

SLAVES TO DARKNESS

DARKOATH RAIDERS

This Spearhead army consists of the following units:

GENERAL

◆ Darkoath Warqueen

UNITS

◆ 10 Darkoath Savagers

◆ 5 Darkoath Fellriders

◆ 10 Darkoath Marauders



The title of Darkoath Warqueen is conferred only upon those women who unite and lead multiple tribes. Yet even rising to such dizzying heights is not enough, for such power is only the first step upon the Path to Glory in the eyes of the Ruinous Powers. Thus, these leaders must continually swear greater oaths and undertake increasingly dangerous acts of violence and conquest. Where discretion is required to gain advantageous territory, a Warqueen will set out with only her most elite and trusted fighters to bring her strategies to fruition. These raiding parties are large enough to take down rival detachments or monstrous fauna whilst remaining quick and agile.

Canny Warqueens will always include those ferocious fighters known as Savagers within their retinue. Whilst still mortal, these warriors are zealous in their violence and will continue to fight until their last breath. The Godspeakers accompanying them are vital for advising and directing their queen with cryptic prophecies and potent prayers. Accompanying these elites will come the Warqueen's closest kin: Marauders bedecked in their oathstones and sworn to defend their leader to the last. Whilst most march with the Warqueen on foot, a small number will travel mounted to scout ahead. These Fellriders are crucial for providing ranged cover should foes set upon the raiding party from afar.



The Darkoath Raiders charge into the fray screaming oaths to the dark powers, their borrowed strength awesome and terrifying to behold. Their arrival heralds ruin, for they are but the vanguard of an approaching Chaos horde.

BATTLE TRAITS

⚙ Once Per Turn (Army), Your Hero Phase

OATHS OF DARKNESS: *The Darkoath are roving barbarian raiders who seek to prove their might by swearing oaths of bloodshed and murder to the Dark Gods.*

Effect: You can reveal 1 **battle tactic card** in your hand to your opponent. If you do so, that **battle tactic card** becomes your **oath** for the rest of the turn.

While this **battle tactic card** is your **oath**, you can still use the command on it, or attempt to score the battle tactic on it, as normal.

If you score the battle tactic on your oath this turn, your oath is **fulfilled**. Instead of discarding the card, it is placed to one side but you can still use the command on it. Once you do so, the card is discarded as normal. Fulfilled oaths placed to one side in this way do not count towards the 3 battle tactic cards you can have in your hand.

If you use the command on your oath before it is scored, it is discarded as normal. At the end of the turn, if the oath is still in your hand and that oath has not been fulfilled, it ceases to be your oath.

REGIMENT ABILITIES:

 Pick 1 of the following regiment abilities.

⚔ Once Per Turn (Army), Any Combat Phase

RAGE OF ARKHAR: *Unholy anger is stoked in the hearts of these warriors, filling them with hate-fuelled stamina.*

Declare: Pick a friendly unit in combat to be the target.

Effect: For the rest of the turn, add 1 to the Attacks and Rend characteristics of the target's melee weapons.

Designer's Note: *This does not affect Companion weapons.*

⚔ Once Per Turn (Army), Your Movement Phase

FEARLESS INVADERS: *These warriors are skilled raiders, riding into enemy settlements to plunder and pillage before retreating from more organised resistance.*

Declare: Pick a friendly unit in combat to be the target.

Effect: If the target uses a **RETREAT** ability this turn, no mortal damage is inflicted on it and it can still use **CHARGE** abilities later in the turn.

ENHANCEMENTS:

 Give your general 1 of the following enhancements.

⚔ Passive

BLOODTHIRSTY BLADE: *The runes engraved upon this weapon hungrily absorb the lifeblood of those it bites into.*

Effect: The Rend characteristic of your general's Rune-etched Axe is 2.

U Passive

GODSHADOW TALISMAN: *This unassuming amulet subtly alters the bearer's form so that even the most determined strikes have a chance to harmlessly pass through them.*

Effect: Your general has **WARD** (4+).

⚔ Your Charge Phase

CHAMPION OF RAIDS: *This Darkoath Warqueen is renowned for her lightning raids. With speed, momentum and swift violence, her forces surprise and overwhelm those who stand in her way.*

Declare: Pick another friendly unit wholly within 12" of your general to be the target.

Effect: The target can re-roll charge rolls for the rest of the turn.

⚙ Passive

FELL RITUALIST: *On the eve of battle, the tribe's Godspeakers gather to enact a fell ritual to deliver prophecies of the battle to come.*

Effect: Each time you draw battle tactic cards, if your general is on the battlefield, you can choose to draw 1 additional battle tactic card, then put 1 of your battle tactic cards in your hand back at the bottom of your battle tactic deck.

MOVE 5"
HEALTH 5 SAVE 5+
CONTROL 2

A Darkoath Warqueen has proven herself the rightful ruler of her barbarian tribesfolk time and again. She has sworn dread pacts to bring carnage to the Mortal Realms, and all who stand in her way must face both her wrath and that of her devoted warriors.

• SPEARHEAD WARSCROLL •

DARKOATH WARQUEEN

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Rune-etched Axe	5	4+	3+	1	2	Crit (Mortal)

⚔ Your Hero 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.*

Declare: Pick a friendly unit wholly within 12" of your general to be the target.

Effect: Until the start of your next turn, add 1 to hit rolls for attacks made by the target.



KEYWORDS HERO, INFANTRY, WARD (5+)

MOVE 5"
HEALTH 1 SAVE 5+
CONTROL 1

Screaming blood-curdling vows to the Ruinous Powers, the Darkoath Savagers make brutal war across the length and breadth of the Mortal Realms. To these barbarous marauders, each new dawn is an opportunity to win the favour of the gods.

• SPEARHEAD WARSCROLL •

DARKOATH SAVAGERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Darkoath Weapons	2	4+	3+	-	1	Crit (Mortal)

1 model in this unit is a Godspeaker.

⚙ Your Hero Phase

VISIONS OF GLORY: *Godspeakers use their powers of divination to scry the future and see what glory awaits their kin.*

Effect: If this unit includes a **Godspeaker**, roll 8 dice. For each 4+, until the start of your next turn, you can re-roll 1 hit roll, 1 wound roll, 1 run roll or 1 save roll for this unit.



KEYWORDS INFANTRY

MOVE
12"
HEALTH 3 SAVE 5+
CONTROL 1

The Darkoath prize speed and agility above all in their light cavalry. Fellriders are mounted daredevils, outflanking their foes on lightning-swift and aggressive mounts, riddling their ranks with volleys of javelins before charging in to deal the killing blow.

• SPEARHEAD WARSCROLL •

DARKOATH FELLRIDERS



MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Fellrider Blades	2	4+	3+	-	1	Charge (+1 Damage)
Warsteed's Hooves	2	5+	3+	-	1	Companion

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.



KEYWORDS

CAVALRY, REINFORCEMENTS

MOVE
5"
HEALTH 1 SAVE 5+
CONTROL 1

Hordes of Darkoath Marauders form the backbone of many Slaves to Darkness tribes.

These barbarous warriors number in the thousands and fight ferociously to sweep away civilisation in the name of the Chaos Gods.

• SPEARHEAD WARSCROLL •

DARKOATH MARAUDERS



MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Raider Weapons	2	4+	3+	-	1	-

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: 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.



KEYWORDS

INFANTRY, REINFORCEMENTS