

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.

🛡 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

| | | |
|--------|---------|------|
| | MOVE | |
| HEALTH | 5" | SAVE |
| 6 | | 3+ |
| | CONTROL | |
| | 2 | |

Chaos Lords are baleful champions who have walked the Path to Glory and are now only one step away from ascension or damnation. They are the rulers of great warbands and hordes, and their followers would rather risk death than face their wrath. Each one is a legendary warrior, gifted by the gods with enough raw strength to command by pure fear, for deep down, they know that it only takes a single misstep to disappoint their fell patrons.

Their feats of epic violence inspire the bloodthirsty throngs that follow them, shaping them into an unstoppable legion of dark-hearted killers.

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

⚙ Your Hero Phase

FAVOURER 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

MOVE
10"
HEALTH 7 4+ SAVE
2 CONTROL

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 charioteers 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

• SPEARHEAD WARSCROLL •

CHAOS WARRIORS

| | |
|---------|----|
| MOVE | |
| HEALTH | 5" |
| 2 | 3+ |
| SAVE | |
| CONTROL | |
| 1 | |

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.



MELEE WEAPONS

Rune-etched Halberd

Attacks

Hit

Wound

Rend

Damage

Ability

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 WARSCROLL •

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

MOVE

10"

HEALTH

4

3+

SAVE

1

CONTROL

The coming of the Chaos Knights heralds the death of empires. These dreaded champions charge fearlessly into the staunchest battlelines, striking down foes all around them with sundering blows from their ensorcelled weapons.

The huge destriers they ride are no ordinary horses; each snorts clouds of brimstone, and tongues of flame drip from their pounding hooves. For a Chaos Knight to be chosen by one of these daemon-touched steeds is a blessing from the Dark Gods themselves, for the creatures are wild and untameable.