

CHAOS WARRIORS TO THE STRONGHOLD!

v5.4

Army Trait

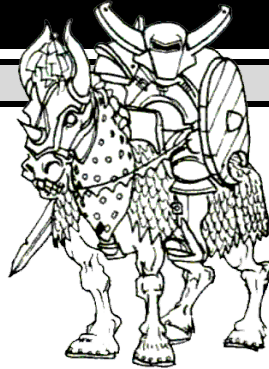
Mark of Chaos

Each command in an army can only have a single Mark of Chaos. A command with any troops must have at least 1 unit of compulsory troops of the same mark. Note - Generals, Wizards and Monstrous Generals are not troops

Army Characteristics

Acolytes

Troops marked as Acolytes - have the Mark of Chaos for the purpose of command and effects, but do not get the associated benefit.



Marks of Chaos

Mark of Chaos Undivided

When activating to move, for the first time each turn, draw one extra card. Discard one card. For each 1 PIP card drawn the Undivided unit takes disruption.

Mark of Khorne

Wizards cannot have the Mark of Khorne.

When attacking, draw one extra card. Discard one card. For each 1 PIP card drawn the Khorne unit takes disruption.

Mark of Nurgle

When saving, draw an extra card. Discard one card. For each 1 PIP card drawn the Nurgle unit takes disruption.

Mark of Tzeentch

When casting a spell, draw an extra card. Discard one card. For each 1 PIP card drawn the Tzeentch Wizard draws as if failing a save. If the Wizard is Monstrous it instead takes a disruption

Troops with Mark of Tzeentch and a missile capability do not expend ammunition when shooting

Mark of Slaanesh

Slaanesh troops in melee never count as disrupted.

For each card you draw that is a 1 then the Slaanesh unit takes disruption.

Spells

ANGER OF THE GODS

Cast 5+

The anger of the chaos gods blots out the sun, sending clouds of rage scudding across the battlefield.

When cast place an *Anger of the Gods token* in the Wizard's 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)**

CURSE OF CHAOS

Cast 6+

An arc of pure energy strikes the foe, wreaking monstrous changes, melting flesh and twisting bones into monstrous form.

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
If the casting card is 1-PIP - do not Miscast instead, the the Wizard is sucked into the warp and removed. If you have the model the Wizard can be replaced by a Chaos Spawn with the same Mark of Chaos

BOON OF CHAOS

Cast 6+

A dark power billows from the Sorcerer filling his troops with the destructive vigour of chaos

Target a unit, without a minor hero, within 3 boxes of the casting Wizard. If successfully cast the target unit is gifted a minor hero. However, if the total casting value is greater than 11 then instead place a *Daemon Prince* unit in the target box (if spaces allows). If space does not allow then place a minor hero as per normal

RAGE OF CHAOS

Cast 6+

The Sorcerer screams a blasphemous litany to his dark gods. From the black gore that drenches the battlefield leaps a roaring daemonic shadow that fights with great madness and ferocity.

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

WARRIORS OF CHAOS



Mark of Chaos

Points

-50

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points
General	1	4	General on foot		2	2 +	2	50
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	100
Wizard Level 2	0	3	General on foot	Wizard : Level 2	4	3 +	2	150
Wizard Level 3	0	1	General on foot	Wizard : Level 3	5	3 +	2	200
Mark of Tzeentch				Mark of Tzeentch				+30
Detached General or Mounted General or Senior General								+10
Major Hero	0	4				+ 1		+10
Brilliant	0	1					+1	+40
Minor Heroes	2	4						+10
Camp	1	1 - Per Command					+1	+10

Monstrous Mount	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Chaos Dragon	Monstrous Creature (III)			Fly Breath Weapon		3	4	6 +	1	245

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Chaos Warriors ●	1	6	Auxiliaries	Veteran	2HCCW	Mark of Chaos	Fearless		2	2	5 +	2	125
Chaos Knights	0	4	Later Knights - Lance			Mark of Chaos	Fearless		2	2	6 +	2	155
Chaos Marauder ●	1	4	Warriors			Mark of Chaos	Acolytes		2	2	7 +	2	60
Marauder Horsemen ●	1	4	Warriors, Deep			Mark of Chaos	Acolytes		3	3	7 +	3	100
Ogres	0	3	Cavalry, javelin			Mark of Chaos	Acolytes		2	2	7 +	2	90
Trolls	0	3	Monstrous Creature (I)			Mark of Chaos	Regeneration Stupid		2	2	5 +	1	110
Chaos Hounds ●	0	4	Monstrous Creature (I)			Mark of Chaos	Regeneration Stupid		2	2	5 +	1	105
Chaos Chariots	0	3	Cavalry, lance	Raw		Mark of Chaos	Acolytes	Small	1	1	8 +	1	35
Chaos Giant	0	3	Heavy chariots, javelin	Veteran		Mark of Chaos	Fearless		2	2	5 +	2	145
Harpies	0	1	Monstrous Creature (II)			Giant	Terror Stupid		2	3	5 +	1	115
Dragon Ogres	0	3	Light cavalry, javelin			Fly			1	1	8 +	1	80
Chaos Spawn	0	2	Monstrous Creature (II)			Terror			2	3	5 +	1	150
Daemon Prince *	0	0	Warriors, Deep	Raw		Mark of Chaos	Stupid	Extra deep	4	4	8 +	4	69
			Monstrous Creature (I)	Veteran		Mark of Chaos	Fly		2	2	5 +		n/a