



# DARKOATH CHIEFTAIN



Darkoath Chieftains lead their barbarian tribes to war with the fury and conviction of the truly devoted. These masterful warriors are always seeking greater challenges, and their skill-at-arms is spoken of in awe by their followers.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warlord Axe	1"	1	3+	3+	-	1
Cursed Broadsword	1"	3	4+	3+	-1	2

## DESCRIPTION

A Darkoath Chieftain is a single model, armed with a Warlord Axe and Cursed Broadsword.

## ABILITIES

**Berserk Charge:** *A Darkoath Chieftain is on a constant quest for glory, charging into every battle with boundless ferocity.*

Add 3 to the Attacks characteristic of this model's Cursed Broadsword if it charged in the same turn.

**Deathblow:** *Darkoath Chieftains are superlative warriors, and once the slaughter has begun their furious blows inevitably reap a fearsome toll of lives.*

At the end of the combat phase, if any enemy models were slain by this model in that phase, each enemy unit within 1" of this model suffers 1 mortal wound.

## COMMAND ABILITIES

**Last Gasp of Glory:** *The Darkoath Chieftain exhorts the barbarian tribes they rule to fight on even as death claims them.*

You can use this command ability at the start of the combat phase. If you do so, pick a friendly model with this command ability. Until the end of the phase, friendly **CHAOS MARAUDERS** and **CULTISTS** models that are slain within 12" of the model you picked and have not yet fought in that phase can fight before being removed from play.

## KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, HERO, EYE OF THE GODS, DARKOATH CHIEFTAIN