

ABILITIES

SLAVES TO DARKNESS

[Double] Imbued with Dark Power: Until the end of this fighter's activation, add the value of this ability to the Strength characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.

[Double] Throw Javelin: Pick a visible enemy fighter within 6" of this fighter and roll a dice. On a 3-4, allocate 1 damage point to that fighter. On a 5-6, allocate a number of damage points to that fighter equal to the value of this ability.

[Double] Shield Ram: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter and roll a dice. On a 4-5, allocate 1 damage point to that fighter. On a 6, allocate a number of damage points to that fighter equal to the value of this ability.

[Triple] Trampling Hooves: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.

[Triple] Champion of Darkness: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action. Then, they can make a bonus attack action.

[Quad] Lead the Slaughter: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add half the value of this ability (rounding up) to the Attacks characteristic of attack actions made by visible friendly fighters while they are within 6" of this fighter.

TYPES DE COMBATTANTS

SLAVES TO DARKNESS

Chaos Marauders

Chaos Chosen

Chaos Warriors

Chaos Marauder Horsemen