

# CHAOS CONCLAVE

POINTS: 200 + MODELS

*It is rare for the minions of the Chaos gods to cooperate together for any length of time. Sometimes, however, a powerful leader will arise and, either through force of arms or by other more arcane means, he will be able to bend other champions of the dark gods to his will. One such leader was Warmaster Davroth, another the mighty Abaddon the Despoiler.*

*The leader and his lieutenants are all amongst the most powerful servants of the Chaos gods, any one of whom is capable of laying waste to an enemy army. Just occasionally it will be necessary for these dread champions of Chaos to band together in order to defeat an especially powerful foe. Imagine then the destruction that is unleashed when all of these mighty warriors fight side-by-side on the battlefield!*

ABADDON



CHARACTERS



CHAOS CHOSEN



CHAOS TERMINATORS



## FORMATION:

1 named character (Abaddon the Despoiler, Fabius Bile, Huron Blackheart, Typhus, Khârn the Betrayer, Ahriman or Lucius the Eternal).

4-8 characters chosen from the following list:

- Any other named characters (but no more than one of each!)
- Daemon Prince
- Chaos Lord
- Chaos Sorcerer

1 unit from the following list for each character selected:

- Chaos Terminators
- Chosen Chaos Space Marines

## SPECIAL RULES

The concentration of power around a Chaos Conclave causes rents and tears in the very fabric of reality. The disruption caused to the enemy makes it nearly impossible for them to coordinate their attacks. To represent this, each of the characters in the Conclave has the same effect as a (mobile) Disruptor Beacon strategic asset. In addition, the player's army receives an Orbital Bombardment strategic asset with the following profile: Apocalyptic Barrage (X), S8, AP3, Pinning. X is equal to the number of surviving characters in the Conclave.