

WARHAMMER®

CHOSEN OF CHAOS

From the far north come the conquering legions of Chaos, led by the Champions of the Dark Gods and the immortal Daemon Princes. Alessio Cavatore brings you a complete army list to get you by until the release of the new Warriors of Chaos book.

Raised in battle, these great warriors fight for glory and the favour of their patron gods. Immortality and ultimate power are the rewards for those who are strong, while mutation and madness await the weak.

With the arrival of the Chaos Daemons list for Warhammer, we have a new approach to dealing with the different armies of Chaos, with each army being treated separately and given their own army book. As a result, the old Hordes of Chaos list is no longer valid. Phil Kelly is currently hard at work on a new list for Chaos Warriors that will see the light of day in the not too distant future. In the meantime for all you Chaos generals (and Spawn wannabees) we present a "get-you-by" list that will allow you to field a fully functioning Chaos Warriors army until

Phil finishes his work (or runs screaming into the Chaos wastes – whichever is sooner). In keeping with the new Daemons of Chaos army book, this list is designed as a set of completely self-contained rules. It does not refer to rules in either the Daemons of Chaos or the Beasts of Chaos army books, with the temporary exception of the Chaos Giant (who has too many rules to print here!).

Although the forthcoming Chaos release will feature a number of new plastic sets to go alongside the existing Chaos Warrior and Chaos Marauder kits, you can rest assured that all the troop types featured in this list will also appear in the new version, so you can build your army with confidence that things can only get better for followers of the Dark Gods.



WARRIORS OF CHAOS ARMY LIST

Choosing Characters

Characters are divided into two broad categories: Lords and Heroes. The maximum number of characters an army can include is shown on the chart below. Of these only a certain number can be Lords.

Army Points Value	Max. Total Characters	Max. Lords	Max. Heroes
Less than 2000	3	0	3
2000 or more	4	1	4
3000 or more	6	2	6
4000 or more	8	3	8
Each +1000	+2	+1	+2

An army does not have to include the maximum number of characters allowed. However, an army must always include at least one character: the General. An army does not have to include Lords, it can include all of its characters as Heroes if you prefer.

Many characters can be equipped with a magic item, representing ancient weapons, and other artefacts of considerable age and potency. Where characters have this option, it is included in their individual entries.

Choosing Troops

The number of each type of unit allowed depends on the army's points value.

There is a minimum of units from the Core units category that you must take. Warhounds of Chaos do not count towards this minimum number of Core units.

For Special and Rare units, there is a maximum number of units that you can field.

Army Points Value	Core Units	Special Units	Rare Units
Less than 2,000	2+	0-3	0-1
2000 or more	3+	0-4	0-2
3000 or more	4+	0-5	0-3
4000 or more	5+	0-6	0-4
Each +1000	+1 minimum	+0-1	+0-1

Like characters, some units can be equipped with magic items (normally a banner). Where units have this option, it is included in their individual entries.



Marks of Chaos

Characters, units of Chaos Warriors and Chaos Knights, and Chaos Chariots can be given the Mark of a specific Chaos God at the additional cost shown in each army list entry. Each of the Marks bestows its benefits (shown to the right) on the character, unit or chariot bearing it. The Mark affects all models in the unit and only characters bearing the same Mark, can join the unit or ride in the chariot. A character or unit may only be given a single Mark. Because of their arcane nature, the Marks given to Daemon Princes may confer different special rules, as described in their entry.

Mark of Khorne

The character/unit is subject to Frenzy.

Mark of Nurgle

The character/unit causes Fear.

Mark of Slaanesh

The character/unit is Immune to Psychology.

Mark of Tzeentch

The character/unit has a 6+ ward save. If it is a Wizard, it can use any Lore from the Warhammer rulebook.



LORDS

Lord of Chaos

	M	WS	BS	S	T	W	I	A	Ld
Lord of Chaos	4	8	3	5	5	3	8	5	9

Weapons & Armour:

- Hand weapon
- Chaos armour (4+ armour save)

Exalted Sorcerer of Chaos

	M	WS	BS	S	T	W	I	A	Ld
Exalted Sorcerer	4	5	3	4	4	3	5	2	8

Weapons & Armour:

- Hand weapon
- Chaos armour (4+ armour save)

Magic:

An Exalted Sorcerer is a Level 3 Wizard. He can use spells from the Lore of Death, Fire or Shadow. If given the Mark of Tzeentch, he may use any Lore in the Rulebook.

Daemon Prince

	M	WS	BS	S	T	W	I	A	Ld
Daemon Prince	8	8	0	5	5	4	7	5	8

A Daemon Prince counts as one Lord and one Hero choice.

Special Rules:

- Immune to Psychology
- Stubborn
- 5+ ward save
- Magical Attacks
- Terror
- Fly
- Unit Strength 3

Character Mounts

	M	WS	BS	S	T	W	I	A	Ld
Chaos Steed	8	3	0	4	3	1	3	1	5
Dragon of Chaos	6	6	0	6	6	6	3	6	8
Daemonic Mount	9	4	0	5	5	1	4	2	6

200 Points

Options:

Weapons (one choice only):

Great weapon.....20 pts
Additional
hand weapon.....15 pts
Flail.....15 pts
Halberd.....15 pts

Mark of Chaos

(one choice only):

Mark of Khorne.....15 pts
Mark of Slaanesh20 pts
Mark of Nurgle20 pts
Mark of Tzeentch10 pts

Magic items:

Any, up to total of ...100 pts

Mount (one choice only):

Dragon of Chaos.....360 pts
Daemonic Mount.....50 pts
Barded Chaos Steed...25 pts
Chariot.....100 pts
(Chosen as normal from the army list replacing one of the crew)

Additional equipment

Shield.....15 pts

225 Points

Options:

Magic items:

Any, up to total of ...100 pts

Mark of Chaos

(one choice only):

Mark of Slaanesh20 pts
Mark of Nurgle20 pts
Mark of Tzeentch15 pts

Mount (one choice only):

Daemonic Mount.....50 pts
Barded Chaos Steed...25 pts
Chariot.....100 pts
(Chosen as normal from the army list replacing one of the crew)

Upgrade:

To a Level 4 Wizard...35 pts

350 Points

Options:

Mark of Chaos

(one choice only):

Mark of Khorne.....20 pts
(Magic resistance (1), Frenzy)
Mark of Slaanesh25 pts
(Always Strike First)
Mark of Nurgle30 pts
(Toughness 6)
Mark of Tzeentch.....20 pts
(4+ ward save)

Upgrade:

May be a Sorcerer, at +40 points per Level, up to Level 4 (unless he has the Mark of Khorne).

He may use the Lores of Shadow, Death or Fire. If given the Mark of Tzeentch, he may use any Lore in the Rulebook.

DRAGON OF CHAOS

Uses up an additional Hero choice.

Special Rules: Large Target, Terror, Fly, Scaly Skin (3+), Two Breath Weapons (one is Strength 3, the other is Strength 2 with Armour Piercing).

DAEMONIC MOUNT

Special Rules: Magical Attacks.

Note: The Daemonic Mount entry is used to represent Steeds of Slaanesh, Juggernauts of Khorne and Discs of Tzeentch.

HEROES

Exalted Champion of Chaos

90 Points

	M	WS	BS	S	T	W	I	A	Ld
Exalted Champion	4	7	3	5	5	2	7	4	8

Weapons & Armour:

- Hand weapon
- Chaos armour (4+ armour save)

Options:

Weapons (one choice only):

Great weapon15 pts
Additional
hand weapon10 pts
Flail10 pts
Halberd10 pts

Mount (one choice only):

Daemonic Mount40 pts
Barded Chaos Steed ...20 pts
Chariot100 pts
(Chosen as normal from the army list replacing one of the crew)

Mark of Chaos (one choice only):

Mark of Khorne15 pts
Mark of Slaanesh20 pts
Mark of Nurgle20 pts
Mark of Tzeentch10 pts

Magic items:

Any, up to total of50 pts

Additional Equipment:

Shield10 pts

Aspiring Champion of Chaos*

70 Points

	M	WS	BS	S	T	W	I	A	Ld
Aspiring Champion	4	6	3	5	4	2	6	3	8

Aspiring Champions and Sorcerers of Chaos cannot be the General if any other type of character is present.

Weapons & Armour:

- Hand weapon
- Chaos armour (4+ save)

Options:

Weapons (one choice only):

Great weapon10 pts
Additional
hand weapon5 pts
Flail5 pts
Halberd5 pts

Mount (one choice only):

Barded Chaos Steed ...15 pts
Chariot100 pts
(Chosen as normal from the army list replacing one of the crew)

Mark of Chaos (one choice only):

Mark of Khorne15 pts
Mark of Slaanesh20 pts
Mark of Nurgle20 pts
Mark of Tzeentch10 pts

Magic items:

Any, up to total of50 pts

Additional Equipment:

Shield5 pts

*Army Battle Standard

One Aspiring Champion in the army may carry a Battle Standard for +25 pts. If an Aspiring Champion is carrying the Battle Standard, he can have any magic banner (no points limit), but if he carries a magic banner he cannot carry any other magic items.

Sorcerer of Chaos

75 Points

	M	WS	BS	S	T	W	I	A	Ld
Exalted Sorcerer	4	5	3	4	4	2	5	1	8

Aspiring Champions and Sorcerers of Chaos cannot be the General if any other type of character is present.

Weapons & Armour:

- Hand weapon
- Chaos armour (4+ save)

Magic:

A Sorcerer is a Level 1 Wizard. He can use spells from the Lore of Death, Fire or Shadow. If given the Mark of Tzeentch, he may use any Lore in the Rulebook.

Options:

Magic items:

Any, up to total of50 pts

Mark of Chaos (one choice only):

Mark of Slaanesh20 pts
Mark of Nurgle20 pts
Mark of Tzeentch15 pts

Mount (one choice only):

Daemonic Mount30 pts
Barded Chaos Steed ...15 pts
Chariot100 pts
(Chosen as normal from the army list replacing one of the crew)

Upgrade:

To a Level 2 Wizard ...35 pts



CORE UNITS

Warriors of Chaos

12 Points per model

	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	5	3	4	4	1	5	1	8
Champion	4	5	3	4	4	1	5	2	8

Unit Size: 10+
Weapons & Armour:

- Hand weapon
- Heavy armour

One unit of Chaos Warriors in the army can be upgraded to a unit of Chosen (+5 points per model). All models in a unit of Chosen wear Chaos armour (4+ save) and have an extra Attack on their profile.

Options:

Command:

- Upgrade one Warrior to a Champion12 pts
- Upgrade one Warrior to a Musician6 pts
- Upgrade one Warrior to a Standard Bearer12 pts
- May have a magic standard worth up to50 pts

Weapons (one choice only, points cost per model):

- Great weapon2 pts
- Additional3 pts
- hand weapon
- Halberd.....2 pts

Additional equipment (points cost per model):

- Shield1 pt

Mark of Chaos (one choice only):

- Mark of Khorne40 pts
- Mark of Slaanesh25 pts
- Mark of Nurgle30 pts
- Mark of Tzeentch20 pts

Marauders of Chaos

5 Points per model

	M	WS	BS	S	T	W	I	A	Ld
Marauder	4	4	3	3	3	1	4	1	7
Chieftain	4	4	3	3	3	1	4	2	7

Unit Size: 10+
Weapons & Armour:

- Hand weapon

Options:

Command:

- Upgrade one Marauder to a Chieftain12 pts
- Upgrade one Marauder to a Musician6 pts
- Upgrade one Marauder to a Standard Bearer12 pts

Weapons: (one choice only, points cost per model)

- Great weapon2 pts
- Flails1 pt

Additional equipment (points cost per model):

- Light armour1 pt
- Shield1 pt

Warhounds of Chaos

6 Points per model

	M	WS	BS	S	T	W	I	A	Ld
Warhound	7	4	0	3	3	1	3	1	5

Warhounds do not count towards the minimum number of Core units you must include in your army.

Unit Size: 5+
Weapons & Armour:

- None



SPECIAL UNITS

Knights of Chaos

28 Points per model

	M	WS	BS	S	T	W	I	A	Ld
Knight	4	5	3	5	4	1	5	1	8
Champion	4	5	3	5	4	1	5	2	8
Chaos Steed	8	3	0	4	3	1	3	1	5

Unit Size:
4+

Mount:

- Barded Chaos steed

Weapons & Armour:

- Hand weapon
- Heavy armour
- Shield

Options:

Command:

- Upgrade one Knight to a Champion20 pts
- Upgrade one Knight to a Musician10 pts
- Upgrade one Knight to a Standard Bearer.....20 pts
- May have a magic standard worth up to.....50 pts

Mark of Chaos

(one choice only):

- Mark of Khorne.....40 pts
- Mark of Slaanesh25 pts
- Mark of Nurgle30 pts
- Mark of Tzeentch20 pts

One unit of Chaos Knights in the army can be upgraded to a unit of Chosen (+10 points per model). All models in a unit of Chosen wear Chaos armour (4+ save) and have an extra Attack on their profile.

Chariots of Chaos

100 Points

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	-	-
Warriors	-	5	-	4	-	-	5	1	8
Chaos Steed	8	3	0	4	3	1	3	1	5

You may include up to 2 Chariots of Chaos as a single Special choice.

Unit Size:
1

Weapons & Armour:

The crew are armed with halberds. The Chaos Steeds are barded. The Chariot has scythed wheels.

Crew:

2 Chaos Warriors

Drawn by:

2 Chaos Steeds

Armour save:

3+

Options:

Mark of Chaos

(one choice only):

- Mark of Khorne.....15 pts
- Mark of Slaanesh20 pts
- Mark of Nurgle20 pts
- Mark of Tzeentch10 pts

Marauder Horsemen

13 Points per model

	M	WS	BS	S	T	W	I	A	Ld
Marauder	4	4	3	3	3	1	4	1	7
Chieftain	4	4	3	3	3	1	4	2	7
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size:
5+

Mount:

- Warhorse

Special Rules:

- Fast Cavalry

Weapons & Armour:

- Hand weapon

Options:

Command:

- Upgrade one Marauder to a Chieftain12 pts
- Upgrade one Marauder to a Musician6 pts
- Upgrade one Marauder to a Standard Bearer.....12 pts

Weapons: (one choice only, points cost per model)

- Spears.....1 pt
- Flails 2 pts

Missile weapons: (one choice only, points cost per model)

- Throwing axes.....1 pt
- Throwing spears.....4 pts (treat as javelins)



RARE UNITS

Spawn of Chaos

	M	WS	BS	S	T	W	I	A	Ld
Spawn	2D6	3	0	4	5	3	2	D6+1	10

You may include up to 2 Spawn as a single Rare choice.

Unit Size:

1

Chaos Giant

	M	WS	BS	S	T	W	I	A	Ld
Chaos Giant	6	3	3	6	5	6	3	special	10

Unit Size:

1

Special Rules:

- Ignore Little 'Un Panic
- Large Target
- Cause Terror
- Fall Over
- Move Over Obstacles
- Stubborn
- Giant Attacks

60 Points

Special Rules: Special Movement (declare direction and then move Spawn 2D6" in that direction, if it reaches enemy it counts as charging, but moves full even if enemy flees out of reach), Special Attacks (roll at beginning of each combat for number of Attacks), Unbreakable, Cause Fear, Unit Strength 3.

205 Points

Options:

Upgrade to a Mutant Monstrosity for20 pts

The complete rules for Chaos Giants can be found on pages 29-30 of the Beasts of Chaos army book or download the rules in the same place you found this document.

Hellcannon of Chaos

	M	WS	BS	S	T	W	I	A	Ld
Hellcannon	—	4	4	6	7	6	1	4	9
Chaos Dwarf	3	4	3	3	4	1	2	1	9

Unit Size:

1

Special Rules:

- See below

270 Points

A Hellcannon counts as two Rare choices.

The complete rules for Hellcannons of Chaos can be found on our website in the same place where you downloaded this document.



MAGIC ITEMS

A Chaos character may choose items from the common magic items list and from the Chaos magic items list, as noted in their entry.

COMMON MAGIC ITEMS

Sword of Striking30 points
Weapon; +1 to hit.

Sword of Battle20 points
Weapon; +1 Attack.

Sword of Might20 points
Weapon; +1 Strength.

Biting Blade5 points
Weapon; -1 armour save.

Enchanted Shield10 points
Armour; 5+ armour save.

Talisman of Protection15 points
Talisman; 6+ ward save.

Dispel Scroll25 points
One use only.
Arcane; Automatically dispel an enemy spell.

Power Stone25 points
One use only.
Arcane; +2 dice to cast a spell.

Staff of Sorcery50 points
Arcane; +1 to dispel.

War Banner25 points
Banner; +1 combat resolution.

MAGIC WEAPONS

Chaos Runesword60 points
For each unsaved wound that the wielder causes in close combat, he gains +1 Wound. This may take him above his initial number of Wounds.

Chaos Daemon Sword50 points
The wielder gains +1 Weapon Skill, +1 Strength and +1 Attack. However, every roll of a 1 to hit in close combat means that the attack is resolved against the character instead of the enemy.

Whip of Pleasure40 points
Models with the Mark of Slaanesh only.
The wielder gains +1 Attack, but he cannot carry a shield or banner. In addition, the wielder always strikes first in close combat.

Filth Mace35 points
Models with the Mark of Nurgle only.
All attacks with the Filth Mace count as poisoned attacks. In addition, if the bearer kills an enemy character in close combat, he will cause Terror for the rest of the game.

Axe of Khorne25 points
Models with the Mark of Khorne only.
Confers killing blow on the bearer's close combat attacks.

MAGIC ARMOUR

Chaos Runeshield50 points
Shield. The Chaos Runeshield negates the power of any magic weapons carried by models in base contact – treat them as ordinary non-magical weapons of their type.

Armour of Damnation30 points
Chaos armour (4+ armour save). In addition, any model attacking the wearer in close combat must re-roll successful rolls to hit.

Bane Shield30 points
Shield. In addition, for each successful armour save made in close combat by the wielder, the shield inflicts a Strength 4 hit on the model that struck the blow.

Crimson Armour of Dargan20 points
Chaos armour (4+ armour save). In addition, any model wishing to attack the wearer in close combat must first pass a Leadership test or they may not attack that Close Combat phase.

TALISMANS

Crown of Everlasting Conquest50 points
The model gains the regenerate special rule.

Golden Eye of Tzeentch40 points
Characters with the Mark of Tzeentch only.
The model and his mount have a 3+ ward save against all normal and magical missiles.

ARCANE ITEMS

Staff of Change70 points
Models with the Mark of Tzeentch only.
The bearer can choose to re-roll any number of dice rolled to cast a spell. This can negate a Miscast and cause an Irresistible Force. This is an exception to the normal re-roll rules, as the bearer can choose which dice to re-roll. The re-rolled result stands.

Skull of Katam50 points
The bearer adds +1 to all casting rolls.

Chaos Familiar40 points
The Chaos Familiar adds one dice to both the power dice and dispel dice pool of the bearer's side.

ENCHANTED ITEMS

Helm of Many Eyes25 points
The wearer always strikes first in close combat. The character is also subject to Stupidity.

Collar of Khorne25 points
Models with the Mark of Khorne only.
The model has Magic Resistance (3).

MAGIC BANNERS

Banner of the Gods125 points
Friendly units within 12" of the banner become Stubborn.

Banner of Wrath50 points
Bound spell. Power Level 5.
The banner contains a bound magic missile with range 24", causing D6 Strength 4 hits.