

Union Command Presents

Disciples of Kron

A Chaos Army List For No Quarter by Matt Lyon



The Fantasy Battles Miniatures Wargame

Kron: Master of War

The realm beyond the Ryft Gates is tenuous at best. Always shifting and changing it is not one dimension but many, overlapping realities barely kept separate by the pulsing walls of magical energy that form the Ryft. What exactly resides in these other-worlds can never be known. Some believe they are separate worlds populated by bizarre but none-the-less corporeal beings. Others believe they are merely bottomless pools of energy, populated only by the nightmares of those that peer into them. A growing number however believe them to be endless voids filled with the souls of the dead, heavens, hells and limbos ruled over by powerful gods that run the gambit from the merciful to the ruthless and the subtle to the bizarre. One man knows for certain. His name is Baaul.

Baaul was once Karlos VonKersle, a Regency militia-man serving a small but proud company on the Kothenian border. Relations between Kothena and the Regency were the best they had been in years and when offered the chance to join up with a force marching south to repel an invading Chaos force, he jumped at the chance. The runes were cast and a Ryft gate was summoned. Karlos had never been through a Ryft before but he'd heard about them and wasn't the least bit concerned about travelling through one. When the gate reached it's full size, the combined forces marched in.

Meanwhile, the forces of Lord Hshrakk battered against the walls of the Regency's southern-most outpost. Impatiently, the Noble Angston Macfeld paced back and forth in the courtyard. His chief wizard scryed pensively into a pool of glowing liquid. Macfeld demanded to know where his reinforcements were. The wizard could only say that the Ryft had been opened but of the army inside there was no trace. Macfeld's spirit quickly rose when the Ryft suddenly opened before him but what emerged baffled him. Instead of an army, a lone figure came forth, drenched in blood, a torrent of which flowed from the gate itself, pooling all around them. Karlos VonKersle had emerged forever changed. What happened next can only be speculated but within an hour of VonKersle's arrival, everyone inside the castle was dead. Bewildered by the sudden lack of resistance and endless screams from within the chaos forces had long since stopped their assault and waited for the curious events to unfold.

Suddenly VonKersle appeared atop the castle gate, Macfeld's severed head in his hand. He tossed it at Hshrakk's feet and bade him submit to Kron or bear the same fate. Hshrakk refused and the two began a duel to the death that would last over three hours. In the end however, Hshrakk too would lose his head to VonKersle and the strange axe he now bore.

VonKersle addressed the gathered horde and told them of his time beyond the Ryft. There he had spent what

seemed like an eternity, trapped in endless struggle with the other warriors in the support army, who had all gone mad when the Ryft had closed in on them. He had fought them all and killed them all. As he lay exhausted and alone he heard a voice like a storm on the ocean command him to rise. Before him he saw a vast and powerful army. He rose wearily, convinced these creatures had been sent to finish him. He knew nothing now but death and welcomed the opportunity. To his surprise, the army knelt before him as one. The voice spoke again from somewhere behind (or perhaps beyond) the army before him. It named itself Kron and bade Karlos create for him an army of equal size in his own realm. As reward, Karlos could rule all of Genayria in his name. Karlos gladly accepted eager to both escape from the Ryft and to wreak vengeance on those who had seemingly abandoned him so easily. Kron gifted him with a powerful axe and increased his martial prowess yet further before sending him back to Genayria.

The horde erupted. Blooders ran up through their ranks and immediately plead fealty to Kron. Other soon joined them, warriors, knights and monsters of all sizes. Those who would not join were slaughtered.

In the years since, VonKersle's horde has grown substantially and he himself has received many other dark blessings from his master, among them a gigantic beast which he rides into battle. He has taken the name of Baaul which in the tongue of the south means "Bloody Hand" for his is indeed the very hand of Kron made flesh.

Composition

- The Army must have either a standard Chaos Lord or one of the Chosen of Kron for it's leader
- One Elite unit for every Core Unit
- One Balorg may be present for every two units of Blooders

Magic User's devoted to Kron may use all Fire and Earth aspect spells and the following Dark aspect Spells: Panic, Smite, Weakness and Pestilence.

Mutations

The followers of Kron are creatures of Chaos and as such all the mutations available in the Pure Chaos army list are available to them in the same manner and with the same restrictions.

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Individuals & Leaders

Chosen of Kron– Warmaster Individual

Those who rise through the ranks of Kron’s forces are usually powerful individuals in their own right. Occasionally they will tame great beasts and bind them to their service. These awesome creatures make a formidable enemy alone but with one of Kron’s Chosen astride them their power increases exponentially.

Name	AC	RA	CC	ST	T	W	CO
Warmaster	12	2	7	6	6	6	9
Dragon		3	5	7			
Weapons	<u>Chosen</u> Axe (UC4, ST+1, PM-1) <u>Dragon</u> Teeth (UC4, ST+1) Claws (UC3, ST+0) Fiery Breath (UC8, ST6, TTL)						
Armour	Heavy Armour and Dragon Hide (AR5) Resilience (2)						
Special Rules	Flying Large Model <u>Chosen</u> <ul style="list-style-type: none"> • Extra Attack (x3) • Unwavering • Unerring • Inspiring <u>Dragon</u> <ul style="list-style-type: none"> • Fear [2] • Extra Attack (x3) • Tail Attack • Armoured Hide 						
Structure	Individual						
Points Cost	359 points						



Chosen of Kron– Warlord Individual

The truly Chosen are few and far between but there are always and endless number of usurpers waiting for their chance, all equally lethal. These form the Captains of Kron’s devoted followers and will often lead armies of their own. Although not yet powerful enough to command great beasts they will almost always ride nightmares, hulking horse-like beasts with jet black skin and eyes the colour of fresh blood.

Name	AC	RA	CC	ST	T	W	CO
Warlord	12	2	6	6	6	4	8
Weapons	Axe (UC4, ST+1, PM-1)						
Armour	Heavy Armour, Barding & Shield (AR6) Resilience (1)						
Special Rules	Extra Attack (x3) Cavalry Inspiring Unwavering						
Structure	Individual						
Points Cost	157 points						



Mage Lord

Individual

The Disciples of Kron do not look favourably on magic users, preferring a more martial philosophy. Some of Kron's more fanatical followers even engage in witch hunts. Those that do survive are usually potent warriors in their own right as well as being magically skilled.

Name	AC	RA	CC	ST	T	W	CO
Warlord	12	4	5	5	5	3	8
Weapons	Scythe (UC5, ST+2) Two-handed						
Armour	Heavy Robes (AR3)						
Special Rules	Extra Attack (x2) Parry Adept Magic User (level 3) Mutation– Horns						
Structure	Individual						
Points Cost	151 points						



Balorg

Individual

A nightmare made real, the Balorg is an incomprehensible sight. Standing between twice and three times the height of a man, radiating unnatural heat, bellowing with rage, few can stand up to these demons of death.

Name	AC	RA	CC	ST	T	W	CO
Balorg	12	2	8	7	6	4	9
Weapons	Mighty Axe (UC5, ST+2) Whip (UC3, ST+0)						
Armour	Heavy (AR5) Resilience (2)						
Special Rules	Extra Attack (x4) Bloodlust Fear [2] Unwavering Unerring Flying Large Model Extended Reach (1")						
Structure	Individual						
Points Cost	236 points						



Elite Units

Warriors of Kron

Elite

Vicious berserkers and psychopaths form the bulk of Kron's favoured warriors. These fighters are dedicated to slaughter and the ruination of all in the name of their dark master. Warriors often act as unit leaders for Marauders and Disciples.

Name	AC	RA	CC	ST	T	W	CO
Warrior	8	3	6	5	5	1	7
Weapons	Halberd (UC5,ST+2) Axe (UC4, ST+1, PM-1)						
Armour	Heavy, Shield (AR5)						
Special Rules	Extra Attack (x2) Extended Reach (1")						
Structure	4+ per unit						
Points Cost	59 points						



Blooders (Red Terrors)

Elite

Blooders are eagerly drawn to the followers of Kron more than any other chaos creature. Perhaps they are long lost children of Kron or the descendants of those whose worlds are already under the heel of the Master of War.

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

Hell Hounds

Elite

Bizarre creatures that seem to blend wolf and lizard, Hell Hounds are often used by Blooders as a hunting dog of sorts, tracking and cornering prey. In combat they shred their opponents with teeth and claws.

Name	AC	RA	CC	ST	T	W	CO
Hell Hound	12	1	6	5	4	1	6
Weapons	Teeth and Claws (UC4, ST+1, PM-1)						
Armour	Scaly Hides (AR3)						
Special Rules	Team Work Double Time						
Structure	2+ per unit						
Points Cost	55 points						

Knights of Kron

Elite

Even more fanatical than their foot-based brethren, the Knights of Kron charge headlong into battle, eager to rend asunder all who stand before them with lance and sword, while their mutated mounts stomp the fallen into crimson mush.

Name	AC	RA	CC	ST	T	W	CO
Knight	10	3	6	5	6	1	7
Weapons	Lance (UC5, ST+2) Sword (UC4, ST+1)						
Armour	Heavy, Shield Barding (AR6)						
Special Rules	Extra Attack (x2) Cavalry						
Structure	2+ per unit						
Points Cost	73 points						



Minotaur

Elite

Standing over twice the height of a man, Minotaurs are curious mutants, possibly Ogres originally. Sometimes cloven hooved, sometimes not, Minotaurs universally have bull-like heads. They also have an insatiable appetite for flesh and blood, which has a nearly narcotic effect on them.

Name	AC	RA	CC	ST	T	W	CO
Minotaur	10	2	6	6	6	2	6
Weapons	Broadsword (UC5, ST+2)						
Armour	Tough Hide (AR4)						
Special Rules	Large Model Extra Attack (x2) Mutilate Devour Mutation– Horns						
Structure	1+ per unit						
Points Cost	76 points						

Options	
	<ul style="list-style-type: none"> • Mutation– Hooves +1 point • Replace Broadsword with Axe (UC4, ST+1, PM-1) - 4 points • Replace Broadsword with Club (UC4, ST+1) - 5 points



Core Units

Disciples of Kron

Core

Warriors in training, new to the cause, they have pledged to bring Kron's absolute rule to Genayria.

Name	AC	RA	CC	ST	T	W	CO
Disciple	8	4	5	4	5	1	5
Weapons	Axe (UC4, ST+1, PM-1)						
Armour	Heavy, Shield (AR5)						
Special Rules	None						
Structure	5+ per unit						
Points Cost	34 points						



Harbingers

Core

Twisted creatures that flap about on stunted wings, these fell beasts spew forth stinking fluids that burst into flame on contact, horribly burning their victims.

Name	AC	RA	CC	ST	T	W	CO
Harbinger	8	2	5	4	4	1	6
Weapons	Talons (UC4, ST+1) Flaming liquid (UC5, ST3, TTS)						
Armour	Leathery Skin (AR2)						
Special Rules	Flying						
Structure	4+ per unit						
Points Cost	36 points						

Marauders

Core

Trained in the art of long-distance death, Marauders hone their archery skills to an incredibly fine degree.

Name	AC	RA	CC	ST	T	W	CO
Marauder	8	5	4	4	5	1	5
Weapons	Long Bow (UC4, ST4) Sword (UC4, ST+1)						
Armour	Light (AR3)						
Special Rules	Sure Shot						
Structure	5+ per unit						
Points Cost	34 points						



Dwarven Crossbows

Core

Mercenary Dwarves fight for gold not glory. They could care less if the world burns so long as their bellies and war-chests are full.

Name	AC	RA	CC	ST	T	W	CO
Dwarf Crossbow	8	5	5	4	5	1	6
Weapons	Crossbow (UC5, ST4, PM-1) Hand Weapon (UC3, ST3+0)						
Armour	Light (AR3)						
Special Rules	None						
Structure	4+ per unit						
Points Cost	34 points						



Characters

Baaul, Bloody Hand of Kron

Character

Mightiest of Kron's followers, Lord of the War of His Will, Baaul has grown in prowess and stature beyond measure. Atop his fell beast, he bows to no one and refuses no challenge. All shall be swept aside and Kron shall rule Genryia through him!

Name	AC	RA	CC	ST	T	W	CO
Baaul	12	2	7	6	6	5	9
Beast of Kron		1	6	5			
Weapons	<u>Baaul</u> Battle Axe (UC5, ST+2) <u>Beast</u> Fangs and Claws (UC4, ST+1, PM-1)						
Armour	Heavy (AR5) Resilience (2)						
Special Rules	Armoured Hide Cavalry Large Model <u>Baaul</u> <ul style="list-style-type: none"> • Extra Attack (x4) • Inspiring • Unwavering • Unerring <u>Beast</u> <ul style="list-style-type: none"> • Extra Attack (x2) • Tail Attack 						
Structure	Character						
Points Cost	265 points						



Harkur, The Ever-Blessed

Character

It is said that Harkur cannot be killed. Indeed, his ability to survive unspeakable injuries and return again and again to battle has caused many to question whether or not he is even mortal and not in fact the very spirit of war given form.

Name	AC	RA	CC	ST	T	W	CO
Harkur	12	2	7	6	5	2	8
Weapons	Battle Axe (UC5, ST+2)						
Armour	Heavy (AR4) Resilience (2)						
Special Rules	Armour Echo Unwavering Mighty Strike Regenerate Parry Infamous Mutation- Magical Immunity						
Structure	Character						
Points Cost	144 points						



Prince Guralle

Character

Once a respected ruler of small nation, Prince Guralle quickly tired of politics after the untimely death of his father. Driven to a life of combat he quick fell under the sway of the Disciples of Kron. He has steadily begun to rise through their ranks and may one day eclipse even Baaul.

Name	AC	RA	CC	ST	T	W	CO
Prince Guralle	12	2	6	6	5	2	8
Weapons	Axe (UC4, ST+1, PM-1)						
Armour	Heavy, Shield, Barding (AR6) Resilience (1)						
Special Rules	Cavalry Bloodlust Determined						
Structure	Character						
Points Cost	89 points						

