**MELEE WEAPONS**

<table>
<thead>
<tr>
<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>1&quot;</td>
<td>4</td>
<td>3+</td>
<td>3+</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

| Flailing Fists | 1" | 4+ | 3+ | - | 2 |

**SACRIFICAL BLADE**
- **Range:** 1"
- **Attacks:** 4
- **To Hit:** 3+
- **To Wound:** 3+
- **Rend:** -1
- **Damage:** 2

**FLAILING FISTS**
- **Range:** 1"
- **Attacks:** 4+
- **To Hit:** 3+
- **To Wound:** -
- **Rend:** 2

**DAMAGE TABLE**

<table>
<thead>
<tr>
<th>Wounds Suffered</th>
<th>Move</th>
<th>Flailing Fists</th>
<th>Protection of the Dark Gods</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-2</td>
<td>8&quot;</td>
<td>6</td>
<td>18&quot;</td>
</tr>
<tr>
<td>3-4</td>
<td>7&quot;</td>
<td>5</td>
<td>12&quot;</td>
</tr>
<tr>
<td>5-7</td>
<td>6&quot;</td>
<td>4</td>
<td>9&quot;</td>
</tr>
<tr>
<td>8-9</td>
<td>5&quot;</td>
<td>3</td>
<td>6&quot;</td>
</tr>
<tr>
<td>10+</td>
<td>4&quot;</td>
<td>2</td>
<td>3&quot;</td>
</tr>
</tbody>
</table>

**WARSCROLL**

Carried to battle by two huge mutants, Chaos Warshrines are tributes to the glory of the dark pantheon. From atop the raised platform a Shrine Keeper beseeches the gods for their boon, granting their blessings to the legions of darkness.

**DESCRIPTION**

A Chaos Warshrine is a single model armed with a Sacrificial Blade.

**MOUNT:** This model’s Shrine Bearers attack with their Flailing Fists.

**MARK OF CHAOS:** When you select this model to be part of your army, you must give it one of the following Mark of Chaos keywords: Khorne, Tzeentch, Nurgle, Slaanesh or Undivided.

**ABILITIES**

**Protection of the Dark Gods:** Worshippers of the Ruinous Powers gather around these shrines in the hope of receiving divine protection.

Roll a dice each time you allocate a wound or mortal wound to a friendly Mortal Slaves to Darkness unit wholly within the range of the Protection of the Dark Gods ability for this model shown on the damage table above. On a 6, that wound or mortal wound is negated.

**Favour of the Ruinous Powers:** A Shrinemaster invokes the dark pantheon to bless nearby followers with their favour.

At the start your hero phase, you can say that this model will chant one of the following prayers. If you do so, pick 1 friendly Mortal Slaves to Darkness unit wholly within 18’ of this model and make a prayer roll by rolling a dice. On a 1-2, the prayer is not answered. On a 3+, the prayer is answered. The same unit cannot benefit from the same prayer more than once per turn.

**Favour of Khorne:** You can re-roll charge rolls for that unit until your next hero phase.

In addition, if that unit has the Khorne keyword, you can re-roll hit rolls for attacks made with melee weapons by that unit until your next hero phase.

**Favour of Tzeentch:** You can re-roll save rolls for attacks that target that unit until your next hero phase.

In addition, if that unit has the Tzeentch keyword, until your next hero phase, each time that unit is affected by a spell or endless spell, you can roll a dice. If you do so, on a 4+, ignore the effects of that spell or endless spell on that unit.

**Favour of Nurgle:** You can re-roll wound rolls for attacks made with melee weapons by that unit until your next hero phase.

In addition, if that unit has the Nurgle keyword, add 1 to save rolls for attacks that target that unit until your next hero phase.

**Favour of Slaanesh:** You can re-roll charge rolls for that unit until your next hero phase.

In addition, if that unit has the Slaanesh keyword, do not take battleshock tests for that unit until your next hero phase.

**Favour of Chaos:** You can re-roll hit and wound rolls for attacks made by that unit until your next hero phase.

In addition, if that unit has the Undivided keyword, you can re-roll charge rolls for that unit until your next hero phase.

**KEYWORDS**

CHAOS, MORTAL, SLAVES TO DARKNESS, TOTEM, PRIEST, MARK OF CHAOS, CHAOS WARSHRINE