Warriors of Chaos

M² - Monsters and Magic

Point Build v6.0 | 15th April 2021 | Army Build 6.0

Leader	Min	Max	Unit type	Quality	Detached?		Characteristics			VM	Hits	Save	VP	Pts
General	0	4	General on foot		×	-	-	-		**2**	**0**	**2 +**	2	40
Wizard Level 1	0	3	General on foot		×	Wizard : Level 1	-	-		**3**	**0**	**3 +**	2	90
Wizard Level 2	0	3	General on foot		×	Wizard : Level 2	-	-		**4**	**0**	**3 +**	2	140
Wizard Level 3	0	1	General on foot		×	Wizard : Level 3	-	-		**5**	**0**	**3 +**	2	190
Detached General or Mounted General or Senior General														+10
Major Hero	0	4										**+1**		0
Brilliant	0	1											+1	+40
Minor Heroes	2	4												+10
Camp	1	1 - Per Command											+1	+10

Monstrous Mount	Core	Min	Max	Unit type	Quality	Upgrade		Characteristics		Re-size	VM	Hits	Save	VP	Pts
Dragon mount		0	1	Monstrous Creature (III)	Regular		Fly	Breath Weapon	-		**3**	**4**	**6 +**	1	245

Unit name	Core	Min	Max	Unit type	Quality	Upgrade		Characteristics		Re-size	VM	Hits	Save	VP	Pts
Chaos Warriors	✓	0	4	Auxiliaries	Veteran	2HCCW	Fearless	Berserker	-	-	**2**	**2**	**5 +**	2	122
Chaos Marauders	✓	2	4	Warriors	Regular	-	-	-	-	-	**2**	**2**	**7 +**	2	60
				Warriors, Deep	Regular	-	-	-	-	-	**3**	**3**	**7 +**	3	100
Marauder Horsemen	✓	1	4	Cavalry, javelin	Regular	-	-	-	-	-	**2**	**2**	**7 +**	2	90
Chaos Knights	×	0	4	Later Knights - Lance	Veteran	-	Fearless	Berserker	-	-	**2**	**2**	**5 +**	2	172
Ogres	×	0	1	Monstrous Creature (I)	Regular	-	Mercenary	-	-	-	**2**	**2**	**5 +**	1	90
Trolls	×	0	1	Monstrous Creature (I)	Regular	-	Stupid	Regeneration	-	-	**2**	**2**	**5 +**	1	95
Chaos Hounds	✓	0	3	Cavalry, lance	Regular	-	-	-	-	Small	**1**	**1**	**7 +**	1	45
Chaos Chariots	×	0	3	Heavy chariots, javelin	Veteran	-	Fearless	-	-	-	**2**	**2**	**5 +**	2	135
Chaos Giant	×	0	1	Monstrous Creature (II)	Regular	-	Giant	Terror	Stupid	-	**2**	**3**	**5 +**	1	115
Harpies	✓	0	3	Light cavalry, javelin	Regular	-	Fly	-	-	-	**1**	**1**	**8 +**	1	80
Dragon Ogres	×	0	1	Monstrous Creature (II)	Regular	-	Terror	-	-	-	**2**	**3**	**5 +**	1	150
Chaos Spawn	×	0	3	Warriors, Deep	Regular	-	Stupid	Regeneration	-	Extra deep	**4**	**4**	**7 +**	4	99

Army Trait		Pts
Beserker Tendancies	After all deployment, before the first activation draw a card. Divide the result by 2 (rounding up) - award that many Minor Hero markers.	40
Army Characteristics		
Breath Weapon	Monstrous Creatures with this characteristic can shoot into their front facing box. No ammunition is tracked, or expended. They are limited to 1 breath weapon attack per turn. Breath Weapons hit on a 6+, with a negative modifier to the enemy save equal to the Monstrous Creatures level.	
Fly	Non-charging troops with the fly characteristic Fly, can move 1 extra box straight forward when activating. When charging, they follow the standard rules as their type. They can move over boxes containing terrain and/or non-flying troops (friendly or enemy). Flying troops evade on a 3+ unless being charged by another unit with Fly, in which case they evade on Troops with Fly have a -1 PIP modifier when making saving rolls.	
Berserker	Troops with this characteristic are gifted a Minor Hero at the start of the game	
Giant	When activating any Giant and a 1-PIP or 10-PIP card is drawn, draw another card and consult the following table 1-3The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey. This ends the Giants activation but not the commands 4-6Move the Giant directly towards the nearest table edge. If equidistant randomise the direction. If he moves into another unit he will attack it regardless of which side it is on. 7-8The Giant picks up a rock, tree, abandoned cart, outhouse or whatever comes to hand and throws it at the closest unit - friend or foe - that he can see within 2 boxes.. Strikes with 3 shooting attacks worked out in the usual way 9-10The Giant moves towards the nearest enemy unit that he can see. If he is adjacent to the foe he will attack as normal. If friends are in the way he will walk through them. Walking though friendly troops inflicts 1 hit as if in melee. If the box he moves into is fully occupied then he displaces one of those units. The Giant and the passed through unit are swapped. Unit orientations are kept as they are. When a Giant is killed he falls! Follow the rules for movement Deviation. Every unit in the destination box takes a hit. Saves may be made but with a +2 Penalty	
Terror	When saving against troops with this characteristic draw an additional card, discarding the highest. In addition, troops taking rout tests when adjacent to Terror causing units can attempt to save only once. Troops with Terror are also Fearless	
Stupid	Stupid troops count easy activations as difficult, and difficult activations as 'doubly' difficult	
Regeneration	When a unit with this characteristic activates and draws a 1-PIP card, they may remove one of their disruption markers. The activation fails as normal. If the card is redrawn for any reason regeneration still takes place.	
Mercenary	Mercenary troops must be paid 1 victory medal before the battle begins. You may choose not to do this - then, if their very first activation is a 1-PIP card they retreat from the battlefield (counting as lost)	
Fearless	Troops with this characteristic ignore the effect of the Terror characteristic. Troops with the Fanatic characteristic are also classed as Fearless.	

Spells		
Anger of the Gods	When cast place an Anger of the Gods token in the Wizards square. Casting this spell ends the Wizard's activation (but not the command). Anger of the Gods token - All enemy units within 3 boxes have Command (+2)	6
Sorcerous Blast	Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal.	7
Rage of Chaos	Target friendly unit, with the same Mark of Chaos as the Wizard, within 3 boxes. Place a Rage of Chaos token on the Unit. Rage of Chaos token - Draw one 1 card after each activation to attack successfully. 1 Target unit takes a disruption 2-9 Target unit draws 1 extra card when attacking 10 Target unit draws 2 extra cards when attacking. The unit also takes a disruption	6
Dominion	When cast successfully pick a visible box within 2 boxes of the wizard. Place a Dominion token in that box Dominion token - Troops, who are not fearless, in the box with the Dominion token cannot activate. They can, however strike back if attacked. Note that Generals are not troops.	7