

# Chaos

\

## Army

### Chaos God

Unit Type: God

Cost: 10

Number: 1

### Chaos Dwarf Chief

Unit Type: Blade General

Cost: 5

Number: 1

### Giant Troll Champion

Unit Type: Behemoth

Cost: 10

Number: 1

### Chaos Champion

Unit Type: Paladin

Cost: 10

Number: 1

### Chaos Knights

Unit Type: Knights

Cost: 7

Number: 2

### Rats and Lizards

Unit Type: Beasts

Cost: 5

Number: 2

## Minions and Monsters

Unit Type: Hordes

Cost: 2

Number: 2

## God Special

There are several Chaos Gods. Each one gives a different bonus. The player uses a random God each turn.

## Link

<http://www.btinternet.com/~alan.catherine/wargames/alan.htm#army1>

From:

<https://curufea.com/> - **Curufea**

Permanent link:

<https://curufea.com/doku.php?id=games:board:hotgchaos>

Last update: **2013/03/20 21:44**

