Game:	**Chaos Marauders**	**v1**
Pub:	**Games Workshop (1987)**	
Page 1:	**Rules summary** front	**Nov 2008**
Page 1:	**Rules summary** back (Reference)	
For best results, print on card, laminate and trim to size.		

CHAOS MARAUDERS

Setup

Each player takes a **playsheet** and one of the coloured sets of **Sneaky Git control markers**.

Thoroughly shuffle all the cards and place them in a facedown **draw pile**.

Randomly choose who goes first.

Order of Play

When it is your turn take the top card from the draw pile and place it faceup on your playsheet. Continue to draw cards and place them on your sheet until you draw a **Turn Ending card** (you may or may not place this on your sheet), when your turn ends.

You may voluntarily end your turn if you draw a card you do not want to use; discard the card faceup on a discard pile and your turn ends.

Play then continues clockwise.

All green cards are ignored and discarded during the first round of play.

When the draw pile is exhausted, shuffle the discards to make a new draw pile.

Card Types

Cards are used to form **battle-lines**, with the troops facing left.

Blue (Booty): No effect on play but worth VPs at the end of the game.

Green (Special Cards): Special items and individuals that affect play; only some have an Attack rating or VPs. **Once you play or discard a green card your turn ends.**

Grey (Goblin Units): Do not have an Attack rating and are not worth any VPs, but the *Hobgoblin Standards* and *Musicians* can be useful.

Purple (Regular Troops): Only useful in combat.

Red (War Machines): Come in 5 sets of 3 and 1 set of 2, and their Attack rating and VPs can only be used if the whole set is assembled in the correct order.

They do not *have* to be completed correctly, but if not you do not receive their full VPs and Attack rating.

Their **Attack rating** (the rating shown on each card, not the sum of the ratings) can only be used if the entire set is completed properly.

If you draw a **Crew card** from the deck, or receive one as the result of a successful attack or play of a *Venomous Creep*, then you may *always* take machine cards of the same set from the sheets of other players if there are any to take (even if you cannot place them together; and you may discard cards you cannot place).

You cannot move your existing machine cards to make way for a drawn Crew card.

Placing Cards

Cards are placed into the boxes of the 3 battle-lines on your playsheet. One battle-line is to be completed on each row. Cards can be placed in any of the boxes.

When you are allowed to place cards on other players' sheets, you cannot place a card in a box at either end of any battle-line, and you must place it (if possible) within 3 boxes of a card already on a battle-line.

Battle-lines

A battle-line must be at least 4 cards long and not longer than 16 cards (*ie*, the length of the grid).

Each battle-line must *begin* with a **Standard** and *end* with a **Musician**. Therefore the boxes at the ends of the grids may only ever have these cards (of any type) in them.

The battle-line must have at least 2 other cards in it as well as the *Standard* and *Musician*, and you can only ever have one of each on a single line.

Any one battle-line may *not* have more than one **duplicate** cards (*ie*, with the same **Symbol**).

A battle-line is *incomplete* until it has a *Musician*, a *Standard* and at least 2 other cards in it with no spaces in between. When complete, it may then **attack** an incomplete battle-line.

Turn Ending Cards

Your turn ends when you draw one of the following:

Duplicate Card: You may place the card on your sheet (if you have room) and then your turn ends. **If you draw a 4th duplicate it is discarded and your turn ends.**

If the duplicate enables you to complete a line and make an attack, you may do so; then your turn ends.

Duplicates only apply to what you *currently* have on your sheet.

Fourth Standard or Musician: If you have 3 *Standards* or 3 *Musicians* and you draw a 4th, the card is discarded and your turn ends.

Green Special Cards: After dealing with any of the green special cards, your turn *always* ends.

Voluntarily: If you draw a card you do not want to use or put on your sheet, you may discard it and your turn ends.

Attacking Battle-lines

Once you have *just* completed a battle-line, or by using a *Venomous Creep*, the line can **attack** any *incomplete* opponent's battle-line of **lower total Attack value**.

A battle-line may only every make one attack when it is first completed. Once the option passes you cannot attack in a later turn. However if the line is made incomplete and then completed again, it *may* attack again.

If you do not attack you may continue drawing cards (unless the card drawn which completed your line was a duplicate).

Total all the **Attack ratings** of the cards in your line and the opponent's line. You *may* total the opponent's line before deciding whether or not to attack.

Attack

Roll the **Cube of Devastation**; if you roll the **Mark of Chaos** your attacking line **routs**. On any other result (the **Orcish Eye**) your attack is successful.

If the attack is successful, your opponent's troops in the defeated line are killed: **discard all the purple cards** immediately. Take all the remaining cards of the defeated line and place them on your sheet as desired in accordance with the usual rules. Leftovers go to the discard pile.

Odlugg Spleenripper is always discarded.

New lines completed as a result of victory *do not* get to attack.

Routs

If you roll the **Mark of Chaos** your attacking line **routs**. Immediately **discard all your purple cards and grey cards**. All other cards in your routed line are taken by the player you were attacking, who can place them on their sheet as desired in accordance with the usual rules. Leftovers go to the discard pile.

New lines completed by the player you attacked as a result of a rout *do not* get to attack. After routing, your turn ends.

Winning

The game ends *immediately* when a player completes his third battle-line. Calculate **Victory Points** (VPs).

First player to complete 3 lines	150
Each line completed with 5-7 cards	50
Each line completed with 8-10 cards	100
Each line completed with 11-13 cards	150
Each line completed with 14-16 cards	200
Each card on the playing sheet	10
Each red set of 3*	70
Each red set of 2**	60
Chaos Marauders	10
Garok Varokroksenrok	100
Idol	90
Monggo's Meat Grinders	80
Shotti	110
Spittledung XXXXX	50
Spoil Heap	40

* The 3 card set must be assembled properly, with the 2 machine halves and the crew all together. The *Boneshaker* set only needs to have the 2 machine halves put together for the full 70 points.

** The 2 machine halves put together, but without the crew.

CHAOS MARAUDERS

Odlugg Spleenripper
When drawn all players roll the **Cube**. If a player rolls the MofC, the troll joins him. If nobody, or more than one player rolls it, he is discarded. The drawing player's turn ends.

The player receiving the troll must roll for each blue card and *Sneaky Git*, discarding them if he rolls a MofC.

Test every time you draw a blue card (your turn continues), or every time a player places a *Sneaky Git* in your ranks.

No other player may attack a line with a troll in it unless the attacking line contains one of the following: *Plague Lords, Chaos Marauders, Claws of Malal, Shaman,* or a complete war machine. The troll is *discarded* if a line he is in is attacked and beaten.
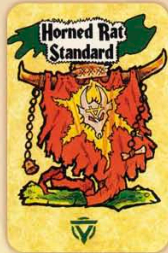
Horned Rat Standard
An incomplete line with this standard may never be attacked.
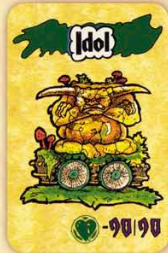
Idol
When drawn place the *Idol* in your battle-lines or in an opponent's battle-line. At the end of the game roll the Cube 6 times. If any roll the MofC, it is worth -90 VPs. If none roll the MofC, it is worth 90 VPs.

If you have the *Idol* and the *Shaman of Aaaaaaaag*, do not roll; the idol is worth 90 VPs.
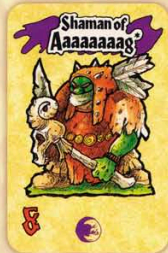
Shaman of Aaaaaaaag
If you complete a line with a *Shaman* in it, you may make 2 separate attacks, with the same line, one after the other on incomplete enemy lines.

If the line routs after the first attack, you cannot make another.
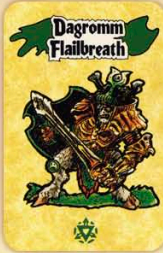
Dagrom Flailbreath
Roll the **Cube**. If you roll the MofC, lose every 3rd card from your battle-lines (starting from the topmost left, not counting the gaps). If you roll an Orcish Eye, roll again.

If the 2nd roll is the MofC, lose every 4th card. If not, roll again. If the 3rd roll is the MofC, lose every 5th card, and so on.

Roll until you have to lose cards or you roll 4 times without card loss. Then discard the card and end your turn.

Venomous Creep
May use *once* to take *any* card from an opponent's playsheet, to place anywhere on your own (even the *Horned Rat Standard*). If you steal a *Crew* card you can also take any relevant machine parts with it. You may *not* take a purple card.

Discard the card and end your turn after use.
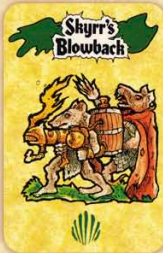
Skyrr's Blowback
May use *once* to obliterate any one enemy battle-line (except one protected by the *Horned Rat Standard*).

Roll the **Cube**. If you roll the MofC, immediately discard *every* card on your playsheet.

Discard the card and end your turn after use.

Blightskabb Plague Lords
You may have all 4 of these cards on your sheet or even the same battle-line. When you draw a duplicate your turn ends as normal.

If you have one, it has an Attack rating of 2; if you have 2 *anywhere on your sheet,* they both have a AR of 4, if you have 3 they are AR 6 each, and all 4, AR 8 each.
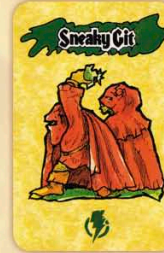
Sneaky Git
You may place this in another player's line (there may be more than one in a line), then your turn ends. On the victim's turn, the original owner (use the control markers) can force him to discard *any* card he has just drawn, then the *Git* is discarded and the victim's turn ends.

You instead may use a *Git* to discard both a card in one of your lines and the *Git*. Your turn then ends.

If played on a line that completes it, that line may *not* attack. If in a line that routs, it also routs and is discarded. If taken by a victor, it *must* be placed in his lines first.
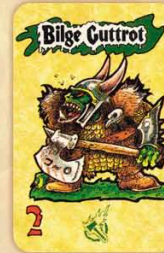
Bilge Gottrot
You may totally reorganise all of the cards on your playsheet (no attacks can be made by newly completed lines) *OR* attack with one of your incomplete lines.

Bozlum Pigstickers
Immediately upon drawing and placing, pick any enemy purple card and discard it (even if in a line protected by the *Horned Rat Standard*).

If drawn as a duplicate you may use it before your turn ends.

Chaos Marauders
Place on your sheet as normal. If another player spots it and calls out *"Chaos Marauders"* any time until the next player takes his first card, then the card goes to the caller.