

SORCERESS

Despots who rule over the Darkling Covens with unquestioned authority and cruel cunning, Sorceresses wield dark and terrible sorceries that can blast the life from their foes or wrack them with unimaginable agony.



MELEE WEAPONS

Witchstaff

Range

2"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

A Sorceress is a single model armed with a Witchstaff.

ABILITIES

Blood Sacrifice: *The sorceress shows no mercy as she slits the throat of a nearby thrall and draws power from the blood that gushes forth.*

At the start of your hero phase, you can pick 1 friendly **DARKLING COVEN** model within 3" to be slain. If you do so, add 2 to casting rolls for this model until the end of that phase.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Word of Pain spells.

Word of Pain: *The Sorceress utters a forbidden name, wracking her foes with unbearable pain.*

Word of Pain has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. In addition, subtract 1 from hit rolls for attacks made by that unit until your next hero phase.

COMMAND ABILITY

Command Underlings: *The cold-hearted rulers of the Darkling Covens wield absolute control over their ensorcelled underlings, commanding them to do their bidding.*

You can use this command ability in your hero phase. If you do so, pick 1 friendly **DARKLING COVEN** unit wholly within 12" of a friendly **DARKLING COVEN HERO** with this command ability. Until your next hero phase, that unit can run and still shoot and/or charge later in the same turn.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, DARKLING COVEN, HERO, WIZARD, SORCERESS