

CHAOS LORD ON MANTICORE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Daemon Blade	1"	4	3+	3+	-	D3
Chaos Lance	2"	3	3+	3+	-	2
Chaos Flail	2"	6	3+	3+	-	1
Manticore's Claws and Jaws	1"	5	4+	*	-1	1
Manticore's Lashing Tail	3"	*	4+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Claws and Jaws	Lashing Tail
0-2	12"	2+	D6
3-4	10"	3+	D6
5-7	8"	3+	D3
8-9	6"	4+	D3
10+	4"	5+	1

DESCRIPTION

A Chaos Lord on Manticore is a single model. The Chaos Lord carries either a Daemon Blade or a Chaos Flail in one hand and a Chaos Lance in the other. Some Chaos Lords instead look to guard against enemy attacks, and carry either a Chaos Runeshield or a Daggerfist instead of a Chaos Lance.

These mighty champions ride atop a Manticore that fights with its fearsome Claws and Jaws as well as its Lashing Tail.

FLY

A Chaos Lord on Manticore can fly.

ABILITIES

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

Khorne: This model can pile in 6" instead of 3" if it has the mark of **KHORNE**.

Nurgle: This model has a save of 3+ if it has the mark of **NURGLE**.

Tzeentch: This model can attempt to unbind one spell in each enemy hero phase as if it were a wizard if it has a mark of **TZEENTCH**.

Slaanesh: If this model has a mark of **SLAANESH**, enemy units must subtract one from their Bravery if they are within 3" of it in the battleshock phase.

Chaos Runeshield: Roll a dice each time a Chaos Lord on Manticore with a Chaos Runeshield suffers a mortal wound. On a 5 or a 6 that mortal wound is ignored.

Daggerfist: Each time you make a successful save roll of a 6 or more for a Chaos Lord on Manticore with a Daggerfist and the attacking unit is within 1", he parries the blow and punches back; the attacking unit suffers a mortal wound after it has made all of its attacks.

Chaos Lance: A Chaos Lord's Chaos Lance inflicts 3 damage rather than 2 and has a Rend of -1 instead of '-', if the model charged in the same turn.

Territorial Predator: Any who stray into the territory of a Manticore are as good as dead, especially larger creatures, which it sees as potential rivals. You can re-roll hit rolls of 1 for the Manticore's Claws and Jaws attacks if the target is a **MONSTER**. If the target is a unit within your army's territory, you can re-roll any failed hit rolls for these attacks.

COMMAND ABILITY

Iron-willed Overlord: Manticores are berserk killers, and any Chaos Lord who rides one to battle displays such obvious dominance that none would dare deny his orders. If a Chaos Lord on Manticore uses this ability, select a **CHAOS WARRIORS** unit within 15". Until your next hero phase, you can re-roll charge rolls, wound rolls and battleshock tests for that unit.