

# SCOURGE OF AQSHY

## FACTION RULES: SLAVES TO DARKNESS

### ARTEFACTS OF POWER

You can pick an artefact from this table instead of from other Artefacts of Power tables available to this faction.

#### INFERNAL TREASURES (HERO only)

⚔ Once Per Battle, Reaction: Opponent declared a SPELL ability for a WIZARD within 18" of this unit

**AELFSKIN SCROLL:** Upon reciting the words on this unholy scroll, the aelf-soul bound to it is twisted into the perfect fuel for the foulest of magic.

**Effect:** Pick a visible friendly SLAVES TO DARKNESS WIZARD within 18" of this unit. After that SPELL ability has been resolved, that friendly WIZARD can use a SPELL ability as if it were your hero phase, and the casting roll for that spell is equal to the casting roll for that enemy spell. Do not count that spell towards the number of SPELL abilities that friendly WIZARD can use this phase.

🛡 Passive

**DARKFLAME PENDANT:** This unsettling-looking necklace wreathes the wearer in shadowy flames that see arrows lose momentum and blades dull upon impact.

**Effect:** Weapons used for attacks that target this unit have a maximum Damage characteristic of 1.

⚔ Once Per Battle, Any Combat Phase

**RUNE OF MURDER:** Tracing their fingers over the symbol etched on this stone, the bearer feels their muscles swell with fell strength. Should they smear their own blood over the rune, the power intensifies.

**Declare:** Pick 1 of this unit's melee weapons to be the target.

**Effect:** Pick 1 of the following effects:

- Inflict 3 mortal damage on this unit. Then, double the target weapon's Attacks characteristic for the rest of the turn.
- Add D6 to the target weapon's Attacks characteristic for the rest of the turn.

### BRANDS OF THE DARK GODS

Brands of the Dark Gods are unique enhancements that can only be given to non-HERO SLAVES TO DARKNESS INFANTRY units. A unit can only have 1 Brand of the Dark Gods.

⚔ Once Per Battle, Your Movement Phase

**BRAND OF UNBREAKABLE BONDS:** This brand binds those who bear it to a site of corrupted earth. As yet, none know what importance this forsaken land holds.

**Effect:** Remove this unit from the battlefield and set it up again wholly within 3" of an objective you control and not in combat. This unit cannot use CHARGE abilities for the rest of the turn.

⚔ Passive

**BRAND OF APOPLEXY:** When those marked with this brand see red, all hell breaks loose.

**Effect:** While your fury level is 7, add 1 to the Damage characteristic of this unit's weapons.

⚔ Your Hero Phase

**BRAND OF THE UNALIGNED:** The warriors bearing this brand are beholden to no single deity; they regularly shift their allegiance depending on which Dark God's power is in ascendancy.

**Effect:** Remove all of this unit's Pledge to Chaos keywords. Then, pick 1 of the following Pledge to Chaos keywords. You cannot pick a keyword you picked for this unit earlier in the battle.

- PLEDGED TO KHORNE
- PLEDGED TO TZEENTCH
- PLEDGED TO NURGLE
- PLEDGED TO SLAANESH

This unit has that keyword for the rest of the battle.

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## CHAOS LORD ON KARKADRAK



Those Chaos Lords who succeed in dominating a Karkadrak, a drake-like creature known for its frenzied rampages, are rewarded with a terrifying mount that inspires bloodlust in their warriors' dark steeds.

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

### ✂ Once Per Turn (Army), Any Combat Phase

**FEROCIOUS INFLUENCE:** *When a Karkadrak enters a blood frenzy, other creatures are swept up in its bloody mania, ripping chunks of flesh from limbs and torsos and caving in skulls with their hooves.*

**Declare:** You can only use this ability if this unit charged this turn. Pick an enemy unit in combat with this unit to be the target.

**Effect:** For the rest of the turn:

- Add 1 to the Damage characteristic of this unit's **Companion** weapons for attacks that target that enemy unit.
- Add 1 to hit rolls for attacks made with **Companion** weapons used by friendly **SLAVES TO DARKNESS CAVALRY** and **WAR MACHINE** units while they are wholly within 12" of and visible to this unit.

### ➤ Once Per Turn (Army), End of Any Turn

**WRATHFUL ABANDON:** *Imbued with the eager fury of battle, the Chaos Lord and their warriors are and swiftly fall upon their foes.*

**Declare:** If this unit charged this turn, pick this unit and a friendly non-**HERO WARRIORS OF CHAOS** unit that charged this turn and is wholly within 12" of this unit to be the targets.

**Effect:** Each target can move a number of inches equal to your **fury level**. If a target was in combat at the start of the move, it must end that move in combat with all of the units it was already in combat with at the start of the move. It cannot move into combat with units it was not already in combat with at the start of that move.

KEYWORDS

HERO, CAVALRY  
CHAOS, SLAVES TO DARKNESS,  
WARRIORS OF CHAOS

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## CHAOS WARRIORS



Across the Great Parch, legions of Chaos Warriors march into battle in search of divine favour. No ordinary soldiers, their blackened armour has fused with their flesh and their cursed weapons leave indelible marks of corruption on those they strike.

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

### ⚙ Once Per Turn (Army), Your Hero Phase

**FOR THE GLORY OF THE DARK GODS:** *The more these warriors embrace the fervour within, the greater the favour that is bestowed upon them by the Ruinous Powers.*

**Effect:** Until the start of your next turn, the following cumulative effects apply depending on your **fury level**.

- 1+ **Riled:** This unit has **WARD (6+)**.
- 4+ **Seething:** This unit's melee weapons have **Anti-charge (+1 Rend)**.
- 7 **Enraged:** This unit has **STRIKE-FIRST** while it has not charged in the same turn.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10),  
STANDARD BEARER (1/10)  
CHAOS, SLAVES TO DARKNESS,  
WARRIORS OF CHAOS