most numerous warriors available to a leader of Chaos, these are the average warriors that can be found in a Warband. Usually lacking a great deal of armor and using whatever weapon they please, Marauders are an undisciplined force but not one to be trifled with. The men of the North are strong and hardy, so they can easily fight men in full plate mail even with their paltry kit.

Weapons:

- Hand Weapons
- Great Weapons



100 Chaos Warriors:

The true weapons of the Gods, Chaos Warriors are some of the most feared infantry in the world. Encased in Chaos Plate Armor and wielding fine weapons, these warriors are more disciplined than Marauders and are more than a match for the elite units that other races in the world possess. It is not unusual for a trail of destruction to follow these armored destroyers in battle, their deeds sending lesser men to rout. Chaos Warriors often gather around their own kind and as a result it is not unheard of for entire Warbands to consist of these mighty warriors.

Weapons:

- Hand Weapons
- Great Weapons



50 Chosen:

These Chaos Warriors have gained enough power from the Ruinous Powers to become stronger than their brethren, but are not quite powerful enough to become true Champions of the Gods. These warriors are widely venerated by the tribes of the North for their status as favored warriors, like the noblemen of the South, but full of promise and worth instead of wealth and uselessness. Chosen are an elite choice accessible to only the most powerful Champions and CHaos Lords, for the Chosen refuse to serve anyone who is not worthy of their power.

Weapons (Chaos Weapons):

- Hand Weapons
- Great Weapons
- Halberds



20 Chaos Ogres:

Ogres generally only care about two things in the entire world: Eating and fighting. It's no wonder that many Ogres travel to the North to fight the many creatures and tribes that lurk there, as well as sample some very unusual meats! Eating human flesh isn't very unusual at all for these creatures, and they have no problems getting plenty of it, for they are extremely strong and twice as tall as a normal man. In addition to the many gifts that Chaos can grant them, they are a terrifying force on the battlefield, as not even whole lines volley firing into them with firearms may not be enough to stop their charge. Ogres don't even particularly need enhanced weapons, for their strength alone allows them to easily punch through armor with their massive weapons.

Weapons:

- Hand Weapons
- Great (GREAT) Weapons



20 Dragon Ogres:

Dragon Ogres are some of the most ancient beasts in the world as the result of a dark pact that their ancestors made with the Dark Gods out of fear of becoming extinct. In exchange, they dedicated themselves to serving the Ruinous Powers, only being allowed to die in battle, making them fight with a ferocity nearly unmatched, for being killed in combat is perhaps the only salvation left for them. Dragon Ogres normally sleep for years, only awakening when a great thunderstorm rouses them and prompts them to attempt to bathe in that lightning and gain its power to better destroy their enemies. The Dragon Ogres fight viciously for the end of the world, for they hope that when the Dark Gods destroy all that exists, they will join the extinguishment of all life and no longer be bound to the service of the Dark Gods.

Weapons:

- Great Weapons



2 Dragon Ogre Shaggoths:

Dragon Ogres grow larger and larger as they age, the heights they are capable of reaching is staggering. The average Dragon Ogre is around five to six metres tall, but Dragon Ogre Shaggoths often are as large as twenty, rivalling even Chaos Giants! With that height also comes strength that easily surpasses a Shaggoth's smaller brethren and makes their small unit sizes worth the sacrifice in most Lord's eyes. There is no observed limit to how massive these creatures can get, and with enough power from the thunder and age, some Dragon Ogres have known to become almost as large as a mountain...but naturally none have lived long enough to confirm these old wives tales.

Weapons:

- GREAT Weapons

Cavalry



200 Marauder Horsemen:

Some tribesmen show a great affinity for riding horses into battle. While some tribes fear horses for superstitious reasons, other tribes venerate them to the point where their horsemanship is impressive. Marauder Horsemen are an excellent choice for a mobile battleforce, for they are excellent trackers and scouts, allowing a Warband to march without fear of ambush. They are also good choices in battle, for their higher numbers make them useful for powerful charges and flanking attacks.

Weapons:

- Hand Weapons
- Spears



30 Chaos Knights:

Some of the world's most feared horsemen, Chaos Knights are powerful horsemen that ride Chaos Steeds, horses warped with the power of Chaos and clad in Chaos Armor. Every part of the Chaos Knight is intended to mutilate as it charges into the foe, for even the greaves of the Knights are spiked so that it can bite the flesh of those they pass as they ride. Many of these warriors bear magical weapons blessed by the Gods so that they may slay more quickly. When Chaos Knights charge into battle lines, they do so like the mailed fist of the Gods. Incredibly arrogant, these Knights are unable to be commanded by anyone reliably other than the mighty Chaos Lords, the only beings with enough favor from the Gods to force these warriors to respect them and heed their call.

Weapons (Chaos Weapons):

- Hand Weapons
- Great Weapons
- Lances



6 Chaos Chariots:

Built with fine iron and constantly drenched in blood, these Chariots are far more tough than the pathetic Chariots used by the other races of the world. These engines of destruction mutilate all foes that they plow through with their immense weight and the warriors that ride in them. The mighty steeds that pull them are wrought with Chaos Armor and easily trample all underfoot as the riders behind them chop and slash. These Chariots can either be pulled by mighty Destriers that have been mutated with the powers of Chaos or by a single Gorebeast, a bull-like animal with such strength that it is almost difficult to control.

Animals:

- Two Destriers
- One Gorebeast

Riders:

- Hand Weapons
- Great Weapons
- Lances

War-Beasts



500 Chaos Warhounds:

Animals that were mutated by Chaos, these beasts are constant threats to caravans and travellers, for they are plentiful and willing to try to kill anything for meat in their bellies. Strong but plentiful, these warped creatures are an excellent choice to use as cannon fodder so that that battle lines are shaken by the ferocity of these creatures so that warriors can follow behind and do their work. Gunners will have little time to aim and fire, for these creatures are fast and it is likely that they will only get one shot.

Weapons:

- Tooth and claw, but boy are they sharp!



2 Chaos Giants:

Single-minded, massive humanoids with a thirst for only food, alcohol and violence, these creatures are widely feared on the battlefield for their tremendous size and even great strength, wielding clubs as large as a tree that are easily capable of smashing several men with a single swing. These Giants are hard to come by, but when a Warband encounters them it is more than likely that the Giant will join them, for the forces of Chaos possess all they could ever want: Food and violence. Like with Ogres, these beasts have a taste for any kind of flesh, so it is not unusual for these beasts to simply pick up a foe and hold him captive so that he might eat them later. The attack of a Chaos Giant is always devastating.

Weapons:

- Massive clubs or axes.



2 Hellcannons:

A metal Daemonic weapon crafted by the Chaos Dwarfs, these weapons are essentially Daemon Weapons in the form of a massive cannon and a team of Chaos Dwarfs with familiarity to the weapon is absolutely needed to keep the Daemons inside the weapons under control. These weapons must be chained in the ground before use as if given a chance these weapons will charge on their own into the battle. These weapons fire pure energy often created from the suffering and pain of slaves used to feed the weapon, and their blasts often totally disintegrate their victims and leave nothing but ash and dust. These might weapons are perfect for sieges as well as weapons on a fortresses wall.

You may substitute the souls of the damned for other magical energies, to allow you to use them in all conditions and...other reasons. Comes with a team of 10 Chaos Dwarfs to operate these hellish weapons.

Notes:

- All members of your Warband can be placed into one Companion slot, split up into different slots however you please, or simply accompany you as Followers.
- The gender ratio is entirely up to you. Make your entire warband full of waifus, I'm sure some Slaaneshi champion does something like that.

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