



FACTION PACK

SLAVES TO DARKNESS

BATTLE TRAITS

Once Per Turn, End of Any Turn

EYE OF THE GODS: *The Slaves to Darkness seek to attract the notice of the gods by performing great deeds in battle. To court the gaze of these beings is perilous, yet those who prove worthy are made mighty indeed.*

Declare: Each friendly **SLAVES TO DARKNESS** unit that destroyed an enemy unit this turn is a target. Friendly **BEASTS** and non-**HERO MONSTERS** cannot be targeted by this ability.

Effect: Make a reward roll of D6 for each target and apply the corresponding effect below. You can re-roll the reward roll for the target, but if you do so and you roll a 1, inflict D3 mortal damage on the target.

1 Snubbed by the Gods: No effect.

2 Mutative Regrowth: Heal (3) the target.

3 Unnatural Grace: Add 1 to hit rolls for the target's combat attacks for the rest of the battle.

4 Lurid Aura: The target has **WARD (6+)** for the rest of the battle. If the target already has **WARD (6+)**, it has **WARD (5+)** instead.

5 Slaughterer's Might: Add 1 to the Rend characteristic of the target's melee weapons for the rest of the battle.

6 Champion of Chaos: Pick any other effect.

The same effect can be applied multiple times to a unit, and more than 1 effect can apply to a unit at the same time.

Passive

MARKS OF CHAOS: *In return for power, a mortal may forsake their soul by pledging it to one or all of the Dark Gods.*

Effect: Friendly **SLAVES TO DARKNESS** units have 1 of the following effects based on the Mark of Chaos keyword they have.

- **UNDIVIDED:** Add 1 to wound rolls for the unit's combat attacks that target a **HERO** or **MONSTER**.
- **KHORNE:** Add 1 to the Attacks characteristic of the unit's melee weapons for the rest of the turn if the unit charged in the same turn.
- **TZEENTCH:** The unit has **WARD (4+)** against mortal damage inflicted by **SPELL** abilities and abilities used by **MANIFESTATIONS**.
- **NURGLE:** Subtract 1 from wound rolls for combat attacks that target the unit.
- **SLAANESH:** Add 1 to run rolls and charge rolls for the unit.

If a unit with a Mark of Chaos keyword is replaced, the replacement unit has the same Mark of Chaos keyword.

BATTLE FORMATIONS

You can pick 1 of the following battle formation for a Slaves to Darkness army. Each battle formation grants a different ability you can use in the battle.

LEGION OF CHAOS

Passive

UNITED IN DARKNESS: *The myriad forces of Chaos march to war under a common cause, led by warlords who have put aside their rivalries in the name of laying waste to the lands of a shared foe.*

Effect: While there is at least 1 friendly **WARRIORS OF CHAOS HERO** and 1 other friendly **DAEMON HERO** or **DARKOATH HERO** on the battlefield, add 2 to the control scores of friendly **SLAVES TO DARKNESS** units while they are contesting an objective that is wholly outside friendly territory.

GODSWRATH WARBAND

Once Per Turn (Army), End of Your Turn

IRONCLAD ONSLAUGHT: *When a Chaos horde is on the march, the realms tremble. Hundreds of heavily armoured warriors desecrate all in their path as they roar oaths to the Dark Pantheon.*

Declare: Pick an objective that is contested by any friendly units to be the target.

Effect: Place a **defiled token** next to the target objective. Then, roll a D3 for each enemy unit contesting an objective that has a **defiled token**. On a 2+, inflict an amount of mortal damage on that enemy unit equal to the roll.

DESPOILERS

Once Per Turn (Army), Reaction: You declared a **FIGHT** ability for a friendly Daemon Prince unit

FERAL RUIN: *A Daemon Prince's unholy radiance draws to them the most savage of chaotic creatures, abominations against nature that hunger to spill blood.*

Used By: The Daemon Prince unit using that **FIGHT** ability.

Effect: Pick a friendly non-**HERO SLAVES TO DARKNESS MONSTER** or **BEAST** unit that has not used a **FIGHT** ability this turn and is wholly within 12" of this unit to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved.

DARKOATH HORDE

Once Per Turn (Army), Your Movement Phase

RALLY THE TRIBES: *One of the horde's commanders looses a terrifying battle cry, calling more of their blade-sworn warriors to their side.*

Declare: If there is a friendly **DARKOATH HERO** on the battlefield, pick a friendly non-**HERO** non-**UNIQUE DARKOATH** unit that has been destroyed to be the target.

Effect: Roll a dice. On a 3+, set up a replacement unit with half the number of models from the target unit (rounding up) on the battlefield, wholly within 6" of a battlefield edge and more than 3" from all enemy units.

HEROIC TRAITS

RUINOUS OVERLORDS (HERO only)

Deployment Phase

FAVoured of the Pantheon:

The gods watch this warlord's deeds particularly closely.

Effect: This unit can use the 'Eye of the Gods' ability as if it were the end of the turn and it had destroyed an enemy unit this turn.

Once Per Battle, Any Combat Phase

Deathmonger:

Feared across the realms, this hero leaves naught in their wake but a trail of sun-bleached bones.

Effect: This unit can use 2 **FIGHT** abilities this phase. After the first is used, however, this unit has **STRIKE-LAST** for the rest of the turn.

Any Hero Phase

Radiance of Dark Glory:

In the presence of this champion, the mutative energies of Chaos can seal shut even the most grievous of wounds.

Declare: Pick each damaged friendly unit wholly within 12" of this unit to be the targets.

Effect: Roll a dice for each target. On a 3+, **Heal** (1) the target. **Heal** (3) the target instead if it is a **MONSTER**.



ARTEFACTS OF POWER

INFERNAL TREASURES (HERO only)

Once Per Battle, Start of Any Turn

INFERNAL PUPPET: As it dances upon the aetheric winds, this eldritch marionette violently disrupts the spellcraft of enemy mages.

Declare: Pick a visible enemy **WIZARD** within 24" of this unit to be the target.

Effect: For the rest of the turn, each time the target is picked to use a **SPELL** ability, inflict D3 mortal damage on the target as a reaction. If the target is destroyed by this ability, do not resolve the effect of that **SPELL** ability.

Once Per Battle, Your Hero Phase

REALMWARPER'S TWIST-RUNE:

One who bears this cursed rune can bind warped landscapes to their will. Ruptured chasms open as thick palls of dark energy obscure the favoured and their servants from view.

Declare: Pick a terrain feature within 12" of this unit to be the target.

Effect: If the target does not have the 'Obscuring' terrain ability, it gains that ability until the start of your next turn. Then, roll a dice for each model (friendly and enemy) within 1" of the target. For each 5+, inflict 1 mortal damage on that model's unit.

Passive

THE CONQUEROR'S CROWN: This blasphemous diadem grants the bearer dominion over the minds of lesser mortals.

Effect: Subtract 5 from the control scores of enemy **INFANTRY** units while they are in combat with this unit.

SPELL LORE

LORE OF THE DAMNED

5

Your Hero Phase

SPITE-TONGUE CURSE: Uttering the foul syllables of the Dark Tongue until blood pours from their mouth, the caster beseeches the Chaos Gods to destroy their enemies – though such pacts carry with them a terrible cost...

Declare: Pick a friendly **SLAVES TO DARKNESS WIZARD** to cast this spell, pick a visible enemy unit within 12" of them to be the target, then make a casting roll of 2D6. If the casting attempt is unsuccessful or if the spell is unbound, inflict D3 mortal damage on the caster.

Effect: Inflict 3 mortal damage on the target.

KEYWORDS

SPELL, UNLIMITED

Your Hero Phase

7

BINDING DAMNATION: At the caster's urging, tendrils of raw Chaos burst from the tortured ground, entwining the limbs of their enemies and rendering them easy prey.

Declare: Pick a friendly **SLAVES TO DARKNESS WIZARD** to cast this spell, pick a visible enemy unit within 12" of them to be the target, then make a casting roll of 2D6.

Effect: The target has **STRIKE-LAST** until the start of your next turn.

KEYWORDS

SPELL

Your Hero Phase

7

DAEMONIC SPEED: Infernal winds blow at the back of these hordes, speeding them into battle against the enemies of the gods.

Declare: Pick a friendly **SLAVES TO DARKNESS WIZARD** to cast this spell, pick a visible friendly **SLAVES TO DARKNESS** unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

Effect: For the rest of the turn, add 1 to the number of dice rolled when making charge rolls for the target, to a maximum of 3.

KEYWORDS

SPELL



MANIFESTATION LORE

MANIFESTATIONS OF MALEVOLENCE

>Your Hero Phase

7

SUMMON DARKFIRE

DAEMONRIFT: Darkfire Daemonrifts are eldritch portals torn ajar by dark incantations. Once the veil has been sundered, raw magic seeping from the Realm of Chaos forms an opening for the horrors beyond to vent their spite, widened and empowered by spellcraft that draws upon the essence of Chaos.

Declare: If there is not a friendly **Darkfire Daemonrift** on the battlefield, pick a friendly **SLAVES TO DARKNESS WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Darkfire Daemonrift** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS

SPELL, SUMMON

Your Hero Phase

7

SUMMON REALMSCOURGE

RUPTURE: Realmscourage Ruptures are not subtle weapons. When the necessary magical power has been channelled and released by a tribal shaman, the land itself writhes in the grip of Chaos, sharpened spikes surging forth like an accursed tidal wave to overwhelm anything in their path.

Declare: If there is not a friendly **Realmscourage Rupture** on the battlefield, pick a friendly **SLAVES TO DARKNESS WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Realmscourage Rupture** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS

SPELL, SUMMON

Your Hero Phase

7

SUMMON EIGHTFOLD

DOOM-SIGIL: Eightfold Doom-Sigils are icons of Chaos in all its glory, blazing symbols of pure ruin. To fall in the presence of such a sorcerous construct is to be damned, for these lingering spells hungrily suck souls into the Realm of Chaos for the gods to feast upon.

Declare: If there is not a friendly **Eightfold Doom-Sigil** on the battlefield, pick a friendly **SLAVES TO DARKNESS WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up an **Eightfold Doom-Sigil** wholly within 12" of the caster and visible to them.

KEYWORDS

SPELL, SUMMON





• SLAVES TO DARKNESS WARSCROLL •

ARCHAON

THE EVERCHOSEN

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
The Slayer of Kings	4	2+	3+	2	3	-
💀 Dorghar's Claws and Tails	6	4+	2+	2	3	Companion
Dorghar's Heads	3	3+	2+	1	5	Companion

💀 Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of **Dorghar's Claws and Tails** is 4.

✿ Once Per Battle, Your Hero Phase

THE EYE OF SHEERIAN: *Torn from the corpse of a mighty dragon, this artefact grants Archaon visions of future events.*

Effect: Roll a dice. This roll replaces the priority roll of the next battle round. On a 1-3, your opponent must take the first turn of that battle round. On a 4-6, you must take the first turn of that battle round. This ability cannot be used if there is an enemy **Archaon** on the battlefield.

⚔️ Passive

THE SLAYER OF KINGS: *This ancient daemonblade thirsts for the souls of champions and warlords.*

Effect: Each time this unit uses a **FIGHT** ability, if the unmodified wound roll for 2 or more attacks made with **The Slayer of Kings** that target the same **HERO** is 6, that **HERO** is automatically destroyed.

✿ Deployment Phase

THE FAVOURED WARLORD: Archaon ruthlessly exploits the Dark Gods' competition for his service.

Effect: Pick 1 of the following keywords: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**. This unit has that keyword in addition to **UNDIVIDED**.

✿ Once Per Turn (Army), Any Combat Phase

THREE-HEADED TITAN

Effect: Pick 1 of the following effects:

Filth-spewer: Pick an enemy unit within 6" of this unit and roll a number of dice equal to the number of models in that unit, to a maximum of 7. For each 3+, inflict 1 mortal damage on that unit.

Skull-gorger: Pick an enemy unit in combat with this unit and roll a dice. If the roll exceeds that unit's Health characteristic, 1 model in that unit is slain and you can **Heal (X)** this unit, where X is that unit's Health characteristic.

Spell-eater: Pick a **MANIFESTATION** within 12" of this unit and roll a dice. On a 2+, it is banished and inflict D3 mortal damage on the unit that summoned it.

KEYWORDS

RAMPAGE

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (2), FLY, WARD (5+)

CHAOS, SLAVES TO DARKNESS, DAEMON, UNDIVIDED, WARRIORS OF CHAOS



• SLAVES TO DARKNESS WARSCROLL •
DAEMON PRINCE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Hellforged Weapons	6	3+	3+	1	3	Crit (Mortal)

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- KHORNE
- TZEENTCH
- NURGLE
- SLAANESH

This unit is armed with Hellforged Weapons and has 1 of the following options:

- Wings
- Trophy Rack

Passive

AIRBORNE HORROR: Carried aloft by ragged leathery wings, this favoured champion of the Chaos Gods will bring ruin wherever they descend.

Effect: If this unit has **Wings**, it has a Move characteristic of 10" and has **FLY**.

Passive

THE MOUNTED SKULLS OF THE FALLEN: Some Daemon Princes revel in glory with each worthy foe slain by their hands.

Effect: If this unit has a **Trophy Rack**, its Hellforged Weapons also have **Anti-Hero** (+1 Rend).

>Your Hero Phase

RUINOUS FAVOUR: A Daemon Prince is an unholy conduit for the power and influence of their patron, and those who fight in their monstrous shadow may find themselves marked by the divine.

Declare: Pick a friendly non-**UNIQUE** unit wholly within 12" of this unit that shares a Mark of Chaos keyword with this unit to be the target.

Effect: Roll a dice. On a 3+, the target can immediately use the 'Eye of the Gods' ability as if it were the end of the turn and they had destroyed an enemy unit this turn.

KEYWORDS

HERO, INFANTRY, WARD (6+)

CHAOS, SLAVES TO DARKNESS, DAEMON



• SLAVES TO DARKNESS WARSCROLL •
VARANGUARD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Daemonforged Blades	3	3+	3+	2	2	Charge (+1 Damage), Crit (Mortal)
Steed's Tearing Fangs	3	4+	3+	1	1	Companion

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- KHORNE
- TZEENTCH
- NURGLE
- SLAANESH



🗡 Once Per Battle, Any Combat Phase

RELENTLESS KILLERS: The Varanguard have slaughtered foes beyond counting, butchering their way across the battlefields of the Mortal Realms without mercy.

Effect: This unit can use 2 **FIGHT** abilities this phase. After the first is used, however, this unit has **STRIKE-LAST** for the rest of the turn.

KEYWORDS

CAVALRY

CHAOS, SLAVES TO DARKNESS, WARRIORS OF CHAOS



• SLAVES TO DARKNESS WARSCROLL •
BE'LAKOR
 THE DARK MASTER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Blade of Shadows	8	3+	3+	2	2	Crit (Auto-wound)
Fell Claw and Spearing Tail	2	2+	2+	2	2	Charge (+1 Damage)

💀 Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Blade of Shadows** is 6.

🛡️ Passive

SHADOW FORM: Be'lakor can shift his physical form to be as insubstantial as the mists of Ulgu – and just as hard to land a telling blow upon.

Effect: Ignore modifiers to save rolls for this unit (positive and negative).

**⚔️ Once Per Turn (Army),
Enemy Combat Phase**

DEADLY TRAP: The Dark Master delights in lethal reversals of expectation and fate.

Declare: Pick this unit and up to 2 friendly **SLAVES TO DARKNESS** units within this unit's combat range to be the targets.

Effect: Roll a dice for each target. On a 4+, that target has **STRIKE-FIRST** for the rest of the turn.

KEYWORDS

RAMPAGE

⚙️ Once Per Battle, Enemy Hero Phase

THE DARK MASTER: Many puppets dance on Be'lakor's infernal strings. Few realise as much until their fate is sealed.

Declare: Pick a visible enemy unit to be the target.

Effect: Until the start of your next turn, each time the target is picked to use an ability, roll a dice as a reaction. On a 3+, that ability has no effect.

🎲 Your Hero Phase

ENFEEBLE FOE: With a series of hissed incantations, Be'lakor instils visions of loss and despair in the minds of his enemies to drain them of their fighting spirit.

Declare: Pick a visible enemy unit within 18" of this unit to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn:

- Subtract 1 from hit rolls from the target's combat attacks.
- The target's combat attacks cannot score critical hits (treat them as regular hits instead).

KEYWORDS

SPELL

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (2), FLY, WARD (6+)

CHAOS, SLAVES TO DARKNESS, DAEMON, UNDIVIDED



• SLAVES TO DARKNESS WARSCROLL •
ETERNUS
 BLADE OF THE FIRST PRINCE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Death Glaive and Skull Flail	6	3+	3+	1	2	Charge (+1 Damage)
Drakocephalus's Fangs	3	4+	3+	-	1	Companion

Any Movement Phase

VEINS OF BLACK LIGHTNING:

Reborn in the Cursed Skies above the realms, Eternus's soul is tethered to the Mortal Realms through the dark magics of his master; whenever he is struck down, a flash of black lightning sees him stand defiant once more.

Declare: This unit can use this ability if it has been destroyed.

Effect: Roll 2D6. Add 1 to the roll if a friendly **Be'lakor** is on the battlefield. On an 8+, set up a replacement unit on the battlefield more than 9" from all enemy units.

Reaction: Opponent declared a command for a unit within 12" of this unit

NETWORK OF SPIES: Eternus commands a legion of agents and operatives to ensure he is always one step ahead of his enemies.

Effect: Roll a dice. Add 1 to the roll if the enemy unit is in combat with a friendly **Chaos Legionnaires** or **Chaos Furies** unit. On a 5+, that command has no effect. The command still counts as having been used and the command points spent to use the command are still lost.

KEYWORDS

CORE

KEYWORDS

UNIQUE, HERO, CAVALRY

CHAOS, SLAVES TO DARKNESS, UNDIVIDED



• SLAVES TO DARKNESS WARSCROLL •
CHAOS LORD
ON DAEMONIC MOUNT

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Cursed Weapons	5	3+	3+	2	2	Charge (+1 Damage)
Daemonic Mount's Mighty Hooves	3	5+	3+	-	1	Companion

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- KHORNE
- TZEENTCH
- NURGLE
- SLAANESH

Reaction: You declared a **FIGHT** ability for this unit

THE KNIGHTS OF CHAOS: At the head of a charge, this Chaos Lord leads their cavalry to crush any foe before them.

Effect: Pick a friendly non-HERO **WARRIORS OF CHAOS CAVALRY** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, add 1 to wound rolls for the target's attacks for the rest of the turn.



HERO, CAVALRY

KEYWORDS

CHAOS, SLAVES TO DARKNESS, WARRIORS OF CHAOS



• SLAVES TO DARKNESS WARSCROLL •
GAUNT SUMMONER
 ON DISC OF TZEENTCH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Changestaff	12"	3	4+	3+	1	D3	Crit (Mortal)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Warptongue Blade		3	3+	3+	1	2	-
Disc's Teeth and Horns	2	4+	3+	1	D3		Companion

Deployment Phase

MINIONS OF THE SILVER TOWER:

The warped fortresses of the Gaunt Summoners are infested with their thrall hosts.

Declare: Pick a friendly unit that has not been deployed to be the target.

Effect: The target is set up in reserve **in a Silver Tower**. It has now been deployed.

KEYWORDS

DEPLOY

Your Movement Phase

BOOK OF PROFANE SECRETS:

Using this arcane tome, the Gaunt Summoner calls forth minions from their Silver Tower.

Declare: Pick a friendly unit **in a Silver Tower** to be the target.

Effect: Set up the target on the battlefield wholly within 12" of this unit and more than 9" from all enemy units.

Your Hero Phase

ARCANE IMPRISONMENT:

Gaunt Summoners delight in banishing foes to their Silver Towers.

Declare: Pick an enemy **HERO** in combat with this unit to be the target, then make a casting roll of 2D6.

Effect: If the unmodified casting roll exceeds the target's Health characteristic, it is automatically destroyed. For the rest of the battle, that unit cannot be picked to be the target of an ability that allows a replacement unit to be set up.

KEYWORDS

SPELL

KEYWORDS

HERO, WIZARD (2), CAVALRY, FLY, WARD (6+)

CHAOS, SLAVES TO DARKNESS, DAEMON, TZEENTCH



• SLAVES TO DARKNESS WARSCROLL •
GAUNT SUMMONER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Changestaff	12"	3	4+	3+	1	D3	Crit (Mortal)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Warptongue Blade		3	3+	3+	1	2	-

Deployment Phase

MINIONS OF THE SILVER TOWER:

The warped fortresses of the Gaunt Summoners are infested with their thrall hosts.

Declare: Pick a friendly unit that has not been deployed to be the target.

Effect: The target is set up in reserve **in a Silver Tower**. It has now been deployed.

KEYWORDS

DEPLOY



KEYWORDS

HERO, WIZARD (2), INFANTRY, WARD (6+)

CHAOS, SLAVES TO DARKNESS, DAEMON, TZEENTCH

Your Movement Phase

BOOK OF PROFANE SECRETS: *Using this arcane tome, the Gaunt Summoner calls forth minions from their Silver Tower.*

Declare: Pick a friendly unit **in a Silver Tower** to be the target.

Effect: Set up the target on the battlefield wholly within 12" of this unit and more than 9" from all enemy units.

Your Hero Phase

DIVERT REALMGATE: *Whispering fell incantations, a Gaunt Summoner can temporarily divert the path of a realmgate, allowing malefic Chaos entities to storm the battlefield.*

Declare: Make a casting roll of 2D6.

Effect: Units set up this turn using this unit's 'Book of Profane Secrets' ability can be set up wholly within 18" of this unit and more than 7" from all enemy units instead of the distances in the ability.

KEYWORDS

SPELL

7



• SLAVES TO DARKNESS WARSCROLL •
OGROID THERIDONS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Goroan Weapons	4	4+	2+	1	2	Anti-INFANTRY (+1 Rend)

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- KHORNE
- TZEENTCH
- NURGLE
- SLAANESH

Once Per Battle, Any Combat Phase

UNLEASHED SAVAGERY: Suppressing their savage spirit no more, these ferocious warriors hack at the foe in a bestial frenzy.

Effect: Add 1 to the Damage characteristic of this unit's melee weapons for the rest of the turn.



INFANTRY, CHAMPION, MUSICIAN (1/3), STANDARD BEARER (1/3)

KEYWORDS

CHAOS, SLAVES TO DARKNESS



• SLAVES TO DARKNESS WARSCROLL •
CHAOS SORCERER LORD
 ON MANTICORE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Sorcerous Reaping Staff	3	3+	3+	1	D3	-
Manticore's Claws and Fangs	6	4+	2+	1	2	Anti-MONSTER (+1 Rend), Companion

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- TZEENTCH
- NURGLE
- SLAANESH

Once Per Turn (Army), Your Hero Phase

ORACULAR VISIONS: A sorcerer can temporarily bestow the gift of foresight upon their allies, helping them ward against enemy blows.

Declare: Pick a friendly **WARRIORS OF CHAOS** unit wholly within 12" of this unit to be the target and roll a dice.

Effect: On a 3+, the target has **WARD (5+)** until the start of your next turn.

Once Per Turn (Army), Any Combat Phase

VENOMOUS TAIL STRIKE: The barbed tail of a Manticore secretes a paralysing toxin that can stun an enemy long enough for the Manticore to tear into them with impunity.

Declare: Pick an enemy **MONSTER** in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, the target has **STRIKE-LAST** for the rest of the turn.

KEYWORDS

RAMPAGE

KEYWORDS

HERO, MONSTER, WIZARD (1), FLY

CHAOS, SLAVES TO DARKNESS, WARRIORS OF CHAOS



• SLAVES TO DARKNESS WARSCROLL •
CHAOS LORD
ON MANTICORE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Daemonbound Weapons	5	3+	3+	1	2	Crit (Mortal)
Manticore's Claws and Fangs	6	4+	2+	1	2	Anti-MONSTER (+1 Rend), Companion

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- KHORNE
- TZEENTCH
- NURGLE
- SLAANESH

Passive

IRON-WILLED OVERLORD:

Manticores are berserk killers, and any Chaos Lord who rides one to battle displays such obvious dominance that none would dare deny their orders.

Effect: Add 2 to the control scores of friendly **WARRIORS OF CHAOS** units while they are wholly within 12" of this unit.

🗡 Once Per Turn (Army), Any Combat Phase

APEX PREDATOR: It is a point of pride to a Manticore rider that they and their steed are the apex predators of the battlefield. They seek out the strongest foes and do not rest until they have proven their supremacy with a vicious kill.

Declare: Pick an enemy **MONSTER** in combat with this unit to be the target.

Effect: Add 1 to hit rolls for this unit's combat attacks that target that **MONSTER** for the rest of the turn. This ability also affects **Companion** weapons.

KEYWORDS RAMPAGE

KEYWORDS

HERO, MONSTER, FLY

CHAOS, SLAVES TO DARKNESS, WARRIORS OF CHAOS



• SLAVES TO DARKNESS WARSCROLL •
CHAOS LORD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Reaperblade	5	3+	3+	1	2	Crit (Mortal)

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- KHORNE
- TZEENTCH
- NURGLE
- SLAANESH

✖ Reaction: You declared a **FIGHT** ability for this unit

GLORY IN BATTLE: Under the command of their warlord, the warriors sworn to them waste no time in slaying the enemy.

Effect: Pick a friendly non-**HERO**

WARRIORS OF CHAOS INFANTRY unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, add 1 to wound rolls for the target's attacks for the rest of the turn.



KEYWORDS

HERO, INFANTRY

CHAOS, SLAVES TO DARKNESS, WARRIORS OF CHAOS



• SLAVES TO DARKNESS WARSROLL •
CHAOS LORD
ON KARKADRAK

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Hexed Weapons	5	3+	3+	1	2	Charge (+1 Damage), Crit (Mortal)
Karkadrak's Claws and Horn	4	4+	3+	1	2	Companion

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- KHORNE
- TZEENTCH
- NURGLE
- SLAANESH



Any Charge Phase

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

Declare: If this unit charged this phase, pick up to 3 enemy units within 1" of it to be the targets.

Effect: Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

Once Per Battle (Army), Any Charge Phase

DRIVE THE LEGIONS FORWARD: Mounted atop a mighty Karkadrak, the Chaos Lord signals the charge.

Declare: Pick this unit and up to 2 friendly non-**HERO WARRIOR OF CHAOS** units wholly within 12" of this unit to be the targets.

Effect: Add 2 to charge rolls for the targets for the rest of the turn.

KEYWORDS

HERO, CAVALRY

CHAOS, SLAVES TO DARKNESS, WARRIOR OF CHAOS



• SLAVES TO DARKNESS WARSROLL •

CHAOS SORCERER LORD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Sorcerer Staff and Runeblade	3	4+	3+	1	D3	-

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- TZEENTCH
- NURGLE
- SLAANESH

U Once Per Turn (Army), Your Hero Phase

ORACULAR VISIONS: A sorcerer can temporarily bestow the gift of foresight upon their allies, helping them ward against enemy blows.

Declare: Pick a friendly **WARRIORS OF CHAOS** unit wholly within 12" of this unit to be the target and roll a dice.

Effect: On a 3+, the target has **WARD (5+)** until the start of your next turn.



KEYWORDS

HERO, WIZARD (1), INFANTRY

CHAOS, SLAVES TO DARKNESS, WARRIORS OF CHAOS



• SLAVES TO DARKNESS WARSROLL •
**EXALTED HERO
OF CHAOS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Blades of the Dark Champion	5	3+	3+	1	2	Anti-HERO (+1 Rend), Anti-MONSTER (+1 Rend)

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- KHORNE
- TZEENTCH
- NURGLE
- SLAANESH

⚔️ Passive

GLORY-SEEKER: To earn the favour of their patron, these formidable warriors ruthlessly hunt down enemy monsters and champions.

Effect: Add 1 to the Damage characteristic of this unit's melee weapons for attacks that target **HEROES** or **MONSTERS**.



HERO, INFANTRY

KEYWORDS

CHAOS, SLAVES TO DARKNESS, WARRIORS OF CHAOS



• SLAVES TO DARKNESS WARSCROLL •
OGROID MYRMIDON

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Gladiator Spear	10"	1	3+	3+	1	D3	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Gladiator Spear	6	3+	2+	1	3	Anti-MONSTER (+1 Rend)	

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- KHORNE
- TZEENTCH
- NURGLE
- SLAANESH

FK Reaction: You declared a **FIGHT** ability for this unit

PIT MASTER: Myrmidons are given governance over the gladiatorial pits of the Varanspire, and all who have fought there willingly follow them into the fray.

Effect: Pick a friendly Ogroid Theridons unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, add 1 to hit rolls for the target's attacks for the rest of the turn.

FK Passive

MYRMIDON RAGE: Every wound inflicted on a Myrmidon only serves to stoke its rage further.

Effect: While this unit is damaged, add 2 to the Attacks characteristic of its melee weapons.





• SLAVES TO DARKNESS WARSCROLL •
CHAOS WARSHRINE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Sacrificial Blade	4	3+	3+	1	2	-
💀 Flailing Fists	6	4+	3+	-	2	Companion

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- KHORNE
- TZEENTCH
- NURGLE
- SLAANESH

💀 Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Flailing Fists** is 4.

🛡 Passive

PROTECTION OF THE DARK GODS:

Worshippers of the Ruinous Powers gather around these shrines in the hope of receiving divine protection.

Effect: Friendly **WARRIORS OF CHAOS** units have **WARD (6+)** while they are wholly within 12" of this unit.

4

➊ Your Hero Phase

FAVOUR OF CHAOS: *The Shrinemaster invokes the Dark Pantheon to bless nearby followers with their favour.*

Declare: Pick a visible friendly **SLAVES TO DARKNESS** unit wholly within 12" of this unit that shares a Mark of Chaos keyword with this unit to be the target. Then, make a chanting roll of D6.

Effect: Apply 1 of the following effects to the target for the rest of the turn depending on which Mark of Chaos keyword this unit has:

- **UNDIVIDED:** When the target uses the 'Rally' command, you can make 3 additional rally rolls of D6.
- **KHORNE:** Add 1 to hit rolls for the target's attacks.
- **TZEENTCH:** The target has **WARD (5+)**.
- **NURGLE:** Add 1 to wound rolls for the target's attacks.
- **SLAANESH:** Add 1 to the number of dice rolled when making charge rolls for the target, to a maximum of 3.

If the chanting roll was 8+, you can pick up to 2 eligible units to be the targets instead of 1.

KEYWORDS

PRAYER

KEYWORDS

HERO, PRIEST (1), WAR MACHINE

CHAOS, SLAVES TO DARKNESS, WARRIORS OF CHAOS



• SLAVES TO DARKNESS WARSCROLL •
SOUL GRINDER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Harvester Cannon	12"	6	4+	3+	1	1	Companion
Phlegm Bombardment	12"	1	4+	3+	1	3	Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
💀 Piston-driven Legs and Daemonic Blade or Claw		8	4+	2+	1	D3	Companion
Hellforged Claw		1	4+	2+	2	D6	Crit (Mortal), Companion

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- KHORNE
- TZEENTCH
- NURGLE
- SLAANESH

💀 Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Piston-driven Legs and Daemonic Blade or Claw** is 6.

↗ Passive

IMPLACABLE ADVANCE: This daemonic engine is utterly relentless in its desire to pay off the soul-tithe owed to its masters.

Effect: This unit can use **CHARGE** abilities even if it used a **RUN** ability in the same turn.

⚙ Once Per Turn (Army), Any Combat Phase

PISTON-DRIVEN CARNAGE: The mechanical lower limbs of a Soul Grinder crush, stamp and impale without mercy.

Declare: Pick an enemy **INFANTRY** unit in combat with this unit to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll. Then, this unit can move 6". During that move, it can pass through models in the target unit but must end that move in combat.

KEYWORDS RAMPAGE

KEYWORDS

MONSTER, WARD (6+)

CHAOS, SLAVES TO DARKNESS, DAEMON



• SLAVES TO DARKNESS WARSCROLL •
CHAOS CHARIOT

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Chaos War-flail	6	3+	3+	-	1	-
Chaos Greatblade	3	4+	3+	1	2	-
Lashing Whip	2	4+	4+	-	1	-
Chaos Steeds' Trampling Hooves	4	5+	3+	-	1	Companion

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- KHORNE
- TZEENTCH
- NURGLE
- SLAANESH

This unit is armed with a Lashing Whip, Chaos Steeds' Trampling Hooves and 1 of the following options:

- Chaos War-flail
- Chaos Greatblade

Any Charge Phase

SWIFT DEATH: Chaos Chariots are at their most deadly on the charge, where their considerable bulk and bladed wheels can cause untold devastation.

Declare: If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



• SLAVES TO DARKNESS WARSCROLL •

GORBEAST CHARIOT

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Chaos War-flail	6	3+	3+	-	1	-
Chaos Greatblade	3	4+	3+	1	2	-
Lashing Whip	2	4+	4+	-	1	-
Gorebeast's Crushing Fists	4	4+	4+	-	2	Companion

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- KHORNE
- TZEENTCH
- NURGLE
- SLAANESH

This unit is armed with a Lashing Whip, Gorebeast's Crushing Fists and 1 of the following options:

- Chaos War-flail
- Chaos Greatblade

• Passive

BRUTAL MOMENTUM: The ferocity of Gorebeasts is terrible to behold as they carve a path of bloody destruction through the enemy ranks.

Effect: When this unit uses the 'Power Through' command, inflict an additional D3 mortal damage on the target and add 3" to the distance this unit can move as part of that ability.



• SLAVES TO DARKNESS WARSCROLL •

DARKOATH CHIEFTAIN

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Cursed Broadsword	5	4+	3+	1	2	Crit (Mortal)

⚔ Reaction: You declared a **FIGHT** ability for this unit

TRIBAL WARLEADER: With strength and fierce purpose, the rulers of the Darkoath tribes lead those sworn to their banners into the fray to fulfil their oaths.

Effect: Pick a friendly non-**HERO** **DARKOATH INFANTRY** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, add 1 to the Attacks characteristic of the target's melee weapons for the rest of the turn.

⚔ Once Per Battle, End of Any Turn

OATH OF MURDER: Darkoath

Chieftains offer up the souls of enemy lords and champions in exchange for divine power.

Effect: If this unit destroyed an enemy **HERO** or **MONSTER** this turn, this unit has **STRIKE-FIRST** for the rest of the battle.



KEYWORDS

HERO, INFANTRY

CHAOS, SLAVES TO DARKNESS, UNDIVIDED, DARKOATH



• SLAVES TO DARKNESS WARSCROLL •

DARKOATH WARQUEEN

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Rune-etched Axe	5	4+	3+	1	2	Crit (Mortal)

Once Per Turn (Army), Your Hero Phase

RUIN-BLESSED CONQUEROR: A

Warqueen heeds the whispers of the gods, ravaging lands in their name and drawing their gaze onto her warrior hordes.

Declare: Pick an objective that this unit is contesting.

Effect: Roll a dice. On a 3+, for the rest of the turn, other friendly DARKOATH units have **WARD (5+)** while they are contesting that objective.

Once Per Battle, Any Charge Phase

OATH OF SUPREMACY: *By the will of the gods, this warrior leads her barbarous horde into the lands of the enemy, allowing none to oppose them.*

Effect: If this unit is wholly within enemy territory and charged this phase, for the rest of the battle, add 1 to hit rolls for combat attacks made by friendly DARKOATH units while they are wholly within 12" of this unit.



KEYWORDS

HERO, INFANTRY, WARD (5+)

CHAOS, SLAVES TO DARKNESS, UNDIVIDED, DARKOATH



• SLAVES TO DARKNESS WARSROLL •
CHAOS CHOSEN

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Soul Splitter	3	3+	3+	1	2	Crit (Mortal)

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- KHORNE
- TZEENTCH
- NURGLE
- SLAANESH

Once Per Battle, Any Combat Phase

HERALDS OF RUINATION: Paragons of the Dark Gods, Chaos Chosen cut a swathe through the enemy lines, leaving nothing but blood and ruin in their wake.

Effect: This unit can use 2 **FIGHT** abilities this phase. After the first is used, however, this unit has **STRIKE-LAST** for the rest of the turn.



INFANTRY, CHAMPION, MUSICIAN (1/5), STANDARD BEARER (1/5)

KEYWORDS

CHAOS, SLAVES TO DARKNESS, WARRIORS OF CHAOS



• SLAVES TO DARKNESS WARSROLL •
CHAOS WARRIORS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Rune-etched Weapons	2	3+	3+	1	1	Crit (Auto-wound)

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- KHORNE
- TZEENTCH
- NURGLE
- SLAANESH



✖ Passive

BRINGERS OF DESOLATION: Chaos Warriors fight with relentless ferocity in those places consecrated to the Dark Gods.

Effect: Add 1 to the Attacks characteristic of this unit's **Rune-etched Weapons** while it is contesting an objective you control.

KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10), STANDARD BEARER (1/10)

CHAOS, SLAVES TO DARKNESS, WARRIORS OF CHAOS



• SLAVES TO DARKNESS WARSCROLL •
CHAOS SPAWN

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Freakish Mutations	2D6	5+	4+	-	1	Crit (2 Hits), Companion

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- KHORNE
- TZEENTCH
- NURGLE
- SLAANESH

Passive

BEAST

Effect: This unit has a maximum control score of 1.

Passive

DRAWN TO POWER: Even cursed with their hideous and twisted form, Chaos Spawn still covet the boons of the Dark Gods and are drawn to those most favoured by their patron.

Effect: While this unit is wholly within 12" of a friendly Daemon Prince that shares a Mark of Chaos keyword with it, you can re-roll the random characteristic rolls for this unit's Move and Attacks characteristics.



KEYWORDS

BEAST

CHAOS, SLAVES TO DARKNESS



• SLAVES TO DARKNESS WARSROLL •
CHAOS KNIGHTS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Cursed Lance	3	3+	3+	1	1	Charge (+1 Damage)
Warsteed's Hooves	2	5+	3+	-	1	Companion

MARK OF CHAOS

During army composition, pick 1 of the following keywords for this unit:

- UNDIVIDED
- KHORNE
- TZEENTCH
- NURGLE
- SLAANESH

扦 Passive

IMPALING CHARGE: A charging Chaos Knight is capable of spitting several enemies at once with the point of their ensorcelled polearm.

Effect: If this unit charged this turn, for the rest of the turn, add 1 to the Rend characteristic of its Cursed Lances.



CAVALRY, CHAMPION, MUSICIAN (1/5), STANDARD BEARER (1/5)

KEYWORDS

CHAOS, SLAVES TO DARKNESS, WARRIORS OF CHAOS



• SLAVES TO DARKNESS WARSCROLL •

MUTALITH VORTEX BEAST

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Crushing Claws	4	4+	2+	1	D3	Companion
💀 Betentacled Maw	12	4+	4+	-	1	Crit (Auto-wound), Companion

💀 Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Betentacled Maw** is 8.

🛡 Any Hero Phase

MUTANT REGENERATION: *This unnatural abomination is invigorated by the raw power of Chaos.*

Effect: Heal (D3) this unit.

⚙ Once Per Turn (Army), Any Combat Phase

AURA OF MUTATION: *To stand near a Mutalith can have horrific consequences.*

Declare: Pick a visible enemy unit within 12" of this unit to be the target.

Effect: Roll a dice and apply the corresponding effect below. If this unit is wholly within 12" of a friendly **TZEENTCH WIZARD**, you can roll 2 dice instead, pick either result, then apply the corresponding effect below.

- 1 Untouched:** No effect.
- 2 Hideous Disfigurement:** Subtract 3 from the target's control score until the start of your next turn.
- 3 Troggbraains:** The target cannot use commands for the rest of the turn.
- 4 Gift of Mutations:** Subtract 1" from the target's Move characteristic for the rest of the battle.
- 5 Horrific Absorption:** Inflict D6 mortal damage on the target. Then, Heal (D6) this unit.
- 6 Transmogrification:** Pick any other effect.

KEYWORDS

RAMPAGE

MONSTER

KEYWORDS

CHAOS, SLAVES TO DARKNESS, DAEMON, TZEENTCH



• SLAVES TO DARKNESS WARSROLL •
SLAUGHTERBRUTE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
💀 Razor-tipped Claws	8	4+	2+	1	2	Anti-INFANTRY (+1 Rend), Companion
Mighty Jaws	2	4+	2+	1	3	Companion

💀 Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Razor-tipped Claws** is 5.

⚔ Once Per Turn (Army), Any Charge Phase

RAMPAGING CHARGE: *The*

Slaughterbrute crashes into the enemy's ranks in a frenzy of destruction.

Declare: If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll. If the target unit is **INFANTRY**, double the amount of mortal damage inflicted.

⚙ Deployment Phase

SIGILS OF DOMINATION: *By carving runes of domination into a Slaughterbrute's back and driving cursed blades of binding into its flesh, the monster's will can be bound to a champion of Chaos.*

Declare: Pick a friendly **SLAVES TO DARKNESS HERO** within this unit's combat range to be this unit's master.

Effect: For the rest of the battle, while this unit is within its master's combat range, add 1 to the number of dice rolled when making charge rolls for this unit, to a maximum of 3.

KEYWORDS

RAMPAGE

MONSTER

KEYWORDS

CHAOS, SLAVES TO DARKNESS, DAEMON, KHORNE



• SLAVES TO DARKNESS WARSCROLL •

CENTAURION MARSHAL

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Mauling Spear, Skull Bludgeon and Varanspire Gladius	6	3+	3+	1	2	Charge (+1 Damage)

Reaction: You declared a **FIGHT** ability for this unit

MARSHAL OF THE LEGIONS: Not only formidable combatants, Centaurion Marshals lead the forces of the First Prince into battle with an iron fist.

Effect: Pick a friendly non-**HERO** **UNDIVIDED** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, add 1 to hit rolls for the target's attacks for the rest of the turn.



KEYWORDS

HERO, CAVALRY

CHAOS, SLAVES TO DARKNESS, UNDIVIDED



• SLAVES TO DARKNESS WARSROLL •

CHAOS LEGIONNAIRES

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Darkiron Weapons	2	3+	4+	1	1	-

Once Per Turn (Army),
Your Movement Phase

SOW CONFUSION: *To the disciples of Be'lakor, subterfuge and lies are as keen as any blade.*

Declare: Pick an enemy unit within 6" of this unit to be the target.

Effect: Roll a dice. On a 4+, the target cannot use commands for the rest of the turn.



INFANTRY, CHAMPION (1/8)

KEYWORDS

CHAOS, SLAVES TO DARKNESS, UNDIVIDED



• SLAVES TO DARKNESS WARSROLL •
RAPTORYX

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Razor-sharp Beak and Talons	3	4+	4+	-	1	Companion

Passive

CRAZED FLOCK: A flock of snapping, screeching Raptoryx is capable of swiftly bringing down any prey should they catch them unawares.

Effect: If this unit charged this turn, for the rest of the turn, add 1 to the Attacks characteristic of its melee weapons. This ability also affects **Companion** weapons.

Passive

BEAST

Effect: This unit has a maximum control score of 1.



KEYWORDS

BEAST

CHAOS, SLAVES TO DARKNESS, UNDIVIDED



• SLAVES TO DARKNESS WARSCROLL •
CHAOS FURIES

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Razor-sharp Dagger and Claws	3	4+	4+	1	1	-

☛ Any Combat Phase

SNEAKY LITTLE DEVILS: Chaos Furies are spiteful creatures that utterly loathe the idea of engaging in a fair fight, much preferring – where possible – to stab distracted enemies in the back.

Effect: If this unit is in combat, roll a dice. On a 3+, this unit can immediately use the ‘Retreat’ ability as if it were your movement phase without any mortal damage being inflicted on it.



KEYWORDS

INFANTRY, FLY, WARD (6+)

CHAOS, SLAVES TO DARKNESS, DAEMON, UNDIVIDED



• SLAVES TO DARKNESS WARSCROLL •
**MINDSTEALER
SPHIRANX**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Shredding Claws	6	4+	4+	1	2	-

Once Per Turn (Army), Any Combat Phase

DOMINATE MIND: A Sphiranx can manipulate the actions of its enemies with a simple glance.

Declare: Pick an enemy unit within 6" of this unit to be the target.

Effect: Roll a dice. If the roll exceeds the target's Control characteristic, the target has STRIKE-LAST for the rest of the turn.

KEYWORDS

RAMPAGE



KEYWORDS

MONSTER

CHAOS, SLAVES TO DARKNESS, UNDIVIDED



• SLAVES TO DARKNESS WARSCROLL •

FOMOROID CRUSHER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Hurled Terrain	12"	D3	4+	2+	1	2	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Crushing Fists and Swinging Masonry		6	4+	2+	1	D3	Crit (2 Hits)

Once Per Turn (Army), Any Combat Phase

CURSED DESTROYERS: Once skilled masons, these creatures have been cursed by the Everchosen to now live only to destroy.

Declare: Pick a terrain feature within 1" of this unit, then pick each other unit (friendly and enemy) within 3" of that terrain feature to be the targets.

Effect: Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

KEYWORDS

RAMPAGE



KEYWORDS

MONSTER

CHAOS, SLAVES TO DARKNESS, UNDIVIDED



• SLAVES TO DARKNESS WARSCROLL •

REALMSCOURGE RUPTURE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Surging Spikes	2D3	4+	3+	1	1	Crit (2 Hits)

:Any Charge Phase

DEBILITATING SHOCKWAVE:

The vicious spikes that erupt from an onrushing Realmscouge Rupture impale those unfortunate enough to be struck by them even as the tremors that accompany them send those nearby staggering.

Declare: If this **MANIFESTATION** charged this phase, pick an enemy unit within 1" of it to be the target.

Effect: Roll a dice for each model in the target unit. For each 6, inflict 1 mortal damage on the target. If any models in the target unit are slain by this ability, subtract 1 from hit rolls for the target's attacks for the rest of the turn.



MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

KEYWORDS

CHAOS, SLAVES TO DARKNESS



• SLAVES TO DARKNESS WARSROLL •

EIGHTFOLD DOOM-SIGIL

Passive

EMPOWERED BY ATROCITY: *The souls of those slain in the presence of an Eightfold Doom-Sigil are absorbed by the magical manifestation, feeding the Dark Gods' eternal hunger and inspiring their servants to battle all the harder, even as their own lives are offered in tribute.*

Effect: If 2 or more units (friendly or enemy) were destroyed this turn, for the rest of the turn, add 1 to the Attacks characteristic of melee weapons used by friendly **SLAVES TO DARKNESS** units while they are wholly within 12" of this **MANIFESTATION**.



MANIFESTATION, ENDLESS SPELL, WARD (6+)

KEYWORDS

CHAOS, SLAVES TO DARKNESS



• SLAVES TO DARKNESS WARSCROLL •

DARKFIRE DAEMONRIFT

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Darkfire Torrent	8"	D6	2+	3+	1	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Daemonrift Maw	3	4+	2+	-	D3	-	-

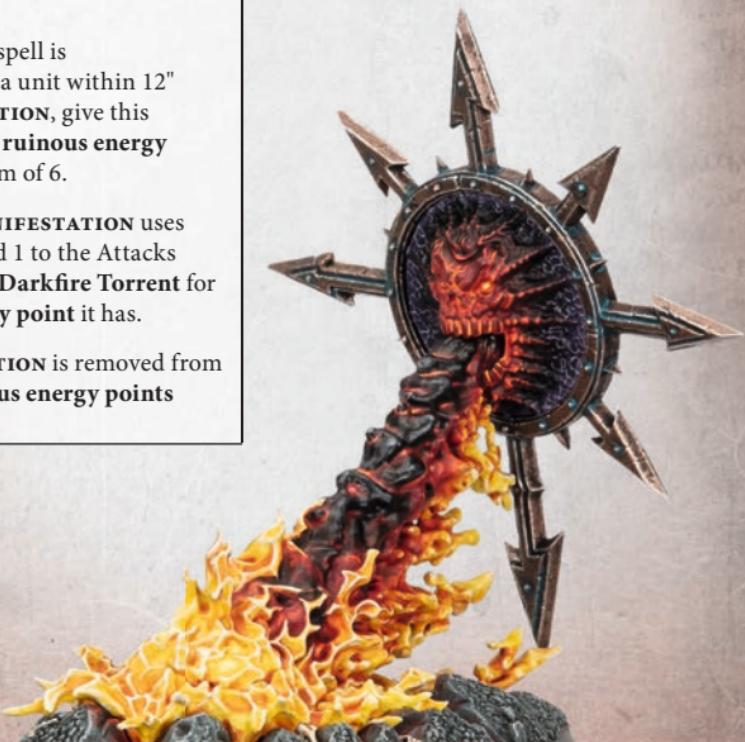
• Passive

FUELLED BY SORCERY: A Darkfire Daemonrift absorbs magical power, widening and expelling ever more gouts of ruinous sorcery as it hungrily devours arcane energies.

Effect: Each time a spell is successfully cast by a unit within 12" of this **MANIFESTATION**, give this **MANIFESTATION** 1 **ruinous energy point**, to a maximum of 6.

Each time this **MANIFESTATION** uses a **SHOOT** ability, add 1 to the Attacks characteristic of its **Darkfire Torrent** for each **ruinous energy point** it has.

If this **MANIFESTATION** is removed from play, all of its **ruinous energy points** are lost.



MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

KEYWORDS

CHAOS, SLAVES TO DARKNESS



• SLAVES TO DARKNESS WARSROLL •
NEXUS CHAOTICA

The following universal terrain abilities apply to this terrain feature (Terrain, 1.2):

Cover, Impassable

>Your Hero Phase

DRAW POWER: Constructed at confluences where magical ley lines converge, a Nexus Chaotica can draw power from the realms and into a floating crucible.

Effect: Roll a dice. Give a number of **power points** to this terrain feature equal to the roll. This terrain feature can have a maximum of 12 **power points** at once.

Your Hero Phase

INFERNAL SORCERY: A sorcerer of Chaos can draw upon the bound daemons of the Nexus Chaotica to empower their spellcasting.

Declare: If this terrain feature has 3 or more **power points**, pick a friendly **SLAVES TO DARKNESS WIZARD** within 3" of this terrain feature to be the target.

Effect: Remove 3 **power points** from this terrain feature, then add 1 to casting rolls for the target for the rest of the turn.

Your Hero Phase

CORRUPT THE REALMS: These diabolical constructs use harnessedemonic power to corrupt the geomantic energy of the Mortal Realms.

Declare: If this terrain feature has 9 or more **power points**, pick an objective or terrain feature within 24" of this terrain feature to be the source. Then, pick any number of enemy units within 3" of the source to be the targets.

Effect: Remove 9 **power points** from this terrain feature, then roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



• SLAVES TO DARKNESS WARSCROLL •

DARKOATH WILDERFIEND

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Flesh-tearing Maw	3	3+	3+	2	D3	Companion
Razor-sharp Claws	6	4+	3+	1	2	Companion

⦿ Passive

FEED ON FLESH: Having been appeased with sacrificial blood, this creature may bestow dark blessings upon its kin.

Effect: Each time a model (friendly or enemy) is slain within 12" of this unit, give this unit a **sacrifice point**, to a maximum of 6. If there are more than 1 friendly **Darkoath Wilderfiend** units within 12" of the slain model, only 1 of them can be given a **sacrifice point** for that slain model.

⦿ Passive

BEAST

Effect: This unit has a maximum control score of 1.

⦿ Your Hero Phase

PRIMAL SORCERY: Though bestial, Darkoath Wilderfiends possess innate powers of sorcery.

Effect: Pick 1 of the following effects:

Mind Shroud: Pick an enemy unit within 12" of this unit to be the target and roll a number of dice equal to the number of **sacrifice points** this unit has. If any of the rolls are a 5+, the target cannot use commands for the rest of the turn.

Warping Balefire: Pick an enemy unit within 12" of this unit to be the target and roll a number of dice equal to the number of **sacrifice points** this unit has. For each 3+, inflict 1 mortal damage on the target.

Dark Might: Heal (X) this unit, where X is the number of **sacrifice points** this unit has.

After applying the effect you picked, reset this unit's **sacrifice points** to 0.

KEYWORDS

BEAST, WARD (5+)

CHAOS, SLAVES TO DARKNESS, UNDIVIDED, DARKOATH



• SLAVES TO DARKNESS WARSCROLL •

DARKOATH CHIEFTAIN

ON WARSTEED

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Darkoath Cursed Weapon	5	4+	3+	1	2	Crit (Mortal)
Warsteed's Hooves	2	5+	3+	-	1	Companion

▶ Passive

CAVALRY WARLEADER: *The Darkoath Chieftain leads the cavalry swiftly into the enemy ranks.*

Effect: You can re-roll charge rolls for friendly **DARKOATH CAVALRY** units while they are wholly within 12" of this unit.

▶ Once Per Battle, End of Any Turn

OATH OF MURDER: *Darkoath Chieftains offer up the souls of enemy lords and champions in exchange for divine power.*

Effect: If this unit destroyed an enemy **HERO** or **MONSTER** this turn, this unit has **STRIKE-FIRST** for the rest of the battle.



HERO, CAVALRY

KEYWORDS

CHAOS, SLAVES TO DARKNESS, UNDIVIDED, DARKOATH



• SLAVES TO DARKNESS WARSCROLL •

DARKOATH MARAUDERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Raider Weapons	2	4+	3+	-	1	-

⚔ Once Per Battle, Any Charge Phase

OATH OF THE MARAUDER: These bloodthirsty tribal warriors loudly declare vows of violence and slaughter as they race after their foes.

Effect: If this unit charged this phase and the unmodified charge roll was 8+, add 1 to the Rend characteristic of this unit's weapons for the rest of the battle.

⚔ Passive

GLORIOUS DEATH: Ever keen to earn the favour of their tribe, when the eyes of the fiercest fighters are upon them, these warriors will not go down without a fight.

Effect: While this unit is wholly within 12" of any friendly **DARKOATH HEROES**, each time a model in this unit is slain by a combat attack and that model was in combat with the attacking unit, roll a dice. On a 5+, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.



INFANTRY, CHAMPION, MUSICIAN (1/10), STANDARD BEARER (1/10)

KEYWORDS

CHAOS, SLAVES TO DARKNESS, UNDIVIDED, DARKOATH



• SLAVES TO DARKNESS WARSCROLL •

DARKOATH SAVAGERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Darkoath Weapons	2	4+	3+	-	1	Crit (Mortal)

Once Per Battle, Any Hero Phase

OATH OF CONQUEST: *Heeding their Godspeaker's proclamations, these warriors seek to earn glory by driving back the enemy.*

Effect: If this unit is contesting an objective you control that is wholly within enemy territory, this unit has **WARD (5+)** for the rest of the battle.



INFANTRY, CHAMPION (1/10)

KEYWORDS

CHAOS, SLAVES TO DARKNESS, UNDIVIDED, DARKOATH



• SLAVES TO DARKNESS WARSCROLL •

DARKOATH FELLRIDERS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Marauder Javelin	10"	1	4+	3+	-	D3	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Broadsword		2	4+	3+	-	1	Charge (+1 Damage)
Marauder Javelin		2	4+	4+	1	1	-
Warsteed's Hooves		2	5+	3+	-	1	Companion

Each model in this unit is armed with Warsteed's Hooves and 1 of the following options:

- Marauder Javelin
- Broadsword

Once Per Battle, Any Charge Phase

OATH OF THE RAIDER: Before battle, Fellriders swear oaths to harry the enemy without mercy, showing no mercy to those stragglers who fall beneath their axes.

Effect: If this unit charged this phase and is only in combat with 1 enemy unit, and that enemy unit is only in combat with this unit, add 1 to the Rend characteristic of this unit's weapons for the rest of the battle.

U Passive

SWIFT ATTACKERS: As they close in on the enemy at frightening speed, these skilled horsemen are nigh impossible to hit with missile fire.

Effect: Subtract 1 from hit rolls for shooting attacks that target this unit.



CAVALRY, CHAMPION, MUSICIAN (1/5), STANDARD BEARER (1/5)

KEYWORDS

CHAOS, SLAVES TO DARKNESS, UNDIVIDED, DARKOATH



• SLAVES TO DARKNESS WARSCROLL •
ABRAXIA
 SPEAR OF THE EVERCHOSEN

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
💀 Gorbolga	5	3+	3+	2	2	Anti-HERO (+1 Rend), Charge (+1 Damage)
The Thanatorg's Claws and Fangs	6	4+	3+	1	2	Companion

💀 Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of **Gorbolga** is 3.

⚙️ Passive

WARLORD OF THE FIRST CIRCLE:

Abraxia commands the Swords of Chaos with relentless brutality.

Effect: If a friendly **Varanguard** unit uses the 'Relentless Killers' ability while it is wholly within 12" of this unit, that unit does not have **STRIKE-LAST** as a result of that ability.

⌚ Once Per Turn (Army), Any Combat Phase

ROAR OF DOMINATION: *The Thanatorg is quick to put potential usurpers of Abraxia's power in their place.*

Declare: Pick an enemy **HERO** in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, subtract 1 from the Attacks characteristic of the target's melee weapons for the rest of the turn.

KEYWORDS

RAMPAGE

⚔️ Passive

BLOOD OF MOLTEN VARANITE:

Any who wound the Thanatorg risk being splashed by its highly mutative blood.

Effect: Roll a dice each time a damage point inflicted by a combat attack is allocated to this unit. On a 4+, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

⚙️ Any Combat Phase

GORBOLGA THE ACCURSED:

A 'gift' from the Everchosen, Gorbolga is a varanite spear that carries a potent mutative curse – but should its wielder's will slip, they too will learn of its hunger...

Effect: If this unit is in combat, roll a dice and apply the corresponding effect:

- 1 **Uncontrollable Power:** Allocate 1 damage point to this unit.
- 2 **The Spear Slumbers:** No effect.
- 3-5 **White-hot Varanite:** Add 1 to the Damage characteristic of this unit's **Gorbolga** for the rest of the turn.
- 6 **Rampant Mutation:** The effect of 'White-hot Varanite' applies and this unit's **Gorbolga** has **Crit (Mortal)** for the rest of the turn.

KEYWORDS

UNIQUE, HERO, MONSTER, WARD (5+)

CHAOS, SLAVES TO DARKNESS, UNDIVIDED, WARRIORS OF CHAOS



• SLAVES TO DARKNESS WARSROLL •
GUNNAR BRAND

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Dual Axes	10	4+	3+	1	1	Crit (Mortal)

⚔ Any Combat Phase

CARVE A PATH TO GLORY: Ruthless in battle, Gunnar Brand closes in on the enemy's champions, claiming skulls and earning glory with each swing of his axes.

Declare: This unit can only use this ability if it is in combat with an enemy **HERO**.

Effect: This unit can use 2 **FIGHT** abilities this phase. After the first is used, however, this unit has **STRIKE-LAST** for the rest of the turn. This unit can only use the second **FIGHT** ability if it is in combat with an enemy **HERO**, and if it does so, it must pick an enemy **HERO** to be the target of all of its attacks.

👤 Once Per Battle, End of Any Turn

OATH OF BLOODSHED: Though he is contemptuous of the gods, Gunnar is still Darkoath; he is not so foolish as to reject their boons should they seek to reward his murder-making.

Declare: This unit can only use this ability if any enemy **HEROES** were slain by this unit's combat attacks this turn.

Effect: Friendly **GUNNAR'S OATHSWORN** units have **WARD** (4+) for the rest of the battle.



KEYWORDS

UNIQUE, HERO, INFANTRY

CHAOS, SLAVES TO DARKNESS, UNDIVIDED, DARKOATH, GUNNAR'S OATHSWORN



• SLAVES TO DARKNESS WARSCROLL •
SINGRI BRAND

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Singri's Warbow	18"	2	3+	3+	1	D3	Crit (Auto-wound)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Brand Ancestral Knife		3	4+	3+	1	1	-
Warsteed's Hooves	2	5+	3+	-	1		Companion

Passive

SWIFT AS THE WIND: Singri's horsemanship is unrivalled by any of the Darkoath. She weaves deftly across the battlefield, avoiding enemy fire and loosing deadly accurate shots with her bow in return.

Effect: Only critical hits score successful hits for shooting attacks that target this unit.

Passive

UNCANNY SHOT: Gunnar Brand has been saved on more than one occasion by a well-placed arrow from Singri.

Effect: Add 1 to the Rend characteristic of this unit's **Singri's Warbow** for attacks that target enemy units that are within 6" of a friendly **Gunnar Brand**.



KEYWORDS

UNIQUE, HERO, CAVALRY

CHAOS, SLAVES TO DARKNESS, UNDIVIDED, DARKOATH, GUNNAR'S OATHSWORN



• SLAVES TO DARKNESS WARSCROLL •
THE OATHSWORN KIN

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Heavy Darkoath Weapon	4	4+	3+	-	2	Crit (Mortal)
Gnarled Staff	3	4+	4+	-	D3	-

- Warqueen Tanari and Dendrel Direbrand are each armed with a Heavy Darkoath Weapon.
- Broken Nadja is armed with a Gnarled Staff.

U Your Hero Phase

WITHERING DEATH: Nadja spits a vile curse in the Dark Tongue, drawing unnatural shadows to coil around an enemy champion and sap their life force.

Declare: Pick a visible enemy **HERO** within 18" of this unit to be the target, then make a casting roll of 2D6.

Effect: Inflict 1 mortal damage on the target and subtract 1 from the Attacks characteristic of the target's melee weapons until the start of your next turn.

5

KEYWORDS

SPELL

• Passive

BROKEN NADJA: Broken Nadja wields the energies of ruin itself through dark incantations.

Effect: While this unit's **Broken Nadja** is on the battlefield, it has **WIZARD (1)**.



UNIQUE, INFANTRY

KEYWORDS

CHAOS, SLAVES TO DARKNESS, UNDIVIDED, DARKOATH, GUNNAR'S OATHSWORN

SPEARHEAD

SLAVES TO DARKNESS

BLOODWIND LEGION



This Spearhead army consists of the following units:



GENERAL

- ◆ Chaos Lord

UNITS

- ◆ 1 Chaos Chariot
- ◆ 5 Chaos Warriors
- ◆ 5 Chaos Warriors
- ◆ 5 Chaos Knights



When a worshipper of the Dark Gods has walked the Path to Glory, conquering lands and slaughtering their rivals, they will eventually reach the final obstacle that lies before their ascension to daemonhood. Such a fell blessing requires dedication tenfold compared to what hardships came before, and only feats of the most spectacular violence can hope to catch the Dark Pantheon's eyes. Thus will a newly crowned Chaos Lord strike out in order to seek the bloodiest battles and raise their own despoiling armies.

Such cursed ranks can be spotted marauding across the realms with their Chaos Lord at their head. With the Ruinous Powers watching their every move, the Lord will cleave through front lines with their reaperblade, receiving bounteous blessings in exchange. The fighters that accompany this champion are equal parts their soldiers and rivals, hoping to steal glory for themselves. Alongside Chaos Warriors thunder Chaos Knights, towering warriors atop gore-streaked steeds that shatter enemy formations with the power of their charge. Should numerically superior foes seek to overwhelm these elites, a rumbling Chaos Chariot will come to the fore. This heavy war-carriage can bowl over and crush entire rows of infantry once it gathers momentum, even as its riders lay about themselves with lash and spiked flail.

'They will see me. Even if I have to damn a million souls, they will see me.'

— Chaos Lord Eris Bloodwrath

BATTLE TRAITS

- Once Per Turn, End of Any Turn

EYE OF THE GODS

The Slaves to Darkness seek to attract the notice of the gods by performing great deeds in battle.

Declare: Pick one of the following friendly units to use this ability:

- A unit that is **contesting an objective not controlled by your opponent** and is not in combat.
- A unit that **destroyed an enemy unit** this turn.

Effect: Roll once on the **Eye of the Gods** table for that unit. That unit gains the **Eye of the Gods** passive ability that corresponds to the roll (the unit keeps all Eye of the Gods abilities gained in previous turns). If the same unit gains the same ability more than once in the battle, the effects are **not** cumulative.

D6 ABILITY

- 1 **Snubbed by the Gods:** No effect.
- 2 **WARD OF TZEENTCH:** This unit has **WARD (6+)**.
- 3 **GRACE OF SLAANESH:** Add 1 to run rolls for this unit.
- 4 **BLESSING OF NURGLE:** Subtract 1 from wound rolls for attacks that target this unit.
- 5 **FURY OF KHORNE:** Add 1 to the Rend characteristic of this unit's melee weapons.
- 6 **Champion of Chaos:** Pick any ability from the table.

REGIMENT ABILITIES:

Pick 1 of the following regiment abilities.

❖ Once Per Battle, Start of the First Battle Round

THE DREAD BANNER: *Marked with sigils of each of the Dark Gods, those who bear this banner seek ruinous blessings whatever their provenance.*

Declare: Pick a friendly Chaos Warriors or Chaos Knights unit.

Effect: You can immediately roll on the Eye of the Gods table for that unit.

● Passive

FIERCE CONQUERORS: *These warriors are hell-bent on desecrating the territory and holdings of any who dare oppose them.*

Effect: Add 3 to the control scores of friendly Chaos Warriors units.

ENHANCEMENTS:

Give your general 1 of the following enhancements.

✖ Passive

MARK OF KHORNE: *This general serves the Blood God and promises to deliver endless carnage upon the battlefield in return for his dark gifts.*

Effect: Add 1 to the Rend characteristic of your general's melee weapons if they charged in the same turn.

↗ Once Per Battle, Your Movement Phase

MARK OF TZEENTCH: *The Changer of the Ways shapes the destiny of your general and grants them the ability to twist and warp the realms around them.*

Declare: Pick a friendly unit on the battlefield. You cannot pick your general.

Effect: Remove that unit from the battlefield and set it up again wholly within 6" of your general and more than 6" from all enemy units. It cannot use MOVE abilities for the rest of the phase.

➊ Passive

MARK OF NURGLE: *The Father of Plagues has blessed your general with unnatural resilience.*

Effect: Subtract 1 from wound rolls for combat attacks that target your general.

✖ Passive

MARK OF SLAANESH: *Your general is bound to the Dark Prince, who, for the price of their soul, gifts them inhuman grace and martial skill.*

Effect: Your general has STRIKE-FIRST.



• SPEARHEAD WARSCROLL •

CHAOS LORD

	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Reaperblade	5	3+	3+	1	2	Crit (Mortal)

>Your Hero Phase

FAVoured of the Pantheon: *The gods watch this warlord's deeds particularly closely.*

Effect: Roll a dice. On a 4+, you can roll on the Eye of the Gods table for this unit.

Any Combat Phase

Iron-Willed Champion: *This champion of Chaos demands that their warriors give no quarter.*

Declare: Pick a friendly unit wholly within 12" of this unit to be the target and roll a dice. You cannot pick this unit.

Effect: On a 2+, add 1 to hit rolls for attacks made by the target unit this phase.



KEYWORDS

HERO, INFANTRY



Swift Chaos Chariots thunder across the plains hunting for worthy foes. Drawn by corrupted steeds, the momentum of these constructs is a weapon of its own, and the chariooteers take dark pleasure in crushing enemies beneath their spiked wheels, each as heavy as a boulder of iron. Once the chariot has smashed a hole through the enemy's main formation, it will rampage among their back lines with impunity, its riders lashing and bludgeoning stragglers and any who try to flee with cruel abandon.

• SPEARHEAD WARSCROLL •

CHAOS CHARIOT

	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Chaos War-flail	6	3+	3+	-	1	-
	Driver's Lashing Whip	2	4+	4+	-	1	-
	Warhorses' Trampling Hooves	4	5+	3+	-	1	Companion

Your Charge Phase

SWIFT DEATH: *Chaos Chariots are at their most deadly on the charge, causing devastation with their bladed wheels and hurtling mass.*

Declare: If this unit charged this phase, pick an enemy unit within 1" of it to be the target and roll a dice.

Effect: On a 2+, inflict D3 mortal damage on the target.



KEYWORDS

WAR MACHINE

MOVE

5"

HEALTH

2

3+ SAVE

1

CONTROL

Clad in hellforged iron and swollen with dark blessings, Chaos Warriors are the bane of civilisation. Entire legions of these armoured killers march into battle in search of divine favour, each warrior the equal of several lesser mortals. Though they obey their chosen lord without hesitation, each one also walks the Path to Glory – and knows that once they gain enough power to rival their leader, they will do so in an instant. Many Chaos Warriors eventually fuse with their armour, having spent so long within their suits of cursed metal.

• SPEARHEAD WARSCROLL •

CHAOS WARRIORS

	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
×	Rune-etched Halberd	2	3+	3+	1	1	-

✖ Passive

BRINGERS OF

DESOLATION: *Paragons of the Dark Gods, Chaos Warriors cut a swathe through the enemy lines, leaving nothing but blood and ruin in their wake.*

Effect: Add 1 to wound rolls for combat attacks made by this unit that target an enemy unit that is contesting an objective you do not control.



KEYWORDS

INFANTRY



• SPEARHEAD WARSROLL •

CHAOS KNIGHTS

	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Cursed Lance	3	3+	3+	1	1	Charge (+1 Damage)
	Chaos Steed's Trampling Hooves	2	5+	3+	-	1	Companion

Passive

IMPALING CHARGE: A charging Chaos Knight is capable of spitting several enemies at once with the point of their ensorcelled polearm.

Effect: Add 1 to the Rend characteristic of this unit's **Cursed Lances** if it charged in the same turn.



KEYWORDS

CAVALRY