



• WARSCROLL •

CHAOS CHARIOTS

Swift Chaos Chariots thunder across the plains hunting for fresh prey. Drawn by corrupted steeds, the momentum of these constructs is a weapon of its own, and the charioteers take dark pleasure in crushing enemies beneath their heavy wheels.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lashing Whip	2"	2	4+	4+	-	1
Chaos Greatblade	2"	2	3+	3+	-1	2
Chaos War-flail	2"	D6	4+	3+	-	1
Trampling Hooves	1"	4	4+	4+	-	1

DESCRIPTION

A unit of Chaos Chariots has any number of models, each armed with one of the following weapon options: Chaos Greatblade and Lashing Whip; or Chaos War-flail and Lashing Whip.

MOUNT: This unit's War Steeds attack with their Trampling Hooves.

EXALTED CHARIOTEER: 1 model in this unit can be an Exalted Charioteer. Add 1 to hit rolls for attacks made with melee weapons by

that model (excluding those of its mount).

MARK OF CHAOS: When you select this unit to be part of your army, you must give it one of the following Mark of Chaos keywords: **KHORNE, TZEENTCH, NURGLE, SLAANESH** or **UNDIVIDED**.

ABILITIES

Don't Spare the Lash: *These cruel charioteers know how to get the most out of their beasts of burden.*

Once per battle, this unit can run and still charge later in the same turn.

Swift Death: *Chaos Chariots are at their most deadly on the charge, where their considerable bulk and bladed wheels can cause untold devastation.*

After this unit makes a charge move, you can pick 1 enemy unit within 1" of this unit and roll a number of dice equal to the charge roll for that charge move. For each 5+, that enemy unit suffers 1 mortal wound.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, MARK OF CHAOS, CHAOS CHARIOTS