

CHAOS UNIT ROSTER

	Unit	Mv	Sht	Rng	Fgt	Tgh	Rules	Pts
	Chaos Trooper	5"	5+	8"	Sht	2	—	2
	Chaos Lord	7"	—	—	3+	6	Deadly, Leap	9
	Quadra-Gunner	3"	4+	12"	Sht	3	Four Shots, Double Blast	10
	Chaos Flamer	4"	2+	8"	Sht	3	Burn	6
	Chaos Shielder	5"	6+	8"	Sht	1	Hard to Hit, Shield	2
	Chaos Gunner	3"	4+	10"	Sht	3	Suppression	5

"Sht" in the Fgt column means that unit uses its Shoot number to hit in melee.

Mv=Move Sht=Shoot Rng=Range Fgt=Fight Tgh=Tough Pts=Points

CHAOS TROOPER



MOVE	SHOOT	RANGE	TOUGH	PTS
5"	5+	8"	2	2

In melee, use the Shoot number to hit

Cheap line trooper — great for holding objectives.

CHAOS LORD



MOVE	FIGHT	TOUGH	PTS
7"	3+	6	9

Deadly

Melee hits remove 2 Tough.

Leap

One action, once per turn: leap 10", over models and terrain.

QUADRA-GUNNER



MOVE	SHOOT	RANGE	TOUGH	PTS
3"	4+	12"	3	10

In melee, use the Shoot number to hit

Four Shots

Each Shoot: roll 4 dice at one target.

Double Blast

Targets within 1": roll 8 dice when shooting.

CHAOS FLAMER



MOVE	SHOOT	RANGE	TOUGH	PTS
4"	2+	8"	3	6

In melee, use the Shoot number to hit

Burn

Costs both actions. One roll to hit: target loses 2 Tough, every model within 3" loses 1.

CHAOS SHIELDER



MOVE	SHOOT	RANGE	TOUGH	PTS
5"	6+	8"	1	2

In melee, use the Shoot number to hit

Hard to Hit

Enemies need +1 to hit it (shooting and melee).

Shield

If he's between a shooter and a friendly, enemies need +1 to hit that friendly.

CHAOS GUNNER



MOVE	SHOOT	RANGE	TOUGH	PTS
3"	4+	10"	3	5

In melee, use the Shoot number to hit

Suppression

Hits also suppress: target loses its next action or its Preparation.