



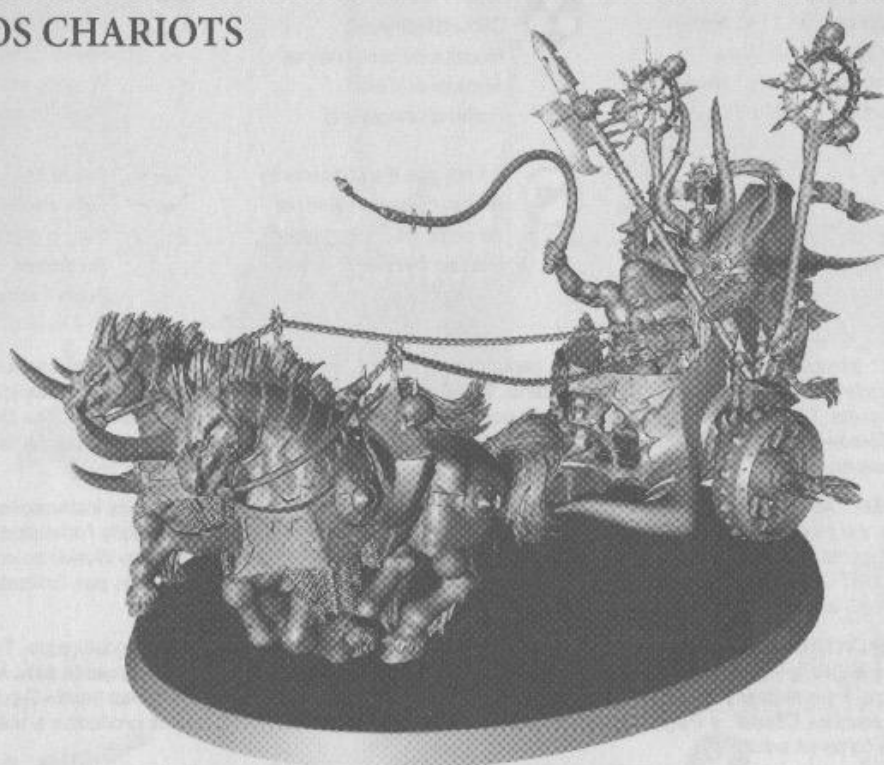
Free Downloads of Build Instructions,
Assembly Booklets & How To Guides

BuildInstructions.com

WARHAMMER AGE OF SIGMAR

CHOOSE THE VARIANT YOU WANT TO BUILD • CHOISISSEZ LA VARIANTE À ASSEMBLER • ELIGE QUÉ VERSION QUIERES MONTAR
WÄHLE DIE VARIANTE, DIE DU BAUEN MÖCHTEST • SCEGLI LA VARIANTE CHE VUOI ASSEMBLARE

CHAOS CHARIOTS



STEPS
ÉTAPES • PASOS
SCHRITTE • FASI

1 - 4

GOREBEAST CHARIOTS



STEPS
ÉTAPES • PASOS
SCHRITTE • FASI

1 - 3,
5

CITADEL

© Copyright 2015, Games Workshop Ltd. All rights reserved.



993102010346

Explanation of symbols • Explication des symboles • Explicación de símbolos
Erläuterung der Symbole • Legenda dei simboli



Special instruction - Please read
Instructions spéciales - Lire attentivement
Instrucción especial: Por favor, léala
Besondere Anweisung - Bitte lesen
Istruzioni speciali - Leggi attentamente



Stage complete
Étape terminée
Paso completado
Schritt abgeschlossen
Fase completa



Detail view
Vue détaillée
Vista detallada
Alternative Ansicht
Visuale del dettaglio



Dry fit stage before gluing
Tester avant de coller
Comprobar el encaje antes de pegar
Positionierung erst ohne Klebstoff ausprobieren
Prova a secco prima di incollare



Choice of parts
Choix d'éléments
Modelos de componentes
Auswahl an Teilen
Scelta di componenti



Repeat process
Répéter l'étape
Repetir pasos
Vorgang wiederholen
Ripeti il processo



Optional assembly
Assemblage optionnel
Montaje opcional
Optionaler Zusammenbau
Assemblaggio opzionale



Do not glue the components
Ne pas coller les éléments
No pegar los componentes
Bitte die Teile nicht kleben
Non incollare i componenti



Rotate part
Faire pivoter
Girar la pieza
Teil drehen
Ruota il componente



READ THIS FIRST: Before assembling your model kit please read through the instructions in this booklet carefully. A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model you will need plastic glue. Games Workshop sells Citadel Fine Detail Cutters, Citadel Mouldline Remover and Citadel Plastic Glue, but does not recommend these products for use by children under the age of 16 without adult supervision.



À LIRE EN PREMIER : Avant de vous lancer dans l'assemblage de ce kit, veuillez lire attentivement les instructions de ce livret. Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique. Games Workshop commercialise les Pinces de Précision Citadel, l'Ébarboir Citadel et la Colle Plastique Citadel, mais n'en recommande pas l'utilisation pour des enfants de moins de 16 ans sans la supervision d'un adulte.



LEER ANTES DE MONTAR: Antes de montar el contenido de este kit, lee estas instrucciones cuidadosamente. Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico. Games Workshop vende Tenazas Citadel, Herramientas para rebabas Citadel y Pegamento para plástico Citadel, pero no recomienda estos productos a menores de 16 años sin la supervisión de un adulto.



LIES DIES ZUERST: Bitte lies diese Anleitung sorgfältig, bevor du mit dem Zusammenbau deines Modells beginnst. Du benötigst einen Kunststoffseitenschneider, um die Kunststoffbauteile aus dem Gussrahmen herauszutrennen, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gussgratentferner zu säubern. Games Workshop bietet Präzisions-Kunststoffseitenschneider von Citadel sowie Citadel-Kunststoffkleber an, empfiehlt aber, dass Kinder unter 16 Jahren diese nur unter Aufsicht eines Erwachsenen benutzen.



LEGGI PRIMA QUESTO: prima di assemblare il tuo modello, leggi le istruzioni di questo libretto con attenzione. Sono necessarie un paio di tronchesine per plastica per staccare i componenti dai loro sprue. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica. Games Workshop vende Tronchesine di precisione Citadel, Attrezzo per ripulire Citadel e Colla per plastica Citadel, ma non consiglia questi prodotti ad un pubblico minore di 16 anni senza la supervisione di un adulto.

16+



Citadel plastic glue thick
Colle plastique épaisse Citadel
Pegamento para plástico espeso
Citadel-Kunststoffkleber
(Dickflüssig)
Colla per plastica densa Citadel



Citadel plastic glue thin
Colle plastique liquide Citadel
Pegamento para plástico fluido
Citadel-Kunststoffkleber
(Dünnflüssig)
Colla per plastica fluida Citadel



Citadel fine detail cutters
Pinces de précision Citadel
Tenazas Citadel
Präzisions-Kunststoffseitenschneider
Tronchesine di precisione Citadel

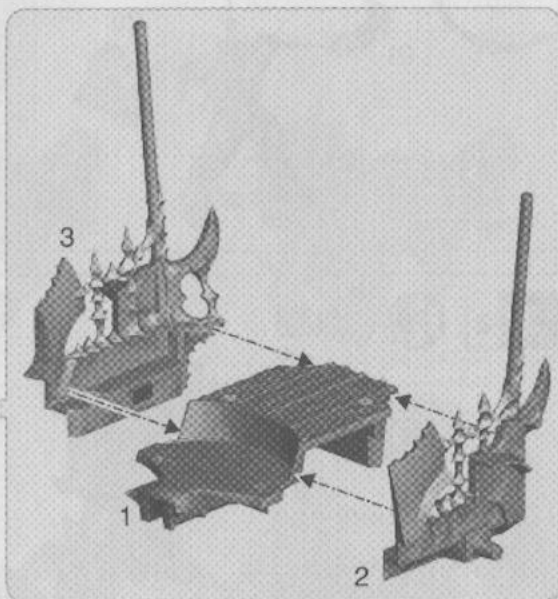
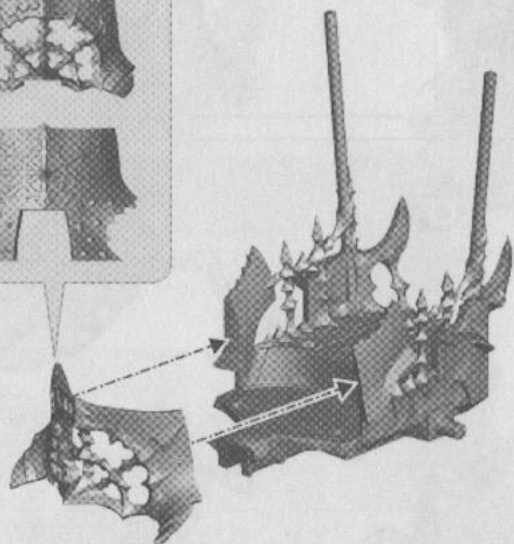
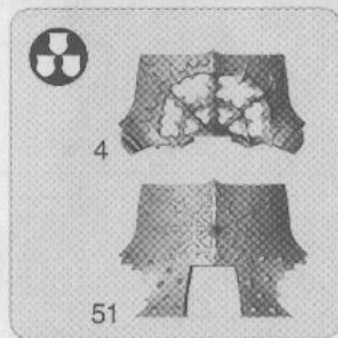


Citadel mouldline remover
Ébarboir Citadel
Herramienta para rebabas Citadel
Gussgratentferner
Atrezzo per ripulire Citadel

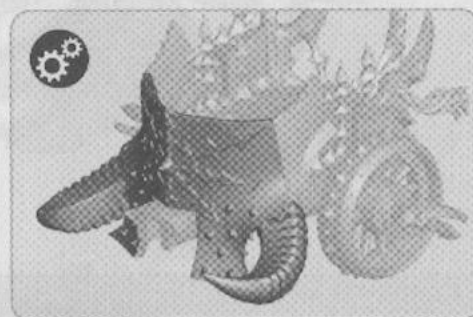
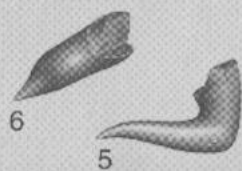
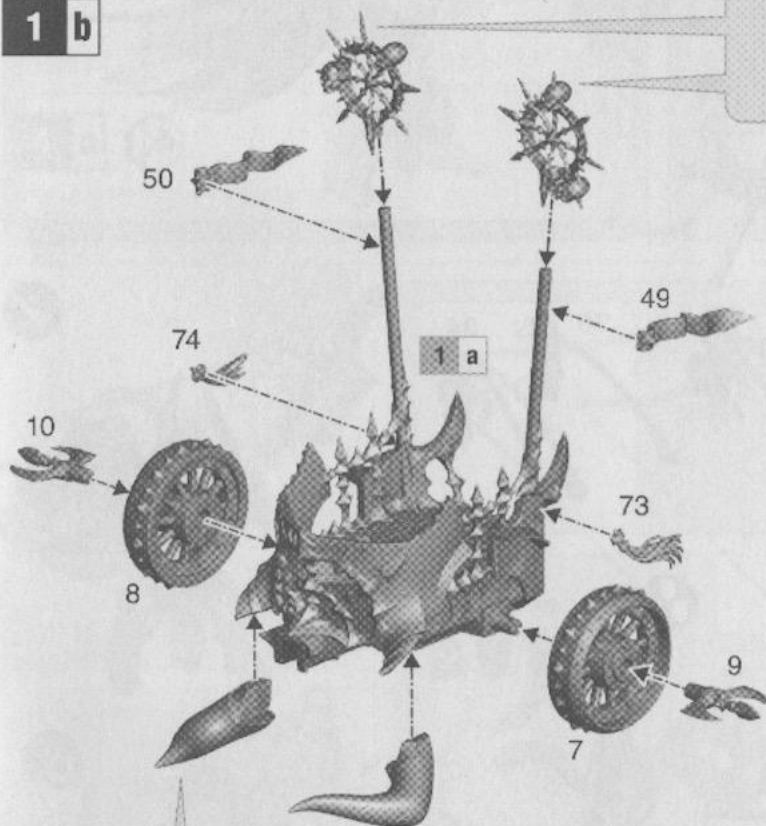
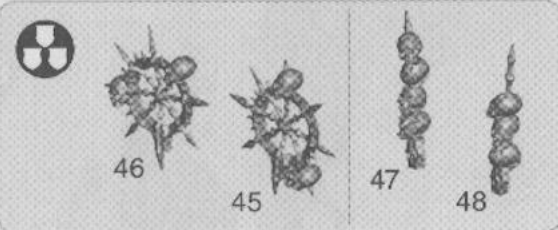


Follow steps 1-3 for all variants • Suivre l'étape 1-3 pour toutes les variantes • Sigue el paso 1-3 para todas las variantes
 Folge Schritt 1-3 für alle Varianten • Segui le fasi 1-3 per tutte le varianti

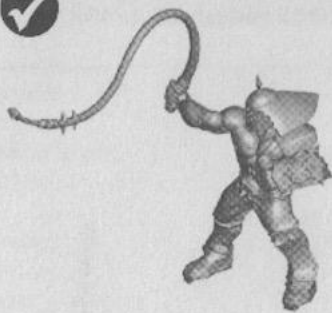
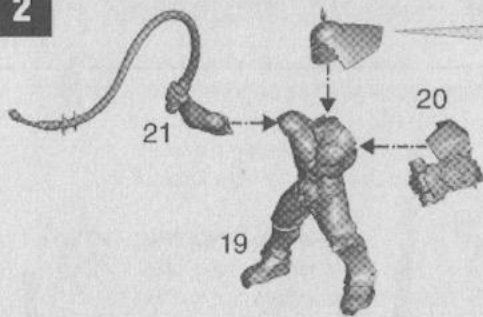
1 a



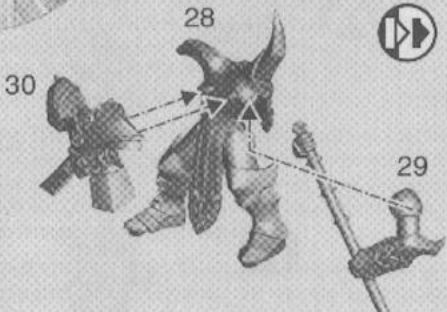
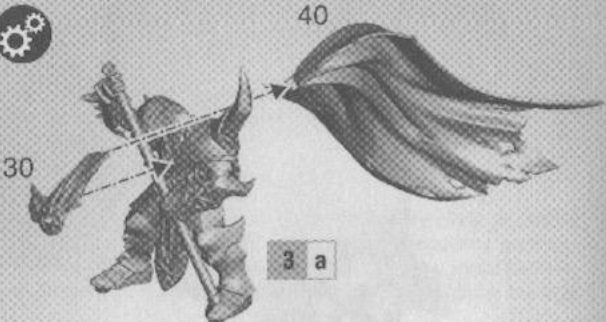
1 b



2



3 a



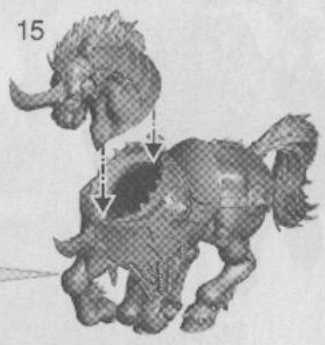
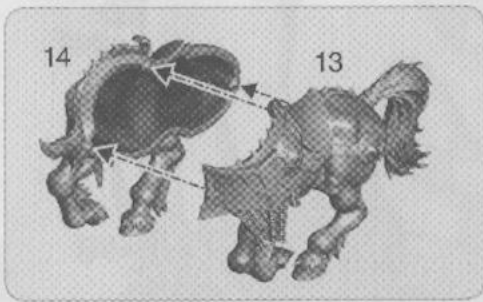
3 b



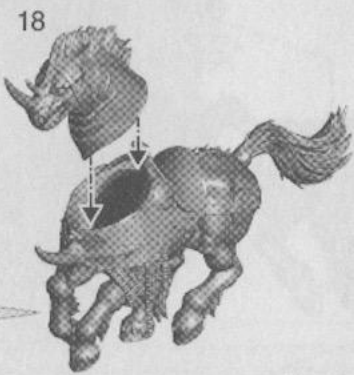
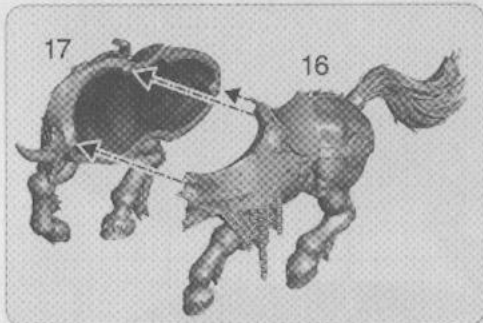
Exalted Charioteer

4 CHAOS CHARIOTS

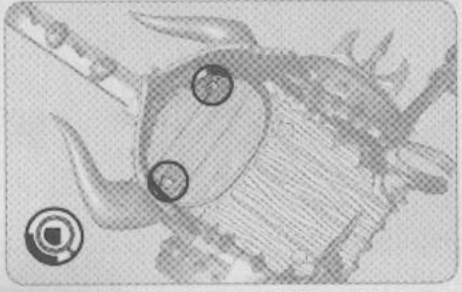
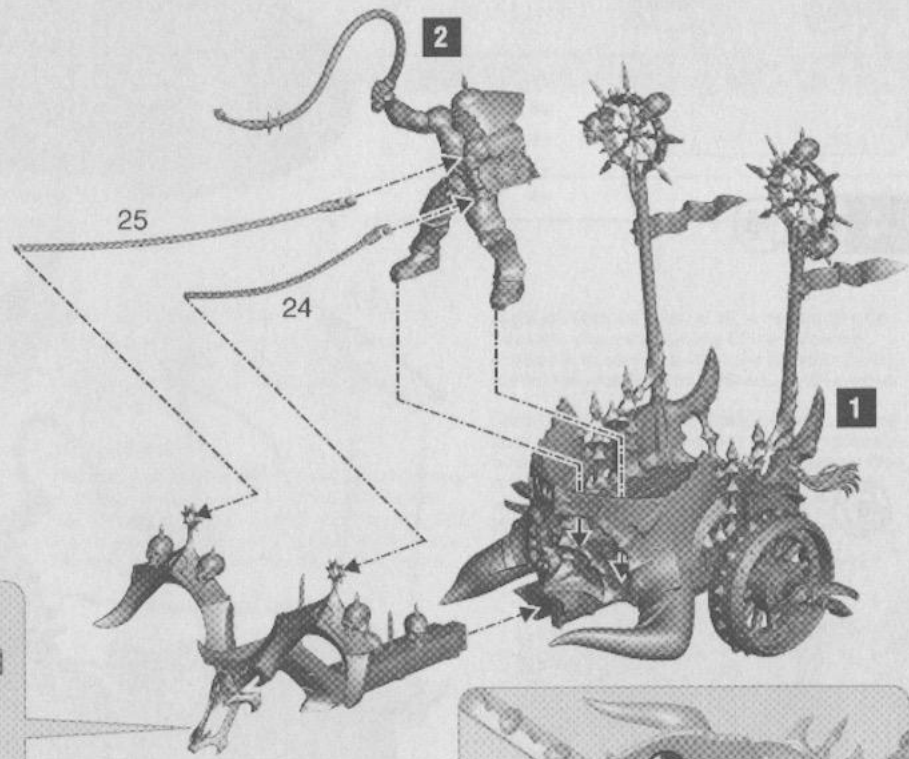
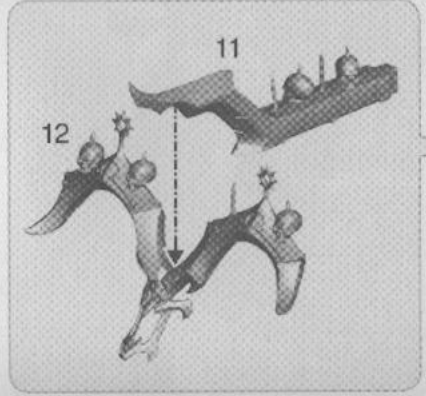
4 a



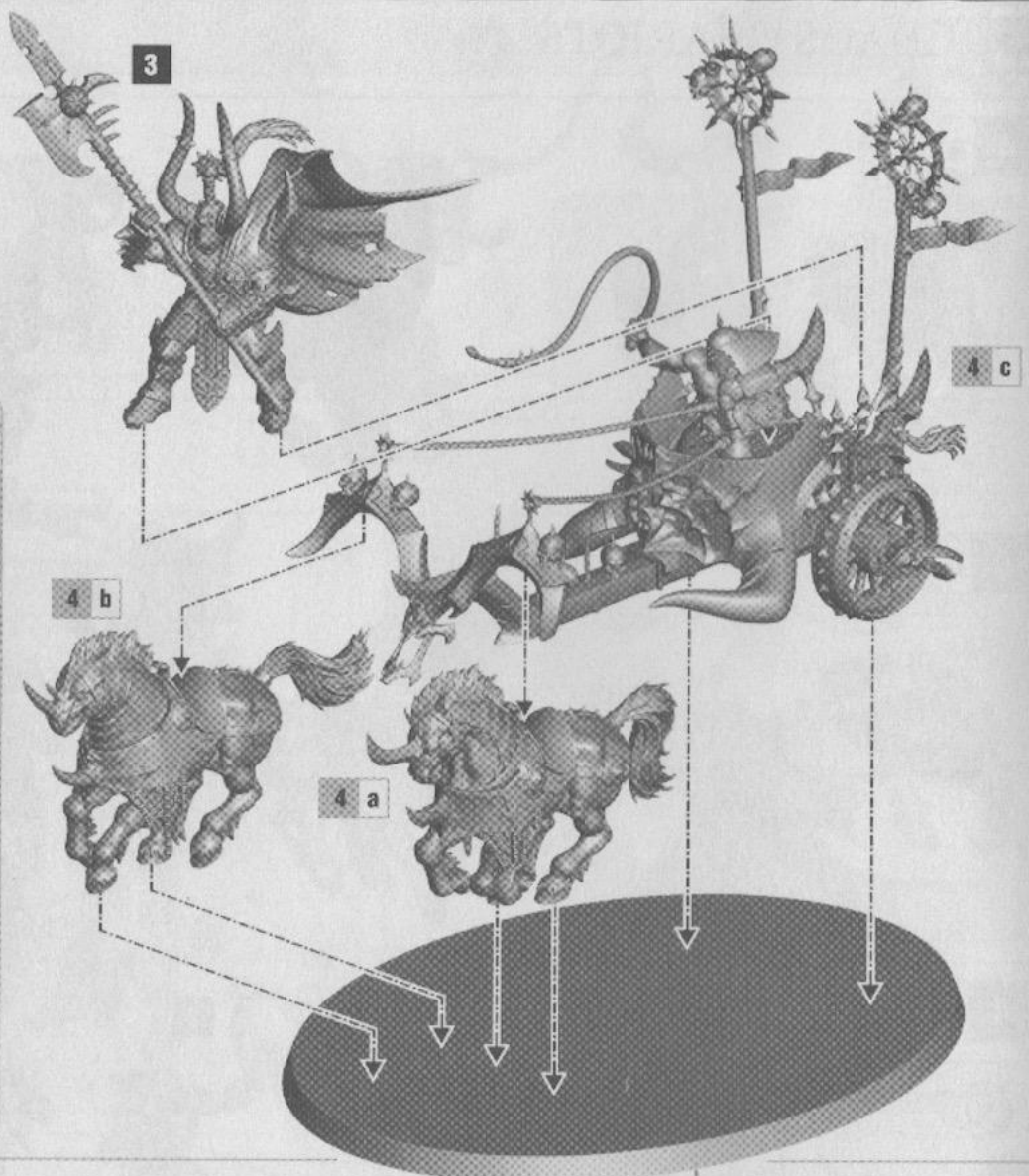
4 b



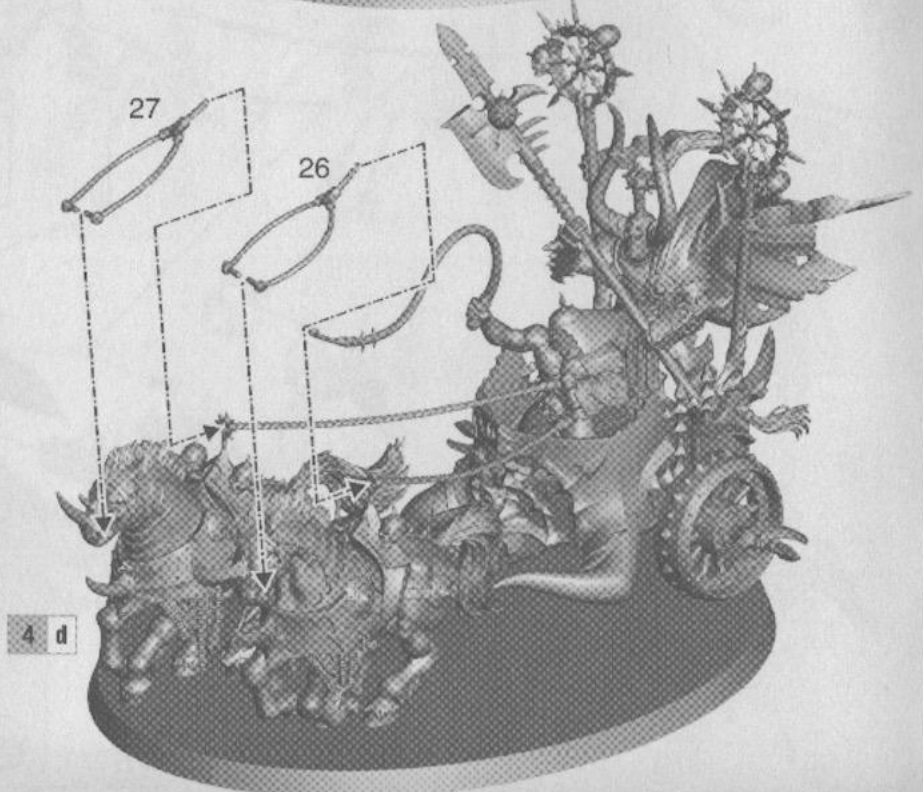
4 c

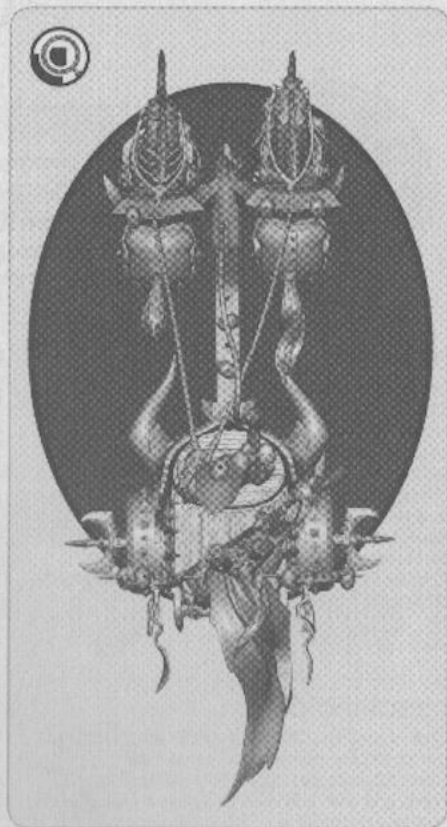


4 d



4 e





CHAOS CHARIOTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lashing Whip	2"	2	4+	4+	-	1
Chaos Greatblade	2"	3	4+	3+	-1	1
Chaos War-flail	2"	D6	4+	3+	-	1
War Steeds' Roughshod Hooves	1"	4	4+	4+	-	1

DESCRIPTION

A unit of Chaos Chariots consists of any number of models. Each chariot is an imposing fighting platform drawn by a pair of War Steeds that attack with their Roughshod Hooves, and is driven by a charioteer who cracks a Lashing Whip at any who draw near. A second charioteer wields a hellforged weapon; some might carry Chaos Greatblades, while others prefer Chaos War-flails.

EXALTED CHARIOTEER

The leader of this unit is the Exalted Charioteer. His attacks with a Chaos Greatblade or Chaos War-flail hit on 3+ rather than 4+.

ABILITIES

Don't Spare the Lash: Before this unit moves in the movement phase, the charioteers can lash their War Steeds to gain more speed. Roll a dice, and add that many inches to this unit's Move characteristic for the rest of the phase.

Mark of Chaos: If you wish, when setting up this unit, you can pick one of the following keywords to assign to it for the duration of the battle: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**.

Swift Death: Chaos Chariots are at their most deadly on the charge, where their considerable bulk and bladed wheels can cause devastation amid the enemy. You can add 1 to all hit and wound rolls for the War Steeds' Roughshod Hooves if this unit charged in the same turn.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, CHAOS CHARIOTS

CHAOS CHARIOTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lashing Whip	2"	2	4+	4+	-	1
Chaos Greatblade	2"	3	4+	3+	-1	1
Chaos War-flail	2"	D6	4+	3+	-	1
War Steeds' Roughshod Hooves	1"	4	4+	4+	-	1

DESCRIPTION

Une unité de Chaos Chariots peut avoir n'importe quel nombre de figurines. Chaque char est une imposante plate-forme de combat tirée par deux Destriers (War Steeds) qui attaquent avec leurs Sabots Ferrés (Roughshod Hooves), et conduit par un aurige qui joue du Fouet (Lashing Whip). Un deuxième aurige brandit une arme des forges de l'enfer - une Grande Lame du Chaos (Chaos Greatblade) ou un Fléau de Guerre du Chaos (Chaos War-flail).

EXALTED CHARIOTEER

Le leader de cette unité est appelé Exalted Charioteer. Ses attaques avec une Grande Lame du Chaos ou un Fléau de Guerre du Chaos touchent sur 3+ au lieu de 4+.

APTITUDES

Marque du Chaos: Quand vous placez cette unité, vous pouvez choisir un des keywords suivants et l'assigner à cette unité pour la durée de la bataille: **KHORNE, TZEENTCH, NURGLE** ou **SLAANESH**.

Fouette, Cocher: Avant que cette unité se déplace à la phase de mouvement, les auriges peuvent fouetter leurs War Steeds pour gagner en vitesse. Jetez un dé, et ajoutez autant de pouces que le résultat au Move de cette unité jusqu'à la fin de la phase.

Mort Rapide: Les Chaos Chariots sont particulièrement dangereux lorsqu'ils chargent, leur masse considérable et leurs roues à lames semant la dévastation dans les rangs ennemis. Vous pouvez ajouter 1 aux jets de touche et de blessure pour les Sabots Ferrés si l'unité a chargé dans le même tour.

DESCRIPCIÓN

Una unidad de Chaos Chariots está formada por cualquier número de miniaturas. Cada Chariot es una plataforma imponente tirada por dos corceles de Guerra que atacan con sus pezuñas aceradas (Roughshod Hooves), conducido por un charioteer que estampa un látigo azotador a todo el que se acerca demasiado. Un segundo charioteer blande un arma de forja infernal; algunos blanden grandes cuchillas del Chaos (Chaos Greatblade), mientras que otros prefieren los mayales de guerra del Chaos (Chaos War-flails).

HABILIDADES

Marca del Chaos. Al desplegar esta unidad, si quieres, puedes elegir una de las keywords siguientes y asignársela para toda la batalla: **KHORNE, TZEENTCH, NURGLE** o **SLAANESH**.

Muerte rápida. Los Chaos Chariots son letales a la carga por su considerable tamaño y sus ruedas con cuchillas que resultan devastadoras para el enemigo. Suma 1 a todas las tiradas para golpear y herir de las pezuñas aceradas de los corceles de Guerra si esta unidad ha cargado ese mismo turno.

No escatimes los latigazos. Antes de que esta unidad mueva en la fase de movimiento, los charioteers pueden azotar a sus corceles de guerra para ganar más velocidad. Tira un dado y suma las pulgadas que indique el resultado al atributo Move de esa unidad durante el resto de la fase.

BESCHREIBUNG

Eine Einheit Chaos Chariots besteht aus einer beliebigen Anzahl Modelle. Jeder Streitwagen ist eine mächtige Kampfplattform, die von einem Paar War Steeds gezogen wird, die mit Roughshod Hooves attackieren. Der Streitwagenlenker schwingt seine Lashing Whip nach jedem Feind, der sich zu nahe heranwagt. Ein zweiter Krieger führt eine höllengeschmiedete Waffe: manche Krieger in der Einheit mögen Chaos Greatblades tragen, andere bevorzugen vielleicht Chaos War-flails.

EXALTED CHARIOTEER

Der Anführer dieser Einheit ist ein Exalted Charioteer. Seine Attacken mit Chaos Greatblade oder Chaos War-flail treffen bei 3+ statt bei 4+.

FÄHIGKEITEN

Gib Ihnen ruhig die Peitsche: Bevor sich diese Einheit in der Bewegungsphase bewegt, kann der Wagenlenker die War Steeds peitschen, um sie schneller laufen zu lassen. Wirf einen Würfel und addiere für den Rest der Phase die Augenzahl in Zoll zum Move-Wert der Einheit.

Mal des Chaos: Wenn du diese Einheit aufstellst, darfst du, falls du möchtest, eines der folgenden Schlüsselwörter (Keywords) wählen, das die Einheit für den Rest der Schlacht erhält: **KHORNE, TZEENTCH, NURGLE, SLAANESH**.

Schneller Tod: Chaos Chariots sind im Angriff am tödlichsten, denn dabei können ihre beträchtliche Masse und ihre klingebesetzten Räder fürchterlichen Schaden anrichten. Wenn diese Einheit im selben Zug angegriffen hat, darfst du 1 zu allen Treffer- und Verwundungswürfen für die War Steeds' Roughshod Hooves addieren.

DESCRIZIONE

Un'unità di Chaos Chariots può includere un numero qualsiasi di modelli. Ogni carro è un'imponente piattaforma da combattimento trainata da una coppia di War Steeds che attaccano con i loro Roughshod Hooves, ed è guidato da un auriga che sterza con una Lashing Whip chiunque si avvicini. Un secondo auriga impugna un'arma infernale: alcuni brandiscono delle Chaos Greatblades, mentre altri preferiscono i Chaos War-flails.

EXALTED CHARIOTEER

Il leader di questa unità è l'Exalted Charioteer. I suoi attacchi con una Chaos Greatblade o un Chaos War-flail colpiscono con 3+ invece che con 4+.

ABILITÀ

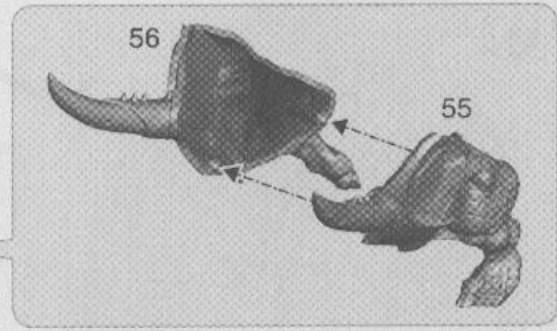
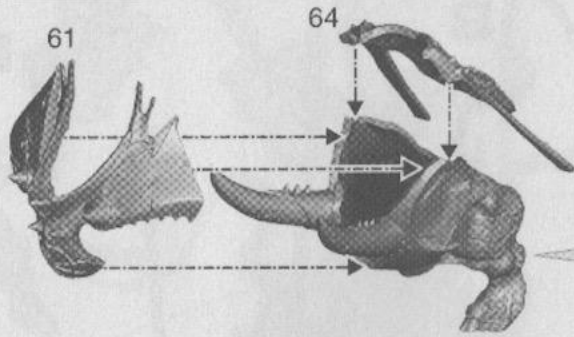
Usa la Frusta: prima di muovere questa unità durante la fase di movimento, gli aurighi possono frustare i War Steeds per ottenere maggiore velocità. Tira un dado e aggiungi il risultato in pollici alla caratteristica Move dell'unità per il resto della fase.

Marchio del Chaos: quando schieri questa unità, se lo desideri puoi scegliere una delle seguenti keywords e assegnarla ad essa per la durata della battaglia: **KHORNE, TZEENTCH, NURGLE** o **SLAANESH**.

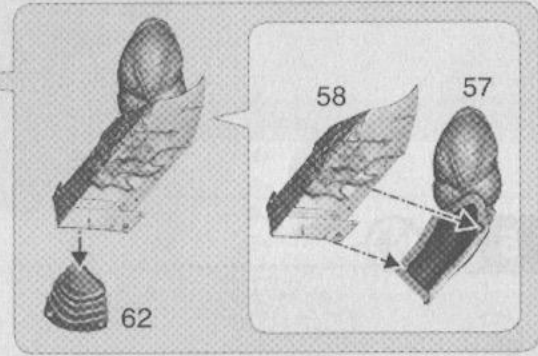
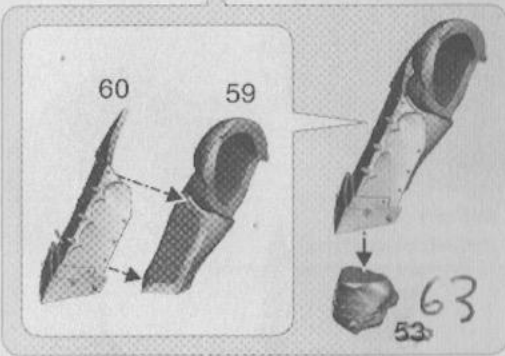
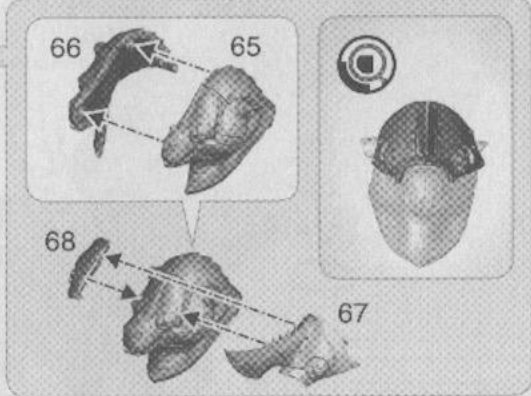
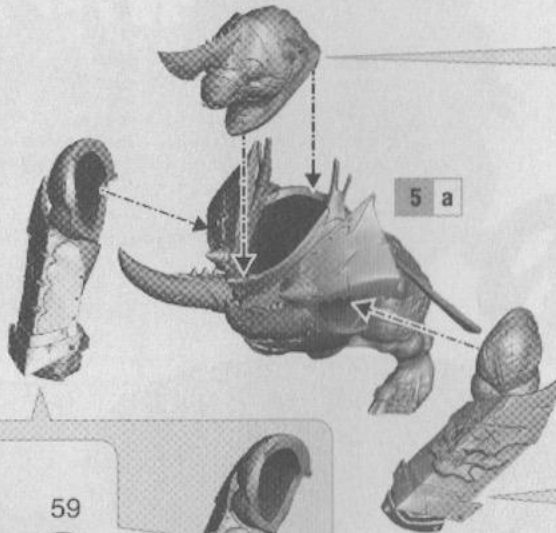
Morte Rapida: i Chaos Chariots raggiungono l'apice della propria pericolosità quando caricano, poiché la loro considerevole massa e le ruote falcate possono causare devastazione fra i ranghi nemici. Puoi aggiungere 1 a tutti i tiri per colpire e per ferire effettuati con i Roughshod Hooves dei War Steeds se quest'unità ha caricato nello stesso turno.

5 GOREBEAST CHARIOTS

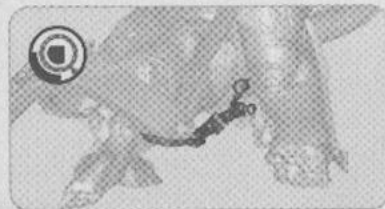
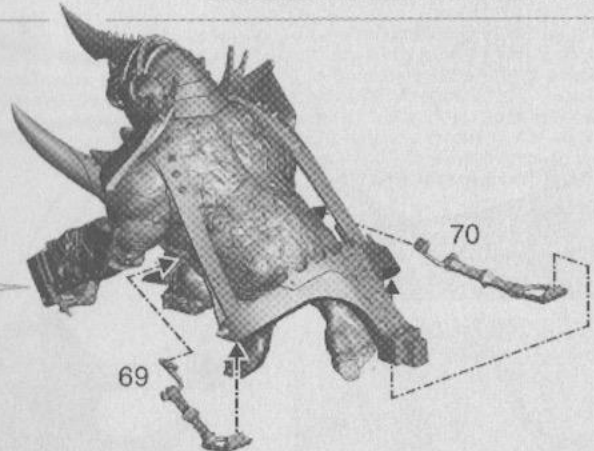
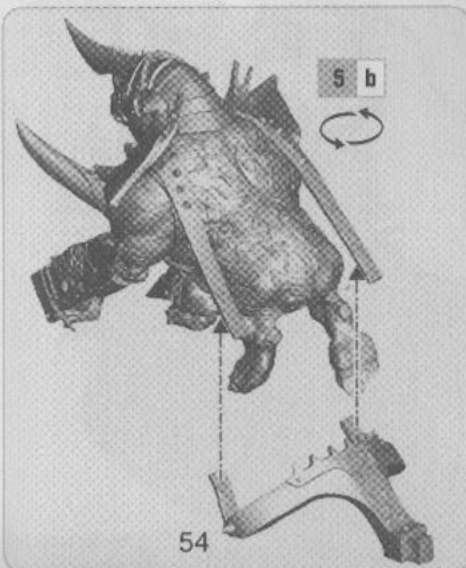
5 a



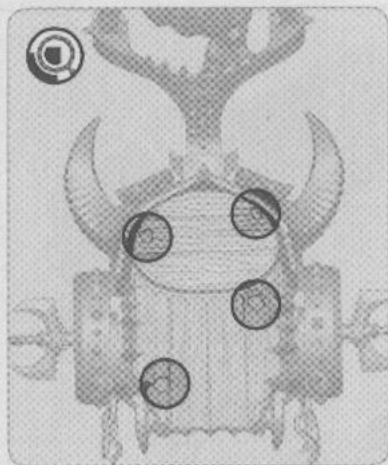
5 b



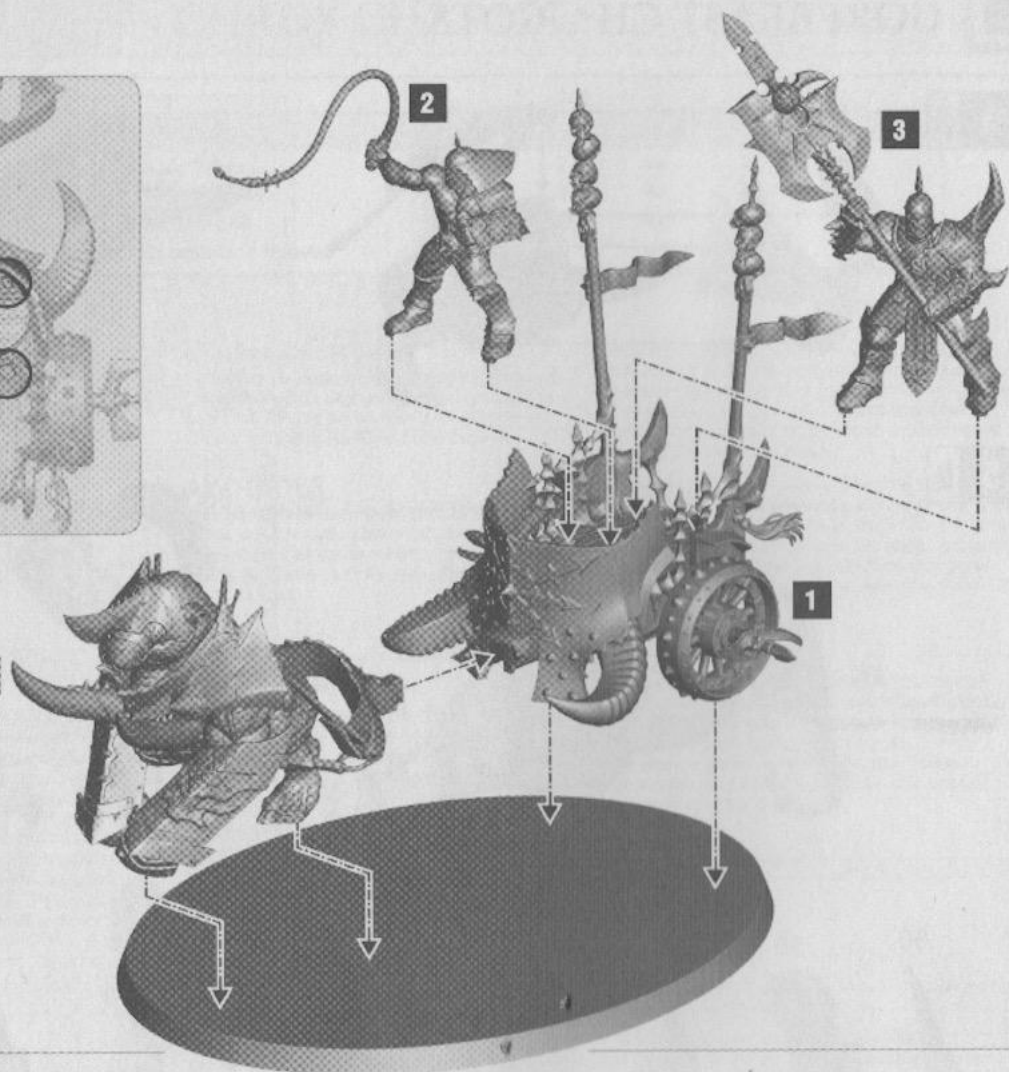
5 c



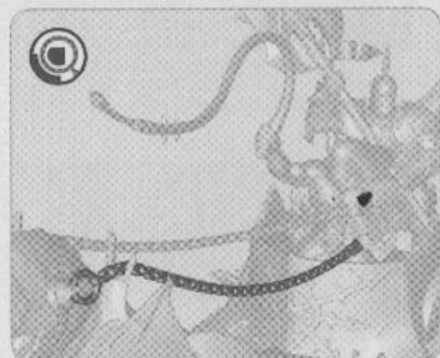
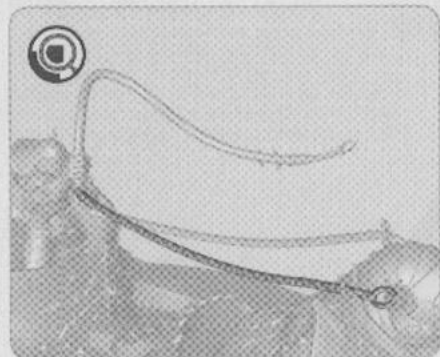
5 d

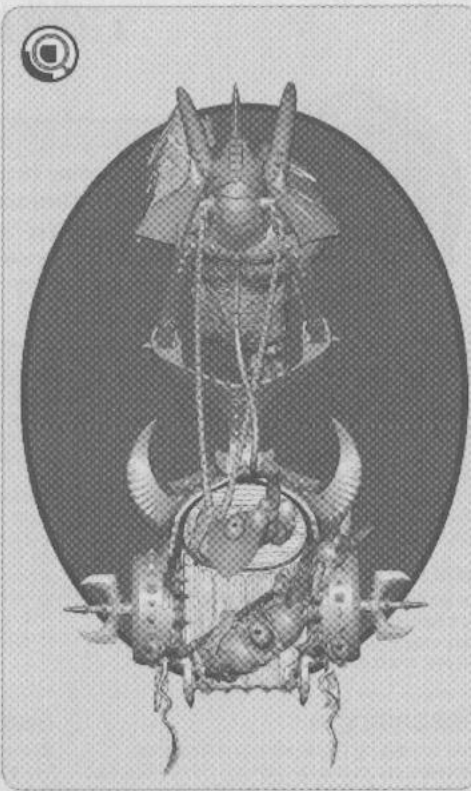


5 c



5 e





GOREBEAST CHARIOTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lashing Whip	2"	2	4+	4+	-	1
Chaos Greatblade	2"	3	4+	3+	-1	1
Chaos War-flail	2"	D6	4+	3+	-	1
Gorebeast's Brutish Fists	1"	3	4+	3+	-	2

DESCRIPTION

A unit of Gorebeast Chariots consists of any number of models. Each chariot is drawn by a hulking Gorebeast which pummels its prey with Brutish Fists, and is driven by a charioteer who cracks a Lashing Whip at the foe. A second charioteer wields a hellforged weapon; some might carry Chaos Greatblades, while others prefer Chaos War-flails.

EXALTED CHARIOTEER

The leader of this unit is the Exalted Charioteer. His attacks with a Greatblade or War-flail hit on 3+ rather than 4+.

ABILITIES

Explosive Brutality: There is little as terrifying or destructive as the sudden bursts of rage that characterise Gorebeasts. If this unit makes a charge move, and the result of the charge roll was 8 or more, all Gorebeasts in the unit make 6 attacks with their Brutish Fists rather than 3 until the end of the turn.

Gorebeast Charge: Gorebeast Chariots thunder into enemy formations in a rampage of destruction. After this unit has finished a charge move, roll a dice for each enemy model within 2"; for each roll of 6 that model's unit suffers a mortal wound as a warrior is pounded into the dirt, impaled on metal horns or eviscerated by spinning wheel-blades.

Mark of Chaos: If you wish, when setting up this unit, you can pick one of the following keywords to assign to it for the duration of the battle: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, GOREBEAST CHARIOTS