

CONQUEROR CHAOS CONVERSION LIST

Army Special Rules

There Can be Only One

There can never be more than one Chaos Lord in a Chaos army.

Chaos Armor **+20 points**

Chaos Armor represents a highly cheaty, awesomely cool magical armor that fuses with the warrior's flesh, meaning he never needs to bathe or use the bathroom again and reproduction is right out. Chaos Armor counts as heavy armor but also gains a 6+ ward save. Spellcasters can wear it and cast spells because of its supremely awesome coolness. It does not count as a magic item because it so utterly righteously cool.

Marks of the Gods

Khorne **Point Cost varies**

Devotees of the War God are affected by both the rules for Bloodlust and Ferocious Charge. Bloodlusted units must charge the closest enemy unit within range and will always pursue enemies routed in Melee Combat. Bloodlusted units that charge are assumed to automatically pass the first morale check of the combat, even against Creepy or units with The Horror. Ferocious Charge grants the unit an additional melee attack on the first round of melee combat if it charges.

Nurgle **+20 points**

These diseased minions are surrounded by swarming flies and crawling with vermin. This cloud of putrescence makes them a difficult target from a distance, so all shooting attacks are -1 against them.

Tzeentch **+10 points**

These mystics are blessed by wards of protection against magic. All spells directed against them will fail on a 5+.

Slaanesh **+30 points**

Your mind says "no" but your soul says "yes" to these sultry warriors. Units with this mark have the Creepy special rule. **All units** – friend or foe – within 6 inches of this unit are subject to a -1 penalty on all morale checks. Creepy units are unaffected by other creepy units.

CHARACTERS

Chaos Lord

Character on foot **130 points**

MS	SS	SV	W	AT	MV	ML
6	2	0	4	3	4	A

Equipment: Hand weapon.

Options: Any mount, armor and melee weapons from the Armory, up to 3 magic items.

Mark of Khorne + 35 points

Mark of Nurgle + 10 points

Mark of Tzeentch +5 points

Mark of Slaanesh + 15 points

Exalted Champion

Character on foot **80 points**

MS	SS	SV	W	AT	MV	ML
5	2	0	3	2	4	A

Equipment: Hand weapon.

Options: Any mount, armor and melee weapons from the Armory, up to 3 magic items.

Mark of Khorne + 30 points

Mark of Nurgle + 10 points

Mark of Tzeentch +5 points

Mark of Slaanesh + 15 points

Aspiring Champion

Character on foot **55 points**

MS	SS	SV	W	AT	MV	ML
4	1	0	3	2	4	B

Equipment: Hand weapon.

Options: Any mount, armor and melee weapons from the Armory, up to 2 magic items.

Mark of Khorne + 25 points

Mark of Nurgle + 10 points

Mark of Tzeentch +5 points

Mark of Slaanesh + 15 points

Chaos Sorcerer

Character on foot **75 points**

MS	SS	SV	W	AT	MV	ML
4	2	0	3	2	4	B

Equipment: Hand weapon.

Options: Up to 3 magic items. May not wear armor and cast spells – unless is it is the totally supremely awesome **Chaos Armor**. May upgrade to Master for 60 points.

Mark of Khorne + 25 points

Mark of Nurgle + 10 points

Mark of Tzeentch +5 points

Mark of Slaanesh + 15 points

Chaos Armory

Characters may be outfitted from one choice on each of the following lists.

Armor

Item	Cost	Effect
Shield	3	6+ save
Light armor	3	6+ save
Light armor and shield	5	5+ save
Heavy armor	5	5+ save
Heavy armor and shield	8	4+ save
Warhorse	3	6+ save, 8" move
Barded Warhorse	5	5+ save, 7" move
Light armor and warhorse	5	5+ save, 8" move
Light armor and barded warhorse	8	4+ save, 7" move
Light armor, shield and warhorse	8	4+ save, 8" move
Light armor, shield and barded warhorse	10	3+ save, 7" move
Heavy armor and warhorse	8	4+ save, 8" move
Heavy armor, shield and warhorse	10	3+ save, 8" move
Heavy armor, shield and barded warhorse	15	2+ save, 7" move

Melee Weapons

Item	Cost	Effect	Shield?
Mace	5	AP 1	Yes
Great Weapon	5	AP 2	No
Lance	5	AP 2 on charge	Yes
Spear	5	AP 1 if set	Yes
Flail	10	AP 1, negates shield	Yes
Additional hand weapon	15	Adds 1 attack	No
Pike	5	AP 1, AP 2 if set	No

Units

Chaos Warriors

20 models **200 points**
+5 points each max. 40 models

MS	SS	SV	W	AT	MV	ML
4	1	4	1	1	4	B

Equipment: Heavy armor, sword and shield.

Mark of Khorne + 50 points

Mark of Nurgle + 20 points

Mark of Tzeentch +10 points

Mark of Slaanesh + 30 points

Chaos Warriors w/Great Weapons

20 models **240 points**
+6 points each max. 40 models

MS	SS	SV	W	AT	MV	ML
4	2	4	1	1	4	B

Equipment: Heavy armor, shields, great weapons.

Mark of Khorne + 50 points

Mark of Nurgle + 20 points

Mark of Tzeentch +10 points

Mark of Slaanesh + 30 points

Chaos Warriors w/Two Weapons

20 models **280 points**
+7 points each max. 40 models

MS	SS	SV	W	AT	MV	ML
4	2	4	1	1	4	B

Equipment: Heavy armor, two hand weapons.

Mark of Khorne + 50 points

Mark of Nurgle + 20 points

Mark of Tzeentch +10 points

Mark of Slaanesh + 30 points

Chaos Knights

5 cavalry models **170 points**
+17 points per model, max. 12 models

MS	SS	SV	W	AT	MV	ML
5	1	2	1	1	7	B

Equipment: Heavy armor, shield, lance and barded warhorse.

Equipment: Heavy armor, shields, great weapons.

Mark of Khorne + 60 points

Mark of Nurgle + 20 points

Mark of Tzeentch +10 points

Mark of Slaanesh + 30 points

Chaos Marauders**20 models****140 points****+3.5 points each max. 40 models**

MS	SS	SV	W	AT	MV	ML
3	1	5	1	1	4	C

Equipment: Light armor, shield, hand weapon.**Chaos Marauders w/Great Weapons****20 models****140 points****+3.5 points each max. 40 models**

MS	SS	SV	W	AT	MV	ML
3	1	5	1	1	4	C

Equipment: Light armor, shield, great weapon.**Mounted Marauders****5 cavalry models****110 points****+11 points per model, max. 12 models**

MS	SS	SV	W	AT	MV	ML
3	1	4	1	1	8	C

Equipment: Light armor, shield, warhorse, flail.**Ogre Thumpers****3 monster models****170 points****+28 points each max. 6 models**

MS	SS	SV	W	AT	MV	ML
4	1	3	2	2	6	B

Equipment: Heavy armor, shield, mace (AP 2).**Special Rules: Strong. Tough.** To reflect their great strength, Ogres add an additional AP 1 to their attacks and have a base save of 6+ before armor is added.**Ogres Crushers****3 monster models****150 points****+25 points each max. 6 models**

MS	SS	SV	W	AT	MV	ML
4	1	4	2	2	6	B

Equipment: Heavy armor, great weapons (AP 3).**Special Rules: Strong. Tough.** To reflect their great strength, Ogres add an additional AP 1 to their attacks and have a base save of 6+ before armor is added.**Harpies****3 monster models****50 points****+17 points per model, max. 6**

MS	SS	SV	W	AT	MV	ML
2	0	0	2	2	2	C

Equipment: Teeth and claws**Special Rule: Flyer.**