

CHAOS WARSHRINE

The Warshrines of the Chaos hordes are varied in construction, but all are resplendent and baroque, for it is their role to draw the eye of the Dark Powers. Lumbering mutants hoist them high, the better to inspire those fighting in their shadow – and to aid the Shrinemasters in calling down the blessings of the gods so their followers can claim victory in their name.



MELEE WEAPONS

| | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-------------------|-------|---------|--------|----------|------|--------|
| Sacrificial Blade | 1" | 4 | 4+ | 4+ | - | 1 |
| Clubbed Fists | 1" | ★ | 4+ | 3+ | - | 2 |

DAMAGE TABLE

| Wounds Suffered | Move | Clubbed Fists | Protection of the Dark Gods |
|-----------------|------|---------------|-----------------------------|
| 0-2 | 8" | 6 | 9" |
| 3-4 | 7" | D6 | 7" |
| 5-7 | 6" | D6 | 5" |
| 8-9 | 5" | D3 | 3" |
| 10+ | 4" | 1 | 1" |

DESCRIPTION

A Chaos Warshrine is a single model. A Shrinemaster stands atop the Warshrine, wielding a Sacrificial Blade and shouting prayers to the gods, while a pair of huge mutant Shrine Bearers fight with gigantic Clubbed Fists.

ABILITIES

Dedicated to Chaos: When you set up this model, you can declare that it is dedicated to **KHORNE**, **NURGLE**, **SLAANESH** or **TZEENTCH**. The Warshrine has that keyword for the duration of the battle.

Protection of the Dark Gods: Roll a dice each time a **MORTAL** model from your army suffers a wound or a mortal wound whilst within range of a Warshrine's Protection of the Dark Gods ability. The range of this Warshrine's ability is shown in the damage table above. On a 6, that attack has been turned aside by the fell power of Chaos and is ignored.

Favour of the Ruinous Powers: In your hero phase, the Shrinemaster can pray to the Dark Gods to bless his followers with the Favour of Chaos. If the Warshrine has been dedicated to a particular Chaos God, the Shrinemaster instead prays to his patron for their favour. When a Shrinemaster prays, pick a **MORTAL** unit within 16" and roll a dice. On a 3 or more his prayer is answered and its effects take place until your next hero phase:

Favour of Chaos: The Shrinemaster carves the symbol of Chaos into his chest, urging his followers to redouble their efforts and kill in the name of the Dark Gods. You can re-roll hit rolls of 1 and wound rolls of 1 for the unit.

Favour of Khorne: Raising an axe in a white-knuckled fist, the Shrinemaster leads his kin in a howl of battle-lust, urging them onward to spill the enemy's blood. You can re-roll hit rolls of 1 for the unit. If you picked a **MORTAL KHORNE** unit, you can instead re-roll all failed hit rolls.

Favour of Tzeentch: The Shrinemaster recites passages from a forbidden tome and the air turns thick with magical energy that deflects fatal blows. You can re-roll save rolls of 1 for the unit. If you picked a **MORTAL TZEENTCH** unit, you can instead re-roll all failed save rolls.

Favour of Nurgle: Cracking a rotting head open on the altar and feasting on the viscid matter within, the Shrinemaster blesses his followers' blades with foul contagions. You can re-roll wound rolls of 1 for the unit. If you picked a **MORTAL NURGLE** unit, you can instead re-roll all failed wound rolls.

Favour of Slaanesh: The Shrinemaster casts sickly-sweet incense into the shrine's braziers and lets out a sensuous cry, driving those nearby into frenzied, ecstatic bliss. You can re-roll failed charge rolls and battleshock tests for the unit. If you picked a **MORTAL SLAANESH** unit, you can re-roll failed charge rolls for the unit and it does not need to take battleshock tests.

KEYWORDS

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