

The background of the cover is a dark, atmospheric illustration. A large, pale, muscular Ossiarch Bonereaper stands on a rocky outcrop, holding a massive scythe. He wears a dark, ornate helmet with a large, wing-like crest and a dark cape. In the foreground, the skeletal remains of another warrior are visible, wearing a helmet with a large, curved horn. In the background, a smaller figure of a warrior is seen running towards the right, carrying a long polearm. The overall color palette is dark and moody, with a focus on greys, blacks, and muted reds.

WARHAMMER

AGE OF SIGMAR

FACTION PACK

OSSIARCH BONEREAPERS

BATTLE TRAITS

Ossiarch Bonereapers armies can use the following abilities:

➤ Your Movement Phase

UNSTOPPABLE ADVANCE: *The Ossiarchs advance at a remorseless pace.*

Declare: If no friendly units have used a **RELENTLESS DISCIPLINE** ability this phase, pick a friendly **OSSIARCH BONEREAPERS HERO** to use this ability. All friendly **OSSIARCH BONEREAPERS** units wholly within 12" of that **HERO** are the targets.

Effect: Add 2" to the Move characteristic of each target for the rest of the turn.

KEYWORDS

RELENTLESS DISCIPLINE

➤ Your Movement Phase

RE-FORM RANKS: *Bonereapers swiftly disengage and charge back into the fray.*

Declare: If no friendly units have used a **RELENTLESS DISCIPLINE** ability this phase, pick a friendly **OSSIARCH BONEREAPERS HERO** to use this ability.

Effect: For the rest of the turn, while they are wholly within 12" of that **HERO**, friendly **OSSIARCH BONEREAPERS** units can use **CHARGE** abilities even if they used a **RETREAT** ability in the same turn.

KEYWORDS

RELENTLESS DISCIPLINE

➤ Any Charge Phase

COORDINATED CHARGE: *At a signal, the Ossiarch legions charge in unison.*

Declare: If no friendly units have used a **RELENTLESS DISCIPLINE** ability this phase, pick a friendly **OSSIARCH BONEREAPERS HERO** to use this ability.

Effect: For the rest of the turn, add 1 to charge rolls for friendly **OSSIARCH BONEREAPERS** units while they are wholly within 12" of that **HERO**.

KEYWORDS

RELENTLESS DISCIPLINE

✂ Any Charge Phase

COUNTER-STRIKE: *The Ossiarchs ready their weapons for an enemy assault.*

Declare: If no friendly units have used a **RELENTLESS DISCIPLINE** ability this phase, pick a friendly **OSSIARCH BONEREAPERS HERO** to use this ability.

Effect: For the rest of the turn, friendly units' melee weapons have **Anti-charge (+1 Rend)** while they are wholly within 12" of that **HERO**.

KEYWORDS

RELENTLESS DISCIPLINE

✂ Any Combat Phase

BLUDGEON: *The Bonereapers deliver blows that make a mockery of armour.*

Declare: If no friendly units have used a **RELENTLESS DISCIPLINE** ability this phase, pick a friendly **OSSIARCH BONEREAPERS HERO** to use this ability.

Effect: For the rest of the turn, add 1 to wound rolls for combat attacks made by friendly **OSSIARCH BONEREAPERS** units while they are wholly within 12" of that **HERO**.

KEYWORDS

RELENTLESS DISCIPLINE

🛡 Any Combat Phase

IMPENETRABLE RANKS: *Ossiarch warriors snap into defensive formations that grant them even greater resilience.*

Declare: If no friendly units have used a **RELENTLESS DISCIPLINE** ability this phase, pick a friendly **OSSIARCH BONEREAPERS HERO** to use this ability.

Effect: For the rest of the turn, friendly **OSSIARCH BONEREAPERS** have **WARD (5+)** while they are wholly within 12" of that **HERO**.

KEYWORDS

RELENTLESS DISCIPLINE

BATTLE FORMATIONS

You can pick 1 of the following battle formations for an Ossiarch Bonereapers army. Each battle formation grants a different ability you can use in the battle.

MORTISAN COUNCIL

Passive

NECROTIC SYMPHONY: *Each Mortisan thrives in the presence of their fellow craftsmen, their arcane might spiralling as the collective magnifies their individual potency.*

Effect: Add 1 to casting rolls for friendly **OSSIARCH BONEREAPERS INFANTRY WIZARDS**.

MORTEK BALLISTARI

Your Shooting Phase

CRAWLING BARRAGE: *Ossiarch artillery is best utilised en masse, unleashing their necrotic payload from a secure position behind the Mortek ranks.*

Declare: Pick up to 3 friendly **Mortek Crawler** units that are wholly within friendly territory and that have not used a **MOVE** ability this turn to be the targets.

Effect: Add 1 to hit rolls for each target's shooting attacks for the rest of the turn.

KAVALOS LANCE

Once Per Battle (Army), Deployment Phase

SWIFT AS DEATH: *Kavalos formations dominate the battlefield with their sheer speed, seeking out the enemy's weakest point before sending a deadly charge crashing home.*

Declare: Pick up to 3 friendly **OSSIARCH BONEREAPERS CAVALRY** units to be the targets.

Effect: Each target can move 6" but cannot end that move in combat.

MORTEK PHALANX

Once Per Turn (Army), Your Movement Phase

SEND IN THE RESERVE: *The Mortek Guard are deployed in deep ranks, with strategic reserves ready to enter the fray whenever the cohesion of the battleline is threatened.*

Declare: Pick a friendly **Mortek Guard** unit that has been destroyed to be the target.

Effect: Roll a dice. On a 5+, set up a replacement unit with half the number of models from the target unit (rounding up) on the battlefield more than 9" from all enemy units.

HEROIC TRAITS

TEACHINGS OF THE TITHE-REAPERS (HERO only)

Passive

DIVERSIONARY TACTICS: *Infused with especially cunning souls, this hero uses all manner of snares and ruses to hinder a foe's advance.*

Effect: Subtract 2 from charge rolls for enemy units while they are within 12" of this unit.

Passive

AURA OF STERILITY: *Ending magics shroud this hero, sapping the force from arrows and other projectiles.*

Effect: Subtract 1 from wound rolls for shooting attacks that target friendly **OSSIARCH BONEREAPERS** units while they are wholly within 12" of this unit.

Passive

MIGHTY ARCHAEOSSIAN: *The fossilised bone from which this hero is formed is supernaturally hard.*

Effect: If the unmodified hit roll for an attack that targets this unit is 1-3, the attack fails and the attack sequence ends.

ARTEFACTS OF POWER

RELICS OF THE EMPIRE (HERO only)

Once Per Battle, Any Combat Phase

MARROWPACT: *The glyphs borne to war by this champion bind those who view them in arcane pacts that siphon the energy from their bone marrow.*

Effect: For the rest of the turn, if the unmodified hit roll for a combat attack that targets this unit is 1-2, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

Passive

LODE OF SATURATION: *This ingot of nadirite-iron alloy, when pressed against a bone construct, renders its structure high invulnerable.*

Effect: This unit has **WARD** (5+).

Passive

HELM OF TYRANNY: *This helm radiates the oppressive will of the wearer, filling nearby foes with supernatural dread.*

Effect: Subtract 2 from the control scores of enemy units while they are within 12" of this unit.

SPELL LORE

LORE OF OSSIAN SORCERY

✂ Your Hero Phase

EMPOWER NADIRITE WEAPONS: *The caster imbues nadirite weapons with deadly power.*

Declare: Pick a friendly **OSSIARCH BONEREAPERS WIZARD** to cast this spell, pick a visible friendly **OSSIARCH BONEREAPERS** unit within 12" of them to be the target, then make a casting roll of 2D6.

Effect: The target's combat attacks score critical hits on unmodified hit rolls of 5+ until the start of your next turn.

KEYWORDS

SPELL, UNLIMITED

5

🛡 Your Hero Phase

DRAIN VITALITY: *This cursed spell saps a foe's strength, leaving them weak and vulnerable.*

Declare: Pick a friendly **OSSIARCH BONEREAPERS WIZARD** to cast this spell, pick a visible enemy unit within 12" of them to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn, subtract 1 from hit rolls for the target's attacks and subtract 1 from save rolls for the target.

KEYWORDS

SPELL

7

✂ Your Hero Phase

SHARD STORM: *The caster conjures forth a great cloud of bone-shards and hurls them at the foe.*

Declare: Pick a friendly **OSSIARCH BONEREAPERS WIZARD** to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

Effect: Roll a number of dice equal to the number of models in the target unit. For each 5+, inflict 1 mortal damage on the target.

KEYWORDS

SPELL

7



MANIFESTATION LORE

HORRORS OF THE NECROPOLIS

☼ Your Hero Phase

SUMMON SOULSTEALER

CARRION: *Soaring from its caster's spread fingertips, the Soulstealer Carrion takes wing above the battlefield.*

Declare: If there is not a friendly **Soulstealer Carrion** on the battlefield, pick a friendly **OSSIARCH BONEREAPERS WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Soulstealer Carrion** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS

SPELL, SUMMON

6

☼ Your Hero Phase

SUMMON NIGHTMARE

PREDATOR: *The Nightmare Predator is a looming conjuration of Shyishan magic that takes the form of a disturbing terror.*

Declare: If there is not a friendly **Nightmare Predator** on the battlefield, pick a friendly **OSSIARCH BONEREAPERS WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Nightmare Predator** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS

SPELL, SUMMON

6

☼ Your Hero Phase

SUMMON BONE-TITHE

SHRIEKER: *The caster conjures a four-headed, all-seeing monstrosity to hunt down those who would escape the Ossiarch tithe.*

Declare: If there is not a friendly **Bone-tithe Shrieker** on the battlefield, pick a friendly **OSSIARCH BONEREAPERS WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Bone-tithe Shrieker** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS

SPELL, SUMMON

6



• OSSIARCH BONEREAPERS WARSCROLL •

NAGASH

SUPREME LORD OF THE UNDEAD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Alakanash	4	3+	3+	2	D6	-
Zefet-nebtar	4	3+	3+	2	3	-

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, subtract 3 from its power level.

Passive

THE STAFF OF POWER: *Alakanash is capped with gems of purest grave-sand.*

Effect: Add 2 to casting rolls for this unit while it has not miscast any spells this turn. If this unit miscasts a spell, ignore the restriction that would stop this unit from casting any more spells this turn.

Once Per Turn (Army), End of Any Turn

HAND OF DUST: *Nagash's touch can turn a foe to a pile of dusty bones in moments.*

Declare: Pick a visible enemy **HERO** or **MONSTER** in combat with this unit to be the target.

Effect: Hide a dice in one of your hands or under one of two appropriate containers. Your opponent must pick one of your hands or containers. If they pick the one hiding the dice, this ability has no effect. If they pick the empty one, the target is automatically destroyed.

KEYWORDS

RAMPAGE

Once Per Battle, Your Hero Phase

SUPREME LORD OF THE UNDEAD

Declare: Pick a friendly non-**HERO** non-**UNIQUE DEATH** unit that has been destroyed to be the target.

Effect: Set up a replacement unit identical to the target wholly within 12" of this unit and more than 9" from all enemy units.

Your Hero Phase

7

INVOCATION OF NAGASH: *In a storm of morbid sorcery, Nagash blasts his foes' souls or re-knits his minions' bodies.*

Declare: This unit can cast this spell more than once per phase. Pick a visible unit wholly within 18" of this unit that has not been picked to be the target of this spell this turn to be the target, then make a casting roll of 2D6.

Effect: If the target is an enemy unit, inflict D3 mortal damage on it.

If the target is a friendly **DEATH** unit, pick 1 of the following effects:

- Return a number of slain models to the target unit with a combined Health characteristic of up to 3.
- The target has **WARD (5+)** until the start of your next turn.

KEYWORDS

SPELL

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (9), FLY, WARD (5+)

DEATH, OSSIARCH BONEREAPERS



• OSSIARCH BONEREAPERS WARSCROLL •

KATAKROS

MORTARCH OF THE NECROPOLIS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Inda-Khaat	5	3+	3+	2	3	Crit (2 Hits)
The Shield Immortis	3	3+	3+	2	2	-
Retinue Blades	10	3+	4+	1	1	Crit (2 Hits)

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Inda-Khaat** is 3.

Passive

MORTARCH OF THE NECROPOLIS:

Katakros is the most perfect of Nagash's constructs and the ruler of the Ossiarch Empire.

Effect: If this unit uses a **RELENTLESS DISCIPLINE** ability, that ability affects friendly **OSSIARCH BONEREAPERS** units wholly within 18" of this unit instead of wholly within 12".

Once Per Turn, Reaction: Opponent declared a command for a unit within 18" of this unit

AVIARCH SPYMASTER: *The Aviarch Spymaster can use their spy network to disrupt the plans of Katakros's enemies.*

Effect: Roll a dice. On a 5+, that command has no effect, it still counts as having been used and the command points spent to use it are still lost.

Passive

PRIME NECROPHOROS: *This Necrophoros holds aloft Katakros's personal banner.*

Effect: Add 3 to the control scores of other friendly **OSSIARCH BONEREAPERS** units while they are wholly within 18" of this unit.

Your Hero Phase

1

SUPREME LORD OF THE

BONEREAPER LEGIONS: *An Ossiarch force personally led by Katakros is said to be worth ten identical forces led by his generals.*

Declare: Pick up to 3 friendly **OSSIARCH BONEREAPERS** units wholly within 18" of this unit to be the targets.

Effect: Until the start of your next turn, add 1 to save rolls for the targets while they are wholly within 18" of this unit.

KEYWORDS

WARMASTER, UNIQUE, HERO, INFANTRY, WARD (6+)

DEATH, OSSIARCH BONEREAPERS



• OSSIARCH BONEREAPERS WARSCROLL •
ARKHAN THE BLACK
 MORTARCH OF SACRAMENT

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Zefet-kar and Khenash-an	4	4+	3+	1	D3	Crit (2 Hits)
☠ Razarak's Ebon Claws	6	4+	2+	2	2	Companion

☠ **Passive**

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of **Razarak's Ebon Claws** is 4.

☀ **Passive**

THE STAFF OF SPIRITS: *Khenash-an, the Staff of Spirits, grants Arkhan the power to absorb the souls of his foes.*

Effect: Add 1 to casting rolls for this unit. Each time this unit successfully casts a spell, **Heal (1)** this unit.

✂ **Once Per Turn (Army), Any Combat Phase**

THE DOOM OF TRAITORS: *The dread abyssal Razarak bears Arkhan into battle, seeking out those who have stoked the ire of the Great Necromancer.*

Declare: If this unit charged this turn, pick an enemy unit in combat with it to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll. If the target is a **HERO**, double the amount of mortal damage inflicted.

KEYWORDS

RAMPAGE

🛡 **Reaction: Opponent declared a SPELL ability**

MORTARCH OF SACRAMENT:

Arkhan's loyalty has seen him become privy to secrets of Shyishan magic known to none outside the ranks of the gods.

Effect: If a friendly **OSSIARCH BONEREAPERS** unit wholly within 18" of this unit was picked to be the target of that spell, roll a dice. On a 4+, ignore the effect of that spell on that unit. This unit can use this ability more than once per phase but only once per **SPELL** ability.

✂ **Your Hero Phase**

6

CURSE OF YEARS: *Tracing a spiteful gesture in the air, Arkhan curses the enemy to age at an incredible rate.*

Declare: Pick a visible enemy unit within 18" of this unit to be the target, then make a casting roll of 2D6.

Effect: Roll 10 dice. For each 6:

- Inflict 1 mortal damage on the target.
- Roll an extra dice.

For each 5+ on those extra dice, repeat the above bullet points. Then, do the same for each 4+, then each 3+, then each 2+.

KEYWORDS

SPELL

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (3), FLY, WARD (6+)

DEATH, OSSIARCH BONEREAPERS



• OSSIARCH BONEREAPERS WARSCROLL •

ARCH-KAVALOS ZANDTÓS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
The Dark Lance	5	3+	3+	2	2	Charge (+1 Damage), Crit (2 Hits)
Kavalos Steed's Hooves, Teeth and Barbed Tails	4	5+	3+	-	1	Companion

Passive

SPEAR OF THE KAVALOI: *A Liege-Kavalos on the charge can punch straight through the enemy line.*

Effect: When this unit uses a **CHARGE** ability, it can pass through models in enemy **INFANTRY** units as if it had **FLY**.

Any Charge Phase

UNSTOPPABLE CHARGE: *When a Kavalos steed charges the foe, it can use its size and weight to smash enemy footsoldiers to the ground and crush them beneath its nadirite-shod hooves.*

Declare: If this unit charged this phase, pick an enemy **INFANTRY** unit that it passed across to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

Once Per Battle, Any Combat Phase

STILL THEIR BREATH!: *Such is Zandtós's disdain for those who trespass in Shyish that those who fight beside him come to share it.*

Effect: If this unit is in combat, for the rest of the turn, add 1 to the Attacks characteristic of melee weapons used by friendly non-**HERO OSSIARCH BONEREAPERS** units while they are wholly within 12" of this unit.

KEYWORDS

UNIQUE, HERO, CAVALRY, WARD (6+)

DEATH, OSSIARCH BONEREAPERS



• OSSIARCH BONEREAPERS WARSCROLL •

VOKMORTIAN

MASTER OF THE BONE-TITHE

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Gaze of Death	12"	1	3+	2+	1	2	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Staff of Retribution		3	4+	3+	1	2	Crit (2 Hits)

⚙️ Once Per Battle, Any Hero Phase

VOICE OF NAGASH: *The sheer force of Vokmortian's oratory fills even the boldest commanders with doubt.*

Declare: Pick a visible enemy unit within 12" of this unit to be the target.

Effect: For the rest of the turn, non-**FIGHT CORE** abilities cost 1 command point for the target to use. Those abilities do not count as commands.

⚔️ Your Hero Phase

7

MORTAL CONTRACT: *Vokmortian binds an enemy to a deadly mystical contract.*

Declare: Pick a visible enemy unit within 18" of this unit to be bound, pick a visible friendly **OSSIARCH BONEREAPERS** unit wholly within 18" of this unit to be bound, then make a casting roll of 2D6.

Effect: Until the start of your next turn, each time the bound friendly unit is picked to be the target of an ability used by the bound enemy unit, roll a D3. On a 2+, inflict an amount of mortal damage on the bound enemy unit equal to the roll as a reaction. If the bound enemy unit is destroyed by this ability, do not resolve the effect of the enemy ability.

KEYWORDS

SPELL



UNIQUE, HERO, WIZARD (2), INFANTRY, WARD (6+)

KEYWORDS

DEATH, OSSIARCH BONEREAPERS



• OSSIARCH BONEREAPERS WARSCROLL •

MORTISAN BONESHAPER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ossified Talons	3	4+	4+	-	2	Crit (2 Hits)

⚙ Once Per Turn, Your Hero Phase

BONESHAPER: *The Boneshaper uses their arcane arts to form shattered bones into new Ossiarch constructs.*

Declare: Pick a friendly **OSSIARCH BONEREAPERS** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+:

- If the target is damaged, **Heal (3)** the target.
- If the target is not damaged, return a number of slain models to the target unit with a combined Health characteristic of up to 3.



KEYWORDS

HERO, WIZARD (1), INFANTRY, WARD (6+)

DEATH, OSSIARCH BONEREAPERS, MORTISAN



• OSSIARCH BONEREAPERS WARSCROLL •

MORTISAN OSSIFECTOR

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ossified Talons	3	4+	4+	-	2	Crit (2 Hits)

✂ Once Per Turn (Army), Your Hero Phase

REFINED CREATIONS: *Ossifectors are always looking to improve upon their work, wielding necrotic sorcery to augment their creations in battle.*

Declare: Pick a friendly **Gothizzar Harvester**, **Morghast Archai** or **Morghast Harbingers** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, add 1 to the Rend characteristic of the target's melee weapons until the start of your next turn.



KEYWORDS

HERO, WIZARD (1), INFANTRY, WARD (6+)

DEATH, OSSIARCH BONEREAPERS, MORTISAN



• OSSIARCH BONEREAPERS WARSCROLL •

MORTISAN SOULREAPER

MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
Soulreaper Scythe	3	4+	3+	2	2	Crit (2 Hits)

Passive

SOULREAPER: *The mere presence of a Soulreaper will sap a foe's strength, leaving them weak and vulnerable.*

Effect: Subtract 1 from wound rolls for combat attacks made by enemy units while they are in combat with this unit.

✂ Reaction: You declared a FIGHT ability for this unit

NECROTIC IMPETUS: *The Soulreaper sends a surge of death energy through nearby Ossiarch footsoldiers, redoubling the ferocity of their attacks.*

Effect: Pick a friendly non-HERO OSSIARCH BONEREAPERS INFANTRY unit that has not used a FIGHT ability this turn and is within this unit's combat range to be the target. The target can be picked to use a FIGHT ability immediately after the FIGHT ability used by this unit has been resolved. If it is picked to do so, add 1 to hit rolls for the target's attacks for the rest of the turn.



KEYWORDS

HERO, WIZARD (1), INFANTRY, WARD (6+)

DEATH, OSSIARCH BONEREAPERS, MORTISAN



• OSSIARCH BONEREAPERS WARSCROLL •

MORTISAN SOULMASON

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Soulmason's Staff	3	4+	4+	1	D3	Crit (2 Hits)
Mortek Throne's Ossified Claws	2	5+	4+	1	1	Companion

✂ Your Hero Phase

7

SOUL-GUIDE: *The Soulmason empowers and focuses the souls that animate a nearby regiment of Ossiarch warriors.*

Declare: Pick a visible friendly **OSSIARCH BONEREAPERS** unit wholly within 12" of the caster to be the target, then make a casting roll of 2D6.

Effect: The target has **STRIKE-FIRST** for the rest of the turn.

KEYWORDS

SPELL



KEYWORDS

HERO, WIZARD (2), INFANTRY, WARD (6+)

DEATH, OSSIARCH BONEREAPERS, MORTISAN



• OSSIARCH BONEREAPERS WARSCROLL • TERATIC COHORT

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Teratic Weapons	2	3+	4+	1	1	Crit (2 Hits)
Claws and Talons	2	4+	3+	-	1	Companion

Each model in this unit is armed with Claws and Talons.

- The champion is a Kavalos Centari and must replace their Claws and Talons with Teratic Weapons.
- 2/8 models in this unit are Mortek Cykloptians and must replace their Claws and Talons with Teratic Weapons.

Deployment Phase

PREDATOR'S CUNNING: Fashioned from the soulstuff of hunting beasts, Teratic Cohorts have perfected the art of the ambush.

Declare: Pick this unit if it has not been deployed.

Effect: Set up this unit in reserve **outflanking the enemy**. It has now been deployed.

KEYWORDS

DEPLOY

➤ Your Movement Phase

HUNTERS UNLEASHED: Unable to hold back any longer, these feral constructs rush forward to engage their prey.

Declare: Pick this unit if it is **outflanking the enemy**.

Effect: Set up this unit anywhere on the battlefield more than 9" from all enemy units.



KEYWORDS

INFANTRY, CHAMPION (1/8), WARD (6+)

DEATH, OSSIARCH BONEREAPERS



• OSSIARCH BONEREAPERS WARSCROLL •

MORTEK GUARD

MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
Nadirite Weapons	2	3+	4+	-	1	Anti-charge (+1 Rend), Crit (2 Hits)

Passive

SHIELDWALL: At their leader's command, the regiment locks their shields to form an impenetrable barrier.

Effect: Ignore all modifiers to save rolls for this unit (positive and negative) for the rest of the turn if this unit did not use a **MOVE** ability in the same turn.



KEYWORDS

INFANTRY, CHAMPION, STANDARD BEARER (1/10), WARD (6+)

DEATH, OSSIARCH BONEREAPERS



• OSSIARCH BONEREAPERS WARSCROLL •
IMMORTIS GUARD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Dread Halberd	3	3+	3+	1	2	Crit (2 Hits)

U Passive

SOULBOUND PROTECTORS:

Immortis Guard will use their own bodies to shield their rulers from harm.

Effect: Add 1 to ward rolls for friendly **OSSIARCH BONEREAPERS HEROES** within this unit's combat range. However, each time you make an unmodified ward roll of 1 for a friendly **OSSIARCH BONEREAPERS HERO** within this unit's combat range, allocate 1 damage point to this unit after the damage sequence for that **HERO** has been resolved (ward rolls cannot be made for those damage points).



KEYWORDS

INFANTRY, WARD (6+)

DEATH, OSSIARCH BONEREAPERS



• OSSIARCH BONEREAPERS WARSCROLL •

NECROPOLIS STALKERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Stalker Blades	4	3+	3+	2	1	Crit (2 Hits)

Any Combat Phase

QUADRARCH ASPECTS: *Stalkers are imbued with a powerful skill by whichever of their four skulls faces the foe.*

Effect: Pick 1 of the following effects to apply for the rest of the turn:

Domination Aspect: Subtract 3 from the control scores of enemy units while they are in combat with this unit.

Blade-parry Aspect: Subtract 1 from hit rolls for combat attacks that target this unit.

Destroyer Aspect: Ward rolls cannot be made for damage points inflicted by this unit's combat attacks.

Precision Aspect: This unit's melee weapons have **Anti-HERO (+1 Rend)** while this unit is in combat with an enemy **HERO**.



KEYWORDS

INFANTRY, WARD (6+)

DEATH, OSSIARCH BONEREAPERS



• OSSIARCH BONEREAPERS WARSCROLL •

LIEGE-KAVALOS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Commander's Blade	5	3+	3+	1	2	Charge (+1 Damage), Crit (2 Hits)
Kavalos Steed's Hooves, Teeth and Barbed Tails	4	5+	3+	-	1	Companion

✦ Passive

SPEAR OF THE KAVALOI: A *Liege-Kavalos* on the charge can punch straight through the enemy line.

Effect: When this unit uses a **CHARGE** ability, it can pass through models in enemy **INFANTRY** units as if it had **FLY**.

✦ Any Charge Phase

UNSTOPPABLE CHARGE: When a *Kavalos steed* charges the foe, it can use its size and weight to smash enemy footsoldiers to the ground and crush them beneath its nadirite-shod hooves.

Declare: If this unit charged this phase, pick an enemy **INFANTRY** unit that it passed across to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

✦ Reaction: You declared a **FIGHT** ability for this unit

MASTER OF CAVALRY: A *Liege-Kavalos* rides at the very tip of the cavalry spearhead, driving deep into the enemy's vitals and smashing open a breach for their *Deathriders* to exploit.

Effect: Pick a friendly **Kavalos Deathriders** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved.



KEYWORDS

HERO, CAVALRY, WARD (6+)

DEATH, OSSIARCH BONEREAPERS



• OSSIARCH BONEREAPERS WARSCROLL •
MORTEK CRAWLER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Dread Catapult	24"	4	4+	2+	1	D3+2	Anti-INFANTRY (+1 Rend), Crit (2 Hits)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Attendants' Crawler Tools		6	4+	4+	-	1	Companion

U Any Shooting Phase

DEATHLY BARRAGE: *The grisly ammunition of a Mortek Crawler can leave even the most stoic souls staggering.*

Declare: Pick an enemy unit that was targeted by all of this unit's shooting attacks this phase to be the target.

Effect: Roll a dice. Add 1 to the roll if this unit is wholly within 12" of a friendly **Mortisan Ossifector**, and add 1 to the roll if any other friendly **Mortek Crawler** units picked that enemy unit to be the target of this ability this turn. On a 4+, the target has **STRIKE-LAST** for the rest of the turn.



KEYWORDS

WAR MACHINE, WARD (6+)

DEATH, OSSIARCH BONEREAPERS



• OSSIARCH BONEREAPERS WARSCROLL •

KAVALOS DEATHRIDERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Kavalos Blades	3	3+	4+	1	1	Charge (+1 Damage), Crit (2 Hits)
Kavalos Steed's Hooves and Teeth	2	5+	3+	-	1	Companion

Passive

DEATHRIDER WEDGE: *Kavalos Deathriders charge in an arrowhead formation that punches straight through the enemy line.*

Effect: When this unit uses a **CHARGE** ability, models in this unit can pass through models in enemy **INFANTRY** units as if this unit had **FLY**.

Any Charge Phase

UNSTOPPABLE CHARGE: *When a Kavalos steed charges the foe, it can use its size and weight to smash enemy footsoldiers to the ground and crush them beneath its nadirite-shod hooves.*

Declare: If this unit charged this phase, pick an enemy **INFANTRY** unit that it passed across to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

CAVALRY, CHAMPION, STANDARD BEARER (1/5), WARD (6+)

DEATH, OSSIARCH BONEREAPERS



• OSSIARCH BONEREAPERS WARSCROLL •

GOTHIZZAR HARVESTER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Death's Head Maw	12"	4	4+	4+	1	1	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Soulcrusher Weapons		6	4+	2+	2	2	Crit (2 Hits)
Ossified Hooves and Tail		4	4+	3+	1	2	-

⚙ Once Per Turn (Army), Any Combat Phase

GRUESOME SURGERY: *Gothizzar Harvesters are capable of swiftly disassembling their foes so that nearby Mortek might be reconstituted from their blood-smeared bones.*

Declare: Pick an enemy **INFANTRY** unit in combat with this unit to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll. For each model slain by this ability, you can return 1 slain model to a friendly **Mortek Guard** unit wholly within 12" of this unit.

KEYWORDS

RAMPAGE

⚙ Passive

BONE HARVEST: *As a Gothizzar Harvester fights, it works to amass a grisly stockpile of bones.*

Effect: Each time an enemy model in combat with this unit is slain, give this unit 1 **bone-tithe point**. This unit can have a maximum of 6 **bone-tithe points** at once.

🚩 End of Any Turn

REPAIR CONSTRUCT: *The Harvester uses a portion of its morbid crop to restore the forms of fellow Ossiarchs.*

Declare: Pick a friendly **OSSIARCH BONEREAPERS** unit wholly within 12" of this unit to be the target.

Effect: Return a number of slain models to the target with a combined Health characteristic equal to the number of **bone-tithe points** this unit has. Then, reset this unit's **bone-tithe points** to 0.



KEYWORDS

MONSTER, WARD (6+)

DEATH, OSSIARCH BONEREAPERS



• OSSIARCH BONEREAPERS WARSCROLL •

MORGHAST ARCHAI

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Spirit Weapons	3	3+	2+	2	3	Anti-MONSTER (+1 Rend), Crit (2 Hits)

☼ Passive

EBON-WROUGHT ARMOUR: *The Morghast's armour is threaded with spells that protect them against arcane assault.*

Effect: This unit has **WARD (3+)** against damage points inflicted by **SPELL** abilities, **PRAYER** abilities and abilities used by **MANIFESTATIONS**.

If you make a successful ward roll for this unit, or if this unit destroys an enemy **MANIFESTATION**, give this unit an **arcane charge token**. This unit cannot have more than 1 **arcane charge token** at once.

☼ Any Hero Phase

DISCHARGE ARMOUR: *The Morghast releases the arcane energy in their armour to overpower nearby magic users.*

Declare: If this unit has an **arcane charge token**, pick a friendly **OSSIARCH BONEREAPERS WIZARD** wholly within 12" of this unit to be the target.

Effect: Remove this unit's **arcane charge token**, then add 1 to casting rolls for the target for the rest of the turn.



KEYWORDS

INFANTRY, FLY, WARD (6+)

DEATH, OSSIARCH BONEREAPERS



• OSSIARCH BONEREAPERS WARSCROLL •

MORGHAST HARBINGERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Spirit Weapons	3	3+	2+	2	3	Anti-MONSTER (+1 Rend), Crit (2 Hits)

☼ **Once Per Turn (Army), Reaction:** You declared a **RELENTLESS DISCIPLINE** ability

HERALDS OF NAGASH: *Morghast Harbingers are direct embodiments of Nagash's will and as such require no commander to function with deadly efficiency.*

Effect: This unit is affected by that **RELENTLESS DISCIPLINE** ability as if it were wholly within range of the friendly **HERO** picked to use it.

➤ **Passive**

HARBINGERS OF DEATH: *Morghast Harbingers hurl themselves at the foe with unbridled ferocity.*

Effect: Add 1 to the number of dice rolled when making charge rolls for this unit, to a maximum of 3.



KEYWORDS

INFANTRY, FLY, WARD (6+)

DEATH, OSSIARCH BONEREAPERS



• OSSIARCH BONEREAPERS WARSCROLL •

NIGHTMARE PREDATOR

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Lacerating Claws	6	4+	2+	2	2	-



End of Any Turn

DEATH INCARNATE: *Even when destroyed, the nightmare predator reforms to continue tormenting its enemies.*

Effect: If this **MANIFESTATION** was destroyed or banished this turn and the unit that summoned it is on the battlefield, roll a dice. On a 4+, set up this **MANIFESTATION** again, wholly within 12" of the unit that summoned it and more than 9" from all enemy units.

KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

DEATH, OSSIARCH BONEREAPERS



• OSSIARCH BONEREAPERS WARSCROLL •

SOULSTEALER CARRION

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Spectral Claws and Beak	6	4+	2+	1	D3	-

● Passive

AVIARCH SENTRY: *This ethereal monstrosity invokes terror as it swoops over enemy battlelines, causing the foe's resolve to waver.*

Effect: Subtract 5 from the control scores of enemy **INFANTRY** units while they are within 6" of this **MANIFESTATION**.



KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

DEATH, OSSIARCH BONEREAPERS



• OSSIARCH BONEREAPERS WARSCROLL •

BONE-TITHE SHRIEKER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Soul-rending Shriek	12"	4	3+	4+	1	D3	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Soul-rending Shriek		4	3+	4+	1	D3	-

✂ Passive

NO ESCAPE: *There is no hope for the enemy when a Bone-tithe Shrieker is nearby.*

Effect: Subtract 1 from ward rolls for enemy units while they are within 12" of this **MANIFESTATION**.



KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

DEATH, OSSIARCH BONEREAPERS



• OSSIARCH BONEREAPERS WARSCROLL •
BONE-TITHE NEXUS

The following universal terrain abilities apply to this terrain feature (Terrain, 1.2):

Cover, Unstable

⚙ **Your Hero Phase**

DEADLY GAZE: *The statue that towers above a Bone-tithe Nexus can unleash punishing beams of energy upon those who break an Ossiarch contract. Each of the statue's four faces can deliver a different punishment.*

Declare: Pick a visible enemy unit within 18" of this terrain feature to be the target.

Effect: Roll a dice. On a 4+, pick 1 of the following effects to apply:

Punishment of Agony: Subtract 1 from hit rolls for the target until the start of your next turn.

Punishment of Ignorance: Subtract 1 from casting rolls and/or chanting rolls for the target until the start of your next turn.

Punishment of Lethargy: Halve the target's Move characteristic until the start of your next turn.

Punishment of Death: Inflict D3 mortal damage on the target.



KEYWORDS

FACTION TERRAIN

DEATH, OSSIARCH BONEREAPERS

SPEARHEAD

Ⓞ OSSIARCH BONEREAPERS TITHE-REAPER ECHELON

This Spearhead army consists of the following units:

GENERAL

◆ Mortisan Soulreaper

UNITS

- ◆ 10 Morteck Guard
- ◆ 10 Morteck Guard
- ◆ 5 Kavalos Deathriders
- ◆ 1 Gothizzar Harvester



Bone and soul are the twin foundations of the Ossiarch Empire. Ensuring a constant stream of these supplies is thus essential. It is through the bone-tithe that the Ossiarchs harvest physical remains – but this does not solve the issue of soul acquisition, which must be ripped from the living by force. With typical relentless efficiency, the Ossiarchs seek to solve both these conundrums at once, forming specialised Tithe-Reaper Echelons to punish recalcitrant subjects and secure a harvest of bone and soul.

Tithe-Reaper Echelons will allow the foe to break upon a line of Morteck Guard, before deploying a second line to grind them down. Kavalos Deathriders circle around the flanks of the enemy host before committing to a trampling charge from an unexpected angle. The nightmarish Gothizzar Harvester has a far more straightforward purpose: this construct-beast wades into the fray with scythes and mauls swinging, its subsidiary limbs snatching up bloodied bones for processing. Tithe-Reaper Echelons are commanded by Mortisan Soulreapers. When the enemy has been pushed to breaking point, these mages will step into the fray themselves, acquiring a harvest of souls with their fell scythes.

‘Let us be done with this, and swiftly. Lord Xornas requires seven new legions for the campaign. These ingrates will provide a beginning.’

– Thakaros, Mortisan Soulreaper

BATTLE TRAITS

RESERVE CONTINGENT

The Ossiarch commanders will bolster their forces wherever battle is met.

One of your **Mortek Guard** units is not set up during the deployment phase. Instead, from the third battle round onwards, it can use the following ability:

⚙ Your Movement Phase

CONTINGENT ARRIVAL: *Marching in perfect unison, a reinforcing unit of Mortek Guard arrives.*

Effect: Set up this unit anywhere on the battlefield wholly within 3" of a battlefield edge and more than 6" from all enemy units.

KEYWORDS CORE

OSSIARCH COMMANDS

The Bonereapers display a formidable mastery of war, and in battle they act with a relentless precision.

OSSIARCH COMMANDS are abilities that can only be used by spending **Ossiarch command points**.

At the start of the battle round, you receive 2 Ossiarch command points. Each **OSSIARCH COMMAND** costs 1 Ossiarch command point to use.

The same unit cannot use more than one **OSSIARCH COMMAND** in the same phase. At the end of the battle round, all remaining Ossiarch command points are lost.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

U Once Per Battle, Any Combat Phase

IMPENETRABLE RANKS: *If given the order, Ossiarch warriors will snap into an unyielding defensive line.*

Declare: Pick a friendly unit to use this ability.

Effect: Until the end of the phase, add 1 to ward rolls for that unit.

KEYWORDS

OSSIARCH COMMAND

➤ Once Per Battle, Your Movement Phase

RE-FORM RANKS: *A group of Bonereapers swiftly disengages from combat with flawless precision.*

Declare: Pick a friendly **Mortek Guard** unit in combat to use this ability.

Effect: That unit can use a **RETREAT** ability this phase without any mortal damage being inflicted on it.

KEYWORDS

OSSIARCH COMMAND

ENHANCEMENTS: Give your general 1 of the following enhancements.

✂ Your Hero Phase

EMPOWER NADIRITE WEAPONS: *A Soulreaper can call upon stolen life essence to bolster nadirite weapons.*

Declare: Pick a visible friendly **Mortek Guard** unit wholly within 12" of your general, then make a casting roll of 2D6.

Effect: On a 5+, until the start of your next turn, add 1 to the Rend characteristic of that unit's melee weapons.

➤ Your Movement Phase

UNSTOPPABLE COMMANDER: *This Soulreaper's animus contains the essence of a brilliant commander that can still urge their troops to victory.*

Declare: Pick a friendly **Mortek Guard** unit wholly within 12" your general, then roll a dice.

Effect: On a 2+, add 3" to that unit's Move characteristic this phase.

✂ Passive

MURDEROUS DRIVE: *This Soulreaper is animated by especially vicious and warlike spirits.*

Effect: Your general's **Soulreaper Scythe** has **Crit (2 Hits)**.

U Passive

MARROWPACT: *The glyphs borne to war by your general bind those who view them in arcane pacts.*

Effect: Each time your general uses a **FIGHT** ability, after all of their attacks have been resolved, **Heal (X)** your general where X is the number of damage points allocated by those attacks.



Soulreapers are the most warlike and destructive Ossiarch mages. Though they possess the ability to reknit fellow constructs, alone of the Mortisan Order they do not create in any meaningful sense – their only task is to rip the spirits of the living from their bodies with their scythes and store them for later use in the creation of new construct legions. Soulreapers are seen as grim and sinister even by other Ossiarchs; created without mouths, the better to avoid stolen souls channelling screams through them, they fight in an eerie silence, surrounded by flickering gheist-energies.

• SPEARHEAD WARSCROLL •

MORTISAN SOULREAPER

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Soulreaper Scythe	3	4+	3+	2	2	-

🛡 Your Hero Phase

DRAIN VITALITY: *This cursed spell saps a foe's strength, leaving them weak and vulnerable.*

Declare: Pick a visible enemy unit within 18" of this unit to be the target, then make a casting roll of 2D6.

Effect: On a 6+, subtract 1 from hit rolls for attacks made by the target unit until the start of your next turn.

🚩 Your Movement Phase

REKNIT CONSTRUCT: *This Mortisan has the power to remake and renew that which has been destroyed.*

Declare: Pick a friendly unit wholly within 12" of this unit and that is not in combat to be the target.

Effect: Heal (D3) the target. If the target unit is not damaged, you can instead return a number of slain models to it that have a combined Health characteristic of D3 or less.

KEYWORDS

OSSIARCH COMMAND



KEYWORDS

HERO, WIZARD, INFANTRY, WARD (6+)

MOVE

4"

HEALTH

1

4+

SAVE

1

CONTROL

Mortek Guard are the backbone of the Ossiarch legions, crafted for resilience and obedience.

These are no mindless revenants, in the manner of a reanimated skeleton; their soultrap gems contain the stolen essence of dutiful warriors and servants, and they are capable of performing intricate manoeuvres with precision and skill. The weapons of the Mortek Guard are forged from nadirite, a soul-sucking material that is said to be crafted in proximity to the abominable Shyish Nadir.

With such tools of war, the Mortek diligently cut a path through anything their masters mark for destruction.

• SPEARHEAD WARSCROLL •

MORTEK GUARD

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Nadirite Spear	2	3+	4+	-	1	Anti-charge (+1 Rend)

⚔ Any Combat Phase

NADIRITE ASSAULT: *The weapons of the Ossiarch legions can siphon souls with a single cut, stealing the foe's life force.*

Effect: Until the end of the phase, this unit's melee weapons have Crit (2 Hits).

KEYWORDS

OSSIARCH COMMAND



KEYWORDS	INFANTRY, WARD (6+)
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Deathriders are the feared cavalry hosts of the Ossiarch Empire. Infamy cloaks these warriors; any who have fought against the Ossiarchs have heard of their devastating charges, for their arrowhead formations and thunderous charges can shatter any battleline. The steeds of the Deathriders are not lowly equine remains but constructs in their own right, often crafted from the bodies and soultrap gems of failed Ossiarch commanders. Existence as a Kavalos steed is a humiliating thing and renders these creatures just as eager to vent cold fury upon the living as their riders.

• SPEARHEAD WARSCROLL •

KAVALOS DEATHRIDERS

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Nadirite Spear	3	3+	4+	1	1	Charge (+1 Damage)
	Kavalos Steed's Hooves and Teeth	2	5+	3+	-	1	Companion

➤ Your Charge Phase

DEATHRIDER WEDGE: *Kavalos Deathriders can charge in a deadly arrowhead formation that bursts through the enemy's defences.*

Effect: The following effects apply this phase:

- Models in this unit can pass across enemy **INFANTRY** models as if this unit had **FLY**.
- After this unit has charged, you can pick an enemy unit that it passed across and roll a dice. On a 2+, inflict D3 mortal damage on that enemy unit.

KEYWORDS **OSSIARCH COMMAND**



KEYWORDS

CAVALRY, WARD (6+)

MOVE

6"

HEALTH

10

4+

SAVE



5


CONTROL

Gothizzar Harvesters are perhaps the most horrific of all Ossiarch constructs. From their maws leap bolts of killing baleflame, and their nadirite weapons are capable of inflicting horrendous carnage. Yet a Gothizzar Harvester's true value to the Ossiarchs is the great hollow on its back and the bones contained therein; as the thing marches across the battlefield, it snatches up the remains of the dead, flensing the worthy and storing them for delivery to a necropolis. In extremis, a Harvester can even perform field repairs on fellow Ossiarchs, making it a formidable anchor in a legion's battleline.

• SPEARHEAD WARSCROLL •


GOTHIZZAR HARVESTER

	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Death's Head Maw	12"	4	4+	4+	1	1	-
	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Soulcrusher Bludgeons		6	4+	2+	2	2	-
	Ossified Hooves and Tail		4	4+	3+	1	2	-


Passive

BONE HARVEST: *As a Gothizzar Harvester fights, it works to amass a grisly stockpile of bones.*

Effect: Each time an enemy model in combat with this unit is slain, this unit gains 1 **bone-tithe point**. It can never have more than 6 **bone-tithe points**.


End of Any Turn

REPAIR CONSTRUCT: *The Harvester uses a portion of its morbid crop to restore the forms of fellow Ossiarchs.*

Declare: Pick a friendly **Mortek Guard** unit within 6" of this unit to be the target. Then, roll a dice for each **bone-tithe point** this unit has.

Effect: For each 4+, you can return 1 slain model to the target unit. Then, reset this unit's **bone-tithe points** to 0.

KEYWORDS

MONSTER, WARD (6+)