



## • WARSCROLL •

# CHAOS LORD

Chaos Lords are dark champions who have walked the Path to Glory and are now only one step away from glory or damnation. They are the rulers of great warbands and hordes, and their followers will die before failing these fearsome warlords.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Reaperblade	2"	3	3+	3+	-2	2
Daemonbound Steel	1"	3	3+	3+	-1	1
Daemonbound War-flail	2"	6	4+	4+	-2	1

## DESCRIPTION

A Chaos Lord is a single model armed with one of the following weapon options: Reaperblade and Daemonbound Steel; or Daemonbound War-flail.

**MARK OF CHAOS:** When you select this model 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

**Daemonbound:** *Weapons that contain the essence of a daemon are capable of swiftly devouring an enemy's soul.*

If the unmodified hit roll for an attack made with a Daemonbound weapon is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

## COMMAND ABILITIES

**Spurred by the Gods:** *Chaos Lords are the favoured of the dark pantheon, and in their*

*presence their warriors fight all the harder.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **MORTAL SLAVES TO DARKNESS** unit wholly within 12" of a friendly model with this command ability. After that unit has fought in that phase for the first time, when it is your turn to pick a unit to fight with later in the same phase, that unit can be selected to fight for a second time if it is within 3" of any enemy units. The same unit cannot benefit from this command ability more than once per turn.

## KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, MARK OF CHAOS, EYE OF THE GODS, HERO, CHAOS LORD