

CHAOS GANG

Chaos are manifestations of humanity's mental energies, man's torments, abhorrences, desires and ambitions made flesh. Their unrelenting hunger for man's obeisance drives them to goad the boundaries between the Warp and the material universe, to intrude into the minds of vulnerable men with offerings of boundless power, and all they ask in return, are the souls of mankind.

SPECIAL RULES

Chaos Gangs can represent seemingly ordinary Underhive gangs seduced into the servitude of Chaos. They follow all of the usual House Gang rules unless noted otherwise.

Corrupting Influence

Any enemy fighters captured by the Chaos Gang are liable to be sacrificed in tribute to their Patron unless they join them in their accursed path.

If your opponent fails or doesn't attempt a rescue then roll a D6 for each captured model. On a roll of 1-5 the captive is sacrificed resulting in his death (but you keep his equipment). On a 6 the captive succumbs to the Demagogue's corruptions. You can choose for him to join the Chaos Gang becoming a Juve or Ganger as explained in the Redemptionist's Redeem rules. Wyrds, Scalies and Ratskin Shamans are always sacrificed, as are corrupted captives you choose not to accept. Scavvy mutants will impose a Watchmen penalty as explained below.

Gifts of the Immaterialium

If any members of a Chaos Gang roll a 2 or 12 when making an Advance roll then they have been blessed by their Patron. You may choose a free mutation to give the fighter instead of a new skill. Refer to the Scavvies' Mutations rules for details. However, you cannot choose a mutation that the Gang already currently has. If the Gang is reported to the Watchmen then each fighter with a mutation incurs a -1 penalty when rolling on the Outlaw Table.

CHOOSING THE GANG

You have 1000 credits to spend on recruiting and arming the Chaos Gang following all of the usual Gang Recruitment rules.

Demagogue: A gang must have one.

Heavy: A gang can have up to 2 Heavies.

Gangers: A gang can have any number.

Juves: No more than half of the Chaos Gang can be Juves. If this is exceeded then further Juves cannot be recruited.

DEMAGOGUE

Cost to recruit: 120 credits

Demagogues are willing servants enthralled by dark and deceitful promises. They lead their followers to commit arcane ceremonies that feed their heinous Patrons and in return become acursed warriors.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Weapons: The Demagogue can be given weapons chosen from the Hand-to-Hand, Pistols, Basic, Special Weapons and Extras lists.

Gang Leader: The Demagogue counts as the Chaos Gang's Leader and as such has the Independent and Leader special rules.



HEAVY

Cost to recruit: 60 credits

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Heavies can be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special, Heavy Weapons and Extras lists.

GANGER

Cost to recruit: 50 credits

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Gangers can be given weapons from the Hand-to-Hand, Pistols, Basic Weapons and Extras lists.

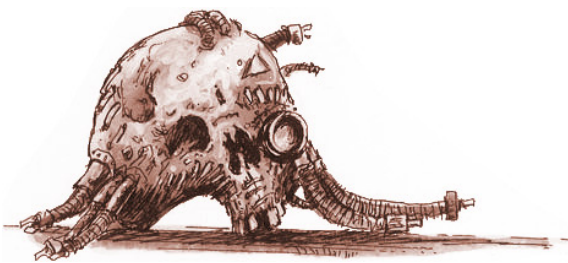
JUVES

Cost to recruit: 25 credits

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons: Juves can be armed with weapons from the Hand-to-Hand, Pistols and Extras lists.

Experience: Any Juves that reach 21+ Experience points become fully fledged Gangers, just like regular House Gangs.



EXPERIENCE

Chaos Gangs gain experience and advance just like regular gang members.

Fighter Type	Initial Experience
Juve	0
Ganger	20 + 1D6
Heavy	60 + 1D6
Demagogue	60 + 1D6

CHAOS GANG WEAPON LIST

Leader Only Weapons	Cost
Boltgun	35
Bolt Pistol	25
Chainsword	25
Sword	15
Hand-to-Hand Weapons	
Chain or Flail	10
Club, Maul or Bludgeon	10
Knife (first knife free)	5
Massive Axe, Sword or Club	15
Pistols	
Autopistol	15
Stub Gun	10
Basic Weapons	
Autogun	20
Shotgun (+Solid Slug, Scatter Shot)	20
Special Weapons	
Autosluggger	45
Flamer	40
Grenade Launcher	60
Heavy Weapons	
Heavy Flamer	80
Heavy Stubber	120
Extras	
Bolt Shells	15
Dum-dum Bullets	5
Frag Grenades	25
Hot Shot Shells	5
Manstopper Shells	5

SKILL TYPES AVAILABLE

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juve	-	✓	-	-	✓	-	-
Ganger	-	✓	-	-	✓	✓	-
Heavy	-	✓	-	✓	✓	-	✓
Demagogue	✓	✓	✓	-	✓	✓	✓