# Xun’Ac Dreadhammer

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| 5 | 4 | 4 | Chaos Lord | 40P |
| HP | Aim | Strength | Type | Cost |

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| Weapon | 2H Hammer (M, 3A, 5D) |
| Rules | 6+ Armor |
| Dark Powers | Cursed Blades, +1 Damage (5P) |
| Warlord | The Bloodthirsty, +1 Attack (5P) |

# Quo Margh, Deadeye

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| 5 | 4 | 4 | Chaos Lord | 40P |
| HP | Aim | Strength | Type | Cost |

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| --- | --- |
| Weapon | Doombolter (30cm, 2A, 4D) |
| Rules | 6+ Armor |
| Dark Powers | Cursed Bullets, +1 Damage (5P) |
| Warlord | The Tactical, units within 10cm get +1 to ranged wound rolls (5P) |

# Sha’Gar

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| 4 | 3 | 3 | Chaos Sorcerer | 43P |
| HP | Aim | Strength | Type | Cost |

|  |  |
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| Weapon | Sorcerer’s Staff (20cm, 1A, 4D) |
| Rules | Sorcery(2) |
| Upgrades | Sorcery(2) (5P), +1 HP (3P) |
| Dark Powers | - |
| Warlord | The Conductor, +1 to hit for spells for you and all allies within 10cm (5P) |
| Artifact | Darkhold (10P) |
| Spells | Curse, Warpblast |