

The background of the cover is a dramatic illustration. In the center, a Daughters of Khaine warrior stands on a pile of skulls and bones. She has large, ornate, dark wings and wears a red and gold outfit. She holds a large, curved scythe in her right hand and a spear in her left. In the background, other warriors are visible, some in combat. The overall color palette is dark with reds, oranges, and blues.

WARHAMMER

AGE OF SIGMAR

FACTION PACK

DAUGHTERS OF KHAINE

BATTLE TRAITS

Daughters of Khaine armies can use the following abilities:

✂ Once Per Battle, Any Combat Phase

1

ALL-OUT SLAUGHTER: *The leaders of the Daughters of Khaine can exhort their warriors to commit acts of terrible slaughter.*

Declare: Pick a friendly **DAUGHTERS OF KHAINE INFANTRY** unit that is in combat to use this ability.

Effect: That unit can use 2 **FIGHT** abilities this phase. After the first is used, this unit has **STRIKE-LAST** for the rest of the turn.

⚙ Passive

BLOOD RITES: *Before battle, the Daughters take part in holy rites of bloodletting. With each sacrifice, the faithful are imbued with a fraction of their god's furious power.*

Effect: A different effect applies to friendly **DAUGHTERS OF KHAINE** units each battle round, as shown below. The effects of all previous battle rounds also apply to those units.

Battle Round 1:

Quickening Bloodlust: Add 1 to run rolls for this unit.

Battle Round 2:

Headlong Fury: Add 1 to charge rolls for this unit.

Battle Round 3:

Zealot's Rage: Add 1 to hit rolls for this unit's combat attacks.

Battle Round 4:

Slaughterer's Wound: Add 1 to wound rolls for this unit's combat attacks.

Battle Round 5:

Frenzied Worshippers: Add 1 to the Attacks characteristic of this unit's melee weapons.

BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Daughters of Khaine army. Each battle formation grants a different ability you can use in the battle.

SCÁTHCOVEN

Passive

SPEED OF THE SCÁTHBORN: *The Melusai and Khinerai that make up the Vyperic Guard strike at the heart of their enemies with lethal speed and accuracy.*

Effect: If the unmodified charge roll for a friendly **MELUSAI** or **KHINERAI** unit is 8+, that unit has **STRIKE-FIRST** for the rest of the turn.

SHADOW PATROL

Once Per Turn (Army), Your Movement Phase

SHADOWPATHS: *Well versed in the secrets of the shadowpaths, these warriors strike where least expected.*

Declare: Pick a friendly **DAUGHTERS OF KHAINE INFANTRY** unit that is not in combat to use this ability.

Effect: Roll a dice. On a 3+, remove that unit from the battlefield and set it up again on the battlefield more than 9" from all enemy units.

CAULDRON GUARD

Once Per Turn (Army), End of Any Turn

FRENZIED DEVOTEES: *The Cauldron Guard seek to carve a path for their worshipped engines through enemy defences at the earliest opportunity.*

Declare: Pick up to 3 friendly **DAUGHTERS OF KHAINE INFANTRY** or **WAR MACHINE** units that are in combat to be the targets.

Effect: For each target:

- Make a pile-in move.
- Then, pick an enemy unit in combat with the target and roll a D3. On a 2+, inflict an amount of mortal damage on that enemy unit equal to the roll.

SLAUGHTER TROUPE

Once Per Turn (Army), Reaction: You declared a **CHARGE** ability for a friendly **DAUGHTERS OF KHAINE AELF** unit

GLADIATORIAL ACROBATICS: *The aelves of a Slaughter Troupe perform breathtaking displays of acrobatics as they close the distance to the foe.*

Effect: Change one of the dice in the charge roll to a 4.

HEROIC TRAITS

PARAGONS OF MURDER (HERO only)

End of Any Turn

MASTER OF POISONS: *This hero has intimate knowledge of all poisons and coats her blades in an elixir that leaves the most hardened warriors weak, debilitated and primed for the killing stroke.*

Declare: Pick an enemy unit that had any damage points allocated to it this turn by this unit's combat attacks to be the target.

Effect: For the rest of the battle:

- The target cannot be healed.
- Slain models cannot be returned to the target unit.

End of Any Turn

BATHED IN BLOOD: *This hero bathes in gore during battle, granting her healing powers.*

Effect: Heal (3) this unit if it is in combat.

Passive

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

Effect: If a friendly unit wholly within 12" of this unit uses the 'Rally' command, you can make 3 additional rally rolls of D6.

ARTEFACTS OF POWER

GIFTS OF MORATHI (HERO only)

Once Per Battle, Your Hero Phase

KHAINITE PENDANT: *The wearer can call for Khaine's blessing as easily as drawing breath.*

Declare: Pick a friendly **DAUGHTERS OF KHAINE PRIEST** wholly within 12" of this unit.

Effect: Give that unit D6 ritual points.

Passive

CROWN OF WOE: *Forged from the cult of Khaine's first sacrificial altar, an aura of dread surrounds the wearer of this baleful crown.*

Effect: Subtract 2 from the control scores of enemy units while they are within 9" of this unit.

Once Per Battle, Your Movement Phase

SEVENFOLD SHADOW: *This hero possesses a living shadow that can, at a command, envelop them and transport them across the shadow realm.*

Effect: If this unit is not in combat, remove it from the battlefield and set it up again on the battlefield more than 9" from all enemy units.

KEYWORDS

CORE

SPELL LORE

LORE OF SHADOWS

🚀 Your Hero Phase

5

STEED OF SHADOWS: *A coal-black creature with wings of night materialises from the darkness and swoops across the battlefield, hastening the movement of the Khainites below.*

Declare: Pick a friendly **DAUGHTERS OF KHAINE WIZARD** to cast this spell, pick a visible friendly **DAUGHTERS OF KHAINE** unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

Effect: The target can use **CHARGE** abilities this turn even if it used a **RUN** ability in the same turn.

KEYWORDS

SPELL, UNLIMITED

⚔️ Your Hero Phase

7

DOOMFIRE: *The wizard hurls bolt of blazing black flame at their foes.*

Declare: Pick a friendly **DAUGHTERS OF KHAINE WIZARD** to cast this spell, pick a visible enemy unit within 12" of them to be the target, then make a casting roll of 2D6.

Effect: If the target unit has fewer than 10 models, inflict D3 mortal damage on the target.

If the target unit has 10-19 models, inflict D6 mortal damage on the target.

If the target unit has 20 or more models, inflict 6 mortal damage on the target.

KEYWORDS

SPELL

⚔️ Your Hero Phase

8

MINDRAZOR: *The wizard summons spectral blades into their allies' hands, weapons whose edges are honed by the wielder's faith as much as the victim's fear.*

Declare: Pick a friendly **DAUGHTERS OF KHAINE WIZARD** to cast this spell, pick a visible friendly **DAUGHTERS OF KHAINE** unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

Effect: Add 1 to the Rend characteristic of the target's melee weapons until the start of your next turn. In addition, if the target charged this turn, add 1 to the Damage characteristic of its melee weapons until the start of your next turn.

KEYWORDS

SPELL

PRAYER LORE

PRAYERS OF THE KHAINITE CULT

✂ Your Hero Phase

5

SACRAMENT OF BLOOD: *The dreaded rune of Khaine spontaneously manifests on the brows of the faithful as if carved there by some ghostly knife.*

Declare: Pick a friendly **DAUGHTERS OF KHAINE PRIEST** to chant this prayer, pick a visible friendly **DAUGHTERS OF KHAINE** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

Effect: Until the start of your next turn, add 1 to the current battle round number when determining which effects of the 'Blood Rites' ability apply to the target. If the chanting roll was 10+, until the start of your next turn, treat the current battle round number as 5 when determining which effects of the 'Blood Rites' ability apply to the target instead.

KEYWORDS

PRAYER, UNLIMITED

✂ Your Hero Phase

4

MARTYR'S SACRIFICE: *The priestess beseeches Khaine to give those faithful who have been slain the strength to deliver one final blow.*

Declare: Pick a friendly **DAUGHTERS OF KHAINE PRIEST** to chant this prayer, pick a visible friendly **DAUGHTERS OF KHAINE** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

Effect: Until the start of your next turn, each time a model in the target unit is slain by a combat attack, before removing the model from play, pick an enemy unit in combat with the target and roll a dice. If the chanting roll was 8+, roll 2 dice instead of 1. For each 5+, inflict 1 mortal damage on that enemy unit after the **FIGHT** ability has been resolved.

KEYWORDS

PRAYER

● Your Hero Phase

4

COVENANT OF THE IRON HEART: *The hearts of the Murder God's followers become as cold and hard as iron, crushing their fears and doubts with a chilling contempt.*

Declare: Pick a friendly **DAUGHTERS OF KHAINE PRIEST** to chant this prayer, pick a visible friendly **DAUGHTERS OF KHAINE** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

Effect: Ignore negative modifiers to the target's control score until the start of your next turn. In addition, if the chanting roll was 8+, add 5 to the target's control score until the start of your next turn.

KEYWORDS

PRAYER

MANIFESTATION LORE

MANIFESTATIONS OF KHAINE

☼ Your Hero Phase

SUMMON BLADEWIND: *The caster calls upon their mastery of blood magic to conjure a twirling quartet of giant, blood-slick blades.*

Declare: If there is not a friendly **Bladewind** on the battlefield, pick a friendly **DAUGHTERS OF KHAINE WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Bladewind** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS

SPELL, SUMMON

6

☼ Your Hero Phase

SUMMON BLOODWRACK VIPER: *The caster weaves their outstretched hand in an elaborate pattern that mimics the structure of a monstrous snake drenched in blood.*

Declare: If there is not a friendly **Bloodwrack Viper** on the battlefield, pick a friendly **DAUGHTERS OF KHAINE WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Bloodwrack Viper** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS

SPELL, SUMMON

6

☼ Your Hero Phase

SUMMON HEART OF FURY: *The skies turn crimson as this bleeding icon descends upon the battle.*

Declare: If there is not a friendly **Heart of Fury** on the battlefield, pick a friendly **DAUGHTERS OF KHAINE PRIEST** to chant this prayer, then make a chanting roll of D6.

Effect: Set up a **Heart of Fury** wholly within 18" of the chanter and visible to them.

KEYWORDS

PRAYER, SUMMON

5



• DAUGHTERS OF KHAINE WARSCROLL •
MORATHI-KHAINE

MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
Heartreander and Bladed Wings	5	3+	4+	2	2	-

➤ **Your Hero Phase**

MIRROR DANCE: *Morathi casts a spell of shifting, revealing a shadowpath between herself and the Shadow Queen.*

Declare: If a friendly **Shadow Queen** is on the battlefield, make a casting roll of 2D6.

Effect: Place 2 tokens on the battlefield, one directly underneath the centre of this unit's base and one directly underneath the centre of a friendly **Shadow Queen's** base. Then, remove this unit and that **Shadow Queen** from the battlefield. Set up each unit again with its base overlapping the centre of the other token, then remove the tokens. If it is not possible to set up either of the units on the battlefield, return both units to their original positions. Each unit can only be set up in combat with units that the other unit was already in combat with.

KEYWORDS SPELL

🛡️ **Passive**

ONE SOUL, TWO BODIES:

Morathi-Khaine and the Shadow Queen are two entities that share the same life force.

Effect: Each time a damage point would be allocated to this unit, it is instead allocated to a friendly **The Shadow Queen** (you cannot make any further ward rolls for that damage point).

If this unit would be automatically destroyed by another ability, it is not automatically destroyed. Instead, allocate 3 damage points to a friendly **The Shadow Queen** (ward rolls cannot be made for those damage points).

If a friendly **The Shadow Queen** is destroyed, this unit is automatically destroyed.

⚡ **Passive**

SORCERESS SUPREME: *Few beings in existence can claim a fraction of Morathi's skill in the magical art.*

Effect: Add 1 to casting rolls for this unit.

KEYWORDS

WARMASTER, UNIQUE, HERO, WIZARD (3), INFANTRY, WARD (6+)

ORDER, DAUGHTERS OF KHAINE, AELF



• DAUGHTERS OF KHAINE WARSCROLL •

THE SHADOW QUEEN

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Gaze of the Shadow Queen	12"	1	2+	2+	3	D6	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Heartrender		8	3+	3+	2	3	Crit (Mortal)
Crown of Serpents		2D6	4+	4+	-	1	-
Envenomed Tail		1	3+	3+	2	6	-

U Passive

IRON HEART OF KHAINE: *The Iron Heart of Khaine is the last remnant of the fallen god, and it pulses still with life-sustaining divine energies.*

Effect: You cannot allocate more than 3 damage points to this unit each turn. Once 3 points have been allocated to this unit in a turn, any further damage points that would be allocated to it are ignored.

Damage points allocated to this unit cannot be healed.

If this unit would be automatically destroyed, it is not automatically destroyed. Instead, allocate 3 damage points to it (ward rolls cannot be made for those damage points).

✂ Once Per Turn (Army), Any Combat Phase

FURY OF THE SHADOW QUEEN: *Bloodshed raises the Shadow Queen's fury to new heights and fuels the murderlust of nearby Scáthborn.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll. If any models are slain by this ability, for the rest of the turn, add 1 to the Attacks characteristic of melee weapons used by friendly **KHINERAI** and **MELUSAI** units while they are wholly within 12" of this unit.

KEYWORDS

RAMPAGE

KEYWORDS

UNIQUE, HERO, MONSTER, FLY, WARD (6+)

ORDER, DAUGHTERS OF KHAINE



• DAUGHTERS OF KHAINE WARSCROLL •

KRETHUSA THE CRONESEER

MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
Staff of Morai-Heg	4	3+	4+	1	D3	-

Once Per Turn, Any Hero Phase

BURNT OFFERINGS: Casting blood into her brazier, Krethusa manipulates the twisting coils of smoke to commune with Morai-Heg.

Declare: If this unit is within the combat range of a friendly **CAULDRON OF BLOOD**, pick a visible friendly **DAUGHTERS OF KHAINE AELF** non-**HERO INFANTRY** unit wholly within 18" of this unit to be the target.

Effect: Roll a dice. On a 2+, pick 1 of the following effects to apply to the target.

Prophecy of Silence: Until the start of your next turn, enemy units cannot use commands while they are in combat with the target.

Prophecy of Dark Wings: The target can use the 'Normal Move' ability as if it were your movement phase. That unit counts as having used a **RUN** ability this turn.

Prophecy of Reclamation: For the rest of the turn, while the target is contesting an objective, subtract 10 from the control scores of enemy units contesting that objective that do not have the **HERO** or **MONSTER** keyword.

✂ Your Hero Phase

4

MURDER OF CROWS: Several of Krethusa's feathers transform into eldritch corvids that descend upon her enemies, pecking eyes from sockets and flesh from bone.

Declare: Pick a visible enemy unit within 18" of this unit to be the target, then make a chanting roll of D6.

Effect: Roll a D3. If the chanting roll was 8+, roll a D6 instead. Inflict an amount of mortal damage on the target equal to the roll. In addition, if the roll exceeds the target's Health characteristic, subtract 1 from hit rolls for the target's attacks until the start of your next turn.

KEYWORDS

PRAYER

UNIQUE, HERO, PRIEST (1), INFANTRY, FLY, WARD (6+)

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, AELF



• DAUGHTERS OF KHAINE WARSCROLL • BLOODWRACK SHRINE

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bloodwrack Stare	12"	1	2+	—	See below —		Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Bloodwrack Spear and Whisperclaw		5	3+	4+	1	2	-
Shrinekeepers' Goadstaves		6	3+	4+	-	1	-

✂ Your Hero Phase

AURA OF AGONY: *Bloodwrack Shrines emit an aura that causes waves of agony to course through the enemy.*

Declare: Pick up to 3 different enemy units within 9" of this unit to be the targets.

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

✂ Any Charge Phase

BLADED IMPACT: *The bladed carriage of a Bloodwrack Shrine can cleave its way through enemy ranks with ease.*

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

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

⚡ Passive

BLOODWRACK STARE: *Should a victim's eyes lock with a Bloodwrack Medusa's stare for even a second, their lifeblood will violently rebel, flooding from every pore until their body collapses into a pool of gore.*

Effect: Each time this unit attacks with its **Bloodwrack Stare**, if the attack scores a hit, roll a number of dice equal to the number of models in the target unit. For each 5+, inflict 1 mortal damage on that unit. You cannot pick the same enemy unit to be targeted by attacks made with a **Bloodwrack Stare** more than once per phase.



• DAUGHTERS OF KHAINE WARSCROLL •

MELUSAI IRONSCALE

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Keldrisaíth	12"	2	3+	3+	1	D3	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Keldrisaíth		6	3+	4+	1	2	Crit (Mortal)

✂ **Reaction:** You declared a **FIGHT** ability for this unit

GORY OFFERING: As a Melusai Ironscale holds the crystallised heart of a slain foe aloft, the power of Khaine pulses through it, empowering any fellow Melusai nearby.

Effect: Pick a friendly non-**HERO** **MELUSAI** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, add 1 to the Attacks characteristic of the target's melee weapons for the rest of the turn.

➤ **Passive**

WRATH OF THE SCÁTHBORN: An Ironscale leads her Melusai kin in the swift slaughter of the foe.

Effect: You can re-roll charge rolls for friendly **MELUSAI** units while they are wholly within 12" of this unit.



KEYWORDS

HERO, INFANTRY, WARD (6+)

ORDER, DAUGHTERS OF KHAINE, MELUSAI



• DAUGHTERS OF KHAINE WARSCROLL •

HAG QUEEN

ON CAULDRON OF BLOOD

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Torrent of Burning Blood	10"	6	3+	3+	1	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Blade of Khaine		4	3+	4+	1	2	Crit (Mortal)
Avatar's Sword		5	3+	3+	2	3	-
Witch Aelves' Sciansá		6	3+	4+	-	1	-

☼ Passive

ALTAR OF KHAINE: *The powerful magic that fuels the Cauldron of Blood grants empowerment and protection to those nearby.*

Effect: Add 1 to save rolls for friendly **DAUGHTERS OF KHAINE INFANTRY** units while they are wholly within 9" of this unit.

In addition, add 1 to chanting rolls for friendly **DAUGHTERS OF KHAINE PRIESTS** while they are wholly within 9" of this unit.

🛡 Once Per Turn (Army), Any Hero Phase

WITCHBREW: *Witchbrew drives the imbiber into such an ecstasy of destruction that they will fight on in the face of impossible odds.*

Declare: Pick a friendly **DAUGHTERS OF KHAINE** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, the target has **WARD (5+)** for the rest of the turn.

⚔ Any Charge Phase

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

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

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

KEYWORDS

HERO, PRIEST (1), WAR MACHINE, WARD (6+)

ORDER, DAUGHTERS OF KHAINE, AELF, CAULDRON OF BLOOD



• DAUGHTERS OF KHAINE WARSCROLL •

BLOODWRACK MEDUSA

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bloodwrack Stare	12"	1	2+	—	See below —		Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Bloodwrack Spear and Whisperclaw		5	3+	4+	1	2	-

Passive

BLOODWRACK STARE: *Should a victim's eyes lock with a Bloodwrack Medusa's stare for even a second, their lifeblood will violently rebel, flooding from every pore until their body collapses into a pool of gore.*

Effect: Each time this unit attacks with its **Bloodwrack Stare**, if the attack scores a hit, roll a number of dice equal to the number of models in the target unit. For each 5+, inflict 1 mortal damage on that unit. You cannot pick the same enemy unit to be targeted by attacks made with a **Bloodwrack Stare** more than once per phase.

Reaction: You declared a FIGHT ability for this unit

MELUSAI KIN: *A Bloodwrack Medusa leads her Melusai kin into battle, encouraging them to follow her example and strike down the enemy with brutal swiftness.*

Effect: Pick a friendly non-**HERO** **MELUSAI** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved.

KEYWORDS

HERO, WIZARD (1), INFANTRY, WARD (6+)

ORDER, DAUGHTERS OF KHAINE, MELUSAI



• DAUGHTERS OF KHAINE WARSCROLL •

HAG QUEEN

MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
Blade of Khaine	4	3+	4+	1	2	Crit (Mortal)

Once Per Turn (Army), Any Hero Phase

WITCHBREW: *Witchbrew drives the imbiber into such an ecstasy of destruction that they will fight on in the face of impossible odds.*

Declare: Pick a friendly **DAUGHTERS OF KHAINE** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, the target has **WARD (5+)** for the rest of the turn.



KEYWORDS

HERO, PRIEST (1), INFANTRY, WARD (6+)

ORDER, DAUGHTERS OF KHAINE, AELF



• DAUGHTERS OF KHAINE WARSCROLL •

AVATAR OF KHAINE

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Torrent of Burning Blood	10"	6	3+	3+	1	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Avatar's Sword		5	3+	3+	2	3	-

✂ Once Per Turn (Army), Any Charge Phase

WRATH OF KHAINE: *Khaine's subjects channel their faith through a bladed idol of the Murder God, allowing it to carry out acts of monstrous carnage.*

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

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll. If the target is a **MONSTER**, double the amount of mortal damage inflicted.

KEYWORDS

RAMPAGE

MONSTER, WARD (6+)

KEYWORDS

ORDER, DAUGHTERS OF KHAINE



• DAUGHTERS OF KHAINE WARSCROLL •

SLAUGHTER QUEEN

ON CAULDRON OF BLOOD

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Torrent of Burning Blood	10"	6	3+	3+	1	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Deathsword and Blade of Khaine		6	3+	4+	1	2	-
Avatar's Sword		5	3+	3+	2	3	-
Witch Aelves' Sciansá		6	3+	4+	-	1	-

⚙ Passive

ALTAR OF KHAINE: *The powerful magic that fuels the Cauldron of Blood grants empowerment and protection to those nearby.*

Effect: Add 1 to save rolls for friendly **DAUGHTERS OF KHAINE INFANTRY** units while they are wholly within 9" of this unit.
In addition, add 1 to chanting rolls for friendly **DAUGHTERS OF KHAINE PRIESTS** while they are wholly within 9" of this unit.

⚔ Once Per Turn (Army), Any Combat Phase

ORGY OF SLAUGHTER: *The Slaughter Queen orders her warriors to renew their assault twice over.*

Declare: Pick a friendly **DAUGHTERS OF KHAINE AELF INFANTRY** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, add 1 to the Attacks characteristic of the target's melee weapons for the rest of the turn.

⚔ Any Charge Phase

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

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

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

KEYWORDS

HERO, PRIEST (1), WAR MACHINE, WARD (6+)

ORDER, DAUGHTERS OF KHAINE, AELF, CAULDRON OF BLOOD



• DAUGHTERS OF KHAINE WARSCROLL •

SLAUGHTER QUEEN

MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
Deathsword and Blade of Khaine	6	3+	4+	1	2	-

✂ Once Per Turn (Army), Any Combat Phase

ORGY OF SLAUGHTER: *The Slaughter Queen orders her warriors to renew their assault twice over.*

Declare: Pick a friendly **DAUGHTERS OF KHAINE AELF INFANTRY** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, add 1 to the Attacks characteristic of the target's melee weapons for the rest of the turn.



KEYWORDS

HERO, PRIEST (1), INFANTRY, WARD (6+)

ORDER, DAUGHTERS OF KHAINE, AELF



• DAUGHTERS OF KHAINE WARSCROLL •
HIGH GLADIATRIX

MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
Barbed Whip and Gladiatrix's Blade	6	3+	4+	1	2	-

✂ Any Combat Phase

PARAGON OF SLAUGHTER: *The spectacular acts of death-dealing performed by a High Gladiatrix inspire nearby Daughters of Khaine, setting their souls aflame with the power of the Bloody-Handed God.*

Declare: If this unit is in combat, pick a visible friendly **DAUGHTERS OF KHAINE AELF non-HERO INFANTRY** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 2+, add 1 to the Rend characteristic of melee weapons used by the target for the rest of the turn.

✂ Once Per Battle, Any Combat Phase

KILLING STROKE: *A High Gladiatrix prides herself on slaying enemies with magnificently gory flourishes, killing them with a brutal whip motion or single precise stroke from her blade.*

Declare: Pick an enemy **HERO** in combat with this unit to be the target.

Effect: Roll 2D6. If the roll exceeds the target's Health characteristic, it is automatically destroyed.



KEYWORDS

HERO, INFANTRY, WARD (6+)

ORDER, DAUGHTERS OF KHAINE, AELF



• DAUGHTERS OF KHAINE WARSCROLL •

DOOMFIRE WARLOCKS

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

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+)

ORDER, DAUGHTERS OF KHAINE, AELF



• DAUGHTERS OF KHAINE WARSCROLL •

SISTERS OF SLAUGHTER

WITH SACRIFICIAL KNIVES

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Kruiplash and Sacrificial Knife	3	3+	4+	-	1	Anti-INFANTRY (+1 Rend)

➤ Enemy Combat Phase

DANCE OF DEATH: *Sisters of Slaughter manoeuvre in the heat of combat to close the distance with their enemies.*

Effect: This unit can move 3". It can pass through the combat ranges of enemy units and can end that move in combat.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/5), STANDARD BEARER (1/5), WARD (6+)

ORDER, DAUGHTERS OF KHAINE, AELF



• DAUGHTERS OF KHAINE WARSCROLL •

SISTERS OF SLAUGHTER

WITH BLADED BUCKLERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Kruiplash	2	3+	4+	-	1	Anti-INFANTRY (+1 Rend)

U Passive

DANCE OF DIVERSION: *Sisters of Slaughter move around their enemies with ease, making them nearly impossible to strike down.*

Effect: Subtract 1 from hit rolls for combat attacks that target this unit.

X Passive

BLADED BUCKLERS: *The martial skill of these warriors allows them to turn defensive techniques into deadly strikes.*

Effect: Each time you make an unmodified save roll of 6 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/5), STANDARD BEARER (1/5), WARD (6+)

ORDER, DAUGHTERS OF KHAINE, AELF



• DAUGHTERS OF KHAINE WARSCROLL •

WITCH AELVES

WITH BLADED BUCKLERS

MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
Sciansá	2	3+	4+	-	1	Crit (Auto-wound)

✂ Passive

BLADED BUCKLERS: *The martial skill of these warriors allows them to turn defensive techniques into deadly strikes.*

Effect: Each time you make an unmodified save roll of 6 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/5), STANDARD BEARER (1/5), WARD (6+)

ORDER, DAUGHTERS OF KHAINE, AELF



• DAUGHTERS OF KHAINE WARSCROLL •

WITCH AELVES

WITH PAIRED SCIANSÁ

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	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 for the rest of the turn if this unit charged in the same turn.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/5), STANDARD BEARER (1/5), WARD (6+)

ORDER, DAUGHTERS OF KHAINE, AELF



• DAUGHTERS OF KHAINE WARSCROLL •
BLOOD STALKERS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Heartseeker Bow	18"	3	3+	4+	1	1	Crit (Auto-wound)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Scianlar		2	3+	4+	-	1	-

Your Shooting Phase

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

Effect: If this unit has not used a **MOVE** ability this turn and was not set up this turn, this unit's shooting attacks score critical hits on unmodified hit rolls of 5+ for the rest of the turn.



KEYWORDS

INFANTRY, CHAMPION, WARD (6+)

ORDER, DAUGHTERS OF KHAINE, MELUSAI



• DAUGHTERS OF KHAINE WARSCROLL •

KHINERAI HEARTRENDERS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Barbed Javelin	12"	2	3+	4+	1	1	Crit (Auto-wound)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Barbed Javelin		1	3+	4+	-	1	-

Deployment Phase

CIRCLING IN THE SKIES ABOVE: *The Khinerai circle high above the battlefield, waiting for the perfect moment to strike.*

Declare: Pick this unit if it has not been deployed.

Effect: Set up this unit in reserve in the skies. It has now been deployed.

KEYWORDS

DEPLOY

Any Movement Phase

DEATH FROM ABOVE: *The Khinerai delight in using their leathery wings to descend upon the foe from unexpected vectors.*

Declare: Pick this unit if it is in the skies.

Effect: Set up this unit anywhere on the battlefield more than 9" from all enemy units.

Any Shooting Phase

FIRE AND FLIGHT: *Heartrenders are masters of the hit-and-run strike, loosing volleys of sharpened projectiles before darting away.*

Effect: If this unit used a **SHOOT** ability this phase, this unit can move D6". It cannot move into combat during any part of that move.



KEYWORDS

INFANTRY, CHAMPION, FLY, WARD (6+)

ORDER, DAUGHTERS OF KHAINE, KHINERAI



• DAUGHTERS OF KHAINE WARSCROLL •

BLOOD SISTERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Heartshard Glaive	2	3+	4+	1	2	Crit (Mortal)

Any Combat Phase

CRYSTAL TOUCH: *The scáth touch of a Blood Sister can permanently transmute an enemy into an immobile – though still fully conscious – crystal statue.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. If the roll exceeds the target's Health characteristic, the target has **STRIKE-LAST** for the rest of the turn.



KEYWORDS

INFANTRY, CHAMPION, WARD (6+)

ORDER, DAUGHTERS OF KHAINE, MELUSAI



• DAUGHTERS OF KHAINE WARSCROLL •

KHINERAI LIFETAKERS

MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
Barbed Sickle	2	3+	4+	1	1	Crit (Auto-wound)

Deployment Phase

CIRCLING IN THE SKIES ABOVE: *The Khinerai circle high above the battlefield, waiting for the perfect moment to strike.*

Declare: Pick this unit if it has not been deployed.

Effect: Set up this unit in reserve in the skies. It has now been deployed.

KEYWORDS

DEPLOY

Your Movement Phase

DEATH FROM ABOVE: *The Khinerai delight in using their leathery wings to descend upon the foe from unexpected vectors.*

Declare: Pick this unit if it is in the skies.

Effect: Set up this unit anywhere on the battlefield more than 9" from all enemy units.

Reaction: You declared a FIGHT ability for this unit

FIGHT AND FLIGHT: *The cults of the Khinerai are masters of the hit-and-run strike.*

Effect: After resolving the effect of that FIGHT ability, this unit can immediately move D6". It cannot end that move in combat with any units that it was not already in combat with at the start of the move.



KEYWORDS

INFANTRY, CHAMPION, FLY, WARD (6+)

ORDER, DAUGHTERS OF KHAINE, KHINERAI



• DAUGHTERS OF KHAINE WARSCROLL •

KHAINITE SHADOWSTALKERS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Cursed Missiles	10"	1	3+	3+	1	1	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Shadowstalker Blades		2	3+	4+	-	1	-

➤ 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 9" from all enemy units.

KEYWORDS

CORE



KEYWORDS

INFANTRY, CHAMPION (1/9), WARD (6+)

ORDER, DAUGHTERS OF KHAINE, AELF



• DAUGHTERS OF KHAINE WARSCROLL •

BLOODWRACK VIPER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Fanged Strikes	3	4+	2+	1	3	Anti-HERO (+1 Rend), Crit (Mortal)

✂ Once Per Turn (Army), Any Combat Phase

CRUSHING COILS: *The coils of the Bloodwrack Viper circle around an enemy hero, pinning them in place.*

Declare: Pick an enemy **INFANTRY HERO** in combat with this **MANIFESTATION** to be the target.

Effect: Roll a dice. On a 3+, the target has **STRIKE-LAST** for the rest of the turn.

KEYWORDS

RAMPAGE



MONSTER, MANIFESTATION, ENDLESS SPELL, WARD (6+)

KEYWORDS

ORDER, DAUGHTERS OF KHAINE



• DAUGHTERS OF KHAINE WARSCROLL •

BLADEWIND

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bladed Vortex	9	3+	3+	1	1	Crit (2 Hits)

✂ Any Combat Phase

UNNATURAL EDGE: *The falchions carve through an enemy's defences, and the swirling blades prevent them from getting their guard back up.*

Declare: If this **MANIFESTATION** charged this turn, pick an enemy unit in combat with it to be the target.

Effect: Roll a dice. On a 3+, ignore positive modifiers to save rolls for the target for the rest of the turn.



KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

ORDER, DAUGHTERS OF KHAINE



• DAUGHTERS OF KHAINE WARSCROLL •

HEART OF FURY

Passive

LOCUS OF THE MURDER GOD: *This prayer takes the form of Khaine's undying power and bestows death-defying energies upon his faithful.*

Effect: Subtract 1 from wound rolls for combat attacks that target friendly **DAUGHTERS OF KHAINE INFANTRY** units while they are wholly within 12" of this **MANIFESTATION**.



KEYWORDS

MANIFESTATION, INVOCATION, WARD (6+)

ORDER, DAUGHTERS OF KHAINE

SPEARHEAD



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



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

🛡 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.



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+)



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 the enchantments straight towards an enemy's heart.

• SPEARHEAD WARSCROLL •

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+)

• SPEARHEAD WARSCROLL •



DOOMFIRE WARLOCKS

MOVE

14"

HEALTH

3

5+

SAVE

1

CONTROL

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.

 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.



KEYWORDS

CAVALRY, REINFORCEMENTS, WARD (6+)



Witch Aelves are devotees of bloodshed and murder, eschewing heavy armour in favour of high-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.

• SPEARHEAD WARSCROLL •

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.



KEYWORDS

INFANTRY, REINFORCEMENTS, WARD (6+)