



CHAOS KNIGHTS

Those whose path to glory sees them gifted with great iron-shod destriers band together into groups of Chaos Knights. These warrior elite have a fell reputation, and rightly so, for they ride as a wall of blades and spiked armour to crash through the enemy ranks in an explosion of torn flesh. Even brave men quail before the charge of these fell cavaliers.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ensorcelled Weapon	1"	3	3+	4+	-	1
Chaos Glaive	1"	2	4+	3+	-	1
War Steed's Roughshod Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Chaos Knights has 5 or more models. Some units wield Ensorcelled Weapons, while others bear Chaos Glaives. In either case, they carry Chaos Runeshields. They ride War Steeds which slay the enemy with great sweeps of their Roughshod Hooves.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of all its models.

DOOM KNIGHT

The leader of this unit is the Doom Knight. You can add 1 to any hit roll for a Doom Knight.

HORNBLOWER

Models in this unit can be Hornblowers. If the unit includes any Hornblowers, add 1 to its run and charge rolls.

ABILITIES

Chaos Runeshields: Roll a dice each time this unit suffers a mortal wound. On a 5 or a 6 that mortal wound is ignored.

Impaling Charge: This unit's Chaos Glaives inflict 2 damage rather than 1 and have a Rend of -1 instead of '-'; if it charged in the same turn.

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**.

Terrifying Champions: Subtract 1 from the Bravery of any enemy units within 3" of any Chaos Knights in the battleshock phase.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, CHAOS KNIGHTS