



KHAINITE SHADOWSTALKERS

Shadowstalkers are the elite assassins and agents of Morathi. These shademarked wraiths slip into an umbral sub-realm in order to outflank their prey before charging forth in a murderous blur of sorcery and flashing knives.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Missiles	6"	1	4+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Assassin's Blades	1"	2	4+	3+	-	1
Umbral Blades	1"	3	3+	3+	-1	D3

DESCRIPTION

A unit of Khainite Shadowstalkers has any number of models, each armed with Cursed Missiles and Assassin's Blades.

SHROUD QUEEN: 1 model in this unit can be a Shroud Queen. A Shroud Queen is armed with Umbral Blades and Cursed Missiles. In addition, a Shroud Queen has a Wounds characteristic of 3.

ABILITIES

Shadow Leap: *Shadowstalkers can vanish and reappear at will as they navigate the Umbral Web.*

In your movement phase, instead of making a normal move with this unit, you can say that it will shadow leap. If you do so, remove this unit from the battlefield and set it up again anywhere on the battlefield more than 9" from any enemy units.

Cursed Missiles: *The slightest scratch from these weapons can spell the end of any foe.*

If the unmodified hit roll for an attack made with Cursed Missiles is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Harness Shadow: *Given their control of shadow itself, these assassins are almost impossible to strike.*

Subtract 1 from hit rolls for attacks made with melee weapons that target this unit.

KEYWORDS ORDER, AELF, DAUGHTERS OF KHAINE, KHAINITE SHADOWSTALKERS

DAUGHTERS OF KHAINE WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Khainite Shadowstalkers	9	18	100		