

• WARSCROLL •



DARKOATH WARQUEEN



A Darkoath Warqueen has proven herself the rightful ruler of her barbarian tribesfolk time and again. She has sworn dread pacts to bring carnage to the Mortal Realms, and all who stand in her way must face both her wrath and that of her devoted warriors.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rune-etched Axe	1"	6	3+	3+	-1	1

DESCRIPTION

A Darkoath Warqueen is a single model. She is armed with a Rune-etched Axe and carries an Infernal Runeshield.

ABILITIES

Infernal Runeshield: *Inscribed with the runes of the barbarian tribes she has conquered, the Darkoath Warqueen's shield is blessed with daemonic power.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 6, that wound or mortal wound is negated and the attacking unit suffers 1 mortal wound.

Savage Duellist: *A Darkoath Warqueen is empowered by acts of personal conquest; when she fixes her gaze on a powerful foe in single combat, her battle-frenzy reaches new heights.*

This model fights at the start of the combat phase. This model cannot fight again in that phase unless an ability or spell allows it to fight more than once.

In addition, add 1 to the Damage characteristic of this model's Rune-etched Axe if the target is a **HERO** or **MONSTER**.

COMMAND ABILITIES

The Will of the Gods: *A Darkoath Warqueen speaks with irresistible authority, for she has heard the wishes of the Chaos Gods. When she calls for her tribespeople to begin the slaughter, they are spurred to an all-out charge.*

You can use this command ability at the start of your charge phase. If you do so, until the end of that phase, add 3 to charge rolls for friendly **CHAOS MARAUDERS** and **CULTISTS** units wholly within 12" this model when the charge roll is made. A unit cannot benefit from this command ability more than once per phase.

KEY WORDS

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