



CHAOS WARSHRINE

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.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sacrificial Blade	1"	4	3+	3+	-1	2
Flailing Fists	1"	*	4+	3+	-	2

DAMAGE TABLE			
Wounds Suffered	Move	Flailing Fists	Protection of the Dark Gods
0-2	8"	6	18"
3-4	7"	5	12"
5-7	6"	4	9"
8-9	5"	3	6"
10+	4"	2	3"

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