

# ALLEGIANCE ABILITIES

## BATTLE TRAITS

### MARKS OF CHAOS

*In return for power, the Slaves to Darkness will forsake their soul by pledging it to one or all of the Dark Gods.*

Some **SLAVES TO DARKNESS** units have one or more of the following keywords on their warscroll: **UNDIVIDED**, **KHORNE**, **TZEENTCH**, **NURGLE** and **SLAANESH**. For a Slaves to Darkness army, these keywords are referred to as Marks of Chaos. Other Slaves to Darkness units have the **MARK OF CHAOS**

keyword. When you pick a **SLAVES TO DARKNESS** unit that has the **MARK OF CHAOS** keyword to be part of a Slaves to Darkness army, you must give it one of the following keywords: **KHORNE**, **TZEENTCH**, **NURGLE**, **SLAANESH** or **UNDIVIDED** and write it down on your roster. Units that are **WIZARDS** cannot be given the **KHORNE** keyword.

Depending on the keyword, **SLAVES TO DARKNESS** units benefit from the following battle traits.

### MARKS OF CHAOS



Mark of  
Chaos  
Undivided

All **MORTAL** and **OGROID SLAVES TO DARKNESS UNDIVIDED** units that are not unique gain the **EYE OF THE GODS** keyword. When a **SLAVES TO DARKNESS UNDIVIDED HERO** rolls on the Eye of the Gods table (pg 71), you can re-roll any 1 of the dice. In addition, **UNDIVIDED SLAVES TO DARKNESS HEROES** can issue the following command:

**Slay Worthy Foes:** *There is glory to be won and the favour of the gods to be bestowed, these warriors are sent to slay a mighty enemy in offering.*

You can use this command ability at the start of the combat phase. A friendly **UNDIVIDED SLAVES TO DARKNESS** unit must receive this command. Until the end of that phase, add 1 to wound rolls for attacks made with melee weapons that target an enemy **HERO** or **MONSTER**.

Add 1 to the attacks characteristic of melee weapons used by **KHORNE SLAVES TO DARKNESS** units if they made a charge move in the same turn. In addition, **KHORNE SLAVES TO DARKNESS HEROES** can issue the following command:



Mark of  
Khorne

**Let the Blood Flow:** *Enemy blood is to be drawn without falter or hesitation.*

You can use this command ability at the start of your charge phase. A friendly **KHORNE SLAVES TO DARKNESS** unit must receive this command. After that unit makes a charge move, pick an enemy unit within 1" and roll a dice. On a 2+ that enemy unit suffers D3 mortal wounds.

You can roll a dice each time a spell targets a friendly **TZEENTCH SLAVES TO DARKNESS** unit. On a 6, that spell has no effect on that unit. In addition, **TZEENTCH SLAVES TO DARKNESS WIZARDS** know the following spell:



Mark of  
Tzeentch

**Warp Reality:** *Eldritch energy binds the sorcerer's allies, translocating them back to the sorcerer's side.*

Warp Reality is a spell with a casting value of 6 and a range of 9". If successfully cast, pick 1 friendly **TZEENTCH SLAVES TO DARKNESS** unit visible to the caster. Remove that unit from the battlefield and set it up again within range of the caster and more than 9" from all enemy units.

Subtract 1 from wound rolls for attacks made with melee weapons that target **NURGLE SLAVES TO DARKNESS** units. In addition, **NURGLE SLAVES TO DARKNESS HEROES** can issue the following command:



Mark of  
Nurgle

**Bestow Contagion:** *It is the decree of the Grandfather himself that his enemies come to know his blessings.*

You can use this command ability at the start of the combat phase. A friendly **NURGLE SLAVES TO DARKNESS** unit must receive this command. After this unit fights for the first time in that phase, roll a dice for each enemy unit within 3" of this unit. On a 3+, that unit suffers D3 mortal wounds.



Mark of  
Slaanesh

Add 1 to run and charge rolls for **SLAANESH SLAVES TO DARKNESS** units. In addition, **SLAANESH SLAVES TO DARKNESS HEROES** can issue the following command:

**Close in for the Kill:** *As the command is uttered, these warriors charge down their enemy without restraint.*

You can use this command ability at the start of your charge phase. A friendly **SLAANESH SLAVES TO DARKNESS** unit must receive this command. That unit can run and still charge later in the same turn.

## EYE OF THE GODS

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

At the end of each phase, for each enemy **HERO** or **MONSTER** destroyed by a friendly **SLAVES TO DARKNESS** unit with the **EYE OF THE GODS** keyword, including those destroyed by an ability or spell used by that **SLAVES TO DARKNESS** unit, make 1 roll on the Eye of the Gods table for that **SLAVES TO DARKNESS** unit and apply the effect of the result.

In addition, if you gain control of an objective previously controlled by your opponent, make 1 roll on the Eye of the Gods table for each friendly **SLAVES TO DARKNESS** unit with the **EYE OF THE GODS** keyword that is contesting it.

When rolling on the Eye of the Gods table, roll 2D6 for **SLAVES TO DARKNESS HEROES**. For all other units, roll 1 dice and add 2 to the score (giving a score between 3-8).

**Designer's Note:** Some effects on this table apply until the end of the battle. These effects are cumulative.

## EYE OF THE GODS

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| <p><b>2 Spawndom:</b> <i>This warrior collapses into a writhing and twisting mass from which a hideous spawn emerges.</i></p> <p>This <b>HERO</b> is slain. Before they are removed from the battlefield you can add 1 <b>SLAVES TO DARKNESS CHAOS SPAWN</b> to your army. If you do so, set it up within 1" of this <b>HERO</b>, then remove this <b>HERO</b> from play.</p> <p><b>3 Snubbed by the Gods:</b> <i>The gods demand more before granting their boon.</i></p> <p>This result has no effect.</p> <p><b>4 Mutative Regrowth:</b> <i>Lost limbs and other grievous injuries instantly reform, although they may take on a different appearance to before.</i></p> <p>You can heal up to D3 wounds allocated to this unit. If this unit has no wounds allocated to it, treat this result as 'Snubbed by the Gods' instead.</p> <p><b>5 Flames of Chaos:</b> <i>A corona of multihued flame is granted, one that devours hostile arcane energies.</i></p> <p>The next time this unit is affected by a spell cast by an enemy unit, roll a dice. On a 2+, ignore the effects of that spell on this unit. A unit cannot be affected by this result more than once at the same time.</p> <p><b>6 Unearthly Reflexes:</b> <i>The passage of time slows, allowing the bestowed to thunder across the battlefield with dazzling speed.</i></p> <p>Until the end of the battle, add 1 to charge rolls made for this unit.</p> <p><b>7 Unholy Resilience:</b> <i>The Dark Gods bestow a near immunity to pain.</i></p> <p>Until the end of the battle, this unit has a ward of 6+.</p> | <p><b>8 Slaughterer's Strength:</b> <i>Swelling with daemonic energies, a warrior with this blessing can sunder even the most formidable armour.</i></p> <p>Until the end of the battle, improve the Rend characteristic of this unit's melee weapons by 1.</p> <p><b>9 Arcane Awakening:</b> <i>Dark sorcery crackles and dances upon the fingertips of this champion.</i></p> <p>Until the end of the battle, this unit becomes a <b>WIZARD</b>. They can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. If this unit is already a <b>WIZARD</b>, they can attempt to cast 1 additional spell instead.</p> <p>If this unit has the <b>KUORNE</b> keyword, treat this result as 'Slaughterer's Strength' instead.</p> <p><b>10 Aura of Chaos:</b> <i>A palpable aura of chaotic energies swirl around this champion.</i></p> <p>Until the end of the battle, this unit has a ward of 5+.</p> <p><b>11-12 Dark Apotheosis:</b> <i>Favoured in the eyes of their patron god, this champion is bestowed with the dark glory of daemonhood.</i></p> <p>If you roll this result you can choose either the Daemonhood effect below or any other result on this table instead.</p> <p><b>Daemonhood:</b> You can add a <b>SLAVES TO DARKNESS DAEMON PRINCE</b> to your army. If you do so, set it up within 1" of this <b>HERO</b> then remove this <b>HERO</b> from play (they do not count as being slain).</p> <p>The Daemon Prince has the same Mark of Chaos keyword that the <b>HERO</b> had. It has any command traits and artefacts of power that the <b>HERO</b> had. If the <b>HERO</b> was your general, the <b>DAEMON PRINCE</b> is now your general.</p> |
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## DAMNED LEGIONS

*The hordes of Chaos wage war in all manner of ways, driven by the dark desires of their Overlords.*

You can pick 1 of the following subfactions for your army (core rules, 27.2.1). All Slaves to Darkness units in your army gain the keyword of the subfaction you picked, and you can use the allegiance abilities for that subfaction. If a unit already has a different subfaction keyword on its warscroll, it cannot gain another one. This does not preclude you from including the unit in your army, but you cannot use the allegiance abilities for its subfaction.

- Host of the Everchosen (pg 78)
- Legion of the First Prince (pg 78)
- Despoilers (pg 78)
- Cabalists (pg 79)
- Ravagers (pg 79)
- Knights of the Empty Throne (pg 79)



## VOWS OF DARKNESS

*In the name of the Chaos Gods, this warrior promises to bring wrath and ruin upon their hated enemies and asks for favour in return.*

You can carry out one of the following heroic actions with a friendly **SLAVES TO DARKNESS HERO** with the **EYE OF THE GODS** keyword instead of any other heroic action you can carry out with that **HERO**.

### HEROIC ACTIONS



**Pledge to Dark Gods:** Pick 1 friendly **SLAVES TO DARKNESS HERO** with the **EYE OF THE GODS** keyword. Until the end of that turn, each time you roll on the Eye of the Gods table for that **HERO**, you can roll 3 dice instead of 2, and pick any 2 of the dice rolled as your score.



**Draw on Power:** Pick 1 friendly **SLAVES TO DARKNESS WIZARD**. Until the end of that turn, when making casting rolls with that **WIZARD**, roll 3 dice instead of 2. However, if the unmodified roll on 2 or more of the dice is 1, the spell miscasts, and the caster suffers D6 mortal wounds instead of D3.



# DAMNED LEGIONS

## HOST OF THE EVERCHOSEN

**Legions of Darkness:** *Archaon's host marches upon the Mortal Realms, never faltering, never wavering. Beneath blasphemous banners emblazoned with the Everchosen's mark they stand united with dark purpose, to see the realms razed to ruin.*

When a **HOST OF THE EVERCHOSEN** unit that is a **CHAOS CHOSEN**, **CHAOS KNIGHTS**, **CHAOS WARRIORS OF VANGUARD** unit receives the Rally command you can return 1 slain model to that unit for each 4+ instead of each 6. In addition, you can pick 1 additional Ensorcelled Banners enhancement for your army.



## LEGION OF THE FIRST PRINCE

**The Favour of the Four:** *Be'lakor courts the favour of all of the Chaos Gods to crush his foes.*

At the start of your hero phase, you can pick 1 **LEGION OF THE FIRST PRINCE UNDIVIDED** unit and then pick 1 of the following Marks of Chaos keywords; **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**. That unit has that Mark of Chaos until the start of your next hero phase in addition to the **UNDIVIDED** Mark of Chaos.

**Designer's Note:** *If you pick a WIZARD unit to have the TZEENTCH Mark of Chaos, it knows the 'Warp Reality' spell until the start of your next hero phase.*

**Infernal Servants:** *Lesser daemons bound to the Dark Master's will swell Be'lakor's legions.*

Allied Bloodletters, Horrors of Tzeentch, Plaguebearers and Daemonettes units benefit from the Marks of Chaos battle trait (pg.70) as if they had the **SLAVES TO DARKNESS** keyword.



## CABALISTS

**Blasphemous Rituals:** *The sorcerers of the Cabalists are adepts in the art of the chaotic magics. Through dark ritual they work in covens to better harness the many powers and gifts of Chaos.*

**CABALIST HEROES** become **WIZARDS**. If the **HERO** is already a **WIZARD**, they can attempt to cast 1 additional spell in each of your hero phases and know 1 additional spell from the Lore of the Damned spell lore.

In addition, if you carry out the Draw on Power heroic action (pg.72) with a **CABALIST HERO**, you can immediately carry out the same heroic action with each other **CABALIST HERO** within 3" of the first.





## DESPOILERS

**The Favoured and the Cursed:** *The legions of the Despoilers are led by powerful Daemon Princes, each an unholy champion of a Chaos patron. In their wake approach hordes of hideously mutated beasts, drawn to the dark power they exude.*

Add 2 to the Wounds characteristic of friendly **DESPOILERS MONSTER** units. In addition, each **DESPOILED DAEMON PRINCE** can be given a command trait in addition to your general, which can be used as if they were a general. Each command trait must be different.



## RAVAGERS

**Rally the Tribes:** *Seizing the moment to prove their supremacy, one of the horde's commanders lets loose a terrifying battle cry, calling more of their blade-sworn warriors to their side.*

You can carry out the following heroic action with a **RAVAGERS HERO** instead of any other heroic action you can carry out with that **HERO**.

### HEROIC ACTIONS



**Rally the Tribes:** Pick 1 **CHAOS MARAUDERS**, **CHAOS MARAUDER HORSEMEN**, **CULTIST** or **DARKOATH** unit in your army that has been destroyed. If you do so, a new replacement unit with half the number of models in the unit that was destroyed (rounding up) is added to your army. Set up that unit wholly within 12" of the **HERO** carrying out this heroic action and more than 9" from all enemy units. Each destroyed unit can only be replaced once – replacement units cannot themselves be replaced.

## KNIGHTS OF THE EMPTY THRONE

**Unmatched Conquerors:** *Tasked by the Everchosen to bring ruin to the realms, the Knights of the Empty Throne know no respite in war.*



**KNIGHTS OF THE EMPTY THRONE** units that have a Mount can run and still charge in the same turn.

**Dread Lieutenant:** *In Archaon's absence, one of his most loyal servants is granted command over the army.*

When you pick the general for your army, if Archaon is not included in the army, you can pick a model in a friendly **VARANGUARD** unit to be your general. If you do so, that unit gains the Leader battlefield role. In addition, if that general issues the Rally command and a friendly **VARANGUARD** unit receives it, you can return 1 slain model to that unit for each 5+ instead of each 6.

**Designer's Note:** *This general cannot be given a command trait as it is not a HERO.*

## SPELL LORES

### THE LORE OF THE DAMNED

SLAVES TO DARKNESS HERO WIZARDS (including Unique units) only.

**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.*

Binding Damnation is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. Until your next hero phase, the strike-last effect applies to that unit.

**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...*

Spite-tongue Curse is a spell that has a casting value of 3 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers 3 mortal wounds. If the casting roll is unsuccessful or the spell is unbound, the caster suffers 3 mortal wounds.

**Chaotic Conduit:** *Speaking in blasphemous tongues, the sorcerer attempts to open a conduit to the Realm of Chaos and imbue one of its allies with raw daemonic power.*

Chaotic Conduit is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 friendly **EYE OF THE GODS** unit within range that is visible to the caster. You can immediately roll on the Eye of the Gods table for that unit.


**Ruinous Vigour:** *Choosing a worthy beast from amongst the horde, the caster imbues the creature with monstrous strength, allowing it to fight on in spite of its wounds for a time.*

Ruinous Vigour is a spell that has a casting value of 6 and a range of 12". If successfully cast, pick 1 friendly **SLAVES TO DARKNESS MONSTER** wholly within range and visible to the caster. Until the start of your next hero phase, use the top row on that unit's damage table, regardless of how many wounds it has suffered.

**Daemonic Speed:** *Fire erupts from the hooves of these daemonic steeds, as a dark energy fills them with unstoppable momentum.*

Daemonic Speed is a spell that has a casting value of 6 and a range of 12". If successfully cast, pick 1 friendly **SLAVES TO DARKNESS** unit that has a Mount and is wholly within range and visible to the caster. Until the start of your next hero phase, you can attempt a charge with that unit if it is within 18" of the enemy instead of 12". In addition, roll 3D6 instead of 2D6 for charge rolls made for that unit until the start of your next hero phase.





# ENHANCEMENTS

## COMMAND TRAITS

### RUINOUS OVERLORDS

SLAVES TO DARKNESS HEROES only.

**Death Dealer:** *Feared across the Mortal Realms, this warlord leaves naught in their wake but a trail of sun-bleached skulls.*

Once per battle, in the combat phase, after this general has fought for the first time in that phase, you can say that they will deal death. If you do so, this general can fight for a second time in that phase. The strike-last effect applies to this general when they fight for that second time.

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

**EYE OF THE GODS HERO** only. After deployment, you can roll once on the Eye of the Gods table for this general (pg 71).

**Arch-sorcerer:** *This warrior has sold their soul many times over in exchange for forbidden knowledge of the dark arts.*

**WIZARD** only. This general knows all of the spells from the Lore of the Damned in addition to the other spells it knows.

**Idolater Lord:** *Serving the Dark Gods as an oracle or prophet, this warlord leads a rabble of frenzied worshippers to battle.*

This general becomes a **PRIEST**. In addition, you can choose to replace the **UNDIVIDED** keyword on every **UNDIVIDED CULTIST** unit in your army with one of the following keywords: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**. All **CULTIST** units must be given the same keyword and it must be one this general has too.

### ASPECTS OF THE ASCENDED

SLAVES TO DARKNESS DAEMON PRINCES only.

**Not to be Denied:** *Even with their ascension to daemonhood this Daemon Prince covets glory and will not be outdone.*

In each hero phase, once you have carried out a heroic action, if you did not carry out the heroic action with this general you carry out an additional heroic action with this general. The heroic action carried out with this general cannot be the same as the other heroic action you carried out in this phase.

**Bolstered by Chaos:** *This Daemon Prince was blessed with a monstrous frame upon their ascension to daemonhood.*

Add 2 to this general's Wounds characteristic. In addition, this general becomes a **MONSTER**.

**Radiance of Dark Glory:** *In the presence of this daemon, the mutative energies of Chaos can seal shut even the most grievous of wounds.*

At the start of your hero phase, roll a dice for each friendly model within 9" of this general that has any wounds allocated to them. On a 3+, you can heal 1 wound from the model being rolled for. If the model being rolled for is a **MONSTER**, on a 3+ you can heal up to 3 wounds instead.

**Diabolic Majesty:** *With dark allure this Daemon Prince courts the attention of each of the Chaos Gods in turn as they vie to become this one's master.*

**UNDIVIDED** only. Once per battle, when you carry out a heroic action with this general you can carry out any one of the heroic actions on its warscroll even if it does not have the required keywords.

# ARTEFACTS OF POWER

## TROPHIES OF CONQUEST

SLAVES TO DARKNESS HEROES only.

**Hellfire Sword:** *This blade was made from a single searing flame that was hammered into material form and quenched in the blood of a fire-djinn.*

Pick 1 of the bearer's melee weapons. If the unmodified wound roll for an attack made with that weapon is 6, that attack causes a number of mortal wounds to the target equal to the weapon's Damage characteristic and the attack sequence ends (do not make a save roll).

**Helm of the Oppressor:** *The blackened bone plates of this helmet induce soul-piercing dread in the champion's enemies.*

Enemy units cannot receive the Inspiring Presence and Rally commands while they are within 6" of the bearer.

**The Conqueror's Crown:** *Said to have been forged at the dawn of the Age of Chaos for a mighty warlord who sundered countless civilisations, this blasphemous diadem grants the bearer dominion over lesser mortals.*

Enemy models with a Wounds characteristic of 1 or 2 that are within 6" of the bearer cannot contest objectives.

## CHAOS ESOTERICA

SLAVES TO DARKNESS WIZARD HEROES only.

**Chaos Familiar:** *This impish daemon has memorised a single spell on behalf of its master, and waits for the moment its knowledge is called upon.*

Once per battle, at the start of your hero phase you can say the bearer will call upon their Chaos Familiar. If you do so, the bearer can attempt to cast 1 additional spell in that hero phase, and that spell can be any from the Lore of the Damned (pg 76).

**Infernal Puppet:** *As it dances upon the aetheric winds, this eldritch marionette violently disrupts the spellcraft of enemy mages.*

Once per battle, at the start of the enemy hero phase, you can pick 1 enemy **WIZARD** within 24" of the bearer and visible to them. Until the end of the phase, each time that **WIZARD** attempts to cast a spell they suffer D3 mortal wounds before the casting roll is made. If the **WIZARD** is slain by these mortal wounds, the casting attempt fails (do not roll the dice).

**Helm of Eldritch Command:** *The profane runes etched into this diabolic helm grant the bearer dominion over malign sorceries.*

When the bearer attempts to dispel an endless spell, if the dispel roll is greater than the casting value of that endless spell, instead of it being dispelled you can say the bearer has seized control of it. If you do so, the bearer now controls that endless spell in the same manner as if they had summoned it, and the model that summoned the endless spell does not control it. If that endless spell is later dispelled and summoned again the bearer does not control it.



## CHAOS INFERNAL TREASURES

SLAVES TO DARKNESS DAEMON PRINCES only.

**Helm of Many Eyes:** *The eyeballs that cover this helm stare into past and future alike, allowing the wearer to catch their foes off guard.*

The strike-first effect applies to the bearer.



**Doombringer Blade:** *When this cruel blade is pointed at a hated foe, searing visions pain the bearer's minions until the target has been slain.*

At the start of the first battle round, after set-up is complete but before the first turn begins, you can pick 1 enemy **HERO** or enemy **MONSTER** on the battlefield. If you do so, add 1 to wound rolls for attacks made with melee weapons by friendly units that target that unit.

**Realmwarper's Twist-rune:** *One who bears this cursed rune upon their flesh can bind warped landscapes to their will. Ruptured chasms open at their beckon as thick palls of dark energy obscure the favoured and their servants from view.*

Once per battle, in your hero phase, you can pick 1 terrain feature within 12" of the bearer. Roll a dice for each model within 1" of that terrain feature. For each 6, that model's unit suffers 1 mortal wound. In addition, until your next hero phase, that terrain feature blocks visibility in the same manner as a wyldwood.



## ENSORCELLED BANNERS

An Ensorcelled Banner is a unique enhancement. You can always take 1 Ensorcelled Banner enhancement for a Slaves to Darkness army. Each time you take an Ensorcelled Banner enhancement, you can pick 1 Ensorcelled Banner from the table below and give it to 1 Standard Bearer in a **CHAOS CHOSEN**, **CHAOS WARRIORS** or **CHAOS KNIGHTS** unit in your army.

If a rule allows you to take an extra enhancement, you can take an Ensorcelled Banner enhancement as that extra enhancement, but if you do so, you cannot pick the same Ensorcelled Banner from the table below more than once and you cannot give an Ensorcelled Banner to a unit that already has one.

### ICONS OF CHAOS

**The Blasphemous Icon:** *Emblazoned with profanities scrawled in the Dark Tongue, the mere sight of this banner can churn the stomach of any follower of faith.*

While this model is on the battlefield, subtract 1 from chanting rolls for prayers chanted by **PRIESTS** that do not have the **CHAOS** keyword.

**The Dread Banner:** *Marked with sigils of each of the Dark Gods, the bearers of this banner beseech blessings and favour from any who will bestow it.*

**UNDIVIDED** unit only. Each time this unit rolls on the Eye of the Gods table, you can roll 2 dice instead of 1 and pick 1 to be used as your roll.

**The Banner of Rage:** *Sewn from strings of congealed gore, this banner radiates bloodlust so strong that those beneath it are goaded into a state of permanent rage.*

**KHORNE** unit only. Add 1 to wound roll for attacks made with melee weapons by this unit.

**The Blasted Standard:** *Woven from threads of dark magic, this standard is inscribed with writhing runes and surrounded with the coruscating fires of change.*

**TZEENTCH** unit only. This unit has a ward of 4+ for attacks made with missile weapons that target this unit.

**The Eroding Icon:** *As this fell icon arrives upon the enemy line, warriors find their weapons corroding and crumbling to rust.*

**NURGLE** unit only. Worsen the Rend characteristic of melee weapons used by enemy models by 1 while they are wholly within 12" of this unit.

**The Banner of Screaming Flesh:** *Fashioned from flayed aelven faces that scream in perpetual agony, the exhilarating pitch of this banner heightens the senses of the followers of the Dark Prince.*

**SLAANESH** unit only. Add 1 to the Attacks characteristic of this unit's melee weapons if it made a charge move in the same turn.





# WARSCROLL

## ARCHAON

### THE EVERCHOSEN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Resist	Damage
The Slayer of Kings	1"	4	2+	3+	-2	3
Monstrous Claws	1"	2	2+	3+	-2	●
Lashing Tails	3"	2D6	4+	3+	-	1
Chimeric Heads	3"	●	3+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Chimeric Heads	Monstrous Claws
0-10	14"	6	5
11-15	12"	5	4
16-20	10"	4	3
21+	8"	3	2

*Archaon, the Everchosen, is armed with the Slayer of Kings.*

**WIZARD:** This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

**WARMASTER:** If this unit is included in your army, it is treated as a general even if it is not the model picked to be the army's general. In addition, this unit can be included in a Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle or Hedonites of Slaanesh army. If you do so, you can still use the army's allegiance abilities even though this unit is not from the army's faction; however, this unit does not benefit from them.

**FLY:** This unit can fly.

**MOUNT:** This unit's mount, Dorghar, is armed with Monstrous Claws, Lashing Tails and Chimeric Heads.

**The Armour of Morkar:** *Archaon's armour is inscribed with powerful sigils of warding.*

This unit has a ward of 5+. In addition, for each unmodified ward roll of 6, you can pick 1 enemy unit within 3" to suffer 1 mortal wound that cannot be negated.

**By My Will:** *All Slaves to Darkness recognise Archaon's supreme authority, and fear his wrath more than any foe should they fall him.*

This is a command ability this unit can issue at the start of the combat phase. Another friendly CHAOS unit must receive it (this unit cannot issue this command to itself). Until the end of that phase, each time a model in the receiving unit is slain it can fight.

**The Crown of Domination:** *This forbidding helm exudes a palpable aura of menace.*

Enemy units cannot receive the Rally and Inspiring Presence commands while they are within 12" of this unit.

**The Everchosen:** *The Ruthous Powers shelter their champion from hostile enemy magic.*

Each time this unit is affected by a spell or the abilities of an endless spell, you can roll a dice. If you do so, on a 4+, ignore the effects of that spell or endless spell on this unit.

**The Eye of Sheerlan:** *Ripped from the corpse of the Chaos Dragon Flamefang, this ancient treasure forewarns Archaon of events yet to pass and with this foresight the Everchosen can adapt his strategies to the flow of the battle and always stay a step ahead of his opponents.*

Once per battle, at the start of your hero phase, if Archaon is in a Slaves to Darkness army you command and on the battlefield, you can say he will consult the Eye of Sheerlan. If you do so, roll a dice. This dice 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 while there is an enemy Archaon on the battlefield.

**The Favoured Warlord:** *Each of the Chaos Gods seeks Archaon's favour and, in turn, the Everchosen manipulates their power to further his own ends.*

If this unit is part of a Slaves to Darkness army, after the players have received their starting command points but before the start of the first turn, you can pick 1 of the following Mark of

Chaos keywords: **KHORNE, TZEENTCH, NURGLE or SLAANESH.** This unit has that Mark of Chaos for the battle in addition to the **UNDIVIDED** Mark of Chaos.

**The Slayer of Kings:** *This ancient daemonic blade thirsts for the souls of champions and warlords.*

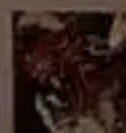
Each time this unit fights, if the unmodified wound roll for 2 or more attacks that target the same enemy HERO with the Slayer of Kings is 6, that HERO is slain.

**Three-headed Titan:** *The greater daemons consumed by Dorghar imbue the steed with unlimited power.*

When you carry out a monstrous rampage with this unit, you can carry out a monstrous rampage from the list below instead of from the table in the core rules.



**Fifth-spewer:** Pick 1 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 5+, that unit suffers 1 mortal wound.



**Skull-gorger:** Pick 1 enemy model within 3" of this unit and roll a dice. If the roll is greater than that model's Wounds characteristic, it is slain and you can heal a number of wounds allocated to this unit equal to that enemy model's Wounds characteristic.



**Spell-eater:** Pick 1 endless spell within 12" of this unit and roll a dice. On a 2+, that endless spell is dispelled and if the caster is on the battlefield they suffer D3 mortal wounds.

#### KEYWORDS

CHAOS, SLAVES TO DARKNESS, HOST OF THE EVERCHOSEN, UNDIVIDED, DAEMON, MORTAL, MONSTER, HERO, WIZARD, ARCHAON

WARSCROLL  
**BE'LAKOR**  
 THE DARK MASTER

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Resist	Damage
Blade of Shadows	2"	●	3+	3+	-2	2
Fell Claw	1"	1	5+	3+	-1	2
Spearing Tail	3"	1	2+	●	-3	2

DAMAGE TABLE

Wounds Suffered	Move	Blade of Shadows	Spearing Tail
0-5	14"	8	1+
6-8	12"	7	2+
9-11	10"	6	3+
12+	8"	5	4+

*Be'lakor, the Dark Master, is armed with the Blade of Shadows, a Fell Claw and a Spearing Tail.*

**WIZARD:** This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

**FLY:** This unit can fly.

*The Dark Master: Many puppets dance on Be'lakor's infernal strings, though few realise as much until their fate is sealed.*

Once per battle, at the start of the enemy hero phase, you can pick 1 enemy unit on the battlefield. Until your next hero phase, at the start of each phase (including the phase in which the unit was picked), you can roll a dice for that unit. On a 3+, that unit cannot move, shoot, fight, use command abilities, chant prayers, attempt to cast spells, attempt to dispel endless spells or attempt to unbind spells in that phase.

*Lord of Torment: Be'lakor is invigorated by the suffering and terror of mortals.*

If an enemy unit fails a battletough test while it is within 12" of this unit, you can heal up to D3 wounds allocated to this unit.

*Shadow Form: Be'lakor can shift his physical form to be as insubstantial as the mists of Uigor, and just as hard to land a telling blow upon.*

Ignore modifiers (positive or negative) when making save rolls for attacks that target this unit.

*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.*

Enfeeble Foe is a spell that has a casting value of 6 and a range of 10". If successfully cast, pick 1 enemy unit within range and visible to the caster. Subtract 1 from wound rolls for attacks made with melee weapons by that unit until your next hero phase.



KEYWORDS

CHAOS, SLAVES TO DARKNESS, LEGION OF THE FIRST PRINCE, UNDIVIDED, DAEMON, DAEMON PRINCE, HERO, MONSTER, WIZARD, BE'LAKOR

WARSCROLL  
SLAVES TO DARKNESS  
**DAEMON PRINCE**



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Daemonic Axe	2"	5	3+	3+	-2	1
Hellforged Sword	2"	5	3+	4+	-1	D3
Malefic Talons	1"	8	3+	3+	.	2

A *Slaves to Darkness Daemon Prince* is armed with 1 of the following weapon options: *Daemonic Axe*; or *Hellforged Sword*; or *Malefic Talons*. In addition, it has 1 of the following: *Wings*; or *Trophy Rack*.

**WINGS:** If this unit has wings, it can fly and has a Move characteristic of 12" instead of 8".

**The Mounted Skulls of Fallen Foes:** Some *Daemon Princes* revel in glory with each worthy foe slain by their hands, inspiring those who serve them to fight for the favour of the watching gods.

If this unit has a trophy rack, do not take battleshock tests for friendly units wholly within 9" of this unit. In addition, each time an enemy **HERO** or **MONSTER** is destroyed by this unit in the same turn, increase the range of this ability by 3".

**Aura of Chaos:** Waves of daemonic energy twist and coil around this fell creature, keeping it from harm.

This unit has a ward of 6+.

**Hellforged Sword:** This sword can carve through armour and flesh as if they were made of nothing more than parchment.

If the unmodified hit roll for an attack made with a *Hellforged Sword* is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

**Immortal Champion:** Revelling in the daemonic power granted to them, *Daemon Princes* can bend and shape reality to their will.

You can carry out one of the following heroic actions with this unit instead of any other heroic action you can carry out with it.



Those champions who consistently please their patron god may eventually be granted immortality as a *Daemon Prince*. Each of these black-hearted monsters is a living icon of their master's power, and a terrifying foe to face on the battlefield.

**HEROIC ACTIONS**

**Fiendish Speed:** **UNDIVIDED DAEMON PRINCE** only. Until the end of the turn, the strike-first effect applies to this unit.

**Pledge of Skulls:** **KHORNE DAEMON PRINCE** only. Until the end of the turn, each time an enemy model is slain by wounds allocated from attacks made by this unit, heal 1 wound allocated to this unit.

**Eldritch Architect:** **TZEENTCH DAEMON PRINCE** only. If it is the enemy hero phase, you can roll a dice each time a spell targets this unit. On a 2+, that spell has no effect on this unit. If it is your hero phase, this unit can attempt to cast 1 spell from the *Lore of the Damned* in the same manner as a **WIZARD**. If this unit is already a **WIZARD**, this spell is in addition to any others it can attempt to cast.

**Eroding Miasma:** **NURGLE DAEMON PRINCE** only. Until the end of the turn, ward rolls cannot be made for enemy units while they are within 3" of this unit.

**Ecstatic Carnage:** **SLAANESH DAEMON PRINCE** only. If this unit makes a charge move this turn, add 1 to the Attacks characteristic of this unit's melee weapons until the end of the turn.

**KEYWORDS**

CHAOS, SLAVES TO DARKNESS, MARK OF CHAOS, DAEMON, HERO, DAEMON PRINCE

WARSCROLL  
**ETERNUS**  
 BLADE OF THE FIRST PRINCE

**MELEE WEAPONS**

	Range	Attacks	To Hit	To Wound	Rend	Damage
Deathglaive	2"	5	3+	3+	-2	2
Skull Flail	2"	6	3+	3+	-1	1
Tearing Fangs	1"	3	4+	3+	-1	1

*Eternus is armed with a Deathglaive and a Skull Flail.*

**MOUNT:** This unit's mount, Drakocephalus, is armed with Tearing Fangs.

**Blade of the First Prince:** First among even the Varanguard in martial prowess, there are few that can best this warrior in combat.

The strike-first effect applies to this unit if it has made a charge move in the same turn.

**Network of Spies:** Eternus commands a legion of agents and operatives to ensure he is always one step ahead of his enemies.

At the start of the hero phase, if this unit is within 1" of any friendly **CHAOS LEGIONNAIRES** units or any friendly **FURIES** units, you gain 1 additional command point.

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

At the end of your movement phase, if this unit has been slain, roll 2D6 and add 1 to the roll if **BE'LAKOR** is in your army and on the battlefield. On an 8+, you can set up this unit anywhere on the battlefield more than 9" from all enemy units, with all wounds allocated to it removed.

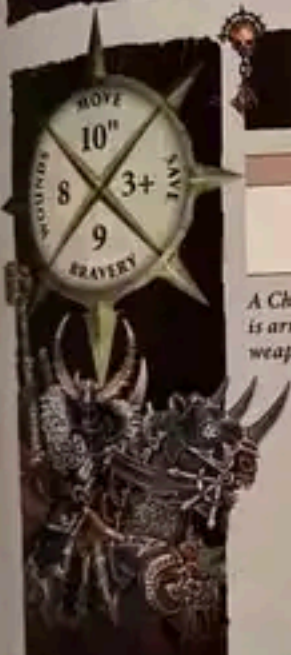
**KEYWORDS**

**CHAOS, SLAVES TO DARKNESS, LEGION OF THE FIRST PRINCE, UNDIVIDED, MORTAL, HERO, CHAOS LORD, ETERNUS**



Sworn to Be'lakor and granted immortality, Eternus rides at the head of First Prince's legions, crushing those who oppose his ascension. His mighty weapons are not his only means of waging war, for Eternus commands a vast network of spies and warriors loyal to the Dark Master.

spell that has a range of 12".  
 can, pick 1 enemy unit  
 and visible to the caster.  
 each model in that  
 5+. that unit suffers 1  
 l. If that unit is an enemy  
**WAR MACHINES**, roll 5  
 model instead of 1.



Particularly favoured Chaos Lords may be granted a daemonic steed to bear them into battle. These champions become the rulers of feared cavalry warbands, driving their mounted brethren into battle with roused oaths to the Dark Gods.

**KEYWORDS** GAUNT SUMMONER

GAUNT SUMMONER, HERO, WIZARD,

WARSCROLL  
**CHAOS LORD**  
 ON DAEMONIC MOUNT

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Reid	Damage
Chaos Lance	2"	4	3+	3+	-1	1
Cursed Warhammer	1"	4	3+	3+	-1	2
Mighty Hooves	1"	3	4+	3+	-	1

A Chaos Lord on Daemonic Mount is armed with 1 of the following weapon options: Chaos Lance; or Cursed Warhammer.

**MOUNT:** This unit's Daemonic Mount is armed with Mighty Hooves.

**Chaos Runeshield:** The dark runes inscribed upon these shields grant them the power to withstand even the most powerful attacks.

This unit has a ward of 5+ against mortal wounds.

**Chaos Lance:** This Chaos Lord seeks to finish his foes with the first strike of his charge.

Add 1 to the Damage characteristic and improve the Reid characteristic of this unit's Chaos Lance by 1 if it made a charge move in the same turn.

**The Knights of Chaos:** At the helm of a charge, this Chaos Lord leads their mounted brethren to crush any foe before them.

The strike-first effect applies to this unit if it made a charge move in the same turn. In addition, if this unit has made a charge move in the same turn, after this unit has fought in the combat phase for the first time, you can pick 1 friendly **CHAOS KNIGHT, CHAOS CHARIOT** or **GOREBEAST CHARIOT** unit wholly within 12" of this unit and that has not yet fought in that phase. That unit can fight immediately.

**KEYWORDS**

CHAOS, SLAVES TO DARKNESS, MARK OF CHAOS, MORTAL, EYE OF THE GODS, HERO, CHAOS LORD

# WARSCROLL CHAOS SORCERER LORD ON MANTICORE

## MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Sorcerous Reaping Staff	2"	3	3+	3+	-	D3
Honed Fangs and Claws	2"	5	3+	2+	-1	2
Shredding Tail	3"	4	4+	4+	-	1

A Chaos Sorcerer Lord is armed with a Sorcerous Reaping Staff.

**WIZARD:** This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

**FLY:** This unit can fly.

**MOUNT:** This unit's Manticore is armed with Honed Fangs and Claws and a Shredding Tail.

**Territorial Predator:** Any who stray into the territory of a Manticore are as good as dead, especially larger creatures that can be seen as a potential rival.

Add 1 to the Damage characteristic of attacks made with this unit's Honed Fangs and Claws that target an enemy **MONSTER**.

**Oracular Visions:** A sorcerer can temporarily bestow the gift of foresight upon their allies, helping them ward against oncoming enemy blows.

In your hero phase, you can pick 1 friendly **MORTAL SLAVES TO DARKNESS** unit wholly within 12" of this model. If you do so, that unit has a ward of 6+ until the start of your next hero phase.

**Winds of Chaos:** The sorcerer summons the raw power of Chaos and sends a vortex of fell energies screaming across the battlefield.

Winds of Chaos is a spell that has a casting value of 8 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. Roll a number of dice equal to the number of models in that unit. For each 5, that unit suffers 1 mortal wound. For each 6, that unit suffers 2 mortal wounds.

The binding magic of a Sorcerer Lord can break the will of even a mighty Manticore. Upon such a mount they plunge headlong into the foe, summoning gales of dark energy as the Manticore tears the enemy asunder.

## KEYWORDS

CHAOS, SLAVES TO DARKNESS, MARK OF CHAOS, MORTAL, MANTICORE, EYE OF THE GODS, MONSTER, HERO, WIZARD, CHAOS SORCERER LORD



In the misty swamplands of Thondia, only those who can master the most ferocious of native beasts can call themselves the true lords of Ghur. Few such monstrosities can stand before an enraged Manticore bound to the will of a Chaos champion.





WARSCROLL  
**CHAOS LORD**  
 ON KARKADRAK

**MELEE WEAPONS**

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

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

**MOUNT:** This unit's Karkadrak is armed with a Tearing Horn and Claws.

**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.

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

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

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

This unit has a ward of 5+ against mortal wounds.

**The Knights of Chaos:** At the helm of a charge, this Chaos Lord leads their mounted brethren to crush any foe before them.

The strike-first effect applies to this unit if it made a charge move in the same turn. In addition, if this unit has made a charge move in the same turn, after this unit has fought in the combat phase for the first time, you can pick 1 friendly CHAOS KNIGHT, CHAOS CHARIOT or GOREBEAST CHARIOT unit wholly within 12" of this unit and that has not yet fought in that phase. That unit can fight immediately.



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 line breakers.

**KEYWORDS**

CHAOS, SLAVES TO DARKNESS, MARK OF CHAOS, MORTAL, EYE OF THE GODS, HERO, CHAOS LORD

## WARSCROLL CHAOS LORD



Chaos Lords are dark champions who have walked the Path to Glory and are now only one step away from glory or damnation. They are the rulers of great warbands and hordes, and their followers will die before failing these fearsome warlords.

### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Reaperblade	2"	3	3+	3+	-2	2
Daemonbound Steel	1"	3	3+	3+	-1	1
Daemonbound War-flail	2"	6	4+	3+	-2	1

A Chaos Lord is armed with a Reaperblade and Daemonbound Steel; or a Daemonbound War-flail.

**RETINUE:** At the start of the first battle round, before determining who has the first turn, you can pick 1 friendly CHAOS WARRIORS or CHAOS CHOSEN unit on the battlefield to be this unit's retinue.

**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 Steel or Daemonbound War-flail is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

**Warlord's Retinue:** Once a warrior of the Dark Gods has earned their favour, others will flock to their banner hoping to gain glory for themselves.

Before you allocate a wound or mortal wound to this unit, or instead of making a ward roll for a wound or mortal wound that would be allocated to this unit, if this unit is within 3" of its retinue, you can roll a dice. On a 1-2, that wound or mortal wound is allocated to this unit as normal. On a 3+, that wound or mortal wound is allocated to this unit's retinue instead.

**Glory in Battle:** Under the command of their warlord, the warriors sworn to them waste no time in laying the enemy low.

After this unit has fought in the combat phase for the first time, if its retinue has not yet fought in that combat phase, is within 3" of an enemy unit and is wholly within 12" of this unit, this unit's retinue can fight immediately.

### KEYWORDS

CHAOS, SLAVES TO DARKNESS, MARK OF CHAOS, MORTAL, EYE OF THE GODS, HERO, CHAOS LORD

# WARSCROLL

## CHAOS SORCERER LORD

### MELEE WEAPONS

Sorcerer Staff

Chaos Runeblade

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	1	4+	3+	-1	D3
1"	2	3+	3+	-	1

*A Chaos Sorcerer Lord is armed with a Sorcerer Staff and Chaos Runeblade.*

**WIZARD:** This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

**Oracular Visions:** A sorcerer can temporarily bestow the gift of foresight upon their allies, helping them ward against oncoming enemy blows.

In your hero phase, you can pick 1 friendly **MORTAL SLAVES TO DARKNESS** unit wholly within 12" of this model. If you do so, that unit has a ward of 6+ until the start of your next hero phase.

**Daemonic Power:** The sorcerer bestows his followers with daemonic essence, boosting their skill and strength to unholy levels.

Daemonic Power is a spell that has a casting value of 6 and a range of 18". If successfully cast, pick 1 friendly **MORTAL SLAVES TO DARKNESS** unit wholly within range and visible to the caster. Add 1 to hit and wound rolls for attacks made with melee weapons by that unit until the start of your next hero phase.

### KEYWORDS

CHAOS, SLAVES TO DARKNESS, MARK OF CHAOS, MORTAL, EYE OF THE GODS, HERO, WIZARD, CHAOS SORCERER LORD



The very air around a Sorcerer Lord is saturated with dark magic. With their command of daemonic powers and gift of foresight, these warlocks bolster the power of their allies while unleashing their own devastating spellcraft on the enemy.


# EX

## MELEE W

Rune-etch  
Axes of the Da

*An Exalted Hero of Chaos with 1 of the following weapons options: Rune-etched Blade; Chaos Runeshield; or Axes of the Dark Champion.*

**SHIELD:** If this unit is also a Rune-etched Blade and Runeshield, it has a Save of 3+ instead of 4+, and is 5+ against mortal wounds.



Exalted Heroes are those warriors who have caught the notice of the gods and now seek to make a true name for themselves. Their favoured prey are monsters and enemy champions, for by slaying these foes an Exalted Hero proves their own might.

KEYWORDS

Ch  
Ex

MOVE

6"

## WARSCROLL CHAOS WARSHRINE

### MELLEE WEAPONS

Sacrificial Blade

Flailing Fists

Range	Attacks	To Hit	To Wound	Band	Damage
1"	4	3+	3+	-1	2
1"	●	4+	3+	-	2

### DAMAGE TABLE

Wounds Suffered	Move	Flailing Fists	Protection of the Dark Gods
0-5	8"	6	18"
6-8	7"	5	15"
9-11	6"	4	12"
12+	5"	3	9"

A Chaos Warshrine is armed with a Sacrificial Blade.

**MOUNT:** This unit's Shrine Bearers are armed with Flailing Fists.

**Protection of the Dark Gods:** Worshipers of the Ruinous Powers gather around these shrines in the hope of receiving divine protection.

**Friendly MORTAL SLAVES TO DARKNESS** units have a ward of 6+ while they are wholly within the range of this unit's Protection of the Dark Gods ability, shown on the damage table above.

**Favour of Chaos:** The Shrine Master invokes the Dark Pantheon to bless nearby followers with their favour.

Favour of Chaos is a prayer that has an answer value of 3 and a range of 18". This unit must have the **UNDIVIDED** keyword to chant this prayer. If answered, pick 1 friendly **UNDIVIDED** unit wholly within range and visible to the chanter. Until the start of your next hero phase, halve the number of models that flee from that unit from a failed battleshock test (rounding down).

**Bloodlust:** The skies grow red as the Lord of Skulls' presence is felt upon the battlefield, filling warriors with an insatiable bloodlust as they charge into the fray.

Bloodlust is a prayer that has an answer value of 3 and a range of 18". This unit must have the **KHORNE** keyword to chant this prayer. If answered, pick 1 friendly **KHORNE** unit wholly within range and visible to the chanter. Add 1 to charge rolls made for that unit until the start of your next hero phase.

**Prismatic Glamour:** An eldritch barrier of kaleidoscopic colour guards these warriors from harm.

Prismatic Glamour is a prayer that has an answer value of 3 and a range of 18". This unit must have the **TZEENWCA** keyword to chant this prayer. If answered, pick 1 friendly **TZEENWCA** unit wholly within range and visible to the chanter. Subtract 1 from wound rolls for attacks that target that unit until the start of your next hero phase.

**Seeping Blades:** Vile flesh-like sores form on the weapons wielded by these warriors, weeping with deadly toxins and poison. A blessing from the Grandfather most foul.

Seeping Blades is a prayer that has an answer value of 3 and a range of 18". This unit must have the **NEURGA** keyword to chant this prayer. If answered, pick 1 friendly **NEURGA** unit wholly within range and visible to the chanter. Add 1 to wound rolls for attacks made by that unit with melee weapons until the start of your next hero phase.

**Unnatural Speed:** This band of warriors races across the battlefield with uncanny swiftness as the thrill of battle looms.

Unnatural Speed is a prayer that has an answer value of 3 and a range of 18". This unit must have the **SLEANESE** keyword to chant this prayer. If answered, pick 1 friendly **SLEANESE** unit wholly within range and visible to the chanter. Until the start of your next hero phase, you can attempt a charge with that unit if it is within 18" of the enemy instead of 12". In addition, roll 3D6 instead of 2D6 for charge rolls for that unit this phase.

### KEYWORDS

CHAOS, SLAVES TO DARKNESS, MARK OF CHAOS, MORTAL, TOTEM, PRIEST, CHAOS WARSHRINE

Carried to battle by two huge mutants, Chaos Warshrines are tributes to the glory of the Dark Pantheon. From atop the raised platform a Shrine Keeper beseeches the gods for their honours, granting their blessings to the legions of darkness.

## WARSCROLL VARANGUARD

### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Reid	Damage
Ensorcelled Weapon	1"	5	3+	3+	-1	2
Fellspear	2"	3	3+	3+	-2	2
Daemonforged Blade	1"	3	3+	3+	-2	D3
Tearing Fangs	1"	3	4+	3+	-1	1

Each model in a Varanguard unit is armed with 1 of the following weapon options: *Ensorcelled Weapon*; *Fellspear*; or *Daemonforged Blade*. Models in the unit can each be armed with a different weapon option.

**ELITE:** Models in this unit can issue commands to their own unit.

**MOUNT:** This unit's Mutated Steeds are armed with Tearing Fangs.

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

**Impaling Charge:** Varanguard armed with Fellspears are utterly deadly on the charge, their weapons lowered to skewer the enemy upon their vicious points.

Add 1 to wound rolls for attacks made with this unit's Fellspears and improve the Reid characteristic of this unit's Fellspears by 1 if it made a charge move in the same turn.

**Relentless Killers:** The Varanguard have slaughtered foes beyond counting, butchering their way across the battlefields of the Mortal Realm without mercy.

Once per battle, in the combat phase, after this unit has fought in that phase for the first time, when it is your turn to pick a unit to fight, this unit can be picked to fight for a second time if it is within 3" of any enemy units.

**Warpsteel Shields:** The most blasphemous of runes are inscribed upon the shields of the Varanguard, warding them from the most powerful of attacks.

This unit has a ward of 4+ against mortal wounds.



Each of the Varanguard is a mighty champion who has passed the many tests set for them by Archhoun and sworn themselves to his service. Riding atop their hulking steeds, these lords of darkness bring inescapable death to the Drukhens' enemies.

### KEYWORDS

CHAOS, SLAVES TO DARKNESS, MARK OF CHAOS, MORTAL, VARANGUARD



Swift Chaos Chariots thunder across the plains hunting for fresh prey. Drawn by corrupted steeds, the momentum of these constructs is a weapon of its own, and the charioteers take dark pleasure in crushing enemies beneath their heavy wheels.

## WARSCROLL CHAOS CHARIOT

### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Lashing Whip	2"	2	4+	4+	-	1
Chaos Greatblade	2"	3	4+	3+	-1	2
Chaos War-flail	2"	6	3+	3+	-	1
Trampling Hooves	1"	4	4+	4+	-	1

Each model in a Chaos Chariot unit is armed with 1 of the following weapon options: Chaos Greatblade and Lashing Whip; or Chaos War-flail and Lashing Whip. Each model in the unit can be armed with a different weapon option.

**MOUNT:** This unit's War Steeds are armed with Trampling Hooves.

**CHAMPION:** If this unit has 2 or more models, 1 model in this unit can be an Exalted Charioteer. Add 1 to the Attacks characteristic of that model's melee weapons (not including its mount).

**Don't Spare the Lash:** These cruel charioteers know how to get the most out of their beasts of burden.

Once per battle, this unit can run and still charge later in the same turn.

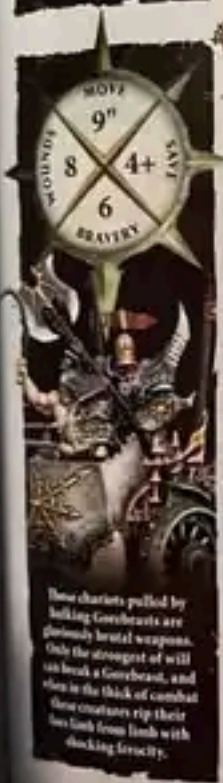
**Swift Death:** Chaos Chariots are at their most deadly on the charge, where their considerable bulk and bladed wheels can cause untold devastation.

After this unit makes a charge move, you can pick 1 enemy unit within 1" of this unit and roll a number of dice equal to the charge roll for that charge move. For each 5+, that enemy unit suffers 1 mortal wound.

### KEYWORDS

CHAOS, SLAVES TO DARKNESS, MARK OF CHAOS, MORTAL, CHAOS CHARIOT

Driven by corruption, the momentum of these constructs is a weapon of its own, and the chariotiers take dark pleasure in crushing enemies beneath their heavy wheels.



These chariots pulled by hulking Gorebeasts are gleefully brutal weapons. Only the strongest will survive the thick of combat as these constructs rip their foes limb from limb with shocking ferocity.

**KEYWORDS** CHAOS, SLAVES TO DARKNESS, MARK OF CHAOS, MORTAL, CHAOS CHARIOT

**WARSCROLL**  
**GOREBEAST CHARIOT**

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lashing Whip	2"	2	4+	4+	-	1
Chaos Greatblade	2"	3	4+	3+	-1	2
Chaos War-flail	2"	6	3+	3+	-	1
Crushing Fists	1"	3	3+	3+	-	2

**Each model in a Gorebeast Chariot unit is armed with 1 of the following weapon options: Chaos Greatblade and Lashing Whip; or Chaos War-flail and Lashing Whip. Each model in the unit can be armed with a different weapon option.**

**MOUNT:** This unit's Gorebeasts are armed with Crushing Fists.

**CHAMPION:** If this unit has 2 or more models, 1 model in this unit can be an Exalted Charioteer. Add 1 to the Attacks characteristic of that model's melee weapons (not including its mount).

**Unstoppable Momentum:** *The ferocity of Gorebeasts is terrible to behold as they carve a path of bloody destruction through the enemy ranks, pulling their chariot in tow.*

At the end of your combat phase, if this unit made a charge move this turn, it can make a normal move and can do so even if it is within 3" of any enemy units. If it does so, it can pass across other models with a Wounds characteristic of 4 or less in the same manner as a model that can fly. In addition, after each such move, you can pick 1 enemy unit it passed across and roll a dice for each model in this unit. For each 3+, that enemy unit suffers D6 mortal wounds.

**KEYWORDS** CHAOS, SLAVES TO DARKNESS, MARK OF CHAOS, MORTAL, GOREBEAST CHARIOT



## WARSCROLL

# CHAOS WARRIORS

### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Murderous Weapon	1"	2	3+	3+	-1	1
Ensorcelled Halberd	2"	2	4+	3+	-1	1

Each model in a Chaos Warriors unit is armed with one of the following weapon options: Murderous Weapon, or Ensorcelled Halberd. All models in the unit must be armed with the same weapon option.

**CHAMPION:** 1 model in this unit can be an Aspiring Champion. Add 1 to the Attacks characteristic of that model's melee weapons.

**STANDARD BEARER:** 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of this unit if it includes any Standard Bearers.

**MUSICIAN:** 1 in every 10 models in this unit can be a Hornblower. Add 1 to charge rolls for this unit if it includes any Hornblowers.

**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.

Add 1 to the Attacks characteristic of this unit's melee weapons while it is wholly within enemy territory or wholly within 12" of an objective that you do not control.

**Chaos Runeshields:** The dark runes inscribed upon these shields grant them the power to withstand even the most powerful attacks.

This unit has a ward of 5+ against mortal wounds.

MOVE	5"	SAF
WOUNDS	2	3+
BRavery	7	

Clad in hellebranded iron and molten with dark blessings, Chaos Warriors are the bastion of civilisation. Entire legions of these armoured slaves march into battle in search of divine favour, each warrior the equal of several lesser mortals.

**KEY WORDS** CHAOS, SLAVES TO DARKNESS, MARK OF CHAOS, MORTAL, CHAOS WARRIORS

## WARSCROLL

# CHAOS CHOSEN

### MELEE WEAPONS

Soul Splitter

Range	Attacks	To Hit	To Wound	Reul	Damage
2"	3	3+	3+	-1	2

Each model in a Chaos Chosen unit is armed with a Soul Splitter.

**CHAMPION:** 1 model in this unit can be an Exalted Champion. Add 1 to the Attacks characteristic of that model's Soul Splitter.

**STANDARD BEARER:** 1 in every 5 models in this unit can be an Icon Bearer. Add 1 to the Bravery characteristic of this unit if it includes any Icon Bearers.

**MUSICIAN:** 1 in every 5 models in this unit can be a Skull Drummer. Add 1 to charge rolls for this unit if it includes any Skull Drummers.

**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.

Once per battle, in the combat phase, after this unit has fought for the first time in that phase, you can say that they will unleash ruin. If you do so, this unit can fight for a second time in that phase. The strike-last effect applies to this unit when they fight for that second time.

**Soul Splitter:** One blow from a Soul Splitter can cleave even a fully armoured warrior in twain.

If the unmodified hit roll for an attack made with a Soul Splitter is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

**The Rewards of Chaos:** The ranks of the Chaos Chosen have had the gifts of the Dark Gods bestowed upon them in recognition of the many fell deeds they have committed.

If this unit is part of a Slaves to Darkness army, after deployment, you can roll once on the Eye of the Gods table for this unit.

### KEYWORDS

CHAOS, SLAVES TO DARKNESS, MARK OF CHAOS, MORTAL, CHAOS CHOSEN



Devotees of Chaos who garner many dark rewards may rise to the ranks of the Chosen. Armed with wicked soul-clearing weapons, these champions fight at the forefront of the Chaotic hordes, inspiring their brethren through acts of brutal violence.



Clad in hellfire, swollen with da...  
Chaos Warri...  
bane of civilis...  
legions of the...  
killers march...  
search of divi...  
warrior the eq...  
lesser m...

mage  
2  
2



Serving as shock troops to the armies of Chaos, these formidable warriors are found where the fighting is thickest, wielding both monstrous strength and honed martial skill to carve swathes of ruin through the ranks of the enemy.

## WARSCROLL OGROID THERIDONS

### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Bend	Damage
Goroan Falchion	2"	3	3+	3+	-1	2
Goroan Great Axe	2"	3	3+	3+	-2	3

*Each model in an Ogroid Theridons unit is armed with 1 of the following weapon options: Goroan Falchion and Shield; or Goroan Great Axe. All models in the unit must be armed with the same weapon option.*

**CHAMPION:** 1 model in this unit can be a Thorakon. Add 1 to the Attacks characteristic of that model's melee weapons.

**STANDARD BEARER:** 1 in every 3 models in this unit can be a Banner Bearer. Add 1 to the Bravery characteristic of this unit if it includes any Banner Bearers.

**MUSICIAN:** 1 in every 3 models in this unit can be a Charge-caller. Add 1 to charge rolls for this unit if it includes any Charge-callers.

**SHIELD:** If each model in this unit is armed with a Goroan Falchion and Shield, it has a Save characteristic of 4+ instead of 5+.

**Berserk Rage:** Every wound inflicted on an Ogroid only serves to stake its rage further.

Add 1 to wound rolls for attacks made with melee weapons by this unit if any wounds or mortal wounds were allocated to it earlier in the same phase.

**Unleashed Savagery:** Suppressing their savage spirit no more, these ferocious warriors roar with fury before hacking at the foe in a bestial frenzy.

Once per battle, when this unit is picked to fight, you can say they will unleash their savagery. If you do so, add 1 to the Attacks characteristic of this unit's melee weapons until the end of that

phase. However, this unit cannot receive the Inspiring Presence command in the same turn that they have unleashed their savagery.

### KEYWORDS

CHAOS, SLAVES TO DARKNESS, MARK OF CHAOS, OGROID, OGROID THERIDONS

## KEYWORDS

CHAOS, SLAVES TO DARKNESS, MARK OF CHAOS, MORTAL, CHAOS WARRIORS

WARSCROLL  
CHAOS KNIGHTS

## MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Lance	2"	3	4+	3+	-1	1
Cursed Flail	1"	6	3+	3+	-	1
Ensorcelled Warhammer	1"	3	4+	3+	-1	2
Trampling Hooves	1"	2	4+	4+	-	1

*Each model in a Chaos Knights unit is armed with a Cursed Lance.*

**MOUNT:** This unit's War Steeds are armed with Trampling Hooves.

**CHAMPION:** 1 model in this unit can be a Doom Knight. Add 1 to the Attacks characteristic of that model's Cursed Lance. A Doom Knight can be armed with a Cursed Flail or Ensorcelled Warhammer instead of a Cursed Lance.

**STANDARD BEARER:** 1 in every 5 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of this unit if it includes any Standard Bearers.

**MUSICIAN:** 1 in every 5 models in this unit can be a Hornblower. When you make a charge roll for this unit, if it includes any Hornblowers, you can change one of the dice in that roll to a 4.

**Riders of Doom:** Chaos Knights plough deep into enemy formations, sowing havoc and destruction upon the foe.

When a model in this unit makes an attack with its Cursed Lance, instead of using the Range characteristic for that attack, you can target enemy units that are within  $\frac{1}{2}$ " of another model from this unit that is itself within  $\frac{1}{2}$ " of the attacking model.

**Impaling Charge:** A charging Chaos Knight who wields a lance is capable of spitting several enemies at once with the point of their ensorcelled polearm.

Add 1 to the Damage characteristic and improve the Rend characteristic of this unit's Cursed Lances by 1 if it made a charge move in the same turn.

**Chaos Runeshields:** The dark runes inscribed upon their shields grant them the power to withstand even the most powerful attacks.

This unit has a ward of 5+ against mortal wounds.

## KEYWORDS

CHAOS, SLAVES TO DARKNESS, MORTAL, CHAOS KNIGHTS

# MATCHED PLAY

If the battlepack you are using says that you must pick grand strategies and battle tactics for your army, you can pick from the following lists as well as those found in the battlepack you are using.

## GRAND STRATEGIES

After you have picked your army, you can pick 1 of the grand strategies from the list below and record it on your army roster.

### CONQUERORS OF THE REALMS

Slaves to Darkness army only.

**Dominating Presence:** When the battle ends, you complete this grand strategy if there is at least 1 friendly **SLAVES TO DARKNESS** unit wholly within each large quarter of the battlefield.

**Follow the Path to Glory:** When the battle ends, you complete this grand strategy if you rolled the Dark Apotheosis result on the Eye of the Gods table one or more times during the battle.

**Bring Ruin to the Realm:** When the battle ends, you complete this grand strategy if you completed at least 4 battle tactics and every battle tactic you completed this battle was from the Glory of Chaos list below.

**Masters of Dark Ritual:** When the battle ends, you complete this grand strategy if there are any **SLAVES TO DARKNESS** endless spells on the battlefield that you set up.

## BATTLE TACTICS

At the start of your hero phase, you can pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

### GLORY OF CHAOS

Slaves to Darkness army only.

**In Thrall To Chaos:** Pick 1 objective marker on the battlefield that is within 12" of any enemy units. You complete this battle tactic if there are no enemy units within 12" of that objective marker at the end of this turn.

**Lust for Power:** Pick 1 friendly **SLAVES TO DARKNESS HERO** that has the **EYE OF THE GODS** keyword. You complete this battle tactic if you roll on the Eye of the Gods table for that **HERO** during this turn.

**The March of Ruin:** Pick 1 friendly **SLAVES TO DARKNESS** unit that includes a Standard Bearer with an Enchanted Banner and is not within enemy territory. You complete this battle

tactic if at the end of this turn that unit is wholly within enemy territory and within 3" of any other friendly units.

**Iconoclasts:** Pick 1 enemy unit that is a **PRIEST** or **TOYEM**. You complete this battle tactic if that unit is destroyed at the end of this turn.

**Champions of Chaos:** You complete this battle tactic if at the end of your turn there are 3 or more friendly **HEROES** within 3" of enemy **HEROES**.

**Run Them Down:** You complete this battle tactic if at the end of your turn, 3 or more friendly **SLAVES TO DARKNESS** units made a charge move in that turn.

# CORE BATTALIONS

You can only include the following core battalions in a Slaves to Darkness army if the battlepack you are using says that you can include core battalions.

**CHAOS WARBAND**

/

**OVERLORDS OF CHAOS**

/

## SLAVES TO DARKNESS UNIT ICONS

(Mandatory/Optional)



**SLAVES TO DARKNESS Leader.**



**SLAVES TO DARKNESS unit that is not Leader, Behemoth or VANGUARD.**



**SLAVES TO DARKNESS Behemoth.**



**VANGUARD unit.**

## BATTALION ABILITY ICONS

**Unified:** One-drop Deployment (core rules, 26.2.1).

**Expert:** Once per battle, 1 unit from this battalion can receive the All-out Attack or All-out Defence command without the command being issued and without a command point being spent.

**Magnificent:** When you pick enhancements for your army (core rules, 27.3), you can pick 1 extra enhancement.

**Slayers:** Once per battle, 1 unit from this battalion can receive the All-out Attack or Unleash Hell command without the command being issued and without a command point being spent.

**Strategists:** Once per battle, when you receive command points at the start of your hero phase, you can receive 1 extra command point.

**Swift:** Once per battle, 1 unit from this battalion can receive the At the Double or Forward to Victory command without the command being issued and without a command point being spent.

information about Pitched Battle profiles and allied units. Updated September 2022.

### SLAVES TO DARKNESS

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Chaos Chariot	1/3	100	Battleline	Single. Each time you include this unit in your army it can have 1 or 3 models. If it has 1 model the points value is 100. If it has 3 models the points value is 300.
Chaos Knights	5	230	Battleline	
Chaos Legionnaires	8	110	Battleline	
Chaos Marauders	10	85	Battleline	
Chaos Marauder Horsemen	5	105	Battleline	
Chaos Warriors	10	220	Battleline	
Corvus Cabal	9	80	Battleline	
Cypher Lords	8	80	Battleline	
Darkoath Savagers	10	100	Battleline	
Horns of Hashut	10	100	Battleline	
Iron Golem	8	100	Battleline	
Scions of the Flame	8	80	Battleline	
Spire Tyrants	9	80	Battleline	
Splintered Fang	10	100	Battleline	
Tarantulos Brood	13	100	Battleline	
The Unmade	9	80	Battleline	
Untamed Beasts	9	90	Battleline	
Chaos Warshrine	1	185	Behemoth	Single
Mutalith Vortex Beast	1	185	Behemoth	Single
Slaughterbrute	1	175	Behemoth	Single
Soulgrinder	1	230	Behemoth	Single
Centaurion Marshal	1	145	Leader	Single
Chaos Lord	1	115	Leader	Single
Chaos Lord on Daemonic Mount	1	170	Leader	Single
Chaos Lord on Karkadrak	1	220	Leader	Single
Chaos Sorcerer Lord	1	120	Leader	Single
Daemon Prince	1	195	Leader	Single
Darkoath Chieftain	1	95	Leader	Single
Darkoath Warqueen	1	100	Leader	Single
Eternus, Blade of the First Prince	1	235	Leader	Single, Unique
Exalted Hero of Chaos	1	100	Leader	Single
Gaunt Summoner	1	210	Leader	Single
Gaunt Summoner on Disc of Tzeentch	1	240	Leader	Single
Ogroid Myrmidon	1	130	Leader	Single
Theddra Skull-Scryer	1	160	Leader	Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
Godsworn Hunt	5			
Zarshla Bittersoul	1	195	Leader	Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
Khagra's Ravagers	3			
Archaon the Everchosen	1	860	Leader, Behemoth	Single, Unique
Be'lakor, the Dark Master	1	355	Leader, Behemoth	Single, Unique
Chaos Lord on Manticore	1	270	Leader, Behemoth	Single
Chaos Sorcerer Lord on Manticore	1	265	Leader, Behemoth	Single

## SLAVES TO DARKNESS

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Chaos Chosen	5	240		Battleline in a Host of the Everchosen army
Chaos Spawn	1	70		Single
Fomoroid Crusher	1	100		Single
Furies	6	90		Battleline in a Legion of the First Prince army
Gorebeast Chariot	1/3	115		Single. Each time you include this unit in your army it can have 1 or 3 models. If it has 1 model the points value is 115. If it has 3 models the points value is 345.
Mindstealer Sphirax	1	95		Single
Ogroid Theridons	3	190		For each Ogroid Myrmidon unit included in an army, 1 Ogroid Theridons unit can be included in the army as a battleline unit.
Raptoryx	6	80		
Varanguard	3	290		Battleline in a Host of the Everchosen army and a Knights of the Empty Throne army
<i>Eightfold Doom-Sigil</i>	-	40	<i>Endless Spell</i>	
<i>Darkfire Daemonrift</i>	-	80	<i>Endless Spell</i>	
<i>Realmscourage Rupture</i>	-	60	<i>Endless Spell</i>	

## FACTION

## ALLIES

Slaves to Darkness

Beasts of Chaos, Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle, Hedonites of Slaanesh