



# Marauders of Chaos

The primitive men who dwell in the Northern lands on the border of the Chaos Wastes are called Marauders of Chaos. They live in tribes

and worship strange gods long forgotten by the civilised world. These Northmen are great warriors and they endlessly strive to win the attention of their patron gods by proving themselves in many battles. Some of the more ambitious chieftains lead their warbands south to the Cathayan Borderlands, leaving burned villages and bloody trails in their wake, seeking greater and greater challenges all for the glory of their dark gods.

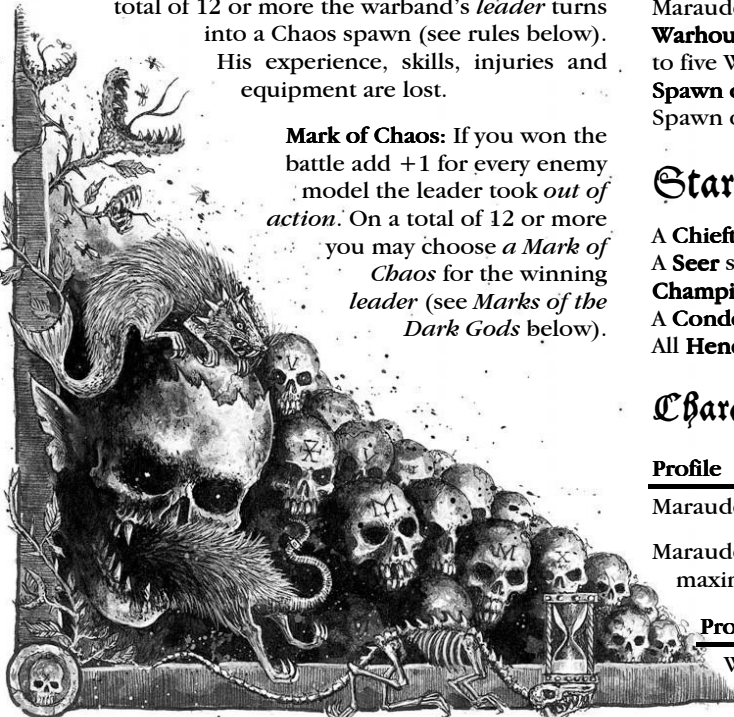
To the east of Norsca lies the southern arm of the Frozen Sea and, east of that, the Northern Wastes, stretching many thousands of miles to the distant ocean. This cold and barren extension of the great northern steppes is home to fierce nomad peoples, of whom the greatest and most feared are the Kurgan to the west and the Hung to the east. These races are themselves divided into many inter-warring tribes, some more barbarous and bloodthirsty than others.

## Special rules

**Eye of the Gods:** An aspiring chaos follower is always watched by the vigilant eyes of the dark gods, who reward the successful generously but punish failures harshly. Roll 2D6 after every battle.

**Spawn of Chaos:** If you lost the preceding battle add +1 to the roll for each of your Heroes that was taken *out of action* during the battle. On a total of 12 or more the warband's *leader* turns into a Chaos spawn (see rules below). His experience, skills, injuries and equipment are lost.

**Mark of Chaos:** If you won the battle add +1 for every enemy model the leader took *out of action*. On a total of 12 or more you may choose a *Mark of Chaos* for the winning leader (see *Marks of the Dark Gods* below).



As soon as the leader receives a Mark of Chaos through the *Eye of the Gods* special rule this test is no longer taken – until the leader leaves the warband in which case the new leader must prove himself to the Dark Gods the same way his predecessor did.

If the warband already includes a Spawn of Chaos the doomed leader is simply erased from the roster. There may never be more than one Spawn of Chaos in a single warband. The *Eye of the Dark Gods* rule is not in effect if the warband leader did not take part in the previous battle

**Hired Swords:** Marauders of Chaos may only hire the following Hired Swords: Pit Fighters, Ogres, Norse Shamans and Imperial Assassins plus any other Hired Swords which specify they may be hired by Marauders of Chaos. Witches and Warlocks may be hired except by warbands that include warriors with the Mark of Arkhar.

## Choice of warriors

A Marauders of Chaos warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15 (except for Hung warbands).

**Chieftain:** Each Marauder warband must have one Chieftain: no more, no less!

**Seer:** Your warband may include one Seer.

**Condemned:** Your warband may include one Condemned.

**Champions:** Your warband may include up to two Champions.

**Marauders:** Your warband may include any number of Marauders.

**Warhounds of Chaos:** Your warband may include up to five Warhounds.

**Spawn of Chaos:** Your warband may include one Spawn of Chaos.

## Starting experience

A **Chieftain** starts with 20 Experience.

A **Seer** starts with 8 Experience.

**Champions** start with 8 Experience.

A **Condemned** starts with 8 Experience.

All **Henchmen** start with 0 Experience.

## Characteristic increase

Profile	M	WS	BS	S	T	W	I	A	Ld
Marauder	4	7	7	4	4	3	7	4	9

Marauders with the *Chosen of Chaos* skill use the maximum profile for Warriors of Chaos:

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

## Marauder equipment list

The following list is used by Marauder warbands to pick their equipment:

### HERO EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger.....	1st free/2 gc
Hammer.....	3 gc
Axe.....	5 gc
Sword.....	10 gc
Halberd.....	10 gc
Morning star.....	15 gc
Barbed whip.....	15 gc
Double-handed weapon.....	15 gc
Flail.....	15 gc
Great axe.....	25 gc

#### Missile Weapons

none

#### Armour

Light armour.....	20 gc
Heavy armour.....	50 gc
Shield.....	5 gc
Helmet.....	10 gc

### HENCHMAN EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger.....	1st free/2 gc
Hammer.....	3 gc
Axe.....	5 gc
Sword.....	10 gc
Spear.....	10 gc
Morning star.....	15 gc
Flail.....	15 gc

#### Missile Weapons

Throwing axes.....	15 gc
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(treat as Throwing knives)

#### Armour

Light armour.....	20 gc
Shield.....	5 gc
Helmet.....	10 gc

## Marauder skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Chieftain	✓			✓	✓	✓
Seer	✓		✓			✓
Condemned				✓	✓	✓
Champion	✓			✓		✓

## Marauder special skills

The Marauders of Chaos may use the following skill list instead of any of the standard skill lists.

### chosen of chaos

The Hero has been found worthy of his god's service and entered the rank of a Chaos Warrior. He uses the maximum profile for Warriors of Chaos and the Hero equipment list (if he does not already).

### tattooed body

Only the warband's *leader* may have this skill. The Hero's body is covered with unholy Chaos signs to attract his patron's attention. The *Eye of the Gods* special rule's effect (of becoming a Chaos Spawn or receiving a Mark) happens on a result of 10+ instead of 12+ only. Note that for the less favoured Norse *leaders* this is 11+.

### sweeping blow

Whenever the Hero takes an enemy model *out of action* using a double-handed weapon he may immediately make an additional attack against another model in base contact. Requires the *Strongman* skill.

### mutant

The Hero may buy one mutation. See the Mutations section of the Possessed on special rules. Heroes with the Mark of Onogal may choose a Blessing of Nurgle instead (see *Empire in Flames*, page 66) except the Mark of Nurgle. Note that unlike other skills Marauder Heroes may take this skill more than once.

### heart of the warrior

Only the warband's *leader* may have this skill. He may re-roll any failed Rout test and is immune to *fear* and *all alone* tests.



# Heroes



## 1 Marauder Chieftain

### 95 gold crowns to hire

The Chieftain is the brutish head of the warband. He leads his tribe in their constant warfare and bloodshed in an attempt to win the approval of their fickle gods.

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

**Weapons/Armour:** The Marauder Chieftain may be equipped with weapons and armour chosen from the Hero Equipment list.

### SPECIAL RULES

**Leader:** Any Warrior within 6" of the Marauder Chieftain may use his Leadership when taking Ld tests.

## 0·1 Seer

### 45 gold crowns to hire

A Seer is the Chieftain's advisor as their god tells them his will through the Seer's visions and dreams. The other tribesmen see the Seer's attunement to their gods as a great gift that is to be equally respected and feared.

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

**Weapons/Armour:** The Seer may be equipped with weapons chosen from the Hero Equipment list.

### SPECIAL RULES

**Wizard:** A Seer is a Wizard and may use Chaos Magic as detailed in the Magic section.

**Mark of Chaos:** The Seer gets a Mark of Chaos when hired to determine the kind of magic he uses. He can have the Mark of the Serpent, the Mark of the Crow, the Mark of the Eagle, the Mark of Arkhar or the Mark of Chaos Undivided.



## 0·2 Champions

### 45 gold crowns to hire

Champions are the strongest and most battle hardened warriors in the tribe. They fight constantly waiting for the day when they can finally be judged by their god as being worthy of his service.

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

**Weapons/Armour:** Champions may be equipped with weapons and armour chosen from the Hero Equipment list.

## 0·1 Condemned

### 55 gold crowns to hire

A servant of a dark god who was foolish enough to turn away from his patron is forever condemned. If the traitor turns to another god for aid then they are often spared death, but suffer a fate many times worse. The servant suffers constant mutations at the hands of their old god but maintains vestiges of his humanity as his new god compensates for the mutations by restoring or altering the form of the servant. It is all in vain, as the unwitting servant eventually becomes a plaything of both gods who use the servant's body and soul as a contest of wills between themselves, completely uncaring of the condemned servant's fate.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	D6	3	D6	D6	1	4	D3	7

**Weapons/Armour:** The Condemned uses no equipment (see *Fate* special rule below) but fights without penalties.

### SPECIAL RULES

**Inconsistency:** The body of the Condemned is mutating permanently. The variable attributes WS, S, T and A are determined whenever needed, once every turn.

**Fear:** The Condemned's unnatural appearance makes him cause *fear* in his enemies.

**Experience:** Whenever the Condemned would increase one of his variable attributes the player rolls an appropriate die instead. If the player is satisfied with the result, he may set the attribute on that number (e.g. roll a D6 instead of increasing Strength, on a roll of 4 the player may choose to give the model S 4). Otherwise the attribute remains variable (and the advance is lost). The maximum attributes of the Marauders may be exceeded due to the special nature of the Condemned, and this carries through to when the player wishes to set an attribute instead of keeping it random.

**Fate:** Once all variable attributes are set, the Condemned may use weapons, armour and miscellaneous equipment as usual. But, if he has 90 Experience and still variable attributes, his patron could not save him from his former god's wrath and his soul and body are lost. He turns into a terrifying Spawn of Chaos. If the warband already consists of a spawn, the doomed warrior wanders off into the wastes, never to be seen again.



# Henchmen

## Chaos Marauders

### 35 gold crowns to hire

Marauders are wild uncivilized barbarians who seek battles and bloodshed. They form the majority of the chieftain's retinue.

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

**Weapons/Armour:** Marauders may be equipped with weapons and armour chosen from the Henchman Equipment list.



## 0.5 Warhounds of Chaos

### 15 gold crowns to hire

Warhounds of Chaos are titanic, mastiff-like creatures which are insanely dangerous in combat.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	4	0	4	3	1	3	1	5

**Weapons/Armour:** None! Apart from their fangs and nasty tempers the Warhounds don't have weapons and can fight without any penalties.

#### SPECIAL RULES

**Animals:** Warhounds are animals and never gain experience.

## 0.1 Spawn of Chaos

### 180 gold crowns to hire

Spawns of Chaos are former Chaos Champions who have been too heavily gifted by their gods and become terrifying mutants.

Profile	M	WS	BS	S	T	W	I	A	Ld
	2D6	3	0	4	5	3	2	D6+1	10

**Weapons/Armour:** None! Spawns of Chaos fight with claws, tentacles and other extremities.

#### SPECIAL RULES

**Special Attacks:** Roll at the beginning of each Close Combat phase to determine the spawn's number of Attacks for that phase.

**Fear:** Spawn are disgusting and revolting blasphemies against nature and cause *fear*.

**Special Movement:** The Spawn moves 2D6" straight ahead in each of its Movement phases. Before it does so it's player may turn it to give the direction. It does not double its movement for charging, instead if its movement takes it into contact with a model it counts as charging and engages that model in close combat.

**Psychology:** Spawns are mindless creatures, knowing no fear of pain or death. Spawns automatically pass any Leadership based test they are required to make.

**No Brain:** Spawns of Chaos are crazed creatures and therefore gain no experience.

**Large:** Spawns of Chaos are huge tempting creatures and count as Large Targets as defined in the shooting rules.

## Marauders special equipment

### great axe

25 gold crowns

**Availability:** Rare 8, Heroes with the *Chosen of Chaos* skill only

These over-sized Battle Axes can be wielded only by the strongest of warriors.

Range	Strength	Special rules
Close Combat	As user +2	Two-handed, Strike last, Cutting edge

#### SPECIAL RULES

**Strike last:** Great Axes are so heavy that the model using them always strikes last, even when charging, unless it has the *Strongman* skill.

**Cutting Edge:** A Great Axe has an extra save modifier of -1, so a model with Strength 4 using a Chaos Battle Axe has a -4 save modifier in hand-to-hand combat.

### barbed whip

15 gold crowns

**Availability:** Rare 9, one Hero only

Originally used for taming the wild Chaos Hounds the barbed whips have proven effective in combat also.

Range	Strength	Special rules
Close Combat	As user	cannot be parried, whipcrack, enrage

#### SPECIAL RULES

**Whipcrack:** See Steel whip (see Mordheim Rules Review, p 4).

**Cannot be parried:** A model attacked by a barbed whip may not make parries with a sword or buckler.

**Enrage:** The Hero may use his whip to make the Warhounds charge wildly. As long as he is not involved in close combat all Warhounds of Chaos within 4" gain +1 attack.



## Marks of the Dark Gods



The *Eye of the Gods* special rule may let the warband's leader choose a Mark of the Dark Gods. With exception to the Mark of Chaos Undivided there may never be two models in the warband with different Marks. Upon being hired Seers choose their Mark when in correspondence with the tribe, granting an audience with their god. A Seer who becomes *leader* at the same time has to choose the Mark for his associated patron when being rewarded through the *Eye of the Gods*.

### Mark of Chaos Undivided

A Hero with this mark believes in Chaos in its purest form instead of the division into four Chaos Gods.

**Leader:** All warband members within the leader rule's radius (6" normally and 12" with *Battle Tongue*) may re-roll all failed Ld tests.

**Seer:** With the Seer of Chaos Undivided as the tribe's spiritual leader the warband may include 0-3 Gors (see *Beastmen Raiders* in the *Empire in Flames Supplement*, p. 73) that count towards the maximum of 15 members. Re-roll all results of 'The lad's got talent' for them.

A Seer of Chaos Undivided uses the Chaos Rituals (see p. 59 in the *Mordheim* rulebook).

### Mark of Tchar the Eagle

*Tchar the Great Eagle is the Changer of the Ways. He is the Master of the ever-mutating energy known as magic and his followers are skilful practitioners of the arcane arts.*

**Leader:** The Hero is capable of casting spells and immediately learns one random spell from the Tchar Rituals. However, he suffers -1 on all rolls for Difficulty unless he was a wizard before.

**Seer:** A Seer of Tchar has command of powerful sorcery. The sorcerer starts with two spells from the Tchar Rituals. One can be chosen freely, the second is randomly determined.



### Mark of Arkhar the Dog

*Arkhar the Dog is the God of War. He is worshipped on the battlefield by his warriors who shed blood in his name, charging their enemies with the battle-cry "Blood for the Blood God!"*

**Leader:** The Hero is subject to *frenzy* from now on. In addition, any spell that targets the Hero fails on a roll of 4+.

**Seer:** A Seer with the mark of Arkhar counts as a Bloodfather. A Bloodfather is a war-priest and cannot cast spells. Instead he communes with daemons and his almighty deity through visions. Take a Leadership test each time a Bloodfather takes an enemy *out of action* in hand-to-hand combat. If the test is passed add +1 to the Weapons Skill, Strength, Toughness or Initiative of the war-priest until the end of the battle. Each characteristic can be increased only once in this way.

A Bloodfather may take Strength skills in addition to those normally available to a Seer.

### Mark of Onogal the Crow

*Onogal the Crow is the Lord of Decay who unleashes pestilence upon the world. Therefore his followers are almost completely immune to diseases and serious wounds.*

**Leader:** The Hero gets +1 T and may re-roll on the Serious Injuries table once. In addition, he is *immune to poison*.

**Seer:** The Seer uses the Nurgle Rituals (see p. 65 in the *Empire in Flames Supplement*). However, replace the first spell in the list with the *Touch of Onogal* as described below.

A Seer of Onogal is *immune to poison*.

### Mark of Shornaal the Serpent

*Shornaal the Serpent is the Dark Prince of Chaos. The Lord of Pleasure is the patron of all things beautiful and seductive.*

**Leader:** Enemy models that are not *immune to psychology* cannot attack the Hero in close combat unless they pass a Ld test with 3D6, discarding the lowest D6 result. If the roll is failed, these models are hit automatically in close combat. Once they pass, they do not have to test again for the duration of the battle. Note that the Lizardman's *Cold Blooded* special rule cannot be applied to this effect.

**Seer:** A Seer of Shornaal uses the Shornaal Rituals. If the Seer wasn't taken *out of action* during the battle, instead of searching for rare items he may brew a strong drink for the warband (treat as Bugman's Ale). Note that this item cannot be sold.



## Shornaal Rituals

The Shornaal Rituals are used by the Seers who worship the Great Serpent. They use their power to show unlucky victims the horrible pleasures of their patron.

- 1 Delicious Suffering** **Difficulty 8**  
*The Seer summons great suffering to overwhelm his enemies.*  
All models (friend and foe, except for the Seer) within 3" must pass a Ld test or are *knocked down*.
- 2 Dance of the Serpent** **Difficulty 8**  
*The Seer's sight is so incredibly fascinating that his opponents cannot help starrng stupidly while he draws his sword.*  
All enemy models that are not *immune to psychology* suffer a -1 'to hit' against him in close combat.  
The Dance lasts until the beginning of the Seer's next shooting phase.
- 3 Endless Torment** **Difficulty 9**  
*The Seer falls into ecstasy torturing his helpless victim and watching it die slowly.*  
Choose one enemy model within 8". From now on the model must roll for injury -1 after it's Recovery phase. For the duration of the Torment the Seer can do nothing else but end the spell at the beginning of his turn and if attacked in close combat, he is hit automatically and the spell breaks.
- 4 Mystify** **Difficulty 8**  
*"Pain, beautiful Pain!" – last words of Snagbel, Exalted Seer of the Tribe of the Snake*  
Target enemy model within 8" will have their Initiative value reduced to 1 and will always strike last in close combat, even if they charge an opponent or are armed with a spear or pike and are charged themselves. This spell lasts until the target passes a Ld test during the recovery phase.
- 5 A Thousand Voices** **Difficulty 8**  
*A thousand voices manifest within the head of the unlucky victim driving him insane by mocking at his secret desires and dreams.*  
Choose one enemy model within 12". For the duration of the spell the model reduces it's Ld by D3 +1 (to a minimum of 2) if it is not *immune to psychology*.  
The model must pass a Ld test at the beginning of it's turn to end the spell. The spell breaks also when the Seer loses a wound. *A thousand Voices* can only enchant one model at a time.
- 6 Shornaal's Temptation** **Difficulty 7**  
*The Serpent has chosen to deliver a certain warrior from his miserable existence by promoting him to one of his Daemonic servants.*  
Choose one enemy model within 8" that is not *immune to psychology*. The model must pass a Ld test. If the model fails, then the Seer gains control over the model. The player may attempt to regain control at the beginning of his turn by passing a Ld test. *Shornaal's Temptation* can only enchant one model at a time. If the Seer is hit whether by a missile or in close combat he must pass a Ld test or the spell ends.



## Tchar Rituals

The Tchar Rituals are used by the Seers who worship the Great Eagle. For Tchar is the Lord over destiny and fate respecting wisdom and subtlety his servants are amongst the mightiest of spell-casters and his magic is especially effective against the dumb and inexperienced.

- 1 Tchar's Blessing** **Difficulty: auto**  
*The Seer prays to his god to fill him with wisdom and thus triumph over his enemies.*  
This spell must be used before the game and may only be used once. The Seer may not cast spells in the following battle. After the game he gains D3 Experience points if he wasn't taken out of action.
- 2 Dispel Magic** **Difficulty 7**  
*The winds of magic are bound to the will of Tchar and no so-called wizard may use them against his favoured.*  
The Seer ends all effects of currently active spells.
- 3 Foresight** **Difficulty 10**  
*The Changer of the Ways pulls the strings of destiny to protect his servants.*  
This spell must be used before the game and may only be used once. Choose a warband. One randomly determined Hero of that warband must miss the following game. Models that are capable of casting spells or prayers are immune to this effect.
- 4 Wrath of the Great Eagle** **Difficulty 9**  
*The Seer calls Tchar to punish the ignorant and stupid for their delusion*  
Choose one enemy model within 12". The model is hit with a Strength equal to the difference of the Seer's Experience points and the model's Experience (to a maximum of 10). Armour saves are taken as normal. If the victim has more Experience points than the Seer, the latter is hit instead.
- 5 Tchar's Reward** **Difficulty 8**  
*The Seer is rewarded for his great power.*  
The Seer gets +1 on any one stat per 10 Experience points he has. Each stat may be increased only once through this spell.  
The power of Tchar's Reward lasts until the end of the Seer's next shooting phase and can be re-cast in that phase.
- 6 Slave to Chaos** **Difficulty 9**  
*From the Seer's trembling fingers a blazing pink and blue ray streams towards an enemy causing him to mutate terribly until a new recruit queues in the ranks of the Great Eagle's followers.*  
This spell has a range of 12" and causes one Strength 2 hit with no armour save. If the model is taken out of action roll for Serious Injuries immediately. If they die replace the killed warrior with a Horror of Tzeentch (see Bestiary for rules) until the end of the game. If the Seer is stunned or taken out of action the Horror disappears into the Realm of Chaos.

## Onogal Rituals

The Nurgle Rituals are used by Seers with the Mark of Onogal the Crow. Replace the spell *Daemonic Vigour* with *Touch of Onogal*.

- 1 Touch of Onogal** **Difficulty 10**  
*The Seer's body is covered with smallpox and blisters. His touch can transmit devastating diseases.*  
This spell can be used against one of the Seer's close combat opponents. If he takes the model out of action in the following hand-to-hand combat phase, that player rolls for Serious Injuries immediately. If the model dies permanently, replace it with a Nurgle Plague Bearer (see Bestiary for rules) for the rest of the game under the Seer's control. If the Seer is stunned or taken out of action the Plague Bearer disappears into the Realm of Chaos. Note that only one Plague Bearer can be created at a time.

# Chaos rituals

*Chaos rituals employ the raw power of the darkest magic, and are therefore supremely useful in bringing pain and suffering, as well as change and mutation. Chaos rituals are used by Magisters of the Cult of the Possessed, and Daemons.*

## D6 Result

### 1 Vision of Torment

*The Chaos Mage summons horrible visions of the realm of Chaos, causing his enemy to recoil in utter horror.*

**Difficulty 10**

This spell has a range of 6" and must be cast on the closest enemy model. If the Chaos Mage is in hand-to-hand combat, he must choose his target from those in base contact with him. The affected model is immediately *stunned*. If the model cannot be *stunned* it is *knocked down* instead.

### 2 Eye of God

*The Chaos Mage implores the Dark gods to grant a boon to their servant.*

**Difficulty 7**

You may use the Eye of God successfully only once per battle. Choose any single model within 6", friend or foe. Roll a D6 to see what happens to the affected model.

#### D6 Result

- 1 The wrath of the gods descends upon the target. The model is taken *out of action* immediately. He does not have to roll on the Serious Injury chart after the battle though.
- 2-5 The model gains +1 to any one of his characteristics during this battle (chosen by the player who cast the spell).
- 6 The model gains +1 to all of its characteristics for the duration of the battle.

### 3 Dark Blood

*The Chaos Mage cuts his palm and his blood spurts out, burning flesh and armour.*

**Difficulty 8**

This attack has a range of 8" and causes D3 S5 hits. It hits the first model in its path. After using this spell the Chaos Mage must roll on the Injury table for himself to see how dangerous the wound is, though treat the *out of action* result as *stunned* instead.

### 4 Lure of Chaos

*The Chaos Mage calls upon the taint of chaos which exists in the inner soul of all living beings.*

**Difficulty 9**

The spell has a range of 12" and must be cast on the closest enemy model. Roll a D6 and add the Chaos Mage's Leadership to the score. Then roll a D6 and add the target's Leadership to the score. If the Chaos Mage beats 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 Chaos Mage's warband. If he was engaged in hand-to-hand combat with any warriors of the Chaos Mage's warband, they will immediately move 1" apart.

### 5 Wings of Darkness

*The Chaos Mage is lifted from the ground by two shadowy Daemons and carried wherever he wants to go.*

**Difficulty 7**

The Chaos Mage may immediately move anywhere within 12", including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit and then his opponent will flee again (if he survives).

### 6 Word of Pain

*Speaking the forbidden name of his dark god, the Chaos Mage causes indescribable pain to all who hear it.*

**Difficulty 7**

All models within 3" of the Chaos Mage, friend or foe, suffer one S3 hit. No armour saves are allowed.



# Follow the Darkest tribes

When starting a Marauders of Chaos warband you may decide which of the following three major Chaos tribes your warriors belongs to. All warbands follow the same rules for Choice of Warriors, Skills and Equipment. Any exceptions are described below.

## The Norse

To the north of the Old World live the Norse tribes: fierce barbarians, fur-clad and warlike - the very epitome of the warriors of Chaos. Their mountainous sea-bound land is haunted by all manner of twisted monstrous creatures, notably mutant Trolls and Giants, and by nameless things that live deep under the mountains. They are warriors at sea as well as on land - building longships in which they harass the southern lands and undertake journeys far to the west. The Norse have pale skin after the manner of men of the Empire. They are generally held to be especially tall and strong, and many have red or fair hair. Those that live the greatest distance from the Realm of Chaos are the least favoured of their gods - and the most likely to be seen openly in more civilised lands as a result.

### SPECIAL RULES

**Reavers:** Due to their proximity to the Empire and the frequency of their raiding, the Norse excel at finding the best equipment and supplies quickly. As such, they gain a +1 to their rarity rolls when searching during the post-game sequence.

**Pantheon:** The Norse worship a myriad of gods, spirits and ancestors. As a result of their wide pantheon the *Eye of the Gods* special rule's effect (of becoming a Chaos Spawn or receiving a Mark) happens on a result of 13+ instead of 12+.

## The Kurgan

The Kurgan are a raven haired, dark-skinned and powerfully built race, quite unlike Old Worlders in appearance. They are said to be equally at home on foot or on horseback. When the armies of Chaos gather to invade the Old World, it is the Kurgan that come most eagerly and in the greatest numbers, for they are a numerous people compared to the other tribes of Chaos. It is the warriors of the northernmost tribes who are the fiercest and most likely to be chosen by their gods.

### SPECIAL RULES

**Pedigree:** Some Kurgan tribes delight in the spectacle of trained pit hounds fighting against bears, trolls and other creatures. A Kurgan warband may include any number of Warhounds of Chaos - not only up to five.

**Bone Bows:** The Kurgans are renowned for making scary bows, using the bones of their fallen enemies. Heroes and Chaos Marauder Henchmen may use bows (cost: 10 gold crowns, availability: common).

**Difficult Customers:** While some of the less bloodthirsty of the Norse and Hung tribes even trade with merchants from the south, the Kurgan live far away from civilisation and when they come to raid the southern farmsteads and villages they are certainly not welcomed. Therefore a Kurgan warband suffers -1 when rolling to find Rare items except for Great Axes and Barbed Whips.

## The Hung

The Hung are an oriental race - perhaps shorter and more squat than the people of Cathay but otherwise resembling them. They are reckoned the greatest of all horsemen and are said to learn to ride before they learn even to walk. Northwards, the land is too poor and mountainous to support their horses, and the steeds of the Hung are typically small, tough beasts that can survive where larger warhorses would quickly starve. Here the tribes hunt mutant monsters in the shadow of the snow-capped mountains, gathering their strength to raid the soft lands of Cathay to the south.

### SPECIAL RULES

**Disloyalty:** The treachery of the Hung is infamous. As one horseman is no more trustworthy than the next, these nomads tribal allegiance is flimsy at best. The maximum number of warriors in the warband is 12 (instead of 15).

**Affinity with Horses:** Warhorses always cost 40 gold crowns to the warband - not only to starting warbands. In addition, all Heroes (including Henchmen that advance to Heroes) automatically have the *Ride Warhorse* skill. Note that the number of mounts per warband is not restricted in the Border Town Burning setting.

