













 <b>Chaos - Slaves to Darkness [1,095pts]</b>	
<b>Leader</b>	
    <b>Chaos Lord on Karkadrak</b>	375pts
<b>Fighters</b>	
<b>Chaos Knight with Cursed Lance and Chaos Runeshield</b>	195pts
x3	
<b>Chaos Warrior with Chaos Halberd and Runeshield</b>	135pts

 <b>Chaos - Slaves to Darkness [1,095pts]</b>	
<b>Selection Rules</b>	
	<b>[Reaction] Boon of Fortitude</b> : fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. Remove 3 damage points allocated to this fighter.
	<input type="checkbox"/> <b>[Double] Imbued with Dark Power</b> : Until the end of this fighter's activation, add the value of this ability to the Strength characteristic of melee attack actions made by this fighter.
 	<input type="checkbox"/> <b>[Triple] Champion of Darkness</b> : A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action. Then, they can make a bonus attack action.
  	<input type="checkbox"/> <b>[Triple] Knights of Chaos</b> : Until the end of the battle round, add 2 to the Move characteristic of friendly fighters with the Mount runemark and a Toughness characteristic of 5 or more.
 	<input type="checkbox"/> <b>[Triple] Trampling Hooves</b> : Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.