

FORGOTTEN CHAOS TEAMS

by Thibaut "thebs" Robine

How this injustice could have happened? Did Jervis was corrupted by the Lord of Decay? All we can say is that only Undivided Chaos and Nurgle teams are featured in the game. So what happened to the three other gods? This article will try to bring back the balance between the Chaos gods. Though job, indeed...

DISCLAIMER

First of all, these teams' rules have been created for fun purposes. They are totally unofficial and are based on the experimental rules from the Living Rulebook V1.10.

I tried to create balanced teams but that still reflect the spirit of the chaos God they serve.

HOW ALL THIS WORKS?

One great thing in the latest version of the Living Rulebook is the Cost Modifier Table that you can find in the League Rules part. As well as balancing the game between veterans and rookie teams it also allows you to create new players or to artificially improve the existing ones. Here is this table, that you can find on page 34 of the Living Rulebook V1.10:

w COST MODIFIERS TABLE w

+20,000	New Skill
+30,000	Skills that can only be taken on a double
+30,000	+1 MA or +1 AV
+40,000	+1 AG
+50,000	+1 ST

I've divided the skill in two categories; the one that bring a bonus to the player and the other one that I consider more as a disadvantage.

Bonus skills raise the cost of the player when disadvantages lower it. You will find below the list of the skill I have used for the chaos teams.

Bonus skills:

Dodge, Disturbing Presence, Claws, Sprint, Sure Feet, Horns, Frenzy, Mighty Blow, Random Mutation, Foul Appearance, Prehensile Tail, Leap, Random Mutation

Disadvantages skills

Loner, Wild Animal, No Hands

The system is working in the same way for characteristics modifiers, so +1 in Agility costs 40,000 when -1 in Strength reduces the cost of the player by 50,000.

The final cost of a chaos player is based on an existing player from the official Blood Bowl rules whose cost has been raised or lowered depending on the skill he has or characteristics modifications.

SLAANESH TEAMS

Slaanesh players are beautiful and alluring. They spread all around a mixed perfume of fear and lust that distract their opponents. They are much less armored than other Chaos teams but they are fast enough to score a touchdown before any heavy team can move. They can also include daemonettes, some of the most frightening creatures of the Lord of Pleasure.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Slaanesh Cultists	70,000	6	3	3	7	Dodge, Disturbing Presence	GM	ASP
0-4	Slaanesh Warriors	120,000	6	4	3	8	Disturbing Presence	GSM	AP
0-2	Daemonette	120,000	8	3	4	7	Loner, Dodge, Claws, Disturbing Presence, No Hands	GA	S
0-2	Daemonette on Steed	160,000	8	3	4	7	Loner, Disturbing Presence, Sprint, Sure Feet	GA	SP

0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Brick Far'th & Grotty, Grashnak Blackhoof, Lord Borak the Despoiler, Max Spleenripper, Morg 'n' Thorg, Ripper Bolgrot, Scrappa Sorehead, Thrud

KHORNE TEAMS

Khorne is known to be the most violent of the Chaos Gods and Khorne Blood Bowl teams reflect perfectly the nature of their master. These players are the biggest psychopaths on the field and people often wonder if they play the game or are just there to beat and kill their opponents in order to gather more casualties for their master, the Lord of Skulls.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Khorngor	80,000	6	3	3	8	Horns, Frenzy	GM	AP
0-4	Khorne Warriors	100,000	5	4	2	9	Frenzy, Mighty Blow	GSM	AS
0-2	Bloodletters	80,000	5	4	2	9	Loner, Frenzy, Mighty Blow, Wild Animal, Horns	GS	A
0-2	Khorne Flesh Hounds	80,000	8	3	2	7	Loner, Frenzy, Claws, Sprint, Sure Feet, No Hands	G	AS
0-1	Minotaur	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	S	GAPM

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TZEENTCH TEAMS

Tzeentch teams are devoted to the Lord of Change, the one that is the essence of chaos itself. Tzeentch players know what their master can do for them and accept mutations as the best reward they can obtain. To represent this each player that has the skill Random Mutation must launch two D6 to determine the mutation he will gain. Note that this mutation remains for all matches in leagues and tournaments and you just determine the mutation once for all. Alternatively, you can replace Random Mutation by Tzeentch's Influence that has exactly the same effects as the Skill "Pro", to reflect the Lord of the Change's control on the fate.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Tzeentch Cultists	80,000	6	3	3	8	Random Mutation	GM	ASP
0-4	Tzeentch Warriors	120,000	5	4	3	9	Random Mutation	GSM	AP
0-2	Tzeentch Horror	110,000	6	4	3	8	Loner, Foul Appearance	GS	AP
0-2	Screamers of Tzeentch	90,000	9	3	2	7	Loner, Sprint, Sure Feet, No Hands, Prehensile Tail	G	AS
0-1	Warrior Riding Disc	170,000	8	3	4	8	Loner, Sprint, Sure Feet, Leap	GSM	AP

0-8 Re-roll counters: 70,000 gold pieces each

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2D6	Random Mutation Table
2	Big Hand
3	Claw / Claws
4	Disturbing Presence
5	Extra Arms
6	Foul Appearance
7	Horns
8	Prehensile Tail
9	Tentacles
10	Two Heads
11	Very Long Legs
12	Choose one on the list above

GREAT! BUT HOW DO YOU JUSTIFY ALL THESE COSTS?

As you've already read it, the cost of each player has not been totally guessed ("hum, how much for this Bloodletter? 40,000 gold pieces sounds good, don't you think?") but have been inferred from existing official players and from elements of the Rule.

But I would like to spare you all the painful work to gather all the information, here is a compilation of the chaos teams and their costs:

SLAANESH TEAMS (on K gold pieces)

Slaanesh Cultists:	Amazonian Lineman (50) + Disturbing Presence (20) = 70
Slaanesh Warriors:	Chaos Warrior (100) + MA+1 (30) + AV-1 (-30) + Disturbing Presence (20) = 120
Daemonette:	Wood Elf Wardancer (120) + Loner (-20) + Disturbing Presence (20) + Claws (20) + No Hands (-20) = 120
Daemonette on Steed:	Wood Elf Wardancer (120) + Loner (-20) + Disturbing Presence (20) + Sprint (20) + Sure Feet (20) = 160

KHORNE TEAMS (on K gold pieces)

Khorngor:	Beastmen (60) + Frenzy (20) = 80
Khorne Warriors:	Chaos Warrior (100) + AG-1 (-40) + Frenzy (20) + Mighty Blow (20) = 100
Bloodletters:	Chaos Warrior (100) + AG-1 (-40) + Loner (-20) + Frenzy (20) + Mighty Blow (20) + Wild Animal (-20) + Horns (20) = 80
Khorne Flesh Hounds:	Wood Elf Wardancer (120) + AG-2 (-80) + Loner (-20) + Frenzy (20) + Claws (20) + Sprint (20) + Sure Feet (20) + No Hands (-20) = 80
Minotaur:	See Blood Bowl Living Rulebook V.1.10 page 52

TZEENTCH TEAMS (on K gold pieces)

Tzeentch Cultists:	Human Linemen (60) + Random Mutation (20) = 80
Tzeentch Warriors:	Chaos Warrior (100) + Random Mutation (20) = 120
Tzeentch Horrors:	Human Linemen (60) + ST+1 (50) + Loner (-20) + Foul Appearance (20) = 110
Screamers:	Wood Elf Wardancer (120) + MA+1 (30) + AG-2 (-80) + Loner (-20) + Sprint (20) + Sure Feet (20) + No Hands (-20) + Prehensile Tail (20) = 90
Warrior Riding Disk:	Wood Elf Wardancer (120) + AV+1 (30) + Loner (-20) + Sprint (20) + Sure Feet (20) = 170



MODELLING THE FAVORITE OF THE GOD

Here are some ideas of models of the actual range of Warhammer that you can use for creating your own Chaos God team as Blood Bowl models don't exist. I've put the UK online store reference if you want to order the model:

Slaanesh Cultists & Tzeentch Cultists:

(Chaos Marauders Regiment - Part Code: 99120201003)

As these models are in plastic, they will be very easy to convert. Cut the weapon on the hand and they will become great Blood Bowl players.



Daemonette on Slaanesh Steed

(Daemonettes on Mounts of Slaanesh - Part Code: 99069915018)

Just cut the knife. Easy conversion.



Slaanesh, Khorne and Tzeentch Warriors:

(Chaos Warrior Regiment - Part Code: 99120201006)

If you don't want to use Chaos Blood Bowl player, you still have the choice to use Chaos Warriors from the Warhammer range. See Chaos cultists for modeling instructions.



Khorngor

(Beastmen Regiment - Part Code: 99120201005)

See Chaos Cultists.



Daemonettes:

(Daemonettes of Slaanesh - Part Code: 99069915010)

No conversion requested.



Bloodletters

(Khorne Bloodletters - Part Code: 99069915003)

(Khorne Bloodletter Champion - Part Code: 99069915006)

As these models are in metal they will be a little more difficult to convert. But as the arm are not attached to the body you can cut the axe to free the hand.



Khorne Flesh Hounds

(Khorne Flesh Hounds - Part Code: 99069915002)
No conversion requested.



Lord of Tzeentch riding Disc

(Lord of Tzeentch riding Disc - Part Code: 99110201142)
You will have to remove the halberd and the shield. You can also just buy the disc and put an other chaos warrior on it.



Tzeentch Horror

(Chaos Horrors of Tzeentch - Part Code: 99069915014)
No conversion requested.



Screamers of Tzeentch

(Screamers of Tzeentch - Part Code: 99069915015)
No conversion requested.



As you can see, making great Chaos Blood Bowl players is not that difficult. It's now up to you to create your own Chaos team and avenge the dishonor that has been made to the God.

Author

Thibaut Robine is playing almost all Games Workshop games since the beginning of the 90's but is a recent Blood Bowl coach. He's leading now a Chaos Dwarf team and a Skaven one but will very soon build a forgotten chaos team.

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