



CHAOS MARAUDERS

MELEE WEAPONS

| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-----------------|-------|---------|--------|----------|------|--------|
| Barbarian Axe | 1" | 1 | 4+ | 4+ | - | 1 |
| Barbarian Flail | 1" | 1 | 5+ | 3+ | - | 1 |

DESCRIPTION

A unit of Chaos Marauders has 10 or more models. Units of Marauders wield either Barbarian Flails or Barbarian Axes. Some units of Marauders also carry Darkwood Shields.

MARAUDER CHIEFTAIN

The leader of this unit is the Marauder Chieftain. He makes 2 attacks rather than 1.

ICON BEARER

Models in this unit may be Icon Bearers. Icon Bearers bear either a Damned Icon or a Tribal Banner.

DRUMMER

Models in this unit can be Drummers. If the unit includes any Drummers, add 1 to its run and charge rolls.

ABILITIES

Barbarian Hordes: Roll a dice before a unit of Chaos Marauders piles in. Add 1 to the roll if the unit includes 20 or more models. If the result is 4 or more, add 1 to the result of any hit rolls for the unit's attacks until the end of the phase. If the result is 6 or more, add 1 to the result of any wound rolls as well.

Darkwood Shield: Units carrying Darkwood Shields have a Save of 5+ rather than 6+.

Damned Icon: You can re-roll hit rolls of 1 for models in a unit that contains any Damned Icons.

Tribal Banner: If this unit includes any Tribal Banners, add 1 to the Bravery of all its models.

Mark of Chaos: If you wish, when setting up this unit, you can pick one of the following keywords to assign to it for the duration of the battle: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, CHAOS MARAUDERS