

Lost wings of Chaos

Written by Philip Louis for the 2020 'Make your own warband rules' contest in the Facebook Mordheim group

Besides the great warriors of chaos that fight for their patrons with might and skill, there are other more pitiful characters that long for the attention of the chaos gods. Be it from malnourishment, predisposition or long-time self-poisoning, all their efforts seldom end in the story of a great warrior fighting great battles. In the Northern Lands, where the forces of chaos are the strongest life is especially tough. The cold climate and the roaming monstrous creatures often end in the early demise of the weak.

To survive they sometimes group up and wander further to the south or into the old empire. These warbands tend to somehow get by with ambushes and pillaging. Nevertheless, this does certainly not suffice to gain the attention and guidance of their gods. Without a Seer they roam rather aimlessly. In the rare cases in which a chaos god does intervene it is more often than not to punish their unworthy bidding.

With all this the dynamic in these warbands is quite apocalyptic. Experimentation with strange substances and suicidal charges from great heights are common, all in the search for a short moment of honour. As one of their more successful fighting strategies, these attacks from above on unsuspecting foes have resulted in a cultural fixation on birds. Almost all warriors include feathers or bones of birds into their outfit and screech when jumping at their foes. To outsiders they call themselves the "Lost wings of Chaos".

Lost wings of Chaos special rules

You can use the "Eye of the gods" special rule, from the "Marauders of Chaos" warband from the Border Town Burning supplement. This is not necessary but can be quite fun. As there is no Seer/sorcerer only apply the leader mark if you do play with this special rule.

Choice of warriors

A Lost wings of Chaos warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit your warband. The maximum number of warriors in the warband may never exceed 15.

Arch Vulture: Each Lost wings of Chaos warband must have one Arch Vulture.

Alchemist: Your warband may include a single Alchemist.

Sky Crows: Your warband may include up to two Sky Crows.

Vulture Cub: Your warband may include a single Vulture Cup.

Birdies: Any number of models may be Birdies.

Vultures: Your warband may include up to three Vultures.

Drug Wings: Your warband may include up to two Drug Wings.

Starting experience

An **Arch Vulture** starts with 20 experience.

An **Alchemist** starts with 8 experience.

Sky Crows start with 4 experience.

A **Vulture Cub** starts with 0 experience.

Henchmen start with 0 experience.

Lost wings of Chaos skill table

| | Combat | Shooting | Academic | Strength | Speed | Special |
|--------------|--------|----------|----------|----------|-------|---------|
| Arch Vulture | X | X | | | X | X |
| Alchemist | X | | | | X | Alchemy |
| Sky Crow | X | X | | | X | X |
| Vulture Cub | X | X | | X | X | X |

Lost wings of Chaos equipment list

All Lost wings of Chaos warband members pick their weapons and armour from the following equipment list.

Hand-to-hand Combat Weapons

Dagger (2gc), Club (3gc), Sword (10gc), Spear (10gc), Halberd (10gc), Fighting Claws (35gc)

Missile Weapons

Throwing knives (15gc), Javelin (10gc)

Armour

Light armour (20gc), Buckler (5gc), Helmet (10gc)

Miscellaneous Equipment (Heroes only)

All drugs and poisons are available for the non-variable base price at the creation of the warband, Bird skull and bones (50gc)

Lost wings of Chaos special equipment

Bird skull and bones

Cost: 50 + 2D6 gold crowns, Availability: Rare 10, Lost wings of Chaos only

A Lost wings of Chaos warband member adding skeletal remains of birds to his outfit does not only look suspicious. The cultural fixation on birds lets this warband member feel the call of the prey and behave in an animalistic birdlike way, thereby cause *fear*.

Fighting claws

Cost: 35 gold crowns (per pair), Availability: Rare 7, Lost wings of Chaos and Clan Eshin only

Javelin

Cost: 10 gold crowns, Availability: Common, Range: 10"; Strength: As user

Special Rule: Throwing Spear: Models using javelins do not suffer penalties for moving as these weapons are balanced for being throwing while moving. They cannot be used in close combat.

Lost wings of Chaos special skills

Poisonous Warpaint: This model's attacks with bare hands and with Fighting Claws count as covered in Black Lotus. Whenever a model with this skill suffers an unsaved wound, it suffers an additional wound, with no saves allowed, on a D6 roll of 6+.

Black Market Connections: When searching for drugs this model receives a +3 bonus for rarity rolls. If he finds drugs, he can buy them for the base price (i.e. the non-variable part of the price)

Peculiar Botanist: A model with this skill can produce D2 doses of Black Lotus instead of searching for rare equipment. The poison must be used in the next battle and cannot be sold or traded to other warbands.

Skilful Glider: A model with this skill can re-roll initiative tests taken when using the "Leaving the nest" special rules.

Leap of Honour: A model with this skill increases its horizontal diving-charge distance by D3 inches. Roll the horizontal diving charge distance after declaring a diving charge. In case the distance is not enough but the charger does pass the initiative test(s) continue the charge. In this case it does not count as a diving charge.

Fanatic Charge: When this model charges or is charged they gain +1A for that turn. This bonus attack is added after any other modifications and can only be used for single-handed weapons or fighting bare handed. If the model is simultaneously charged by two or more opponents, they will still only receive a total of +1A.

Poison Artist: A model with this skill can use one dose of poison and cover not one but all his hand-to-hand and missile weapons for a game.

Heroes

Arch Vulture (70gc)

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| | 4 | 4 | 3 | 3 | 3 | 1 | 5 | 2 | 8 |

Special rules:

“Leader”

Alchemist (40gc)

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

Special rules:

“Alchemy”: The alchemist supplies the warband with highly instable versions of well-known drugs and explosives. He starts the game with one randomly determined recipe from the alchemy table below. After a game in which he has not been taken out of action, he may attempt to produce one such item by rolling 2D6 equal or above its recipe difficulty, just like a spell. If he succeeds, add that item to your stash. In the following battle, the item has to be used. If it is not, it is simply removed from the stash again, as it has gotten useless. (These items also may not be sold.)

When choosing a new skill, the alchemist may randomly determine a new recipe from the alchemy table. If you get the same recipe twice, roll again or lower the recipe’s difficulty by 1.

| D6 | Recipe | Difficulty | Source |
|----|-----------------------------|------------|--------------------------------|
| 1 | Unstable Flash Powder | 5 | from Annual 2002 p. 86 |
| 2 | Cultivated Mandrake Root | 8 | from Mordheim rulebook p. 36 |
| 3 | Crude Fire Bomb | 8 | from Annual 2002 p. 86 |
| 4 | Synthetic Crimson Shade | 7 | from Mordheim rulebook p. 36 |
| 5 | Almost Superior Blackpowder | 8 | from Mordheim rulebook p. 39 |
| 6 | Simple Firecrackers | 5 | from Border Town Burning p. 31 |

Sky Crow (40gc)

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

Weapons/Armour: Sky Crows never wear armour since the additional weight hinders their aspiration of flying like birds.

Special rules:

“Leaving the nest”: Sky crows build themselves artificial wings which they can use to convert a fall from a high place into an elongated glide. Instead of making a normal movement phase they can jump from an edge into a predefined direction. When they pass one initiative test, they get into a stable glide and move 1-2” horizontally in the predefined direction for every 1” of vertical height. After landing they count as having run this movement phase. When they come into contact with an enemy model they count as having made a successful diving charge. If they fail the initiative test, they fall to the ground 1D6” into the predefined direction and suffer falling damage.

Vulture Cub (25gc)

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

Henchmen

Birdies (20gc)

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

Special rules:

"Light and thin": The horizontal diving-charge distance of Birdies is 3" instead of the normal 2".

Vultures (30gc)

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

Special rules:

"Favoured": Vultures act as bodyguards to the warband leader and benefit from privileged access to the warbands stash. They can apply one dose of poison from the warband stash to one of their weapons before the game. This consumes one dose of poison per henchmen in the group. Like normal henchmen they cannot carry miscellaneous equipment.

Drug Wings (35gc)

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| | 4 | 3 | 2 | 3 | 3 | 1 | 4 | 1 | 7 |

Special rules:

"Addicts": Drug Wings are addicted to the consumption of a broad range of mind-altering substances. Before each battle roll a D6 for each drug wing:

- 1-3 the drug wing was not able to find, acquire or steal any drugs
- 4 the model is affected by madcap mushrooms for the battle
- 5 the model is affected by mandrake root for the battle
- 6 the model is affected by crimson shade for the battle

In addition, Drug wings can take drugs from the warband stash before the game (also after rolling for this special rule). But like normal henchmen they cannot carry miscellaneous equipment.

Whenever a Drug Wing is not affected by any drugs it is subject to *stupidity*. After a game they have to roll for side effects of all drugs they were affected by as normal.

"Unreliable": Their addiction makes Drug Wings unreliable in the eyes of other warriors. The maximum henchmen group size is therefore limited to one henchmen.