Hordes of Chaos Marauders form the backbone of many Slaves to Darkness tribes. These barbarous warriors number in the thousands, and fight ferociously to sweep away civilisation in the name of the Chaos Gods.

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Barbarian Axe</td>
<td>1&quot;</td>
<td>2</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Barbarian Flail</td>
<td>2&quot;</td>
<td>1</td>
<td>4+</td>
<td>3+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

### Abilities

**Barbarian Hordes:** When a Marauder horde masses, entire enemy regiments can be swept away under a tide of barbarous muscle.

Add 1 to hit rolls for attacks made by this unit while it has at least 10 models. In addition, improve the Rend characteristic of this unit’s melee weapons by 1 while it has at least 20 models.

**Boundless Ferocity:** When the barbarous worshippers of Chaos smell death in the air, it is almost impossible to restrain their furious battle-lust.

When you make a charge roll for this unit, change the lowest dice in that roll to a 6. If the roll is a double, change one of the dice to a 6 instead.

**Darkwood Shields:** Though crude in appearance, these shields are still capable of providing a measure of defence against all but the most determined attacks.

Add 1 to save rolls for attacks that target a unit with Darkwood Shields.

### Keywords

- Chaos
- Mortal
- Slaves to Darkness
- Mark of Chaos
- Chaos Marauders