



These creatures of terrifying stature serve as focal points for the First Prince's legions, commanding warriors sworn to them with cunning and tactical guile before charging headlong into the fray themselves where they wreak havoc upon the enemy.

## WARSCROLL CENTAURION MARSHAL

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mauling Spear	2"	4	3+	3+	-1	2
Skull Bludgeon and Varanspire Gladius	1"	6	3+	3+	-	1

A Centaurion Marshal is armed with a Mauling Spear and a Skull Bludgeon and Varanspire Gladius.

**Skewer, Drag and Bludgeon:** With a fighting prowess honed upon the sands of the Varanspire's warpits, Centaurion Marshals use an exotic range of weapons all to deadly effect.

Each time this unit fights, make the attacks with its Mauling Spear first. Until the end of the phase, add 1 to the Attacks characteristic of its Skull Bludgeon and Varanspire Gladius for each successful hit scored by attacks made with its Mauling Spear.

**Gladiator's Net:** An ensnaring net can catch an unwary foe off guard, pinning them in place as the killing blow is delivered.

At the start of each combat phase, you can pick 1 enemy unit within 1" of this unit and roll a dice. On a 6+, the strike-last effect applies to that enemy unit until the end of the phase. This ability has no effect on enemy units that are **MONSTERS** or have more than 5 models.

**Marshal of the Legions:** Not only formidable creatures of battle, Centaurion Marshals lead the forces of the First Prince into battle with an iron fist.

If this unit issues the Rally command (core rules, 7.2) and an **UNDIVIDED MORTAL** unit receives it, you can return 1 slain model to the unit that receives the command for each 5+ instead of each 6.

### KEYWORDS

CHAOS, SLAVES TO DARKNESS, UNDIVIDED, HERO, EYE OF THE GODS, CENTAURION MARSHAL

### SLAVES TO DARKNESS

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Centaurion Marshal	1	145	Leader	Single



Sworn to Be'lakor, these warriors wage war on two different fronts. They openly march alongside the legions of Chaos, bringing ruin to the Mortal Realms, yet serve ulterior motives: seeking to undermine the Everchosen and secure the ascension of the First Prince in his stead.

## WARSCROLL CHAOS LEGIONNAIRES

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkiron Weapons	2"	4	3+	3+	-1	2

Each model in a Chaos Legionnaires unit is armed with Darkiron Weapons.

**DECURIARCH:** 1 in every 8 models in this unit must be a Decuriarch. Add 1 to the Attacks characteristic of that model's melee weapons. In addition, Decuriarchs can issue commands to their own unit.

**MUTANDOR:** 1 in every 8 models in this unit must be a Mutandor. Add 1 to the Attacks characteristic of that model's melee weapons.

**HORNHELMS:** 3 in every 8 models in this unit must be a Hornhelm. Add 1 to the Damage characteristic of those models' melee weapons.

**Sow Confusion:** The disciples of the First Prince work tirelessly to see the machinations of their enemies undone.

Once per turn, at the start of any phase, you can say this unit will sow confusion. If you do so, pick an enemy unit within 6" of this unit and roll a dice. On a 4+, that unit cannot issue or receive commands in that phase. You cannot pick the same unit as the target for this ability more than once in the same phase.

**Devoted of the Dark Creed:** In the presence of Be'lakor, these warriors fight with unrelenting zeal.

Add 1 to wound rolls for attacks made by this unit while it is wholly within 12" of a friendly **BE'LAKOR**.

### KEYWORDS

CHAOS, SLAVES TO DARKNESS, UNDIVIDED, MORTAL, CHAOS LEGIONNAIRES

### SLAVES TO DARKNESS

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Chaos Legionnaires	8	110	Battleline	

# WARSCROLL HORNS OF HASHUT



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Flamehurler	8"	See below	2+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Forge Weapons	1"	2	3+	4+	-	1

Each model in a Horns of Hashut unit is armed with Forge Weapons.

**RUINATOR ALPHA:** 1 in every 10 models in this unit must be a Ruinator Alpha. Add 1 to the Attacks characteristic of that model's melee weapons. In addition, Ruinator Alphas can issue commands to their own unit.

**RUINATOR:** 1 in every 10 models in this unit must be a Ruinator. Add 1 to the Attacks characteristic of that model's melee weapons.

**DEMOLISHER WITH FLAMEHURLER:** 1 in every 10 models in this unit must be a Demolisher with Flamehurler. A Demolisher with Flamehurler is armed with a Flamehurler and Forge Weapons.

**Torrent of Flames:** Spewing forth devastating flames of dark artifice, Flamehurlers engulf the foe in an inferno of hellfire.

The Attacks characteristic of a Flamehurler is equal to the number of models in the target unit (to a maximum Attacks characteristic of 8).

**Stampede of Iron:** The Horns of Hashut wage war with brutal, overwhelming violence. Crashing into enemy lines with ferocious impact before delivering bone-crushing strikes from their fell-forged weapons.

After this unit makes a charge move, you can pick 1 enemy unit within 1" of this unit and roll 1 dice for each model in this unit. For each 6, that enemy unit suffers 1 mortal wound.

**KEYWORDS** CHAOS, SLAVES TO DARKNESS, MORTAL, CULTISTS, HORNS OF HASHUT

SLAVES TO DARKNESS				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Horns of Hashut	10	100	Battleline	