

# WARHAMMER

AGE OF SIGMAR



BATTLETOME SUPPLEMENT

# DAUGHTERS OF KHAINED

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Every Age of Sigmar miniature is a unique piece of the ever-evolving narrative of Warhammer. It is, then, an unfortunate truth that we can't continue to sell and support every model we've ever made indefinitely. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop!

On 1<sup>st</sup> June 2027, these rules will move over to Warhammer Legends. This means that they will no longer be legal for competitive play. When that time comes, we encourage you to continue to use your collection for casual play, and we will continue to support this battletome supplement with rules updates as needed throughout the current edition of Warhammer Age of Sigmar.

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for their invaluable services.

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## • DAUGHTERS OF KHAINE WARSCROLL •

## DOOMFIRE WARLOCKS



The Doomfire Warlocks are the light cavalry of the war covens. They harass foes with blasts of arcane flame and volleys of black-fletched bolts, harrying the enemy's flanks and slaying unprotected targets. As the main Khainite formations are engaged, these swift riders charge in, scimitars drawn, to help overwhelm and finish off their distracted victims.

| RANGED WEAPONS                         | Rng | Atk | Hit | Wnd | Rnd | Dmg |
|--|-----|-----|-----|-----|-----|-----|
| Doomfire Crossbow                      | 10" | 2   | 3+  | 4+  | -   | 1   |
| MELEE WEAPONS                          | Atk | Hit | Wnd | Rnd | Dmg |     |
| Cursed Scimitar                        | 2   | 3+  | 4+  | 1   | 1   |     |
| Dark Steed's Vicious Bite<br>Companion | 2   | 5+  | 3+  | -   | 1   |     |

### Passive

**OUTMANOEUVRE:** *Doomfire Warlocks are the light cavalry of the war covens, worrying the enemy's flanks and engaging unprotected targets.*

**Effect:** When this unit uses the 'Redeploy' command, if you roll a 1-3 when determining the distance this unit can move, you can use a value of 4 instead.



### KEYWORDS

WIZARD (1), CAVALRY, CHAMPION, WARD (6+)

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