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# Warhammer

Daughters of Khaine

Version 0.1

January 2, 2019

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# AGE OF SIGMAR CHEAT SHEET

## DAUGHTERS OF KHAINE

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### ■ Setup:

- If your general is a hero, pick a **Command Trait**
- The hero can pick an **Artefact of Power** from the **Gifts of Morathi**. A Wizard can take an **Artifact of Shadow** and a priest can take from the **Relics of Khaine**. Pick one *additional* artifact for each warscroll battalion.
- *Each* Wizard knows one *additional* spell from the **Lore of Shadows** and each priest one *additional* prayer from the **Prayers of the Khainite Cult**.
- Pick a **temple** to get the temple benefits (and the restrictions)

- Basic troops (Witch Aelves and Sisters of Slaughter) have the ability to run and charge with only a musician. You can reroll 1's to run turn 1, 1's to charge turn 2, plus Deep Striking Khinerai, Khailebron's deep striking ability and Lore of Shadows spells that boost movement.

Even improved by **Blood Rituals** | **Warcoven**

### ■ Saving Throws:

- **Bloodshield** of Cauldron: Add 1 to saving throws for friendly DoK units that are wholly within this range of this model.
- **Fanatical Faith**: Daughters of Khaine can ignore wounds allocated to them on a 6+. Reroll with **Blessings of Khaine**.
- Morathi: **Enchanting Beauty**
- Shooting at Characters (**Look out!**) give the enemy -1 to hit unless the target is a monster. Cauldron of Blood or the Bloodwrack Shrine do not count as Monsters.
- **The Iron Heart of Khaine**: Morathi, High Oracle of Khaine cannot be healed, but no more than 3 wounds can be allocated to her in any one turn. Any additional wounds and/or mortal wounds allocated to her in the same turn are negated and have no effect.
- **Witchbrew** improves saving throws by 1. Witchbrewed units do not take a battleshock test.
- **Hagg Nar** command ability **Devoted Disciples**: Wound is negated on 5+ instead of 6+ within 7 inch of general.
- When War Coven has been chosen as warscroll: No battleshock tests within 18 inch of Morathi due to **Devout Followers**
- Your enemy gets -1 to hit in the shooting phase against Khailebron units
- **Unquenchable Fervour** in phase 5

Keep them close to a unit and watch them get to combat unmolested

## STRATEGIES AND TACTICS

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- Use **Fanatical Faith** and **Martyr's Sacrifice** on units that engage battle. If equipped with shields each unit that gets removed from the board potentially deals up to two mortal wounds.

## DEPLOYMENT

If you have fewer drops than your opponent, you will always be able to decide who takes the first turn. With most games, the first turn is a blessing. Not so much in Age of Sigmar.

The player that takes the second turn will have a chance to get a double turn.

If it is not up to you to decide who takes the first turn, you can try to force the hand of your opponent with your set-up. Do this by deploying aggressive, forcing them to take the first turn or suffer heavy casualties and lose objectives. Make sure you do this without overextending yourself.

## THREAT RANGE

The most important thing to consider when deploying is how far all units can charge and shoot after one movement phase. This is called the threat range.

## CHARGE

By destroying units on the alpha strike after charging, you can deal massive damage each turn without having the strength of the unit diminished.

All units you activate after the alpha strike will suffer one or more enemy activations. there are only four reasons to charge with a unit.

Units that have charged are always allowed to pile in 3 inch even if there is no enemy in range.

- If the unit can win the fight and open up a charge in their next turn.
- If the unit can deal damage while suffering fewer casualties during their opponent's activation.
- If it is the only way to prevent enemy unit(s) from moving to a better target or capturing an objective in the opponents turn(s).
- If the unit can capture an objective.
- Units that have charged are always allowed to pile in 3 inch even if

Optimizing your Charge move:

- When you charge a unit with a single model, you have a clear range advantage. While you only need to be in contact with one model, your opponent needs to be in range with every model that attacks.
- Enemy models may not pile in when they are already in contact with an enemy model. Use this to prevent the closest enemy models from making room for its buddies by moving around you.

## GAMEPHASES

### 1. HERO PHASE

**COMMAND** Heros may spend a command point. Remember additional **command traits** abilities if general is a hero.

- If Morathi, High Oracle of Khaine is your general you can use the command ability **Worship Through Bloodshed**
- Khailebron temple **deepstrike** ability
- Battalion abilities such as **Righteous Fervour**

**WIZARD AND PRIEST SPELLS** Remember one additional spell from **Lore of Shadows** and one additional prayer from **Prayers of the Khainite Cult** These units count as wizards:

- **Morathi Sorceress Supreme:** Add 1 to casting and unbinding rolls for Morathi, High Oracle of Khaine. Double the range of spells she attempts to cast.
- **Morathi, Shadow Queen** Arnzipal's Black Horror, One from the Lore of Shadows
- **Bloodwrack Shrine** and **Bloodwrack Medusa** Enfeebling Foe
- **Doomfire Warlocks** Doomfire

These unit count as priests:

- **Hag Queen** Rune of Khaine, Touch of Death
- **Slaughter Queen** Rune of Khaine, Touch of Death, Dance of Doom Orgy if Slaughter if she is the General
- **Hag Queen on Cauldron** Rune of Khaine, Touch of Death, Wrath of Khaine, Idol of Worship
- **Slaughter Queen on Cauldron** Rune of Khaine, Touch of Death, Wrath of Khaine Orgy if Slaughter if she is the General

**ABILITIES** played in the hero phase:

- Hag Queen **Witchbrew**
- Doomfire Warlocks **Doomfire Coven**
- Medusa (also on Cauldron) **Aura of Agony**

### 2. MOVEMENT PHASE

**SHADOW PATROL** Deepstrike ability **Shadowpaths**

**SHADOWHAMMER** **Righteous Fervour**

**KHINEARAI HEARTRENDERS AND LIFETAKERS** **Descend to Battle**

**BLOOD RITES** **Quickening Bloodlust:** Reroll run rolls of 1

### 3. SHOOTING PHASE

**KHINERAI HEARTRENDERS** Fire and Flight: In your shooting phase, after this unit has finished making all of its attacks, roll a dice: on a 4+ it can make a 6 inch normal move as if it were your movement phase, but it cannot retreat or run as part of this move.

Only abilities that can be used in the phase are listed.

Do not make her general if you want to teleport her into battle. **Khailebron**

Hag Queen is a priest but can unbind spells.

Priestess of Khaine: Roll 1D. Mortal wound on one, nothing happens on two, 3+ prayer successful

Never forget to brew!

- **GAZE OF MORATHI:** If a target is hit by the Gaze of Morathi, pick a model in the target unit and roll a dice. If the result exceeds that model's Wounds characteristic, it is slain.

#### 4. CHARGE PHASE

- **Cauldron | Bladed Impact:** Roll a dice if this model ends a charge move within 1 inch of any enemy units. On a 2+ the nearest enemy unit suffers D3 mortal wounds.
- **Blood Rites (Phase 2):** **Headlong Fury**
- **Blood Rites (Phase 3):** **Zealot's Rage**

#### 5. COMBAT PHASE

- **Witchbrew**
- **Blood Rites (Phase 3):** **Zealot's Rage**
- **Blood Rites (Phase 4):** **Slaughterer's Strength**

#### 6. BATTLESHOCK PHASE Witchbrewed? Ignore Battleshock!

## ALLIGENCE ABILITIES

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### BATTLE TRAITS

**FANATICAL FAITH** Ignore wounds allocated to them on a 6+

**BLOOD RITES** Cumulative effects for each round

1. **QUICKENING BLOODLUST** Reroll run rolls of 1.
2. **HEADLONG FURY** Reroll dice rolls of 1 when charging.
3. **ZEALOT'S RAGE** Rerolls 1's to hit. In addition, an Avatar of Khaine always counts as being animated.
4. **SLAUGHTERER'S STRENGTH** Reroll 1's to wound.
5. **UNQUENCHABLE FERVOUR** Your units rerolls saves of 1, and do not need to take battleshock tests.

War Coven of Morathi treat current battle round one higher with **Blood Rituals**

### COMMAND TRAITS

If the general of a DoK army is a hero, they can have one of the following command traits. in addition to any others they have:

**BATHED IN BLOOD** Increase your generals's wound characteristic by 1 and you can heal 1 wound at the start of each hero phase. Good on a Cauldron of Blood, but there are better ways to get your wounds back.

**ZEALOUS ORATOR** Friendly DoK units within 14 inch of this general use this general's Bravery characteristic instead of their own.

**BLOODY SACRIFICER** Add 1 to hit rolls for this general's weapons.

**TERRIFYING BEAUTY** Subtract 1 from the hit rolls of attacks that target this general.

**MISTRESS OF POISONS** Add 1 to the Damage characteristics of melee weapons wielded by this general.

**TRUE BELIEVER** This general counts the current battle round number as being 1 higher than it actually is, when determining what abilities they receive from the Blood Rites battle trait. This is cumulative with other, similar abilities.

## LORE OF SHADOWS

Each wizard in a DoK army knows one spell from the Lore of Shadows in addition to any others they know.

**STEED OF SHADOWS** has a casting value of 5. If successfully cast, then until the start of your next hero phase, the caster can fly and has a Move characteristic of 16 inch.

**PIT OF SHADES** has a casting value of 7. If successfully cast, pick an enemy unit within 18 inch of the caster that is visible to them. Roll two dice and add the scores together. The enemy unit suffers 1 mortal wound for each point by which the total exceeds their Move characteristic.

**MIRROR DANCE** has a casting value of 4. If successfully cast, pick two friendly DoK heros within 24 inch of the caster. So long as neither hero is within 6 inch of any other unit, the two models can swap positions on the battlefield (neither can be set up within 3 inch of any enemy units).

**THE WITHERING** has a casting value of 7. If successfully cast, pick an enemy unit within 18 inch of the caster that is visible to them. Until the start of your next hero phase, add 1 to wound rolls for attacks that target that unit.

**MINDRAZOR** has a casting value of 7. If successfully cast, pick a friendly DoK unit within 18 inch of the caster. Until the start of your next hero phase, the Rend characteristic of that unit's melee weapons is improved by 1. In addition, the Damage characteristic of the unit's melee weapons is increased by 1 while attacking a target that has a lower Bravery characteristic than they do.

**SHROUD OF DESPAIR** has a casting value of 4. If successfully cast, pick an enemy unit within 18 inch of the caster that is visible to them. Until the start of your next hero phase, subtract 1 from the Bravery characteristic of that unit. If the spell was successfully cast with a casting roll of 8 or more, subtract D3 from that unit's Bravery instead.

## PRAYERS OF THE KHAINITE CULT

Each priest in a DoK army knows one prayer from the six Prayers of the Khainite Cult in addition to any others they know.

**CATECHISM OF MURDER** Pick a friendly DoK unit within 14 inch of the priest. Until the start of your next hero phase, each time you make a hit roll of 6 (after re-rolls, but before modifiers are applied) for that unit in the combat phase, that attack inflicts 2 hits instead of 1.

Improves the turn number for the unit's Blood Rites. Good to get an Avatar of Khaine awake turn 2 and just generally a good choice.

Note that Doomfire Warlocks are Wizards and can take a spell from here despite not being a Hero unit.

Inflict 2W6—Move number of wounds

If you have any Hagg Nar Wizards in your army, Mirror Dance is great, as it is able to transport your general to wherever they are needed the most to protect and boost your troops.

If lower bravery characteristics, then inflict +1 wound

A model that knows such a prayer can pray twice in your hero phase instead of only once (but not the same spell)

**BLESSING OF KHAINE** Pick a friendly DoK unit within 14 inch of the priest. Until the start of your next hero phase, re-roll failed **Fanatical Faith** rolls for that unit.

Reroll all missed 6+ saving throws!

**MARTYR'S SACRIFICE** Pick a friendly DoK unit within 14 inch of the priest. Until the start of your next hero phase, each time a model from that unit is slain in the combat phase, roll a dice. On a 5 or 6 the attacking unit suffers 1 mortal wound after it has finished making all of its attacks.

Think twice before attacking your Witch Elves

**CRIMSON REJUVENATION** Pick a friendly DoK unit within 14 inch of the priest (Except Morathi). You can heal up to D3 wounds that have been allocated to a model from that unit.

One of few healing possibilities DoK have.

**COVENANT OF THE IRON HEART** Pick a friendly DoK unit within 14 inch of the priest. Until the start of your next hero phase, you do not need to take battleshock tests for that unit.

**SACRAMENT OF BLOOD** Pick a friendly DoK unit within 14 inch of the priest. Until the start of your next hero phase, that unit counts the current battle round number as being 1 higher than it actually is when determining what abilities it receives from the Blood Rites battle trait. This is cumulative with other, similar abilities.

## ARTEFACTS OF POWER

If a DoK army includes any heros, then one may bear an artefact of power. If your army includes any **Draichi Ganeth** Slaughter Queens, one must have the darksword. One Kraith hero must have the artefact of power **Venom of Nagendra**

## GIFTS OF MORATHI

**CROWN OF WOE** Subtract 1 from their Bravery characteristic of enemy units that are within 7 inch of the bearer. The first time the bearer slays an enemy model, the range of this ability is increased to 14 inch for the remainder of the battle.

**CURSED BLADE** Pick one of the bearer's melee weapons. Add 1 to hit rolls made for that weapon. In addition, each time a hit roll of 7+ is made for that weapon, the target suffers 1 mortal wound instead of the normal damage.

**AMULET OF DARK FIRE** Roll a dice each time the bearer is allocated a mortal wound that was inflicted by an enemy spell. On a 4+ that wound is negated.

**CRONE BLADE** Pick one of the bearer's melee weapons. Each time an enemy model is slain by an attack made with this weapon, you can heal 1 wound that has been allocated to the bearer.

**THOUSAND AND ONE DARK BLESSINGS** Add 1 to save rolls for the bearer.

**BLOODBANE VENOM** Pick one of the bearer's melee weapons. If a model is allocated any wounds from attacks made using that weapon but is not



slain, roll a dice after the bearer has finished making all of their attacks. If the roll equals or exceeds that model's Wounds characteristic, it is slain.

### ARTEFACTS OF SHADOW

One hero can take an artifact of power. Wizards can take an Artifact of Shadows and Priests can take a Relict of Khaine.

**SHADOW STONE** Re-roll dice rolls of 1 that are made as part of a casting roll for the bearer. In addition, add 1 to the casting roll if the bearer attempts to cast a spell from the Lore of Shadows

**RUNE OF ULGU** The bearer knows one additional spell from the Lore of Shadows

**THE MIRROR GLAIVE** Each time the bearer unbinds an enemy spell, they can immediately attempt to cast either the **Mystic Shield** or **Arcane Bolt** spells as if it were your hero phase. Your opponent cannot attempt to unbind this spell if the casting roll is successful.

**SEVEN-FOLD SHADOW** Once per battle, instead of moving the bearer in your movement phase, you can remove them from the battlefield and set them up anywhere on the battlefield more than 9 inch from any enemy models. This is their move for that movement phase.

**CRYSTAL HEART** The bearer can attempt to cast a second spell in each of your hero phases. If they do so, roll a dice before the casting roll is made. On a 1, the bearer suffers D3 mortal wounds.

**SHADE CLAW** The bearer's Whisperclaw has a Rend characteristic of -2.

### RELICS OF KHAINE

**BLOOD SIGIL** The bearer knows one additional prayer from the Prayers of the Khainite Cult

**IRON CIRCLET** Whenever the bearer prays, re-roll rolls of 1 when seeing if the prayer is successful or not.

**RUNE OF KHAINE** When the bearer is slain, roll a dice. On a 1 nothing happens. On 2–5 the unit that slew them suffers D3 mortal wounds. On a 6 the unit that slew them suffers D6 mortal wounds.

**CRIMSON SHARD** The bearer's Blade of Khaine has a To Wound characteristic of 2+.

**KHAINITE PENDANT** The bearer can pray three times in your hero phase. However, the first time a 1 is rolled when the bearer prays and they are found unworthy, they suffer D3 mortal wounds instead of 1.

**HAGBREW** Add 1 to wound rolls for the bearer's melee weapons.

## TEMPLE

### HAGG NAR

Your general's command trait *must* be Devoted Diciples:

**DEVOTED DISCIPLES** (Command Trait) Whenever you make a **Fanatical Faith** roll for a friendly Hagg Nar unit within 7 inch of this general, the wound is negated on a 5+ instead of a 6+.

**DAUGHTERS OF THE FIRST TEMPLE** Whilst a Hagg Nar unit is benefitting from the **Zealot's Rage** ability from the Blood Rites battle trait, you can re-roll all failed hit rolls for the unit instead of only re-rolling hit rolls of 1.

**WARSCROLL BUILDING** A Hagg Nar Cauldron Guard battalion can also include 1 Avatar of Khaine or an additional Cauldron of Blood

A Cauldron of Blood makes for an exceptional Hagg Nar general, acting as a lynchpin and force-multiplier for the entire army. The combination of its **Bloodshield** ability and the **Devoted Disciples** command trait grants your fragile Daughters of Khaine much-needed protection. Consider the **Thousand and One Dark Blessings** artefact for this general too, making a tough model even more resilient. If you have other battalions, the **Iron Circlet** or **Khainite Pendant** will ensure your prayers are answered, and the Avatar of Khaine atop the cauldron can awaken and add its attacks to the fray. Otherwise, make sure you also have another Priest or two, such as a Hag Queen. Remember that the **Wrath of Khaine** prayer is not one of the six Prayers of the Khainite cult, so can be attempted by more than one Priest in the same turn (besides, if you have several Avatars of Khaine, you will need several Priest to awaken them). That way you can also use the **Crimson Rejuvenation** prayer to mitigate any wounds your general does suffer, and **Sacrament of Blood** to ensure your units get the benefit of their First Daughter of Khaine ability that much quicker. Finally, if you have any Hagg Nar Wizard in your army, **Mirror Dance** is great, as it is able to transport your general to wherever they are needed the most to protect and boost your troops.

By turn 3 your army is a killing machine and would be already in combat. This is when things swing dramatically for Hagg Nar. Any unit with just a simple **witch brew** and being Hagg Nar will be rerolling their hits and wounds. On a unit of 20 witches that is 80 attacks (reroll hits and wounds) and if you add **Mindrazor** into the mix no single opponent can survive that number of paper cuts.

### DRAICHI GANETH

If your army includes any Draichi Ganeth **Slaughter Queen's** one must have the artifact **THE DARKSWORD**. This Slaughter Queen's Deathsword has an attacks characteristic of 4. A Slaughter Troupe may take up to two units of Witch Elves (hitting on 2's, rerolling 1's on turn 3 will make almost every attack hit).

**BLADED KILLERS** Add 1 to hit rolls for Draichi Ganeth units in the combat phase if they charged in the same turn.

Draichi Ganeth **Blood Sisters** are very good shock-assault units, able to scythe through lesser infantry with ease and slay tough foes using their crystal touch. They are lethal on the charge, their Bladed Killers ability allowing you to add 1 to hit rolls for them, meaning that they can inflict mortal wounds on dice rolls of 3+. They should always be accompanied by a Draichi Ganeth Slaughter Queen, preferably one on foot so that she can keep pace with them. The Catechism of Murder prayer means that any hit rolls of 6 made for the Blood Sisters inflict 2 hits – that’s potentially 2 mortal wounds from each model. The Slaughter Queen, with her Deathsword, can then use her Dance of Doom prayer to make up to 8 attacks dealing D3 damage each. In the next turn, use her Orgy of Slaughter ability on the Blood Sisters to allow them to fight again, hopefully freeing them up so that they can move and charge a second unit. They will now perform even better than they did in the previous battle round because of the extra benefit they will have gained from the Blood Rites battle trait.

## THE KRAITH

Several units of Kraith Witch Aelves can decimate the enemy, especially when used alongside a Kraith Wizard who casts Mindrazor. The high number of attacks that the Witch Aelves can make maximises the damage potential of this combination, so long as you target units with a lower Bravery characteristic. Using such a unit alongside a Kraith general with the Zealous Orator command trait and/or an Avatar of Khaine will mean they will certainly be braver than any Battleline unit they face. If combined with a second Hero bearing the Crown of Woe, or a Wizard casting Shroud of Despair, then even elite units need to beware. The reason this tactic works so well with the Kraith is their Disciples of Slaughter ability; if after attacking you roll a 6, then you get to fight with your boosted unit all over again. However, this unit of Witch Aelves will become a priority target for your opponent – they will do everything in their power to destroy it before it rampages through their lines. If a Kraith Priest can use the Martyr’s Sacrifice on the unit then your opponent has a dilemma: even if they do attack first, there’s still a good chance that the Witch Aelves will inflict significant damage in return.

One Kraith hero must have the artifact Venom of Nagendra:

**VENOM OF NAGENDRA.** Once per battle, just before this hero is chosen to fight in the combat phase, she can use the Venom of Nagendra. When she does so, choose one of her melee weapons (but not a weapon used by a mount). That weapon’s Attacks characteristic is 1 for the remainder of the phase, but if it hits, the target suffers D6 mortal wounds instead of the normal damage.

Cauldron Guard may take any number of Hag Queens and Slaughter Queens.

**DISCIPLES OF SLAUGHTER** Roll a dice after a Kraith unit has fought in the combat phase if there are any enemy units within 3 inch of it. On a 6, you can pile in and attack with that unit for a second time.

Snake heavy armies take note — combine with Hag buffs for Crystal Vision mortal wounds on 3+, 6’s count as two and reroll 1’s. That’s some scary MW output before the sneks start swinging.

Not as useful as Hagg Nar or Draichi Ganeth (which help you win the fights you already got into) or Khailebron (which helps you get to the fight in one piece).

**KHAILEBRON**

Whilst deadly at range, Blood Stalkers are vulnerable to any return fire, but the Khailebron's Concealment and Stealth ability will help to keep them alive whilst they slay the enemy from afar. To get even more out of their shooting, team them up with a PRIEST to use Sacrament of Blood in order to access the Zealot's Rage or Slaughterer's Strength abilities from the Blood Rites table as soon as possible. Alternatively, use a Khailebron WIZARD to cast the Withering on your victims and watch that bow fire reap a bloody tally. If Khailebron Blood Stalkers are taken as part of a Temple Nest battalion, then to eliminate the threat they pose your opponent will need to close the distance to negate their Concealment and Stealth, at which point they are forced into your Bloodwrack Shrine's Aura of Agony – which they would otherwise be trying hard to avoid. If you happen to have Morathi in your army, Blood Stalkers are good targets for her Worship Through Bloodshed ability, especially on turns 1 and 2, when they are unlikely to be in combat and Morathi has yet to transform into the Shadow Queen.

Your enemy gets -1 to hit in the shooting phase against Khailebron units and your General's command must be Mistress of Illusion.

Temple Nest may take to two additional units of Blood Sisters or Blood Stalkers (or mix). This plugs one of your army's major weaknesses (getting shot to pieces) and the Command Trait can lead to some fascinating tactics, where your opponent never feels safe.

**CONCEALMENT AND STEALTH** Subtract 1 from hit rolls that target Khailebron units in the shooting phase.

**WARSCROLL BUILDING** A Khailebron Temple Nest battalion can include up to 2 additional MELUSAI (Blood Sisters or Blood Stalkers) units.

**MISTRESS OF ILLUSION** At the start of your hero phase, you can pick a friendly Khailebron unit within 7 inch of this general. If that unit is more than 3 inch from any enemy models, remove it from the battlefield and then set it up anywhere on the battlefield more than 9 inch from any enemy models. The unit cannot move in your next movement phase.

Take this against shooting armies

Deepstrike

## WARSCROLL

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### WAR COVEN OF MORATHI

The War Coven of Morathi consists of the following units and warscroll battalions:

- Morathi, High Oracle of Khaine
- 1 Cauldron Guard
- 1 Slaughter Troupe
- 1 Temple Nest
- 1 Shadow Patrol

**BLOOD RITUALS** If your army has the DoK allegiance, units in this battalion count the current battle round number as being 1 higher than it actually is when determining what abilities they receive from the Blood Rites battle trait. This is cumulative with other, similar abilities (e.g. the True Believer Command Trait or the Sacrament of Blood prayer).

**DEVOUT FOLLOWERS** Do not take a battleshock test for War Coven of Morathi units that are within 18 inch of Morathi (in either of her forms) when the test is taken.

### CAULDRON GUARD

Requires the following organisation of units:

- 1 Hag Queen
- 2 units of Witch Aelves
- 2 units of Khinerai Lifetakers

**FRENZIED DEVOTEES** Add 1 to run and charge rolls made for units from this battalion.

### SLAUGHTER TROUPE

Requires the following organisation of units:

- 1 Slaughter Queen
- 2 units of Sisters of Slaughter
- 2 units of Khinerai Heartrenders

**GLADIATORIAL ACROBATICS** Slaughter Troupe units that retreat can still shoot and charge in the same turn.

### TEMPLE NEST

Requires the following organisation of units:

- 1 Bloodwrack Medusa
- 2 units of Blood Stalkers
- 2 units of Blood Sisters

**LETHAL TRANSFIXION** Each time your opponent makes a hit roll of 1 when attacking a Temple Nest unit in the combat phase, the attacking unit suffers 1 mortal wound after all of its attacks have been made.

## SHADOW PATROL

Requires the following organisation of units:

- 2 units of Doomfire Warlocks
- 4 units of Khinarai Harpies

**SHADOWPATHS** Once per battle round, instead of moving in your movement phase, one unit from this battalion that is more than 3 inch from any enemy models can move along the shadowpaths. If it does so, remove the unit from the battlefield, then set it up anywhere on the battlefield more than 9 inch from any enemy models. This is its move for that movement phase.

## SHADOWHAMMER COMPACT

Requires the following organisation of units:

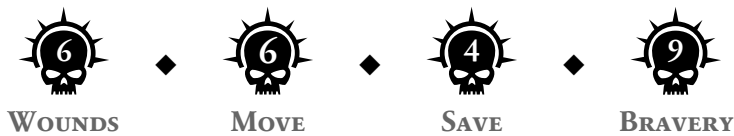
- Slaughter Queen
- 2 units of Witch Aelves
- 1 unit of Khinarai Harpies
- 1 unit of Blood Stalkers
- 2 units of Liberators
- 1 unit of Prosecutors
- 1 unit of Judicators

**RIGHTEOUS FERVOUR** In your hero phase, choose one DoK unit from this battalion and one STORMCAST ETERNAL unit from this battalion that are within 6 inch of each other. Both units can either make a normal move as if it were your movement phase, shoot as if it were your shooting phase, or pile in and attack as if it were the combat phase. Both units must perform the same action.

# UNITS

## MORATHI

### MORATHI, HIGH ORACLE OF KHAINE



Morathi can attempt to cast three spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. She knows the **Arcane Bolt**, Mystic Shield and Arnzipal's Black Horror spells. She is adding +1 to her rolls and doubling the range of her spells. Her unique spell is **Arnzipal's Black Horror** which basically smacks a unit with a random number mortal wounds.

Her command **ability** allows her to pick two friendly DoK units within 14 inch and let them make an immediate shooting attack or allow them to pile in an make a melee attack.

In close combat, she's a devil, throwing out nine 3+/3+/-1/1 damage or D3 damage attacks between her Heartrender and her Bladed Wings (note she cannot fly though), all the while imposing a -1 to hit when enemies attempt to swing back at her and she can only take a maximum of three wounds per turn.

Morathi *loves* the Khailebron Temple and the Khailebron Temple loves her. If you don't transform her at the right time, you risk losing out on her contribution to combat in the late game. **Khailebron** solves that by teleporting her wherever she needs to be to rip things to shreds, in addition to making her nearly impossible to shoot before that time comes. Let her hang out in the backfield (next to your General, i. e. do not make her your General!), flexing that 36 inch Sorceress Supreme magical range to snipe enemy heroes or buff your own units, then morph her into Shadow Queen mode and pop her up right behind whatever is left of your enemy's lines.

**MONSTROUS TRANSFORMATION** At the start of your hero phase, Morathi can transform into her monstrous aspect. See the Morathi, the Shadow Queen warscroll for a description of how Morathi transforms.

**THE TRUTH REVEALED** If Morathi is wounded, there is a chance she will no longer be able to contain her wrath and will transform into her monstrous aspect. Roll a dice at the start of your hero phase. If the result is equal to or less than the number of wounds currently allocated to Morathi, she transforms as described on the Morathi, the Shadow Queen warscroll.

**THE IRON HEART OF KHAINE** Morathi, High Oracle of Khaine cannot be healed, but no more than 3 wounds can be allocated to her in any one turn. Any additional wounds and/or mortal wounds allocated to her in the same turn are negated and have no effect.

**SORCERESS SUPREME** Add 1 to casting and unbinding rolls made for Morathi, High Oracle of Khaine. In addition, double the range of spells she attempts to cast.

Three spells, Unbind two.

Let others shoot or pile in during hero phase

Teleport her into battle: Needs a general near by.

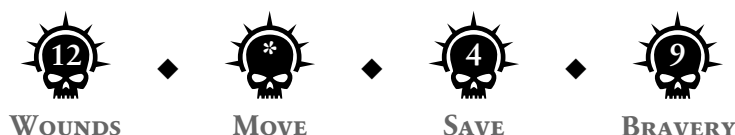
Not more than three wounds per round!

**ENCHANTING BEAUTY** Subtract 1 from the hit rolls of attacks that target Morathi, High Oracle of Khaine.

**ARNZIPAL'S BLACK HORROR** Arnzipal's Black Horror has a casting value of 7. If successfully cast, pick an enemy unit within 18 inch of the caster that is visible to them and roll a dice. On a 1 that unit suffers 1 mortal wound, on a 2 or 3 it suffers D3 mortal wounds, and on a 4+ it suffers D6 mortal wounds.

**WORSHIP THROUGH BLOODSHED** Command Ability. If Morathi, High Oracle of Khaine is your general, you can use this ability. If you do, pick up to 2 friendly DoK units within 14 inch of Morathi. Those units can immediately shoot as if it were the shooting phase. Alternatively, if either unit is within 3 inch of an enemy unit, it can instead be chosen to pile in and attack as if it were the combat phase.

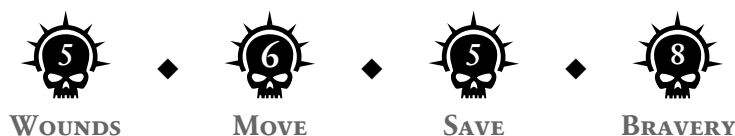
## MORATHI, THE SHADOW QUEEN



Morathi, the Shadow Queen is a Wizard. She can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Arnzipal's Black Horror spells.

**GAZE OF MORATHI** If a target is hit by the Gaze of Morathi, pick a model in the target unit and roll a dice. If the result exceeds that model's Wounds characteristic, it is slain.

## HAG QUEEN



For 60pts the Hag Queen is arguably the best hero in the game. She can turn a unit of 30 Witch Aelves into an unstoppable orgy of slaughter. AoS2 is here and Hag Queens are still excellent, especially since they're harder to shoot (although you still probably want a Cauldron in addition).

**PRIESTESS OF KHAINE** In your **hero phase**, a Hag Queen can pray once. If she does, pick a prayer she knows and roll a dice. On a result of 1 she is found unworthy and suffers 1 mortal wound. On a 2 nothing happens. On a 3+ the prayer is successful and its effect takes place. A Hag Queen knows the Rune of Khaine and Touch of Death prayers:

**RUNE OF KHAINE** The Hag Queen's Blade of Khaine has a Damage characteristic of D3 instead of 1 until your next hero phase.

**TOUCH OF DEATH** Pick a unit within 3 inch of this model and then hide a dice in one of your hands. Your opponent must pick a

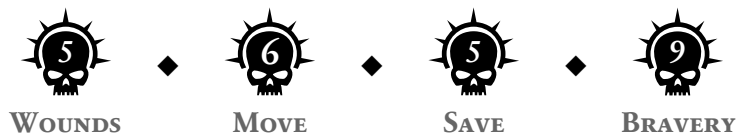


hand; if that hand is holding the dice, the unit you picked suffers D3 mortal wounds.

**WITCHBREW** In your **hero phase**, you can pick a friendly DoK unit within 3 inch of this model to drink witchbrew. If you do, then until your next hero phase you can re-roll failed wound rolls for that unit's melee weapons, and you do not need to take battleshock tests for the unit.

re-roll failed to wound rolls! and no battleshock test

## SLAUGHTER QUEEN



Primary priest, always casting on a 3+ but wounding herself on a 1. Good buff increasing her meh knife's damage to D3, essentially matching her Deathsword, which will put the lady at 7 damage D3 attacks, enough to kill bigger units all on her own. Her other good prayer is the ability to fight twice in the combat phase, which you should use if she goes up against hordes rather than monsters. She can also have this ability as a command ability, allowing a friendly unit to pile in during the hero phase.

Leave her at home unless she's your general or you're running Shadowhammer compact; If you take her as general her command ability makes your Witch Aelves kill more than what a Hag Queen would do, making her a better option in this case.

One thing to remember is that priests get an extra prayer from the list of khainite prayers, and therefore can actually pray twice in your hero phase.

**PRIESTESS OF KHAINE** In your **hero phase**, a Hag Queen can pray once. If she does, pick a prayer she knows and roll a dice. On a result of 1 she is found unworthy and suffers 1 mortal wound. On a 2 nothing happens. On a 3+ the prayer is successful and its effect takes place. A Hag Queen knows the Rune of Khaine and Touch of Death prayers:

**RUNE OF KHAINE** The Hag Queen's Blade of Khaine has a Damage characteristic of D3 instead of 1 until your next hero phase.

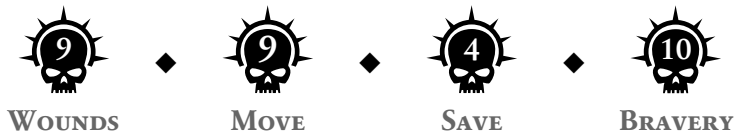
**TOUCH OF DEATH** Pick a unit within 3 inch of this model and then hide a dice in one of your hands. Your opponent must pick a hand; if that hand is holding the dice, the unit you picked suffers D3 mortal wounds.

**DANCE OF DOOM** Until your next hero phase, this model can be chosen to pile in and attack twice in the combat phase.

**PACT OF BLOOD** A Slaughter Queen can attempt to unbind one spell in the enemy hero phase as if it were a wizard.

**ORGY OF SLAUGHTER** If this model is your general, you can use this ability. If you do, pick a friendly DoK unit within 14 inch of this model. If that unit is within 3 inch of an enemy unit, it can pile in and attack as if it were the combat phase.

## AVATAR OF KHAINE



Needs to be animated. This becomes less of an issue if you have the Blood Rites allegiance ability, which automatically animates your statue from turn three onwards, but you want this thing moving before then because it's a heavy hitter.

Buff your Avatar with Mindrazor and watch him wreck everything in range. Thanks to his high bravery, his attacks will nearly always be four attacks with -3 rend and 4 damage each. Bravery 11 (10+1 thanks to **Idol of Worship**) will beat the bravery 10 of any of these units.

**WRATH OF KHAINE** If your army includes any Avatars of Khaine, friendly DoK priests know the Wrath of Khaine prayer in addition to any other prayers they know: Pick a friendly Avatar of Khaine on the battlefield – until your next hero phase, it is now Animated.

**ANIMATED:** The Avatar of Khaine cannot move, cannot shoot and cannot be selected to fight unless a friendly DoK priest used the Wrath of Khaine prayer to animate it in your preceding hero phase. Even if this model has not been animated it is still treated as a model in your army, with the exception that enemy units that begin their movement phase within 3 inch of it can either remain stationary or move normally – they do not have to retreat unless there is another enemy unit within 3 inch of them.

**IDOL OF WORSHIP** Add 1 to the Bravery characteristic of friendly DoK units that are within 7 inch of any friendly Avatars of Khaine.

Remember that the Wrath of Khaine prayer is not one of the six Prayers of the Khainite cult, so can be attempted by more than one Priest in the same turn

Basically a prayer used to activate in rounds 1–3

## CAULDRON OF BLOOD

If you are considering which way to go between the Shrine or the Cauldron. You are mostly weighing up whether you want the **Aura of Agony** for causing mortal wounds in a radius, or the **Bloodshield** for giving your sisters a +1 to saves.

**BLADED IMPACT** Roll a dice if this model ends a charge move within 1 inch of any enemy units. On a 2+ the nearest enemy unit suffers D3 mortal wounds.

**BLOODSHIELD** The powerful magic that fuels the Cauldron of Blood grants it and nearby followers protection. The range of this ability is shown in the damage table above. Add 1 to the saving throw of friendly DoK units that are wholly within this range of this model. A unit can only be affected by a single Cauldron of Blood's Bloodshield ability at any one time.

## BLOODWRACK SHRINE

While you should probably get a Cauldron of Blood first, a Bloodwreck Shrine is only 80 points more than the Medusa on her own. It costs you

2 inches of movement but it more than doubles your wounds, gives you the Shrinekeepers attacks, the Bladed Impact rule and gives you the Aura of Agony, which causes D3 mortal wounds all enemy units within a 7 inch radius on a diminishing die roll, starting at 2+, which coupled with her Bloodwrack Stare means that the Shrine has the potential to be doling out a lot of mortal wounds in a given turn. They are also Wizards now, being able to cast/unbind a single spell per turn.

### BLADED IMPACT

**BLOODWRACK STARE** When making a Bloodwrack Stare attack, pick a unit that is visible to the Bloodwrack Shrine and roll a dice for each model in that unit that is within range; for each roll of 5+ the unit suffers 1 mortal wound.

**AURA OF AGONY** Bloodwrack Shrines emit an aura that wracks enemies with waves of agony. Roll a dice for each enemy unit within 7 inch of any friendly Bloodwrack Shrines at the start of your hero phase. If the dice roll equals or beats the score listed on the damage table above, that unit suffers D3 mortal wounds as pure agony courses through them.

**ENFEEBLING FOE** Enfeebling Foe has a casting value of 5. If successfully cast, pick a unit within 18 inch of the caster that is visible to them. Until your next hero phase, subtract 1 from wound rolls for that unit in the combat phase.

## SLAUGHTER QUEEN ON CAULDRON OF BLOOD

Absolutely essential for turning an assortment of powerful units into a coherent army. Basically a straight upgrade for one of the Queens with an Avatar of Khaine strapped to the same model. It also has extra attacks thanks to the attendant sisters and an added charge bonus which inflicts Mortal Wounds. It also allows DoK units within a diminishing range to add +1 to their save rolls, definitely worth having considering how fragile the army is in general.

### BLADED IMPACT

### BLOODSHIELD

### WRATH OF KHAINE

**IDOL OF WORSHIP** Add 1 to the Bravery characteristic of friendly DoK units that are within 7 inch of any friendly Avatars of Khaine.

**PACT OF BLOOD** A Slaughter Queen on a Cauldron of Blood can attempt to unbind one spell in the enemy hero phase as if it were a wizard.

### COMMAND ABILITY: ORGY OF SLAUGHTER

**PRIESTESS OF KHAINE** In your **hero phase**, a Hag Queen can pray once. If she does, pick a prayer she knows and roll a dice. On a result of 1 she is found unworthy and suffers 1 mortal wound. On a 2 nothing

Remember that a Bloodwrack Shrine can cast Steed of Shadows on itself to fly 16 inch and get that Aura of Agony plus Bloodwrack Stare where it would hurt the most.

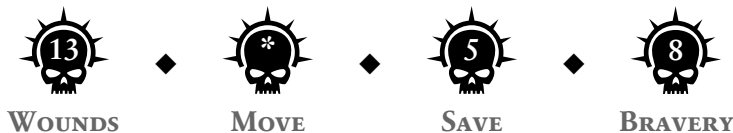
If you want a rapetrain, make a Slaughter Queen on this thing your general, then give her **Mistress of Poisons**, the **Crone Blade** and **Catechism of Murder**, wait for Turn 3 then charge something: you'll get +1 to the damage of all your melee hits since **Mistress of Poisons** works for all of the cauldron's attacks, and with **Crone Blade** on the Avatar's attack you get more than a chance to cause casualties and recover wounds, since it now does 4 damages per non saved attack, compensating for your fragility (you still have 13 wounds with a 4+ save but some generals can be tougher); factor in **Catechism of Murder** and a self cast **Orgy of Slaughter**. If you don't care about the **Crone Blade**, take a **Hagbrew** instead.

happens. On a 3+ the prayer is successful and its effect takes place. A Hag Queen knows the Rune of Khaine and Touch of Death prayers:

**RUNE OF KHAINE** The Hag Queen's Blade of Khaine has a Damage characteristic of D3 instead of 1 until your next hero phase.

**TOUCH OF DEATH** Pick a unit within 3 inch of this model and then hide a dice in one of your hands. Your opponent must pick a hand; if that hand is holding the dice, the unit you picked suffers D3 mortal wounds.

### HAG QUEEN ON CAULDRON OF BLOOD



**BLADED IMPACT**

**BLOODSHIELD**

**WRATH OF KHAINE**

**WITCHBREW**

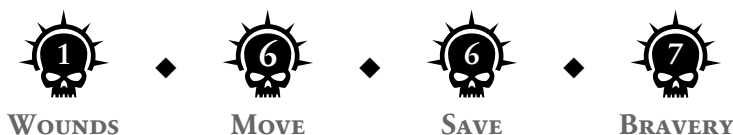
**IDOL OF WORSHIP** Add 1 to the Bravery characteristic of friendly DoK units that are within 7 inch of any friendly AVATARS OF KHAINE.

**PRIESTESS OF KHAINE** In your **hero phase**, a Hag Queen can pray once. If she does, pick a prayer she knows and roll a dice. On a result of 1 she is found unworthy and suffers 1 mortal wound. On a 2 nothing happens. On a 3+ the prayer is successful and its effect takes place. A Hag Queen knows the Rune of Khaine and Touch of Death prayers:

**RUNE OF KHAINE** The Hag Queen's Blade of Khaine has a Damage characteristic of D3 instead of 1 until your next hero phase.

**TOUCH OF DEATH** Pick a unit within 3 inch of this model and then hide a dice in one of your hands. Your opponent must pick a hand; if that hand is holding the dice, the unit you picked suffers D3 mortal wounds.

### WITCH AELVES



**Battleline** If you take the Buckler then they get a 5+ save with any roll of a six causing an immediate mortal wound on the attacker. If you'd rather have them be more killy, you can swap the buckler for an extra sacrificial knife which grants them another attack, up to three per model, which makes them rather choppy for a cheap unit, this can be further upgraded thanks to the **Frenzied Fervour** rule which grants them another extra attack

Always make saving throws with bucklers. Always take a big block of 30 Witch Aelves! By stacking bonuses, you can put out a massive number of attacks

whenever they are within 8 inch of DoK Hero in the combat phase, with each potentially throwing out four 3+/4+/-/1 attacks per turn with rerolls depending on what turn it is.

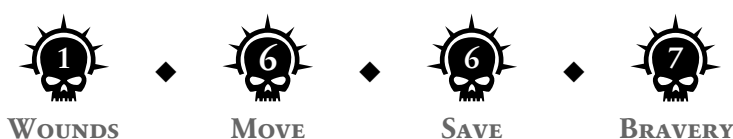
**FRENZIED FERVOUR** If this unit is within 8 inch of any friendly DoK heroes in the combat phase, add 1 to the Attacks characteristic of its Sacrificial Knives until the end of the phase.

**HORNBLOWER** Models in this unit can be Hornblowers. A unit that includes any Hornblowers can charge even if it ran in the same turn.

**STANDARD BEARER** Models in this unit can be Standard Bearers. If a unit includes any Standard Bearers when you take a battleshock test for it, roll two dice instead of one and discard the highest result.

Keep them close to a hero.  
Heroes are: **Slaughter Queen (on Cauldron)**, **Bloodwrack Medusa**, **Morathi, Morathi**, **Shadow Queen**, **Hag Queen**, **(on Cauldron)**, **Slaughter Queen**

## SISTERS OF SLAUGHTER



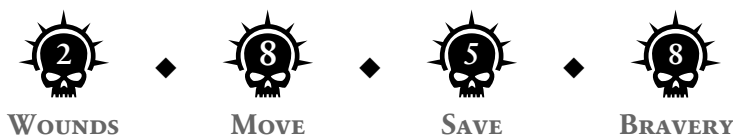
**Battleline** — Their unique special rule is that they can be chosen to pile in and fight up from up to 6 inch away rather than 3 inch, which means they have a massive threat radius without even charging and can jump on to the enemy during his own Combat Phase. A good use of these ladies might be to hover around your own units and perform a counter-charge whenever one of your weaker units gets threatened, dog-piling on the enemy when he thought he had the advantage.

**HORNBLOWER** Models in this unit can be Hornblowers. A unit that includes any Hornblowers can charge even if it ran in the same turn.

**STANDARD BEARER** Models in this unit can be Standard Bearers. If a unit includes any Standard Bearers when you take a battleshock test for it, roll two dice instead of one and discard the highest result.

**DANCE OF DEATH** Sisters of Slaughter can be chosen to pile in and attack in the combat phase if they are within 6 inch of an enemy, and can move up to 6 inch when they pile in.

## BLOOD SISTERS



**Battleline** if your general is a **Bloodwrack Medusa**. Your gorgon snake-chicks whose job is to be the army's elite melee anchor unit. Armed with Glaives and their Crystal Touch attacks, they can throw out a reliable amount of damage every turn. Glaives have three 3+/3+/-/1 attacks at 2 inch range which would be decent before you consider rerolls from Blood Rites or further buffs from prayers.

The Crystal Touch is a kicker though, causing an instant mortal wound on

every hit. Making Blood Sisters the ones you want to throw at the enemy elite to get maximum advantage of the Crystal Touch. The main problem is that they cost quite a lot for only a few models, yes they have two-wounds each but they are still fragile with a 5+ save (unless you bring a cauldron, which you should). Large units are also a must simply because of the massive discount they get in groups of 20.

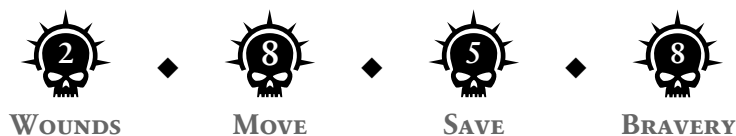
**TURNED TO CRYSTAL** Each time you score a hit with a Crystal Touch, the target suffers 1 mortal wound.

Even 5 snake ladies are a strong close combat unit but their damage output can be increased to ridiculous levels. 10 snakes with **catechism of murder**, mindrazor and witch brew in a **Hagg Nar** list will have 30 -2 rend and 2 Damage attacks, 10 crystal touch attacks, all with re-rolls to-hit and to-wound plus exploding sixes.

Don't forget the defensive buffs, with a Cauldron, **Hagg Narr**, and the reroll prayer you can make a big unit of the snake ladies 4+ (3+ if you can find a nice big terrain piece) 5++, 5+++ which makes them actually ridiculously tough.

Consider **Draichi Ganeth's** charge bonus for mortal wounds on 5+ rather than 6.

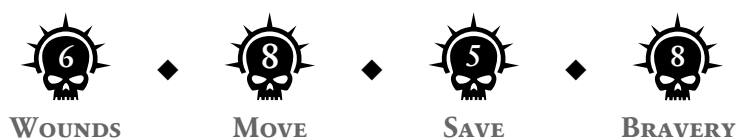
## BLOOD STALKERS



The ranged snake ladies. Yes you also have Khinerai Heartrenders now, but the Stalkers have the longer range and fewer rules for moving about, making them your primary fire support unit rather than the mobile harassing unit of harpies. Rolling 6+ to hit makes the bow do a mortal wound instead of the normal damage, which is nice to have but shouldn't be relied upon since you can't do massed ranged firepower like some other armies can. The squad leader also gets a Bloodwurm, which is a little dragon-pet that adds a single reliable close combat attack to her profile, but little else, kind of at odds with the unit's purpose as they are only average melee combatants.

**HEARTSEEKERS** Each time you make a hit roll of 6+ for this unit in the shooting phase, the target suffers 1 mortal wound instead of the normal damage.

## BLOODWRACK MEDUSA



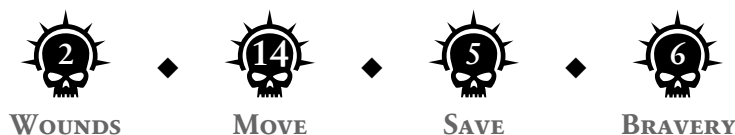
Your generic Wizard, capable of tossing off a spell that makes it harder for the enemy to wound you, which is also nice, plus Mindrazor or whatever you like. Also, you know how Wizards tend to be useless in close combat and shooting? Well this is Daughters of Khaine and everyone has to pull

their weight. Has an absolutely brutal shooting attack, where you roll a dice for every model in a unit and every 5+ is a Mortal Wound, and has a metric ton of close combat attacks, with a theoretical maximum of 16 wounds (average dice rolls will probably render it closer to 5 or 6, depending on what turn it is). You already want her slinging spells left and right, and she can easily be used to quickly clear out a unit of archers or something while your more important units take out tougher enemies. Definitely needs to be on your list.

A Bloodwrack Medusa can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the **Arcane Bolt**, **Mystic Shield** and **Enfeebling Foe** spells.

**BLOODWRACK STARE** When making a Bloodwrack Stare attack, pick a unit that is visible to the Bloodwrack Medusa and roll a dice for *each model* in that unit that is within range; for each roll of 5+ the unit suffers 1 mortal wound.

## DOOMFIRE WARLOCKS



They are excessively fast at 14 inch and they're pretty tough unit of wizards. This makes them incredibly versatile already, letting you play small units to either shoot Mortal Wounds or buff your squishy ladies, but the really great part is their unique spell. First, it's casting value 5, so very easy to get off, then you get +1 to cast if the unit has 10+ models and then its a damage spell that scales to your unit size, topping at a flat 6 Mortal Wounds at 10+ models. Six. Mortal. Wounds.

- Another way to use them is to ignore their trademark spell and see them as a mobile buff support unit. Most time than not DoK tends to be a single directed steam roller with not many units to sit back and cap objectives. This is where The warlocks comes in, they are fast enough to cap and tough enough to stick a little longer vs smaller opposing units compared to using harpies for the similar role esp if they are within range to the blood shield! To top it off their insane 14 inch movement allows you to position your warlocks in such a way what they can be outside the 30 inch dispel radius from your opponent and still in range to buff your own units
- Even though they are Cavalry, there are multiple ways of being able to teleport them into the face of your opponent on turn 1. Taking a **Shadow Patrol** with two units of 10 Warlocks and a General with the Khailebron Command Trait **Mistress of Illusion** can do just this. That is 6 Mortal Wounds plus 40 4+/-/1 Crossbow shots, and whatever spells you loaded onto the second unit hitting your opponent at once.

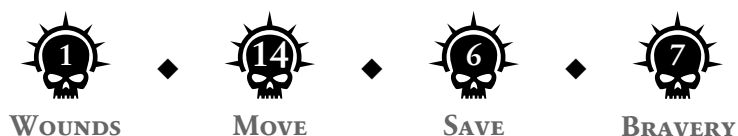
A unit of Doomfire Warlocks can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. A unit of Doomfire Warlocks knows the **Arcane Bolt**, **Mystic Shield** and Doomfire spells.



**DOOMFIRE COVEN** Add 1 to casting and unbinding rolls for this unit if it has 10 or more models.

**DOOMFIRE** Doomfire has a casting value of 6. If successfully cast, pick an enemy unit within 18 inch of any model in the casting unit that is visible to it. The target unit suffers D3 mortal wounds if the casting unit has fewer than 5 models, D6 mortal wounds if it has 5 to 9 models, or 6 mortal wounds if it has 10 or more models.

## KHINERAI LIFETAKERS



Lifetakers behave pretty much like flying Witch Aelves. They gain +1 damage whenever they charge into combat and can also fall back from combat after they have completed all of their attacks on a die roll of 4+, so you can escape during an enemy turn and just charge them again on your own. Get enough of these together and they'll be taking anything down.

**DESCEND TO BATTLE** Instead of setting up this unit on the battlefield, you can place it to one side and say it is circling high above. In any of your movement phases, it can descend to battle – set up the unit anywhere on the battlefield that is more than 9 inch from any enemy models. This is their move for that movement phase.

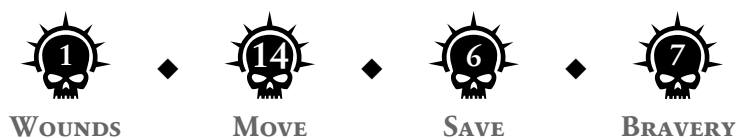
**FIGHT AND FLIGHT** In the combat phase, after this unit has finished making all of its attacks, roll a dice: on a 4+ it can make a 6 inch normal move as if it were your movement phase, but it cannot run as part of this move.

**DEATH ON THE WIND** Add 1 to the Damage characteristic of this unit's Barbed Sickles if it made a charge move in the same turn.

+1 damage when charging

**HEARTPIERCER SHIELD** In the combat phase, Khinerai Lifetakers have a Save characteristic of 5+. In addition, each time you make a save roll of 6 for such a unit in the combat phase (after re-rolls, but before any modifiers are applied), a Khinerai Lifetaker pierces her assailant's heart with her shield – the attacking unit suffers 1 mortal wound after it has made all of its attacks.

## KHINERAI HEARTRENDERS



The other of your two new Khinerai Harpy units. The Heartrender variant are your ranged specialists who can fling their barbed javelins up to 12 inch doing decent 3+/3+/-1/1 damage; although that's only one attack each. They can Deep Strike, arriving anywhere on the table more than



9 inch from the enemy when you feel like, which is still happily within their shooting range, which also has their Rend characteristic boosed to -2 for that alpha strike attack. They can also shoot after running and fall back after shooting on a die roll of 4+, meaning that although 12 inch is quite a short range for a ranged weapon you have a chance of darting in and out an inevitable counter-charge when the enemy gets annoyed with you. They also have the Heartpiercer Shield which makes them more resilient though admittedly you don't want this unit in melee because they do so much better as a harassing unit.

Heartrenders can also serve as line backers, able to move and support your units where needed. Use this when faced against armies that put out more damage than they can handle, sitting them behind your hordes of Witches/Sisters to take the brunt of your opponents abuse and chucking Javelins at them then moving into combat to mop up whatever is left.

**DESCEND TO BATTLE** Instead of setting up this unit on the battlefield, you can place it to one side and say it is circling high above. In any of your movement phases, it can descend to battle – set up the unit anywhere on the battlefield that is more than 9 inch from any enemy models. This is their move for that movement phase.

**FIRE AND FLIGHT** In your shooting phase, after this unit has finished making all of its attacks, roll a dice: on a 4+ it can make a 6 inch normal move as if it were your movement phase, but it cannot retreat or run as part of this move.

**DEATH FROM ABOVE** This unit can shoot even it ran in the same turn. In addition, in the shooting phase, change the Rend characteristic of this unit's Barbed Javelins to -2 if it was set up on the battlefield in the same turn.

**HEARTPIERCER SHIELD** In the combat phase, Khinerai Heartrenders have a Save characteristic of 5+. In addition, each time you make a save roll of 6 for such a unit in the combat phase (after re-rolls, but before any modifiers are applied), a Khinerai Heartrender pierces her assailant's heart with her shield – the attacking unit suffers 1 mortal wound after it has made all of its attacks.

Drop two **Draichi Ganeth Slaughter Troupe** 5-Harpy (each with an Allied Assassin) units in your opponents back field and pepper a hiding hero with your Javelins until you can aggro one of his units to come take care of you. Note: Be mindful of your surroundings and don't drop into a bunch of gun lines...but if you do, they'll spend a turn shooting two 80 point units rather than your 300 point blobs of Witch's and Sister's. Anyways, if you get something to bite, let them charge you, then fly/run/retreat out of there towards your opponents now-isolated Hero, drop your Allied Assassin's on him/her and decide where to go from there.

## REFERENCES

### CORERULES

**AT THE DOUBLE** You can use this command ability after you make a run roll for a friendly unit that is within 6 inch of a friendly Hero, or 12 inch of a friendly Hero that is a general. If you do so, the run roll is treated as being a 6.

**FORWARD TO VICTORY** You can use this command ability after you make a charge roll for a friendly unit that is within 6 inch of a friendly Hero, or 12 inch of a friendly Hero that is a general. If you do so, re-roll the charge roll.

**INSPIRING PRESENCE** You can use this command ability at the start of the battleshock phase. If you do so, pick a friendly unit that is within 6 inch of friendly Hero, or 12 inch of a friendly Hero that is a general. That unit does not have to take battleshock tests in that phase.

**LOOK OUT, SIR!** You must subtract 1 from hit rolls made for missile weapons if the target of the attack is an enemy Hero that is within 3 inch of an enemy unit that has 3 or more models. The Look Out, Sir! rule does not apply if the target Hero is a Monster.

**MYSTIC SHIELD** has a casting value of 6. If successfully cast, pick the caster, or a friendly unit within 18 inch of the caster and which is visible to them. You can add 1 to all save rolls for the unit you pick until the start of your next hero phase.

**ARCANE BOLT** Arcane Bolt has a casting value of 5. If successfully cast, pick an enemy unit within 18 inch of the caster and which is visible to them. The unit you pick suffer D3 mortal wounds.

## WIZARD-SPILLS

**RUNE OF KHAINE** The Hag Queen's Blade of Khaine has a Damage characteristic of D3 instead of 1 until your next hero phase.

**TOUCH OF DEATH** Pick a unit within 3 inch of this model and then hide a dice in one of your hands. Your opponent must pick a hand; if that hand is holding the dice, the unit you picked suffers D3 mortal wounds.

**IDOL OF WORSHIP** Add 1 to the Bravery characteristic of friendly DoK units that are within 7 inch of any friendly AVATARS OF KHAINE.

## PRIEST-SPILLS

### CORERULES

### COMMAND TRAITS

Only your general has this, but you can choose what is cheesiest/fluffiest/Y-our dudes-est or roll. Beware that if you have to choose a new general for whatever reason, you have to roll.

**Strategic Genius** At the start of the first battle round, you receive 1 extra command point. strong options for first turn shenanigans with 2 command points at your disposal.

**Inspiring Friendly ORDER** units at 6" doesn't roll battleshock. If you expect heavy casualties, this trait is great, as it doesn't make a potentially bad situation worse. But be wary of becoming a **DISTRACTION CARNIFEX** and shot to death.

**Reckless Reroll** charge of the general. If you have a melee powerhouse of a general (and Order has a few candidates), go ahead

**Tenacious** +1 wound. Nice, but don't get overconfident. A squishy wizard is still a squishy wizard, either with 5 or 6 wounds.

Legendary Fighter +1 attack to a chosen melee weapon each combat phase. Depending on the hero, this can be shit or awesome.

Defense Master Ignore wound and mortal wounds on 6+. Somewhat disappointing, but an additional save always is nice.

## ARTIFACTS

A HERO in your army can have one of these for free, and for each Battalion, you include you can choose an additional HERO to carry another one.

Quicksilver Potion Once per battle, you and your mount can attack before anyone, even in your opponent's turn. This can be potentially nasty in the right hands. Sure, a Freeguild General can't do much (you'll be surprised), but it's another story in a Lord Celestant on Dracoth or Stardrake or a Dreadlord. A good trick is to deliberately put them in charge distance from a nasty but manageable unit and drink it in the enemy's combat phase to take them for surprise and crush them.

Obstinate Blade -1 Rend to one of your melee weapons. Always useful. If you're not sure which artifact to take, this one is always a good option. Remember that a Rend -4 is usually overkill with the average saves out there, a -2/3 is way better if you have around 4 5 attacks with the said weapon.

Relic Blade +1 Damage to one of your melee weapons. As with the Obstinate blade, useful. Prioritize this if you know that your hero is going to face many multi-wound models, like cavalry or elite infantry.

Hoarfrost Choose one of your melee weapons, anyone who is wounded but survives, suffers -1 to Hit for the rest of the battle. This can be situational, but characters who rely on a flurry of attacks but are almost naked, like the Assassin or the Death Hag can be a lifesaver.

Talisman of Blinding Light Once per battle at the start of the combat phase, -1 to Hit to all who targets its bearer. Don't. There are better artifacts that do almost the same that last longer, like Hoarfrost, or better suited for defense, like the Phoenix Stone. And that's if you want to go defensive.

Phoenix Stone Heal 1 wound each friendly hero phase. Really good, even if somewhat underwhelming. That wound saved can be the difference between alive or dead, or a holy deliverer of the Pantheon's fury or a clawless newborn kitty. Combine with abilities or spells which heals like Lord Relictor's or Collegiate Life Battlemage's to great effect.

## TABLES

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## SOURCES

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Tactics Battlescroll Builder FAQ