



Sarrakkar Blackwing is the hunt-shaman of the Gnarlspirit Pack. This gaunt and savage figure communes with the mysterious entities to whom his warriors have pledged themselves, translating their growls into commands and their fury into dark sorcery.

WARSCROLL SARRAKKAR BLACKWING

| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|---------------|-------|---------|--------|----------|------|--------|
| Wildstaff | 2" | 3 | 3+ | 3+ | -1 | D3 |

Sarrakkar Blackwing is armed with a Wildstaff.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Oath of Dark Sacrifice: *Sarrakkar Blackwing spits forth a vile curse, pledging to offer up the souls of his enemies and thereby quench the Dark Gods' thirst.*

At the end of your hero phase, if this unit successfully cast Raptor Bolt in that phase and any enemy models were slain by that spell, this unit fulfils its oath. Once this unit has fulfilled its oath, it has a ward of 5+ until the end of the battle.

Animalistic Hunters: *Empowered by bestial spirits, the Darkoath warriors of the Gnarlspirit Pack are capable of stalking their prey for days before striking them unawares.*

During deployment, instead of setting up this unit on the battlefield, you can place it to one side and say that it is hunting in the shadows as a reserve unit. If you do so, at the end of your movement phase, you can set up this unit on the battlefield more than 9" from all enemy units, or you can set up this unit on the battlefield more than 7" from all enemy units and within 12" of 1 or more enemy models that have any wounds allocated to them.

Any reserve units hunting in the shadows that are not set up on the battlefield before the start of the fourth battle round are destroyed.

Raptor Bolt: *Sarrakkar channels the howling fury of the beast-spirits into the form of a midnight-feathered raptor, its talons dripping with gore.*

Raptor Bolt is a spell that has a casting value of 6 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D3 mortal wounds.

If this unit has fulfilled its oath, the range of this spell is 18" instead of 12" and if successfully cast, the enemy unit suffers D6 mortal wounds instead of D3.

KEYWORDS

CHAOS, SLAVES TO DARKNESS, UNDIVIDED, MORTAL, DARKOATH, HERO, WIZARD, SARRAKKAR BLACKWING



The Gnarlspirit Pack are Darkoath warriors in thrall to monstrous spirits. These entities demand a tribute of slaughter and atrocity – and so long as these warriors can wet their blades with warm blood, they are eager to comply.

WARSCROLL THE GNARLSPIRIT PACK

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

The models in The Gnarlspirit Pack are Gorn Spinehammer, Crimson Kheira and Lupan Longcut. Gorn Spinehammer is armed with a Spinehammer. Crimson Kheira and Lupan Longcut are each armed with Hunting Weapons.

GORN SPINEHAMMER: Gorn Spinehammer has a Wounds characteristic of 3.

Animalistic Hunters: *Empowered by bestial spirits, the Darkoath warriors of the Gnarlspirit Pack are capable of stalking their prey for days before striking them unawares.*

During deployment, instead of setting up this unit on the battlefield, you can place it to one side and say that it is hunting in the shadows as a reserve unit. If you do so, at the end of your movement phase, you can set up this unit on the battlefield more than 9" from all enemy units, or you can set up this unit on the battlefield more than 7" from all enemy units and within 12" of 1 or more enemy models that have any wounds allocated to them.

Any reserve units hunting in the shadows that are not set up on the battlefield before the start of the fourth battle round are destroyed.

Oath of the Hunt: *The Gnarlspirit Pack swear an oath to hunt their prey to the realm's very edge, reaping the boons of the Dark Gods as soon as their quarry is run to ground.*

At the end of your charge phase, if this unit made a charge move in that phase and is wholly within 12" of a friendly **SARRAKKAR BLACKWING**, this unit fulfils its oath. Once this unit has fulfilled its oath, the following effects apply until the end of the battle:

- This unit has a ward of 5+.
- If the unmodified hit roll for an attack made with a melee weapon by this unit is 6, that attack causes 1 mortal wound to the target in addition to any damage it inflicts.

KEYWORDS

CHAOS, SLAVES TO DARKNESS, UNDIVIDED, MORTAL, DARKOATH, THE GNARLSPIRIT PACK

SLAVES TO DARKNESS

| WARSCROLL | UNIT SIZE | POINTS | BATTLEFIELD ROLE | NOTES |
|----------------------|-----------|--------|------------------|---|
| Sarrakkar Blackwing | 1 | 160 | Leader | Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit. |
| The Gnarlspirit Pack | 3 | | | |