



WARRIORS OF CHAOS

PETIT FORMAT - 1 000 POINTS



498 pts (50.00 %) 502 pts (50.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

Characters **Core** **Special** **Rare** **Mercenaries** **Allies**
 (50 Max) (25 Least) (50 Max) (25 Max) (20 Max) (25 Max)

Characters




DAEMON PRINCE #1

Daemon Prince - Standard - Infantry - 20x20

426 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Daemon Prince	6	7	5	6	5	4	7	5	9	
Model Rules	Fear • Ensorcelled Weapons • Unstable • Hand Weapon • Lore Of Chaos • Immune To Psychology • Regeneration(5+) • Warp-spawned • Unbreakable • Chaos Armour(4+) • Gaze Of The Gods									
Options	Heavy armour • Fly (9) • Mark Of Nurgle • Wizard level 2 • Extra Arm • Daemonsword									



ASPIRING CHAMPION #1


Aspiring Champion - Standard - Infantry - 20x20

72 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Aspiring Champion	4	5	3	4	4	2	4	3	8	
Model Rules	Hand Weapon • Ensorcelled Weapons • Chaos Armour(5+) • Gaze Of The Gods • Rallying Cry • Heavy armour									
Options	General • Mark Of Chaos Undivided • Shield									


Core




CHAOS WARHOUNDS #1

Chaos Warhounds x5 - Standard - Infantry - 20x20

35 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chaos Warhound	7	4	0	3	3	1	3	1	6	
Chaos Warhound Handler	5	5	3	4	4	1	4	1	8	
Model Rules	Move Through Cover • Open Order • Loner • Swiftstride									
Model Rules (Chaos Warhound)	Claws And Fangs									
Model Rules (Chaos Warhound Handler)	Mark Of Chaos Undivided • Vanguard • Heavy armour • Hand Weapon • Handler									
Options	Vanguard									



CHAOS MARAUDERS #1

Chaos Marauders x10 - Standard - Infantry - 20x20

87 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chaos Marauder	4	4	3	3	3	1	3	1	6	
Marauder Chieftain	4	4	3	3	3	1	3	2	7	
Model Rules	Hand Weapon • Warband • Shieldwall									
Options	Marauder Chieftain • Standard Bearer • Musician • Mark Of Khorne • Skirmishers									



CHAOS WARRIORS #2

Chaos Warriors x14 - Standard - Infantry - 20x20

208 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chaos Warrior	4	5	3	4	4	1	4	1	8	
Champion	4	5	3	4	4	1	4	2	8	
Model Rules	Heavy armour • Ensorcelled Weapons • Close Order • Hand Weapon									

Options	Champion • Standard Bearer • Shield • Mark Of Chaos Undivided
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CHAOS WARRIORS #1

Chaos Warriors x10 - Standard - Infantry - 20x20

172 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chaos Warrior	4	5	3	4	4	1	4	1	8	
Champion	4	5	3	4	4	1	4	2	8	
Model Rules	Heavy armour • Ensorcelled Weapons • Close Order • Hand Weapon									

Options	Additional Hand Weapon • Champion • Standard Bearer • Mark Of Khorne
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Magics

Magic items

Daemonsword: This most deadly of blades is a prison for the essence of a powerful but treacherous Daemon. For all the might it grants its wielder, the Daemon within endlessly strives to be set free.

R S AP Special Rules Daemonsword Combat S+D3 -2 Extra Attacks (+D3), Magical Attacks, Strike First.

Notes: Every roll of a natural 1 made when rolling To Hit with this weapon results in a hit which must be resolved against the unit the wielder has joined, rather than the enemy. If the wielder has not joined a unit, this hit must be resolved against the wielder.

Model Rules

Additional Hand Weapon:

Chaos Armour: Chaos Armour is the living gift of the gods. As champions progress towards glory, their armour becomes ever more heavy and baroque as new plates are added, each new piece obscuring more of their humanity.

A model with this special rule has a Ward save against any wounds suffered. The armour value of this Ward save is shown in brackets after the name of this special rule (shown here as 'X+'). In addition, a Wizard with this special rule may wear armour without penalty.

Claws And Fangs: counts as hand weapons

Close Order:

Ensorcelled Weapons: Many of the Chaos gods' chosen champions brandish ensorcelled weapons, their heavy, black blades inscribed with dark runes that glow with infernal power.

A hand weapon carried by a model with this special rule has the Magical Attacks special rule and an Armour Piercing characteristic of -1.

Note that this special rule only applies to a single, non-magical hand weapon and does not apply to a model's mount (should it have one). If the model is using two hand weapons or any other sort of weapon, this special rule ceases to apply

Extra Arm: Gifted with an extra arm, the Champion rains many blows upon their enemies.

This character (but not their mount) has a +1 modifier to their Attacks characteristic.

Fear:

Fly:

Gaze Of The Gods: Champions of Chaos constantly strive to draw their patron's attention upon the battlefield. But the gods are fickle, and their blessing can be a curse.

During the Command sub-phase of their turn, a character with this special rule may choose to roll on the Gaze of the Gods table:

Gaze of the Gods Table

D6 Result

- 1 Damned by Chaos: The Champion is beset with visions of the Realm of Chaos. This model becomes subject to the Stupidity special rule for the remainder of the game. If they already have this special rule, they suffer a -1 modifier to their Leadership (to a minimum of 2).
- 2 Unnatural Quickness: To the Champion, time itself seems to slow around them. Until your next Start of Turn sub-phase, this model gains a +1 modifier to their Initiative characteristic (to a maximum of 10).
- 3 Iron Skin: Beneath their baroque armour, the Champion's skin becomes like iron. Until your next Start of Turn sub-phase, this model gains a +1 modifier to their Toughness characteristic (to a maximum of 10).
- 4 Murderous Mutation: Long tentacles whip from beneath the Champion's armour to grasp at their enemies. For the remainder of the game, this model gains a +1 modifier to their Weapon Skill characteristic (to a maximum of 10).
- 5 Dark Fury: A terrible rage grips the Champion. For the remainder of the game, this model gains a +1 modifier to their Attacks characteristic (to a maximum of 10).
- 6 Apotheosis: The Champion is blessed with Daemonic vitality. For the remainder of the game, this model gains a +1 modifier to both their Strength and Leadership characteristics (to a maximum of 10).

Note that any benefits granted by the Gaze of the Gods apply only to the Champion, not to their mount (should they have one).

Hand Weapon:

Handler: Chaos Warhounds are little more than wild animals and it requires the lash of an experienced handler to discipline a pack of such beasts.

A Chaos Warhound Handler is a special type of character that can be taken as an upgrade to accompany a unit of Chaos Warhounds. During deployment, position a Chaos Warhound Handler with its unit of Chaos Warhounds, as you would a character that has joined a unit. Once placed, a Chaos Warhound Handler cannot leave its unit. Unless this model is fleeing, friendly units of Chaos Warhounds that are within its Command range can use this model's Leadership instead of their own.

Heavy armour:

Immune To Psychology:

Loner:

Lore Of Chaos: Chaos Sorcerers are gifted understanding of dark magic by the Ruinous Powers which they serve. Spells creep into their minds through dreams, visions, and the whispers of the Dark Gods themselves.

Mark Of Khorne: Warriors marked by Khorne are consumed with a violent rage and the constant need to shed the blood of their foes.

Models with the Mark of Khorne have the Frenzy special rule.

Mark Of Chaos Undivided: Many warriors from the cold North worship the Gods of Chaos as a pantheon, favouring no one deity above the others.

Models with the Mark of Chaos Undivided can re-roll any failed Fear, Panic or Terror test.

Mark Of Nurgle: Those marked by Nurgle are eternally accompanied by thick clouds of flies, blinding, deafening and choking their enemies.

Any enemy model that directs its attacks against a model with the Mark of Nurgle during the Combat phase must re-roll any rolls To Hit of a natural 6.

Move Through Cover:

Open Order:

Rallying Cry:

Regeneration:

Shield:

Shieldwall:

Skirmishers:

Swiftstride:

Unbreakable:

Unstable:

Vanguard:

Warband:

Warp-spawned:

Wizard:

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Daemon Prince #1 | Aspiring Champion #1 | Chaos Warhounds #1 | Chaos Marauders #1 | Chaos Warriors #2 | Chaos Warriors #1

