

MORDHEIM CHAOS WASTES

By Tommy "Punk" Fransson

I have played quite a lot of campaigns with the old Realm of Chaos campaign rules and when I first saw the Mordheim rules I noticed how similar they were. This article allows you to use the old Realm of Chaos campaign but with the much better Mordheim rules, I have also balanced Rewards and Attributes more than they were before.

The Chaos Warbands

A warband is essentially a Champion of Chaos and a handful of followers, one or two dozen of models. Warbands frequently fight against one another to prove to their patron that they are the best. Fighting between Warbands of the same Patron god are particularly fierce as they try to prove their worth over the other. Sometimes the Warbands fight to resolve bitter rivalries between their Champions. But more often than not this is the favoured way for a Champion to progress, a weak Champion will be killed and the Patron Powers won't have had to waste their time on such an incompetent weakling.

You will notice that you randomly generate a lot of things in this system, this is to add some fun to the game and to get rid of a lot of points calculations. Over time the models will develop mutations and the Champion will be rewarded with special abilities and there is no easy way to determine points values of these changes. Indeed some changes may benefit one model but hinder another!

There are several articles that you need for this system. You need the Champions of Chaos article that details how to create the leader of your warband. The Retinue article that details how to generate your Warband. The Chaos Attributes article that details the mutating powers of Chaos (note this one is not posted on the Direwolf mailing list due to its size). The Recognition article that details the special abilities that the Champion may be granted by his patron (not posted on the Direwolf list due to its size). The Chaos Weapon article that details the abilities of the weird Chaos Weapons (once again not posted to the Direwolf list due to its size). The Fate article that details Chaos Spawns and Daemon Princes. The article Monoliths of Chaos where Champions flock to better attract the attention of their gods.

THE CHAMPION

By [Tommy "Punk" Fransson](#)

Starting Equipment

A Champion comes equipped with light armour and a dagger and may buy any combination of additional equipment and weapons for a total of 20 Loot points. See Retinue Equipment table.

Starting Profile

Randomly generate the race of the Champion using this list. The initial race is not that important as the Champion will gain mutations and abilities later on that will move him far away from his "kindred".

Starting Profiles	T100	M	WS	BS	S	T	W	I	A	LD
Orc Warrior	1-5	4	3	3	3	4	1	2	1	7
Dwarf	6-10	3	4	3	3	4	1	2	1	9
Skaven	11-15	5	4	4	3	3	1	6	1	8
Elf	16-20	5	3	3	3	3	1	4	1	5
Human	21-75	4	3	3	3	3	1	3	1	7
Beastman	76-95	4	4	3	3	4	2	3	1	7
Centaur	96-100	8	3	4	4	3	2	3	2	7

The Mark Of Chaos

Once the starting profile of a Champion of Chaos has been determined he is as a servant of the gods and given rewards for past services. The Champion receives a single roll on the Chaos Attribute table and a single roll on the Reckognition Table. It is quite possible that this first attribute will turn the Champion into a Chaos Spawn, but at this point just reroll the result.

Retinue

Next roll four times on the Retinue Table to generate the Champions starting Warband. The retinue of a Champion grows in proportion to his favour with his patron Chaos Power so for every additional Reckognition Roll the Champion receives one roll on the Retinue Table.

RETINUE OF A CHAMPION OF CHAOS

By [Tommy "Punk" Fransson](#)

The Retinue Table is used to randomly determine the race and type of follower that fight for the Champion. These creatures have made their own way into the Chaos Wastes in search of power and influence of their own. Drawn by tales of the Champion's prowess, fame and general worthiness, they have chosen to serve Chaos through servitude to the Champion.

D100 Retinue table

01-20	D6 Beastmen Warriors								
M	WS	BS	S	T	W	I	A	LD	
4	4	3	3	4	2	3	1	7	

Equipment: Each model in the Henchmen Group may be given equipment and weapons worth up to 10 Loot Points, remember that all models must be armed identically.

21-30		1D6 Ungors						
M	WS	BS	S	T	W	I	A	LD
4	3	2	3	3	1	3	1	6

Equipment: Each model in the Henchmen Group may be given equipment and weapons worth up to 10 Loot Points, remember that all models must be armed identically.

31-34		1D3 Chaotic Mounts						
M	WS	BS	S	T	W	I	A	LD
8	3	0	3	3	1	3	1	5

Equipment: Hooves and teeth

35-39		1D3 Dwarfs						
M	WS	BS	S	T	W	I	A	LD
3	4	3	3	4	1	2	1	9

Equipment: Each model in the Henchmen Group may be given equipment and weapons worth up to 15 Loot Points, remember that all models must be armed identically.

Special Rule: *Hatred:* Hates all Dwarfs who doesn't worship chaos

40-43		1D3 Elves						
M	WS	BS	S	T	W	I	A	LD
5	4	4	3	3	1	6	1	8

Equipment: Each model in the Henchmen Group may be given equipment and weapons worth up to 10 Loot Points, remember that all models must be armed identically.

Special Rules: Hates elves who doesn't worship chaos (dark elves are considered to worship chaos)

44-50		1D6 Goblins							
M	WS	BS	S	T	W	I	A	LD	
4	2	3	3	3	1	2	1	5	

Equipment: Each model in the Henchmen Group may be given equipment and weapons worth up to 5 Loot Points, remember that all models must be armed identically.

51-55		1D3 Harpies						
M	WS	BS	S	T	W	I	A	LD
4	4	0	4	4	2	2	1	6

Equipment: Claws

Special Rules: May fly

56-70		1D6 Human Renegades							
M	WS	BS	S	T	W	I	A	LD	
4	3	3	3	3	1	3	1	7	

Equipment: Each model in the Henchmen Group may be given equipment and weapons worth up to 10 Loot Points, remember that all models must be armed identically.

71-80		1 Maurader						
M	WS	BS	S	T	W	I	A	LD
4	4	3	4	3	1	4	2	7

Equipment: The Maraduder may be given equipment and weapons worth up to 15 Loot Points.

Special Rules: Start with one extra attribute

81-84		1D6 Hobgoblins							
M	WS	BS	S	T	W	I	A	LD	
4	3	3	3	3	1	2	1	6	

Equipment: Each model in the Henchmen Group may be given equipment and weapons worth up to 10 Loot Points, remember that all models must be armed identically.

85-89		1D6 Skaven							
M	WS	BS	S	T	W	I	A	LD	
5	3	3	3	3	1	4	1	5	

Equipment: Each model in the Henchmen Group may be given equipment and weapons worth up to 10 Loot Points, remember that all models must be armed identically.

90	1 Minotaur								
M	WS	BS	S	T	W	I	A	LD	
6	4	3	4	4	3	3	2	9	

Equipment: The Minotaur may be given equipment and weapons worth up to 10 Loot Points.

Special Rules: Subject to bloodgreed (Will become Frenzied on a roll of 4+ if he break or wipe out his foe.
Causes fear

91	1 Ogre								
M	WS	BS	S	T	W	I	A	LD	
6	3	2	4	5	3	3	2	7	

Equipment: The Ogre may be given equipment and weapons worth up to 10 Loot Points.

Special Rules: Causes fear

92	1 Dark Pegasus									
M	WS	BS	S	T	W	I	A	LD		

8	3	0	4	4	3	4	2	5
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Equipment: Hooves and bite.

Special Rules: May fly.

93	1 Troll							
M	WS	BS	S	T	W	I	A	LD
6	3	1	5	4	3	1	3	4

Equipment: The Troll may be given equipment and weapons worth up to 10 Loot Points.

Special Rules: Subject to stupidity
Regenerates non-fire wounds on 4+
Causes fear

94	1 Cold One							
M	WS	BS	S	T	W	I	A	LD
8	3	0	4	4	1	1	2	3

Equipment: Claws and teeth

Special Rules: Causes fear
Subject to stupidity (until one round of HTH has been fought, there after stupidity doesn't apply)

95-100	Roll twice on the table
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Reroll this result if it comes up again.

CHAOS WASTES EQUIPMENT LIST

Hand-to-hand Combat Weapons:

Dagger (1st free)	2 LP
Mace	3 LP
Hammer	3 LP
Club	3 LP
Battleaxe	5 LP

Sword	5 LP
Spear	10 LP
Halberd	10 LP
Morning star	10 LP
Double-handed weapon	15 LP
Flail	15 LP

Missile Weapons:

Short bow	5 LP
Bow	10 LP

Armour:

Shield	5 LP
Helmet	10 LP
Light Armour	20 LP

Retinue rewards

Each time the Champion receives a Reckognition roll some of the attention of his Patron spills over on his followers, choose on group of followers and roll a Chaos Attribute for the group. All models in the group will get the same mutation, but its appearance may vary. EG if the group grows horns they will not all be identical. If the group has already received Attributes then there is a chance that the physical stress may turn them into Chaos Spawns. Roll a D6 for the group and if you roll under the number of Attributes (including this Attribute) the followers turn into Chaos Spawns! See Fate of the followers of Chaos for rules. Life is harsh in the service of the Chaos Powers!

CHAOS RECOGNITION TABLE

By [Tommy "Punk" Fransson](#)

A Champion earn the favour of his Patron by fighting in his name and slaying mighty foes. 3 Recognition points may be exchanged for a single roll on the Recognition Table. The Champion's profile is altered accordingly and any new abilities are noted. The recognition points earned are added together so if you slay 2 Champions and survive the battle then you earn 5 points. In addition for each Recognition point gained roll once on the Retinue Table as followers flock to the victorious Champion.

Recognition points

Surviving a battle standing up *	1 pts
Slaying a Greater Daemon or Daemon Prince	2D3+1 pts
Defeating a rival Champion of Chaos, or other mighty foe **	2 pts

* The Champion must have at least one wound left and not be knocked down or stunned.

** Including Heroes, Lords, Wizard Masters and Wizard Lords. The opponent must be taken out of action. The opponent must be of equal or greater power than the Champion. A Champion gain no points for defeating a rival Champion with less rewards than himself.

Experience

None of the experience rules from WD 229 apply as they are covered by the Recognition table and the Retinue rewards.

Monolith of Chaos

If there is only one Champion left alive then he automatically get the "eye of god" result. There need to be at least 4 players for this to count, smaller battles do not attract the attention of the gods.

Duplicated Rewards

There is no special benefit or penalty from gaining a duplicate Reward unless this is mentioned in the Reward's descripton. However it may be necessary to use some common sense when applying gifts and attributes to a Champion. For example, it is possible for a Champion to receive the face of a Daemon, it is also possible for the Champion to also receive an attribute such as flaming skull face. In this case the two can

be combined to give the Champion a hideous, burning Daemon's skull in place of a face. Other cases where gifts and attributes may interfere with each other can occur.

RECOGNITION TABLE

<u>D100</u>	<u>Result</u>	<u>Description</u>
01	Eternal Labour	The Champion is chosen to fight for its Patron Power in a Daemonic Legion. Remove the Champion from play, though you may use the Champion in a Daemonic Legion.
02-40	Chaos Attribute	The Patron Power grant the Champion a change of mind and body, generate a random Attribute.
41-65	Gift	The Champion receives a gift from its Patron Power, this arcane item will help the Champion slay the enemies of its Patron. Roll once on the Chaos Gift Table or Chaos Weapon table.
66-90	Reward	The Patron Power notices the Champion and grant him a Reward. Generate a General Reward from the Chaos Reward Table.
91-00	The Eye of God	The Patron Power takes a special interest in the Champion, the Champions progress as a servant of the Power is weighted and its future is decided. The Patron Power may notice the Champion and elevate it to the rank of Daemonhood, though many more are deemed unsuitable and will not survive the scrutiny with their minds intact. If the Champion has 6 or more Attributes, then he is weighted to corrupt in mind to fully serve the Patron in the desired way. The Champion will turn into a Chaos Spawn as its mind breaks under the stress of having its soul searched by one of the Powers of Chaos. If the Champion have fewer than 6 Attributes and fewer than 6 Rewards then he is weighted as promising and will receive a General Reward or a Specific Reward (your choice), roll once on the Chaos Reward Table or on a Specific Reward Table. The Power will follow the Champions progress with much delight until the time when the Champion is ready for Daemonhood, of course many a thing may happen during the journey and it quite possible that the Champion is deemed unworthy the next time that the gaze of its patron falls over it. If the Champion should have fewer than 6 Attributes and 6 or more Rewards then it is deemed worthy in both soul and deeds to join the ranks of the Patrons Daemon Princes. The Champion is elevated to Daemonhood, the ultimate goal of every Champion of Chaos.

		The General Reward table and the Specifik Rewards tables should be available on Archive Pestilen soon. The Chaos Attribute and Chaos Weapon articles are available in the WFB Chaos section, but do note that those articles was written for WFB and some rules may not be valid.
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Fate of the Followers of Chaos

By Tommy "Punk" Fransson

Eventually a Champion of Chaos will have changed to such an extent that he can better serve his Chaos god in another capacity. At this point the Champion passes from mere mortality and begins again as a Chaos Spawn or a Daemon Prince. It is only possible for a Champion to be raised to the status of a Daemon Prince through the "Eye of God" test in the Reckognition table. There are, on the other hand, many ways of becoming a drooling and mindless Chaos Spawn.

Any model becomes a Spawn when it rolls the result "Chaos Spawn" on the Attributes table. A group of followers becomes a group of Spawns if they receive too many Attributes. A Champion of Chaos becomes a Chaos Spawn when a Toughness, Wounds or Leadership Characteristic drops to under one. A Champion may also be singled out by its Patron Power to serve it as a Chaos Spawn if it has 6 or more Attributes when it rolls the result "Eye of God" on the Reckognition Table. A Champion is elevated to Daemonhood if it has 6 or more Rewards and fewer than 6 Attributes when it rolls the result "Eye of God" on the Reckognition Table.

Chaos Spawns

The Chaos Spawns are a common sight in the Chaos Wastes and by some remaining mind they are drawn towards battle. Many Warbands retain Chaos Spawns to ride or pull chariots or herd them into battle. The great incursions of Chaos is heralded by numerous scores of Chaos Spawns surging down from the north and the villages in the north have learned to fear the sudden appearance of many Chaos Spawns.

When a model turns into a Chaos Spawn generate a further 6 Chaos Attributes for the Spawn and apply their effect. This will turn the model into a creature with many weird mutations. If a result should turn the model into a Chaos Spawn stop rolling any further Attributes. The Spawn loses all equipment that it had, but a Chaos Weapon may be taken up by the warbands Champion.

The Spawn is subject to Stupidity but is otherwise immune to Physiology and cannot be broken. The Spawn always moves a randomly determined 2D6". The Spawns move is not doubled for marching or charges, if it moves into base contact with a unit it has charged. In addition the Spawn causes fear.