

# SORCERESS

## ON BLACK DRAGON

Many Sorceresses go to war upon fearsome Black Dragons, delighting in the terror in the eyes of their enemies as the scaled beasts spit clouds of choking black fumes and rip their prey apart with sword-sized talons.



### DESCRIPTION

A Sorceress on Black Dragon is a single model armed with one of the following weapon options: Witch Rod; or Darkling Sword. A Sorceress on Black Dragon can also be armed with a Witch Lash.

**MOUNT:** This unit's Black Dragon attacks with its Fearsome Jaws, Razor-sharp Claws and Noxious Breath.

**FLY:** This model can fly.

### 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.

**Noxious Breath:** *The Black Dragon unleashes a cloud of caustic, choking gas.*

Do not use the attack sequence for an attack made with a Black Dragon's Noxious Breath. Instead, roll a number of dice equal to the number of models from the target unit that are in range of the attack. For each 6, the target unit suffers 1 mortal wound.

### 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 Bladewind spells.

**Bladewind:** *The Sorceress summons a storm of ethereal blades to slice her foes to ribbons.*

Bladewind has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them and roll 9 dice. For each roll that is lower than that unit's Save characteristic, that unit suffers 1 mortal wound.

### COMMAND ABILITIES

**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.

**Inspire Hatred:** *Dark words of power spoken by the Sorceress fill her underlings with an unbridled malice that fuels their attacks upon the enemy.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **DARKLING COVEN** unit wholly within 12" of a friendly **DARKLING COVEN HERO** with this command ability. You can re-roll wound rolls of 1 for attacks made by that unit in that combat phase.

#### MISSILE WEAPONS

Noxious Breath

Range	Attacks	To Hit	To Wound	Rend	Damage
6"	1		See below		

#### MELEE WEAPONS

Witch Rod

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	4+	3+	-1	D3

Darkling Sword

1"	3	4+	4+	-	1
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Witch Lash

2"	1	3+	4+	-	1
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Fearsome Jaws

3"	3	4+	☀	-2	D6
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Razor-sharp Claws

2"	☀	4+	3+	-1	2
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#### DAMAGE TABLE

Wounds Suffered	Move	Fearsome Jaws	Razor-sharp Claws
0-3	14"	1+	6
4-6	12"	2+	5
7-9	10"	3+	4
10-12	8"	4+	3
13+	6"	5+	2

#### KEYWORDS

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