



CHAOS GOREBEAST CHARIOTS



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
Gorebeast's Brutish Fists	1"	3	4+	3+	-	2

DESCRIPTION

A unit of Chaos Gorebeast Chariots consists of any number of models. Each chariot is drawn by a hulking Gorebeast which pummels its prey with Brutish Fists, and is driven by a charioteer who cracks a Lashing Whip at the foe. 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 Greatblade or War-flail hit on 3+ rather than 4+.

ABILITIES

Explosive Brutality: There is little as terrifying or destructive as the sudden bursts of rage that characterise Gorebeasts. If this unit makes a charge move, and the result of the charge roll was 8 or more, all Gorebeasts in the unit make 6 attacks with their Brutish Fists rather than 3 until the end of the turn.

Gorebeast Charge: Gorebeast Chariots thunder into enemy formations in a rampage of destruction. After this unit has finished a charge move, roll a dice for each enemy model within 2'; for each roll of 6 that model's unit suffers a mortal wound as a warrior is pounded into the dirt, impaled on metal horns or eviscerated by spinning wheel-blades.

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**.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, CHAOS GOREBEAST CHARIOTS