THE ANVIL OF CHAOS

By Kyle Valdez with input and feedback from the contributors to the Great Weave

The rules in this section will enable you to create a unique hero fo your own design that worships the Gods of Chaos. This could be an existing Citadel Miniature that you wish to give bespoke rules, or a conversion you have made.

There are 6 steps outlined in this section that you must follow to create your hero. As you follow the steps, you will have a host of options to choose from, including powerful weapons and ferocious mounts. After completing all of the steps, you will be able to field your hero in your games of Warhammer Age of Sigmar, The 6 steps are as follows:

1. Set a destiny point limit for your hero.
2. Choose your hero's ancestry
3. Equip your hero with weapons from the armoury.
4. Pick an archetype for your hero: Commander, Mage, or Acolyte.
5. Choose a bestial companion (if any) for your hero.
6. Spend your remaining destiny points on any characteristic enhancements or abilities for your hero.

A blank warscroll to record your hero upon can be downloaded form Warhammer-community.com.

CHARACTERISTIC ENHANCEMENTS AND ABILITIES

Many of the steps include options to give your hero a Characteristic Enhancement or an Ability. If the option is a characteristic enhancement, modify the characteristic as noted. If it gives an ability write the ability in the 'Abilities' section of your hero's warscroll. The same characteristic can be chosen p to 3 times for your hero; however the same ability cannot be chosen more than once. In addition, some options will have restrictions that limit which keywords can or cannot take a certain option.

STEP 1– THE DESTINY POINT LIMIT

When creating your hero, the first step is to pick 1 of the following destiny point limits for your hero:

Champion

Limit: 20 Destiny points

Conqueror

Limit: 40 Destiny points

As you complete the rest of the steps, each option you pick for your hero will cost a certain number of destiny points. This will often be abbreviated as DP. Keep a running tally of the number of destiny points you have spent. The tally cannot exceed the limit you have set.

STEP 2—ANCESTRIES

The second step is to pick the ancestry for your hero. The ancestry you pick will cost a certain number of destiny points (as indicated in the upper-right corner of the ancestry) and will populate your hero's Move, Wounds, Bravery, and Save characteristics. The ancestry will also give them a set of keywords. Write all of these down on your hero's warscroll after making your choice. If the ancestry includes the <ARMY> keyword, you must pick 1 of the army keywords listed in that ancestry.

Ancestries

MORTAL

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CHAOS, MORTAL, HERO, <ARMY>, EYE OF THE GODS

ARMY

<BLADES OF KHORNE>, <MAGGOTKIN OF NURGLE>, <HEDONITES OF SLAANESH>, <DISCIPLE OF TZEENTCH>, <SLAVES TO DARKNESS>

If given the <ARMY> below then they gain the corresponding keywords on the table

Blades of Khorne	Khorne, Bloodbound
Maggotkin of Nurgle	Nurgle
Hedonites of Slaanesh	Slaanesh
Disciple of Tzeentch	Tzeentch, Arcanite
Slaves to Darkness	Eye of the Gods, Mark of Chaos

DAEMON

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CHAOS, DAEMON, HERO, <ARMY>, EYE OF THE GODS

ARMY

<BLADES OF KHORNE>, <MAGGOTKIN OF NURGLE>, <HEDONITES OF SLAANESH>, <DISCIPLES OF TZEENTCH>, <SLAVES TO DARKNESS>

If given the <ARMY> below then they gain the corresponding keywords on the table

Blades of Khorne	Khorne
Maggotkin of Nurgle	Nurgle
Hedonites of Slaanesh	Slaanesh
Disciple of Tzeentch	Tzeentch
Slaves to Darkness	Eye of the Gods, Mark of Chaos

SKAVEN

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CHAOS, SKAVEN, SKAVENTIDE HERO, <ARMY>

ARMY

<MASTERCLAN>, <CLAN ESHIN> <CLAN PESTILENS>, <CLAN MOULDER>, <CLAN SKRYRE>, <CLANS VERMINUS>

GOR

3

CHAOS, GOR, BRAYHERD, HERO, <ARMY>

ARMY

<BEASTS OF CHAOS>, <DISCIPLES OF TZEENTCH>

If given the <ARMY> below then they gain the corresponding keywords on the table

Disciple of Tzeentch	Tzeentch, Arcanite, Beasts of Chaos

BULLGOR

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CHAOS, BEASTS OF CHAOS, WARHERD, BULLGOR, HERO

DRAGON OGOR

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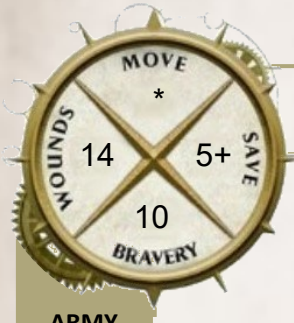
CHAOS, BEASTS OF CHAOS, THUNDERSCORN, DRAGON OGOR, HERO



KEEPER OF SECRETS

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ARMY

CHAOS, DAEMON, GREATER DAEMON, MONSTER, HERO, KEEPER OF SECRENTS, HEDONITES OF SLAANESH

DAMAGE TABLE	Wounds Suffered	Move	Claws
	0-3	12”	5
	4-6	10”	4
	7-9	9”	4
	10-12	8”	3
	13+	7”	3

Melee Weapon:	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	3”	2	3+	3+	-2	*

LORD OF CHANGE

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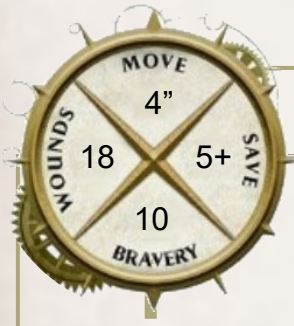
ARMY

CHAOS, DAEMON, GREATER DAEMON, MONSTER, HERO, TZEENTCH, LORD OF CHANGE

DAMAGE TABLE	Wounds Suffered	Move	Cast/Unbind Spells
	0-3	12”	Cast 2/Unbind 2
	4-6	10”	Cast 2/Unbind 2
	7-9	9”	Cast 2/Unbind 1
	10-12	8”	Cast 2/Unbind 1
	13_	7”	Cast 1/Unbind 1

Optional Rule	If this model is chosen to be a wizard then you may select 2 spells from the appropriate spell table to add to this warscroll.



GREAT UNCLEAN ONE

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CHAOS, DAEMON, GREATER DAEMON, MONSTER, HERO, GREAT UNCLEAN ONE, MAGGOTKIN OF NURGLE

DAMAGE TABLE	Wounds Suffered	Host of Nurglings	Mountain of Flesh
	0-6	15	4
	7-12	10	3
	13-16	5	2
	17+	0	1

Melee Weapon:	Range	Attacks	To Hit	To Wound	Rend	Damage
Host of Nurglings	1”	*	5+	5+	-	1

BLOODTHIRSTER

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ARMY

CHAOS, DAEMON, GREATER DAEMON, BLOODTHIRSTER, KHORNE, BLADES OF KHORNE, MONSTER, HERO

DAMAGE TABLE	Wounds Suffered	Move	Save
	0-3	10”	5+
	4-6	9”	5+
	7-9	8”	5+
	10-12	7”	6+
	13+	6”	6+

STEP 3– THE ARMOURY

The next step is to arm your hero with weapons from the armoury. A her can be armed with 1 of the following weapon options:

- 1 one-handed melee weapon
- 2 one-handed melee weapons
- 1 one-handed melee weapon and a shield
- 1 two-handed melee weapon
- 1 Handbow and 1 one-handed melee weapon.
- 1 Bow and 1 one-handed melee weapon

If your hero is armed with 2 of the same one-handed melee weapons, only add the weapon profile once to the warscroll but double its Attacks characteristic. In addition, it costs 1 additional destiny point to select two of the same weapon profiels for a single hero.

The weapon options and their profiles are listed in the table below, and each weapon option costs a number of des-

SHIELD	
Characteristic Enhancement: Improve save characteristic of this Hero by 1.	DP 1

ONE-HANDED WEAPONS							
Melee Weapons	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**	**DP**
Sword	1”	3	3+	4+	-	1	1
Axe	1”	3	4+	3+	-1	1	1
Hammer	1”	2	4+	3+	-1	2	1
Spear	2”	3	4+	4+	-	1	1
Flail	3”	2	4+	4+	-	1	1
Ensorcelled Weapon	1”	3	3+	3+	-1	1	2
Missile Weapons	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**	**DP**
Handbow	9”	2	4+	4+	-	1	1

TWO-HANDED WEAPONS							
Melee Weapons	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**	**DP**
Greatsword	1”	3	3+	3+	-1	2	2
Great Axe	1”	3	4+	2+	-2	2	2
Grandhammer	1”	2	4+	2+	-2	3	2
Great Spear	2”	3	4+	4+	-1	2	2
Mage’s Staff	1”	3	4+	3+	-1	D3	1
Scythe	2”	4	4+	4+	-1	1	1
Slaaneshi Greatclaws	2”	2	3+	4+	-2	2	3
Chaos Hellblade	1”	4	3+	3+	-1	2	3
Mighty Grandhammer	1”	2	4+	2+	-2	3	2
Goreaxe	1”	3	3+	2+	-2	3	4
Runestaff	2”	1	3+	3+	-	3	1
Missile Weapons	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**	**DP**
Bow	18”	2	4+	4+	-	2	2

STEP 4– ARCHETYPES

Next, you need to pick 1 of the following archetypes for your hero and then any associated abilities. There are 3 archetypes to choose from: Commander, Acolyte, or Mage. Each of these will unlock different types of abilities for your hero. Archetypes do not cost any destiny points.

COMMANDER

Keywords: None

Restrictions: No **MASTERCLAN**

[Ability] Pick 1 of the following command traits and add it to your hero's warscroll.

Ferocious Warlord: Once per battle, this general can issue Forward to Victory or Al-Out Attack command without a command point being spent.	**Beastmaster:** General with Mount only. Once per battle, at the start of the combat phase, this general can goad their mount. If they do so, add 1 to hit rolls for attacks made by that general's mount in that phase.

[Ability] Pick 1 of the command abilities from the Command Ability Table below and add it to your hero's warscroll.

COMMAND ABILITY TABLE

Follow Me to Glory: You can use this command ability at the start of the charge phase. If you do so, pick a friendly model with this command ability and 1 other friendly **<ARMY>** unit wholly within 16" of that model. Until the end of that charge phase, both the model and unit picked can attempt a charge even if they ran previously in the turn.

Unholy Strength: You can use this command ability at the start of the combat phase. If you do so, pick an enemy unit within 3" of a friendly model with this command ability. Until the end of that phase, add 1 to wound rolls for attacks made with melee weapon that target that enemy unit.

Blood Must Flow: You can use this command ability at the start of the combat phase. Select 1 friendly **<ARMY>** unit wholly within 12" of a model with this command ability. Until the end of that phase, improve the Rend characteristic of that unit's melee weapons by 1.

ACOLYTE

Keywords: PRIEST

Restrictions: No **DAEMON** or **SKAVEN** (except **CLANS PESTILENS**).

[Ability] Pick 1 of the prayers below to add to your hero's warscroll.

Fury of the Dark Gods: This prayer has an answer value of 3 and a range of 18". If answered, pick 1 enemy unit within range and visible to the priest. That unit suffers D3 mortal wounds.	Tame Beast: This prayer has an answer value of 3 and a range of 18". If answered, pick an enemy MONSTER that is within range and visible to the chanter. Until your next hero phase, that MONSTER cannot carry out a monstrous rampage.

MAGE

Keywords: WIZARD

Restrictions: No **KHORNE**

[Ability] Pick up to 1 spell from the Spell Table below and add it to your hero's warscroll. Add the following text to your hero's description.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

SPELL TABLE

Aura of Protection: Aura of Protection is a spell that has a casting value of 7 and a range of 12". If successfully cast, until the start of your next hero phase, friendly units have a ward of 6+ while they are wholly within range of the caster.

Curse of Damnation: Curse of Damnation is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D3 mortal wounds. In addition, subtract 1 from save rolls for attacks that target that unit until the start of your next hero phase.

Raise Dead: Raise Dead is a spell that has a casting value of 6 and a range of 12". If successfully cast, pick 1 friendly unit within range and visible to the caster. You can return a number of slain models to that unit that have a combined Wounds characteristic of D3 or less.

STEP 5– BESTIAL COMPANIONS

In this step, you need to decide whether or not your hero will have bestial companion. There are 3 types of bestial companion: Minor Beast, Steed, Chariot, Mounted Beast, Gargantuan Beast. A hero can only ever have 1 bestial companion picked for hem. If you do not want a bestial companion for your hero, you can skip this step. You can pick 1 of the following bestial companions. Each costs a number of destiny points as listed in the table.

MINOR BEAST

Restrictions: None	**[Characteristic Enhancement]** Add 1 to your hero's Wounds characteristic.	DP 4

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	1"	2	5+	5+	-	1
Maw	1"	1	4+	3+	-1	D3

Add the following text to your hero's description:

MINOR BEAST: This model's Minor Beast attacks with its Claws and Maw. For rules purposes, it is treated the same as a mount.

STEED

Restrictions: No **MONSTER, BULLGOR** or **DRAGON OGOR**	**[Characteristic Enhancement]** Add 1 to your hero's Wounds characteristic and 5" to Movement characteristic	DP 6

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hooves	1"	2	4+	4+	-	1

Add the following text to your hero's description:

STEED: This model's Steed attacks with its Hooves. For rules purposes, it is treated the same as a mount.

CHARIOT

Restrictions: None	**[Characteristic Enhancement]** Add 2 to your hero's Wounds characteristic and 3" to Movement characteristic	DP 8

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Whips	1"	2	5+	5+	-	1
Hooves	1"	4	4+	4+	-	1

Add the following text to your hero's description:

CHARIOT: This model's Chariot attacks with its whips and hooves For rules purposes, it is treated the same as a mount.

Add the following ability to your hero:

Crushing Charge: When this model makes a charge move, select one enemy unit within 1" and roll a number of dice equal to unmodified charge roll. For each 5+, that enemy unit suffers a mortal wound.

MONTED BEAST

Restrictions: No **MONSTER, BULLGOR** or **DRAGON OGOR**		**[Characteristic Enhancement]** Add 2 to your hero's Wounds characteristic. Change your hero's Move characteristic to 8"				DP 8
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Claws	1"	2	5+	5+	-	1
Maw	1"	1	4+	3+	-1	D3

Add the following text to your hero's description:

MOUNT: This model's Mounted Beast attacks with its Claws and Maw.

GARGANTUAN BEAST

Restrictions: No **MONSTER, BULLGOR** or **DRAGON OGOR**		**[Characteristic Enhancement]** Add 8 to your hero's Wounds characteristic. Change your hero's Move characteristic to *				DP 15
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Claws	2"	*	4+	3+	-1	2
Maw	2"	2	3+	3+	-2	*

Add the following text to your hero's description:

MOUNT: This model's Gargantuan Beast attacks with its Claws and Maw.

Add the following keywords to your Hero's warscroll: **MONSTER**

Add the damage table on the right to your hero's warscroll.

DAMAGE TABLE			
Wounds Suffered	**Move**	**Claws**	**Maw**
0-3	10"	6	4
4-6	8"	5	3
7-9	6"	4	2
10-11	4"	3	1
12+	2"	2	1

If you have picked a bestial companion for your hero, you can pick any of the following options for them. Each option costs a number of destiny points as listed in the table.

BESTIAL COMPANION CHARACTERISTIC ENHANCEMENTS *If purchasing a third characteristic enhancement for a single weapon profile then the cost is increased by 1 DP. No*		
Razor-Sharp Claws	Improve the Rend characteristic of the bestial companion's Claws by 1 (to a maximum of -3).	DP 2
Savage Frenzy	Pick either the bestial companion's Claws or Maw. Add 1 to the Attacks characteristic of that weapon. For Gargantuan Beasts, ad 1 to each row of the appropriate column in the damage table.	DP 1
Savage Ferocity	Pick either the bestial companion's Claws or Maw. Improve the To Hit characteristic by 1.	DP 1
Savage Strength	Pick either the bestial companion's Claws or Maw. Improve the To Wound characteristic by 1.	DP 1

BESTIAL COMPANION ABILITIES		
Winged Beast	Add the following text to your hero's description. **FLY:** This model can fly. **Restrictions:** no Minor Beast	DP 3
Breath Attack	In your shooting phase, you can pick 1 enemy unit within 6" of this model. Roll a number of dice equal to the number of models from that unit that are within 6" of this model. For each 6, that enemy unit suffers 1 mortal wound.	DP 4
Vicious Charge	After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds	DP 1
Poisonous Bite	If the unmodified hit roll for an attack made with the bestial companions Maw is a 6, that attack inflicts 1 mortal wound on the target in additional to any normal damage.	DP 2
Gobble Attack	Each time this model attacks after all the model's attacks have been resolved you can pick 1 enemy model within 1" of this model and roll a dice. If the roll is equal to or greater than that enemy model's Wounds characteristic, it is slain. **Restrictions:** Gargantuan Beast Only	DP 3
Terror	Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly units with this ability. **Restrictions:** Gargantuan Beast Only	DP 1
Lashing Tail	At the end of the combat phase, roll a dice for each enemy unit within 3" of this model. If the roll is less than the number of models in that unit, the unit suffers D3 mortal wounds.	DP 3
Stomp	At the end of the combat phase you can pick 1 enemy unit within 1" fo this unit and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds. **Restrictions:** Gargantuan Beast Only	DP 2

STEP 6– CHARACTERISTIC ENHANCEMENTS & ABILITIES

The final step is to pick any other options for your hero. Each costs a number of destiny points as listed in the tables below.

CHARACTERISTIC ENHANCEMENTS *If purchasing a third characteristic enhancement for a single weapon profile then the cost is increased by 1 DP. No single weapon profile can have more than 5 characteristic enhancements.*		
Superior Vitality	Add 1 to your hero's Wounds characteristic	DP 1
Superior Leadership	Add 1 to your hero's Bravery characteristic	DP 1
Extra Armour	Improve your hero's Save characteristic by 1 (to a maximum of 3+).	DP 2
Mighty Weapon	Pick 1 of your hero's weapons (not including mount weapons). Add 1 to the Damage characteristic of that weapon. Weapons that have a random Damage characteristic cannot be picked.	DP 2
Sharpened Edge	Pick 1 of your hero's weapons (not including mount weapons). Improve the Rend characteristic of that weapon by 1 (to a maximum of -3).	DP 2
Battle Standard Bearer	This model gains the **TOTEM** keyword.	DP 1
Weapon Master	Pick 1 of your hero's weapons (not including mount weapons). Improve the To Hit characteristic of that weapon by 1.	DP 2
Superior Strength	Pick 1 of your hero's weapons (not including mount weapons). Improve the To Wound characteristic of that weapon by 1.	DP 2
Ferocity	Pick 1 of your hero's weapons (not including mount weapons). Add 1 to the Attacks characteristic of that weapon.	DP 2

CHARACTER ABILITIES		
Ethereal	Ignore modifiers (positive or negative) when making save rolls for attacks that target this model.	DP 4
Ward	Roll a dice each time a wound or mortal wound is allocated to this model. On a 6, that wound or mortal wound is negated.	DP 3
Fly	Add the following text to your hero's description: **Fly**: This model can fly.	DP 4
Frenzy	If the unmodified hit roll for an attack made with this model's melee weapons (not including mount weapons) is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.	DP 3
Regenerate	In your hero phase, you can roll a dice for this model. If you do so, on a 4+, heal up to D3 wounds allocated to this model.	DP 3
Inspiring	While friendly units are wholly within 12" of this model, they can use this model's Bravery characteristic instead of their own. Increase the range of this ability to 18" if this model is a **TOTEM.**	DP 1
Consummate Commander	If this model is part of your army, at the start of the first battle round, you receive 1 extra command point.	DP 3
Archmage	Add 1 to casting and unbinding rolls for this model. **Restrictions: WIZARD** only	DP 3
Archpriest	Add 1 to prayer rolls for this model. **Restrictions: PRIEST** only	DP 3
Zealot	This model can run and still charge in the same turn.	DP 4
Decapitating Strike	If the unmodified hit roll for an attack made with this model's melee weapons (not including mount weapons) is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.	DP 4
Personal Guard	When this model is selected to be in an army, you may select a battleline unit that is not reinforced to be a personal guard. Before you allocate a wound or mortal wound to this hero, you may roll a dice if the personal guard is within 3" of this hero. On a 5+, that wound or mortal wound is allocated to that unit instead.	DP 2
Chosen Elite	When this model is selected to be in an army, you may select one non battleline, non behemoth unit that is not reinforced. That unit gains the battleline battlefield role.	DP 3
Godly Presence	This model counts as 5 models when determining control of an objective.	DP 1
Dragon Slayer	This model may add 1 to hit rolls and wounds for any attacks that target **Draconith**. This does not affect mount attacks.	DP 1
Monster Hunter	This model may add 1 to the damage characteristic for any attacks that target a **Monster.** This does not affect mount attacks.	DP 1

Faction Specific Character Upgrade

HEDONITES OF SLAANESH		
Lightning Reflexes	This model attacks at the start of the combat phase. This model cannot fight again in that phase unless an ability or spell allows it to fight more than once. **Restrictions:** This model may not be mounted.	3 DP
Claws	This model gains an additional melee weapon profile equal to the Slaanesh Greatclaws	2 DP
Piercing Claws	If the unmodified wound roll for an attack made by this model is a 6 then the target suffers a number of mortal wounds equal to the damage characteristic of the weapon and the attack sequence ends.	3 DP
Into the Fray	When this model makes a charge move, count the number of enemy units within 6” of this hero. You may add that number to the charge roll.	2 DP
Masochist	This model may add attacks to a single weapon profile equal to the number of wounds allocated to it.	3 DP / 5DP if **Monster**

SKAVEN		
Spiked Tail	If this model uses the scuttle away ability then select an enemy unit within 1”. That unit suffer D3 mortal wounds.	1 DP
Uncanny Leadership	Once per turn, this model may issue the same command ability twice in a single phase.	1 DP

SLAVES TO DAKRNESS		
Living Vessel	If a friendly unit wholly within 18” is the target a friendly prayer from a friendly Warshrine then this unit also receives the benefits of the prayer.	2 DP
Magnificent Aura	This units Aura of Chaos ability is increased to 18” instead of 12”.	2 DP
Inner Circle	This unit gains one of the keywords for the Eight Circle of Varanguard ability.	1 DP / 2 DP if Monster
Within the Eye	This model may roll on the Eye of the Gods table after destroying any unit, not just a Hero or Monster.	1 DP
Chosen Captain	This model counts as a general in regards to the Aura of Chaos battle trait.	2 DP

KHORNE		
Let the Blood Flow	If this model is slain then it may pile in and attack.	2 DP / 4 DP if **Monster**
Bane of Magic	You may roll a dice when this model is affected by a spell or endless spell, on a 4+ ignore the effects of the spell or endless	1 DP
Bloodpriest	Add the **PRIEST** keyword to this hero’s keywords.	3 DP
Head of the Brass Stampede	Add 1 to the Damage characteristic of melee weapons (not including mounts) if this model made a charge move in the same turn. **Restrictions:**	1 DP

Faction Specific Character Upgrade

NURGLE		
Undying stamina	This model gains +3 to the their Wound's characteristic. **Restrictions:** May only be selected once.	2 DP
Streaming Filth	During the shooting phase, select an enemy unit within 12" and roll 3 dice. For each 4+ that unit gains 1 disease point.	1 DP
Nurgling Entourage	At the end of the combat phase, roll a dice for 1 enemy unit within 3". On a 2+, that unit suffers D3 mortal wounds.	1 DP

TZEENTCH		
Coven Sorcerer	Add 1 to casting and unbinding rolls for this model.	1 DP
Mastery of Magic	When this model makes a casting, unbinding or dispelling roll you can change the lowest D6 to match the highest D6.	5 DP
Arch Illusionist	At the start of the first battle round, after armies have been setup but before the first turn begins, you can remove 1 friendly TZEENTCH unit from the battlefield. If you do so, at the end of your first movement phase, you must set up that unit anywhere on the battlefield more than 9" from enemy units.	4 DP

BEASTS OF CHAOS		
Stealthy	This model gains the Brayherd Ambush ability. **Restrictions:** No **Monster**	2 DP
Feast on Flesh	At the end of the combat phase, if this unit slayed any models then it may heal D3 wounds.	1 DP / 3 DP if **Monster**