

WITCH AELVES

Together, the Witch Aelves are the army of Khaine, devotees of bloodshed and murder. Relying upon speed and dexterity over armour, they dash into combat, slashing at the enemy with zealous abandon. The agonised cries, spurting blood and still-beating hearts of their foes are the finest offerings they can make to their cruel and violent god, who rewards them with a divine battle-frenzy.



MELEE WEAPONS

Sacrificial Knife

Range

1"

Attacks

2

To Hit

3+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Witch Aelves has 10 or more models. Some units are armed with pairs of Sacrificial Knives, whilst others fight with single Sacrificial Knives and Bladed Bucklers.

HAG

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

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

Paired Sacrificial Knives: Add 1 to the Attacks characteristic of a Witch Aelf's Sacrificial Knife if it is armed with a pair of Sacrificial Knives.

Frenzied Fervour: If this unit is within 8" of any friendly **DAUGHTERS OF KHAINE HEROES** in the combat phase, add 1 to the Attacks characteristic of its Sacrificial Knives until the end of the phase.

Bladed Bucklers: In the combat phase, Witch Aelves 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.

KEYWORDS

ORDER, AELF, DAUGHTERS OF KHAINE, WITCH AELVES