

SISTERS OF SLAUGHTER

Masters of the kruit-lash – the barbed whip – the Sisters of Slaughter are fanatical Khaine worshippers that have dedicated their lives and bodies to perfecting the art of dealing death. With skills honed in ritual duels and gladiatorial fights, the Sisters of Slaughter unleash their fury upon the battlefield, stopping at nothing to strike their foes again, and again, and again...



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Whip	2"	2	3+	4+	-	1
Sacrificial Knife	1"	1	3+	4+	-	1

DESCRIPTION

A unit of Sisters of Slaughter has 10 or more models. Some units are armed with Barbed Whips and Sacrificial Knives, whilst others fight with Barbed Whips and carry Bladed Bucklers.

HANDMAIDEN

The leader of this unit is a Handmaiden. Add 1 to hit rolls for a Handmaiden.

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.

ABILITIES

Dance of Death: Sisters of Slaughter can be chosen to pile in and attack in the combat phase if they are within 6" of an enemy, and can move up to 6" when they pile in.

Bladed Bucklers: In the combat phase, Sisters of Slaughter with Bladed Bucklers 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), the attacking unit suffers 1 mortal wound after it has made all of its attacks.

KEY WORDS

ORDER, AELF, DAUGHTERS OF KHAINE, SISTERS OF SLAUGHTER