

CHAOS DATA SHEET

UNIT / TROOP TYPE	Mv	Save	CAF	WEAPONS	Rg.	Att	TO HIT	Target Save	NOTES	company (#)\$	squad (#)\$	#	per unit \$	
Greater Daemons														
Bloodthirster of Khorne	10	2	12	Axe and Whip	-	-	-	-	Skimmer fights twice in CA	(1)300		2		
Great Unclean One of Nurgle	5	1	7	Stream of Corruption			3	none	special	(1)300		2		
Khorne's Lord of Battles										(1)500		2		
Slaanesh Keeper of Secrets	10	2	10	Aura of Slaanesh	25	sp	4	none		(1)300		2		
Tzeentch Lord of Change	15	2	8	Bolt of Change	35	1	3	-1	Skimmer	(1)300		2		
Primarchs														
Angron	10	2	12	Fearsome Roar	sp	sp	-	-		(1)300		1		
Fulgrim	10	2	10	Sporrific Musk	sp	sp	-	-		(1)300		1		
Magnus the Red	10	2	10	Beam of Power	100	1	2	-6		(1)300		1		
Mortarion	10	2	10	Plague Wind	sp	sp	-	-		(1)300		1		
Daemons														
Basis of Nurgle	10	3	5		-	-	-	-	Cloud of flies		(5)200	2	40	
Chaos Androids	10	-	4	Lasgun	50	1	5	0	Roll off to place orders		(4)100	2	25	
Khorne Bloodletters	10	4	5		-	-	-	-	Regenerates		(5)150	2	30	
Khorne Fleshhounds	20	-	2		-	-	-	-	Immune to psychic attack		(5)100	2	20	
Nurgle Plaguebearers	10	4	4		-	-	-	-	Cloud of flies		(5)150	2	30	
Slaanesh Daemonettes	10	4	4		-	-	-	-	Euphoric ecstasy		(5)150	2	30	
Slaanesh Fiends	15	-	1		-	-	-	-	Soporific musk		(5)50	2	10	
Tzeentch Flamers	15	-	1	Flame	25	1	5	0	Ignore terrain / cover		(5)100	2	20	
Tzeentch Horrors - Pink	10	4	4		-	-	-	-	Duplicates		(5)150	2	30	
Tzeentch Horrors - Blue	10	-	1		-	-	-	-						
Chaos Space Marines														
Bike Squad											(5)150	2	30	
Cultist (Imperial)	10	-	0	Lasguns	50	1	5	0			(10)200	2	20	
Land Raider											(3)200	2	67	
Land Speeder											(5)200	2	40	
Rhinos											(3)50	2	17	
Space Marines	10	-	3	Missile launcher	50	1	4	-1		(15+1)500	4	(5)150	2	50
Terminators											(4+2)300	2		
Other														
Beastman Warband	10	-	3	Swords/Axes	-	-	-	-			(10+1)200	2	20	
Cannon of Khorne	10	3	1	Warp cannon	sp	2-10 bp	-	-4			(3)200	2	67	
Champion of Chaos	10	6	4	Daemonic Wpn	25	1	5	0	Psychic save on 4+					
Dreadnoughts	10	5	1	Various	50	2	5	0			(4)150	2	37	
Khorne Juggler	15	5	5	Bolters	25	1	6	0	Always completes charge		(5)150	2	30	
Minotaur Warband	10	6	5		-	-	-	-			(10+1)250	2	25	
Slaanesh Beast Riders	20	-	3	Bolters	25	1	6	0			(5)150	2	30	
Squat Warband	10	-	2	Heavy Bolters	50	2	5	0			(5+1)150	2	30	
Troll Warband	10	6	5		-	-	-	-	Regenerate		(10+1)250	2	25	
Tzeentch Disc Riders	25	-	2	Lascannon	50	1	5	-1	Skimmer		(5)200	2	40	
Daemon Engines of Khorne														
Cauldron of Blood	15	2all	5	Blood cannon	template		4	-1	+1 bonus if winning					
Death Dealer	15	2all	7	Gatling cannon	25	6	5	0	+1 bonus if winning					
				Tower gun	50	1	5	-2	carries 5 stands					
				Bolters	15	4	6	0						
Tower of Skulls	15	2	5	Cannon	50	5	5	-1	+1 bonus if winning					
				Bolters	15	6	6	0						