



FIGHTER TYPES

KHAINITE SHADOWSTALKERS



Shroud Queen



Shroudblades with
Cursed Swords



Shroudblade with
Umbral Spear



Darkflame Warlock
with Repeater
Crossbows



Darkflame
Warlock with
Doomfire Ring



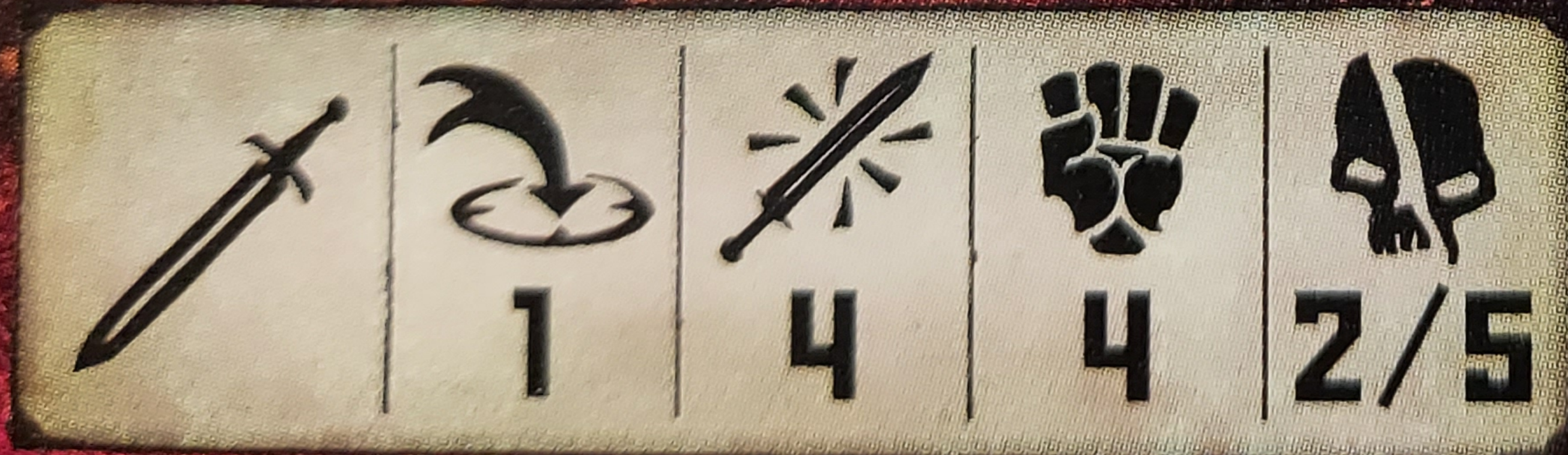
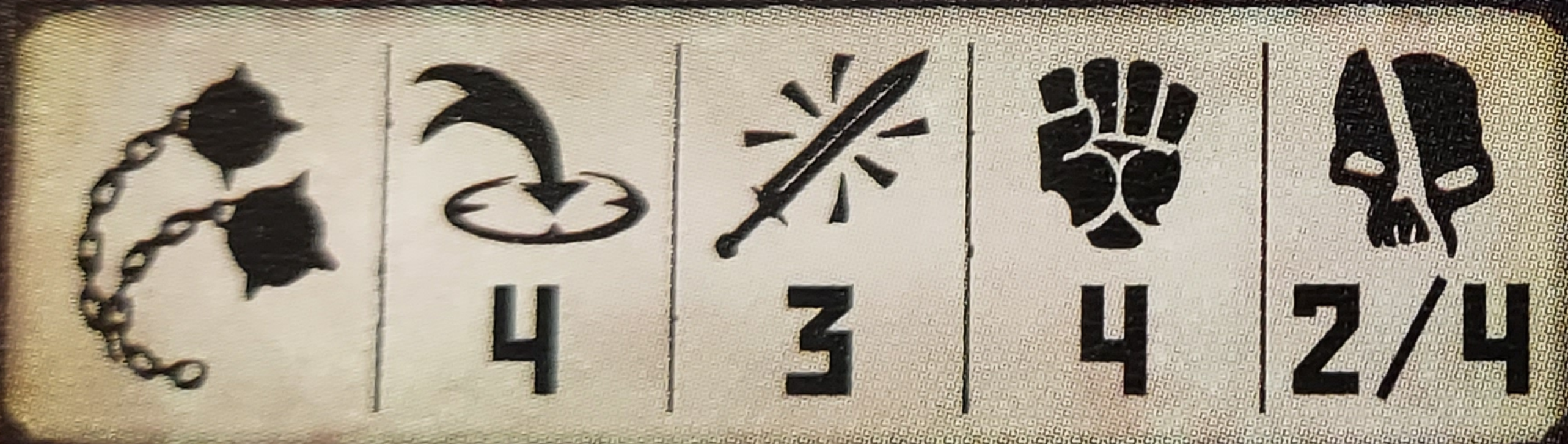
Slaughtershade
with Shadow
Whip

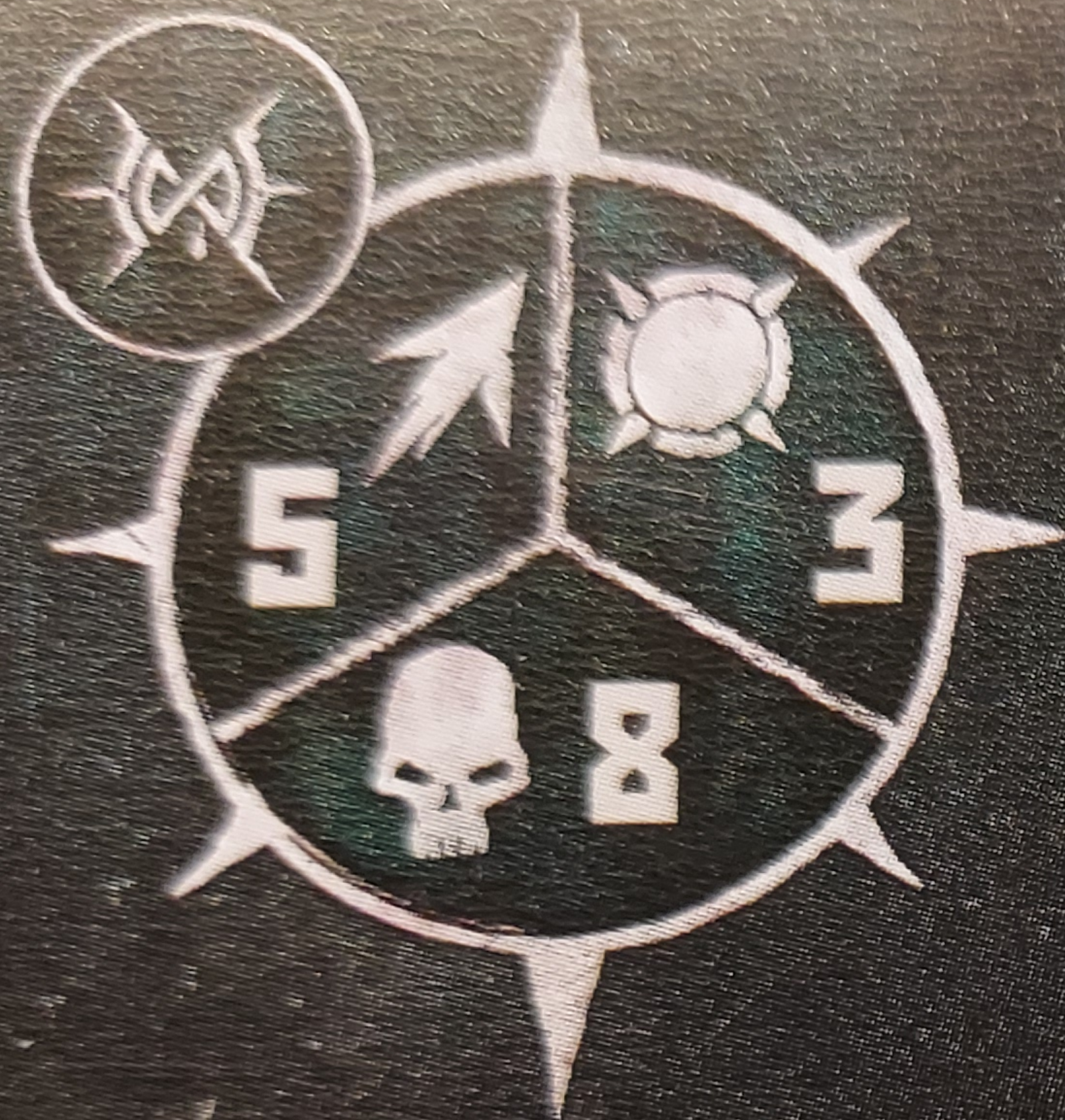


Slaughtershade
with Umbral
Spears




190



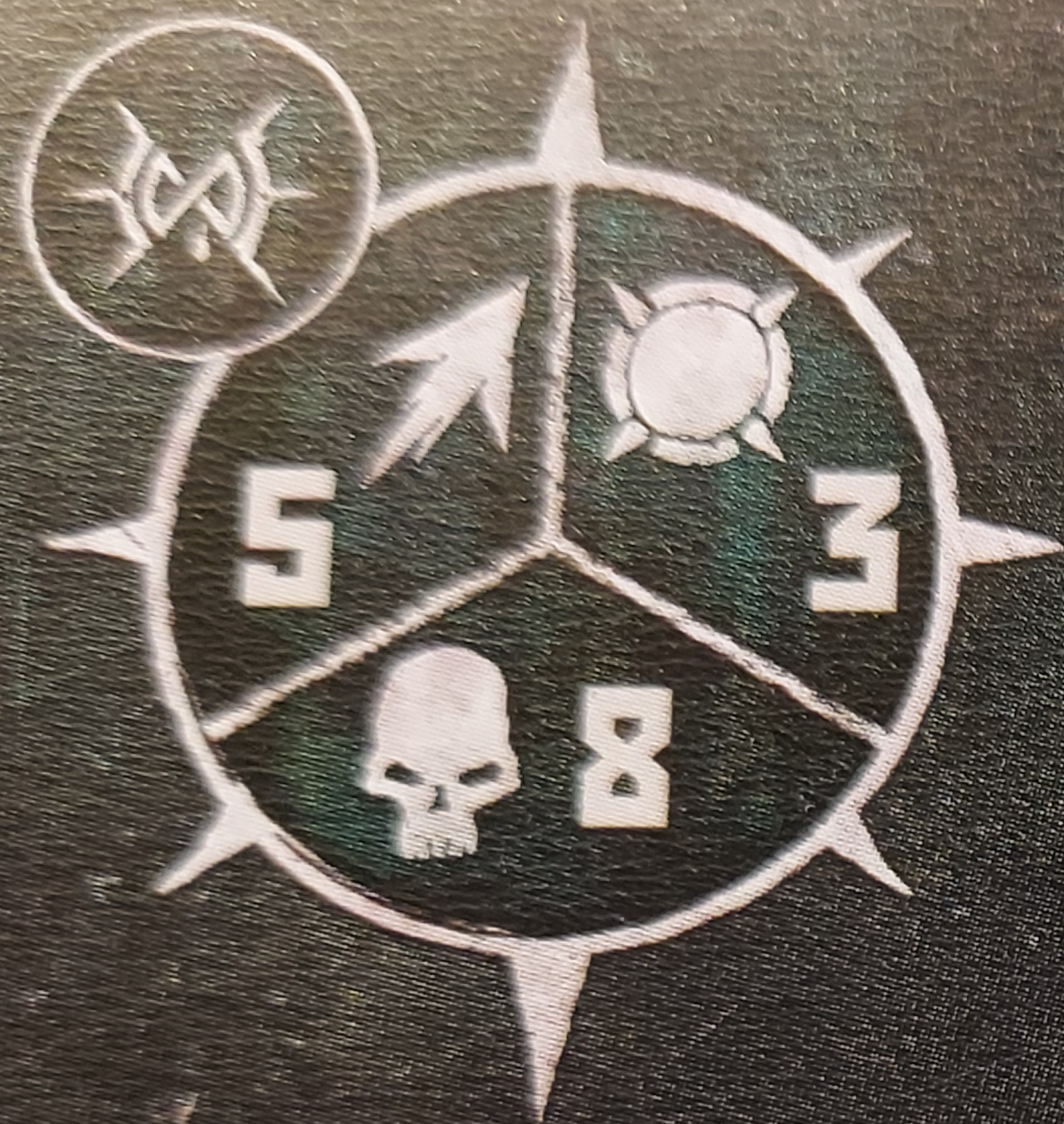


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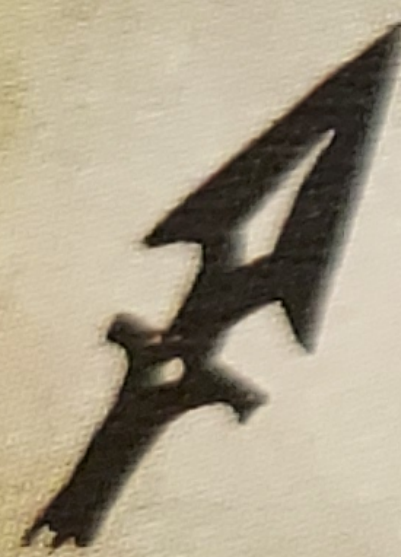

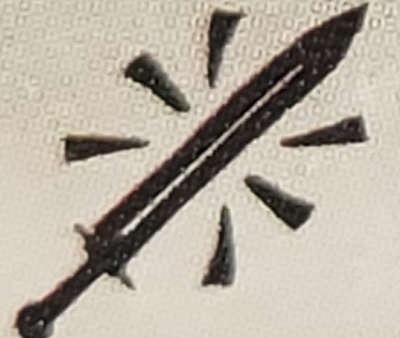


				
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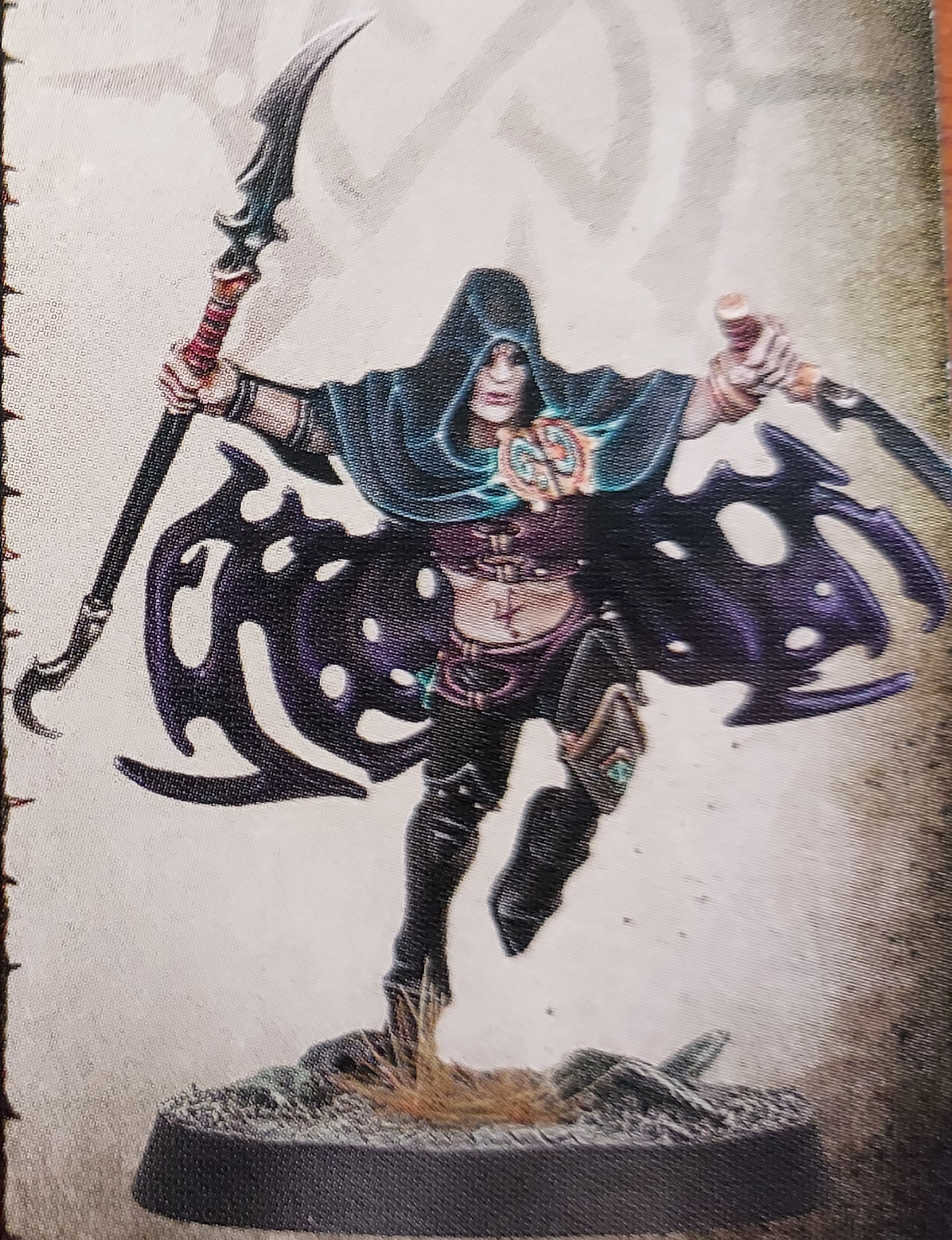


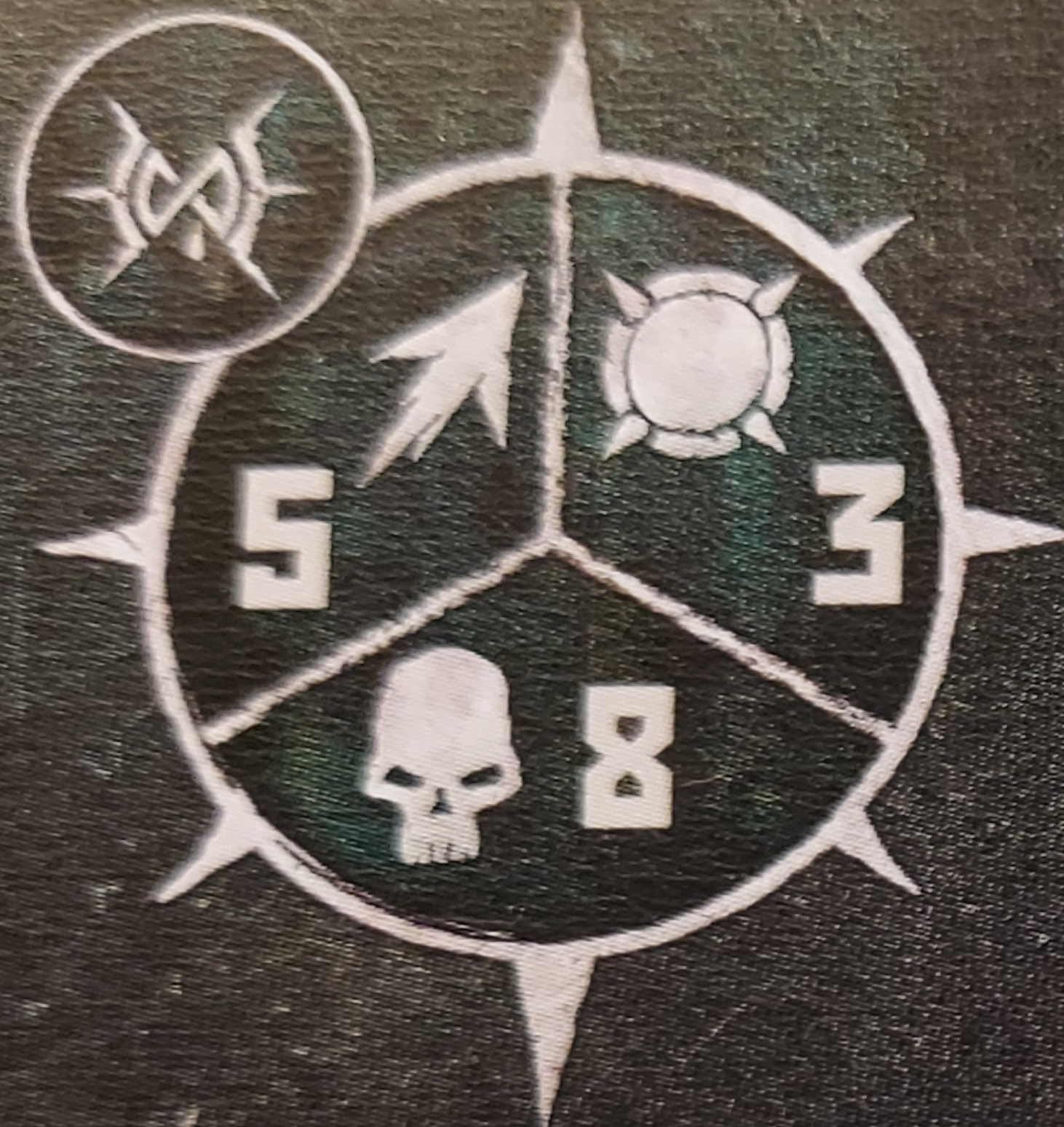


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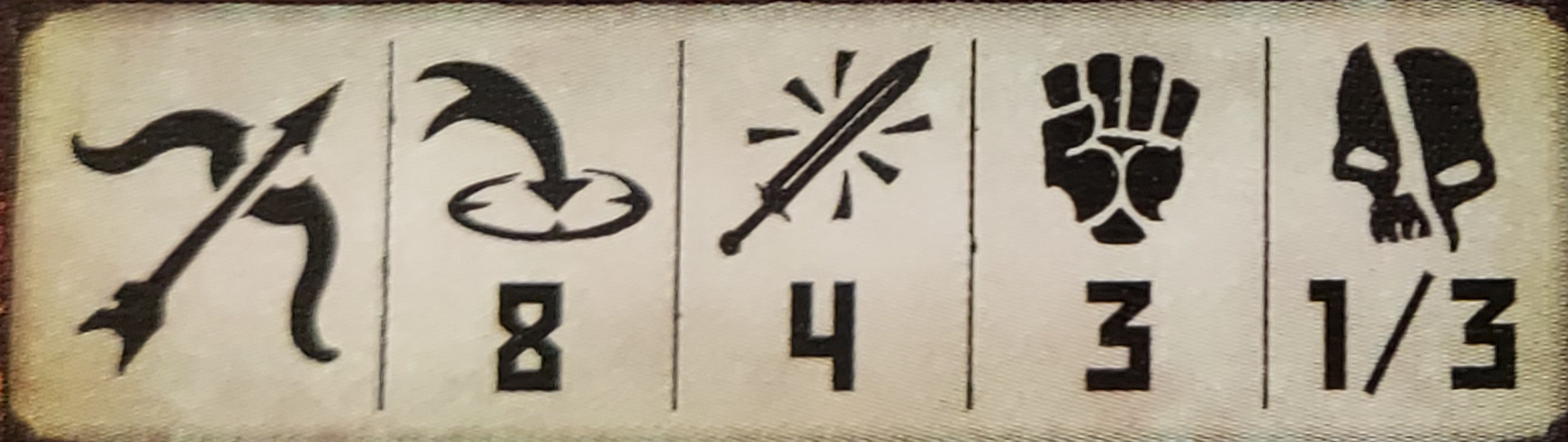


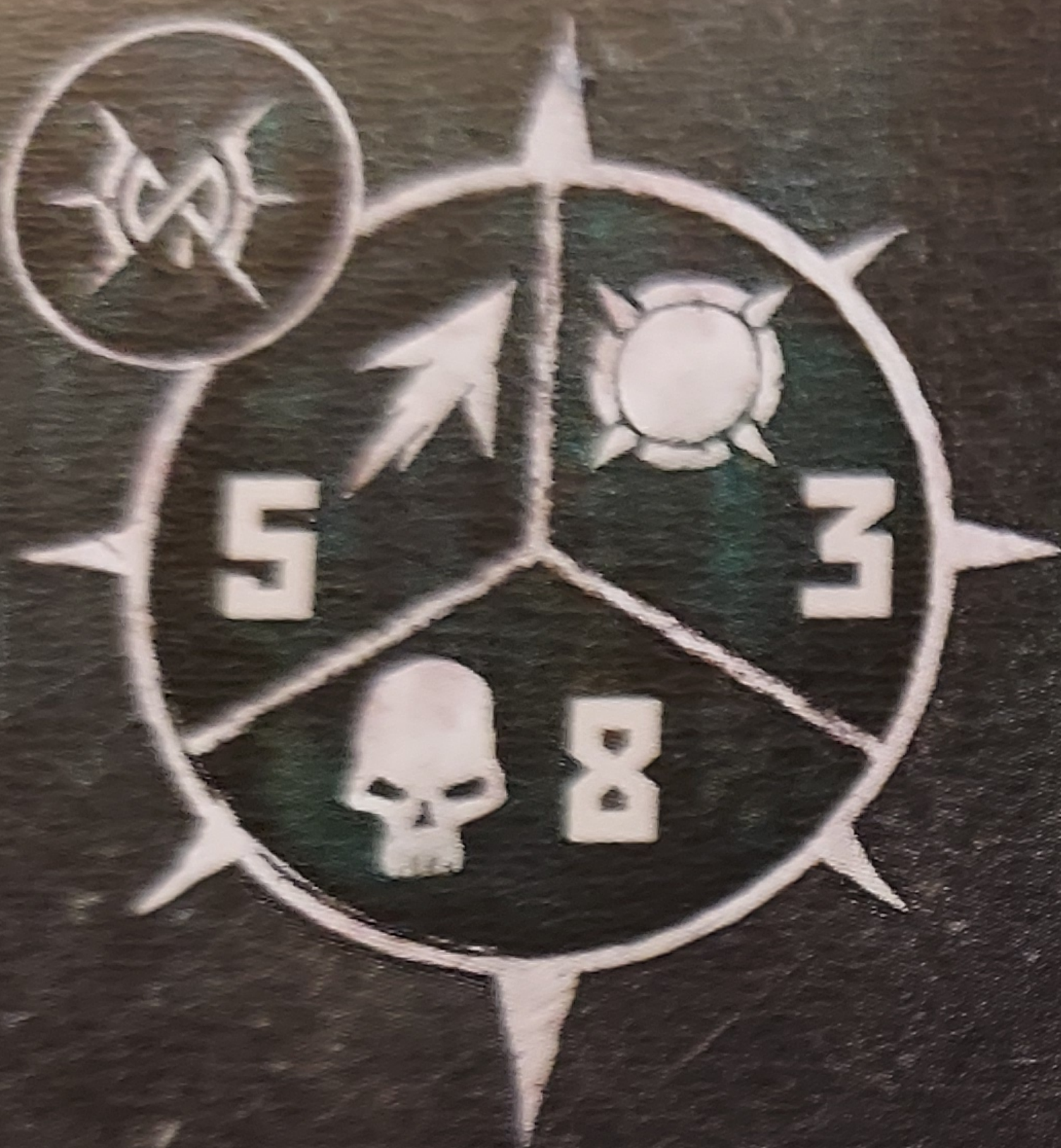
				
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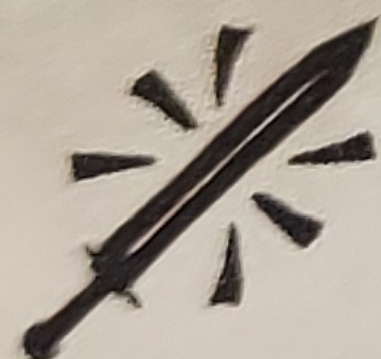




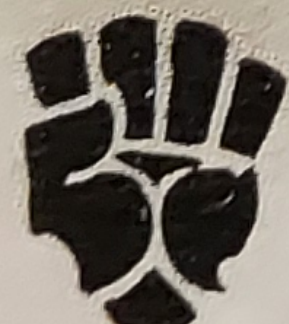
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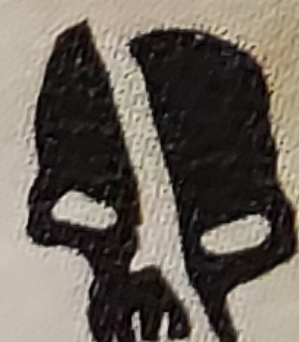
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2



3



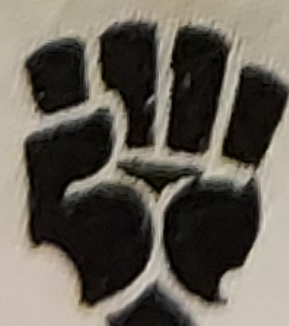
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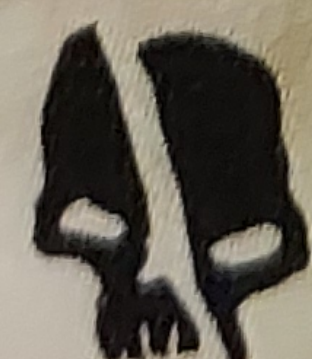
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3



1/3





4



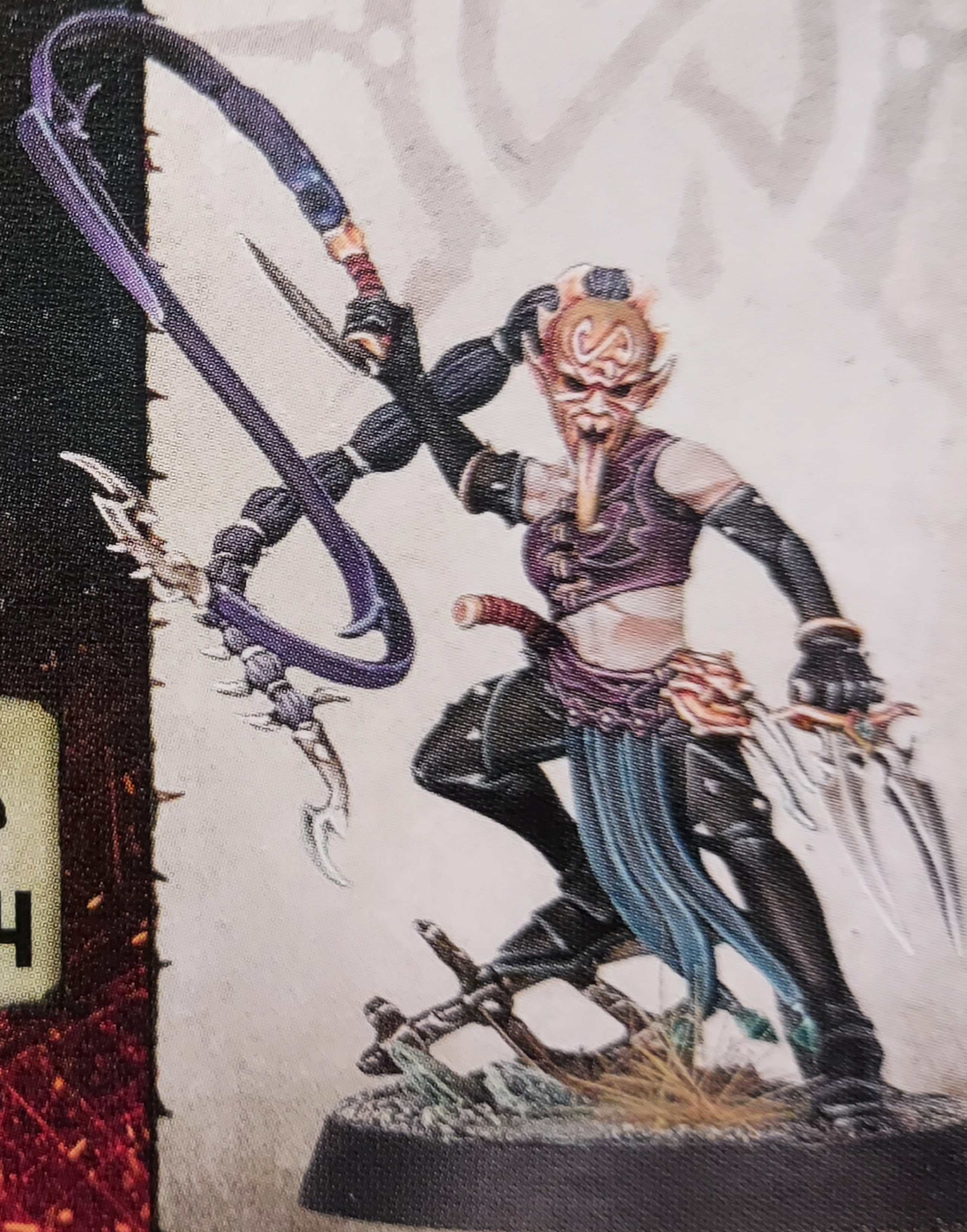
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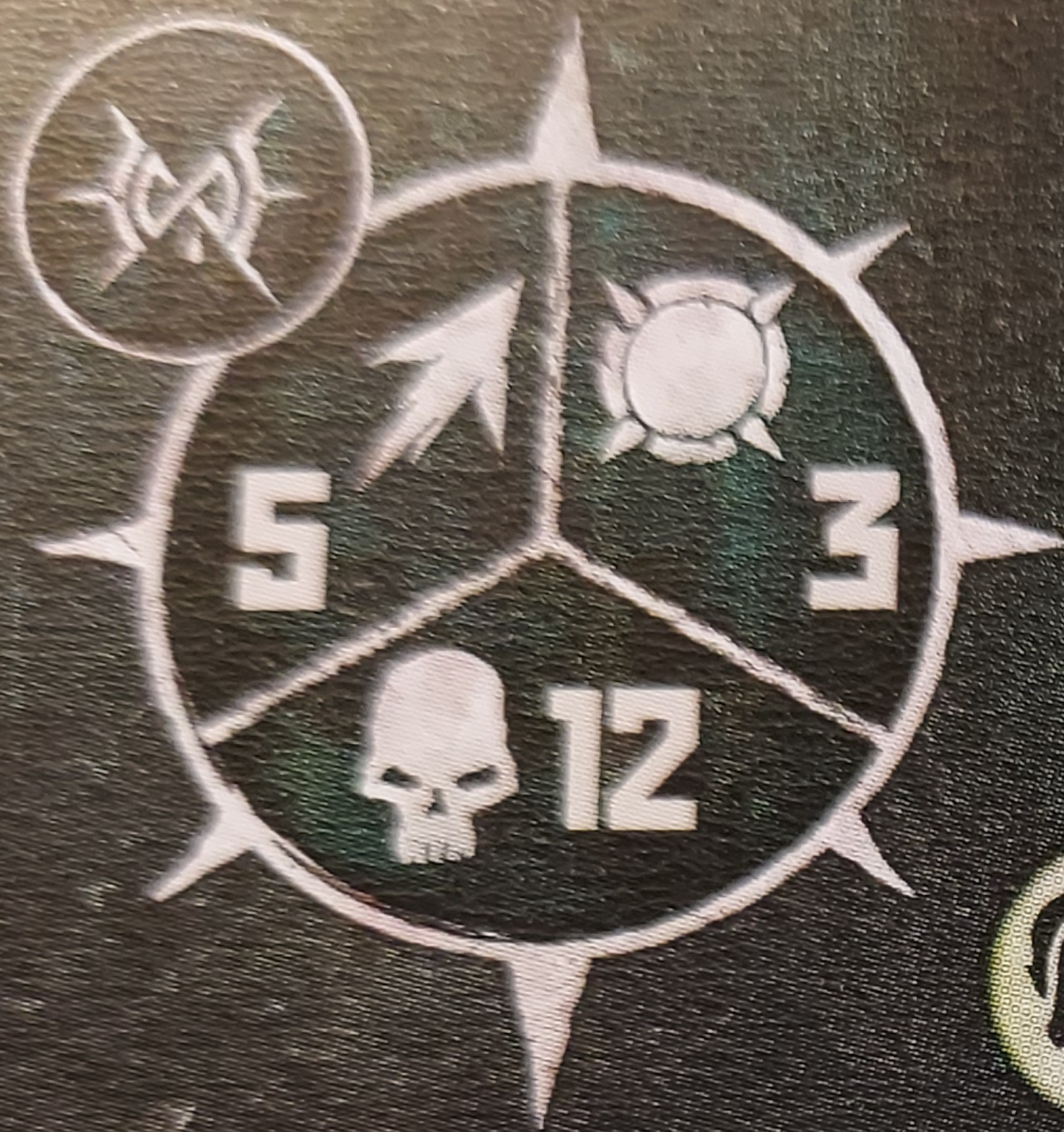


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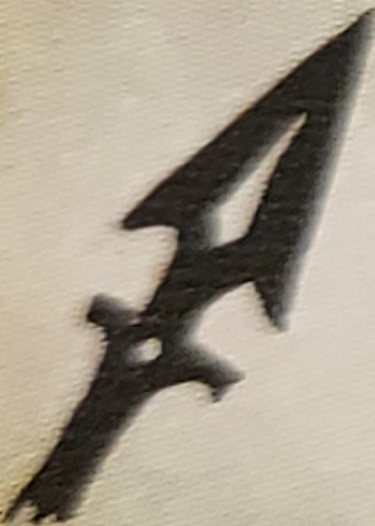




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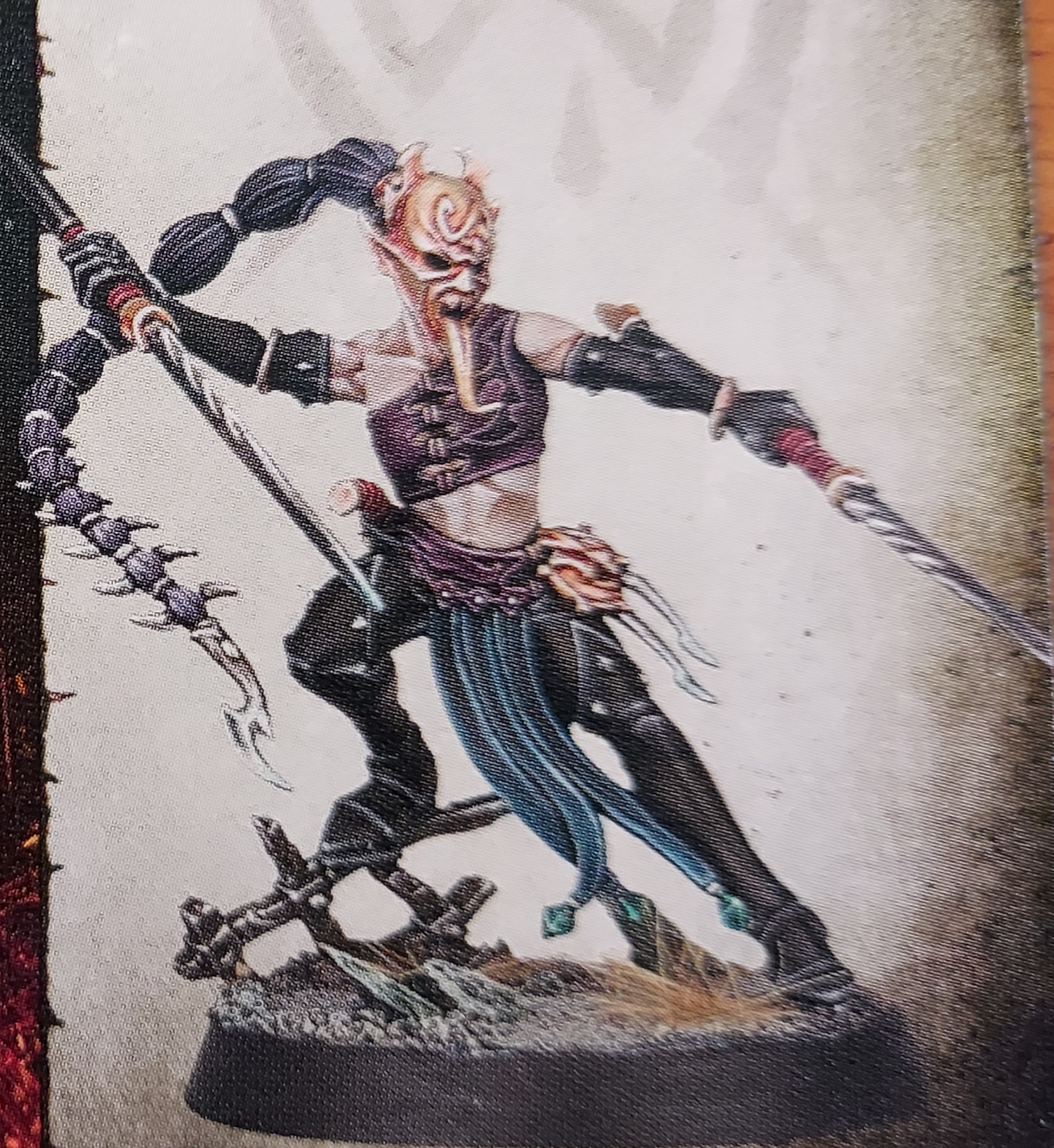




120



				
	2	4	4	1/4





ABILITIES

KHAINITE SHADOWSTALKERS



[Double] Shadow Leap: This fighter can fly when making move actions until the end of their activation.



[Double] Cursed Darts: Pick a visible enemy fighter within 9" of this fighter and roll 2 dice. For each roll of 4+, allocate 2 damage points to that fighter. In addition, if either dice scored a 6, halve the Move characteristic of that fighter until the end of the battle round.



[Double] Instrument of Khaine: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.



[Triple] Harness Shadow: Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by enemy fighters that target a fighter within 3" of this fighter.



[Triple] Dance of Death: Until the end of this fighter's activation, this fighter can finish disengage actions within 1" of enemy fighters.



[Quad] Ensnaring Darkness: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter. Instead, this fighter can draw their shadow blood. If they do so, allocate 3 damage points to this fighter, and a number of damage points equal to the value of this ability to all visible enemy fighters within 6" of this fighter.