



CHAOS MARAUDERS™

CARD REFERENCE

CARD RULZ

Each card has a coloured border that determines what type of card it is. Many of the cards have special rules that affect play in different ways. These cards are discussed below in detail.

GREY CARDS – GOBLIN UNITS

Grey cards represent lesser Goblinoid units. Snotlings and their ilk are so puny they have no Attack Rating and are so useless that they are not worth any Victory Points either (except for the 10 Victory Points each card is worth at the end of the game). In fact, there is nothing special at all about these irritating, space consuming little simpletons, which is why they can be so much fun if an opponent draws one!



In all fairness to the horrible runts, other grey cards such as Hobgoblin Standards and Musicians can be useful for completing battle lines.



BLUE CARDS – BOOTY

Blue cards represent booty and items of value to Orcs. They do not affect play and are merely placed in the battle line. Their purpose is to provide Victory Points at the end of the game.

PURPLE CARDS – REGULAR TROOPS

Purple cards are regular troops and form the bulk of a player's battle lines. In general, they only have an Attack Rating, making them mostly useful in battle. Four of them, however, have special qualities. These are listed below:

CHAOS MARAUDERS

When a player draws the Chaos Marauder card, he simply places the card in his battle line and quietly resumes his turn by drawing cards as normal. If another player spots it and shouts "Chaos Marauders," then the shouting player must take the Chaos Marauders card and place it in his battle line.



If more than one player calls out "Chaos Marauders," the card goes to the player who called it first (if in doubt, the active player chooses). If the active player manages to finish his turn without another player noticing that he has drawn and played Chaos Marauders, then he may keep the card where it was placed. Only once his turn is over should the active player gleefully announce that he has the infamous Chaos Marauders!

If a player mistakenly shouts "Chaos Marauders!" when the Chaos Marauders card was *not* actually drawn, the active player may then take any one card from one of the shouting player's battle lines (even a card in a battle line protected by the Horned Rat Standard or a completed battle line) and add it to his own battle line.

BOZLUM PIGSTICKERS

In addition to having an Attack Rating, the Bozlum Pigstickers also have another useful ability. Immediately after a player places a Bozlum Pigsticker in his battle line, he may discard any *one* purple card in an opponent's battle line. He may even discard a purple card in a battle line protected by the Horned Rat Standard, or a completed battle line.



If there is no eligible purple card to discard, the Pigsticker merely joins the battle line. Note that the player cannot use the ability later (if a purple card becomes available on a subsequent turn).

If a player draws a duplicate Pigsticker card (normally ending his turn), he may use the discard ability after placing it and before his turn ends.



SHAMAN OF AAAAAAAG

If a player completes a battle line with a Shaman of Aaaaaaaag in it, he may use that battle line to make two separate attacks, on any opponents' incomplete battle lines. The two battle lines he attacks can belong to the same player, or two different players. Both attacks must be made immediately, one after the other. If the battle line routs while making its first attack, it cannot then make a second attack.

If a player has both the Idol (see "Idol" on page 11) and a Shaman of Aaaaaaaag in any of his battle lines – but not necessarily the same battle line – the Idol is worth 90 Victory Points.

BLIGHTSKABB PLAGUE LORDS

Alone, these cards are quite weak, however, they can become extremely powerful when more are found in the same tribe.

If a player has one Plague Lord in any of his battle lines, it has an Attack Rating of 2. If he has two, they both have an Attack Rating of 4; if he has three, they each have an Attack Rating of 6; and if he has all four, they each have an Attack Rating of 8! To receive this bonus, multiple copies of the Plague Lords must be placed anywhere within a player's three battle lines (they do not need to be placed in the same battle line).

Note that unlike the normal restrictions for placing cards, a player *can* have multiple Plague Lords in the same battle line! When a player draws a duplicate Plague Lord, his turn still ends as normal.



GREEN CARDS – SPECIAL UNITS

All green cards have a special ability and affect the game in different ways. Once a green card's instructions have been followed, the player's turn ends.

Green cards cannot be played during the first round of the game. If a player draws a green card on his first turn, he must discard it immediately without following the card's instructions and continue drawing cards as normal.



VENEMOUS CREEPS

A Venemous Creeps card is used once and then discarded. When drawn, the Creep allows a player to take any one card (except purple cards) from an opponent's battle line (even a completed battle line) and place it anywhere in his own battle line following the normal rules

for placing cards. Even the Horned Rat Standard and war machine "crew" cards may be stolen. If a crew card is stolen, all of the crew's machine cards must also be taken (see "Red Cards – War Machines" on page 13). If a player completes a battle line with a stolen card, he may still attack an opponent's battle line as normal.

HORNED RAT STANDARD

A battle line with this fear-inspiring banner may never be attacked, regardless of Attack Values. If a player completes a battle line with the Horned Rat Standard in it, he may still attack an opponent's battle line as normal. Should a battle line with the Standard rout, it will be captured by the enemy as normal.



DAGROMM FLAILBREATH



This mighty Chaos leader sounds a call-to-arms, ordering a recruitment of troops and equipment to war. There is a chance that the player who draws Dagromm could lose vital units from his battle lines, but even he dares not disobey a single command from this awesome being.

To see if any cards are lost, the active player must roll the Cube of Devastation. If the Mark of Chaos is rolled, every third card from the player's battle lines is lost, but he stops rolling the die. If an Orcish Eye is rolled, the player doesn't lose any cards but must roll the die again. If the second roll is the Mark of Chaos, the player loses every fourth card, otherwise he must roll the die again. The third roll checks to see if the player loses every fifth card, and the fourth roll checks to see if he loses every sixth card. The player must roll the Cube of Devastation in this fashion until he either has to lose cards, or until he rolls the Cube four times without rolling the Mark of Chaos.

If a player makes all four rolls without rolling a Mark of Chaos, Dagromm is discarded and the player's turn ends.

If a player is forced to lose cards, he must start taking them from the left-most card of his top battle line, counting along his first battle line, then his second battle line, and so on, not counting the spaces between cards. *Even a completed battle line may lose cards*, in which case, it becomes an incomplete battle line. Lost cards are discarded. Once this is done, Dagromm is discarded.

SNEAKY GIT

When a player draws a Sneaky Git, he may not place it in his own battle lines. Rather, the card may only be placed in an opponent's (the victim's) battle line. The victim must accept it, and the active player's turn ends.



When a player places a Sneaky Git in a battle line, one of his own Sneaky Git control markers should be placed on top of the card to serve as a reminder as to who owns it.

Placing a Sneaky Git in a battle line follows the normal rules for card placement, except the card must be placed within three spaces of another card, and more than one Sneaky Git may be in the same battle line.

The game continues as normal. However, when it is the victim's turn, the Sneaky Git's owner can force the victim to discard any card he has just taken from the draw pile (but not a card already in the victim's battle line). The owner *can* force a discard after he has seen what the victim intends to do with a drawn card.

After its ability is used, the Sneaky Git is discarded from the victim's battle line and the victim's turn ends.

When a player draws a Sneaky Git, instead of playing it in an opponents battle line, he may instead use it to assassinate a Sneaky Git in one of his own battle lines. In this case, both Sneaky Git cards are discarded and the player's turn ends. (Of course, the player may choose to place his Sneaky Git card in an opponent's line as normal, leaving the Sneaky Gits in his own lines untouched.)

Sneaky Gits count towards the completion of a battle line. Should the victim complete a battle line containing a Git, he may still attack with that line as normal. The owner may still use the Git to force a discard during a later turn, if he wishes. This will make the battle line incomplete again (as the Git card is discarded from the line it occupies after use). If a Git is in a battle line when the victim completes three battle lines, the game immediately ends as normal.

If a Sneaky Git is placed and completes a battle line, then that battle line does not get to attack because it was not completed by the battle line's player during his own turn. If a Sneaky Git is played on an opponent, and in doing so, completes the opponent's third battle line, then the game immediately ends.

If a Sneaky Git is in an attacking battle line that routs, the Git is discarded (the only green card that does so).

If a Sneaky Git is in a battle line that is defeated by a successful attack, it *must* be taken by the victor and placed in one his own battle lines, if possible. In this case, any "won" Sneaky Git cards must be the first cards placed. The original owner of the Git is still the card's owner and the winner of the attack is now the victim, and subject to the threat of a forced discard. If the owner of the Git happens to be the winner of the attack, the Git is discarded instead.





ODLUGG SPLEENRIPPER

When Odlugg Spleenripper is drawn, all players must roll the Cube of Devastation. If a single player rolls the Mark of Chaos, the stupid Troll joins his side.

That player must take the card and place it in one of his battle lines. Then, the player immediately rolls the Cube of Devastation once for each blue “booty” card and Sneaky Git card in each of his battle lines (even completed battle lines). If he rolls the Mark of Chaos for any of them, Odlugg eats it (it is immediately discarded). This may make completed battle lines incomplete. The turn ends for the player who actually drew Odlugg and play passes to the player on his left as normal.

If more than one player – or no player – rolls the Mark of Chaos, Odlugg gets confused and walks off to the discard pile. The turn ends.

If a player has Odlugg Spleenripper in any of his battle lines, he must roll the Cube of Devastation whenever he receives a blue card, whether it is drawn, gained as a result of an attack, or stolen with Venemous Creeps. If the player rolls the Mark of Chaos, the booty card is discarded, but his turn continues as normal. Also, if an opponent wants to place a Sneaky Git in any of the player’s battle lines, he must first roll to see if Odlugg eats it. If the opponent rolls the Mark of Chaos, the Sneaky Git is discarded and his turn immediately ends.

Finally, no other battle line may attack a battle line with Odlugg in it, unless the attacking line has one or more of the following cards: Blightskabb Plague Lords, Chaos Marauders, Claws of Malal, Shaman of Aaaaaaaag, or a complete war machine. A line composed solely of Orc fighters and Goblins will be too scared to approach a line containing such a menacing monster. Odlugg may

be destroyed by Skyr's Blowback and Bozlum Pigstickers, and is discarded should he be in a defeated battle line that is successfully attacked (the only green card that does so).

IDOL

When a player receives the Idol, he may either place it in one of his battle lines or in a battle line belonging to an opponent. If a player chooses to place the Idol in an opponent's battle line, he must follow the normal rules for placing cards, except the card must be placed within three spaces of another card.



If a player chooses to place the Idol in his own battle line and completes it, he may still attack an opponent's battle line as normal.

At the end of the game, there is a chance that the owner of the Idol may have roused the wrath of its patron deity, Kygor Sydewynder. When Victory Points are being awarded at the end of the game, the player with the Idol in his battle line must roll the Cube of Devastation six times. If any of the rolls is the Mark of Chaos, the Idol is worth -90 (minus 90) Victory Points. This means 90 points are subtracted from the player's total, possibly causing him to end the game with a negative score!

If all six results are an Orcish Eye, then Sydewynder is pleased and the Idol is worth 90 points, which are added to the player's Victory Points total. If the player has a Shaman of Aaaaaaaag in any of his battle lines, then he does not have to make any rolls – the Idol is automatically worth 90 points.



BILGE GUTTROT

Taking a break from leading the entire army, this Orc commander has briefly joined a player's ranks and is using his military expertise to "sort out" the shabby battle lines. After being placed in a battle line, Bilge may be used to do one of two things:

The player may totally reorganize all of the cards in his battle lines. The cards may be placed in any order that follows the normal rules for placing cards in battle lines. If a player completes any battle lines using Bilge Guttrot, he cannot use them to attack.

Or

Bilge may lead his battle line, even if it is *incomplete*, to attack. If a player chooses this option, he may only attack an opponent's incomplete battle line with a lower Attack Value (see "Attacks" on page 10 in the game rulebook). Bilge still adds his Attack Rating of 2 to the battle.

SKYRR'S BLOWBACK

Skyrr's Blowback may be used once to totally obliterate any one enemy battle line, except one that contains the Horned Rat Standard. If a player chooses to use Skyrr's Blowback, he must target any one opponent's complete or incomplete battle line and roll the Cube of Devastation.



If an Orcish Eye is rolled, the Skaven Warpfire Thrower does its job and all cards making up the opponent's battle line are discarded.

If the Mark of Chaos is rolled, there is a terrible (but unsurprising) accident and the weapon explodes, destroying everything in close proximity to it. If this happens, the player who drew Skyr's Blowback must discard all cards in all of his battle lines!

Skyr's Blowback is then discarded.

RED CARDS – WAR MACHINES

Red cards come in special sets of three, except for the Boneshaker which is a set of two. When all cards in a set are placed together in the proper order, they form powerful war machines accompanied by their crew.



Each set is identified by its name. For example, all three cards in the Smasher set have the word "Smasher" in their card title.

Each completed set has an Attack Rating, but only if all cards in the set are in the same battle line and placed together in the correct order. In other words, all three cards must be placed side by side so the picture on the card is completed properly. Crew cards are always to the right of the two machine parts.

A complete war machine has an Attack Rating equal to the number printed on each part of the machine, not the *sum* of the numbers printed on each card. For example, a completed Smasher

has an Attack Rating of 10, not 30. A player also scores Victory Points at the end of the game if he has the two machine parts assembled in their proper order, and additional points if he also has the war machine's crew. A player scores nothing for mismatched or single war machine cards.

Although a war machine may be used in tribal disputes, the menacing army leaders will not tolerate either side damaging war machines or injuring their crews. If a battle line containing a war machine routs or is defeated in a successful attack, the machine is not discarded and is captured by the enemy (see "Attacks" on page 10 in the game rulebook).

Moreover, the crew is fully in charge of their machine and will always try to take possession of it. Whenever a player receives a crew card, whether it is drawn, gained as a result of an attack, or stolen with Venemous Creeps, the player *must* take any war machine cards of the same set from the battle lines of all other players (but not from his own battle lines). He must then place the cards in his own battle lines – if there are not enough open spaces, he must discard cards to make room. In this case, a player will even take war machine cards from a battle line protected by a Horned Rat Standard, as well as completed battle lines. Any cards that cannot be placed are discarded.

When a player draws a red card, he *must* place it in one of his battle lines, if able.

BONESHAKER

All the rules for red cards stated above apply to the Bone-shaker, except that it is only a two card set.



DA WHOZIT SEKSHUN

This section provides the history of famous cards.

BILGE 'NO REMORSE' GUTTROTT

Regimental leader Bilge is a legendary Orc hero who slaughtered his way to fame during the historic Five Minute War. The war took place beneath the roots of Black Crag Tower, when a group of Dwarf prospectors contested his ownership of a seam of the rare, edible Black Crag Rock.

It was after smushing 'the weirdbeard runt guys' that Bilge earned his present surname. Bloated by success, Bilge consumed a solid hundredweight of the semi-organic stone. This feat was followed by The Time of The Mighty Heave: according to the Ugg Chronicles "he went westward into the wastes and fasted for one night and half the day thereafter, before returning a reformed and rock-fearing character."

BLIGHTSKABB PLAGUE LORDS

The Blightskabb Plague Lords are the Warlord Clan followers of the Skaven hero, Akzen Parasyte. In battle, these particularly twisted Ratmen fight as a group, overtaken by a fanatical battle frenzy. They can appear anywhere without warning, taking their enemies by surprise and cutting them into pieces.

BOMBER

This war machine is actually a ferocious, powerful, and quite terrifying Wyvern.

The Wyvern and its Black Orc rider, Kug the Malicious, win their battles by swooping on enemy troops – who generally respond by routing. For those brave or foolish enough to hold their ground, Kug has an array of poisoned darts and other missiles at his disposal.

BONESHAKER

This wolf-pulled, armoured war chariot may seem formidable to someone being charged by it. However, it's at least twice as disturbing for the Orc crew who are jolted half to death every time they ride in the flaming thing!

BOZLUM PIGSTICKERS

Just south of Karak-Azgal, lost in the mists of Troll Stench, the Hole of Bozlum is inhabited by an especially nasty breed of Orc – the renowned Bozlum Bootboys and their even more infamous kin, the Bozlum Pigstickers.

Uncannily accurate with the bow, the 'lads' (as they like to be known), have won many "daarts" trophies in the local swill pits. Indeed, some think the lads could even out-shoot the pansy Elves.

Orcs who consider their bowstring plucking fellows un-Orcish – and mock their dubious prowess in other important areas – rarely live long enough to spread this opinion. Most Orc Leaders try to have some of the lads around whenever a good scrap looms on the horizon.

CHAOS MARAUDERS

They pound the roads from coast to coast in their never ending search for a fist full of crowns. Destruction is their trademark, pillaging their game, a wise man stands aside from da Chaos Marauders.

They are a band of twenty or so black-armoured figures on immense, armoured steeds, each bearing the Mark of Chaos in blood red. They fight anyone, anytime, anywhere.

CHUCKER

The average stone (or offal, flameball, and just about anything else) thrower takes about twenty large trees to build.

This may seem unimportant except that it is the cause of much fighting. After all, Orcs want to destroy, not spend hours carefully chopping up nice bits of wood for some addlebrained engine builder!

CLAWS OF MALAL

This regiment of Chaos Beastmen worships Malal, the renegade Chaos God. They are more than willing to join in tribal disputes and annihilate the followers of other, lesser deities, while showing the purest form of Chaos to the rest of the army.

CRUMMY SNOTLING SLAVES

Always good for a laugh, these scurvy, wretched little slave units find themselves roped into most Orc campaigns; sometimes with promises of great rewards and more often with twenty feet of rope and a pointed stick! They are useless in battle, serving as mere cannon fodder to pad out the more valuable Orcish ranks. However, some provide other useful services for the army, such as the Whipping Post Mob or the highly skilled Nose Pick Brigade.

DRAGROMM FLAILBREATH

A high-ranking Chaos Champion, Dagromm has a personal hatred for anything Dwarven, and will lead any attack against Dwarven strongholds or units. With his rotted face and bestial frame, he is feared by the Orcs and always obeyed. He is easily recognized by the many Dwarven bones fused to his black iron wargear, and misses no opportunity to extend his collection.

GAROK VAROKKROKSENROK

Three years ago, this brilliant Dwarf engineer from Caraz-a-Carak was invited to the Human city of Talabheim to review its siege defenses. On his first night in the city, he was kidnapped by Clan Skryre Skaven, who were intent on gaining his precious knowledge. Since then, he has been dragged from

hell-hole to hell-hole, bravely keeping silent. He serves now as a banner, and his moaning, crucified form will be one of the first things that the Dwarfs at Mad Dog Pass see when the Orc army attacks.

GRIVZIZ DIRTBALLS

Many years ago, one of the Psycho Orcs of the Dripping Canker first invented the game of dirtball. This exciting pastime involves a number of fresh Dwarf heads being kicked round a cave mouth (the Ggg' Hole). The Dirtballs are constantly "striving for perfection," hoping to develop a team to match the classic lineup of '66 (1566 Dwarf Date).

Leaders change when the team hits a losing streak; one of the players kills the leader and takes control. Ugmuk Mungrell, the previous boss, ended his thirty years at the top with the oft-quoted words: "Agghhh, you've killed me, Grivziz."

HAK VEINTHROB'S VOLUNTEERS

This well-bruised fighting force has been assembled, harassed, and bullied by the mortifying Hak Veinthrob. This veteran has a tendency to go blood-burstingly berserk at the drop of a helm, which not only earns him a healthy amount of respect but also leaves him with a terrible hangover. This, of course, only makes him even angrier...

HOBGOBLIN MUSICIAN/STANDARD

In the heat of marauding, spare a thought for these poor creatures who, unprotected and puny, are a tempting target for many a would-be Orc champion who has his eye on either the tatty Hobgoblin standard or the "Boozy and Sloshed" bone horn.

Hobgoblins rarely accompany their dangerous and unstable Orc allies into battle, but they do send their standards and musicians. If the Orcs win, the Hobgoblins take more than their share of the credit, and if the Orcs lose...well, who'll miss a couple of cheerleaders?

HORNED RAT STANDARD

The standard of The Horned Rat is an effigy of a most foul and horrible Chaos God revered by the Skaven Lords of Decay. The Orcs so fear the rodent deity that they would never risk its wrath by accidentally damaging the standard. Consequently, no battle line with the Horned Rat Standard in it will ever be attacked.

IDOL

Orcs are not devoutly religious as a rule, but when all-out war looms they often decide a bit of divine favour might be useful. The shrines are tidied, the temples attended, and the idols dusted.

Hoping for a runaway win, the army drags along a stone idol of the Orc god, Kygor Sydewynder. Sydewynder (though born mortal) entered the Orcish pantheon after refining the Arts of Hack & Slay Warfare, as well as many fine implements of horrific torture.

Possessing an idol of Kygor is not necessarily a good thing, though, as his divine wrath is easily roused!

KNOCKER

This powerful, armoured battering ram, built from guidelines forced out of Varokroksenrok during one of his rare moments of weakness, is guaranteed to smash even the most solid Dwarven door off its smug little hinges. It has been constructed so superbly that it rolls with the minimal of Orcish effort. This is due to complicated things like the distribution of total body weight, high tension cables, and other such nonsense that only a "runt" or weedy Orc would understand.



MONGGO'S MEAT GRINDERS

Every Orc army has something that is considered everyone's personal property. This is the obligatory stock of portable torture implements, which includes everything from rippers, to crushers, to manglers, and more besides.

Despite the shared ownership of the "Meat Grinders," one Orc ensures the equipment is kept safe and in good, rusty condition. The present manager is Bloodbath Monggo, whose techniques even give other Orcs appreciative shivers!

OCKEE

For most Orcs there is nothing more gratifying than to see some high 'n' mighty good creep taken down a peg or two by a large dart fired from this deadly accurate machine. ('Ockee' is a phonetic spelling of an Orcish word that means something along the lines of: "the place from which darts are thrown.")

ODLUGG SPLEENRIPPER

This large ugly Troll is roaming the world in search of the ultimate nosh. However, having tried everything from poached Halfling to Ogre's Limbs with Nurgle's Rot, Odlugg has yet to find "Da grub o' me dreemz."

Afraid of Odlugg, the Orcs let him eat their booty if he wants it. Odlugg often gets confused in the heat of battle and walks away hoping to shift his headache. Sometimes he even joins somebody else's ranks – which can be a problem.

ORC REGIMENTAL STANDARD/MUSICIAN

Every regiment has its prized standard, and a drummer who whips the troops up into a frenzy. Indeed, when it comes to the crunch, there is nothing that would make Orc soldiers desert their standard. Nothing, that is, except for the sight of an even larger force coming to capture it.

SHAMAN OF AAAAAAAG

Some perverse Orcs are not content to bash their way through life. They study battle magic instead, believing that any army is puny without mystical support to back it up.

However, it's not easy to become a magician owing to the lack of mentors. So the Orcs go to the ancient secret caves (such as the Catacombs of Aaaaaaaag, at the southernmost point of the World's Edge Mountains) where Orc adepts pass on their knowledge to other Orcs, who in turn pass it on, and so on. Of course, the practice is dying out as graduates of the temple (shamans), tend to run off to the nearest war, leaving fewer and fewer shamans to pass on their knowledge.

THE SHOTTI

This is a large vermillion jewel the Orcs know nothing about. They just bring it along on with the understanding that when the time comes to fight, it will do something spectacularly helpful.

The jewel itself holds the awesome 'Blast' spell and is to be wielded by the Chaos Magician Szigmann Deathlok, who will join the army in a few days.

SKYRR'S BLOWBACK

The 'blowback' (more Orcish nicknaming) is a Skaven firethrower, using a mixture of magic, chemicals, and the weird Warpstone to produce a gout of corrosive flame. It is controlled by two Ratmen, one of whom is Skyr – the firethrower commander.

The weapon is devastating, but suffers from one major setback. When it's used there is always a chance that it will backfire and explode – wiping out the crew and anyone standing in the vicinity!

SMASHER

The "Smasher" is a primitive cannon firing stone or metal shot. It is not difficult for Orcs to imagine the damage this thing can do to enemy battle lines, and it is more versatile than one might think. If ever the crew runs out of ammunition, they can stuff a few Crummy Snotling Slaves down the barrel!

Nuff Said.

SNEAKY GIT

These dark-hooded Hobgoblin assassins slime around at all hours, never carry their weapons openly, will stab you in the back as much as look at you; never stand and fight in honest battle, talk in one of them queer guild lingos, go moving about so as you can't keep your eyes on 'em, team up with whoever's got the most loot so's you never know what side they're on, and they're even left handed.

No wonder they're nicknamed Sneaky Gits!

SPATZNATT'S SUICIDE SQUAD

Spattznatt (an amazing Black Orc with remarkable control over his runt noshing' urges) leads daringly impossible missions, succeeding through a mixture of guile, treachery, cunning, and then violence. You name it; kidnapping, murder, theft, Orc commando raids – he's led them all.

Aiding him in this is his famous suicide squad, who will give their all for success (Spattznatt himself has never committed suicide), and who are more than content to prove the squad's motto: "Who dares usually ends up wiv his baubles stuffed down 'is gullet."

SPITLEDUNG XXXXX

Every Orc agrees that for any campaign, there is something more important than swords; more important than engines; more important than good planning and, yes, even more important than an easy target...

That something is Spittledung XXXXX, the pint of Grog for a real Orc. Hot, steamy, and brewed with the aid of mould-covered stoats, a swift half of it guarantees a satisfying, refreshing, brain-blasted battle.

SPOIL HEAPS

After a raid, the Orcs put all their spoils into a few large heaps (because it looks good), instead of each keeping what they actually took to themselves. This means that when it comes to sorting out who owns what (yes, you guessed it) a fight inevitably breaks out.

VENOMOUS CREEPS

"Venomous Creeps" is a special insult reserved for a certain type of Orc warrior who is all too common these days. If, in battle, these troops feel that they are going to be wiped out, and if there is a chance of the enemy letting them live, then they will try and join the other side. To increase their chances of survival, they'll even take a 'peace offering' with them (anything they think the enemy might want).

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RULES SUMMARY

URNS AND TURN-ENDING CARDS

On a player's turn, he takes the top card from the draw pile and places it in one of his battle lines. He continues to do so until he:

- Draws a card with the same symbol as a card he already has in play.
- Draws a green card.
- Draws a Standard card if he already has three.
- Draws a Musician card if he already has three.
- Draws a card he does not wish to place.
- Attacks with a completed battle line.

ATTACKING

As soon as a battle line is completed, it may attack an opponent's incomplete battle line, provided its Attack Value is greater than the opponent's Attack Value. When a player attacks, he must roll the Cube of Devastation:

If an Orcish Eye is rolled, the player forces his opponent to discard all purple cards from his line. He captures any remaining cards and may add them to his own battle lines.

If the Mark of Chaos is rolled, all purple and grey cards in the attacking player's battle line are discarded. The opponent captures any remaining cards and may add them to his own battle lines.

CARD PLACEMENT

Cards may be placed in a player's battle line with the following restrictions:

- Two cards with the same symbol may not be in the same battle line.
- A card may not be placed to the left of a Standard or to the right of a Musician.
- Only a Standard may occupy the extreme left end of a battle line, and only a Musician may occupy the extreme right end.