



# WARRIORS OF CHAOS



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**WARSCROLLS  
COMPENDIUM**

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# INTRODUCTION

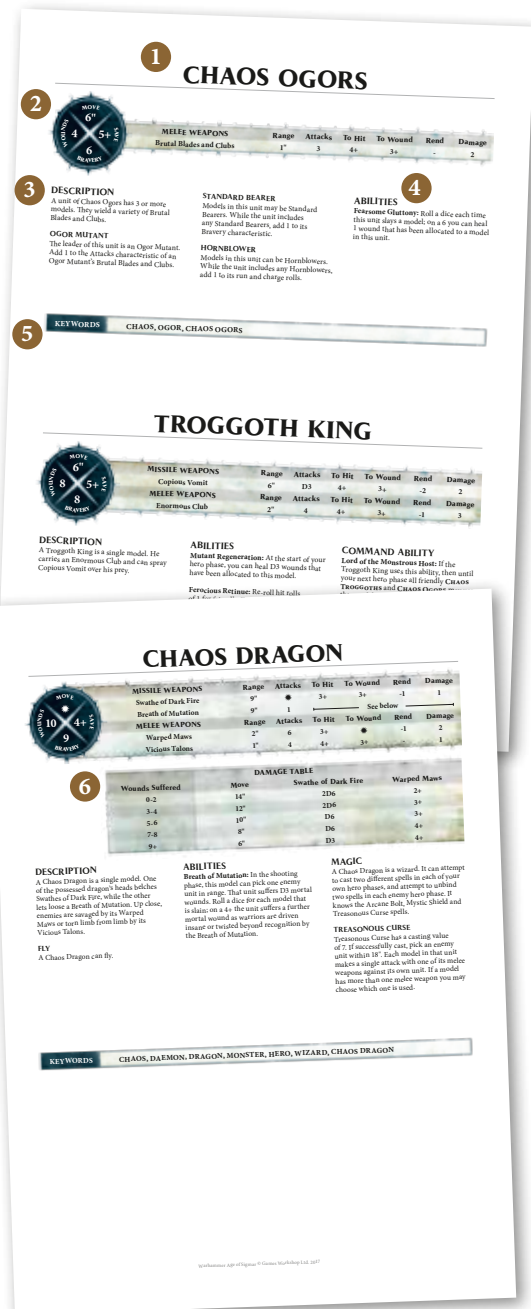
The mortal worshippers of Chaos gather together in warbands mighty enough to conquer entire nations. Though the tyrannical lords that lead the armoured hordes believe themselves to be warrior kings born to

rule the Mortal Realms with an iron fist, they are bound to higher powers in their turn. In truth, every murderer, monster and mutant in their armies is but a slave to darkness and a puppet of the Dark Gods.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

## WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** Each warscroll has a set of characteristics that tell you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword on their warscroll.
- 6. Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



# EXALTED HERO WITH BATTLE STANDARD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darksteel Axe	1"	4	3+	4+	-	1

### DESCRIPTION

An Exalted Hero with Battle Standard is a single model. He wields a Darksteel Axe and carries a Chaos Runeshield. He bears a great Battle Standard of the Dark Gods, hung with icons of the Chaos pantheon.

### ABILITIES

**Chaos Runeshield:** Roll a dice each time this model is allocated a mortal wound. On a 5+ that mortal wound is negated.

**Eager for Glory:** Re-roll hit rolls of 1 for this model when targeting a **HERO** or a **MONSTER**.

**Battle Standard of the Dark Gods:** In your hero phase, you can declare that this model will plant the Battle Standard of the Dark Gods. If you do, then until your next hero phase you may not move the model, but you may immediately roll a dice for each enemy unit within 10". On a 4+ that unit suffers a mortal wound.

KEYWORDS	CHAOS, MORTAL, HERO, TOTEM, EXALTED HERO WITH BATTLE STANDARD
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# FORSAKEN



## MELEE WEAPONS

Freakish Mutations

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

D3

4+

4+

-

1

## DESCRIPTION

A unit of Forsaken has 5 or more models. They fight with an assortment of Freakish Mutations, from spiked clubs and taloned hands to tentacles and crab-like claws.

## ABILITIES

**Freakish Mutations:** Before this unit makes its attacks in the combat phase, roll a dice to see what mutation they have for the duration of that phase:

### Roll Effect

- 1 *Writhing Tentacles:* This unit's Freakish Mutations have a Range characteristic of 3" instead of 1".
- 2 *Razor Talons:* This unit's Freakish Mutations have a Rend characteristic of -1 instead of '-'.
- 3 *Extra Arms:* Add 1 to the result of the roll when determining the Attacks characteristic for this unit's Freakish Mutations.

- 4 *Lashing Tongues:* Add 1 to hit rolls for this unit's Freakish Mutations.
- 5 *Venomous Fangs:* Add 1 to wound rolls for this unit's Freakish Mutations.
- 6 *Decapitating Claws:* Add 1 to the Damage characteristic of this unit's Freakish Mutations.

## KEYWORDS

CHAOS, MORTAL, FORSAKEN

# HELLCANNON

## WAR MACHINE



### MISSILE WEAPONS

Doomfire

Range

12-48"

Attacks

☀

To Hit

4+

To Wound

See below

Rend

Damage

### MELEE WEAPONS

Daemonic Maw

Range

1"

Attacks

3

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

WAR MACHINE CREW TABLE		
Crew within 1"	Caged Fury	Doomfire
3 models	2 or more	2
2 models	3 or more	2
1 model	4 or more	1
No models	Cannot cage fury	0

## CREW



### MELEE WEAPONS

Crew's Improvised Weapons

Range

1"

Attacks

1

To Hit

5+

To Wound

5+

Rend

-

Damage

1

## DESCRIPTION

A Hellcannon is a single model that is attended by a unit of 3 Chaos Dwarf Crew. It is a mighty, daemonforged war machine that launches goutts of Doomfire across the battlefield, and snatches the foe up into its Daemonic Maw. Its crew do their best to keep it under control, attacking any who come near with a variety of Improvised Weapons.

## ABILITIES

**Caged Fury:** If the Hellcannon is not within 3" of an enemy unit at the start of your movement phase, roll a dice and consult the War Machine Crew Table above. If the dice roll is equal to or greater than the score shown, the crew have caged the Hellfire's fury this turn. Otherwise, the Hellcannon must move as far as it can towards the closest enemy unit that is visible to it.

**Doomfire:** The Hellcannon can only make Doomfire attacks if its crew are within 1" of the war machine in the shooting phase. To make a Doomfire attack, pick an enemy unit within range, even if it is not visible to the Hellcannon, and roll to hit. Add 1 to the hit roll if the Hellcannon did not move in your preceding movement phase and add another 1 if the target unit has 20 or more models. A unit hit by Doomfire suffers D6 mortal wounds.

**Daemon-forged Cover:** A Hellcannon's Crew can use their war machine as cover while they are within 1" of it.

## WAR MACHINE

### KEYWORDS

CHAOS, DAEMON, WAR MACHINE, HELLCANNON

## CREW

### KEYWORDS

CHAOS, DUARDIN, CREW

# CHAOS DRAGON



## MISSILE WEAPONS

Swathe of Dark Fire

Range

9"

Attacks

☀

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

Breath of Mutation

9"

1

See below

## MELEE WEAPONS

Range

Attacks

To Hit

To Wound

Rend

Damage

Warped Maws

2"

6

3+

☀

-1

2

Vicious Talons

1"

4

4+

3+

-

1

## DAMAGE TABLE

Wounds Suffered	Move	Swathe of Dark Fire	Warped Maws
0-2	14"	2D6	2+
3-4	12"	2D6	3+
5-6	10"	D6	3+
7-8	8"	D6	4+
9+	6"	D3	4+

## DESCRIPTION

A Chaos Dragon is a single model. One of the possessed dragon's heads belches Swathes of Dark Fire, while the other lets loose a Breath of Mutation. Up close, enemies are savaged by its Warped Maws or torn limb from limb by its Vicious Talons.

## FLY

A Chaos Dragon can fly.

## ABILITIES

**Breath of Mutation:** In the shooting phase, this model can pick one enemy unit in range. That unit suffers D3 mortal wounds. Roll a dice for each model that is slain; on a 4+ the unit suffers a further mortal wound as warriors are driven insane or twisted beyond recognition by the Breath of Mutation.

## MAGIC

A Chaos Dragon is a wizard. It can attempt to cast two different spells in each of your own hero phases, and attempt to unbind two spells in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Treasonous Curse spells.

## TREASONOUS CURSE

Treasonous Curse has a casting value of 7. If successfully cast, pick an enemy unit within 18". Each model in that unit makes a single attack with one of its melee weapons against its own unit. If a model has more than one melee weapon you may choose which one is used.

## KEYWORDS

CHAOS, DAEMON, DRAGON, MONSTER, HERO, WIZARD, CHAOS DRAGON



# CHAOS OGORS



**MELEE WEAPONS**  
Brutal Blades and Clubs

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	3	4+	3+	-	2

## DESCRIPTION

A unit of Chaos Ogors has 3 or more models. They wield a variety of Brutal Blades and Clubs.

## OGOR MUTANT

The leader of this unit is an Ogor Mutant. Add 1 to the Attacks characteristic of an Ogor Mutant's Brutal Blades and Clubs.

## STANDARD BEARER

Models in this unit may be Standard Bearers. While the unit includes any Standard Bearers, add 1 to its Bravery characteristic.

## HORNBLOWER

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

## ABILITIES

**Fearsome Gluttony:** Roll a dice each time this unit slays a model; on a 6 you can heal 1 wound that has been allocated to a model in this unit.

## KEYWORDS

CHAOS, OGOR, CHAOS OGORS

# TROGGOTH KING



## MISSILE WEAPONS

Copious Vomit

Range	Attacks	To Hit	To Wound	Rend	Damage
6"	D3	4+	3+	-2	2

## MELEE WEAPONS

Enormous Club

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	4	4+	3+	-1	3

## DESCRIPTION

A Troggoth King is a single model. He carries an Enormous Club and can spray Copious Vomit over his prey.

## ABILITIES

**Mutant Regeneration:** At the start of your hero phase, you can heal D3 wounds that have been allocated to this model.

**Ferocious Retinue:** Re-roll hit rolls of 1 for friendly **CHAOS TROGGOTH** units and **CHAOS OGOR** units within 8" of this model.

## COMMAND ABILITY

**Lord of the Monstrous Host:** If the Troggoth King uses this ability, then until your next hero phase all friendly **CHAOS TROGGOTHS** and **CHAOS OGORS** may use this model's Bravery characteristic instead of their own.

## KEYWORDS

CHAOS, TROGGOTH, HERO, TROGGOTH KING

# CHAOS TROGGOTHS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Disgusting Vomit	6"	1	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Scavenged Clubs and Axes	1"	3	4+	3+	-1	2

## DESCRIPTION

A unit of Chaos Troggoths has 3 or more models. They wield a variety of Scavenged Clubs and Axes, and spray Disgusting Vomit over their foes.

## ABILITIES

**Regeneration:** At the start of your hero phase, roll a dice. On a 2+ you can heal D3 wounds that have been allocated to models in this unit.

**Mutating Trollflesh:** For each hit roll of 6+ with this unit's Scavenged Clubs and Axes, make an additional hit roll with the same weapon against the same unit.

## KEYWORDS

CHAOS, TROGGOTH, CHAOS TROGGOTHS

# CHAOS FAMILIARS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Knife or Club	1"	1	6+	5+	-	1

## DESCRIPTION

A unit of Chaos Familiars can have any number of models. Chaos Familiars vary widely in appearance. They are typically diminutive creatures that wield small but wicked Knives or Clubs.

## ABILITIES

**Arcane Meddling:** Subtract 1 from casting and unbinding rolls for enemy **WIZARDS** while they are within 6" of any units of Chaos Familiars.

## KEYWORDS

CHAOS, CHAOS FAMILIARS



# GREAT TAURUS



## MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Belch Fire	16"	6	4+	4+	-	1

## MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Horns and Teeth	1"	1	4+	3+	-1	D3
Burning Hooves	1"	4	4+	3+	-	1

## DESCRIPTION

A Great Taurus is a single model. It is a monster of rage wreathed in heat and fire; smoke curls from its nostrils and with each snorting exhalation it can Belch Fire at its foes. It gores and stamps its prey to death with its Horns and Teeth, and Burning Hooves.

## ABILITIES

**Blazing Body:** In each hero phase, roll a dice for every unit (friend or foe) within 3" of any **GREAT TAURUS**. On a 6+ that unit suffers a mortal wound. This ability has no effect on **GREAT TAURUS**.

**Blood Rage:** If this unit made a charge move this turn, re-roll failed wound rolls for its Horns and Teeth.

## FLY

A Great Taurus can fly.

## KEYWORDS

CHAOS, MONSTER, GREAT TAURUS

# LAMMASU



## MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Horns and Teeth	1"	2	4+	3+	-1	1
Clawed Forelimbs	1"	4	4+	4+	-	1

## DESCRIPTION

A Lammasu is a single model. It is a cruel monster possessed of potent spellcasting abilities. It gores its prey with its Horns and Teeth and swipes with its Clawed Forelimbs. A Lammasu is surrounded by a thick fog of black sorcery that befouls the magic of spellcasters unused to its noxious embrace.

## ABILITIES

**Sorcerous Miasma:** Subtract 1 from casting rolls for **WIZARDS** (friend or foe) while they are within 18" of any Lammasu. This ability does not affect **CHAOS WIZARDS**.

## MAGIC

A Lammasu is a wizard. It can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt and Mystic Shield spells.

## FLY

A Lammasu can fly.

## KEYWORDS

CHAOS, MONSTER, WIZARD, LAMMASU

# SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls listed below.

Unit	Warscroll
Archaon on foot	Lord of Chaos
Archaon the Everchosen	Chaos Lord on Daemonic Mount
Chaos Lord	Lord of Chaos
Chaos Lord on Barded Steed	Chaos Lord on Daemonic Mount
Chaos Lord on Steed of Slaanesh	Slaanesh Chaos Lord on Daemonic Mount
Chaos Lord on Palanquin of Nurgle	Nurgle Chaos Lord on Daemonic Mount
Chaos Lord on Chaos Dragon	Chaos Lord on Manticore
Chaos Lord on Chaos Chariot	Chaos Chariot
Chaos Lord on Gorebeast Chariot	Gorebeast Chariot
Chaos Lord on Chaos Warshrine	Chaos Warshrine
Chaos Lord of Tzeentch on foot	Lord of Chaos with Mark of Tzeentch
Chaos Marauders	Marauders of Chaos
Chaos Sorcerer Lord on Disc of Tzeentch	Tzeentch Chaos Lord on Disc of Tzeentch
Chaos Sorcerer Lord on Steed of Slaanesh	Slaanesh Chaos Lord on Daemonic Mount
Chaos Sorcerer Lord on Palanquin of Nurgle	Nurgle Chaos Lord on Daemonic Mount
Chaos Sorcerer Lord on Chaos Dragon	Chaos Sorcerer Lord on Manticore
Chaos Sorcerer Lord on Chaos Chariot	Chaos Chariot
Chaos Sorcerer Lord on Gorebeast Chariot	Gorebeast Chariot
Chaos Sorcerer Lord on Chaos Warshrine	Chaos Warshrine
Chaos Sorcerer	Chaos Sorcerer Lord
Chaos Warriors	Warriors of Chaos
Champions of Chaos	Warriors of Chaos
Crom the Conqueror	Exalted Hero of Chaos
Dragon Ogres	Dragon Ogors
Dragon Ogre Shaggoth	Dragon Ogor Shaggoth
Exalted Hero	Exalted Hero of Chaos
Famous Familiars	Chaos Familiars
Galrauch	Chaos Dragon
Giant	Chaos Gargant
Kholek Suneater	Dragon Ogre Shaggoth
Khorne Exalted Hero	Aspiring Deathbringer
Nurgle Chaos Lord	Lord of Plagues
Nurgle Chaos Sorcerer	Rotbringers Sorcerer
Nurgle Lord on Daemonic Mount	Harbinger of Decay
Sigvald the Magnificent	Chaos Lord of Slaanesh
Skullcrushers of Khorne	Mighty Skullcrushers
Throgg	Troggoth King
Vilitch the Curseling	Curseling, Eye of Tzeentch
Warriors of Chaos	Chaos Warriors
Wulfrik the Wanderer	Lord of Chaos

# PITCHED BATTLE PROFILES

WARRIORS OF CHAOS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Hellcannon		1	1	300	Artillery	
Chaos Dragon		1	1	340	Behemoth	
Great Taurus		1	1	140	Behemoth	
Lammasu		1	1	140	Behemoth	
Exalted Hero with Battle Standard		1	1	80	Leader	
Troggoth King		1	1	160	Leader	
Chaos Familiars		2	8	40		
Chaos Ogors		3	12	120		
Chaos Troggoths		3	12	180		
Forsaken		10	30	200		