

Chaos Knight

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| HP | 25 |
|----|----|

—Lance— —Morningstar—

| Move | Attack | DMG | Attack | DMG |
|------|--------|-----|--------|-----|
| 5* | 2D+3 | H+2 | 3D | Lx2 |

| TN/ Shield | DR |
|------------|----|
| 11 | -3 |

—Melee—

War Horse

| Move | Ride | Attack | DMG | TN | DR |
|------|------|--------|-----|----|----|
| 9 | 7 | 3D | H | 10 | -1 |

| | | | |
|-----------------|-----------------|-----------------|-----------------|
| #1 | ○ ○ ○ ○ ○ ○ | ○ ○ ○ ○ ○ ○ | ○ ○ ○ ○ ○ ○ |
| ○ ○ ○ ○ ○ ○ | ○ ○ ○ ○ ○ ○ | ○ ○ ○ ○ ○ ○ | ○ ○ ○ ○ ○ ○ |
| ○ ○ ○ ○ ○ ○ | ○ ○ ○ ○ ○ ○ | ○ ○ ○ ○ ○ ○ | ○ ○ ○ ○ ○ ○ |
| mount | ● ● ● ● ● ● ● ● | ● ● ● ● ● ● ● ● | ● ● ● ● ● ● ● ● |
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| -2 Atk | | | |
| -1 TN | | | |
| -1 Move | | -1 Atk | |
| (-2 Move) | | (-1 Move) | |

Charge. If the Chaos Knight moves straight at least 4MP to engage a PC, he gains a +2 Atk modifier for the first attack (in addition to the standard +1 modifier for mounted attacker)

Magic Resistance: MR=2

Rune Armor. DR of the Chaos Knight armor is not affected by the PENETRATION trait.

Cursed Lance. The weapon has PENETRATION(2) trait.

| | |
|-------|-------|
| Rider | (1-4) |
| Mount | (5-6) |

*When Dismounted

Cursed Lance (mounted only)
Morningstar (dismounted)
Chain Mail

Special Action A: Fury
The Chaos Knight gains a +2 DRM on the next attack and a +2 MP of additional movement (if not Engaged)

Special Action B: War Horse attack
The War Horse will attack an adjacent PC in addition to the standard Chaos Knight attack.