

DAUGHTERS OF KHAINE

KHAINITE SHADOW COVEN

This Spearhead army consists of the following units:

GENERAL

- ◆ Slaughter Queen on Cauldron of Blood

UNITS

- ◆ 1 Hag Queen
- ◆ 1 Bloodwrack Medusa
- ◆ 9 Khainite Shadowstalkers
- ◆ 5 Sisters of Slaughter
- ◆ 5 Sisters of Slaughter



Morathi-Khaine is not afraid to direct overwhelming force to annihilate her enemies, but she far prefers the subtle dagger to the cleaving blade. When she needs to dispose of an enemy host swiftly and precisely or to quietly strip a location of life, she deploys a Khainite Shadow Coven. In some ways, these specialists in subterfuge and misdirection function much like any Khainite formation: they wheel a potent Cauldron of Blood into battle and count fearsome Sisters of Slaughter, who delight in hand-to-hand bloodshed, amongst their number. Yet the Shadow Covens are also accompanied by roaming packs of Khainite Shadowstalkers, and their umbra-touched Cauldrons exude great plumes of disorientating gore-smoke that blends with the strange magic of Morathi's elite agents to leave the enemy reeling, confused and helpless in the face of a killing blow.

To channel these arcane energies, a Shadow Coven is accompanied by a Bloodwrack Medusa, whose vile presence and malevolent gaze is capable of striking nearby foes dumb, further leaving them vulnerable to a well-aimed knife.

'We shall enact your will, most glorious mistress. The enemy will not even know their doom until our blades kiss their throats.'

– Shroud Queen Lyssith of the Sithis Tral



Khainite Shadowstalkers act as the unseen eyes and ears of a Shadow Coven as it plunges deep into enemy territory, ready to bring bloodshed and agony to whichever foe Morathi-Khaine has marked for death.

BATTLE TRAITS**U Once Per Turn, Any Charge Phase**

SHADOWMASKED: *The umbral arts of the Khainite Shadowstalkers and the gore-smoke of the Cauldron are utilised to mask the movements of the Shadow Coven.*

Declare: Pick a friendly **INFANTRY** unit that is in combat and did not charge this turn to be the target.

Effect: Subtract 1 from hit rolls and wound rolls for combat attacks that target that friendly unit for the rest of the turn.



Bloodwrack Medusa

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

➤ Once Per Battle, Any Combat Phase

BLEED THEM PALE: *These aelves delight in bleeding their enemies slowly, darting away before they are attacked in turn.*

Declare: Pick a friendly **INFANTRY** unit that is in combat and did not charge this turn to be the target.

Effect: The target can move 6" but cannot end that move in combat.

✂ Passive

MURDEROUS STRIKE: *A Shadow Coven attacks without warning, seeking to cripple the enemy with the cruelty of their opening strike.*

Effect: Add 1 to the Rend characteristic of melee weapons used by friendly **INFANTRY** units that charged in the same turn.

ENHANCEMENTS: Give your general 1 of the following enhancements.

✂ Once Per Battle, Your Combat Phase

SHADOW AVATAR: *The shadow of the Avatar of Khaine peels away and attacks the foe, every strike cleaving through both body and soul.*

Effect: Add 1 to the Rend characteristic of your general's melee weapons for the rest of the turn.

U Your Hero Phase

FRENZIED EXHORTATIONS: *The Slaughter Queen atop the Cauldron of Blood howls a bloody liturgy that empowers nearby cultists.*

Declare: Pick a visible friendly unit wholly within 12" of your general to be the target.

Effect: Roll a dice. On a 3+, add 1 to ward rolls for the target for the rest of the turn.

➤ Your Shooting Phase

BOILING BLOOD: *A torrent of scalding blood is vomited forth by the Avatar of Khaine, reducing even polished sigmarite to molten slag.*

Declare: Pick a visible enemy unit within 12" of your general to be the target.

Effect: Roll a dice. If the roll equals or exceeds the target's Save characteristic, halve the target's Move characteristic until the start of your next turn.

✂ Any Charge Phase

BLADED IMPACT: *The bladed carriage of a Cauldron of Blood can plough its way through enemy ranks with ease.*

Declare: If your general charged this phase, pick an enemy unit within 1" of them to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

MOVE **6+**

HEALTH 12

SAVE 4+

CONTROL 5

Some Slaughter Queens go to battle atop great Cauldrons of Blood, channelling the innate sorcery of these bladed shrines to drive nearby Khainites into a frenzy of bloodletting.

• SPEARHEAD WARSCROLL •

SLAUGHTER QUEEN

ON CAULDRON OF BLOOD

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Shrine Guardians' Blades	9	3+	4+	1	2	-

Your Hero Phase

CONSECRATED REVULSION: *The Slaughter Queen's fanaticism is so intense that her deity provides protection for her followers from the attacks of heathens and weaklings.*

Declare: Pick a visible friendly INFANTRY unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, add 1 to save rolls for the target until the start of your next turn.



KEYWORDS HERO, PRIEST, WAR MACHINE, WARD (6+)

MOVE **6+**

HEALTH 5

SAVE 5+

CONTROL 2

Highest ranking of the Khainite priestesses are the Hag Queens. These zealous and cruel-hearted aelves lead their sisters in worship of the Bloody-Handed One, reciting violent dogma and brandishing sacred relics to drive their fellow Khainites into a frenzied fury.

• SPEARHEAD WARSCROLL •

HAG QUEEN

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Blade of Khaine	5	3+	4+	1	2	-

Any Combat Phase

BLOODY INCITEMENT: *The Hag Queen drives her followers into a violent rage.*

Declare: Pick a visible friendly unit wholly within 12" of this unit to be the target.

Effect: If this unit is in combat, the target's melee weapons have **Crit (Auto-wound)** for the rest of the turn.

If this unit is not in combat, roll a dice. On a 3+, the target's melee weapons have **Crit (Auto-wound)** for the rest of the turn.



KEYWORDS HERO, PRIEST, INFANTRY, WARD (6+)

MOVE 6+
HEALTH 8"
HEALTH 6 SAVE 5+
CONTROL 2

Bloodwrack Medusae are sorceresses cursed with serpentine bodies and heads crowned with snakes. They are so full of spite and shadow magic that to meet their horrific gaze can cause explosive haemorrhaging.

• SPEARHEAD WARSCROLL •

BLOODWRACK MEDUSA

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Bloodwrack Spear	5	3+	4+	1	2	-

🗡️ Your Shooting Phase

EXSANGUINATING GLARE: *The Bloodwrack Medusa's eyes blaze with pure hatred and her victim's blood explodes violently from every pore.*

Declare: If this unit is in combat, pick an enemy unit in combat with it to be the target. Otherwise, pick a visible enemy unit within 12" of it to be the target.

Effect: Roll a dice. On a 3+, inflict 1 mortal damage on the target. Then, if any enemy models were slain by that mortal damage, inflict an additional 1 mortal damage on the target.

KEYWORDS

HERO, WIZARD, INFANTRY, WARD (6+)

MOVE 6+
HEALTH 6"
HEALTH 1 SAVE 6+
CONTROL 1

With skills honed in ritual duels and gladiatorial fights, the Sisters of Slaughter send their kruiplash whips lashing out to tear open throats and strip flesh from bone, exulting in the perfection of each gory kill.

• SPEARHEAD WARSCROLL •

SISTERS OF SLAUGHTER

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Kruiplash	3	3+	4+	-	1	-

🗡️ Once Per Turn (Army), Enemy Combat Phase

DANCE OF DEATH: *Sisters of Slaughters delight in frustrating foes with acts of incredible acrobatics and martial skill.*

Effect: If this unit is in combat, it can move 2D6". It can move through the combat ranges of enemy units but must end that move in combat.



KEYWORDS

INFANTRY, REINFORCEMENTS, WARD (6+)

MOVE 6+
HEALTH 6"
HEALTH 1 SAVE 5+
CONTROL 1

Shadowstalkers are the elite assassins and agents of Morathi-Khaine. These shademarked wraiths leap between shadows to outflank their prey before charging forth in a murderous blur of sorcery and flashing knives.

• SPEARHEAD WARSCROLL •

KHAINITE SHADOWSTALKERS

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Cursed Bolts and Missiles	10"	2	3+	4+	1	1	-

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Blades of Murder	2	3+	4+	1	1	-

🗡️ Once Per Battle, Your Movement Phase

SHADOW LEAP: *Shadowstalkers can vanish and reappear at will as they navigate the Umbral Web.*

Effect: Remove this unit from the battlefield and set it up again on the battlefield more than 6" from all enemy units.

KEYWORDS

INFANTRY, WARD (6+)