

Chaos Reward cards

<p style="text-align: center;">BEWEAPONED EXTREMITIES</p> <p>Play: On a formation in the assault segment</p> <p>Effect: All the models in the formation add +1 to their CC value this turn</p>	<p style="text-align: center;">MACE TAIL</p> <p>Play: On a formation in the assault segment</p> <p>Effect: All the models in the formation add +1 to their CC value this turn</p>	<p style="text-align: center;">TENTACLES</p> <p>Play: On a formation in the assault segment</p> <p>Effect: All the models in the formation add +1 to their CC value this turn</p>	<p style="text-align: center;">HORNS</p> <p>Play: On a formation in the assault segment</p> <p>Effect: All the models in the formation add +1 to their CC value this turn</p>
<p style="text-align: center;">MULTIPLE ARMS</p> <p>Play: On a formation in the assault segment</p> <p>Effect: All the models in the formation add +1 to their CC value this turn</p>	<p style="text-align: center;">BEAKED</p> <p>Play: On a formation in the assault segment</p> <p>Effect: All the models in the formation add (+1A/base contact/first strike) this turn</p>	<p style="text-align: center;">POISONOUS BITE</p> <p>Play: On a formation in the assault segment</p> <p>Effect: All the models in the formation add +1 to their CC value this turn</p>	<p style="text-align: center;">CLAWED HOOVES</p> <p>Play: On a formation in the assault segment</p> <p>Effect: All the models in the formation add 5cm to their movement and +1 to their CC value this turn</p>
<p style="text-align: center;">LONG SPINES</p> <p>Play: On a formation in the assault segment</p> <p>Effect: All the models in the formation add +1 to their CC value this turn</p>	<p style="text-align: center;">FANGS</p> <p>Play: On a formation in the assault segment</p> <p>Effect: All the models in the formation add +1 to their CC value this turn</p>	<p style="text-align: center;">SCORPION TAIL</p> <p>Play: On a formation in the assault segment</p> <p>Effect: All the models in the formation gain first strike this turn</p>	<p style="text-align: center;">RAZOR-SHARP FANGS</p> <p>Play: On a unit in the assault segment</p> <p>Effect: All the models in the formation add +1 to their CC value this turn</p>
<p style="text-align: center;">SKULL FACE</p> <p>Play: On an enemy formation that is within 15cm of one of your formations at any time</p> <p>Effect: The formation immediately receives (D6) blast markers.</p>	<p style="text-align: center;">TRANSPARENT SKIN</p> <p>Play: On an enemy formation that is within 15cm of one of your formations at any time</p> <p>Effect: The formation immediately receives (D3) blast markers.</p>	<p style="text-align: center;">FLAMING SKULL FACE</p> <p>Play: On an enemy formation that is within 15cm of one of your formations at any time</p> <p>Effect: The formation immediately receives (D6+1) blast markers.</p>	<p style="text-align: center;">ROTTING FLESH</p> <p>Play: On an enemy formation that is within 15cm of one of your formations at any time</p> <p>Effect: The formation immediately receives (D3) blast markers.</p>

<p style="text-align: center;">WARTY SKIN</p> <p>Play: On a formation any time</p> <p>Effect: All the models in the formation increase their saving throw by +1 point for this turn. Models that do not normally save receive a saving throw of 6+.</p>	<p style="text-align: right;">SC</p> <p style="text-align: center;">ALLY SKIN</p> <p>Play: On a formation any time</p> <p>Effect: All the models in the formation increase their saving throw by +1 point for this turn. Models that do not normally save receive a saving throw of 6+.</p>	<p style="text-align: right;">RES</p> <p style="text-align: center;">ILIENT</p> <p>Play: On a formation unit in the assault segment</p> <p>Effect: All the models in the formation unit increase their saving throw by +1 point for this turn. Models that do not normally save receive a saving throw of 6+.</p>	<p style="text-align: right;">HORR</p> <p style="text-align: center;">IBLE STENCH</p> <p>Play: On a model in the assault segment</p> <p>Effect: All enemy models within 2D6cm suffer a -1 to their CC or FF value for the assault.</p>
<p style="text-align: center;">UNCONTR OLLABLE FLATULANCE</p> <p>Play: On a model in the assault segment</p> <p>Effect: All enemy models within 2D6cm suffer a -1 to their CC or FF value for the assault.</p>	<p style="text-align: center;">SPITS ACID</p> <p>Play: On a model just before it attacks in the assault segment</p> <p>Effect: The model attacks one opposing model in base contact with its acid spit before the combat is resolved; the opponent is hit automatically and must make a saving throw with a -1 modifier</p>	<p style="text-align: right;">BREA</p> <p style="text-align: center;">THES FIRE</p> <p>Play: On a model just before it attacks in the assault segment</p> <p>Effect: The model attacks one opposing model in base contact with its fiery breath before the combat is resolved; the opponent is hit automatically and must make a saving throw with a -1 modifier</p>	<p style="text-align: right;">ENORMO</p> <p style="text-align: center;">USLY FAT</p> <p>Play: On a model just before it attacks in the assault segment</p> <p>Effect: The model attacks one opposing model in base contact with a special flying body-slam before the combat is resolved; the opponent is hit automatically and must make a saving throw</p>
<p style="text-align: right;">DUPLIC</p> <p style="text-align: center;">ATION</p> <p>Play: On a unit in the initiative phase</p> <p>Effect: The unit creates an exact twin of itself by bringing a destroyed model of exactly the same type back into play. The duplicated model counts as being part of the same unit as the model it was duplicated from. Characters are not duplicated.</p>	<p style="text-align: right;">L</p> <p style="text-align: center;">ONG LEGS</p> <p>Play: On a formation in the movement phase</p> <p>Effect: All the models in the formation may double their move allowance this turn</p>	<p style="text-align: right;">G</p> <p style="text-align: center;">ROWTH</p> <p>Play: On a model in the assault segment</p> <p>Effect: The model doubles in size and so add +2 to its CC value this turn</p>	<p style="text-align: right;">REGENERA</p> <p style="text-align: center;">TION</p> <p>Play: On a model that has been eliminated</p> <p>Effect: Turn the model on its side until the rally phase. Roll a D6 in the next initiative phase: 1-3 fails to regenerate – remove the model 4-6 regenerates – place the model upright</p>
<p style="text-align: right;">BL</p> <p style="text-align: center;">OOD RAGE</p> <p>Play: On a formation in the assault segment</p> <p>Effect: The models in the formation may move up to 10cm and conduct an additional assault, resolved in exactly the same way as the first. This can be played on formations that are broken.</p>	<p style="text-align: right;">BRIG</p> <p style="text-align: center;">HTLY PATTERNED SKIN</p> <p>Play: On a formation in the assault segment</p> <p>Effect: The models in the formation become so dazzling that any attacks on them in the assault suffer a -1 to hit modifier</p>	<p style="text-align: right;">INVISI</p> <p style="text-align: center;">BILITY</p> <p>Play: On a formation in the assault phase</p> <p>Effect: None of the models in the formation may attack or be attacked for the duration of the assault. Assault resolution is calculated without casualties.</p>	<p style="text-align: right;">CRYSTA</p> <p style="text-align: center;">LLINE BODY</p> <p>Play: When a model is hit by a laser based weapon of any kind</p> <p>Effect: The model's crystal body reflects the attack back at the attacker; the attacker is hit instead of the model, and must make any saving throw to avoid damage caused by the attack.</p>

<p style="text-align: center;">HYPN OTIC GAZE</p> <p>Play: On an enemy unit in the assault segment Effect: Choose any model within 15cm of your forces that has not attacked yet. You may take over it over and choose what it will attack, within the restrictions of its orders and the normal rules for making attacks. The victim will not attack back.</p>	<p style="text-align: center;">BUR NING BODY</p> <p>Play: On a model that is in the assault segment Effect: The model's burning body starts causes D3 hits on one enemy in base contact.</p>	<p style="text-align: center;">I RON HARD SKIN</p> <p>Play: When a model is eliminated for any reason Effect: The iron hard skin deflected the attack and the model is unharmed</p>	<p style="text-align: center;">PLAGUE BEARER</p> <p>Play: On a model that has just lost in close combat Effect: Your model is eliminated as normal, but the enemy model that has won contracts a horrible disease that infects all models (friend or foe) within 2D6cm this turn. Roll for each infected model in the end phase - on a 4-6 it dies, no saving throw (infantry only). This ignores invulnerable saves.</p>
<p style="text-align: center;">TELE KINESIS</p> <p>Play: On any model in the assault segment Effect: The model may move up to 10cm. You may move it up the model as if it were a skimmer, ignoring impassable terrain. Models that finish in impassable terrain are destroyed. Note that you may use this power on units in your own side or on the enemy</p>	<p style="text-align: center;">LEVITA TION</p> <p>Play: On a formation any time Effect: All models in the formation may make pop-up attacks for this turn only</p>	<p style="text-align: center;">WINGS</p> <p>Play: On a formation at any time Effect: All models in the formation may move as if they were skimmers this turn, and may make pop-up attacks</p>	<p style="text-align: center;">WARP FRENZY</p> <p>Play: On a model during the assault segment Effect: Draw D6 Chaos Cards at random from the deck and apply their effects immediately to this model. At the end of the assault segment the model is destroyed.</p>