



CHAOS CHARIOTS

The chariots of the Chaos hosts are brutal war engines that strike with a crushing impact. Sturdy constructions pulled to battle by muscular destriers, Chaos Chariots are driven pell-mell towards the enemy lines, the lashing whips of their charioteers spurring them forward so their momentum can shatter a shield wall like dry tinder.



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