DAUGHTERS OF KHAINE
HEARTFLAYER TROUPE

This Spearhead army consists of the following units:

GENERAL
- Melusai Ironscale

UNITS
- 5 Witch Aelves
- 5 Witch Aelves
- 5 Doomfire Warlocks
- 5 Blood Stalkers



Eager for worthy kills to offer to their goddess, the most zealous disciples of Morathi-Khaine set out in Heartflayer Troupes to massacre her enemies. These Khainites are darting, blood-slick killers upon the battlefield, eschewing heavy armour in order to maximise their dexterity and speed. Each Troupe is led by a Melusai Ironscale, most loyal of Morathi-Khaine's Scáthborn guard. These serpentine champions are powerhouses in their own right, viciously striking down foes with their keldrisaíth staves or blasting them from afar with bolts of umbral magic. They are backed up by the Melusai archers known as Blood Stalkers, who pick off opponents from a distance with preternatural skill, piercing hearts with enchanted arrows.

Surging forward to break through the front lines are the Doomfire Warlocks, incinerating enemies with flames made of pure shadow before beheading stragglers with their darkly gleaming scimitars. Throngs of Witch Aelves scream in their wake, eager to commit murder in the name of their bloody-handed goddess. These priestesses of battle place great religious import on wanton slaughter, and they will relentlessly stab and slice until they are stained as red as the corpses that surround them.

'Let us gouge out the hearts of these fools and offer them to the Bloody-Handed One!'

– Cariadra Hagg-Mawr



Lead rules writer Matt's paint scheme is inspired by Celtic traditional colours, representing a Khainite force from the Aelfgrove Wetlands of Ghyran. He has applied blue warpaint to the skin of his aelves and used plenty of natural shades.

BATTLE TRAITS

BLOOD RITES

Before battle, the Daughters take part in holy rites of blood-letting. With each sacrifice, the faithful are imbued with a fraction of their goddess's furious power.

At the start of each battle round, all friendly units gain the **Blood Rites** passive ability that corresponds to the current battle round number, as shown in the table on the right (units keep all Blood Rites abilities gained in previous battle rounds).

ROUND	ABILITY
1	**QUICKENING BLOODLUST:** *The Khainites' hearts beat harder and their strides lengthen in anticipation of battle.* **Effect:** Add 1 to run rolls for this unit.
2	**HEADLONG FURY:** *Reciting the catechism of Crimson Hate, the Khainites rush ahead in their eagerness to slaughter.* **Effect:** Add 1 to charge rolls for this unit.
3	**ZEALOT'S RAGE:** *The faithful draw the god's murderous spirit to the battlefield.* **Effect:** Add 1 to hit rolls for combat attacks made by this unit.
4	**SLAUGHTERER'S STRENGTH:** *Khaine's flock are imbued with shocking strength.* **Effect:** Add 1 to wound rolls for combat attacks made by this unit.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Once Per Battle, Your Hero Phase

MURDEROUS EPIPHANY: *The Khainites are struck by a terrible vision of the Bloody-Handed God that drives their zeal to ever greater heights.*

Effect: All friendly units gain the **Blood Rites** passive ability they would have gained at the start of the next battle round (they keep this ability for the rest of the battle, but they do not gain it for a second time at the start of the next battle round).

Once Per Turn (Army), Any Combat Phase

BLESSING OF KHAINE: *Sacred rites have been performed on this Melusai Ironscale by the priestesses of the temple, and it is said that she can bestow the blessing of Khaine upon her sisters in battle.*

Declare: Pick a friendly unit wholly within 12" of your general. You cannot pick your general.

Effect: Add 1 to ward rolls for that unit this phase.

ENHANCEMENTS: Give your general 1 of the following enhancements.

Passive

BATHED IN BLOOD: *Your general draws vigour from the gore that splatters over her in battle.*

Effect: Each time a model is slain by your general, **Heal (1)** your general.

Passive

FUELLED BY REVENGE: *This general inspires a wrathful lust for vengeance in her Scáthborn kin.*

Effect: Add 1 to the Rend characteristic of melee weapons used by friendly **Blood Stalkers** units while they are wholly within 12" of your general.

Once Per Battle, Any Combat Phase

FLASK OF SHADEMIST: *Filled with an obscuring mist harvested from the Ulguan coast, when this flask is shattered, the battlefield is plunged into darkness.*

Effect: Until the end of the phase, subtract 1 from hit rolls for attacks that target friendly units while they are wholly within 12" of your general.

Your Hero Phase

ZEALOUS ORATOR: *Your general is a wild demagogue who inspires her followers to fight on in the face of impossible odds.*

Declare: Pick a friendly unit wholly within 9" of your general that is **not** in combat. Roll a dice for each slain model from that unit.

Effect: For each 5+, you can return 1 slain model to that unit.

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

Crafted from the souls of aelves that blazed brightest with the need for revenge, the Melusai Ironscales serve Morathi-Khaine as elite war leaders amongst the Scáthborn and are terrifying martial champions in their own right. Each of the Scáthborn is bound in loyalty to Morathi-Khaine, and they are her eyes and ears outside her temple within Hagg Nar. Their baleful magic is capable of transforming their enemies into statues of living crystal, in which they remain forever imprisoned at the agonising point of death.

• SPEARHEAD WARSCROLL •

MELUSAI IRONSCALE

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Keldrisaíth	12"	2	3+	3+	1	D3	-

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Keldrisaíth	6	3+	4+	1	2	-

Your Hero Phase

ALL-OUT SLAUGHTER: *The Melusai Ironscale exhorts their warriors to commit acts of terrible bloodshed.*

Declare: Pick a friendly unit wholly within 12" of this unit to be the target. You cannot pick this unit.

Effect: Add 1 to the Attacks characteristic of the target's melee weapons for the rest of the turn.

End of Any Turn

TURNED TO CRYSTAL: *The touch of an Ironscale can permanently transmute an enemy into a crystal statue.*

Declare: Pick an enemy unit within 1" of this unit to be the target and roll a dice.

Effect: On a 2+, inflict 1 mortal damage on the target.



KEYWORDS HERO, INFANTRY, WARD (6+)

MOVE 8" | HEALTH 2 | SAVE 5+ | CONTROL 1

Drawing their ornate heartseeker bows, the slithering Melusai archers known as Blood Stalkers loose terrifyingly accurate volleys. Their bows are carved from wood taken from the sentient ashdusk tree, and their arrows are blessed by the Hag Queens of their coven. Each missile fired by these serpentine hunters is guided by these enchantments straight towards an enemy's heart.

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BLOOD STALKERS

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Heartseeker Bow	18"	3	3+	4+	1	1	Crit (Auto-wound)

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Scianlar	2	3+	4+	-	1	-

Passive

HEARTSEEKERS: *The blood-blessed arrows loosed by these Melusai unerringly seek out the enemy's vital organs.*

Effect: Shooting attacks made by this unit score critical hits on unmodified hit rolls of 5+ if this unit did not use a **MOVE** ability in the same turn.



KEYWORDS INFANTRY, WARD (6+)

MOVE 14" | HEALTH 3 | SAVE 5+ | CONTROL 1

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DOOMFIRE WARLOCKS

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Doomfire Crossbow	10"	2	3+	4+	-	1	-

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Cursed Scimitar	2	3+	4+	1	1	-
Dark Steed's Vicious Bite	2	5+	3+	-	1	Companion

Your Hero Phase

DOOMFIRE: *The Doomfire Warlocks hurl bolts of blazing black flame at their foes.*

Declare: Pick a visible enemy unit within 12" of this unit to be the target, then make a casting roll of 2D6.

Effect: On a 6+, inflict D3 mortal damage on the target.



Doomfire Warlocks are expert light cavalry, adept at harrying flanks with crossbow fire or cutting down targets with their cursed scimitars. They can harness the power of shadow, hurling bolts of black flame to destroy their targets. Each is branded with a painful rune upon their forehead, without which they would gradually wither away, for the majority of males in the temple-cities are born weak of body and spirit. These sigils greatly amplify the Warlocks' magical potential , allowing them to cast searing bolts of magical doomfire at those nearby, but forever leash them to Morathi-Khaine's service.

KEYWORDS CAVALRY, WARD (6+)

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

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WITCH AELVES

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Paired Sciansá	3	3+	4+	-	1	Crit (Auto-wound)

Passive

FRENZIED FERVOUR: *Witch Aelves hurl themselves at the enemy with no fear of death, cutting down foes in a whirlwind of blades.*

Effect: Add 1 to the Rend characteristic of this unit's melee weapons if it charged in the same turn.



Witch Aelves are devotees of bloodshed and murder, eschewing heavy armour in favour of nigh-supernatural agility. As they charge headlong into the foe, they enter an ecstatic killing frenzy. For the Witch Aelves, battle is a sacred ritual where they can truly express their devotion to their Murder God. Each carries a sciansá, a holy tool tempered in blood – one twist of this notched blade causes extreme pain as it slices through foes' guts and severs their arteries in a crimson spray.

KEYWORDS INFANTRY, REINFORCEMENTS, WARD (6+)