



CHAOS WARRIORS

The horn-helmed killers known as Chaos Warriors are legion. Every realm save Azyr echoes to the tread of their iron-shod feet and the clangour of the battle they bring. These men have cast everything aside in exchange for eternal war and the promise of power. Some may find the glory they seek, but for most there is only blood, violence and cruel fate.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chaos Hand Weapon	1"	2	3+	4+	-	1
Chaos Halberd	2"	2	4+	4+	-	1
Chaos Greatblade	1"	2	4+	3+	-1	1

DESCRIPTION

A unit of Chaos Warriors has 10 or more models. Some units wield either Chaos Hand Weapons or Halberds and carry Chaos Runeshields. Some units eschew defence, hefting double-handed Chaos Greatblades or entering battle with a Chaos Hand Weapon in each hand.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of all its models.

ASPIRING CHAMPION

The leader of this unit is the Aspiring Champion. Add 1 to the result of any hit rolls for an Aspiring Champion.

HORNBLOWER

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

ABILITIES

Chaos Runeshields: Roll a dice each time this unit suffers a mortal wound. On a 5 or a 6 that mortal wound is ignored.

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**.

Berserk Fury: Chaos Warriors who wield a blade in each hand batter aside the enemy's defences. You can re-roll hit rolls of 1 for Chaos Warriors wielding a pair of Chaos Hand Weapons.

Legions of Chaos: You can re-roll save rolls of 1 for this unit if it contains 20 or more models.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, CHAOS WARRIORS