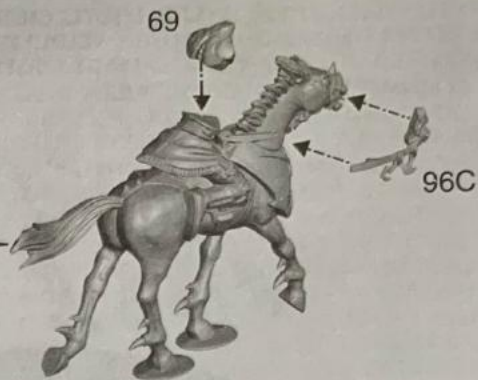
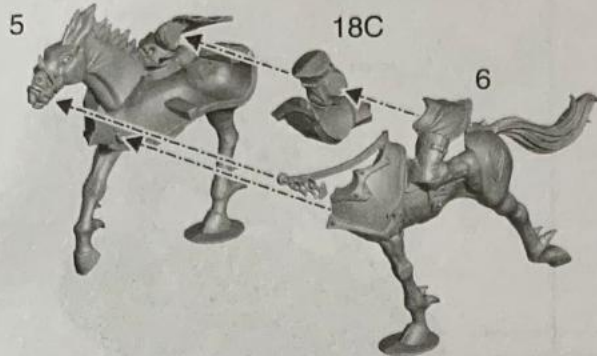




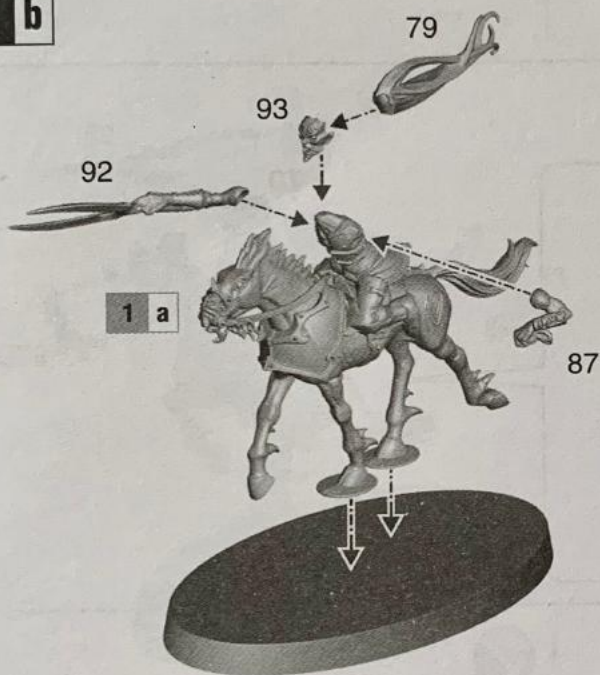
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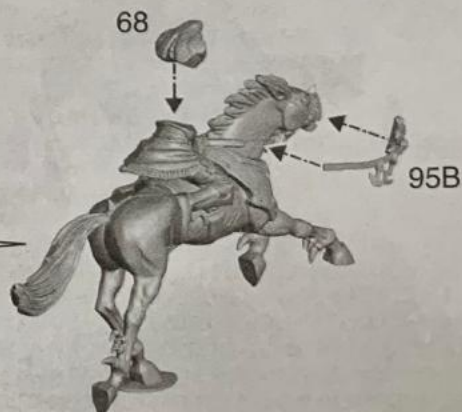
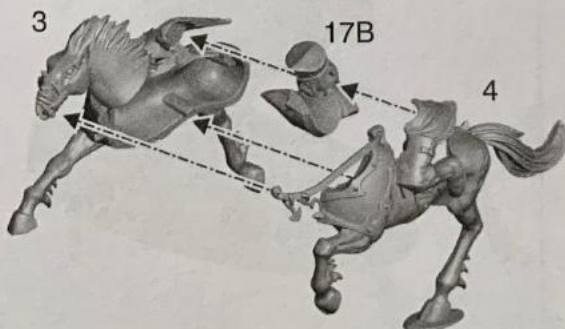
## 1 a MASTER OF WARLOCKS



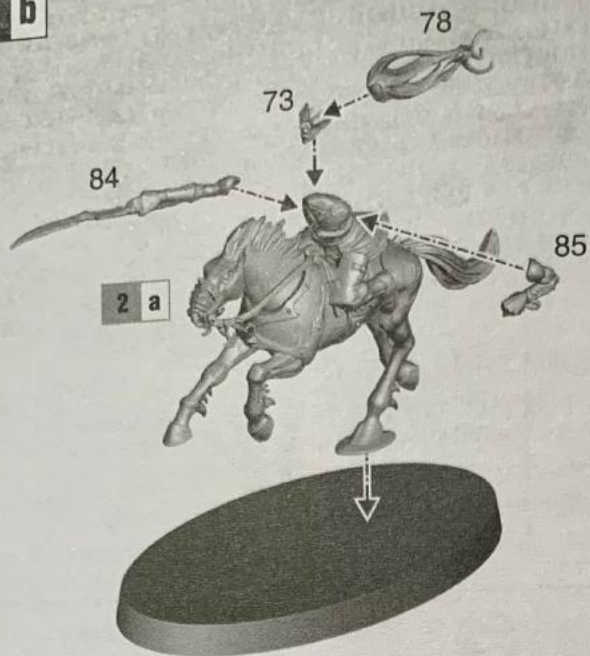
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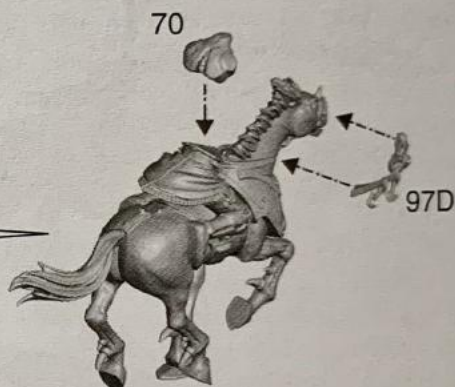
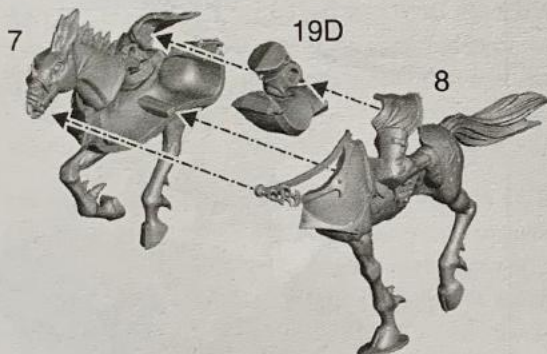
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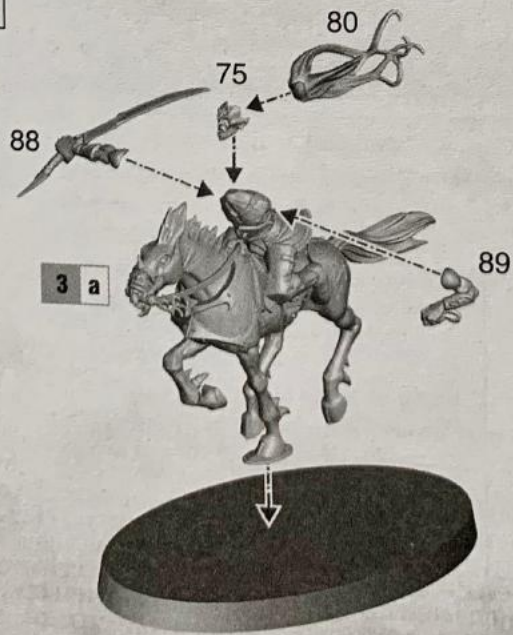
**2 b**



**3 a DOOMFIRE WARLOCK 2**

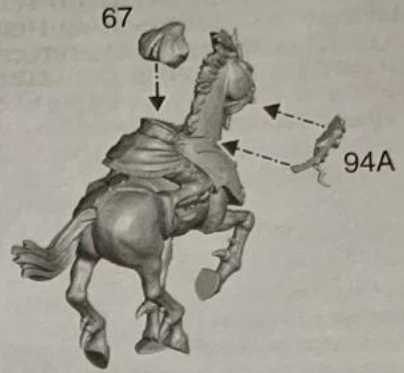
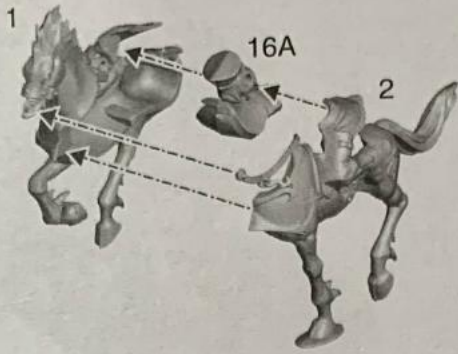


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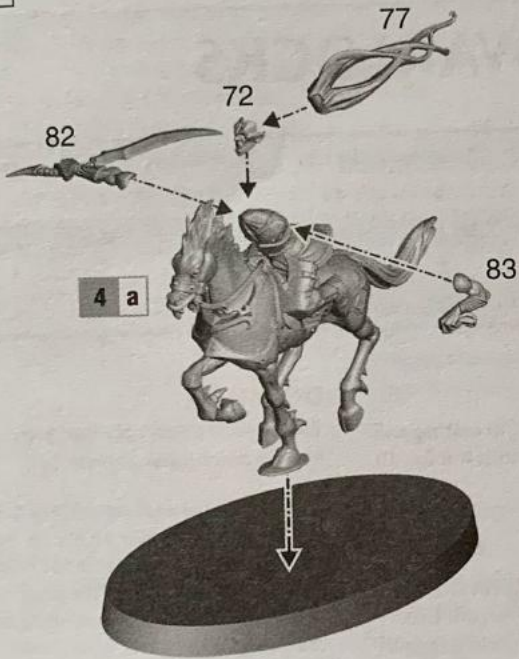




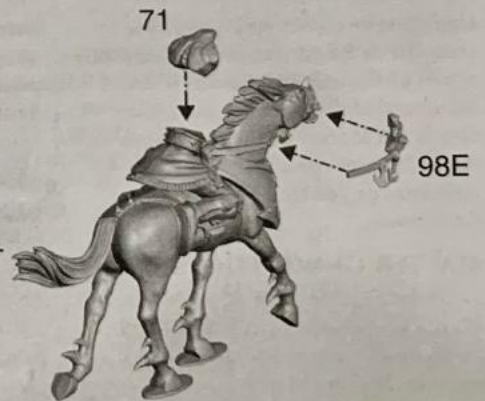
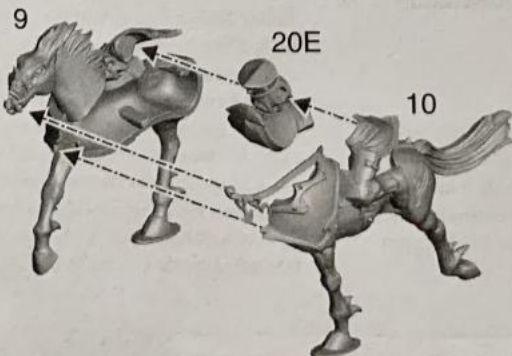
**4 a** DOOMFIRE WARLOCK 3



**4 b**

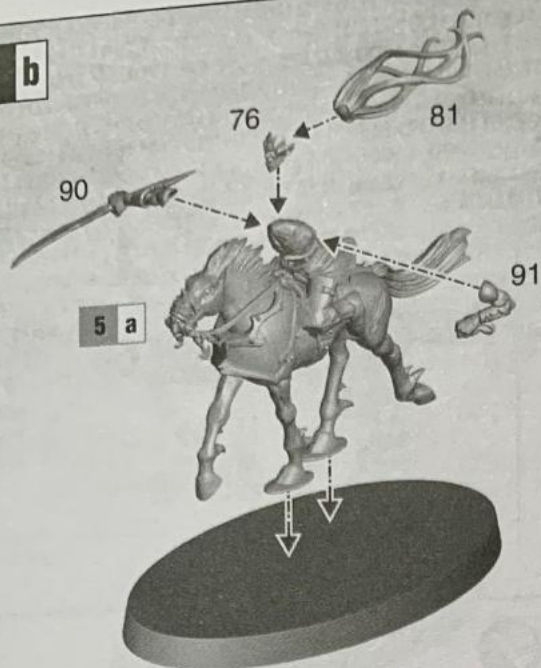


**5 a** DOOMFIRE WARLOCK 4

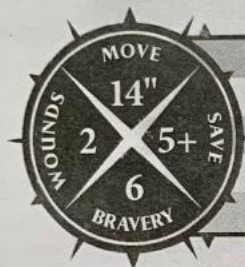




5 b



## DOOMFIRE WARLOCKS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doomfire Crossbow	10"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Scimitar	1"	2	4+	4+	-1	1
Dark Steed's Vicious Bite	1"	2	4+	5+	-	1

### DESCRIPTION

A unit of Doomfire Warlocks has 5 or more models. They are armed with Cursed Scimitars and ride Dark Steeds that have a Vicious Bite. Some units are also equipped with Doomfire Crossbows.

### MASTER OF WARLOCKS

The leader of this unit is a Master of Warlocks. Add 1 to hit rolls for a Master of Warlocks' Cursed Scimitar and Doomfire Crossbow.

### ABILITIES

**Doomfire Coven:** Add 1 to casting and unbinding rolls for this unit if it has 10 or more models.

### MAGIC

A unit of Doomfire Warlocks can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. A unit of Doomfire Warlocks knows the Arcane Bolt, Mystic Shield and Doomfire spells.

### DOOMFIRE

*The Doomfire Warlocks hurl bolts of blazing black flame at their foes.*

Doomfire has a casting value of 6. If successfully cast, pick an enemy unit within 18" of any model in the casting unit that is visible to it. The target unit suffers D3 mortal wounds if the casting unit has fewer than 5 models, D6 mortal wounds if it has 5 to 9 models, or 6 mortal wounds if it has 10 or more models.

### DESCRIPTION

Une unité de Doomfire Warlocks se compose de 5 figurines ou plus. Ils sont armés de Cimenterres Maudits (Cursed Scimitars) et chevauchent des Dark Steeds à la Morsure Cruelle (Vicious Bite). Certaines unités ont aussi des Arbalètes de Feu Noir (Doomfire Crossbows).

### MASTER OF WARLOCKS

Le leader de cette unité est un Master of Warlocks. Ajoutez 1 aux jets de touche pour son Cimenterre Maudit et son Arbalète de Feu Noir.

### APTITUDES

**Invocateurs du Feu Noir:** Ajoutez 1 aux jets de lancement et de dissipation pour cette unité si elle contient 10 figurines ou plus.

### MAGIE

Une unité de Doomfire Warlocks peut tenter de lancer 1 sort à votre phase des héros, et de dissiper 1 sort à la phase des héros adverse. Elle connaît les sorts Trait Magique, Bouclier Mystique et Éclair Noir.

### ÉCLAIR NOIR

*Les Doomfire Warlocks lancent des traits de feu noir sur leurs ennemis.*

Éclair Noir a une valeur de lancement de 6. S'il est lancé avec succès, choisissez une unité ennemie visible d'une figurine de l'unité lançant le sort et à 18" ou moins d'elle. L'unité cible subit D3 blessures mortelles si l'unité qui a lancé le sort contient moins de 5 figurines, D6 blessures mortelles si elle en contient entre 5 et 9, ou 6 blessures mortelles si elle en contient 10 ou plus.

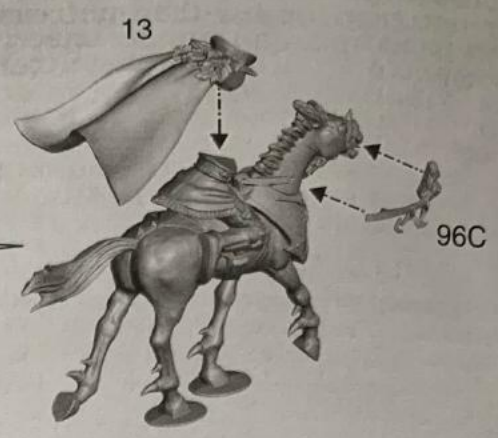
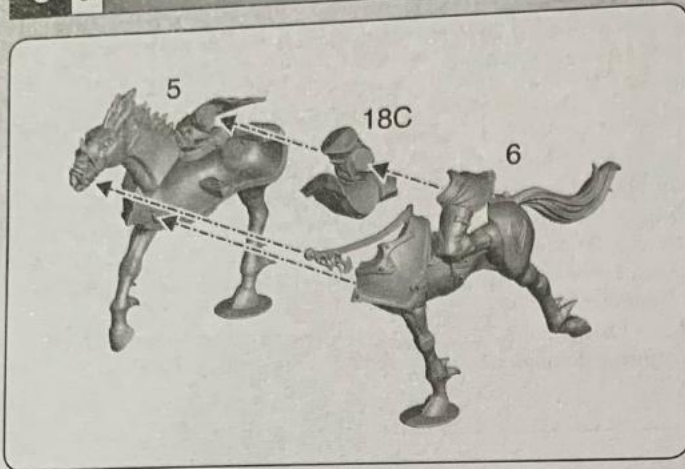
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ORDER, AELF, DAUGHTERS OF KHAINE, WIZARD, DOOMFIRE WARLOCKS

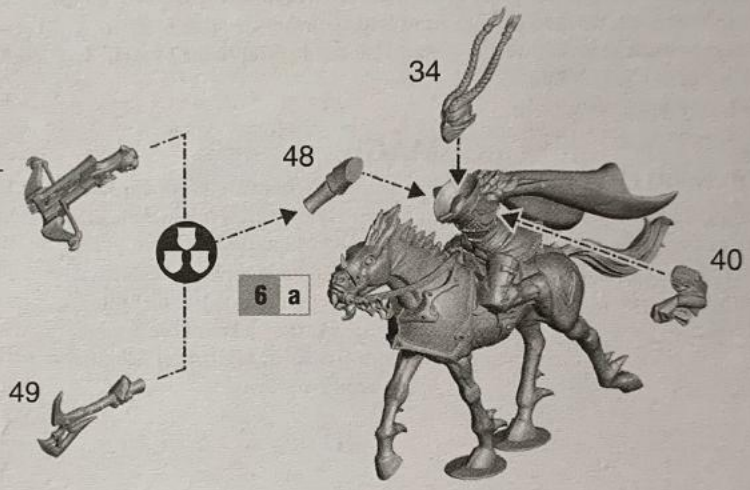
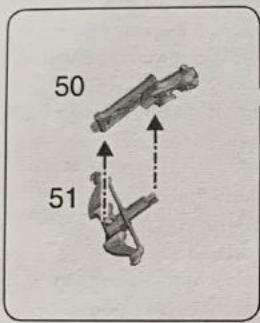


# 6 - 10 DARK RIDERS

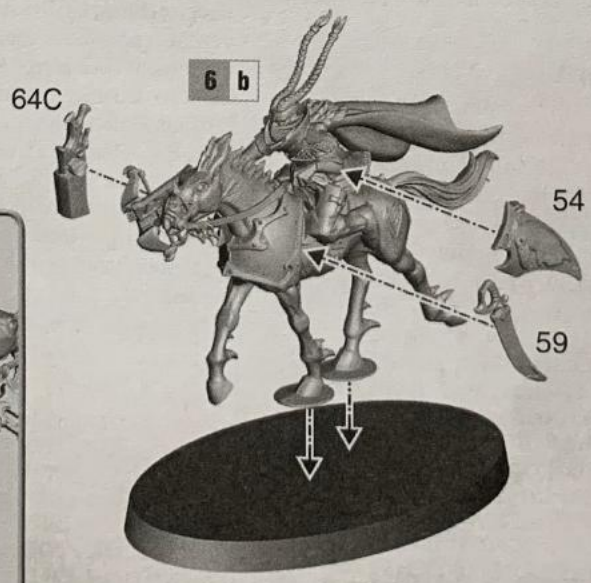
## 6 a DARK RIDER HERALD



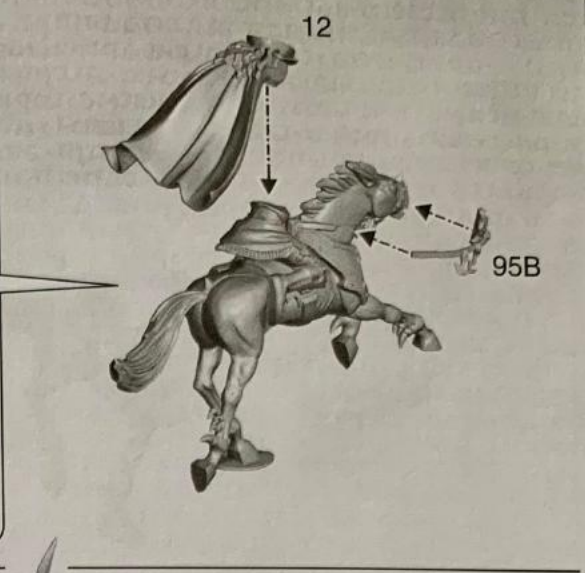
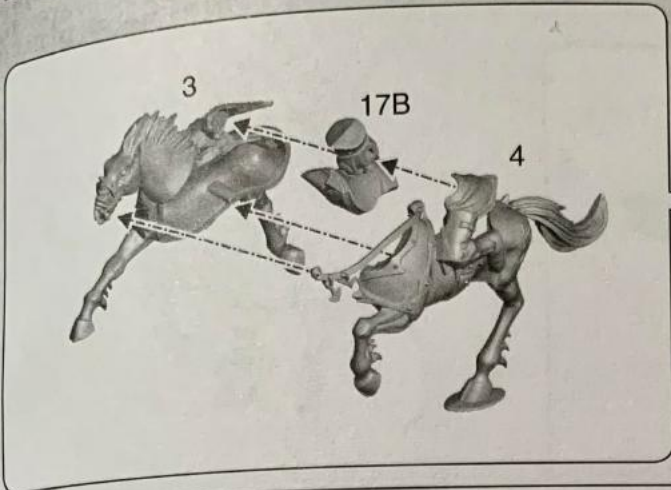
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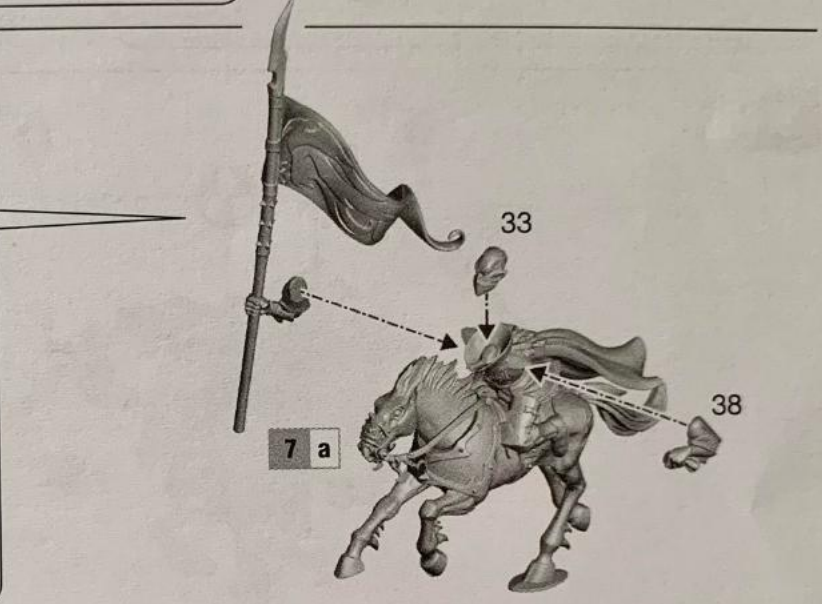
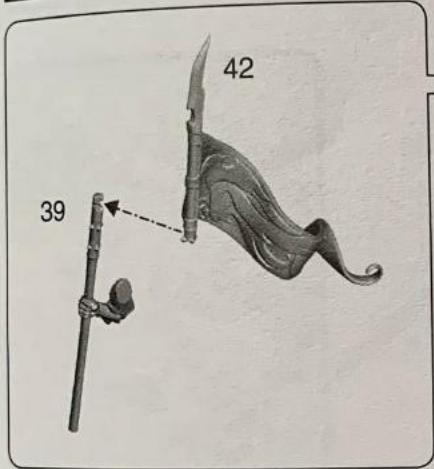
## 6 c



# 7 a DARK RIDER STANDARD BEARER



# 7 b

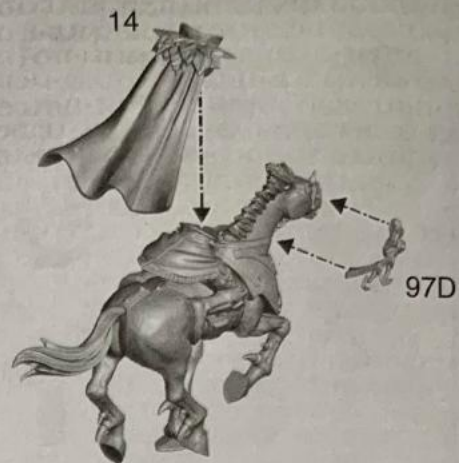
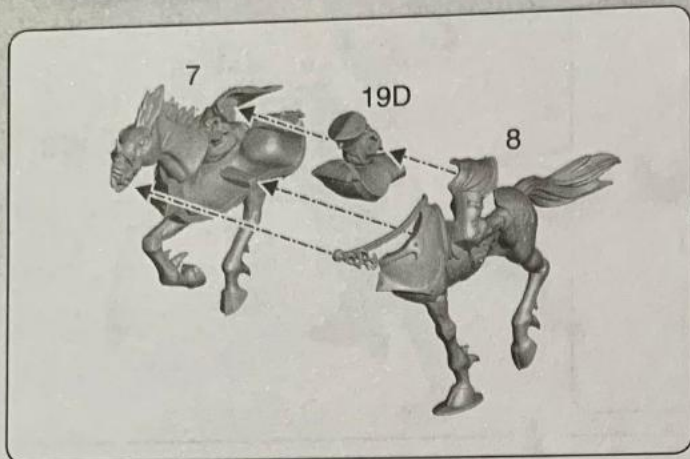


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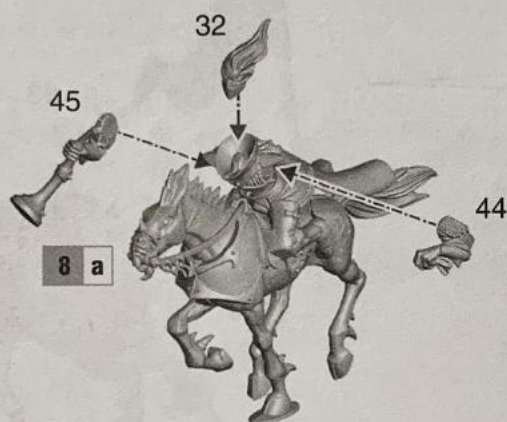




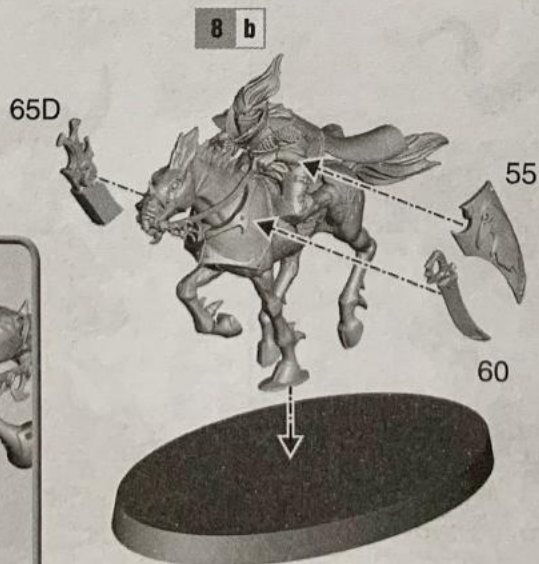
**8 a** DARK RIDER HORNBLOWER



**8 b**

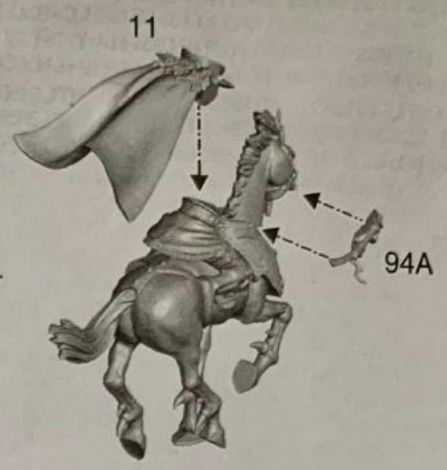
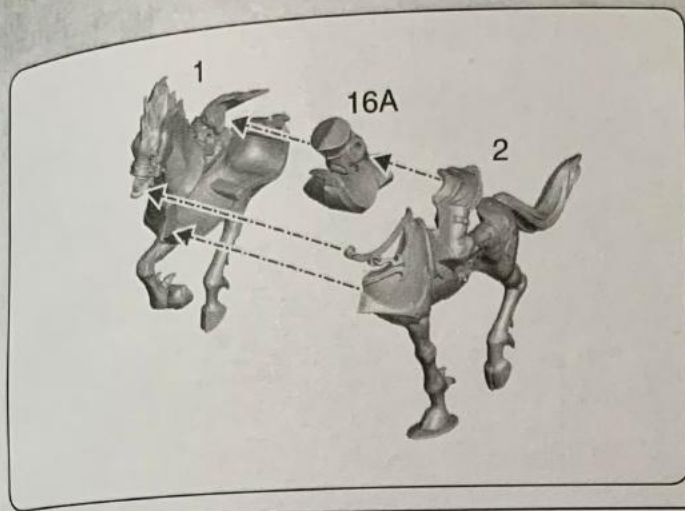


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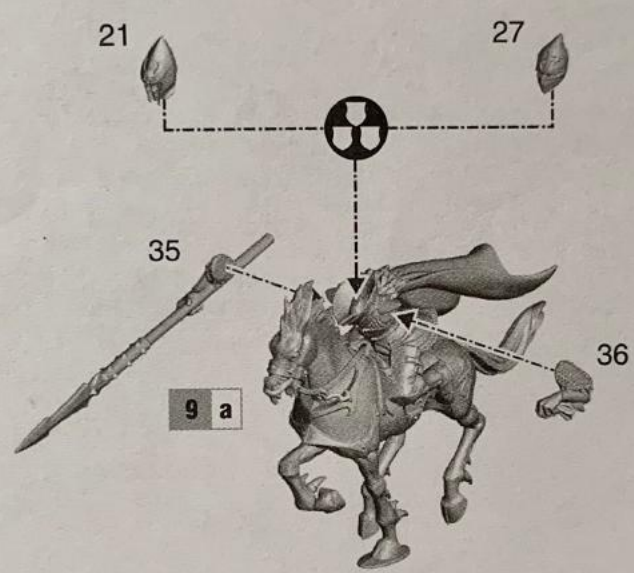




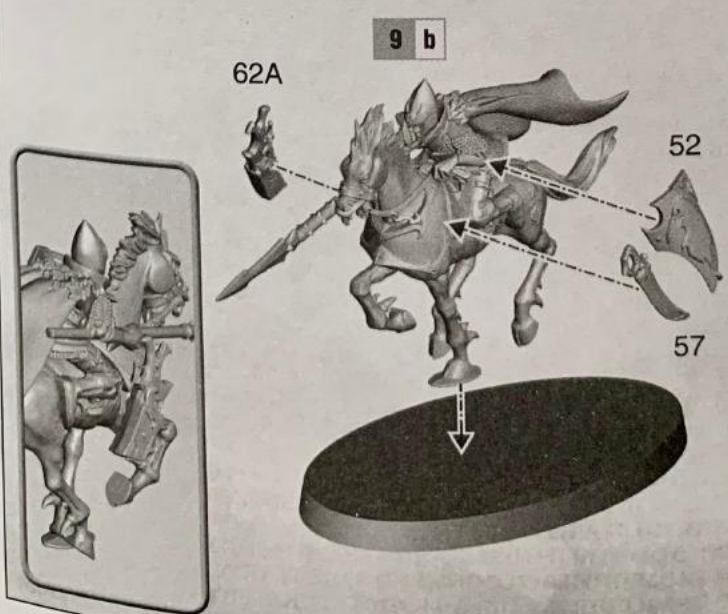
**9 a** DARK RIDER WARRIOR 1



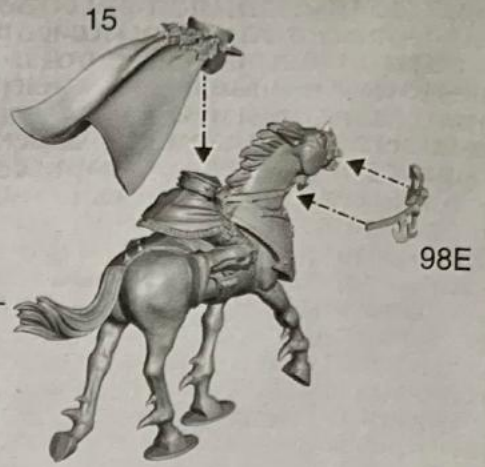
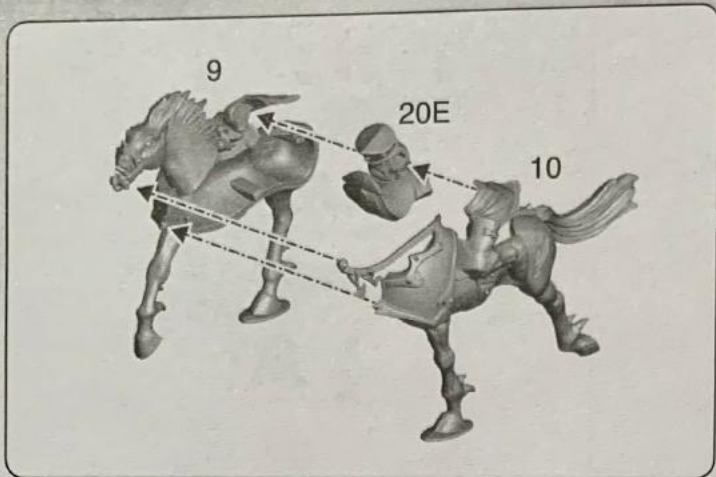
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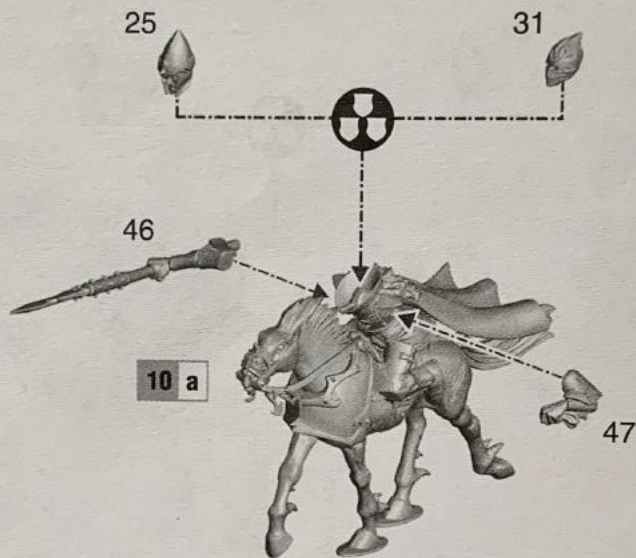
**9 c**



**10 a** DARK RIDER WARRIOR 2



**10 b**



**10 c**

