

**Wargames Unlimited Presents**

# **Pure Chaos**

**An Army List For No Quarter**



**The Fantasy Battles Miniatures Wargame**

## **The Power Of Chaos**

Since the day that the first Ryft Gate was opened, the races of Genayria have unwittingly been drawing the power of Chaos closer to the world. As a Ryft Gate opens, a tunnel through the Warp is created; a tunnel that passes through the Chaos realms beyond the world of Man. To control a Ryft Gate takes tremendous power and concentration, one lapse in concentration and the power of the Warp can tear through the event horizon, and the essence of Chaos can crash through the tunnel walls and corrupt any who pass through. Over the years many a traveler has been lost. Many never return, but are lost in the void as the protection of the tunnel disintegrates, lost to a life of despair and torment as exposure to the Warp corrupts and mutates all it touches. Others emerge from the Ryft Gate, changed, twisted and mutated, from minor deformities to those who are mutated beyond all recognition. In the early days of the Ryft Gates, as wizards perfected the magic for controlling them, occurrences of Ryft Gates collapsing as the tunnels failed to hold back the Warp, although not common, happened and it is these events that paved the way for the Chaos incursions in the future. As the art was perfected, Ryft Gates rarely collapsed, unless the wizard desired it to fulfill his own plans.

Whole armies have even been lost in this manner. During a feud between the Dwarves of the Glass Mountains and Becketshire Regency, the Dwarf infantry, under the command of Grist Windhammer entered the Ryft Gate. The plan was to emerge near the Becketshire stronghold of Rothar, to attack the Becketshire Swordsmen stationed there. Tales were later told of the creatures that emerged on the other side. Creatures, the like of which had never been seen before. The Dwarven army, only recognizable by the armour they wore, had mutated into creatures from nightmares. There were extra heads and arms, skin covered in putrid sores that oozed pus and a stench of decay that was overpowering. Those corrupted by Chaos as they pass through the Warp often emerge in a dazed and confused state, and it was this confusion among the Dwarves as well as the legendary skill and determination of the Becketshire Swordsmen that saved Rothar that day. The toll though was great. Many a good Swordsman died that day fighting against horrors that haunted any who saw them until the day they died.

As the use of the Ryft gates increased, more and more corruptions occurred, and these creatures felt the pull of the Blighted Wastelands to the south, to the areas where death and decay seemed to fester and grow in the very earth itself. The pockets of Chaos energy found there were the result of Ryft Gates that had been ensnared by the Warp and ripped out of the void. The resulting explosions of energy had shrouded what were to become the Blighted Wastelands with Chaos energy, the very

land itself being corrupted and infected, never able to sustain natural life again. All across Genayria, pockets of Chaos energy can be found but nowhere as concentrated as the Blighted Wastelands.

Over the centuries many Chaos hordes have roamed the land, vast terrifying armies that brought death and destruction to their enemies. Regardless of their origins, once mutated creatures become part of the Chaos horde, all others were considered their enemies.

All manner of creatures accompany these armies, nightmare creatures that originated within the Warp. Managing to break through and find passage to Genayria, via the Ryft Gates, they joined the Chaos hordes and become part of the nightmare.



Model painted by Christian Weiss

Some such creatures are the Terrors. The Blue and Pink Terrors, with their powerful arms and legs, rush into ranks of opponents, with no thought for their own safety, ripping the enemy limb from limb. Pink Terrors are known for their constant cackling, a noise that can drive any opponent to insanity. The Yellow Terrors, although the smallest, can swarm over an enemy, overpowering them just by sheer weight of numbers. These terrors have less of a grip on the real world and it is not unheard of to see Yellow Terrors being sucked back into the void. The Red Terrors, known as the Blooders by the Regency, although not as common, are just as deadly. These are the only Terrors to wield weapons and their toughened hide gives excellent protection from any enemy.

Other creatures such as Infernos can devastate the closed formation ranks of an enemy. Infernos can project short-range flame attacks that can rush through the ranks, burning everything they touch, routing even the most stout hearted.

Other races have willingly joined the Chaos hordes. The Dragon Ogres, a once proud and ancient race have, over the centuries, developed a hatred for all the races. Feuds between Dragon Ogres and Men, Elves and Dwarves have resulted in a hatred of these races. For this reason Dragon Ogres can

often be seen riding with a Chaos Horde. These huge Ogres, with the lower body of a dragon but the upper torso of an Ogre, are devastating as cavalry as they charge through the enemy ranks, swinging their favoured weapon, an axe, with incredible accuracy. They can often be seen alongside the Chaos Cavalry, whose mutated horses and beasts sweep them forward with wave after wave of lances that will cut any infantry to pieces.

One of the strangest weapons used by the Chaos hordes are the Domeheads. These support weapons consist of a large exoskeleton, built to harness and focus the raw rage and power of Chaos energy. These creatures, although their true origin is unknown, wield a great axe and slice their way through the enemy. Due to their heavy armour and the sheer power generated by the exoskeleton, they are almost unstoppable, Chaos energy focused into a giant killing machine.

The Chaos hordes that sweep across Genayria are always led by a Chaos Lord, one of the greatest of which was Xandrokhash. Many an army has been routed by the hordes controlled by this great general. Xandrokhash, his racial origin unknown, rose through the ranks of a Chaos horde that had built a city in the southernmost tip of the Blighted Wastelands, a legendary city known as Khrandahar. As a young Chaos warrior, unrecognizable as Man, Elf or Dwarf, his ambition was great and soon he was climbing through the ranks, disposing of any Chaos Champions who dared to get in his way. As he rose to become a threat to the then Chaos Lord Alkhabash, what ensued was one of the fiercest battles for control ever seen.

Xandrokhash, after being ambushed by a group of warriors sent by Alkhabash, went on a rampage of destruction. No one could stand in his way. The legend goes that the battle lasted for days as he cut his way through to the Throne room where Alkhabash sat, surrounded by his elite warriors. Xandrokhash sliced his way through them, in a rage that none could match, blood and a putrid stench filling the Throne room and severed limbs piled up all around. Finally all that stood between him and victory was Alkhabash. The battle between lord and usurper destroyed the throne room as they battled to and fro, smashing through walls, turning the throne room into rubble. But, Xandrokhash's rage was too great and slowly he began to overpower Alkhabash. With one last swing of his sword, Xandrokhash severed Alkhabash's heads from his shoulders. The battle was over and Xandrokhash was now Lord of Khrandahar and the Chaos horde was his.

Xandrokhash has been seen on many a battlefield, riding a Dark Unicorn that charges its way through the enemy ranks. Few can withstand his might and it is not surprising that Xandrokhash's reign has gone unchallenged for years, but as with the nature

of Chaos, a usurper will fight his way through the ranks to challenge him and one day Xandrokhash will be defeated.

So as the days turn into years, and the years into centuries, the Ryft Gates continue to be used, but as with anything in the world the balance will be maintained. The good the Ryft Gates can bring will be balanced by the evil they touch and allow entry into the world of Genayria.

## **Composition**

- A Chaos Lord must be taken as the army General.
- One elite until per two core units.
- One mercenary unit may be selected.
  
- One Demon may be taken per 1500 points.

Chaos magic users can use any of the five main aspects of magic, earth, water, fire, wind and light.



## **Mutations**

Any models taking mutations must add the points cost of the mutation to the points cost of the model.

The addition of points to a core model for the effects of a mutation does not affect its core classification.

Some character models have specific mutations detailed and the points cost for these is already included in the model profile.

# Individuals

## Chaos Lord Individual

A Champion in the service of Chaos for a long period can rise to the position of esteemed Chaos Lord.

A Chaos Lord is a very skillful and powerful warrior and may be equipped with any type of weapon or armour.

On rare occasions, a Chaos Lord can summon a demon Netherspirit from the depths of the uncharted Ryft void.

Name	AC	RA	CC	ST	T	W	CO
Chaos Lord	12	4	8	7	7	3	9
Weapons		Sword (UC4, ST+1)					
Armour (AR)		Heavy Armour, Shield (AR5)					
Special Rules		Extra Attack (x3) Mutation Unerring Unwavering Great Leader					
Structure		Individual					
Points Cost		175 points					

## Chaos Champion On Griffin Individual

A Griffin is a huge powerful beast with massive wings and razor sharp claws.

Although Griffins are noble beasts, some have become snared by the will of Chaos. Only warriors of great determination and skill can tame such a creature.

Name	AC	RA	CC	ST	T	W	CO
Champion	12	2	7	6	7	4	9
Griffin		2	6	7			
Weapons		Sword (UC4, ST+1)					
Armour (AR)		Heavy Armour, Shield, Tough Griffin Hide (AR7)					
Special Rules		Flying Large Model Chaos Champion <ul style="list-style-type: none"> <li>• Extra Attack (x2)</li> </ul> Griffin <ul style="list-style-type: none"> <li>• Extra Attack (x3)</li> <li>• Claws (UC3, ST+0)</li> </ul>					
Structure		Individual					
Points Cost		176 Points					



Chaos Champion on a Griffin, painted by Steve Cunningham



## Chaos Champion Beast Rider Individual

A Chaos Champion may ride a terrifying creature into battle. A Chaos Beast is a powerful creature in its own right, when ridden by a Chaos Champion; the combination is enough to chill the soul of the enemy.

Name	AC	RA	CC	ST	T	W	CO
Champion	12	2	7	5	7	3	8
Chaos Beast		2	5	5			
Weapons	Sword (UC4, ST+1)						
Armour (AR)	Heavy Armour, Shield, Armoured Steed (AR6)						
Special Rules	Cavalry <u>Chaos Champion</u> <ul style="list-style-type: none"> <li>• Extra Attack (x2)</li> </ul> <u>Chaos Beast</u> <ul style="list-style-type: none"> <li>• Extra Attack (x2)</li> <li>• Claws (UC3, ST+0)</li> <li>• Foul Spew (TTS, UC5, ST4)</li> </ul>						
Structure	Individual						
Points Cost	131 Points						



Chaos Champion on Demon Beast, painted by Chris Gilders

## Neuromancer Individual

A Neuromancer is a powerful warrior who has an aptitude for the magical arts. A Neuromancer wears a heavy armour and is fully capable of surviving in hand to hand combat as well as casting a soul splitting spell.

Name	AC	RA	CC	ST	T	W	CO
Neuromancer	10	2	6	5	5	2	7
Weapons	Sword (UC4, ST+1)						
Armour (AR)	Heavy Armour (AR4)						
Special Rules	Magic User (Level 2) Adept Book Of Knowledge (may take an additional spell)						
Structure	Individual						
Points Cost	98 points						

## Champion Of Chaos Individual

Many warriors will rise to the status of chaos champion. They tend not to survive very long as their masters will see them as a threat and destroy them before they can usurp their power.

A Champion of Chaos will often lead a unit of chaos warriors.

Name	AC	RA	CC	ST	T	W	CO
Champion	10	2	7	5	5	2	7
Weapons	Sword (UC4, ST+1)						
Armour (AR)	Heavy Armour (AR4)						
Special Rules	Mutation Extra Attack (x2)						
Structure	Individual						
Points Cost	68 points						

Options	<ul style="list-style-type: none"> <li>• Shield (AR+1) for +1 point</li> <li>• Double Handed Weapon (UC5, ST+2) for +5 points (may not use a shield)</li> </ul>
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Chaos Champion painted by Chris Gilders

## Champion On Flying Disc

Individual

Warriors well versed in the art of combat have been known to ride into battle on the back of hideous living flying discs.

Name	AC	RA	CC	ST	T	W	CO
Demon Warrior	10	2	7	5	7	2	7
Flying Disc		2	5	4			
Weapons	Sword (UC4, ST+1)						
Armour (AR)	Heavy Armour, Creature Armour (AR5)						
Special Rules	Flying Mutation Warrior <ul style="list-style-type: none"> <li>• Extra Attack (x2)</li> </ul> Flying Disc <ul style="list-style-type: none"> <li>• Bite Attack (UC3, ST+0)</li> </ul>						
Structure	Individual						
Points Cost	96 Points						



Artwork by Patricio Soler © 2003 - 2004

## 'Lil Devil

Individual

A 'Lil devil is a manifestation of underworld evil. Its physical presence in no way reflects its prowess and strength.

Name	AC	RA	CC	ST	T	W	CO
'Lil Devil	12	2	7	6	6	2	7
Weapons	Improvised (UC3, ST+0)						
Armour (AR)	None						
Special Rules	Aggressive Attack Dodge Evade						
Structure	Individual						
Points Cost	91 points						



'Lil Devil painted by Chris Gilders

## Cherrub

Individual

A cherrub is an expert in sneaking into enemy positions and assassinating selected commanders and unit leaders. With flight and the ability to escape offensive attacks, the cherrub is a sneaky little beast.

Name	AC	RA	CC	ST	T	W	CO
Cherrub	9	2	6	5	4	1	7
Weapons	Short Sword (UC3, ST+0)						
Armour (AR)	None						
Special Rules	Flying Infiltrate Evade						
Structure	Individual						
Points Cost	62 points						



Cherrub painted by Chris Gilders

## Elite Units

### Chaos Warriors

Elite

Warriors corrupted by passage through the Ryft Gates become warriors of chaos. These warriors are usually heavily armoured and often use shields if they are not carrying two-handed weapons.



Chaos Warrior painted by Christian Weiss

Not only human warriors are affected by the insurgence of the warp into Ryft Gates, Orcs, Elves and Dwarves have all been corrupted by the power of chaos.

Name	AC	RA	CC	ST	T	W	CO
Chaos Warrior	9	2	6	5	5	1	7
Weapons							
Sword (UC4, ST+1)							
Armour							
Heavy Armour (AR4)							
Special Rules							
Mutation							
Structure							
2+ per unit							
Points Cost							
42 points							

Chaos warriors in a unit do not have to be equipped in the same way. It is perfectly acceptable to equip some models with swords and shields and others with double-handed weapons and no shields. It is recommended that all standard armour values for all models in the unit are the same, except that those with shields will have an additional AR+1.

Options	
	<ul style="list-style-type: none"> <li>Shield (AR+1) for +1 point</li> <li>Double Handed Weapon (UC5, ST+2) for +5 points (may not use a shield)</li> </ul>

### Red Terrors / Blooders

Elite

The only Terrors to wield weapons are the huge Red Terrors. These terrifying creatures, often referred to a "Blooders" by the Regency are very powerful and dangerous to any that stand in their way.

Name	AC	RA	CC	ST	T	W	CO
Red Terrors	10	2	7	5	6	1	7
Weapons							
Broadsword (UC5, ST+2)							
Armour							
Toughened Hide (AR3)							
Special Rules							
None							
Structure							
2+ per unit							
Points Cost							
56 points							

### Chaos Cavalry

Elite

Heavily armoured chaos warriors will ride barded warhorses into battle. Although weapons and equipment often vary from warrior to warrior, generally, the cavalry tend to favour heavy lances backed up by swords and shields.

The lances are very effective if the cavalry get the opportunity to charge an enemy unit. For extended rounds of combat, the warriors can fall back on their swords or other hand weapon

Name	AC	RA	CC	ST	T	W	CO
Chaos Cavalry	10	2	7	6	6	2	7
Weapons							
Lance (UC5, ST+2) Sword (UC3, ST+0)							
Armour							
Heavy Armour, Shield, Barding, Mounted (AR6)							
Special Rules							
Cavalry Extra Attack (x2) Mutation							
Structure							
2+ per unit							
Points Cost							
90 points							

### Dragon Ogre

Elite

Dragon Ogres are an ancient and proud race. Although few in number, their hatred for the other races will often bring them to consort with the powers of Chaos.

Name	AC	RA	CC	ST	T	W	CO
Dragon Ogre	10	2	7	7	7	3	7
Weapons							
Axe (UC4, ST+1, PE-1)							
Armour (AR)							
Armoured Hide (AR6)							
Special Rules							
Cavalry Extra Attack (x2) Large Model Armour Echo							
Structure							
1+ per unit							
Points Cost							
117 points							



Dragon Ogre painted by Chris Gilders

# Core Units

## Yellow Terrors

Core

The Yellow Terrors are the smallest of the various creatures to pour from infected Ryft Gates. These creatures tend to operate in swarming groups and overpower their opponents through weight of numbers.



Yellow Terrors painted by Chris Gilders

Their hold on reality is less then convincing and they can be sucked back into the warp without a moments notice.

Name	AC	RA	CC	ST	T	W	CO
Yellow Terrors	9	2	5	5	4	2	4
Weapons		Claws (UC3, ST+0)					
Armour		Aura (AR2)					
Special Rules		Double Time Extra Attack (x2) Unstable					
Structure		2+ per unit					
Points Cost		35 points					

## Blue Terrors

Core

Blue Terrors are perhaps the most numerous of the various terrors seen so far. Although smaller than a man, they usually operate in large numbers. Whether or not Blue Terrors evolve from Yellow Terrors is not know but it remains a possibility.



Blue Terror painted by Chris Gilders

Name	AC	RA	CC	ST	T	W	CO
Blue Terrors	9	2	5	4	4	1	6
Weapons		Claws (UC3, ST+0)					
Armour		Aura (AR2)					
Special Rules		Double Time					
Structure		4+ per unit					
Points Cost		27 points					

## Pink Terrors

Elite

The Pink Terrors are the largest of the unarmed Terrors. Their incessant cackling unsettles any that stand before them.

Name	AC	RA	CC	ST	T	W	CO
Pink Terrors	9	2	5	5	5	1	6
Weapons		Claws (UC3, ST+0)					
Armour		Aura (AR3)					
Special Rules		Double Time					
Structure		4+ per unit					
Points Cost		35 points					



Pink Terror painted by Chris Gilders

## Corrupted Hounds

Core

Mutant hounds are often used by individuals and characters as guardians and more often than not, kept as pets!

Two headed mutant hounds are particularly common among the warped leaders of chaos.

Name	AC	RA	CC	ST	T	W	CO
Hound	9	2	5	5	5	1	6
Weapons		Claws (UC3, ST+0)					
Armour		None					
Special Rules		Cavalry Mutation					
Structure		2+ per unit					
Points Cost		33 points					





Corrupted Hound painted by Chris Gilders

## Inferno's

Core

The Inferno's are very unusual creatures, their ability to project short range flame attacks makes them deadly to units well practised in maintaining ranked and closed formations.

Name	AC	RA	CC	ST	T	W	CO
Inferno	10	2	5	4	4	1	6
Weapons	Improvised (UC3, ST+0) Flame Attack (TTS, UC5, ST4)						
Armour	Aura (AR3)						
Special Rules	None						
Structure	3+ per unit						
Points Cost	35 points						



Inferno painted by Chris Gilders

## Thug Archer Mercenaries

Core

Chaos Thug Mercenaries offer their services to the highest bidder. Sometimes currency is the required payment, at other times, the opportunity to loot a pillage is enough to entice the Thugs from out of the bars.

Name	AC	RA	CC	ST	T	W	CO
Archer	8	6	5	4	4	1	6
Weapons	Bow (UC4, 10/+1, 20/+0, 30/-1, ST4) Sword (UC3, ST+1)						
Armour	None						
Special Rules	None						
Structure	5+ per unit						
Points Cost	30 points						

## Support

### Domehead

Support

Domehead's are large burly casings for raw power and rage. Their heavy armour exoskeleton is designed to focus the power of chaos into a giant killing machine.



Domehead painted by Chris Gilders

Name	AC	RA	CC	ST	T	W	CO
Domehead	10	2	7	6	6	3	7
Weapons	Great Axe (UC5, ST+2, PM-2)						
Armour (AR)	Heavy Armour (AR5)						
Special Rules	Extra Attack (x2) Knock Prone Armour Echo Large Model						
Structure	1 Per Force						
Points Cost	106 points						

# Characters

## Xandrokhash On Dark Unicorn Character

One of the most enduring of the Chaos Lords is the infamous Lord Xandrokhash.

At the Battle Of Glassmere, Xandrokhash was commanding a unit of Chaos Warriors in combat against a large number of Dwarf Axemen. Although outnumbered and surrounded, Xandrokhash fought his way through the Dwarf unit slaying every Dwarf in his path. His reputation grew over the following years and he created his own personal warband of warriors.

He always rides a Dark Unicorn and enemies before him have learned to be wary of his wrath.

If Lord Xandrokhash is selected, he must be the army General.

Name	AC	RA	CC	ST	T	W	CO
Xandrokhash	12	2	7	6	7	4	9
Dark Unicorn		2	5	5			
Weapons		Sword (UC4, ST+1)					
Armour (AR)		Heavy Armour, Shield, Mounted (AR6)					
Special Rules		Cavalry Chaos Lord <ul style="list-style-type: none"> <li>• Extra Attack (x3)</li> <li>• Unerring</li> <li>• Unwavering</li> </ul> Dark Unicorn <ul style="list-style-type: none"> <li>• Horn (UC4, ST+1)</li> <li>• Nemesis (Light Unicorn)</li> </ul>					
Structure		Character					
Points Cost		199 Points					

## Skarad, Father Of Chaos Character

Powerful magic users are a rarity amongst the chaos powers. Skarad is one exception. Through years of study in the world on men, Skarad became a powerful wizard in the service of the Regency. However, during a Ryft Gate experiment, he pushed the boundaries of control to far and was consumed by the power of chaos. Now, he is a shadow of his former self, but dedicated to the destruction of his former masters and allies.

Name	AC	RA	CC	ST	T	W	CO
Skarad	10	2	6	5	5	2	7
Weapons		Duelling Sword (UC4, ST+1, Parry)					
Armour (AR)		None					
Special Rules		Magic User (Level 3) Adept Evade Extra Attack (x2)					
Structure		Character					
Points Cost		131 points					

## Hookjaw Character

Hookjaw is a giant even by Orge standards. Standing over fifteen feet tall and wielding a massive Banaxe, Hookjaw has grown powerful in the service of Chaos.

Name	AC	RA	CC	ST	T	W	CO
Hookjaw	9	2	7	6	7	3	7
Weapons		Banaxe (UC4, ST+1, Knock Prone)					
Armour (AR)		Sheer Bulk, Heavy Armour (AR5)					
Special Rules		Large Model Extra Attack (x2) Extended Reach 1"					
Structure		Character					
Points Cost		96 points					



Hookjaw painted by Chris Gilders



# Equipment

## Book Of Spells 5 points




A wizard in possession of a Book Of Spells may take one additional spell over and above his normal allowance. That is to say a level 1 wizard may take 2 spells, a level 2 wizard may take 3 spells and so on.




The wizard must still pay the points for any spells taken.




# Mutations




The following mutations may be taken by any model with the mutation trait.

Where possible, any mutation that describes a physical characteristic should be represented by an appropriate model.




 <h2 style="text-align: center;">Extra Limb</h2> <p>A model with this mutation has an extra limb which can be very useful in close combat.</p> <p>The model counts as having an additional attack. If the model has no extra attack ability, it gains extra attack (x2). If the model already has an extra attack ability, the level of its attack level is increased by +1 to a maximum of 4.</p> <p style="text-align: right;">6 Points</p>	 <h2 style="text-align: center;">Horns</h2> <p>A model with this mutation has grown some extra horns which provide an advantage when charging into close combat.</p> <p>The model gains an additional CC+1 and ST+1 for the round it charges into combat. This is in addition to any other modifiers normally applied.</p> <p style="text-align: right;">2 Points</p>	 <h2 style="text-align: center;">Corrosive Blood</h2> <p>A model with this mutation developed a very nasty defensive mechanism.</p> <p>For each wound inflicted on a model with this mutation, any other model in base to base contact will be splattered by the mutants blood and take an immediate ST 5 hit.</p> <p style="text-align: right;">1 Point</p>
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 <h2 style="text-align: center;">Extra Head</h2> <p>A model with this mutation has an extra head. Apart from the constant bickering between the heads, this mutation does allow the model to keep an extra pair of eyes open for approaching danger.</p> <p>The model counts as always being on hold for the purposes of it being charged by an enemy model. In other words the model may always choose to respond to a charge by shooting (if it has ranged weapons), receiving the charge or flee.</p> <p style="text-align: right;">3 Points</p>	 <h2 style="text-align: center;">Jaws</h2> <p>This model has developed massive jaws which can deliver a powerful attack.</p> <p>Instead of making a normal attack, the model may attempt a bite attack. The attack costs 5 actions (AC) with any normal close combat modifiers still applying.</p> <p>If successful, the model delivers a ST 7 hit on the target model. Normal armour saves apply.</p> <p style="text-align: right;">12 Points</p>	 <h2 style="text-align: center;">Scorpion Tail</h2> <p>This model has developed a large scorpion tail with a deadly sting.</p> <p>The model may make a single extra attack during its activation for 4 actions (AC) at strength 5. If successful, damage may be dealt in the normal way, but the attack also has the poisonous attack ability (detailed below).</p> <p><b>Poisonous Attack</b> A roll to hit of a natural 1, will automatically cause one wound without having to make a strength (ST) versus toughness (T) roll. Not only is the roll to hit a masterful hit, and thus negates any armour test, the target model automatically suffers one wound.</p> <p style="text-align: right;">4 Points</p>
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 <h3 style="text-align: center;">Serpent Tail</h3> <p>A prehensile serpent tail can be used to entwine an opponent.</p> <p>A model with this mutation may make a close combat UC4 attack at ST+0. If the attack strikes the target, regardless of damage being inflicted, the target becomes entwined.</p> <p>An entwined target may not move away from the attacking model. As long as the attacking model stays in base to base contact, all other close combat attacks against the target are at CC+1 to hit. The attacking model may end the entwining at any time during its own activation.</p> <p>The serpent tail may not be used against models larger than the model with the mutation.</p> <p style="text-align: right;">6 Points</p>	 <h3 style="text-align: center;">One Eye</h3> <p>The creature only has one eye which adversely affects its depth of perception.</p> <p>The model suffers a CC-1 penalty in melee combat and a RA-2 penalty for all ranged attacks.</p> <p style="text-align: right;">-5 Points</p>	 <h3 style="text-align: center;">Compound Eyes</h3> <p>A model with this mutation has developed the compound eyes of an insect. This mutation does allow the model to keep watch in multiple direction at once for approaching danger.</p> <p>The model counts as always being on hold for the purposes of it being charged by an enemy model. In other words the model may always choose to respond to a charge by shooting (if it has ranged weapons), receiving the charge or flee.</p> <p style="text-align: right;">3 Points</p>
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 <h3 style="text-align: center;">Hooves</h3> <p>A model with this mutation has had its feet replaced with animal hooves.</p> <p>When making an improvised UC3 base strength attack (i.e., the model does not use any additional weapons), any model struck by the attack is knocked prone.</p> <p style="text-align: right;">1 Point</p>	 <h3 style="text-align: center;">Vestigial Wings</h3> <p>A creature with this mutation has sprouted small wings. Although not very powerful, they do allow the creature to make short flying hops.</p> <p>The creature can fly, but it may not spend more than 4 actions (AC) per activation doing so.</p> <p style="text-align: right;">4 Points</p>	 <h3 style="text-align: center;">Rotting Flesh</h3> <p>The creature has rotting flesh that gives off a putrid stink.</p> <p>In each round of close combat all opponents in base to base contact forfeit one action (AC) as they gag on the foul stench.</p> <p style="text-align: right;">3 Points</p>
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 <h3 style="text-align: center;">Buboos</h3> <p>The creature is covered with hideous, suppurating boils.</p> <p>Opponents are at CC-1 to hit in first round of close combat only.</p> <p style="text-align: right;">1 Point</p>	 <h3 style="text-align: center;">Pincers</h3> <p>The creature has pincers instead of hands or claws. The creature gains a strength bonus and a penetration modifier for improvised attacks.</p> <p style="text-align: center;">UC3, ST+1, PE-1</p> <p style="text-align: right;">3 Points</p>	 <h3 style="text-align: center;">Whip Tongue</h3> <p>The creature has a long whip like tongue which may temporarily blind opponents.</p> <p>The model with this mutation may make a UC3 blind attack. No damage is inflicted, but if the attack strikes the enemy model, the enemy model forfeits half of its actions (rounded down) the next time it is activated.</p> <p style="text-align: right;">2 Points</p>
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 <h3 style="text-align: center;">Tentacles</h3> <p>The tentacle mutation allows enemy models to be attacked at a distance.</p> <p style="text-align: center;">UC3, ST+1, Reach 2"</p> <p style="text-align: right;">4 Points</p>	 <h3 style="text-align: center;">Slime Trail</h3> <p>The creature leaves a trail of disgusting sticky and slippery slime behind it as it moves.</p> <p>Opponents attacking the model from the rear 180° are at CC-1 to hit.</p> <p style="text-align: right;">2 Points</p>	 <h3 style="text-align: center;">Venomous Gaze</h3> <p>The creature has a gaze attack that paralyzes or petrifies opponents.</p> <table border="1" data-bbox="1043 1406 1501 1485"> <thead> <tr> <th>UC</th> <th>SR</th> <th>MR</th> <th>LR</th> <th>ST</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">4</td> <td style="text-align: center;">5/+2</td> <td style="text-align: center;">10/+1</td> <td style="text-align: center;">15/+0</td> <td style="text-align: center;">5</td> </tr> </tbody> </table> <p>Special Rules : Poisonous Attack</p> <p><u>Poisonous Attack</u> A roll to hit of a natural 1, will automatically cause one wound without having to make a strength (ST) versus toughness (T) roll. Not only is the roll to hit a masterful hit, and thus negates any armour test, the target model automatically suffers one wound.</p> <p style="text-align: right;">15 Points</p>	UC	SR	MR	LR	ST	4	5/+2	10/+1	15/+0	5
UC	SR	MR	LR	ST								
4	5/+2	10/+1	15/+0	5								

 <h2 style="text-align: center;">Spines</h2> <p>A creature with this mutation is covered with sharp spines that may injure opponents that come into contact with them.</p> <p>Any enemy model that charges or is charged by a model with this mutation, takes a single ST3 hit when it first makes base to base contact.</p> <p>Models which attack using reach weapons and maintain a distance between model bases will not suffer a spines hit.</p> <p style="text-align: right;">3 Points</p>	 <h2 style="text-align: center;">Hideous Visage</h2> <p>This creature suffers from a seriously hideous face, it is even more repulsive than its fellows.</p> <p>In the first round of close combat an opponent loses 3 actions (AC) as he hesitates.</p> <p style="text-align: right;">1 Point</p>	 <h2 style="text-align: center;">No Head</h2> <p>The mutated creature has no recognisable head which it can articulate to look around.</p> <p>The creature is at CC-1 to hit when it uses ranged attacks.</p> <p>The creature only has a 180° field of view in front.</p> <p style="text-align: right;">-4 Point</p>
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 <h2 style="text-align: center;">Skull Face</h2> <p>A model with this mutation has a skull face. Any model wanting to charge the mutated model must make a basic command (CO) test before engaging.</p> <p>If the test is failed, the model may not approach within 2" of the mutated model.</p>  <p style="text-align: right;">5 Points</p>	 <h2 style="text-align: center;">Uncontrollable Flatulence</h2> <p>This model is blighted with appalling, noisy and uncontrollable flatulence.</p> <p>Any enemy model which starts its activation within 3" of a model with this mutation will forfeit 3 actions (AC).</p> <p style="text-align: right;">5 Points</p>	 <h2 style="text-align: center;">Explosive Tendency</h2> <p>A model with this mutation may explode when killed.</p> <p>When a model with the explosive tendency mutation is reduced to zero wounds, it will explode on a D10 roll of 5 or less.</p> <p>Center a 2" blast marker on the model killed. All models, friend or foe, covered by the template will take a ST4 hit. Models partially covered will be hit on a D10 roll of 5 or less.</p> <p style="text-align: right;">4 Points</p>
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 <h2 style="text-align: center;">Obesity</h2> <p>Massive obesity makes a creature almost impossible to push back.</p> <p>A model with the obesity mutation may not be pushed back in close combat.</p> <p>If the model with the obesity mutation attempts to push back an opponent, it gains an additional +1 to its push attack roll on top of all other modifiers.</p> <p style="text-align: right;">1 Point</p>	 <h2 style="text-align: center;">Fangs</h2> <p>Vicious fangs protrude from the mouth of this creature.</p> <p>A model with the fangs mutation gains an additional free ST4 hit in conjunction with its first close attack each activation.</p> <p>This attack may only be used once per model activation.</p> <p><i>Example: A model with fangs attacks an enemy in close combat. It makes a UC4 attack with its sword. If the attack hits, the target also takes an ST4 hit from the fangs.</i></p> <p style="text-align: right;">2 Points</p>	 <h2 style="text-align: center;">Mace Tail</h2> <p>This model has a mutated tail that terminates in a nasty mace type weapon.</p> <p>A model with a mace tail may make a tail attack for 5 actions (AC).</p> <p>A tail attack starts directly to the center rear of the model and sweeps around in a 180° arc to the front of the model. When the tail attack is declared, the path of the tail (either to one side or the other of the model) is announced. The tail attack automatically strikes all models within 1" of the base of the model at a normal strength (ST). Armour saves may be taken as normal.</p> <p style="text-align: right;">9 Points</p>
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 <h2 style="text-align: center;">Magical Immunity</h2> <p>The magical immunity mutation has been bestowed on this creature making it almost invulnerable to magical attacks.</p> <p>Any directly targeted magical attack against the model with this mutation or the unit it is attached to will be negated on a D10 roll of 5 or less.</p> <p style="text-align: right;">12 Points</p>	 <h2 style="text-align: center;">Scaly Skin</h2> <p>A model with the scaly skin mutation is very resistant to damage.</p> <p>The armour value for the model is not modified by the strength or penetration modifier of an attack.</p> <p style="text-align: center;"><b>Fixed Armour Save</b></p> <p style="text-align: right;">18 Points</p>	 <h2 style="text-align: center;">Uncontrollable Teleportation</h2> <p>A creature with this mutation has a tenuous link to reality, it may disappear and reappear at any moment.</p> <p>At the start of the mutated models activation, roll a D10. On a roll of 5 or less, the model will teleport D5" in a random direction.</p> <p>If the model teleports onto or touching any model, both will take a ST4 hit. If the teleport results in contact with an enemy model, the teleporting model counts as charging.</p> <p>Use the normal deviation rules to determine direction and distance. The model may be moved as normal after the teleportation.</p> <p style="text-align: right;">-6 Points</p>
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