

# CHAOS KNIGHTS

The coming of the Chaos Knights heralds the death of empires. These dreaded champions charge fearlessly into the deadliest of battles, striking down foes all around them with sundering blows from their ensorcelled weapons.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ensorcelled Weapon	1"	3	3+	3+	-1	1
Cursed Lance	2"	2	4+	3+	-	1
Cursed Flail	2"	D6	4+	3+	-	1
Trampling Hooves	1"	2	4+	4+	-	1

## DESCRIPTION

A unit of Chaos Knights has any number of models, each armed with one of the following weapon options: Ensorcelled Weapon and Chaos Runeshield; or Cursed Lance and Chaos Runeshield.

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

**DOOM KNIGHT:** 1 model in this unit can be a Doom Knight. Add 1 to the Attacks characteristic that model's melee weapons (excluding its mount). In addition, that model can replace its weapon option with a Cursed Flail and Chaos Runeshield.

**STANDARD BEARER:** 1 in every 5 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of this unit while it includes any Standard Bearers.

**HORNBLOWER:** 1 in every 5 models in this unit can be a Hornblower. Add 1 to run and charge rolls for a unit that includes any Hornblowers.

**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

**Chaos Runeshields:** *The dark runes inscribed upon these shields grant them the power to withstand even the most powerful attacks.*

Roll a dice each time you allocate a mortal wound to a unit with Chaos Runeshields. On a 5+, that mortal wound is negated.

**Impaling Charge:** *A charging Chaos Knight who wields a lance is capable of spitting several enemies at once with the point of their ensorcelled polearm.*

Add 1 to the Damage characteristic and improve the Rend characteristic of this unit's Cursed Lances by 2 if it made a charge move in the same turn.

**Terrifying Champions:** *The brutal reputation of the Chaos Knights precedes them, and can inspire dread in even the stoutest heart.*

Subtract 1 from the Bravery characteristic of enemy units within 3" of any friendly units with this ability in the battleshock phase.

## KEYWORDS

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