

SCOURGE OF AQSHY

FACTION RULES: DAUGHTERS OF KHAINE

HEROIC TRAITS

You can pick a heroic trait from this table instead of from other Heroic Traits tables available to this faction.

PARAGONS OF MURDER (HERO only)

⚙ **Reaction:** This unit used the 'Activate Place of Power' ability

MURDER MANIFESTED:

This warrior can use sacrificial magics in order to summon avatars of the Bloody-Handed God.

Effect: Apply the effect below instead of the effect of that 'Activate Place of Power' ability.

Roll a dice. On a 1, inflict D3 mortal damage on this unit. On a 2+, if there are no friendly **Avatars of Khaine** on the battlefield, set up an **Avatar of Khaine** wholly within 12" of this unit, visible to it and more than 9" from all enemy units. This unit has summoned that **MANIFESTATION**.

🛡 **Deployment Phase**

LOYAL UNTO DEATH: *Some amongst the sisterhood are devoutly loyal to the point of self-sacrifice.*

Declare: Pick another friendly **DAUGHTERS OF KHAINE HERO** that has a Health characteristic that equals or exceeds this unit's Health characteristic to be the target.

Effect: For the rest of the battle, if this unit is within the target's combat range when the target would be destroyed, the target is not destroyed and any remaining damage points inflicted on it have no effect. Then, **Heal (D3)** the target. Then, this unit is destroyed.

⚙ **Passive**

HONoured AMONG SECTS: *This warrior is uniquely favoured by Khaine, granting them impressive abilities.*

Effect: If this unit is **anointed**, the effect of all blessings from the 'Blessings of Khaine' ability apply to this unit as if they were **active**.

BOONS OF SHADOW

Boons of Shadow are unique enhancements that can only be given to non-**HERO DAUGHTERS OF KHAINE** units. A unit can only have 1 Boon of Shadow.

⚙ **Passive**

ULGUAN REACTIONS:

Their preternatural movements obscured, these warriors can deflect incoming blows and visit them back upon the attacker.

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.

⚙ **Reaction:** You declared a **SPELL**, **PRAYER** or **UNBIND** ability for a unit within 3" of this unit

TALISMANS OF SHADOW:

In the presence of these blessed warriors, the potency of shadow magic is amplified and beseechments to Khaine are often answered.

Effect: Spend 1 **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7. Then, add 1 to that casting roll, chanting roll or unbinding roll.

⚙ **Start of Any Turn**

TENEBOUS AURA: *The darkling nature of these sistren is so unsettling that foes find themselves utterly transfixed... and ultimately vulnerable.*

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

Effect: For the rest of the turn:

- The target cannot use **RETREAT** abilities.
- If an ability would heal or return any slain models to the target unit, that ability does not heal any damage points or return any slain models to it.

SCOURGE OF AQSHY

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MELUSAI IRONSCALE



Creatures woven from shadow magic and the most tormented of aelf-souls, Melusai Ironscales burn with the desire for vengeance. The seething hatred that fills these serpentine killers combines with the furious essence of Aqshy to deadly effect.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Keldrisaith Crit (Mortal)	6	3+	4+	1	2

⚔ Once Per Turn (Army), Your Hero Phase

FRENZIED SLAUGHTER: As battle literally rages, the Ironscale leads Khaine's faithful in massacring the foe without restraint or mercy.

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

Effect: Roll a dice. If this unit is in combat, you can re-roll the dice. If the roll is lower than your **fury level**, add 1 to the Attacks characteristic of weapons used by this unit and the target until the start of your next turn.

KEYWORDS EXALTED



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HERO, INFANTRY, WARD (6+)
ORDER, DAUGHTERS OF KHAINE

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KHAINITE SHADOWSTALKERS



Bearing the mircath brand that allows them to access the shrouded realmgates of the Umbral Web, Morathi's elite Shadowstalker assassins enter the Realm of Fire unseen, plunging murderous blades into hearts and necks before slipping away into the darkness.

🏹 RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Cursed Bolts and Missiles	10"	2	3+	4+	1	1
⚔ MELEE WEAPONS	Atk		Hit	Wnd	Rnd	Dmg
Blades of Murder	2		3+	4+	1	1

⚔ Once Per Turn (Army), End of Any Turn

SHADOW LARIAT: From the periphery of battle, the Shadowstalkers send tendrils of darkness wrapping around an enemy warlord, drawing the unwitting victim towards them into the gloom.

Declare: If this unit is not in combat, pick a visible enemy **INFANTRY** or **CAVALRY HERO** that has no more than 1 model and is within 12" of this unit to be the target.

Effect: If the target is more than 3" from all other friendly units, apply the effect below. Otherwise, roll a dice. On a 3+, apply the effect below.

Your opponent must remove the target from the battlefield and set it up again in combat with this unit.



KEYWORDS

INFANTRY, CHAMPION (1/9), WARD (6+)
ORDER, DAUGHTERS OF KHAINE, AELF