



BLOCKER

CHAOS



2x

MOVE

5

THROW

4+

ARMOUR

3+

INDOMITABLE

This player cannot be Knocked Down. If they would be, make an Armour check for them – if it is passed, they remain standing. If it is failed, they are injured.



BEASTMAN RUNNER

CHAOS



4x

MOVE

6

THROW

4+

ARMOUR

3+

HEADBUTT

If this player makes a Mark action and they have already made a Run action this turn, they can immediately make a free Block action.

ORB OF DARK MAJESTY



When a player that has possession of this ball makes an action, roll one eight-sided dice; on a 1 that player cannot make that action and must immediately choose a different action to take. If no other actions can be made, the player does not take an action and cannot be used to take an action this turn.

CHAOS TEAM

DAEMONIC BALL



When a player takes possession of this ball, roll one six-sided dice. On a 1, the ball bounces once instead.

CHAOS TEAM