

# Chaos Warrior Mutants

**POINTS: 120+options**

*The bulk of a daemon world's inhabitants are mutants. 'Recruited' from off-planet or the unfortunate race of primitive humanoids that lived on the world before it slipped into the Eye of Terror, their lives hold little value in the minds of the chaos powers.*

*Particularly aggressive feral races are often brought to a daemon world to act as guardians or to fill out the ranks of a Daemon Prince's army. Given strong armour and potent weaponry by their masters, a violent mutant of this type is nearly as deadly as a Chaos Space Marine!*



	CHAOS WARRIORS									
	Points	WS	BS	S	T	W	I	A	Ld	Save
<b>Chaos Warrior</b>	12	4	2	4	3(4)	1	3	1	7	4+
<b>Boss Warrior</b>	+10	4	2	4	3(4)	1	3	2	8	4+

### Unit Type:

- Infantry

### Number/squad:

- 10 Mutant Chaos Warriors

### Weapons/Equipment:

- Two Close Combat Weapons

### Options:

- Any number of additional Chaos Warriors may be added to the unit at 12 points each.
- One Mutant Chaos Warrior may be upgraded to a boss for +10 points. He may exchange a close combat weapon for a power weapon at +15 points or power fist for +25 points. He may exchange a close combat weapon for a bolt pistol for +5 points or plasma pistol for +20 points. He may have melta bombs for +5 points.
- Any warrior, including the boss, may exchange one close combat weapon for a shield (3+ armour save) for free, or both close combat weapons for a great weapon (5 strength in close combat), a shotgun, or a lasgun for free.
- One model may exchange both close combat weapons for a flamer for +10 points or a heavy stubber for +10 points.
- One model may be given one of the following icons: Chaos Glory (10 points), Slaanesh (5 points), Khorne (20 points), Nurgle (20 points), Tzeentch (10 points).
- The whole squad may be equipped with assault grenades for +2 points per model.