

CHAOS LORD

ON KARKADRAK

Karkadraks are monstrous lizard-beasts clad in thick scales, whose destructive rampages are almost impossible to stop. Only the strongest Chaos Lords can dominate a Karkadrak, but those who succeed become truly deadly linebreakers.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hexed Battle-axe	1"	5	3+	3+	-	2
Daemonbound Blade	1"	3	3+	3+	-1	D3
Tearing Horn and Claws	1"	3	4+	3+	-1	2
Battering Tail	1"	2	4+	4+	-	1

DESCRIPTION

A Chaos Lord on Karkadrak is a single model armed with a Hexed Battle-axe and Daemonbound Blade.

MOUNT: This model's Karkadrak attacks with its Tearing Horn and Claws and its Battering Tail.

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

Brutish Rampage: *A charging Karkadrak is an almost unstoppable force, capable of smashing straight through even the most determined shieldwall.*

Roll a dice for each enemy unit that is within 1" of this model after this model makes a charge move. On a 2+, that unit suffers D3 mortal wounds.

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 Blade is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

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 Hexed Battle-axe in that phase, you can heal up to D3 wounds allocated to this model.

Rune-etched Plating: *The symbols carved across the armour of this champion radiate an aura of fell power that protects the wearer from harm.*

Roll a dice each time you allocate a mortal wound to this model. On a 5+, that mortal wound is negated.

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. Until your next hero phase, you can re-roll charge rolls for that unit and add 1 to hit rolls for attacks made by that unit. 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