

Warhammer Quest



◀ CHAOS WARRIOR ▶

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MINIATURES

CHAOS WARRIOR

Wounds:	3D6
Move:	4
Weapon Skill:	4
Ballistic Skill:	5+
Strength:	3
Toughness:	3 (4)
Initiative:	3
Attacks:	1



Equipment: The Chaos Warrior has the Mark of Chaos Equipment card.

Weapon: The Chaos Warrior carries an axe, which causes 1D6 Wounds plus his Strength (1D6 + 3).

Armour: Suit of armour, giving him +1 Toughness.

Pinning: The Chaos Warrior escapes from pinning on a roll of 5+.

Special Rules

See the back of this card for the Chaos Warrior's special rules.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	3	4	4	4	4	4	5	5

· SPECIAL RULES ·

Gifts of Chaos

The Chaos Warrior starts the game with a number of special abilities and items. Before you start each adventure, roll a dice to see what these 'gifts' are.

1-3 2 chaos attributes and 1 chaos artefact.

4-6 1 chaos attribute and 2 chaos artefacts.

The tables for generating chaos attributes and chaos artefacts can be found in the Chaos Warrior's rulebook and on the card supplied.



CHAOS ARTEFACTS

1. Parrying Blade. This weapon reduces the Attacks of one of the Chaos Warrior's opponents by -1.

2. Ring of Desolation. This ring allows the bearer to make an Ice Missile attack once per turn, in addition to any other attacks he might make. The Chaos Warrior must make a BS roll to hit. Any Monster hit is frozen for the rest of the turn. While frozen, a Monster may not attack or be attacked. The Monster will return to normal at the beginning of the next turn.

3. Lashing Blade. This weapon allows the Warrior to strike opponents up to four squares away.

4. Chalice of Night. Roll a dice at the start of the game - this is the number of Attacks that will hit automatically this adventure. The Chaos Warrior may choose which attacks hit automatically.

5. Entrancing Blade. This blade has a hypnotic effect on Monsters that are attacking the Chaos Warrior. Any Monsters attacking the Chaos Warrior must roll a dice. If they score 6, they may do nothing that turn.

6. Axe of Mighty Striking. Once per game, this weapon will cause 8D6 Wounds. Toughness and armour may be deducted as normal. The Chaos Warrior must state he is going to make this special attack *before* he rolls the dice to hit. If he misses, the attack is wasted. At other times the axe causes normal damage (1D6+3), though it does still count as being magical.



CHAOS ATTRIBUTES

1. Mindless. If the Wizard rolls a 1 in the Power Phase, the Chaos Warrior turns into a mindless, babbling idiot. He has a WS of 1 until the end of the turn, when he returns to normal.

2. Arcane Knowledge. If the Wizard rolls a 6 in the Power Phase, the Chaos Warrior is overcome by dark, chaotic thoughts. Roll a D6.

1-2 The Chaos Warrior may do nothing this turn. Any opponents who attack him may add +2 to their to hit rolls. The Chaos Warrior returns to normal at the start of the next turn.

3-6 The Chaos Warrior gains +1D6 Initiative for the turn. He may also take one random spell card, which must be cast immediately. The spell is cast automatically. If it cannot be cast for any reason, it is discarded.

3. Poisonous Bite. Once per turn, the Chaos Warrior may make a special Bite attack, in addition to his normal attacks. The Bite attack is at -1 to hit, and causes 2 Wounds, with no modifiers.

4. Warp Magic. At the start of the game, randomly select one spell card. The Chaos Warrior may cast this spell once during the adventure, and it works automatically.

5. Teleport. Once per game, the Chaos Warrior may teleport, instead of moving. He may teleport to any square on the board. When teleporting, he may ignore Pinning rules. Remember the rules for being lost in the dark though!

6. Warp Frenzy. At the start of each new event that reveals Monsters, roll a dice. On a score of 6 the Chaos Warrior is frenzied for the duration of the combat. While frenzied, he has +2 Attacks, but is at -1 to hit.



CHAOS WARRIOR

MARK OF CHAOS

The Mark of Chaos card represents the magical emblem which the Chaos Warrior has emblazoned on his flesh. The Mark of Chaos allows the Chaos Warrior to re-roll any single dice roll once per adventure.



Warhammer Quest



Contents and components may vary from those illustrated.

Model supplied unpainted.

• CHAOS WARRIOR •

Clad in heavy iron armour, and wielding his mighty death-dealing axe, the Chaos Warrior is an inhuman killing machine. He is a fearless ally, a deadly fighter and a powerful opponent to any who stand in his way.

In this pack you will find everything you need to play a Chaos Warrior in the Warhammer Quest game, including a rulebook, cards, counters and a specially crafted Chaos Warrior Citadel miniature.

This is not a complete game. Possession of Warhammer Quest is necessary to use the contents of this box.



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Model designed by John Blum

CITADEL
COLOUR

Bolgun Metal, Chaos Black,
Skull White, Brown Wash,
Shining Gold, Ruby Red,
Bleached Bone, Chainmail,
Nauseating Blue.



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