



WARRIORS OF CHAOS

TEST1 - 173 POINTS



0 pts (0.00 %) 173 pts (9.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

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

Core



CHAOS WARRIORS #1

Chaos Warriors **x5** - Standard - Infantry - 20x20mm

65 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									



CHAOS KNIGHTS #1

Chaos Knights **x4** - Standard - Infantry - 20x20mm

108 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chaos Knight	-	5	3	4	4	1	4	1	8	
Champion	-	5	3	4	4	1	4	2	8	
Chaos Steed	7	3	-	4	-	-	3	1	-	
Model Rules	Ensorcelled Weapons • First Charge • Swiftstride • Close Order									
Model Rules (Chaos Knight)	Shield • Heavy armour • Hand Weapon									
Model Rules (Chaos Steed)	Barding • Iron-shod Hooves									

Magics

Model Rules

Barding:

Close Order:

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.

First Charge:

Hand Weapon:

Heavy armour:

Iron-shod Hooves: counts as a hand weapon

Shield:

Swiftstride:

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 Knights #1

