



WARRIORS OF CHAOS

CA PIQUE! - 1 786 POINTS



559 pts (28.00 %) 570 pts (29.00 %) 522 pts (26.00 %) 135 pts (7.00 %) 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

CHAOS LORD #1

Chaos Lord - Standard - Infantry - 20x20mm

304 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chaos Lord	4	7	3	5	5	4	6	5	9	
Model Rules	Gaze Of The Gods • Chaos Armour(5+) • Hand Weapon • Full plate armour • Rallying Cry • Ensorcelled Weapons									
Options	Great Weapon • General • Mark Of Khorne • Daemonsword • Obsidian Lodestone									

SORCERER LORD #1

Sorcerer Lord - Standard - Infantry - 20x20mm

255 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sorcerer Lord	4	5	3	4	4	3	4	3	8	
Model Rules	Wizard(level 3) • Gaze Of The Gods • Chaos Armour(5+) • Heavy armour • Lore Of Chaos • Ensorcelled Weapons • Hand Weapon									
Options	Mark Of Chaos Undivided • Wizard level 4 • Talisman Of Protection									

Core

CHAOS WARRIORS #1

Chaos Warriors x15 - Standard - Infantry - 20x20mm

253 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 • Musician • Shield • Mark Of Chaos Undivided • War Banner									

CHAOS MARAUDERS #1

Chaos Marauders x20 - Standard - Infantry - 20x20mm

177 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	Light armour • Marauder Chieftain • Standard Bearer • Musician • Shield • Mark Of Chaos Undivided • Close Order									



MARAUDER HORSEMEN #1
Marauder Horsemen x5 - Standard - Infantry - 20x20mm

70 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marauder Horsemen	-	4	3	3	3	1	3	1	6	
Marauder Horsemaster	-	4	3	3	3	1	3	2	7	
Warhorse	8	3	-	3	-	-	3	1	-	
Model Rules	Swiftstride • Open Order • Fast Cavalry • Warband • Fire & Flee • Skirmishers									
Model Rules (Marauder Horsemen)	Hand Weapon • Light armour									
Model Rules (Warhorse)	Iron-shod Hooves									

Options	Cavalry Spear • Musician • Shield • Mark Of Chaos Undivided
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MARAUDER HORSEMEN #1
Marauder Horsemen x5 - Standard - Infantry - 20x20mm

70 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marauder Horsemen	-	4	3	3	3	1	3	1	6	
Marauder Horsemaster	-	4	3	3	3	1	3	2	7	
Warhorse	8	3	-	3	-	-	3	1	-	
Model Rules	Swiftstride • Open Order • Fast Cavalry • Warband • Fire & Flee • Skirmishers									
Model Rules (Marauder Horsemen)	Hand Weapon • Light armour									
Model Rules (Warhorse)	Iron-shod Hooves									

Options	Cavalry Spear • Musician • Shield • Mark Of Chaos Undivided
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Special



CHOSEN CHAOS WARRIORS #1
Chosen Chaos Warriors x10 - Standard - Infantry - 20x20mm

231 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chosen Chaos Warrior	4	5	3	4	4	1	4	2	9	
Champion	4	5	3	4	4	1	4	3	9	
Model Rules	Hand Weapon • Stubborn • Heavy armour • Chaos Armour(6+) • Ensorcelled Weapons • Close Order									

Options	Halberd • Full plate armour • Champion • Standard Bearer • Musician • Shield • Mark Of Chaos Undivided
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CHOSEN CHAOS KNIGHTS #1
Chosen Chaos Knights x5 - Standard - Infantry - 20x20mm

291 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chosen Chaos Knight	-	5	3	4	4	1	4	2	9	
Champion	-	5	3	4	4	1	4	3	9	
Chaos Steed	7	3	-	4	-	-	3	1	-	
Model Rules	First Charge • Chaos Armour(6+) • Close Order • Swiftstride • Counter Charge • Ensorcelled Weapons • Stubborn									
Model Rules (Chosen Chaos Knight)	Heavy armour • Hand Weapon • Shield									
Model Rules (Chaos Steed)	Iron-shod Hooves • Barding									

Options	Full plate armour • Champion • Standard Bearer • Musician • Mark Of Chaos Undivided • Drilled • Doom Totem
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Rare



GOREBEAST CHARIOT #1

Gorebeast Chariot - Standard - Infantry - 20x20mm

135 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	5	4	-	-	-	
Chaos Charioteer	-	5	3	4	-	-	4	1	8	
Garobest	6	4	-	5	-	-	2	3	-	
Model Rules	Ensorcelled Weapons • Close Order • First Charge • Impact Hits(D6+2)									
Model Rules (Chaos Charioteer)	Halberd • Hand Weapon									
Model Rules (Garobest)	Goring horns • Killing Blow • Armour Bane(1)									

Options	
	Mark Of Chaos Undivided

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.

Obsidian Lodestone: An air of chill hangs about obsidian, stilling the Winds of Magic in its presence.

A model may purchase up to three Obsidian Lodestones.

A model that bears a single Obsidian Lodestone has Magic Resistance (-1), a model that bears two has Magic Resistance (-2), and a model that bears three has Magic Resistance (-3).

Talisman Of Protection: A powerful magical aura surrounds this humble talisman, protecting its wearer from harm.

The Talisman of Protection gives its bearer a 5+ Ward save against any wounds suffered.

Magic banners

War Banner: A proud banner of great age. Those that march beneath the War Banner fight with grim resolve.

When calculating its combat result, a unit carrying the War Banner may claim an additional bonus of +1 combat result point.

Doom Totem: A collection of ragged skins strung over a framework of bone, the Doom Totem exudes a potent magic that demoralises and appals all who look upon it.

All enemy units that can draw a line of sight to the model carrying the Doom Totem suffer a -1 modifier to their Leadership characteristic.

Model Rules

Armour Bane:

Barding:

Cavalry Spear:

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.

Close Order:

Counter Charge:

Drilled:

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

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.

Fast Cavalry:

Fire & Flee:

First Charge:

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).

Goring horns: counts as a hand weapon

Great Weapon:

Halberd:

Hand Weapon:

Heavy armour:

Impact Hits:

Iron-shod Hooves: counts as a hand weapon

Killing Blow:

Light armour:

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 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.

Open Order:

Rallying Cry:

Shield:

Shieldwall:

Skirmishers:

Stubborn:

Swiftstride:

Warband:

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.

Chaos Warriors #1



Chaos Lord #1



Sorcerer Lord #1



Chaos Marauders #1



Chosen Chaos Warriors #1



Marauder Horsemen #1



Marauder Horsemen #1



Chosen Chaos Knights #1



Gorebeast Chariot #1

