

WARHAMMER ARMIES

Realm of Chaos™



A Plaguebearer of Nurgle.

To the North, past any realm of mortal men, past even the desolate and dangerous Troll Country, resides the land of Chaos. Here the warping effect of raw magic is at its strongest, and all manner of creatures, including the very daemons of the warp are free to walk the lands.

As its name implies, a Chaos Army can include a huge variety of troops and monsters. First off there are four main Chaos gods - Khorne the blood god, Tzeentch the god of sorcery and change, Nurgle the god of decay, and Slaanesh, the god of indulgence. Each of these major powers has its own followers, champions, and daemons. While each of the Chaos gods are brothers, the rivalry is intense, and all of them want to conquer the world in their own name.

Throughout the Old World there are also many creatures and monsters of Chaos who owe no allegiance to any god. The dark forests are home to the blasphemy of nature known as Beastmen. The warped Chaos Hounds and gigantic Minotaurs roam south from the northern plains. The mountains are home to the massive Dragon Ogres, and who knows what other nameless horrors are being evolved even as you read this!

CHAOS WARRIORS

Lured and seduced by the chance for vast power, some men choose the path of Chaos. Trading their humanity for a life of bloodshed and the fleeting chance to gain the eye of one of the Chaos gods, these men are transformed into Chaos Warriors. Whether on foot, or mounted on Chaos Steeds, these troops are always heavily armoured and tough to beat.

A unit of Chaos Warriors is perhaps one of the most highly feared regiments in the Warhammer World. When led by a Chaos Champion this unit becomes even more ferocious.



The most successful and ambitious Chaos Warriors become Champions of one of the Chaos gods, gaining even more powers, and leading the Chaos Warriors on their many terror raids against the forces of humanity.

Each Beastmen has two wounds and is cheap point-wise, enabling Chaos Generals to field large units of the bloodthirsty brutes.



CHILDREN OF CHAOS

Mutated by the magical energies of the warp, Beastmen are savage and undisciplined troops. The most numerous of Chaos troops, Beastmen are all too anxious to vent their frustrations on the human towns and nations that shun them!

In battle the toughness and multiple wounds of Beastmen makes them invaluable troops, able to absorb tremendous damage and still unleash their own ferocious attacks in hand-to-hand.

DAEMONS OF THE WARP

Brought from the swirling realms of Chaos by magical powers, the very Daemons of the warp materialize to battle for their dark masters.

Each of the four main powers has its own Daemon followers, each type has different abilities as per their allegiance. For instance, the Daemons of Khorne, the god of battle and war, abhor magic, and excel in hand-to-hand combat. The Daemons of Tzeentch, the god of change and magic can cast spells, shapeshift, and shoot magical flames. Players may field armies with a mix of Daemonic powers, but their age-old animosity can cause the heinous creatures to fight amongst themselves.

Bloodletters of Khorne are armed with deadly Hellblades.



GREATER DAEMONS

With a tremendous expenditure of energy (and army points!) the gods of Chaos can send their most powerful agents to battle - the Greater Daemons. These massive minions of evil are vastly powerful, able to take on and defeat entire armies by themselves. When a Warhammer player brings one of these vile monstrosities you can be sure that it is either a huge game with loads of troops on both sides, or that the player has put a disproportionate amount of points into this one model!

CREATURES OF CHAOS

Because Chaos is forever mutating creatures and creating new monsters, the Chaos Army can be composed of any number of different troop types. There are the slow but mighty Dragon Ogres, the flying Harpies, Centaurs, Trolls, and Minotaurs. Each has its own advantages that a cunning Chaos General can exploit to the fullest.

PUTTING TOGETHER YOUR OWN ARMY

The first step in building your own Chaos Army is to purchase the Warhammer Armies Realm of Chaos boxed set. This essential supplement has everything you'll need, including a full rulebook covering the myriad of troop types, a 3 different army lists (one for Chaos Warrior Warbands, Beastmen Warbands, and Daemon Warbands, all the special rules for the different Chaos powers and the special abilities that your Champions can attain. In addition there are rules for Chaos Sorcerers, and the Chaos Rewards card deck that is used during the game to reflect the deadly boons the dark gods grant their most favoured followers!

Will you dare to tread down the path of Chaos?