



• WARSCROLL •

## CHAOS LORD

ON DAEMONIC MOUNT



Particularly favoured Chaos Lords may be granted a daemonic steed to bear them into battle. These champions become the rulers of feared cavalry warbands, driving their mounted brethren into battle with roared oaths to the Dark Gods.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Warhammer	1"	4	3+	3+	-1	2
Mighty Hooves	1"	3	4+	3+	-	1

### DESCRIPTION

A Chaos Lord on Daemonic Mount is a single model armed with a Cursed Warhammer and Chaos Runeshield.

**MOUNT:** This model's Daemonic Mount attacks with its Mighty Hooves.

**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

**Chaos Runeshield:** *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 this model. On a 5+, that mortal wound is negated.

**Cursed Warhammer:** *Those struck by this malevolent weapon are soon blasted apart in an explosion of unholy power.*

If the unmodified hit roll for an attack made with a Cursed Warhammer is 6, that attack inflicts 2 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

**Fuelled by Carnage:** *Those Chaos Lords who rise high in the favour of the gods find themselves sustained by the act of killing alone.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's Cursed Warhammer in that phase, you can heal up to D3 wounds allocated to this model.

### COMMAND ABILITIES

**The Knights of Chaos:** *This Chaos Lord commands his mounted brethren to seek and destroy the foe with renewed hatred.*

You can use this command ability in your hero phase. If you do so, pick 1 friendly **CHAOS KNIGHTS**, **CHAOS CHARIOTS** or **GOREBEAST CHARIOTS** unit wholly within 18" of a friendly **SLAVES TO DARKNESS HERO** with this command ability. You can re-roll charge rolls for that unit and add 1 to hit rolls for attacks made by that unit until your next hero phase. The same unit cannot benefit from this command ability more than once per turn.

### KEYWORDS

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