



LORD ON DAEMONIC MOUNT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Warhammer	1"	4	3+	3+	-1	2
Daemonic Mount's Mighty Hooves	1"	3	4+	3+	-	1

DESCRIPTION

A Lord on Daemonic Mount is a single model. He wields a Cursed Warhammer and bears a Chaos Runeshield. The Lord takes to battle atop a Daemonic Mount that thunders forth to strike down enemies with its Mighty Hooves.

ABILITIES

Eye of the Gods: The life of a Chaos Lord is a quest for power, and with each mighty foe slain he takes one step closer to immortality. Each time this model slays a **MONSTER** or **HERO**, roll a dice. If the result is 2 or more, this model heals D3 Wounds. If this model is already at full health, increase his Wounds by 1 instead.

Mark of Chaos: When you set up this model, you can declare that it has a mark of **KHORNE**, **NURGLE**, **SLAANESH** or **TZEENTCH**. The model has that keyword and gains the relevant ability from the following list:

Khorne: You can re-roll all hit rolls of a 1 for this model's Cursed Warhammer if it has a mark of **KHORNE**.

Nurgle: If this model has a mark of **NURGLE**, it has 8 Wounds instead of 7.

Tzeentch: You can re-roll failed save rolls for a this model if it has a mark of **TZEENTCH**.

Slaanesh: This model can run and charge in the same turn if it has a mark of **SLAANESH**.

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

COMMAND ABILITIES

The Knights of Chaos: If a Chaos Lord on Daemonic Mount uses this ability, select a unit of **CHAOS KNIGHTS**, **CHAOS CHARIOTS** or **GOREBEAST CHARIOTS** from your army within 15". Until your next hero phase you can re-roll charge rolls for that unit and add 1 to any hit rolls for them in the combat phase.

KEYWORDS

CHAOS, DAEMON, MORTAL, SLAVES TO DARKNESS, HERO, LORD ON DAEMONIC MOUNT