



GOREBEAST CHARIOTS



Those chariots pulled by hulking Gorebeasts are gloriously brutal weapons. Only the strongest of will can break a Gorebeast, and when in the thick of combat these creatures rip their foes limb from limb with shocking ferocity.

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
Crushing Fists	1"	3	3+	3+	-	2

DESCRIPTION

A unit of Gorebeast 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 Gorebeasts attack with their Crushing Fists.

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

Crashing Charge: *Gorebeast Chariots crash into the enemy as a raging stampede of destruction.*

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

Explosive Brutality: *There is little as terrifying or as destructive as the sudden bursts of rage that characterise Gorebeasts.*

If you make a charge move with this unit and the unmodified charge roll was 8+, add 1 to hit and wound rolls for attacks made by this unit's Crushing Fists until your next hero phase.

KEYWORDS

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