

REALM OF CHAOS

THE LOST AND THE DAMNED

"Three of Bolters. The Spaceship. The Warrior. The Emperor, reversed."

Fread gazed down at the cards and shook his head. His voice was sad. He picked up the worn Tarot plasdeck and pressed the shuffle icon once more.

"The Spaceship. Luna. Seven of Ships, reversed. And once more the Emperor, and still reversed! Each time the deck has said much the same: we are in danger. Look at the signs - a journey, or those who have travelled far, a great change, acts of violence and the darkness of the Emperor Reversed. That is most important. The Emperor himself warns us!"

"Rubbish, Fread, as well you know. I doubt if the Emperor knows we exist." Talbor thought himself a practical man. "Look, it's been an excellent year. The harvest is gathered, and the Governor's man has already set our quota. Life goes on as it always has done."

Fread carefully cradled the plasdeck and in one hand. He turned and gazed out of the window at the setting moons above the hill. Full night was coming, and he shivered. As he watched there was a small flash.

"The Emperor knows everything, Talbor, but... There! Did you see that?"

"See what?" Talbor opened the door and looked into the night. "There's absolutely nothing there, nothing at..." Talbor fell backwards into the room, his legs kicking out in a sudden spasm. His face was a ragged and bloody hole. There was a wet, slithering sound in the darkness outside and then a scream.

As the armoured shadow crossed the threshold, Fread suddenly knew what the Emperor Card had been trying to tell him. It was not just the darkness, but the Emperor's enemies that had come. The figure raised his fist, bolter and flesh bonded together in one unclean mass.

The blast lifted Fread off his feet and through the window. The Tarot deck dropped from his hand, shuffling cards playing across its tiny screen.

Fread's killer bent to examine the machine. The shuffling routine had stopped, and one card was on the screen: the Warrior, reversed. A boot smashed down.

The prophecy was fulfilled. The Renegade had come.

From the pages of *The Lost and the Damned*, the second part of *Realm of Chaos*, we present the Chaos Renegade Army List, a force of raiders, reavers, pirates and despoilers for *Warhammer 40,000*. Now all you need is an unsuspecting planet to plunder, with perhaps just a few Imperial Guard for some sport along the way...



CHAOS RENEGADE ARMY LIST

Appearing from the heart of warpstorms, out of the dark of deep space, come the vast, crumbling Renegade space hulks. Cruising ponderously from planet to planet, these craft are almost invulnerable, their massive bulk engineered with the insane creativity of Chaos from the debris of a hundred smaller vessels.

From their hulks, the Chaos Renegades raid the planets of the Imperium. They strike with devastating speed, stealing whatever they require and murdering those who stand in their way. Each death is a gift for their dark masters, each raid another blow against the hated rule of Humanity's Emperor.

Chaos Renegades are the Chaos Champions of the 41st Millennium, the mortals most favoured by the Dark Powers. Each Renegade declares his allegiance to a particular Power, swearing a binding oath of loyalty in return for the gifts and rewards that only Chaos can offer. And as the Renegade advances in the favour of his Lord, lesser followers of Chaos, those too weak to command, join him, forming an elite bodyguard or retinue with which he can implement his will

and that of his master. The strongest Renegades may choose to build upon their warbands, gathering into a single force Human mutants, Beastmen, Orks, Chaos Spawn and other creatures subservient to the Dark Powers. It is these armies, landing upon a planet with murderous surprise, that are most feared by the citizens of the Imperium - even the elite Space Marines may meet their match in a Renegade army.

CHAOS RENEGADE ARMY LIST

Chaos Renegade hulks drift across the galaxy, dropping in and out of warp space as they go. A Chaos Renegade and his followers can appear on almost any planet. They teleport down from their drifting hulk to steal and plunder, spreading death and terror, and then vanish before defence forces can be mustered - or so they plan. Often the Renegade and his forces are forced to fight...

The following army list can be used to generate a Chaos Renegade force. This can be matched against any other WH40K army drawn from the lists presented in *Realm of Chaos* or elsewhere. A battle between, for example, two Renegade warbands or a warband and a Traitor Legion detachment can prove particularly interesting.

A Chaos Renegade army is made up of one or more Chaos Renegades, their warband retainues, Daemons and additional forces. In every Renegade army one Chaos Renegade is a Renegade Warlord, the commander of the force. The other Renegades are always lesser servants of Chaos who have pledged themselves to the Warlord.

If used, a lesser Renegade may not have more rewards than the Warlord, though he may have the same number. Lesser Renegades need not follow the same Chaos Power as the Warlord. Renegades will never follow a Warlord of an opposing Power (eg Khornate Renegades will not follow a Slaaneshi Warlord, nor will Tzeentchian Renegades follow a Warlord of Nurgle). However, there is no restriction on oppositions between the lesser Renegades themselves - the Warlord's charisma overcomes their usual rivalries. For example, Renegades of Khorne and Slaanesh may be found together under a Warlord of Nurgle.

Finally, Daemons and additional forces may be purchased from the list below with any remaining points. These are the allies, troops and hangers-on who are not part of the Warlord's immediate retinue, but choose to fight alongside him in the service of Chaos.

GENERATING CHAOS RENEGADES

If you have played a series of games using a Chaos Renegade you may already have a warband. You may even have several of these, generated as the retainues of different Renegades. With the agreement of your opponent these can be used for future games, saving you the time and effort of generating a new force for each game. The points cost of such warbands are calculated using the normal method explained in *Chaos Renegades* (SD p231). You may also find it interesting to retain the survivors of one game and use them as the central part of a new force, purchasing new troops to make up the value of the Renegade army that you field.

Alternatively, you may decide to create new Renegades and retainues for the coming battle. You should decide how many rewards you want a Renegade to receive, up to a maximum of 12. The number of rewards determines both the potential power of the Renegade and the size and power of his retinue.



For every two rewards that a Renegade receives he may also have attracted some creatures to his retinue. Remember that subservient Chaos Renegades may not have more rewards than the Warlord they serve.

You must decide upon the *number* of rewards before randomly determining the *nature* of those rewards or any followers. The points cost is paid regardless of the final nature of the rewards or followers, and is even paid if the Renegade gains no followers at all. The points cost is paid for the *chance* of gaining a reward; only the whim of a Chaos Power determines the nature of that reward. A summary of the points costs for Renegades is given in the chart below. The first two rewards of a Renegade are received as soon as he turns to Chaos.

Renegade's Rewards	Rolls for Followers	Points Cost	Followers' Rewards
2	1	105	1
3	1	145	2
4	2	230	3
5	2	270	4
6	3	355	5
7	3	395	6
8	4	480	7
9	4	520	8
10	5	605	9
11	5	645	10
12	6	730	11

The Renegade's rewards and followers are determined in the usual fashion, as described in the *Chaos Renegades* section of *Slaves to Darkness*. When using this 'instant warband' method re-roll any result which turns the Renegade into a Chaos Spawn or a Daemon Prince. Remember that there is a chance that no creatures will join a Renegade's retinue even if he is entitled to some new followers.

RENEGADE WARLORDS AND POSSESSION

You may choose to have the Renegade Warlord possessed by a Daemon. In addition, the army may contain up to three (D6-3) other Possesseees - you may choose which models are possessed. Add 700 points to the cost of any possessed model. Roll D8 to determine the possessing Daemon:

D8	Possessing Daemon
1-4	Greater Daemon
5	Daemon Prince
6-8	Lesser Daemon

The Daemon used to create the Possessee always serves the same Chaos Power as the possessed model. Use the rules in the *Possession* section to determine the effects on the Possessee.

EQUIPMENT FOR WARBANDS

Chaos Renegades may have some equipment from their starting profile and as a result of the random generation process. In addition, each Renegade may receive the following items at no extra cost:

**Powered Armour with Communicator,
Respirator and Auto-senses
Knife or Combat Accessory
Teleport Homer
Frag Grenades**

He may also make the following rolls on the appropriate *Special Equipment Charts* at the listed points cost (see *Slaves to Darkness*).

Rolls	Chart	Points per Roll
0-1	Standard Weapons	3
0-4	Close Combat Weapons	3
0-1	Heavy Weapons	50
0-6	Grenades/Missiles	7
0-4	Equipment & Bionics	5

These rolls are modified by +30 for the Warlord and +10 for lesser Renegades.

The equipment available to a Renegade's followers is discussed in *Chaos Renegades* (*Slaves to Darkness* p231). Additional teleport homers for the Renegade's forces may be purchased at 20 points each.

VEHICLES

Chaos Renegade hulks rarely have dropships or landing pods. This limits the heavy equipment, and in particular vehicles, that a Renegade warband has at its disposal. Once landed on a planet, mobility becomes vital. Only by moving swiftly and striking where least expected can a raiding force hope to succeed and survive.

Many Chaos Renegades overcome this problem by plundering whatever native transport is available. On primitive worlds this is often little more than horses or horse-type creatures. On more advanced worlds bikes, trucks, off-road vehicles and cars are available. These can also be pressed into service by a Renegade.

The transport available to a Renegade army is determined randomly before the game starts. Roll a D6 and consult the table below to determine the world type that the Renegades have raided. This limits the type of transport that can be 'liberated' by the Renegade's army:

D6 World Type

1-2 Medieval/Feral World

These are new colonies, or worlds which have reverted to a primitive condition through Imperial neglect or indifference. On such planets an unlimited number of horse-like creatures are available to the Warlord and his troops. These may be ridden only by Humans and Chaos Renegades.

Profile	M	WS	BS	S	T	W	I	A*	Ld	Int	Cl	WP
Horse	8	3	0	4	3	1	3	0/1	2	2	2	2

* Riding/Warhorse attacks. For each animal roll a D6; on a roll of 1 the beast is a trained Warhorse, with a *stomp* attack of its own.

Each animal is worth 5 points.

3-4 Frontier World

The Imperium has many semi-developed planets within it. Such planets often present a startling mixture of technologies: complex technologies are available to the nobility, while the peasantry still walks behind horse-drawn ploughs. On such planets Renegades may chose from either horses (as listed above) or from a random number of vehicles (as listed below) or from a mixture of both.

5-6 Developed World

On industrialized worlds where technology is freely available Chaos Renegades may be able to liberate a variety of vehicles. Select a vehicle type from the list below, pay the appropriate points cost, and roll to see how many examples are available to the Renegade force. The points cost is fixed, regardless of the final number of available vehicles. All the available vehicles need not be taken. Any Human or Chaos Renegade can act as a vehicle driver.

Vehicle Type	Points Cost	Number Available
Bike	35	1-6
Bike and Sidecar	50	D6
City Car	75	D6+1
Jet Bike	180	D6
Road-wheeler*	120	D6+1
Trike	35	D6

* or Tracked Vehicle

See below for details of the vehicle profiles.

For example, by paying 35 points 1-6 (D6) bikes are available. If the result of the die roll is 5, up to five bikes may be given to members of the Renegade force. Regardless of the number of bikes used, the points cost is always 35.

Kill them all, I do not want their loyalty, their service, their hearts, their arms or their goods.

I want to hear their screams.

- Derod Nermi, Despoiler of Abon IV (attributed)



VEHICLE PROFILES

None of the vehicles listed below carry any equipment or armament as standard fittings. The space/stowage for such gear is included on the vehicle and may be used if equipment is available. The player may choose whether he picks a standard vehicle or rolls a random vehicle.

STANDARD VEHICLES

	Land		Air		TRR	Cp	T	D	Sv	Eq	W	
	Max	Acc/Dec	Max	Min								
Bike & Sidecar	24	12	-	-	-	1	2	5	2	5-6	6	8
Jet Bike	30	10	300	10	30	1/2	1	4	1	6	4	4
City Car	25	11	-	-	-	1	10	5	25	-	6	-

RANDOM VEHICLES

	Land		Air		TRR	Cp	T	D	Sv	Eq	W	
	Max	Acc/Dec	Max	Min								
Bike	2D6 +20	2D6 +4	-	-	-	1/2	1	D3 +2	1	D6 +4	D6 -2	D6 -2
Road Wheeler	2D6 +20	2D4 +4	-	-	-	1	2D6 +4	D4 +10	4D6 +10	D3 +4	2D4 +4	2D6 -6
Tracked Vehicle	2D6 +12	D4 +2	-	-	-	1	2D6 +5	D4 +10	6D6 +3	D3 +3	2D6	2D12
Trike	2D6 +20	2D6 +4	-	-	-	1/2	1	D3 +2	1	D6 +4	D6 -2	D6 -2



UNITS AND CREATURE TYPES

Warhammer 40,000 units usually include only one type of creature. Within a Chaos Renegade's warband, however, nothing is so straightforward. Any combination of troops and races is possible. Some of a retinue can obviously act as independent personalities: for example, psykers and assassins. In other cases it is more convenient to group different creatures into mixed units.

Once different creatures from a warband are formed into a single unit they are subject to the normal rules concerning units. No model, for example, may be more than 2" away from another model in the unit. The unit may be split on the battlefield during the battle.

Creatures in a unit do not suffer any *psychological* effects from their comrades in the unit (eg Squats are not subject to *hatred* of Orks in the same unit). However, all other *psychological* effects are shared by the unit. Even if only one creature is affected all the members of the unit suffer the effects. For example, only one model is subject to *fear* or *hatred* of an enemy, but the effects are applied to the whole unit. All tests required by the unit (such as *roust* tests) are made using the lowest characteristic value to be found among the unit's members.

SLAVES

During raids Chaos Renegades take captives as a matter of course. Some of these wretches are sacrificed to the Powers of Chaos, used for 'sport' by the Renegades and his followers or simply eaten. The unlucky ones are fitted with explosive collars, given a weapon and expended, often merely for amusement, as slave warriors.

A Renegade force may include up to 100 slaves organized into a single group. A single objective for this group should be noted down. Once the objective has been chosen, it cannot be changed. No new orders for the group are allowed. The slaves will then move across the table towards their set objective attacking everything in their path as they do so. The slave unit may never be split on the battlefield.

Should the slaves be routed for any reason, any personality on the same side who can trace a line of sight to them may not fire during the turn. He is assumed to be operating his communicator, issuing the command that detonates the explosive collars. This is a compulsory action for Renegade personalities, as slaves must never be allowed to escape the consequences of cowardice. The collars detonate at the start of the next *combat phase*.

The slaves' collars can also be detonated at the start of any *combat phase* by any personality model on the same side. See *Explosive Collars* (SD p252) for the effects of the detonation. All slave collars are detonated at the same instant.

Slave troops are considered to be expendable by Renegades, and they are never taken back to a Renegade hulk once landed on a world. Often a timed command transmitter is left behind by the retreating warband. As they pull back to their hulk, it broadcasts the detonation command, killing any remaining slaves (and possibly killing enemy forces at the same time). Even when such a transmitter isn't used, surviving slaves are abandoned to the mercy (such as it is) of the Renegades' victims. As a result of this callous attitude on the part of Chaos Renegades, slave troops are never treated as surviving models at the end of the battle. The points spent on purchasing them are lost, whether they are alive or not!

SURVIVORS

Any Renegade forces which survive one battle can be used as the core around which the next Renegade army is constructed. Lack of regular replacements means that a Warlord must husband some of his troops for future battles.

At the end of each battle you should keep a record of any surviving troops. Some or all of these can then be used next time you fight with a Renegade force. Additional troops can be added, up to the total points value of your army, choosing from the army list in the normal way. This allows you to preserve good character models from one game to the next, developing them as they gain rewards in the normal manner.

A Renegade army that wins a battle often remains on the battlefield and strips the dead and wounded of equipment. Damaged vehicles are also stripped, and their heavy weaponry and equipment is taken and placed upon the Renegades' stolen vehicle fleet or transported back to the Renegade hulk. By plundering everything in his path a Warlord can manage to maintain and strengthen his forces. If you win, you should therefore note down any heavy weapons and so forth left on the battlefield at the end of the game. These can be included as part of your next Renegade army. Keeping equipment from previous games is especially useful if you are using converted models, allowing you to continue playing with your favourite conversions.

See *Narrative Campaigns* for suggestions on using the same Renegades and warbands over the course of several games.

CHAOS RENEGADES

These are generated as described in the introduction, and have a PV dependent upon the number of rewards given to the Renegade. The numerical strength of the warband is determined randomly. Any Renegade with psychic powers may have a Daemonic Familiar at no points cost.

1 CHAOS RENEGADE WARLORD AND WARBAND

CHAOS RENEGADE WARLORD 105-730 (PLUS POSSESSION)



Every Chaos Renegade army is led by a Renegade Warlord and warband. You may choose to have the Warlord as a Possessee at an additional cost of 700 points. Roll a D8 for the possessing Daemon: 1-4 Greater Daemon, 5 Daemon Prince, 6-8 Lesser Daemon.

SPECIAL EQUIPMENT CHARTS

BONUS OF +20 TO ANY ROLL

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-4	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-4	7
EQUIPMENT/BIONICS	0-4	5
ARMS OF CHAOS	0-4	50

ADDITIONAL EQUIPMENT

(PSYKER WARLORDS ONLY)

FORCE SWORD	40
FORCE ROD	40
FAMILIAR	FREE

0-3 CHAOS RENEGADES AND WARBAND

CHAOS RENEGADE 105-730



In addition to the Warlord, a Renegade army may include up to 3 lesser Chaos Renegades with their warbands. Remember that a lesser Renegade may not have more rewards than the Warlord.

SPECIAL EQUIPMENT CHARTS

BONUS OF +10 TO ANY ROLL

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-4	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-6	7
EQUIPMENT & BIONICS	0-4	5
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

(PSYKER RENEGADE ONLY)

FORCE SWORD	40
FORCE ROD	40
FAMILIAR	FREE

DAEMONIC PERSONALITIES & SQUADS

In addition to Chaos Renegades and warbands, a Chaos Renegade army can also include a variety of daemonic personalities and units. These Daemons are always of the same alignment as the Chaos Renegade Warlord. If you want to include Daemons in the army, roll for their availability as indicated below. This is the maximum number of Daemons or squads available.

0-3 (D6-3) POSSESSEES



A Renegade force may include D6-3 Possessee. The hosts for the possessing Daemons may be chosen from any of the models in the Renegade army.

A standard points cost of 700 points is paid for a possessing Daemon - this is added to the points cost of the possessed model to give a total points cost for the Possessee. Roll a D8 to determine the type of the possessing Daemon:

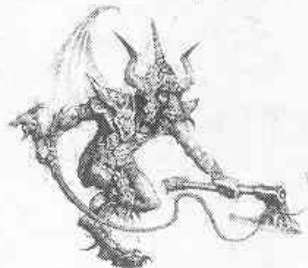
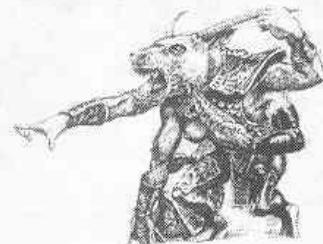
D8	Daemon
1-4	Greater Daemon
5	Daemon Prince
6-8	Lesser Daemon

The Daemon always follows the same Chaos Power as the possessed model.

0-1 (D4-3) SUMMONED GREATER DAEMONS

The Greater Daemon follows the same Chaos Power as the Warlord. It costs the following points:

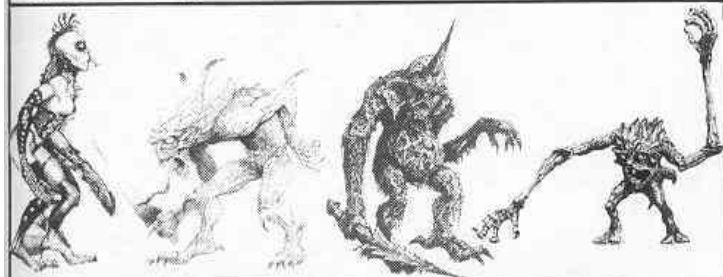
Power	Daemon	PV	Power	Daemon	PV
Khorne	Bloodthirster	1150	Slaanesh	Keeper of Secrets	900
Nurgle	Great Unclean One	1100	Tzeentch	Lord of Change	1400



0-2 (D6-4) Squads of SUMMONED LESSER DAEMONS

A Chaos Renegade force may include D6-4 Lesser Daemon Squads. The Daemons follow the same Chaos Power as the Warlord. They should be chosen from the appropriate Daemonic Personalities and Squads section of the Traitor Legion army lists:

Legion	Daemons	PV	Legion	Daemon	PV
World Eaters	8 Bloodletters	600	Emperor's Children	6 Daemonettes	600
Death Guards	7 Plaguebearers	600	Thousand Sons	9 Pink Horrors	1260



DAEMONIC FAMILIARS

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
COMBAT FAMILIAR	4	6	0	5	5	1	6	2	10	2	10	10
OTHER FAMILIAR	4	4	4	4	3	1	6	1	8	8	8	8

Any psychic character may be given a Daemonic Familiar at no points cost. The Familiar will be one of five types, determined by rolling a D100:

D100	Familiar
01-12	Combat
13-34	Focus
35-56	Power
57-78	Psi-Ability
79-00	Storage

See Familiars in *Slaves to Darkness* for details of the abilities of the various types.

In *Warhammer 40K*, psi-points are used instead of magic points and psi-abilities in the place of spells. A Psi-Ability Familiar is therefore the equivalent of WFB Spell Familiar.

Familiars cost no points (provided a separate model is used for the Familiar) because of the penalties that are applied to the psychic character if the Familiar is killed (eg the death of a Combat Familiar halves the psychic's WS, the death of a Focus Familiar means the psychic has to use double the usual number of psi-points).

0-1 (D6-5) SUMMONED DAEMON PRINCES

DAEMON PRINCE 810

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DAEMON PRINCE	4	6	0	5	5	1	6	2	10	2	10	10

VARIABLE - AS RANDOMLY GENERATED



Daemon Princes are the most varied servants of Chaos, united only by their desire for power. No two are the same and once the points have been spent on purchasing a Daemon Prince the system given under 'Instant' Daemon Princes (SD p65) should be used. This will generate appropriate profiles and equipment. Each Daemon Prince serves the same Chaos Power as the Warlord.

CHAOS ATTRIBUTES

As determined during generation process.

BASIC/STANDARD EQUIPMENT

As determined during generation process.

OPTIONS:

None



ADDITIONAL FORCES

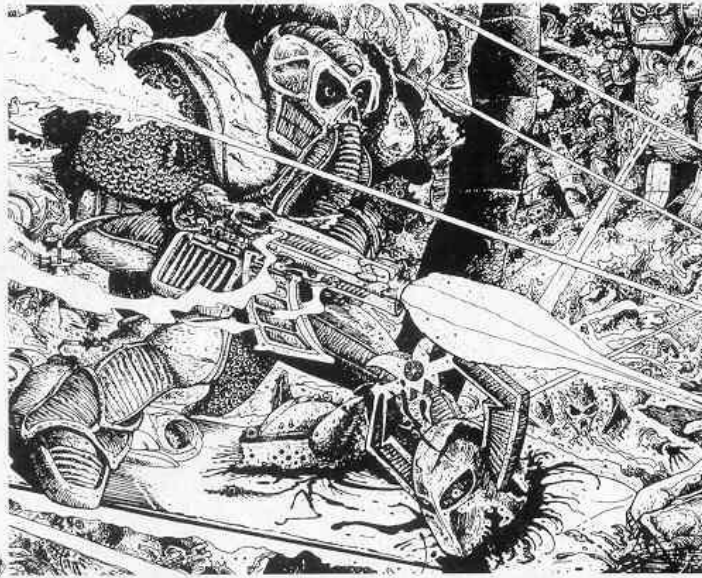
After determining the forces available to a Renegade Warlord as part of his own warband or those of his subservient Renegades, additional mortal forces may be chosen from the list presented below. These are the 'hangers-on' and temporary allies of the Renegade. If using a Traitor Legion Detachment, this must be chosen first so that you can work out the number of points left for the rest of the army.

0-1 TRAITOR LEGION DETACHMENT

Traitor Legions often lend small detachments, usually no more than a single squad, to successful Chaos Renegades. Aboard a Renegade hulk the Traitor Legionnaires can spread the misery of Chaos, prove their loyalty to the Legion, and gather information for full-blown Legion assaults.

Each detachment includes one random personality and one random squad. Their loyalty is to the same Chaos Power as the Warlord, and the details of the Legionnaires should be taken from the appropriate Traitor Legion army list (see *Slaves to Darkness* for World Eaters and Emperor's Children army lists).

D10	Personality	D10	Squad
1-2	Lieutenant Commander	1-3	Tactical
3-4	Captain	4-5	Devastator
5-6	Lieutenant	6-9	Assault
7	Field Medic	10	Slave (including Techmarine)
8	Epistolary (Librarian)		
9	Codicier (Librarian)		
10	Chaplain		



0-D6 RENEGADE PSYCHICS

RENEGADE PSYKER 39

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
PSYKER	4	2	2	2	2	1	3	1	7	7	7	7

Despite its best efforts, the Inquisition is unable to detect and control every psyker. Those that escape an Inquisitor's clutches can be seduced by the apparent freedom that Chaos offers, and then broken by the stresses of Chaos. The Renegade army may have up to D6 psykers. Any psyker may have a Daemonic Familiar at no points cost.



BASIC EQUIPMENT		
COMMUNICATOR		
RESPIRATOR		
VISOR		
OPTIONS		
STANDARD EQUIPMENT: 1 point		
LAS PISTOL		SWORD
SPECIAL EQUIPMENT CHARTS		
CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
EQUIPMENT & BIONICS	0-4	5
ARMS OF CHAOS	0-3	50
ADDITIONAL EQUIPMENT		
FORCE SWORD		40
FORCE ROD		40
FAMILIAR		FREE
CHAOS ATTRIBUTES		
Up to D6-2 personal attributes at no points cost.		
CHAOS REWARDS		
None.		

PSYCHIC POWERS

Renegade psykers always have a *mastery level* of 1, and a *psi-level* of 4D6. Roll a D10 three times to determine the psi-abilities known by the psyker:

Level 1		
1	Aura of Resistance	6 Steal Mind
2	Cure Injury	7 Telekinesis 1
3	Hammerhand	8 Telepathy 1
4	Immunity from Poison	9 Teleport 1
5	Mental Blow	10 Wind Blast

0-6 HUMAN DEGENERATE SQUADS

at 75 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DEGENERATE (x5)	4	3	3	3	3	1	3	1	7	7	7	7

Many who turn to Chaos lack the willpower and drive to become part of a Renegade's inner retinue. Denied such importance they fight with a fanaticism born of desperation, uncaring that they are little better than cannon fodder.



BASIC EQUIPMENT	
FLAK ARMOUR WITH COMMUNICATOR, RESPIRATOR AND VISOR	
KNIFE OR COMBAT ACCESSORY	CHAINSWORD
LASPISTOL	FRAG GRENADES
STANDARD EQUIPMENT	
LEADER	GRENADE LAUNCHER (INCLUDING SUSPENSOR), FRAG GRENADES
4 DEGENERATES	AUTOGUN
Chaos Attributes	
D6-4 personal attributes at no points cost. You may choose to roll for each model individually, or make one set of rolls and apply the same results to each member of the unit.	

OPTIONAL UPGRADES: (additional points cost is per squad)

SUBSTITUTE GRENADE LAUNCHER WITH:		SUBSTITUTE ALL AUTOGUNS WITH:	
HEAVY BOLTER	1	LASGUNS	FREE
HEAVY PLASMA GUN	65	SHOTGUNS	FREE
HEAVY WEBBER	30	BOLTGUN	10
MISSILE LAUNCHER	17		
(WITH FRAG MISSILES)			
(POINTS COSTS INCLUDE SUSPENSORS)			

EQUIP ALL LEADERS WITH ADDITIONAL:

POWER AXE	6	POWER SWORD	7
POWER GLOVE	15		

EQUIP ALL GRENADE (OR MISSILE) LAUNCHERS WITH:

ANTI-PLANT	1/4	HAYWIRE	4	STASIS	4
BLIND	1	KNOCK-OUT	1/2	STUMM	1/2
CHOKER	1/2	PHOTON	1	TANGLEFOOT	1
CRACK GRENADE	2	RAD	4	TOXIN GAS	1/2
CRACK MISSILE	20	SCARE GAS	1		
HALLUCINOGEN	2	SMOKE	1/2		

0-4 ORK HENCHMAN SQUADS

at 90 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK (x5)	4	3	3	3	4	1	2	1	7	6	7	7

Orks can be found wherever the opportunity for a fight and plunder presents itself. Although few serve Chaos directly, their love of violence and plunder is often harnessed by Chaos Renegades.



BASIC EQUIPMENT	
MESH ARMOUR WITH COMMUNICATOR, RESPIRATOR AND VISOR	
KNIFE OR COMBAT ACCESSORY	CHAINSWORD
BOLT PISTOL	FRAG GRENADES
STANDARD EQUIPMENT	
LEADER	POWER AXE
3 ORKS	ADDITIONAL BOLT PISTOL
1 ORK	HEAVY BOLTER (INCLUDING SUSPENSORS)
Chaos Attributes	
D10-9 personal attributes at no points cost. You may choose to roll for each model individually, or make one set of rolls and apply the same results to each member of the unit.	

OPTIONAL UPGRADES: (additional points cost is per squad)

SUBSTITUTE ALL HEAVY BOLTERS WITH:		SUBSTITUTE ALL ADDITIONAL BOLT PISTOLS WITH:	
GRENADE LAUNCHER	FREE	BOLTGUN	FREE
HEAVY PLASMA GUN	64		
HEAVY WEBBER	9		
MISSILE LAUNCHER	16		
(WITH FRAG MISSILES & SUSPENSORS)			

SUBSTITUTE LEADER'S POWER AXE WITH:

POWER GLOVE	9
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EQUIP ALL GRENADE (OR MISSILE) LAUNCHERS WITH:

ANTI-PLANT	1/4	HAYWIRE	4	STASIS	4
BLIND	1	KNOCK-OUT	1/2	STUMM	1/2
CHOKER	1/2	PHOTON	1	TANGLEFOOT	1
CRACK GRENADE	2	RAD	4	TOXIN GAS	1/2
CRACK MISSILE	20	SCARE GAS	1		
HALLUCINOGEN	2	SMOKE	1/2		

0-8 MUTANT BEASTMAN SQUADS at 70 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BEASTMAN (x5)	4	4	3	3	4	1	3	1	7	6	7	6

Beastmen are much favoured by Chaos Renegades as their mutations and foul habits are well suited to Chaos. Their savagery and lack of human compassion for enemies is also well regarded.



BASIC EQUIPMENT

FLAK ARMOUR WITH COMMUNICATOR, RESPIRATOR AND VISOR
KNIFE OR COMBAT ACCESSORY
CHAINSWORD
LASPISTOL
FRAG GRENADES

STANDARD EQUIPMENT

PACK LEADER POWER SWORD
4 BEASTMEN SWORD

Chaos Attributes

D6-2 personal attributes at no points cost. You may choose to roll for each model individually, or make one set of rolls and apply the same results to each member of the unit.

OPTIONAL UPGRADES: (additional points cost is per squad)

SUBSTITUTE ONE SWORD PER MODEL WITH:

POWER SHIELD.....5	SAWN-OFF SHOTGUN.....FREE
CHAINSWORD.....5	HAND FLAMER.....8
POWER SWORD.....33	PLASMA PISTOL.....20
BOLT PISTOL.....5	

EQUIP ALL SERGEANTS WITH ADDITIONAL:

HAFTED WEAPON.....3	GRENADES	RAD.....4
MESH ARMOUR.....5	CHOKE.....½	SMOKE.....½
	CRACK.....2	TOXIN GAS.....½
	FRAG.....1	

0-1 OGRYN SQUADS at 125 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
OGRYN (x4)	6	3	2	4	5	3	3	2	5	4	5	7
CHAMPION	6	4	3	5	5	3	4	2	5	4	5	7

Ogryns care little for such abstractions as Chaos. They fight only for their own pleasure. This, however, makes them no less deadly in combat.



BASIC/STANDARD EQUIPMENT

OGRYN MESH ARMOUR, HAFTED WEAPON (CLUB)
CHAMPION MESH ARMOUR, HAFTED WEAPON (CLUB)
4 OGRYNS

OPTIONAL UPGRADES:

None

0-6 GRETCHIN SQUADS at 14 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRETCHIN	4	2	3	3	3	1	2	1	5	5	5	5

Mean-spirited and petty, Gretchin are the perfect servants of Chaos. They are often cowardly and, as a result, are eager to obey any instructions from a superior creature. Conversely, they can quickly become dispirited in battle.



BASIC EQUIPMENT

HAFTED WEAPON

STANDARD EQUIPMENT

LEADER SAWN-OFF SHOTGUN
4 GRETCHIN BASIC EQUIPMENT ONLY

OPTIONAL UPGRADES: (additional points cost is per squad)

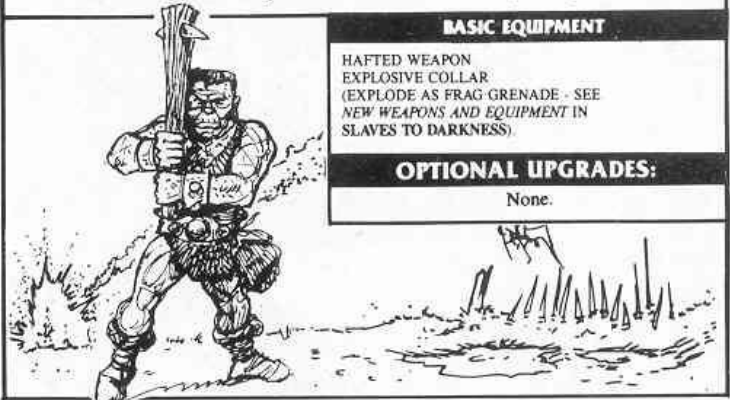
EQUIP ALL SQUADS WITH:

POWER SHIELDS.....5
MESH ARMOUR.....5

0-100 SLAVE TROOPS at 4 points each

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SLAVE	4	2	0	3	3	1	3	1	7	4	7	4

Doomed, but desperate enough to believe otherwise, slaves are herded into a single unit and given an objective to take or destroy. An armed mob, they are often released ahead of a Renegade unit where their despairing ferocity can do the most damage to an enemy. The slaves know that those who falter in the attack are instantly destroyed.



BASIC EQUIPMENT

HAFTED WEAPON
EXPLOSIVE COLLAR
(EXPLODE AS FRAG GRENADE - SEE
NEW WEAPONS AND EQUIPMENT IN
SLAVES TO DARKNESS)

OPTIONAL UPGRADES:

None.

