



# WARRIORS OF CHAOS


## AZERTY - 565 POINTS



565 pts (38.00 %) 0 pts (0.00 %) 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 - 20x20mm

**370 POINTS**




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Daemon Prince	6	7	5	6	5	4	7	5	9	
<b>Model Rules</b>	Fear • Ensorcelled Weapons • Unstable • Hand Weapon • Lore Of Chaos • Immune To Psychology • Regeneration(5+) • Warp-spawned • Unbreakable • Chaos Armour(4+) • Gaze Of The Gods									
<b>Options</b>	Mark Of Slaanesh • Wizard level 4 • Lore of Battle Magic • Chaos Runesword									



**CHAOS LORD #1**

Chaos Lord - Standard - Infantry - 20x20mm

**195 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chaos Lord	4	7	3	5	5	4	6	5	9	
<b>Model Rules</b>	Gaze Of The Gods • Chaos Armour(5+) • Hand Weapon • Full plate armour • Rallying Cry • Ensorcelled Weapons									

### Magics

#### Lore of Battle Magic

		Casting	Range	Type	Duration	Effect
<b>0</b>	Hammerhand	7+	Combat		Instant	A single enemy unit the caster is engaged in combat with suffers 2D3 Strength 4 hits, each with an AP of -2.
<b>1</b>	Fireball	8+	24"		Instant	The target enemy unit suffers 2D6 Strength 4 hits, each with an AP of -. This spell has the Flaming Attacks special rule.
<b>2</b>	Curse Of Arrow Attraction	7+	21"		Instant	Until your next Start of Turn sub-phase, you may re-roll any rolls To Hit of a natural 1 when shooting at the target enemy unit.
<b>3</b>	Pillar Of Fire	9+	12"		Remains in play	Remains in Play. Place a small (3") blast template so that its central hole is within 12" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves D6" in a direction of the caster's choosing during every Start of Turn sub-phase. Any unit (friend or foe) the moving template touches or moves over suffers D3+3 Strength 3 hits, each with an AP of -2. These hits have the Flaming Attacks special rule.
<b>4</b>	Arcane Urgency	10+	15"		Instant	If the target friendly unit is not fleeing and has already moved during this Movement phase, it may immediately move again.
<b>5</b>	Oaken Shield	7+	Self		Instant	Until your next Start of Turn sub-phase, the caster and any unit they have joined gain a 5+ Ward save against any wounds suffered.
<b>6</b>	Curse Of Cowardly Flight	9+	15"		Instant	The target enemy unit must immediately make a Panic test. If the target unit automatically passes any Panic tests it is required to make for any reason, it must still make this test and, should it fail, it will Give Ground.

### Magic items

**Chaos Runesword:** This evil blade was forged from black gromril by the thrice-cursed Dwarf Runesmith Grugni Ironheart, a secret pawn of the Chaos gods.

R S AP Special Rules Chaos Runesword Combat S+1 -1 Magical Attacks.

Notes: The wielder of the Chaos Runesword has a +1 modifier to their Weapon Skill and Initiative characteristics.

## Model Rules

**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.

**Ensorcelled Weapons:** The blighted furnaces of Zharr-Naggrund endlessly churn out heavy, black-bladed weapons, each inscribed with dark runes that glow with an evil light.

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.

**Fear:**

**Full plate armour:**

**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:**

**Immune To Psychology:**

**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 Slaanesh:** Devotees of Slaanesh have experienced sensations beyond comprehension, rendering them insensible to mortal fears.

Models with the Mark of Slaanesh have +1 Initiative during the first round of any combat. Additionally, if the majority of the models in a unit have the Mark of Slaanesh, the unit automatically passes any Panic tests it is required to make.

**Rallying Cry:**

**Regeneration:**

**Unbreakable:**

**Unstable:**

**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



Chaos Lord #1

