



LORD OF CHAOS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Daemon-possessed Reaperblade	2"	3	3+	3+	-2	2
Chaos Sword	1"	3	3+	3+	-	1

DESCRIPTION

A Lord of Chaos is a single model, unsurpassed in battle. Each is armed with a Daemon-possessed Reaperblade, and carries a Chaos Sword at their hip.

ABILITIES

Glory or Damnation: A Lord of Chaos is one step from becoming a Daemon Prince – and just as close to spawnedom! If a Lord of Chaos slays the opposing army general, then you can choose to replace him with a Daemon Prince model. On the other hand, if a Lord of Chaos is slain, you can replace him with a Chaos Spawn model. In either case, the new model has its full complement of starting Wounds.

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 hit rolls of a 1 made for a Lord of Chaos with a mark of **KHORNE**.

Tzeentch: You can re-roll save rolls of 1 for a Lord of Chaos with a mark of **TZEENTCH**.

Slaanesh: A Lord of Chaos with a mark of **SLAANESH** can run and charge in the same turn.

Nurgle: You can re-roll wound rolls of 1 for a Lord of Chaos with a mark of **NURGLE**.

Reaperblade: Once during the battle, before attacking with the Lord of Chaos' Reaperblade, you can say that he will unleash the fury of the daemon that possesses it. If you do, it makes only 1 Attack, but inflicts 2D6 Damage.

COMMAND ABILITY

Aided by the Gods: If a Lord of Chaos uses this ability, pick a **SLAVES TO DARKNESS** unit within 10" that has the same mark of Chaos as the Lord. Until your next hero phase, that unit receives the same benefit as the Lord of Chaos receives for his mark of Chaos.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, HERO, LORD OF CHAOS