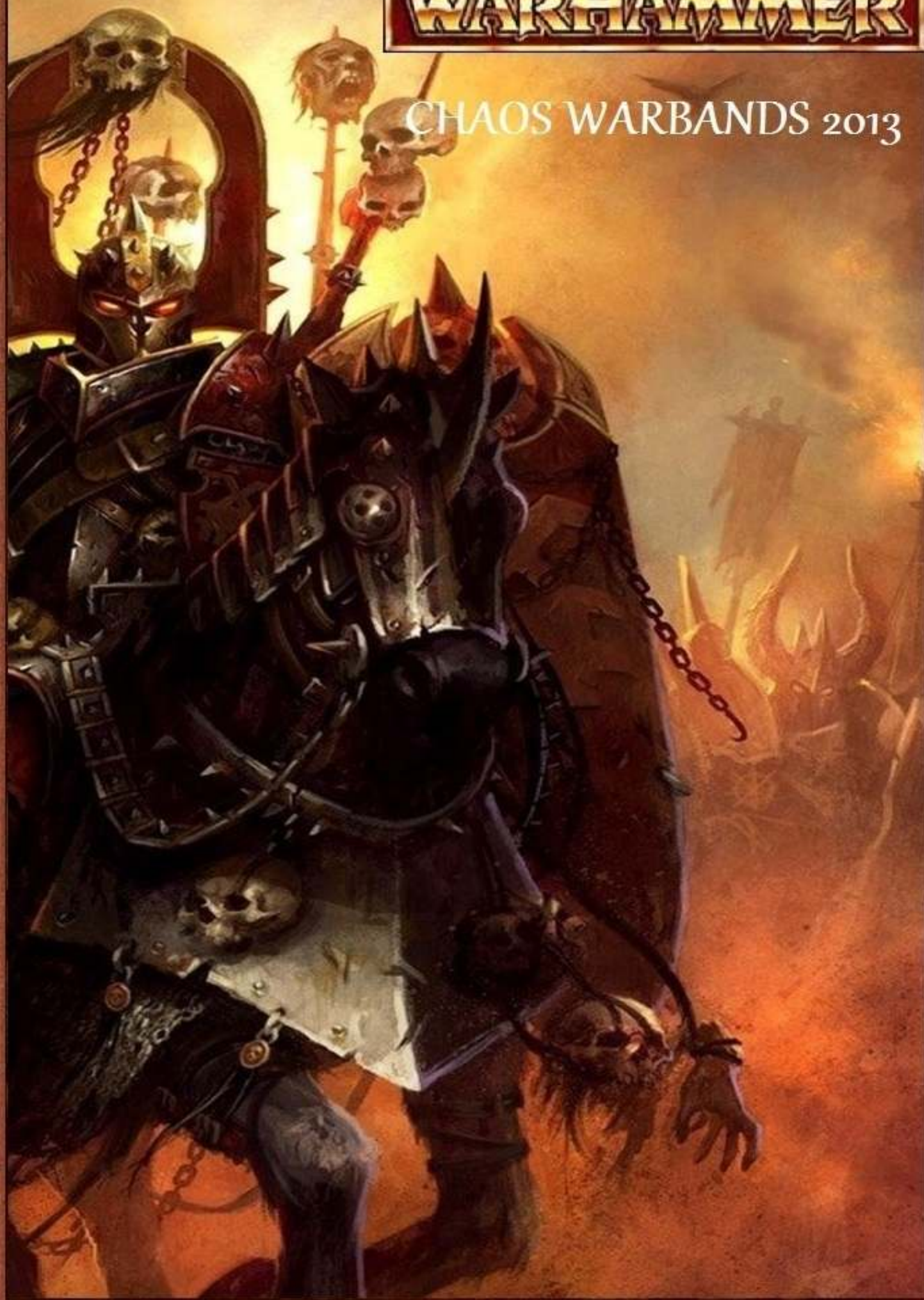


WARHAMMER

CHAOS WARBANDS 2013



CHAOS Warbands is an unofficial, fan-made supplement for Warhammer Fantasy Battle (WFB), produced by Games Workshop.

To use these rules suggestions you will need a copy of the 8th edition WFB Rulebook, and the supplemental Warriors Of Chaos, Beasts Of Chaos, and Daemons Of Chaos Army Books, all produced by and readily available directly from Games Workshop.



These rules suggestions are put together and shared online purely for the enjoyment of gaming with Chaos Warbands within the Warhammer World. No ownership is claimed by the author upon these rules and no claim is made to any original ideas.

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THE CHAOS WASTES:

The Chaos Wastes are the great Chaos-suffused wastelands which surround both the North and South poles of the Warhammer world. Correspondingly, they are called the Northern and the Southern Wastes. Their creation stemmed from the collapse of the Polar Warp Gates, when Chaos first flooded into the world. The regions surrounding the poles were the most severely affected, and remain places of seething Chaos.

It is a land of desolation shrouded in unnatural darkness, irredeemably corrupted and distorted by the suffusive Chaos. Here, every law of the universe has been scattered to the wind, and the energies of Chaos visit their anarchy on the forms of every living and unliving thing. Here the Champions of Chaos and their armies fight endlessly to gain the attentions of their patron Gods.

The Chaos Wastes are also known as the Shadowlands, for they lie in the shadow of Chaos itself. At the very centre of the Wastes reality gives way to the Realm of Chaos.

CHAOS WARBANDS:

Every year Champions of Chaos from the tribes of the Shadowlands lead their Warbands of loyal followers out across the Plain of Skulls, seeking the endless battle at the top of the world, where they may fight for glory and attract the notice of their patron God.

Fell handed Norsemen forsake their longships and raiding lifestyles to trek across the frozen glacier fields and mountain ranges into the realm of the Gods.

Mighty Kurgan gather their warrior brethren and hunting hounds to ride out across the great steppe, into the never ending storms at the top of the world.

Brutal bands of Hung pack away their yurts and saddle their ponies, whole tribal family groups following their Hetmen Northwards, away from the rich realms of Cathay and Nagaroath into the unknown shadows, to seek out greater glories.

The ultimate goal of all such Champions is the gift of Daemonhood, but for every mortal follower of the Gods elevated to the status of a Demi-God a million more devolve into mindless spawn, and even more fall in battle and into obscurity, their bleached bones adding to the

detritus of the great Plain of skull, to be trampled to dust by following generations of Champions, treading in the footsteps of those who went before, seeking their own immortality.

It is 25 years since Games Workshop released the first of two volumes that together gave Warhammer, WFRP and 40k players all they needed in those days of yore to bring Chaos into their games.

But Slaves To Darkness and The Lost And The Damned gave players so much more; they brought Chaos to life, they brought us ***Chaos Warbands***.

Possibly the greatest, certainly the most insane GW game of all time, the objective was simple; to take a champion and make of him a Demi-God.

Balance meant nothing. This was far more a roleplay game with miniatures than anything else, Warbands could grow out of all control, becoming veritable armies, complete with mighty beasts and fantastic weapons, both daemonic and sci-fi...

It also gave us a wealth of wonderful tables, on which we could roll D66, D100, and D1000 to see what incredible gifts our Champions earned and the post game sequence could easily last longer than the game!

This is my attempt at something similar.

I make no secret of the fact that this document borrows heavily from Regiments Of Renown, the ingenious event rulespack put out by the wonderful and hard working guys at Warhammer World. Without that lead I'd have not done this, so THANK YOU!

And it borrows heavily from the current WFB Chaos army Books; Warriors, Beasts and Daemons.

The intention here was to give a smaller version of WFB, a game that could be played quickly, yet retained the need to be tactical and manage risks as well as assets, that allows for incredible Warband growth and development of characters.

Enjoy it, and please feel free to change and expand it. There is no right or wrong way to do it, this is just how I choose to do it.

At the end of the day there are just ideas for great games! And no such idea can be bad.

If this gives some small flavour of the past glories of Chaos Warbands, then it has worked, and if it gives anyone who plays it some enjoyment, well that was the objective, and if it gives players the incentive and desire to take the idea and run with it, creating something far better than I could, that's awesome ...

WARBAND SELECTION:

Your starting Warband must take all of the models you choose from one Army Book, **either** the Warriors Of Chaos **or** The Beasts Of Chaos Warhammer Army Books.

Daemons Of Chaos do not make suitable starting Warbands.

- You may purchase **individual models from units in your Army Book, ignoring any unit size restrictions.** These then form **separate units of one** on the battlefield which cannot join together.
- You **may** spend up to 100 points on your Warband.
- You **must** have a **minimum** of three models in your Warband.
- **No** model may have more than 3 wounds (even if it's your Champion!).
- You may have a **maximum** of twenty models in your starting Warband.
- A **maximum** of 25% the models in your Warband may be armed with ranged weapons of any kind (round all fractions down). So a Warband of eight models can have up to two models with ranged weapons and a Warband of 9 models can have up to two models with ranged weapons.
- You **must** spend at least 25% of your points on Core model types.
- You **may** spend up to 50% of your points on Special model types.
- You **may** spend up to 25% of your points on Rare model types.
- You **may** purchase weapon and armour upgrades for the models from their army lists' entry of available upgrades on an individual basis. E.g. If you take 2 Warriors of Chaos you may give one a shield and the other a great weapon. No other upgrades may be taken.
- You **may not** upgrade models to Unit Champions, Standard Bearers or Musicians under any circumstances, even if permitted to do so for free.
- You may have **only one** model with the Fly special rule in your Warband.

- The Rules for Duplicate Choices do not apply.
- You **may not** use the rules for Allies.
- You **may not** choose any Lords or Heroes (the idea is to make some!)
- Finally and perhaps most importantly, **Marks don't mix!** The followers of the different Gods are fierce rivals, some bearing bitter hatred of others:
 - If your Champion is Marked, then **only** models with the same Mark or no Mark may be taken.
 - If your Champion is unmarked then you may take followers with different Marks, **however**, you may not build a Warband of mutually exclusive Marks; a Warband cannot contain only Khorne and Slaanesh, or only Tzeentch and Nurgle, and you should think very hard about a Warband only including Khorne and Tzeentch as they too are fierce rivals.

ASPIRING CHAMPIONS:

You may upgrade up to three models from your Warband to Aspiring Champions. These models then become potentially mighty warriors, who are themselves taking their first steps on the path to damnation.

As appropriate for such potentially mighty warriors, each Aspiring Champion may choose a **Gift or Attribute** using the following rules:

- Each Aspiring Champion may take one Gift or Attribute when starting the Warband.
- Each **starting** Aspiring Champion may **only** have one Gift or Attribute when starting the Warband.
- Each Gift or Attribute may only be taken once per starting Warband.

None of the items below are magical in any way, even if they give seemingly magical effects.

Rather they represent unique abilities, prized items of wargear, or mutations gifted upon the warrior by the Dark Gods.

GIFTS AND ATTRIBUTES:

Tribal Shaman: The bearer is a Level 1 Wizard and may choose spells as detailed in the appropriate Army Book, based on Mark.

This Attribute may only ever be taken once per Warband!

Note: There is no restriction placed on magic users in Khorne Warbands, other than the obvious restriction that a magic user cannot bear the Mark of Khorne.

Marauder tribes place much import upon Shamans, whom they believe commune with the Gods, and Khornate tribes are no different. Be warned though, taking a magic user may anger Khorne and your Warband may suffer. At the very least, your magic user may suffer greatly at the hands of the Khornate Champions he serves...

It is important to consider the restrictions upon armour when applying this attribute!

Blade of Perfection: Hand Weapon. Grants the wielder the Always Strikes First Special Rule.

Brutal Pick: Hand Weapon. The wielder of the Pick gains the Armour Piercing Special Rule.

Mask of Fearsome Renown: The bearer causes Fear.

Burning Brand: The bearer has Flaming Attacks for the purposes of both close combat and shooting.

Brazen Collar: The bearer gains the Magic Resistance (1) Special Rule.

Epic Flail: Two Handed. Flail. The bearer has the Frenzy Special Rule.

Unending Rage: The bearer has the Hatred Special Rule.

Insane Courage: The bearer has the Immune to Psychology Special Rule.

Spiked Armour: The bearer gains the Impact Hits (1) Special Rule.

Kurgan Palasz: Two Handed. The wielder gains the Killing Blow Special Rule.

Envenomed Blade: Hand Weapon. The wielder gains the Poisoned Attacks Special Rule.

Berserker Mace: Two Handed. The wielder gains the Random Attacks (d6) Special Rule.

Chimera Scaled Boots: The bearer gains the Random Movement (2d6) Special Rule.

Trollhide Cloak: The bearer gains the Regeneration (5+) Special Rule.

Steel Lined Cloak: The bearer gains the Scaly Skin (6+) Special Rule.

Dirty Fighter: The bearer gains the Stomp Special Rule.

Never Surrender: The bearer gains the Stubborn Special Rule.

Mind Of A Beast: The bearer gains the Stupidity Special Rule.

Unnatural Haste: The bearer gains the Swiftstride Special Rule.

Soporific Musk: Models in base to base contact reduce their Initiative by D3, down to a minimum of 1.

Hideous Visage: When this model declares a Charge, the target unit must pass a Panic test or the only charge reaction available is to Flee!.

Daemonic Fury: This models starts the game with the Devastating Charge Special Rule. However, as with Frenzied models, if this model ever loses a round of combat it loses Devastating Charge.

Outrider: If mounted the bearer gains the Vanguard Special Rule. If on foot the bearer gains the Scout Special Rule.

The Champions Standard: *Throughout the ages, standards have flown above the battlefields of the Old World both in defeat and in victory. Whether it be a hand woven silk masterpiece or a hulking, rotting monstrosity of flayed flesh, the Champions Standard is a rallying point for any member of the Warband.*

Standard (+1 combat res). Any member of the owning Warband **must** re-roll all failed Panic and Break tests within 12" of the Banner.

The Clarion: *The Warbands Musician is one of the most important members of the unit. It is the Musician that calls the Warbands hounds to hunt or battle, sounds the advance, the charge and the retreat. The instrument used varies dependant on tribe and belief, but a gong, drum, bell or just an insanely loud voice are common in most tribes and Warbands across the Northern Wastes.*

Any member of the owning Warband within 12" of the bearer **must** re-roll all failed Rally tests **and** the Warband as a whole **must** re-roll any failed Rout tests if the bearer is alive.

*Note: All of the above names and descriptions are **examples**. What is important is the special rules and attributes these items confer to the models.*

Players are encouraged to rename items and concoct their own descriptions. These items are included as a way of giving the in game benefits of Chaos gifts, attributes and mutations. The actual nature of the thing portrayed is the job of the warbands creator to imagine.

THE CHAMPION:

Every Warband follows a Champion, a mighty warrior seeking the greater glory of his dark masters, set firmly on the path to Daemonhood or spawndom. The Champion leads and inspires his followers on to mightier deeds.

The model with the highest leadership in your starting Warband must be your Leader. If there are multiple models with the same leadership then you must choose between them who the leader is:

- If you wish, you may upgrade your Champion to a Unit Champion of the appropriate type. So a player who has chosen a Chaos Knight to lead his Warband could pay 10 points and upgrade his Champion to a Doom Knight. This is the **only** model in the Warband which may be upgraded in this way!
- Your Champion gains +1 Wound. You will not benefit from the extra wound if your Champion would then become a four wound model, so choose wisely!
- Your Champion gains the "Inspiring Presence" Rule from page 107 from the Warhammer Rulebook.
- Your Champion may choose **one Gift or Attribute** (see above).

- Your Champion may choose up to 20 points of Magic Items from the Warhammer Rulebook, and/or from the Warriors Of Chaos Army Book, and/or from the Beasts Of Chaos Army Book. These points do not come from your 100 point starting Warband allocation and are "free" – your Leader needs to be special, after all!

FOLLOWERS:

Now that you have chosen your Champion and his Aspiring Champions, and they are all equipped to seek glory in the eyes of their patron Gods, note that all remaining models in your Warband are known as 'Followers'.

POST GAME SEQUENCE:

Casualties: In game casualties are dealt with very simply. The only models we need concern ourselves with in any detail are the Champion and his Aspiring Champions, they are the ones with the touch of greatness about them.

In the case of ordinary followers 'killed' during the game and taken out of action, we can safely assume that they either are not badly hurt, that they fled and have since returned to the fold (they aren't Champions after all), or that they died and have been replaced by another follower of the same type.

Followers are easy to come by.

Champions and Aspiring Champions ('characters') are dealt with in a slightly different way:

- Roll a D6 for your Champion if he was taken out of action during the game, and for each Aspiring champion likewise taken out of action.
- On a roll of 2 – 6 the character is simply injured and returns to full health in time for the next battle, bearing some new scars and valuable experience!
- On a roll of a 1 the character has been killed and is lost to the Warband along with all of his equipment and any developments.

- If your Champion dies in this way then you **must** nominate an Aspiring Champion to take up his mantle and lead the Warband onward:
 - The newly promoted Champion gains +1 Wound and access to the free 20 points worth of Magic Items and/or Chaos Mutations & Powers in addition to any equipment he already has. Note that normal rules for combining Mundane and Magical weapons and armour apply.
 - If your Champion dies and your Warband has no Aspiring Champions to replace him, then the entire Warband disperses, the followers heading their own way to find new Champions or to seek their own glory. Your Warband becomes just one of many to rise and fall in the wild Northern Wastes, and it is time to start again with a new Champion.
- The Champion may instead make this roll on the **Champions Table** (see below).
- If you won the game, these rolls may be re-rolled, but you **must** accept the result of the second roll.
- **No** character may increase any stat to more than 10 (max 3 Wounds!). If such a result is rolled again then the increase is not applied and the roll is wasted (the Gods are fickle with their gifts!).
- A mounted character may choose to confer a stat increase to his mount instead of taking it himself, or losing it if the stat has reached its maximum, if he wishes. Mounts may only have their stats increased by +2.
- Should an Aspiring Champion roll a 12 (Dark Apotheosis), he **cannot** become a Daemon Prince, but he can benefit from Divine Greatness instead.
- Should any character roll a double 1 (Damned By Chaos) for a second time, and should he avoid spawnedom again, he becomes a Forsaken, keeping his current stat line (except for Attacks, which become D3+1) but replacing any and all special rules and equipment with those of a Forsaken (Page 38 Warriors Of Chaos Army Book).
- Make the following changes to the Eye Of The Gods Table:
 - On a roll of a 7, the character gains 1 re-roll to use during his next game.
 - On a roll of a 12 the character may take a Gift or Attribute (see above), even if he already has one.
 - On a roll of a 12 the character may take a new item of **mundane equipment** of the players choice and regardless of what his unit entry states. For example, a Chaos Marauder character may gain Chaos Armour (Forsaken characters are all out of luck here, and the roll is wasted).
The only ranged weapons available in this way are Throwing Axes or Javelins (only 25% of your models may carry ranged weapons).

Note that Aspiring Champions who die in this way are not replaced by advancing a follower. Instead a replacement must be purchased at a later date (see below).

Character Development: Champions and Aspiring Champions who survive a battle will advance in ability and in the eyes of their patron God, gaining gifts and attributes and becoming ever more deadly foes.

Yet the fickle whims of the Gods remain an ever present danger, and any Champion or Aspiring Champion may find that he has received one gift or attribute too many as he slowly loses his sense of self and devolves into a mindless Spawn of Chaos:

- Champions and Aspiring Champions make a 2D6 roll, and compare the result to the Eye Of The Gods Table from the Warriors Of Chaos Army Book (Page 25).
- If the character caused 3 or more unsaved wounds during the game they may roll 3D6 and discard any one dice of the players choice.

Champions Table: As mentioned previously, the Champion may instead roll on the Champions Table below.

All the above rules for rolling on the Eye Of The Gods Table apply except that:

- The Champion rolls 2D6 plus 1 for every unsaved wound inflicted during the game, up to a maximum of 2D6+3:
- The Champion **never** rolls 3D6 on the Champions Table.

2 – 3: **Daemonic Swiftiness:** Your Champion gains +1 Movement.

4: **Iron Arm:** Your Champion gains +1 Strength.

5: **Hard Bitten:** Your Champion gains +1 Toughness.

6: **Rain of Blows:** Your Champion gains +1 Attack.

7: **Master at Arms:** Your Champion gains either +1 Weapon Skill **or** +1 Ballistic Skill.

8: **Heroic Resolve:** Your Champion gains +1 Leadership.

9: **Master at Arms:** Your Champion gains either +1 Weapon Skill **or** +1 Ballistic Skill.

10: **Lightning Reflexes:** Your Champion gains either +1 Movement **or** +1 Initiative.

11: **True Grit:** Your Champion gains either +1 Strength **or** +1 Toughness.

12: **Lord of Battle:** Your Champion gains either +1 Attack **or** +1 Wound (to a maximum of 3!).

13: **Mythic Warrior:** Your Champion gains +1 to a stat of your choice.

14: **Gift of the Gods:** Your Champion may take a new Magic Item chosen from the Warhammer Rulebook, from the Warriors of Chaos Army Book, or from the Beasts of Chaos Army book. The item may be of any value, but normal selection rules apply.

15: **Daemonic Mount:** Your Champion is gifted with a Daemonic Mount by his patron God:..

Khorne: Juggernaut of Khorne.

Nurgle: Palanquin of Nurgle.

Slaanesh: Steed of Slaanesh.

Tzeentch: Disc of Tzeentch.

Unmarked: Daemonic Mount.

Your Champion may instead choose to take a Barded Chaos Steed or a Chariot Mount:

- A Daemonic Mount must follow the 3 wound maximum, so if your chosen mount has more than 3 wounds, reduce the stat down to 3.
- Champions and Daemonic Mounts follow all the normal rules for characters on monstrous mounts.
- If the mount is killed during a game, treat it as a character for post game recovery. But **only** for injury recovery; a Daemonic Mount doesn't develop as a character.

Note: The majority of the above advancements are stat increases, but this is deliberate. You are encouraged to use your imagination in explaining the stat increase. For example, a Champion may gain +1 initiative due to being gifted with extra eyes, or +1 attack as a result of growing extra limbs.

I could present you with D100 tables of finely detailed mutations, gifts and attributes, all of which would give an in game bonus that would boil down to a stat increase or similar.

Surely then, it makes more sense to let the dice Gods decide the increase, but to let the players decide the nature of the Gift.

Warband Growth: Warbands grow as the power and reputation of the Champion and his Aspiring Champions grows. Over time as a Champion becomes mighty and his renown more widespread, his Warband can grow from a few companions to a mighty army ready to launch an incursion against the soft and decadent lands of the South.

All Champions dream of such power, for this is when the Gods truly start to reward their followers with ever more gifts:

- After the game both players roll 3D6. The result gives the player that many points to spend on new followers.
- The winner **may choose** to re-roll **any or all** of these dice, but he **must** accept the result of the second roll even if it is worse than the first.
- Players may spend these points immediately, **or** may choose to save them up to spend on a larger follower at a later date.

- At this point, the composition rules for starting Warbands are discarded and the player may spend **any** amount of points on Core, Special or Rare, but as before, models are purchased individually and form separate units which cannot join together. But still **no** Lords or Heroes!
- Points **may** be spent to add Chaos Marks to previously unmarked characters, but alignment can never change.
- You may purchase **any** model you can afford, but remember the 3 wounds limit; as with Daemonic Mounts, models with more than 3 wounds have their wounds stat reduced down to 3. Again though, fear not, ordinary followers return post game!
- At this stage, the normal rule that your Champion must be the model with the highest leadership also ceases to apply and you are free to purchase followers with a higher leadership than the Champion. It is after all not uncommon for mighty Chaos Knights or Chosen Warriors to attach themselves to the Warbands of rising Champions in their own search for glory. These models do differ from ordinary followers in one key aspect though:
 - Should an Aspiring Champion be lost as a casualty that fails his dice roll to recover, then instead of having to purchase a new model and upgrade it to replace him, a follower with higher leadership than the Champion may be promoted. In this way and in due course, it is not inconceivable that such a model will rise to lead the Warband himself.
- If you have lost an Aspiring Champion and now have less than 3 in your Warband, these points can be spent on buying a replacement. As above this model may at this stage have a higher leadership than the Champion.

But making a player pay points for such an upgrade forces him to actively make the decision to purchase a replacement, rather than promote an existing follower and save the points to spend on an Ogre!

In the case of a high Leadership follower being promoted for free, well, you tell a Chaos Knight that he is being overlooked for promotion in favour of a lowly Marauder!

Allies: At this stage, Warbands may purchase allied models from another Army Book, including Daemons Of Chaos (yay, daemons). This means a Warriors Of Chaos Warband may include allied models from the Beasts Of Chaos and/or Daemons Of Chaos Army Books, and so on:

- All normal rules for purchasing followers apply to Allies.
- Allies may be Core, Special or Rare, but **not** Lord or Heroes.
- Allies become normal followers in every way and **will** use the Leadership of the Champion **and** benefit from a Standard or Musician.
- Allies **may not** be purchased as or upgraded to Aspiring Champions, regardless of leadership value.
- Allies **may indeed** introduce additional magic users into games (in the shape of certain daemons). This **is** intended.
- **However**, you may only spend up to 25% of the Warbands **current** points value on Allies. This means the value of your Warband **now**, not the value it will be once the points have been spent!

ADDITIONAL RULES:

The following rules are applied to all games played:

Every Man for Himself: Each model is treated as an individual unit in all respects:

- In order to turn, a model must pivot around its centre as described for Lone Models on page 27 of the Warhammer rulebook.
- Single models do not wheel when moving normally, but may have to when Charging.

Note: In reality, the new Aspiring Champion would be a follower who has advanced through the ranks of the Warband to replace a fallen Aspiring Champion. This makes sense.

Clear View: Most of the time models will be facing forward, but they can see clearly all around when not engaged in combat. This does not prevent a charge from the rear or the flank coming as an awful surprise!

Each model has a 360 degree line of sight for all purposes including shooting and declaring charges:

- A model can shoot freely into any arc.
- To an extent, all models can pivot and move into their flank or rear arc freely (see below) at any time during a move.
- Treat the models flank and rear as normal when Charged by an enemy, and in subsequent rounds of combat if the model holds but is unable to Reform.

Movement: There must be a few alterations to Marching and Charging:

- **March:** All models may March, following the standard rules but with the following additions:
 - A model may March freely into its front arc.
 - To March into its flank or rear arc a model must pass an Initiative test and then pivot to change facing. If the test is failed it stumbles and moves at normal rate.
 - If Marching into a flank the model gains a +1 modifier to this test.
- **Charge:** All models may Charge, following the standard rules but with the following additions:
 - A model may Charge freely into its front arc.
 - To Charge into its flank or rear arc a model must pass an Initiative test and then pivot to change facing. If the test is failed it stumbles and the Charge is failed.
 - If Charging into a flank the model gains a +1 modifier to this test.
 - Charging into a flank or rear arc slows the forward momentum, so Charge range is determined by rolling 2D3 rather than 2D6.

Note: Why? You may well ask yourselves.

Well, simply put, in Chaos Warbands games models are acting as individuals, but as we are playing Warhammer we have rules for dealing with massed units... Hmmm...

The rules above are designed to give a sense of what could happen when changing direction suddenly and moving at speed, or that a mount may have when trying to gather its legs and turn on the spot. Keeping flank and rear arcs gives an impression of how a sudden charge from behind can literally blindside a warrior and heavily stack the outcome in his attackers favour.

Likewise, turning very sharply to charge someone behind him could result in a warrior stumbling forward in an unbalanced heap and handing the initiative to his foe.

Spears & Infantry: Because our models act as individuals and can never join together to form large, ranked units, spears on infantry are of no real use in this setting and become instead something irritating to stab yourself on.

To correct this, infantry armed with a spear gain +1 Initiative in the first round of any combat.

In the Fight: Buildings are treated as impassable terrain.

No Safe Haven: All Forests are treated as Mysterious.

Routing: When a Warband is reduced to 33% of its starting models (rounding up) or fewer it counts as being "Broken".

At the very beginning of a Warbands Player Turn in which his Warband is Broken, that player must take a Leadership test on the highest Leadership available in his Warband.

Do not count fleeing units or units that have been destroyed when determining which Leadership value to use.

If the Rout test is failed, the game immediately ends.

Please note you must take this test even if your entire Warband (or all that's left of it!) is Unbreakable, Immune to Psychology, etc.

Unbreakable Spawn: Should your Warband fail a Rout test and flee the field, any Spawn models in the Warband still alive at the end of the game are lost.

Spawn, being Unbreakable, will not flee with their fellows, and lack the sense to get themselves to safety. Standing their ground and fighting on, they are outnumbered by the enemy Warband and dispatched for gruesome sport.

SCENARIOS:

Below are some suggested scenarios based upon the most common types of battle fought between Warbands in the Northern Wastes.

Players should feel free to create their own scenarios and mess around with deployment rules and win conditions.

SCENARIO 1: Clash Of Warbands:

When two rival Warbands meet in the Wastes, bloodshed ensues.

The Champions will charge into the opposition, careless of their followers survival, wishing only to vanquish their foe, reap souls for their God, capture enemies for slavery or sacrifice, or to conquer all and increase their own followers numbers.

The Battlefield: The battlefield is a 4'x4' table. Terrain should be generous and of mixed type. Players may place terrain using whatever method they agree.

Deployment Zones: There are three suggested deployment zone types for this battle:

- 1: Table Halves.
- 2: Table Quarters.
- 3: Diagonal.

Both players roll a D6, the high roller chooses deployment style, his opponent then chooses his deployment zone.

The high roller then deploys his Warband as follows:

- **Table Halves:** Players deploy their Warband by placing all their models within their table half, that is further than 18" from the centre line.
- **Table Quarters:** Players deploy their Warband within their table quarter, no model may be within 12" of the centre point of the table.
- **Diagonal:** Players deploy their Warband by placing all their models within their deployment zone, that is further than 12" from a diagonal line drawn across the centre of the table.

Deployment: Players may deploy their Warband all at once, or may alternate by placing

1 model each until all models in their Warband are deployed.

Roll a D6:

- **1 – 3:** Players deploy their Warband all at once.
- **4 – 6:** Players alternate, placing 1 model each until all are deployed.

First Turn: After deployment both players roll a D6. The player that deployed first adds +1 to this roll.

The highest roller chooses who takes first turn.

Game Length: The game lasts until the half hour time limit is reached, or until one Warband routs, whichever comes first.

Victory Conditions: If one players Warband routs and flees the table, that player automatically loses and the other is declared victorious.

If there is no clear winner when the time limit is reached, refer to Victory Points below.

Victory Points: All models are worth their points cost in Victory Points (VP's), for example, a 6 point Marauder equipped with a shield (1 point) and light armour (1 point) is worth 8 VP's.

Additionally:

- **Champions and Aspiring Champions** are only ever worth their initial cost to hire in VP's, regardless of any upgrades accumulated over time, plus:
 - Champions are worth an additional 40VP's.
 - Aspiring Champions are worth an additional 10VP's.

Additionally, VP's are earned as follows:

- **No Quarter!:** Gain 50 VP's for the first time your opponent takes and passes a Rout test (if they fail, you win, and VP's don't matter!).
- **Seize Ground:** You score additional Victory Points for every one of your non-fleeing models in your opponents

Deployment Zone at the end of the game. Each model earns VP's equal to its points cost, as detailed above. So the 8 point Marauder used as an example above would earn you 8VP's for being alive and not fleeing in your opponents deployment zone when the time limit is reached.

SCENARIO 2: The Monolith:

The Northern Wastes are dotted with ancient monoliths erected to the glory of a Chaos Champion. These twisted memorials are engraved in the writhing and twisting runes of the Dark Tongue with the Champions deeds and glories and bedecked with trophies won on campaign, such as the skulls of mighty beasts hunted and slain, or the standards of vanquished warbands

New monoliths are erected by the followers of mighty Champions, and these become liken to holy places for the Warband.

Many monoliths however fall, desecrated by rivals, the Warband itself scattered to the winds in defeat, so that over time only the monoliths of the greatest Champions of darkness still stand.

The Battlefield: The battlefield is a 4'x4' table. Terrain should be generous and of mixed type. Players may place terrain using whatever method they agree.

Both players roll a D6. The high roller chooses to be the attacker or the defender.

The defender then places a monolith in the centre of the table (no more than 60mm diameter base). Any terrain it touches should be moved so that it is at least 3" away from the monolith.

Deployment Zones: The defender sets up first, placing his entire Warband within 12" of the Monolith.

Next, the attacker sets up his Warband. Models may be placed anywhere on the table, no closer than 18" to the monolith and at least 12" away from any enemy models.

First Turn: The attacker always takes first turn in this scenario.

Game Length: The game lasts until the half hour time limit is reached, or until one Warband routs, whichever comes first.

Victory Conditions: If one players Warband routs and flees the table, that player automatically loses and the other is declared victorious.

If there is no clear winner when the time limit is reached, refer to Victory Points below.

Victory Points: All models are worth VP's as detailed in 'Clash Of The Warbands' (see above).

Additionally, VP's are earned as follows:

- **No Quarter!:** Gain 50 VP's for the first time your opponent takes and passes a Rout test (if they fail, you win, and VP's don't matter!).
- **Desecrated!:** At the end of the game the attacker scores a bonus 20VP's for every non-fleeing member of his Warband within 3" of the monolith at the end of the game.
- **Ferocious Defence:** The defender scores an additional 5 VP's for every enemy model killed whilst within 3" of the monolith.

SCENARIO 3: Capture The Standard:

Champions of Chaos set great store by their personal standards; the standard declares the Champions presence wherever he goes, letting rival Warbands know whom it is that brings their doom. Standards bear the personal iconography of the Champion and declare his allegiance to his patron God, festooned with trophies and fetishes a standard tells the tale of the Champions successes, in much the way his monolith declares his presence in the landscape, his standard declares him upon his travels.

The keeping of the standard is entrusted to only the most accomplished and ferocious of the Champions followers.

Note: To play this scenario one of both Warbands must contain an Aspiring Champion bearing the Champions Standard Attribute.

The Battlefield: The battlefield is a 4'x4' table. Terrain should be generous and of mixed type. Players may place terrain using whatever method they agree.

Deployment Zones: See **Scenario 1** for full details of the suggested deployment types:

- 1: Table Halves.
- 2: Table Quarters.
- 3: Diagonal.

Deployment: Players may deploy their Warband all at once, or may alternate by placing 1 model each until all models in their Warband are deployed.

Roll a D6:

- **1 – 3:** Players deploy their Warband all at once.
- **4 – 6:** Players alternate, placing 1 model each until all are deployed.

First Turn: After deployment both players roll a D6. The player that deployed first adds +1 to this roll.

The highest roller chooses who takes first turn.

Game Length: The game lasts until the half hour time limit is reached, until one Warband routs, or until one standard is captured, whichever comes first.

Victory Conditions: If one players Warband routs and flees the table, that player automatically loses and the other is declared victorious.

Additionally, if one player kills the opponents Champions Standard bearer then the model that inflicted the final wound now counts as having 'won' the enemy standard.

If that model is still alive when the time limit is reached or when the enemy Warband has routed, then the loss of the standard means that the game is automatically lost without referring to VP's or hugely compounds the shame of having lost by routing.

Additionally, if the Aspiring Champion whom lost the standard survives in the post game sequence, he will **lose** the Champions Standard Attribute.

This Attribute **remains lost** until his Warband can attack the other Warbands Monolith and desecrate it.

If the Aspiring Champion did not survive in the post game sequence, the Champions Standard Attribute is still lost and must be won back as described above before the Attribute can be given to another Aspiring Champion.

Finally, if there is no clear winner when the time limit is reached, refer to Victory Points below.

Victory Points: All models are worth VP's as detailed in **Scenario 1**.

SCENARIO 4: Monster Hunting:

From the mountains of Norsca, through the wilds of the Troll Country, into the depths of the Shadowlands, further beyond into the Northern Wastes, and onwards into the Realm Of Chaos itself, the Northlands are home to many and varied beasts and monsters, from hideous Trolls to terrifying and mind bending Mutalith Beasts, the wildlife in this dark region is beyond then ken of the ignorant, supposedly educated men of the South.

But for the Champions, to hunt and bring down a beast such as a Chimera or a Gorgon is a mighty achievement indeed.

Note: This scenario should be played twice. Each player takes control of the monster in turn for their opponent to hunt, and each Warband takes it in turn to hunt the monster.

Note also that the monster(s) chosen should be carefully considered so that they are a suitable match for the Warband.

A starting Warband may meet its match in a Chaos Troll, whilst a more developed Warband may find a mighty Mutalith Beast, Slaughterbrute, or even a Greater Daemon, to be of little challenge to the Champions might.

Equally, there is no challenge in shooting fish in a barrel!

The Battlefield: The battlefield is a 4'x4' table. Terrain should be generous and of mixed type. Players may place terrain using whatever method they agree.

Note that terrain should become far more dense

in the Monsters deployment area to represent its lair!

Deployment Zones: There are three suggested deployment zone types for this battle:

- 1: Table Halves.
- 2: Table Quarters.
- 3: Diagonal.

See **Scenario 1** for full details.

Deployment: The Monster should be deployed in secret, somewhere within its lair.

To do this the Monster player should place 3 markers in his deployment zone, and make a note of which one marks the location of the Monster. The other two markers are false trails.

With this done, the Warband deploys all at once, within its deployment zone.

First Turn: The Monster hunting Warband always takes first turn.

Game Length: The game lasts until the half hour time limit is reached, until the Warband routs, or until the monster is slain, whichever comes first.

Finding The Lair: The Warband must proceed with caution to uncover the lair of the Monster. When a model from the Warband finishes its movement within 3" of a marker, turn it over:

- If it is a false trail the turn carries on.
- If it is the Monster then the model that triggered the marker to be revealed must take an Initiative test:
 - If this test is passed, the Warbands hunters have worked well and found their prey. The Warbands turn continues.
 - If this test is failed, the Warbands turn immediately ends in shock at the sudden appearance of the Monster. The Monster attacks as its turn begins!

Additional Rules: Whatever the Monster being hunted, all Monsters will automatically rally after Fleeing and will not leave the table. Should

they Flee off the table, they will stop at the table edge and automatically rally.

Victory Conditions: If the Warband routs and flees the table, that player automatically loses and the Monster is declared victorious, bellowing its rage to the dark skies.

If the Monster is slain, the Warband has won and the Champion gains much glory in the eyes of his followers for such a feat of arms.

After both games have been played, with each Warband having had its chance to hunt a mighty beast, decide the winning Warband:

- If one Warband failed to slay the Monster and the other Warband succeeded in bringing down their prey, that Warband is the winner.
- If both Warbands defeated their monster, or both Warbands failed, calculate VP's won by the Monster in each game. All Warband models are worth as detailed in **Scenario 1**.
- The Warband that conceded the greatest number of VP's is considered the loser.

SCENARIO 5: The Champions Challenge:

Single combat between mighty Champions of Chaos is what such men live for; the chance to fight an equal or greater foe in ritualised combat is sure to attract the gaze of ones patron God and victory over a worthy opponent will ensure great reward.

The Shadowlands are dotted with sites made sacred to such ritual combats, places where rival Warbands will gather and their Champions issue and accept challenges, or where slavers will meet to test the mettle of captives, seeking only the worthiest to keep and trade, those found unworthy offered up in sacrifice to the Dark Gods.

Such sites often take the form of a stone circle or an excavated pit, sometimes the top of the burial mound of an ancient Skythian Horselord, or within the perimeter of a more modern burial site, where a mighty Kurgan Warlord and his entire household rides forever into the wind, their mummified remains mounted on the preserved bodies of their horses and held aloft on poles and stakes to eternally echo their past lives.

Whatever the venue, a Champions followers will surround the arena and bellow their support, calling down the favour of the Gods upon their chosen Champion and dealing harsh judgement upon those that flee the arena.

It is often the followers of the underdog who will cheer the loudest, for it is their Champion who has the most to prove and to gain...

Note: This scenario is best suited to Warbands of similar strength and size. Should a less developed Warband take on a Warband with some very seasoned Champions, the result may be somewhat of a blood bath.

That is not to say that such bad match-ups should be avoided at all cost, there is much acclaim to be won by slaying mighty Champions!

The Battlefield: Mark out an 18" circle in the centre of the table, this is the arena.

The rest of the table does not matter for this scenario, but players may wish to deploy their followers around the outside of the arena to cheer on the action and cut down those cowards who flee, or to place additional terrain outside the arena to add character and help set the scene.

Deployment: Characters are deployed on opposite sides of the arena, one at a time. Only one character from each Warband will enter the arena at a time.

The owner of the lesser Warband will decide the order in which Champions and Aspiring Champions enter the arena, for **both** Warbands. This gives that player control over who faces whom and when.

For example, the owner of the lesser Warband may choose to send his mighty Champion into the arena first, and choose for his first opponent to be the least threatening of his opponents Aspiring Champions.

First Turn: The first turn automatically goes to the lesser Warband. Quite simply, this will be the one that has fewer points tied up in followers, and/or fewer advancements on its Champion and Aspiring Champions.

Game Length: The game lasts until the half hour time limit is reached, until one player stands victorious with all of his opponents

characters laid low, or until one Warband voluntarily Yields.

Additional Rules: When the first two characters have entered the arena, combat commences with the first turn going to lesser Warband, as stated above:

- Models move freely in their turn and may circle one another looking for an opportunity to strike as they wish, or hurling axes or javelins (or even spells), if so equipped.
- Combat begins when one model declares a charge against the other, and continues until either one model is killed or one model Flees the arena.
- If a model Flees and the Flee move would take it outside of the arena then:
 - At the point where the model would leave the arena it stops and makes a Rally test.
 - If this test is passed the model returns to the fight. If his opponent pursued and caught him, treat it as a fresh Charge.
 - If this test is failed the model flees the arena and is struck down by the followers outside for his cowardice. Treat him as a killed and his foe as victorious in this round.
 - **DO NOT** make a recovery roll for this coward. He has been executed for Fleeing the ritual combat, and quite right too! He is **lost** to the Warband.
- When a model is killed in combat, the owning player should **immediately** roll for recovery rather than wait until the post game sequence.
- Should a character die at this stage, the owning player must decide to carry on fighting or to **Yield** to his opponent.
- If the player chooses to continue, then the opposing character that won this round of combat **remains in the arena** to fight another foe, and redeploys at the edge of the arena and the next character, as dictated by the order the owner of the

lesser Warband decided prior to set up, enters the arena and the combat continues.

- Wounds suffered **do not** heal between rounds of combat.

Victory Conditions: The above sequence carries on until either one player Yields, one player stands victorious, or the time limit is reached.

If there is no clear winner when the time limit is reached, refer to Victory Points below.

Victory Points: All models are worth VP's as detailed in **Scenario 1**.

Post Game: Roll for advancements for surviving characters as normal, and for Warband Growth as normal.

Additionally, if one player lost by Yielding to his opponent:

- The winner rolls 1D3.
- Whatever the result, that is how many of the losers followers leave his Warband and join that of the victor.
- The victor **may choose** which model(s) to take and there is nothing the loser can do about this. He shouldn't have yielded!
- If these followers have Marks:
 - If the Warband they are joining is dedicated to the same God, or the Champion is unmarked, they keep their Mark.
 - If the Warband they are joining is dedicated to a God that is incompatible with their Mark (for example, a Slaaneshi model joining a Khornate Warband), then the Mark is removed.
 - Such models must remain unmarked. Changing Mark tends to result in becoming a Spawn!

SCENARIO 6: The Wyrdling Stone:

Wyrdling Stone, otherwise known as Warpstone amongst the soft Southern races, comes from Morrslieb, the Chaos Moon, itself a gigantic and misshapen chunk of this foul and dangerous substance, created when the polar gates collapsed and the raw stuff of Chaos and magic flooded the world, coalescing into this strange

green rock.

Frequent showers of meteors rain shards of Wyrdling Rock to the earth in the Shadowlands, and many are the twisted purposes to which this substance of pure Chaos can be used.

The Skaven race seem addicted to it, using it for every imaginable purpose, even as sustenance, whilst the Dawi Zhar make great use in their fell, daemon possessed forges where they manufacture the arms and armour of the Northmen.

Whenever such a meteor shower is seen blighting the heavens, Warbands will pay close attention to where the shards land, for they know that finding the shards will enable them to trade with the Skaven of Hell Pit for the most ferocious of their war beasts, or with the Dawi Zhar for their finely crafted and sturdy weapons and armour of baroque beauty.

The Battlefield: The battlefield is a 4'x4' table. Terrain should be generous and of mixed type. Players may place terrain using whatever method they agree.

Warpstone Shards: A Warpstone Shard marker is first placed in the centre of the table.

Each player should then place 3 Warpstone Shard markers on the table (for a total of 7). Markers may not be placed within 6" of a deployment zone or within 3" of another marker or the table edge.

Both players roll a D6, the high roller places the first marker. Both players then take turn to place the next marker until all 7 are down.

Markers may be placed in terrain features, but not on top of impassable terrain!

Deployment Zones: See **Scenario 1** for full details of the suggested deployment types:

- 1: Table Halves.
- 2: Table Quarters.
- 3: Diagonal.

Deployment: Players may deploy their Warband all at once, or may alternate by placing 1 model each until all models in their Warband are deployed.

Roll a D6:

- **1 – 3:** Players deploy their Warband all at once.
- **4 – 6:** Players alternate, placing 1 model each until all are deployed.

First Turn: After deployment both players roll a D6. The player that deployed first adds +1 to this roll.

The highest roller chooses who takes first turn.

Game Length: The game lasts until the half hour time limit is reached, or until one Warband routs, whichever comes first.

Victory Conditions: If one players Warband routs and flees the table, that player automatically loses and the other is declared victorious.

Additionally, the primary objective is to collect for trade more Warpstone Shard markers than your opponent:

- A Warpstone Shard marker can be collected by any member of your Warband, other than Spawn or War Beasts, which end their movement in base to base contact with the marker.
- If a model carrying a marker is killed in combat then the model that inflicted the final wound collects the marker.

At the end of the game the Warband in possession of the most Warpstone Shard markers is the winner.

If both Warbands possess the same number of Warpstone Shard markers then refer to Victory Points below.

Victory Points: All models are worth VP's as detailed in **Scenario 1**.

Post Game: During the post game sequence, Warpstone Shard markers may be traded for wargear:

- Each Warpstone Shard marker permits D3 followers to upgrade their wargear.
- Followers may take any item of wargear permitted from their unit entry.
- For every roll of a 6, you may instead give

any one follower any one item of mundane equipment of the players choice and regardless of what his unit entry states. For example, a Chaos Marauder may gain Chaos Armour.

- The only ranged weapons available in this way are Throwing Axes or Javelins (only 25% of your models may carry ranged weapons).

SCENARIO 7: The Plain Of Bones

At the top of the World, far beyond the Shadowlands, deep inside the Realm Of Chaos, lies the Plain Of Bones.

An accursed place where the Champions of Chaos are drawn to do battle against the greatest of their contemporaries.

In the centre of the plain lies a settlement, a damned place where the occupants live in terror and insanity, their dwelling places fortified bulwarks as much under the ground as above.

By night these damned souls lock the heavy oaken doors and shutter the windows, huddling together to ride out the terror until morning, trying not to imagine the scenes outside as they cover their ears to shut out the sounds.

By day they scavenge the battlefield, looting the corpses and butchering the fallen beasts for their sustenance. Daily they drag the corpses outwards towards the edge of the plain, so that it continually expands.

By night the Champions and their Warband do battle, drawn from their camps towards the settlement in the centre of the plain. They care not for those whose sleep they disturb, they care only that here are the mightiest of Champions, and that to walk away from the plain victorious means to become a true Chosen of the Gods...

Note: This is a 4 player scenario.

The Battlefield: The battlefield is a 4'x4' table. Terrain should be sparse everywhere but the centre, where a settlement should be placed, ideally covering a circular area with a diameter of 18".

Deployment Zones: The 4 players each deploy in one of the table quarters.

Each player rolls a D6, the high roller chooses

deployment zone, then the second highest roller, then the third, until the lowest roller is left with no choice of zone. Ties should be re-rolled:

- **Table Quarters:** Players deploy their Warband within their table quarter, no model may be within 12" of the centre point of the table.

Deployment: Players may deploy their Warband all at once, or may alternate by placing 1 model each until all models in their Warband are deployed.

Roll a D6:

- **1 – 3:** Players deploy their Warband all at once.
- **4 – 6:** Players alternate, placing 1 model each until all are deployed.

First Turn: After deployment the first turn is taken in the order of deployment and continues on this pattern.

Game Length: The game lasts until the one hour time limit is reached, or until all but one of the Warbands has routed, whichever comes first.

Victory Conditions: If one players Warband routs and flees the table, that player automatically loses. When only one Warband remains it is declared victorious.

If there is no clear winner when the time limit is reached, refer to Victory Points below.

Victory Points: All models are worth VP's as detailed in **Scenario 1**.

Additionally:

- Champions and Aspiring Champions are only ever worth their initial cost to hire in VP's, regardless of any upgrades accumulated over time, plus:
 - Champions are worth an additional 40VP's.
 - Aspiring Champions are worth an additional 10VP's.

Additionally, VP's are earned as follows:

- **No Quarter!:** Each Warband gains 50 VP's the first time an opponent takes

and passes a Rout test (if they fail, you win, and VP's don't matter!).

- **Seize Ground:** You score additional Victory Points for every one of your non-fleeing models in an opponents Deployment Zone at the end of the game. Each model earns VP's equal to its points cost, as detailed above. So the 8 point Marauder used as an example above would earn you 8VP's for being alive and not fleeing in your opponents deployment zone when the time limit is reached.

APPENDIX:

Below are some extra rules, ideas and notes that haven't been included above because they either didn't fit or didn't occur to me until now and I don't fancy finding a place for them!

Either way, they might provide some food for thought and, as with this entire document nothing is set in stone. Try it, see what does or does not work for you, and make changes, and if anything included below works, then that just proves how full of marvellous ideas I am!

1: Army Books:

This document deliberately focuses on the Warriors Of Chaos and the Beasts of Chaos Army Books, and introduces the Daemons Of Chaos Army Book to allow as allies at a later date.

This is done because Warriors and/or Beasts with maybe a couple of Daemons **feels** right for the setting, and because these are the three most readily available from Games Workshop as standard supplements to WFB.

But there are other army lists and supplements that could work nicely with a bit of thought.

An obvious addition is the **Chaos Dwarf** army list published by Forge World, and I see no reason why this shouldn't be included as a standard addition.

Another interesting addition though would be Skaven in the form of Clan Moulder.

Hell Pit is located very close to the Northern wastes, and the Master Moulders regularly lead expeditions into this cursed wilderness and the

wider Shadowlands in search of livestock for their hellish experiments in flesh moulding.

A Clan Moulder Warband then could be very interesting to play, and by using the four previously mentioned army lists for allies could provide a very weird and wonderful looking Warband with some tremendous modelling and hobby potential.

Likewise, Clan Pestilens fit well because they are strict and devout followers of Grandfather Nurgle. Indeed the Lair of the Thirteen Lord lies within the Realm of Nurgle himself.

As with Clan Moulder then, a Clan Pestilens Warband could work very nicely on its own, or the Skaven Army Book could supply some very characterful allies for a Nurgle Warband in the form of Plague Monks and the like.

In the 3rd ed Realm Of Chaos books, Warbands were given the option of Undead Champions of Chaos, and this remains an intriguing option.

Could a Chaos Warband be constructed from the Vampire Counts Army Book, using such things as Wights, Zombies, Tomb Guard and Skeletons?

I think so, and I also think that Chaos Marks from the Warriors Of Chaos Army Book could be ported in quite nicely.

If the idea appeals, give it some thought.

The Orc And Goblin Army Book is another plausible option.

In the past, based on the Lore of the Warhammer World, Greenskins don't tend towards following the Dark Gods and are very resistant to mutation.

But in recent years, during the Storm Of Chaos when Archaon's armies poured into the Old World, we have the wonderful example of Grimgor Ironhide, a mighty Black Orc Warlord who travelled North with his armies to seek out and slay the mightiest followers of Chaos.

I think that right there gives all the inspiration needed to build a Greenskin Warband.

The Ogre Kingdom Army Book is another worth consideration, if for no other reason than it contains some wonderful monsters for Warbands to hunt!

Equally, Ogres are great travellers of the world,

open to assimilating the ways of others very rapidly, and indeed Chaos Ogres feature as an option in the Warriors Of Chaos Army Book, so it would not take much work to include a Warband of Ogres.

Again, there is much in the Warriors Of Chaos Army Book that could be readily introduced to give such a Warband that much more flavour.

2: Slave Warriors:

The Northmen are great takers of slaves, and the novel *Riders Of The Dead* does a wonderful job of telling the story of one such slave taken after battle and forced to fight for the entertainment of his captors, later used as a pit fighting slave to settle matters of pride and honour between Champions, and later still accepting of his fate and being worked upon by the subtle wiles of Tzeetch, becoming a mighty Champion himself, whom rises to lead the warband.

There is no reason why Warbands should not be permitted to take such slaves in the form of allies chosen from almost any and every Army Book presently available.

I would suggest that certain unit types work best; Empire Greatswords, Dwarf Ironbreakers, and so on. Troops of a type very different to the majority of those available but that also represent worthy slaves.

If players agree that this is an idea of worth consideration, then they are encouraged to work out the details amongst themselves.

3: Wounds:

See what I did there?

Throughout this document I have maintained the 3 wound maximum, to the point that, whilst any and all models are permissible within the game, a models stat line must be altered if it has more than 3 wounds, so that it has only 3 wounds.

This is done for ease and to maintain some level of balance; a model must be killable, and if it has 6 wounds then it will take all week!

However, players should reassess this rule for themselves at regular intervals and as Warbands grow in size and stature.

There will very likely come a point when the players feel that this restriction is no longer warranted and that it may be done away with.

When this happens (should it at all), restore the wounds of any models capped down to 3 wounds, and feel free to increase characters wounds above 3 with improvement rolls.

4: Daemonhood:

The ultimate objective is for a Champion to be elevated to Daemonhood, becoming an immortal and unimaginably powerful Lord of Chaos.

Yet the above rules make it very easy for a Champion to attain Daemonhood and give no guidance as to what happens afterwards.

This is deliberate as to keep the rules simple and flowing.

However, if the players agree I would suggest the following additions to deal with what happens when a Champion is elevated to Daemonhood:

- Rolling a Double 6 on the Eye Of The Gods Table in the post game sequence can happen at any time. If the opponent feels that the Champion hasn't earned the honour of Daemonhood he may speak up. When he does so he, his opponent, and any other players present should review the Champions career and decide if he is worthy.
- Should a Champion be elevated to Daemonhood then he should leave his Warband and enter into the Realm of the Gods. There are two ways of dealing with this and players should decide which to use, or concoct their own:
 1. The newly born Daemon Prince immediately leaves his Warband. Promote an Aspiring Champion to replace him, and review the Champions wargear. Mundane and Magical items may be distributed amongst the Warband as the owning players sees fit.
 2. The newly born Daemon Prince stays with his loyal followers for a short period of time, relishing in his new found potency within the mortal realm. Roll a D3. This is how many games the Daemon Prince may be kept for. After his final game he leaves the Warband,

taking all of his wargear with him so that it cannot be redistributed.

In either case, after the Daemon Prince leaves his Warband, players may wish to have the Warband split and follow the separate Aspiring Champions as they go on to seek their own glory.

The main benefit of this is that your Warband will dramatically reduce in size and you are able to buy fresh Aspiring Champions to follow your newly made Champion himself. And without having to retire a Warband you get to feel the continuity and see the progression over time.

This is particularly important in a longer running campaign as it gives a natural point at which large and powerful Warbands suddenly and dramatically reduce in size. It also provides a natural place at which to ditch any aspiring Champions which have not developed well as Characters, and to ditch followers which may or may not be working out very well!

The best way to do this is to simply decide which Aspiring Champion takes command and which one(s) leave. Then decide which followers follow him and which follow another. It is strongly recommended though that if two (of the possible 3 remember) of the Aspiring Champions leave then 2 thirds of the followers should also leave, and vice versa.

Whatever the case, during the post game sequence of the first game played after the Daemon Prince has left his Warband, but **only if the Warband has split** into smaller Warbands, the owning player rolls 6D6 for Warband growth. This reflects the fame the Warband has earned as followers rush to join the banner of such a mighty Warband, watched over as it is by its own patron Daemon.

5: Marks & Beasts Of Chaos:

The current Beasts of Chaos army Book gives no provision for Marks of Chaos.

This makes perfect sense as the Cloven Ones are truly the children of the Gods, their every action giving glory to their Dark Masters. The Gods have no real interest in the day to day activities of their foul children, and there is far more value in the soul of a man who turns to Chaos.

Hence the Marks. A God is keen to place his

Mark upon the soul of a human Champion.

But when a Warherd's Chieftain feels the call of the Gods and sets off North with his followers to seek the Realm Of The Gods, then does he attract the notice of his Dark Masters.

To reflect this players may wish to allow the characters in a Beasts Of Chaos Warband to take Chaos Marks as detailed in the Warriors of Chaos Army Book, and for the same points cost as core units from that book would pay.

Additionally, players may wish to allow certain unit types to be Marked also, particularly Bestigor, Centigor and Minotaurs. After all, Pestigor and Khornate Minotaurs and the like are a staple of Chaos in the fiction.

As with characters, such units should easily be able to take Chaos Marks as detailed in the Warriors of Chaos Army Book, and for the same points cost as core units from that book would pay.

6: Magic Items:

There are numerous lists of Magic Items in the WFB Rulebook and the Army Books mentioned above.

Not to mention Chaos Mutations and Gifts, Deamonic Gifts and so on.

Obviously it makes sense to allow starting Champions access to only the lists from their Army Book and the WFB Rulebook, but this could be a bit dull and boring, and Chaos should neither be dull nor boring.

If all the players agree, I recommend allowing a player to take any Magic Item, Mutation, Gift, Deamonic Gift, etc., from any source, based upon the in game effect it confers and a reasonably characterful explanation of why his character should gain that benefit, and a clever new description of the item to suit his characters appearance and, erm, well, character.

It is far more exciting that way!

It is also worth considering Magical Standards.

At some point in the development of a Warband, a Magic Standard may become thematic and desirable.

Again, players should feel free to allow such things, provided they all agree.

7: Magic & Wizards:

Magic shouldn't be a major feature of such small scale games, but a feature it should be nonetheless.

All Warbands can have one magic user, and some may well be able to include more. This may prove rather devastating if certain spells are rolled, so players will have to modify the effects of some spells to suit the setting and small scale nature of the game being played.

There are no hard and fast rules for this; players must use their discretion.

Besides there are too many spells in the various lores of magic to list here with suggested modifications, but a good example of the type of alteration needed is *Devolve* from the Lore Of The Wild. Should this spell be used as designed for a full scale game of WFB it could conceivably clear the table in one fell swoop. To prevent this players may agree to have the spell effect **one** enemy unit (model) within range rather than **all**, and that the effected model then take only one wound.

To make this task easier it is suggested that a magic user roll only once for his known spell(s) during Warband creation or when he is added to the Warband, rather than prior to every game.

This also makes sense in relation to character development; it seems unlikely that a Wizard would use a different one of seven spells in each encounter.

Additionally players may wish to allow a magic user to develop within his art rather than as a warrior.

If all players agree, magic users should be allowed to gain another level of magic ability should they roll a 12 on the Eye Of The Gods table when rolling for character development in the post game sequence.

Finally, should players find that magic dominates too much, even after modifying spell effects to suit the setting, it is suggested that the power dice allocation each turn be reduced from 2D6 to 1D6.

This limits the casting potential considerably and gives the other player the same number of dispel dice as the player whose turn it is has casting dice.

8: Game Balance?:

It is entirely possible that a game of Chaos Warbands could be an extremely unbalanced affair, with a relatively fresh faced, starting Warband facing the vastly superior numbers of a mighty Champion.

For the most part this should not matter, there is much glory to be found when taking on a mighty foe. But to some players and in some games where the rift is so great it will matter.

The following rules suggest a simple way to rebalance the scales somewhat:

- Calculate the value of your Warband by adding up the points cost of all followers purchased after Warband Creation and adding it to the 100pts of the starting Warband. For example, after 5 games a player may have spent 40pts on new followers, so his Warband would have a total value of 140pts.
- Do not add any points which remain unspent. Players are allowed to save points up to fund larger followers at a later date and these should be recorded but not factored into a Warbands value until spent.
- Characters do not increase in points as they gain advancements, most increases are gifts from the Gods and so are free, but some advancements are so large that they should be factored in:
 - Daemonic Mounts or Chariots are big items so their inclusion in the Warband will increase its value. The points cost of most mounts can be found on page 88 of the Warriors Of Chaos Army Book. The cost of Tuskgor or Razorgor Chariots can be found in the Beasts Of Chaos army Book.
 - Magic Items taken as advancements add their stated points cost to the warbands value, as per the book from which they are taken.
 - The 20pts worth of free magic items a Champion starts with is never included and remains free.

So, to continue our example from above, if the

owner of the 140pts Warband has also been gifted with a Juggernaut of Khorne for his Champion, then the points for this must be included also, giving a total value of 195pts.

If the Champion has been even luckier still and has been gifted a new Magic Item and chose to take the Helm Of Many Eyes then final total value of his Warband would be 220pts.

Once the value of both Warbands is known then we will know the size of the gulf between the two. The underdog may then appeal to his God for aid.

The difference in Warband values is converted into points which the underdog may spend on summoning Daemons to assist in the coming battle:

- Any Daemons may be bought from the Daemons Of Chaos Army Book to assist in this one game.
- As normal, Lords and Heroes are not allowed.
- The Daemons become normal followers for the duration of the game.
- After the game the Daemons are lost as they fade back into the Realm Of Chaos.
- The normal restrictions for Marks apply, so a Nurgle Warband may only choose Nurgle Daemons for example, whilst an unmarked Warband may choose any Daemons provided their alignment is not mutually exclusive.

Obviously this is not a perfect way of balancing out games between Warbands of greatly differing age and experience, for a start no effort is made to account for Gifts other than mounts and magic items.

But it should help, and when a starting Warband is faced with an almighty conquering army then it may just make the game bearable!

And there we have it, for now at least.

Enjoy, and if in any doubt remember the sage words of Jervis' in regards to such games as this when your opponent asks an off the wall question, "Just say yes!". It might be fun.

CHAOS Warbands is an unofficial, fan-made supplement for Warhammer Fantasy Battle (WFB), produced by Games Workshop.

To use these rules suggestions you will need a copy of the 8th edition WFB Rulebook, and the supplemental Warriors Of Chaos, Beasts Of Chaos, and Daemons Of Chaos Army Books, all produced by and readily available directly from Games Workshop.



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CHAOS WARBANDS 2013

CHAOS WARBANDS:

North of the Empire, north of Kislev, onwards through the Troll Country, skirting the edges of the great oblast, past the glacial northern borders of Norsca, a traveller will enter the Shadowlands, the home of the Northmen, where the nomadic Kurgan and Hung hunt and forage and war, where the great dark domains of the Dawi Zhar belch infernal smoke into the daemon haunted skies: the land of the Ruinous Powers.

North still lies the Realm Of Chaos, that great twisted land where nature itself is warped and all the physical rules of reality are contorted to breaking point and beyond.

This is where the Champions come. Followed by their loyal Warbands those who would seek out the Gods and their blessings make their pilgrimage of endless battle and brutal death. They come in their droves seeking death or glory in the name of their Gods, hoping and believing that they will have the mettle to become a true chosen one of the Ruinous Powers, the gift of immortality theirs and power unimagined at their fingertips to wield on battlefields in realms beyond imagining.

Those that don't, the vast majority, are cursed to become mindless and mutated spawn, their physical forms altered beyond endurance and their flesh forever flowing and changing, like hot candle wax, their sanity blasted and burnt away.

Or else to become just another collection of bleached bones littering the Plain Of Skulls, the eternal battlefield where all Champions must come in time...

This is where the Chaos Warbands roam.