

Units

	M	WS	BS	S	T	W	I	A	Ld	TROOP TYPE
Morathi	5	5	4	3	3	3	6	3	10	Monstrous Cavalry ^{p83}
Sulephet (Dark Pegasus)	8	4	0	4	4	3	4	3	6	
Death Hag	5	6	6	4	3	2	7	3	9	Infantry Chariot ^{p86} (Armor Save 6+)
Cauldron of Blood	5	-	-	5	6	3	-	-	-	
Hag	-	4	4	3	-	-	6	1	-	
Dark Rider	5	4	4	3	3	1	5	1	8	Cavalry ^{p82}
Dark Steed	9	3	0	3	3	1	4	1	5	
Witch Elves	5	4	4	3	3	1	6	1	8	Infantry
Executioners	5	5	4	4	3	1	5	1	9	Infantry
Shades	5	5	5	3	3	1	5	1	8	Infantry
War Hydra	6	4	4	5	5	5	2	3+*	6	Monster ^{p85}

Morathi^{p54}

Level 4 wizard

375pts

Mount: Sulephet, the Dark Pegasus

	M	WS	BS	S	T	W	I	A	Ld	TROOP TYPE
Morathi	5	5	4	3	3	3	6	3	10	Monstrous Cavalry ^{p83}
Sulephet (Dark Pegasus)	8	4	0	4	4	3	4	3	6	

- Always strikes first (Morathi only)
- Enchanting Beauty
- Fly^{p54}
- Hatred^{p54} (High Elves, Morathi only)
- Hekarti's Blessing^{p54}
- Impale Attack^{p54} (Sulephet only)
- Murderous Prowness^{p54}

The First Sorceress^{DE p54} +3 to all casting attempts

Thousand and One Dark Blessings^{DE p54} +4 Ward Save and Magic Resistance (2)

HEARTRENDER AND THE DARKSWORD Magic Weapon. Paired Weapons. Hits from this weapon have the Killing Blow^{p54} special rule and are resolved at +2 Strength in the turn Morathi charges. In addition, a monster or character that suffers one or more unsaved Wounds from Heartrender and the Darksword reduces its Attacks, Strength and Toughness characteristics by one (to a minimum of 1) for each unsaved Wound. These penalties are applied at the end of the round of close combat in which the Wounds were suffered and last for the remainder of the game.

Monstrous Cavalry Cavalry^{p82} Rules apply but highest Wound characteristics are used. Stomp^{p76} special rule. Monstrous Ranks special rule.

Death Hag^{DE p46}

275pts

	M	WS	BS	S	T	W	I	A	Ld	TROOP TYPE
Death Hag	5	6	6	4	3	2	7	3	9	Infantry Chariot ^{p86} (Armor Save 6+)
Cauldron of Blood	5	-	-	5	6	3	-	-	-	
Hag	-	4	4	3	-	-	6	1	-	

Death Hag^{85PTS}

- Always strikes first[☞]
- Frenzy[☞]
- Hatred[☞] (High Elves)
- Murderous Prowess[☞]
- Poisoned Attacks[☞]
- Two Hand Weapons[☞]

Cauldron of Blood^{190PTS}

- Always strikes first[☞]
- Frenzy[☞]
- Hatred[☞] (High Elves)
- Murderous Prowess[☞]
- Poisoned Attacks[☞]
- Chariot (Armor Save 6+)
- Bloodshield of Khaine[☞]
- Fury of Khaine[☞]
- Large Target[☞]
- Magic Resistance (1)[☞]
- Strength of Kaine[☞]
- Terror[☞]
- Will of the Gods[☞]

☞ Dark Riders^{DE P41}

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Dark Rider	5	4	4	3	3	1	5	1	8	Cavalry ^{P82}
Dark Steed	9	3	0	3	3	1	4	1	5	

- Always strikes first
- Fast Cavalry
- Hatred
- Murderous Prowess
- Repeater Crossbows^{DE P34}
- Shields^{P43}

Range	Strength	Special Rules
24"	3	Armour Piercing Multiple Shots (2)

210pts

☞ Witch Elves^{DE P46}

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Witch Elves	5	4	4	3	3	1	6	1	8	Infantry

- Standard Bearer^{P94}
- Two Hand Weapons
- Always strikes first
- Frenzy
- Hatred
- Madness of Khaine
- Murderous Prowess
- Poisoned Attacks

Witch Elves under the Fury of Khaine spell influence have four attacks (Two Hand Weapons, 2 × Frenzy). They re-roll all To-Hit rolls (Always stikes first) and all failed To-Wound rolls (Murderous Prowess). Each roll of a 6 is a automatic wound (Poisoned Attack).

☞ Executioners of Har Ganeth^{DE P44}

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Executioners	5	5	4	4	3	1	5	1	9	Infantry

- Always strikes first
- Killing Blow
- Hatred
- Murderous Prowess

☞ Shades^{DE P40}

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Shades	5	5	5	3	3	1	5	1	8	Infantry

- Hand Weapons
- Repeater Crossbow
- Hatred
- Scouts
- Murderous Prowness
- Skirmishers

Range	Strength	Special Rules
24"	3	Armour Piercing Multiple Shots (2)

War Hydra ^{DE p49}

	M	WS	BS	S	T	W	I	A	LD	TROOP TYPE
War Hydra	6	4	4	5	5	5	2	3+*	6	Monster ^{p85}

- If One Head is Severed ...
- ... Another Takes its Place
- Large Target
- Scaly Skin (4+)
- Terror
- Fiery Breath ^{2opts p67}

Monsters have a more destructive version of Stomp, called Thunderstomp. ^{p76}

Special Rules

MURDEROUS PROWNESS ^{DE p34} Models with this special rule (but not their mounts) re-roll all To Wound rolls of a 1 when making close combat attacks.

ENCHANTING BEAUTY ^{DE p54} Model in base contact must pass Leadership or be reduced to WS 1 till end of phase

HEKARTI'S BLESSING ^{DE p34} Models with this special rule add +1 to all attempts to cast spells from the Lore of Dark Magic.

ETERNAL HATRED ^{DE p34} A model with this special rule has the Hatred ^p special rule. In addition, its Hatred applies in every round of close combat, not just the first.

IMPALE ATTACK ^{HE p50} On a turn in which it charges, a Dark Pegasus; close combat attacks are resolved at +1 Strength.

WILL OF THE GODS ^{DE p47} The model has no steeds but uses its own Movement value and can march, join units as if it were a character (but must be placed in the centre front rank). Only one model with this special rule can join each unit.

BLOODSHIELD OF KHAINE ^{DE p47} 4+ Ward save. Witch Elves, Hags, Death Hags (including Hellebron) in the same unit or mounted on it have a 5+ ward save, and all other models in the unit have a 6+ ward save.

STRENGTH OF KHAINE ^{DE p47} Friendly models with the Murderous Prowness ^p special rule in units within 6" re-roll all failed To Wound rolls.

FURY OF KHAINE ^{DE p47} Innate bound augment spell (level 3) that targets a single unit within 12" The target gains the Frenzy ^p special rule until the start of the Cauldron of Blood's next Magic phase. If the target already has the Frenzy special rule, that Frenzy grants +2 Attacks to every model in the unit instead of just +1. Not cumulative with Witchbrew.

MADNESS OF KHAINE ^{DE p46} At the end of each of your turns, roll a D6 for each of your characters that is in a unit of Witch Elves (do not roll for Khainite Assassins, Shadowblade, Death Hags or Hellebron - they've learnt how to survive in such company). On a score of 4+, nothing happens. On a score of 3 or less, that character immediately suffers D6 Strength 3 hits as the Witch Elves lose all control and turn on their ally.

ALWAYS STRIKES FIRST ^{p66} Unit always strikes first. If the unit's Initiative is equal to or higher than the enemy's, he can re-roll failed misses when striking in close combat.

CAVALRY^{p82} The rider and mount use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent that the cavalry model is in base contact with. The mount's Wounds and Toughness are never used. Riders Weapon Skill is used. Cavalry have the Swiftstride rule.^{p76} Unless otherwise noted, special rules that apply to the mount do not normally (see exceptions in rule book) also apply to the rider.

Rider's armour saves are used. A cavalry models armour save is treated as being one point better. If the mount has barding, the riders's armour save is increased by two points.

FAST CAVALRY^{p68} Vanguard deployment rule.^{p79} Free Reform. Feigned Flight. Fire on the March.

MONSTROUS CAVALRY^{p83} All the cavalry rules apply to monstrous cavalry rules with one exception - monstrous cavalry always use the highest Wounds characteristic the model has rather than automatically using the rider's - indeed this will normally mean that the model uses the mount's Wounds characteristic.

FEAR^{p69} At the start of each Close Combat round, a unit that is in base contact with one or more enemy models that cause Fear must take a Leadership test, before any blows are struck.

FLY^{p70} All flyers have the Swiftstride[🌀] special rule. Movement begins and ends on the ground and moves up to 10". Only entire units that can both walk and fly can do both. A flying charge is calculated with a movement of 10". Units can perform a Flying March of up to 20". Flyers always move on the ground when they flee or pursue, but still benefit from Swiftstride. Flying Cavalry are treated as Fast Cavalry with the Fly special rule.

FRENZY^{p70} To represent their fighting fury and lack of self-preservation instincts, Frenzied troops have the Extra Attack and Immune to Psychology[🌀] special rules.

HATRED^{p71} Re-roll Missed attacks during the first round of close combat against High Elves.

IMMUNE TO PSYCHOLOGY^{p69} Automatically passes all Panic, Fear and Terror tests.

IMPACT HITS^{p71} D6 Hits on charge resolved first in close combat at the strength of the model, with hits distributed as if they were shooting attacks, and any unsaved wounds do count towards combat results.

KILLING BLOW^{p72} Rolls of 6 to wound in close combat automatically slays the opponent regardless of the number of wounds, no armour saves allowed. Only effective against infantry, cavalry and war beasts.

LARGE TARGET^{p72} Cannot claim cover modifiers for obstacles. If General or Battle Standard Bearer is a Large Target (or is mounted on one), then the range of their respective Inspiring Presence and Hold Your Ground! abilities is increased from 12" to 18".

MAGIC RESISTANCE^{p72} (1) Bonus to ward save against spells. E.g. a 5+ becomes a 3+.

MONSTROUS^{p81} Have the Stomp and Swiftstride special rule. Needs only 3 units to form ranks and 6 to form a horde.

POISONED ATTACKS^{p73} Attacks wound automatically on a to-hit roll of 6.

SCALY SKIN^{p75} 3+ Armour save of 3+

SCOUTS^{p79} Scouts are set up after all other non-Scout units from both armies have been deployed. they can be set up either in their controlling player's deployment zone, or anywhere on the battlefield more than 12" away from the enemy. If deployed in this second way, Scouts cannot declare a charge in the first turn if their side goes first.

SKIRMISHERS^{p77} Skirmish Formation, Skirmishers and Charging, Free Reform, Fire on the March, Light Troops

STOMP^{p76} Can make a Stomp in addition to other close combat attacks with the Always strikes last rule. It inflicts 1 automatic hit at the models strength.

THUNDERSTOMP^{p76} A Thunderstomp makes D6 hits on the target unit.

SWIFTSTRIDE^{p76} When charging uses 3D6 and discard the lowest result and add to their move value. When fleeing and pursuing, use 3D6 and discard the lowest result.

TERROR^{p78} Models that cause Terror also cause Fear. Terror-causing models are themselves immune to both Fear and Terror. If a Terror causing creature declares a charge the target unit must immediately take a panic test.