

The cover art depicts a central figure, a Soulblight Gravelord, with long white hair and pale skin, wearing ornate red armor and large red bat-like wings. He holds a sword and a dagger. In the foreground, a skeletal warrior in armor holds a spear. The background is a dark, stormy sky with flying creatures and a crowd of undead. The title 'WARHAMMER AGE OF SIGMAR' is at the top in a gold, stylized font.

WARHAMMER AGE OF SIGMAR

FACTION PACK

SOULBLIGHT GRAVELORDS

BATTLE TRAITS

Soulblight Gravelords armies can use the following abilities:

Once Per Turn (Army), End of Any Turn

THE HUNGER: *Those who bear the Soulblight Curse constantly crave blood and are empowered by feasting upon their foes.*

Declare: Pick each friendly **VAMPIRE** unit that used a **FIGHT** ability this turn to be the targets.

Effect: **Heal (D3)** each target. **Heal (2D3)** the target instead if it destroyed an enemy unit this turn using a **FIGHT** ability.

Deployment Phase

THE UNQUIET DEAD: *Animated by necromancy, the undead rise from their graves, balefire eyes blazing with dark purpose.*

Declare: Pick a friendly **DEATHRATTLE** or **DEADWALKERS** unit that has not been deployed.

Effect: Set up that unit in reserve **in the grave**. It has now been deployed. You cannot set up more friendly units **in the grave** than there are on the battlefield.

KEYWORDS

DEPLOY

Your Movement Phase

THE RISING DEAD: *Clawing their way through the soil and rock, more undead warriors join the fight.*

Declare: Pick a friendly unit that is **in the grave**.

Effect: Set up that unit wholly within 6" of a terrain feature and more than 9" from all enemy units.

Once Per Turn (Army), Any Hero Phase

DEATHLY INVOCATION: *Powerful practitioners of death magic are able to summon hordes of undead minions.*

Declare: Pick a friendly **SOULBLIGHT GRAVELORDS HERO** to use this ability, then pick up to 3 friendly **DEATHRATTLE** or **DEADWALKERS** units wholly within 12" of that **HERO** to be the targets.

Effect: For each target:

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

Once Per Turn (Army), Any Movement Phase

1

ENDLESS LEGIONS: *To the Soulblight aristocracy, the dead are mere chattel to be raised and expended.*

Declare: Pick a friendly non-**UNIQUE DEATHRATTLE** or **DEADWALKERS** unit that started the battle with 2 or more models and that has been destroyed to be the target.

Effect: Set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 12" of a friendly **SOULBLIGHT GRAVELORDS HERO** or wholly within 6" of a terrain feature. It must be set up more than 9" from all enemy units.

If it is your movement phase, you can set up the replacement unit more than 3" from all enemy units instead of more than 9", but if you set it up within 9" of any enemy units, it cannot use **CHARGE** abilities this turn.

BATTLE FORMATIONS

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

LEGION OF SHYISH

☼ Passive

HORROR UNENDING: *The never-ending waves of deathly minions summoned by a Legion of Shyish shatter all hopes of victory for those who stand against them.*

Effect: You can pick 1 additional target when using the 'Deathly Invocation' ability.

BACCHANAL OF BLOOD

☼ Passive

ARISTOCRACY OF THE NIGHT: *These vampires are expected to excel in all martial and mystical disciplines.*

Effect: Add 1 to casting rolls for friendly **VAMPIRE** units that are not in combat and add 1 to wound rolls for combat attacks made by friendly **VAMPIRE** units that charged in the same turn.

DEATHSTENCH DROVE

⚔ Once Per Turn (Army), End of Any Turn

DRAWN DOWN AND TORN APART: *Hordes of shambling Deadwalker Zombies flow around and over their victims like a rotten tide, bearing them to the ground through sheer weight of numbers before tearing them limb from limb.*

Declare: Pick up to 3 friendly **DEADWALKERS** units in combat to be the targets.

Effect: For each target:

- Make a pile-in move.
- Then, pick an enemy unit in combat with the target and roll a D3. On a 2+, inflict an amount of mortal damage on that enemy unit equal to the roll.

DEATHMARCH

⚔ Passive

TIDE OF BONES AND BLADES: *The relentless advance of these skeletal undead can overwhelm even the most tenacious resistance.*

Effect: Add 1 to the Rend characteristic of melee weapons used by friendly **DEATHRATTLE** units that charged in the same turn for attacks that target a unit that has fewer models than the attacking unit.

HEROIC TRAITS

THE CURSED BLOODLINES (HERO only)

Once Per Turn, Your Hero Phase

LASH OF THE SIRE: *Such is the domineering force of this undead overlord's willpower that it can imbue nearby vassals with sudden impetus.*

Declare: Pick another friendly **SOULBLIGHT GRAVELORDS** unit within this unit's combat range to be the target.

Effect: Roll a dice. On a 2+, if the target is not in combat, it can move D6". If the target is in combat, it can make a pile-in move.

Once Per Turn, Your Hero Phase

UNBENDING WILL: *This general and their minions are a force of unliving conquest like no other.*

Declare: Pick a friendly **DEATHRATTLE** or **DEADWALKERS** unit that has 2 or more models and is wholly within 12" of this unit to be the target.

Effect: Add D6 to the target's control score for the rest of the turn.

Passive

UNHINGED RAMPAGER: *This general's bestial hunger sees them close on the foe without hesitation.*

Effect: You can re-roll charge rolls for this unit in your charge phase.

ARTEFACTS OF POWER

DEATHLY HEIRLOOMS (HERO only)

Once Per Battle, Any Combat Phase

ORB OF ENCHANTMENT: *To glance into the swirling depths of this crystal orb is to become hypnotised by alluring visions and half-glimpsed futures.*

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

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

Passive

SHARD OF NIGHT: *This undead lord's armour was crafted using elements of an abyssal stalker and grants the bearer that awful creature's shadowy aura.*

Effect: Ignore modifiers to save rolls for shooting attacks that target this unit (positive and negative).

Reaction: Opponent declared a SPELL ability for a WIZARD within 18" of this unit

AMULET OF SCREAMS: *The bearer of this amulet can flood the foe's mind with the tormented howling of damned souls.*

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the caster equal to the roll. If the target is destroyed by this ability, do not resolve the effect of that **SPELL** ability.

SPELL LORE

LORE OF UNDEATH

☼ Your Hero Phase

VILE TRANSFERENCE: *The caster siphons the animus from nearby enemies and uses it to empower their necromantic powers.*

Declare: Pick a friendly **SOULBLIGHT GRAVELORDS WIZARD** to cast this spell, pick a visible enemy unit within 18" of them that has not been picked to be the target of this ability this turn 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 6, inflict 1 mortal damage on that unit. If any enemy models were slain by this spell, **Heal (D3)** the caster.

KEYWORDS

SPELL, UNLIMITED

🏰 Your Hero Phase

PRISON OF GRIEF: *Victims of this curse relive their tragedies, their will to fight replaced by self-pity.*

Declare: Pick a friendly **SOULBLIGHT GRAVELORDS 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: The target has **STRIKE-LAST** until the start of your next turn.

KEYWORDS

SPELL

🏰 Your Hero Phase

WASTE AWAY: *The wizard causes the muscles of the foe to atrophy, robbing them of their strength.*

Declare: Pick a friendly **SOULBLIGHT GRAVELORDS 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: For the rest of the turn, subtract 1 from the Damage characteristic of the target's melee weapons.

KEYWORDS

SPELL



• SOULBLIGHT GRAVELORDS 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, SOULBLIGHT GRAVELORDS



• SOULBLIGHT GRAVELORDS WARSCROLL •

MANNFRED VON CARSTEIN

MORTARCH OF NIGHT

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Gheistvor	6	3+	3+	1	2	-
☠ Ashigaroth's Claws	5	4+	2+	3	3	Companion

☠ Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of Ashigaroth's Claws is 3.

✂ Passive

THE SWORD OF UNHOLY POWER:

Gheistvor drinks deep of its victims' souls, bolstering the power of Mannfred's risen minions.

Effect: If this unit has slain any enemy models this turn, for the rest of the turn, add 1 to the Attacks characteristic of melee weapons used by friendly **DEATHRATTLE** and **DEADWALKERS** units while they are wholly within 12" of this unit.

➤ **Reaction:** You declared the 'Redeploy' command for a **SOULBLIGHT GRAVELORDS** unit wholly within 12" of this unit

THE MORTARCH OF NIGHT:

Mannfred's ancient cunning is rightly feared throughout the Mortal Realms.

Effect: The unit using the 'Redeploy' command can move into combat when using that ability.

✂ Your Hero Phase

7

WIND OF DEATH: *Mannfred conjures a howling gust of spectral wind that tears the souls from the bodies of those who feel its chilling bite.*

Declare: Pick a point on the battlefield within 18" of the caster, pick up to 3 visible enemy units within 6" of that point to be the targets, then make a casting roll of 2D6.

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

KEYWORDS

SPELL

✂ Once Per Turn (Army), Any Combat Phase

ASHIGAROTH'S HUNGER: *Mannfred's dread abyssal is afflicted by a hunger as indiscriminate as it is unending, and it strikes with lightning-fast speed to attempt in vain to satiate that hunger.*

Effect: If this unit charged this turn, roll a dice. On a 3+, this unit has **STRIKE-FIRST** for the rest of the turn.

KEYWORDS

RAMPAGE

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (2), FLY, WARD (6+)

DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE



• SOULBLIGHT GRAVELORDS WARSCROLL •
PRINCE VHORDRAI

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Shordemaire's Miasma	10"	D6	3+	3+	2	2	Shoot in Combat, Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
The Bloodlance		6	3+	3+	2	2	Charge (+1 Damage)
Shordemaire's Maw		3	4+	2+	2	3	Companion
☠ Shordemaire's Claws		7	4+	2+	1	2	Companion

☠ **Passive**

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of **Shordemaire's Claws** is 5.

⚙ **End of Any Turn**

SAINT OF SLAUGHTER: *Under the fierce scrutiny of Prince Vhordrai, vampires revel in displaying their martial skill.*

Declare: Pick a friendly non-MONSTER VAMPIRE unit that destroyed a unit this turn using a **FIGHT** ability and is wholly within 12" of this unit to be the target.

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

- Add 2" to the target's Move characteristic.
- Add 1 to the Attacks characteristic of the target's melee weapons.
- Add 1 to the Damage characteristic of the target's melee weapons.

More than 1 effect can apply to a unit at the same time; however, each effect can only be applied to a unit once.

⚔ **Your Hero Phase**

7

QUICKBLOOD: *Vhordrai calls upon the power of the curse running through his veins to strike with impossible speed.*

Declare: Make a casting roll of 2D6.

Effect: This unit has **STRIKE-FIRST** until the start of your next turn.

KEYWORDS

SPELL

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

SNAPPING JAWS: *The giant jaws of Shordemaire tear huge chunks from monsters or swallow smaller foes whole.*

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

Effect: Roll a dice. On a 4+, inflict an amount of mortal damage on the target equal to the roll.

KEYWORDS

RAMPAGE

KEYWORDS

UNIQUE, HERO, MONSTER, WIZARD (1), FLY, WARD (6+)

DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE



• SOULBLIGHT GRAVELORDS WARSCROLL •

NEFERATA

MORTARCH OF BLOOD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Akmet-har	5	3+	3+	2	1	Anti-HERO (+1 Rend)
Aken-seth	3	2+	3+	2	2	-
☠ Nagadron's Claws	5	4+	2+	3	3	Companion

☠ Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of Nagadron's Claws is 3.

⚔ Once Per Turn (Army), End of Any Turn

THE ADEVORE: Should Nagadron sense the impending doom of a foe wounded by the Dagger of Jet, it will fall upon them and hungrily feast on their soul.

Declare: Pick an enemy **HERO** that was allocated any damage points inflicted by this unit's **Akmet-har** this turn to be the target.

Effect: Roll a dice. On a 5+, the target is automatically destroyed.

KEYWORDS

RAMPAGE

☠ Passive

TWILIGHT'S ALLURE: Neferata cloaks her minions in perpetual gloom.

Effect: Subtract 1 from hit rolls for combat attacks that target friendly **SOULBLIGHT GRAVELORDS** units while they are wholly within 6" of this unit.

➦ Deployment Phase

THE MORTARCH OF BLOOD: Neferata has millennia of experience analysing and unpicking her foes' ploys.

Declare: Pick up to 3 friendly **DEATHRATTLE INFANTRY** or **DEADWALKERS INFANTRY** units to be the targets.

Effect: Each target can use the 'Normal Move' ability as if it were your movement phase.

🛡 Your Hero Phase

DARK MIST: Neferata summons tendrils of penumbral mist to coil around her minions, rendering their corporeal forms as insubstantial as smoke.

Declare: Pick a visible friendly non-**MONSTER SOULBLIGHT GRAVELORDS** unit wholly within 12" of this unit to be the target, then make a casting roll of 2D6.

Effect: Ignore modifiers to save rolls for the target (positive and negative) until the start of your next turn.

KEYWORDS

SPELL

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (2), FLY, WARD (6+)

DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE



• SOULBLIGHT GRAVELORDS WARSCROLL •

LAUKA VAI

MOTHER OF NIGHTMARES

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Askurga Rapier	5	3+	3+	2	2	-
Gore-drenched Talons	3	3+	2+	3	3	-

U Passive

NIGHTMARE'S MIASMA: *The strange curse of the Vengorians sees shining blades and hallowed relics crumble and patinate in their presence.*

Effect: Subtract 1 from the Rend characteristic of melee weapons used by enemy units while they are in combat with this unit.

✂ Once Per Turn (Army), Any Combat Phase

IMPALING TALONS: *Lauka Vai thrusts her massive talons into her prey with lethal precision, inflicting horrendous wounds upon them.*

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

Effect: Roll a dice. If the roll is equal to or less than the target's Health characteristic, inflict an amount of mortal damage on the target equal to the roll.

KEYWORDS

RAMPAGE

✂ Your Hero Phase

6

THE QUEEN'S DICTAT: *Lauka summons an arcane blood-mist that drives a beast among her brood into a terrible frenzy.*

Declare: Pick a visible friendly **SOULBLIGHT GRAVELORDS MONSTER** wholly within 12" of this unit to be the target, then make a casting roll of 2D6.

Effect: Pick 1 of the target's **Companion** melee weapons. Add D3 to the Attacks characteristic of that weapon for the rest of the turn.

KEYWORDS

SPELL

UNIQUE, HERO, MONSTER, WIZARD (1), FLY, WARD (6+)

KEYWORDS

DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE



• SOULBLIGHT GRAVELORDS WARSCROLL •

VENGORIAN LORD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Nightmare Sabre	4	3+	3+	1	2	-
Gore-drenched Talons	3	3+	2+	3	3	-

U End of Any Turn

FESTERING FEAST: *Vengorians bid their monstrous broods indulge in gory feasts even as battle rages.*

Declare: Pick a visible friendly non-**HERO SOULBLIGHT GRAVELORDS MONSTER** that destroyed an enemy unit this turn and that is wholly within 12" of this unit to be the target.

Effect: Heal (6) the target.

U Passive

NIGHTMARE'S MIASMA: *The strange curse of the Vengorians sees shining blades and hallowed relics crumble and patinate in their presence.*

Effect: Subtract 1 from the Rend characteristic of melee weapons used by enemy units while they are in combat with this unit.

X Once Per Turn (Army), Any Combat Phase

SCYTHING TALONS: *As the Vengorian Lord crashes into the foe, it lays about itself with frenzied sweeps of its huge talons, cutting down droves of lesser foes.*

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

Effect: Roll a dice. On a 3+, roll a dice for each model in the target unit. For each 5+, inflict 1 mortal damage on the target.

KEYWORDS

RAMPAGE



KEYWORDS

HERO, MONSTER, WIZARD (1), FLY, WARD (6+)

DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE



• SOULBLIGHT GRAVELORDS WARSCROLL •

RADUKAR THE WOLF

MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
Vyrkos Barrow-blade	5	3+	3+	1	2	Crit (Mortal)

✂ Passive

CALL TO THE HUNT: *With an exultant howl, Radukar leads the charge, his surge of bloodlust filling nearby undead minions with unholy impetus.*

Effect: If this unit charged this turn, for the rest of the turn, add 1 to wound rolls for combat attacks made by friendly **DEATHRATTLE**, **DEADWALKERS** and **Vyrkos Blood-born** units while they are wholly within 12" of this unit.

➤ Your Hero Phase

6

MASTER OF THE PACK: *His voice redolent with supernatural power, Radukar the Wolf barks the command to charge and his undead minions hurl themselves at the enemy.*

Declare: Make a casting roll of 2D6.

Effect: Until the start of your next turn, you can re-roll charge rolls for friendly **SOULBLIGHT GRAVELORDS INFANTRY** units while they are wholly within 12" of this unit.

KEYWORDS

SPELL



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

KEYWORDS

DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE



• SOULBLIGHT GRAVELORDS WARSCROLL •

RADUKAR THE BEAST

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Blood-slick Claws	6	3+	3+	2	3	Crit (Mortal)
Vyrkos Blood-born's Piercing Blades	6	3+	3+	1	2	Companion

✂ Passive

CALL TO THE HUNT: *With an exultant howl, Radukar leads the charge, his surge of bloodlust filling nearby undead minions with unholy impetus.*

Effect: If this unit charged this turn, for the rest of the turn, add 1 to wound rolls for combat attacks made by friendly **DEATHRATTLE**, **DEADWALKERS** and **Vyrkos Blood-born** units while they are wholly within 12" of this unit.

➤ Once Per Turn (Army), End of Any Turn

THE BEAST WILL OUT: *In his hulking bestial form, Radukar is a frenzied abomination concerned only with tearing apart everything in his path.*

Effect: If this unit is not in combat, it can move D6". It can move into combat.

KEYWORDS

RAMPAGE

🛡 Your Hero Phase

6

ARMOUR OF THE NIGHT: *With a mere thought, Radukar the Beast summons wisps of pure darkness to form a penumbral shield around his body, protecting him from harm.*

Declare: Make a casting roll of 2D6.

Effect: Subtract 1 from hit rolls and wound rolls for attacks that target this unit for the rest of the turn.

KEYWORDS

SPELL

UNIQUE, HERO, MONSTER, WIZARD (1), WARD (6+)

KEYWORDS

DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE



• SOULBLIGHT GRAVELORDS WARSCROLL •

IVYA VOLGA

THE OUTCAST

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bat Swarm's Needling Fangs	12"	2D6	4+	4+	-	1	Shoot in Combat, Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Heirloom Axe		5	3+	3+	1	2	Anti-MONSTER (+1 Rend)

U Passive

SHRIEKING SWARM: *Wherever Ivya goes, a flight of screeching bats accompanies her.*

Effect: Subtract 1 from hit rolls for attacks that target this unit.

U Passive

BEHEMOTH'S BANE: *Ivya has spent centuries roaming the forests of Shyish and beyond, and she has triumphed over some of the most heinous beasts imaginable.*

Effect: Subtract 2 from the Attacks characteristic of enemy **MONSTERS'** melee weapons while they are in combat with this unit.

● Your Hero Phase

6

TOTAL DOMINANCE: *With a swift and precise gesture, Ivya exerts her powerful influence over nearby monsters.*

Declare: Make a casting roll of 2D6.

Effect: For the rest of the turn, subtract 5 from the control scores of enemy **MONSTERS** while they are within 12" of this unit.

KEYWORDS

SPELL



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

KEYWORDS

DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE



• SOULBLIGHT GRAVELORDS WARSCROLL •

BELLADAMMA VOLGA

FIRST OF THE VYRKOS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Timeworn Scimitar	4	3+	3+	1	2	-
Lupine Fangs and Claws	6	4+	4+	-	1	Companion

U Passive

WOLFGUARD: *Volga's lupine allies will sacrifice themselves to protect her.*

Effect: While this unit is within the combat range of a friendly

Dire Wolves unit:

- This unit has **WARD** (4+).
- Each time you make a successful ward roll for this unit, allocate 1 damage point to a friendly **Dire Wolves** unit within this unit's combat range after the damage sequence for this unit has been resolved (ward rolls cannot be made for those damage points).

● Passive

FIRST OF THE VYRKOS: *Belladamma is the matriarch of the Vyrkos bloodline, and she commands their conquests with calculating efficiency.*

Effect: Add 3 to the control scores of friendly **Radukar the Wolf**, **Radukar the Beast**, **Ivya Volga**, **Lady Annika**, **Kritza**, **Vyrkos Blood-born** and **Vargskyr** units while they are wholly within 18" of this unit.

⚙ Your Hero Phase

UNDER A KILLING MOON: *Beneath the light of a blood moon, Volga's wolves attack with mad-eyed ferocity.*

Declare: Pick up to 3 visible friendly **Dire Wolves** units wholly within 18" of this unit to be the targets, then make a casting roll of 2D6.

Effect: For the rest of the turn:

- Add 1 to the Rend characteristic of the targets' melee weapons (including **Companion** weapons).
- The targets can ignore the effect of the 'Beast' ability.

KEYWORDS SPELL



KEYWORDS

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

DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE



• SOULBLIGHT GRAVELORDS WARSCROLL •

GORSLAV THE GRAVEKEEPER

MELEE WEAPONS

Gravekeeper's Spade

Atk

Hit

Wnd Rnd Dmg

Ability

5

4+

3+

1

2

-

Passive

KEEPER OF THE CORPSE-GARDENS:

In battle, Gorslav can call upon his Deadwalker minions to throw themselves into enemy attacks and blunt their blades.

Effect: While this unit is within the combat range of a friendly **Deadwalker Zombies** unit:

- This unit has **WARD (4+)**.
- Each time you make a successful ward roll for this unit, allocate 1 damage point to a friendly **Deadwalker Zombies** unit within this unit's combat range after the damage sequence for this unit has been resolved (ward rolls cannot be made for those damage points).

Once Per Turn, Your Movement Phase

ARISE! ARISE!: *With a rasping cry, the Gravekeeper beckons his freshly buried victims to rise as undead and defend the walls of Ulfenkarn.*

Declare: Pick up to 3 friendly **Deadwalker Zombies** units wholly within 12" of this unit to be the targets.

Effect: Roll a D3 for each target. On a 2+, return up to a number of slain models to the target equal to the roll.



KEYWORDS

UNIQUE, HERO, INFANTRY, WARD (6+)

DEATH, SOULBLIGHT GRAVELORDS, DEADWALKERS



• SOULBLIGHT GRAVELORDS WARSCROLL •

TORGILLIUS THE CHAMBERLAIN

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Necrotising Bolts	18"	D6	4+	4+	1	D3	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Familiars' Fangs and Claws		4	4+	4+	-	1	Companion

⚙ Passive

TRUSTED LIEUTENANT: *Radukar has granted Torgillius the resources with which to continue his research. In return, the Chamberlain offers his necromantic expertise and the secrets gathered for him by his vermin spies.*

Effect: This unit can use the 'Deathly Invocation' ability even if a different friendly unit has already used it this turn, but units that have already been picked to be targets of that ability this turn cannot be picked to be targets.

🛡 Your Hero Phase

6

FAILING FORTITUDE: *Ruthlessly targeting his prey's weaknesses, Torgillius hurls bolts of enervating energy to drain their strength and resilience.*

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

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

KEYWORDS

SPELL



KEYWORDS

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

DEATH, SOULBLIGHT GRAVELORDS



• SOULBLIGHT GRAVELORDS WARSCROLL •

VYRKOS BLOOD-BORN

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

U Passive

CLING TO THE SHADOWS: *With quicksilver speed, these creatures scale terrain in a matter of moments, hiding in the shadows while they prepare to strike.*

Effect: While each model in this unit is within 1" of any terrain features, this unit cannot be targeted by shooting attacks unless the attacking model is within 9" of it.

➤ End of Any Turn

SHADOWFAST: *Vyrkos Blood-born move with savage swiftness.*

Effect: Roll a dice. On a 3+, this unit can use a **MOVE** ability as if it were your movement phase.



KEYWORDS

INFANTRY, WARD (6+)

DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE

• SOULBLIGHT GRAVELORDS WARSCROLL •

WATCH CAPTAIN HALGRIM



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Cursed Halberd and Sabre	4	4+	3+	2	2	Crit (Mortal)

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

ECHOES OF THE WATCH: Beneath the sightless gaze of Halgrim, the long-dead garrison of Mournhold act with a disturbing semblance of the martial training they prided themselves on in life.

Effect: Pick a friendly **Deathrattle Skeletons** 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.

➤ **Passive**

DISCIPLINED ADVANCE: Under Halgrim's command, his warriors advance ceaselessly in regimented lockstep to crush the foes of Ulfenkarn.

Effect: Each time you make a run roll for a friendly **Deathrattle Skeletons** unit wholly within 12" of this unit, you can change that roll to a 4.



KEYWORDS

UNIQUE, HERO, INFANTRY, WARD (6+)

DEATH, SOULBLIGHT GRAVELORDS, DEATHRATTLE



• SOULBLIGHT GRAVELORDS WARSCROLL •

VARGSKYR

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Raking Talons	4	4+	2+	1	2	Companion
Lacerating Fangs	2	4+	2+	2	3	Companion

Passive

BOUNDING HASTE: *Three times the height of a man and with supernatural strength and reflexes, a Vargskyr covers ground with terrifying speed.*

Effect: Add 1 to the number of dice rolled when making charge rolls for this unit, to a maximum of 3. In addition, when this unit uses a **CHARGE** ability, it can pass through terrain features and enemy models as if it had **FLY**.

Passive

BEAST

Effect: This unit has a maximum control score of 1.



KEYWORDS

BEAST, WARD (6+)

DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE



• SOULBLIGHT GRAVELORDS WARSCROLL •

KOSARGI NIGHTGUARD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Kosargi Bardiche	2	4+	2+	2	3	-

Passive

A PACT MAINTAINED: *The undead mercenaries of Kos are as loyal to Radukar in death as they were in life.*

Effect: While a friendly **Radukar the Wolf** or **Radukar the Beast** is within this unit's combat range, both that unit and this unit have **WARD (5+)**.



KEYWORDS

INFANTRY, WARD (6+)

DEATH, SOULBLIGHT GRAVELORDS, DEADWALKERS



• SOULBLIGHT GRAVELORDS WARSCROLL •

LADY ANNIKA

THE THIRSTING BLADE

MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
Blade Proboscian	7	3+	4+	1	2	-

Deployment Phase

SUPERNATURAL SPEED: *Lady Annika's near-permanent state of starvation drives her ahead of the main battlelines, ready to pounce as soon as prey draws near.*

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

Effect: Set up this unit in reserve **lying in wait**. It has now been deployed.

KEYWORDS

DEPLOY

Your Movement Phase

STARVING NIGHTMARE: *Unable to contain her hunger any longer, Lady Annika springs forth from hiding, eager to glut herself on the blood of the foe.*

Declare: Pick this unit if it is **lying in wait**.

Effect: Set up this unit wholly within enemy territory and more than 9" from all enemy units.

End of Any Turn

KISS OF THE BLADE PROBOCIAN:

This pitted and corroded blade should not endure – and yet, it does. The same cannot be said for anything scratched by its mouldering point.

Declare: Pick an enemy unit that was allocated any damage points inflicted by this unit's combat attacks this turn to be the target.

Effect: Roll a dice. On a 2+, subtract 1 from save rolls for the target for the rest of the battle.



KEYWORDS

UNIQUE, HERO, INFANTRY, WARD (4+)

DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE



• SOULBLIGHT GRAVELORDS WARSCROLL •

KRITZA

THE RAT PRINCE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Gnawblade	5	3+	3+	1	2	Crit (2 Hits)

Any Combat Phase

SCURRYING RETREAT: *Just when a foe has him cornered, Kritza transfigures into a swarm of scurrying rats, only to rematerialise elsewhere and drive his blade into an enemy's back.*

Effect: If this unit is in combat, roll a dice. On a 2+, this unit can immediately use the 'Retreat' ability as if it were your movement phase without any mortal damage being inflicted on it.

Any Combat Phase

THE VERMINOUS COURT: *Kritza believes himself an appreciator of the finer things in undeath, and his rodent servants are adept in snatching away trinkets and treasures for his collection.*

Declare: Pick an enemy unit in combat with this unit to be the target, then pick an artefact of power that the target has.

Effect: Roll a dice. On a 3+, the target no longer has that artefact of power.



KEYWORDS

UNIQUE, HERO, INFANTRY, WARD (6+)

DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE



• SOULBLIGHT GRAVELORDS WARSCROLL •

VAMPIRE LORD

ON ZOMBIE DRAGON

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Pestilential Breath	10"	D6	2+	4+	1	2	Shoot in Combat, Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Dynastic Weapon		4	3+	3+	2	2	Charge (+1 Damage)
Draconic Maw		3	4+	2+	2	3	Companion
Draconic Claws		7	4+	2+	1	2	Companion

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Draconic Claws** is 5.

Passive

THAT WHICH SHOULD NOT BE: *To behold such a majestic beast as a dragon in the grip of undeath evokes awe and abject terror in equal measure.*

Effect: If this unit charged this turn, for the rest of the turn, subtract 1 from the control scores of enemy units while they are in combat with this unit.

Once Per Turn (Army), End of Any Turn

BLOODTHIRSTY DOMINANCE: *The Vampire Lord and its monstrous mount single out worthy prey, tearing into them with relentless fury.*

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

Effect: Roll a number of dice equal to the target's Health characteristic. For each 6, inflict 1 mortal damage on the target.

KEYWORDS

RAMPAGE

KEYWORDS

HERO, MONSTER, WIZARD (1), FLY, WARD (6+)

DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE



• SOULBLIGHT GRAVELORDS WARSCROLL •

VAMPIRE LORD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Dynastic War-relic	5	3+	3+	1	2	Anti-HERO (+1 Rend), Crit (2 Hits)

➤ Once Per Turn (Army),
Your Movement Phase

SANGUINE BLUR: *By the time this vampire's prey notices the crimson streak heading towards them, it is far too late.*

Effect: Roll a dice. On a 3+, remove this unit from the battlefield and set it up again on the battlefield more than 9" from all enemy non-**HERO** units and more than 3" from all enemy **HEROES**.



KEYWORDS

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

DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE



• SOULBLIGHT GRAVELORDS WARSCROLL •

CADO EZECHIAR

THE HOLLOW KING

MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
Ezechiarian Greatsword	5	3+	3+	2	2	Crit (Auto-wound)

⚙ Your Hero Phase

RETRIBUTION OR SALVATION:

Cado's quest for both vengeance and self-control manifests as two forms of sorcery: bolts of killing judgement and an aura of regal authority that augments nearby undead.

Declare: Pick a visible unit within 12" of this unit 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 **DEATHRATTLE** or **DEADWALKERS** unit, subtract 1 from wound rolls for combat attacks that target that unit for the rest of the turn.

KEYWORDS

SPELL

7

⚙ Your Hero Phase

THE COURT OF THE LOST: *The iron rings worn by Cado hold the spirits of souls from his past. In times of need, he summons their ethereal forms to aid him.*

Effect: Roll a dice. On a 2+, pick 1 of the following effects to apply until the start of your next turn.

- This unit has a Move characteristic of 12".
- Add 1 to casting rolls, unbinding rolls and banishment rolls for this unit.
- This unit's melee weapons have **Crit (Mortal)**.



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

DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE

KEYWORDS



• SOULBLIGHT GRAVELORDS WARSCROLL •

ASKURGAN TRUEBLADES

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Askurgan Weapons	2	3+	3+	1	1	Anti-MONSTER (+1 Rend), Crit (2 Hits)
Elongated Claws and Slaverling Maw	5	4+	3+	2	1	-

Each model in this unit is armed with Askurgan Weapons.

- 1/8 models is a Curseblood and must replace their Askurgan Weapons with Elongated Claws and Slaverling Maw.
- The champion is an Askurgan Exemplar and cannot replace their weapons.

⚙ Passive

CREED OF THE ASKURGA RENKAI:

Faithful to the teachings of ancient masters long slain, Trueblades test themselves against the most powerful adversaries, feasting solely on monstrous blood to bolster their strength and speed.

Effect: Subtract 1 from hit rolls for combat attacks made by enemy **MONSTERS** that target this unit. Add 1 to hit rolls for combat attacks made by this unit that target enemy **MONSTERS**.

🏰 Any Combat Phase

GUT-WRENCHING HOWL: The howl of a Curseblood resounds with the force of long-repressed bloodlust finally finding release, staggering even the bravest souls.

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

Effect: Roll a dice. On a 4+, the target has **STRIKE-LAST** for the rest of the turn.



KEYWORDS

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

DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE



• SOULBLIGHT GRAVELORDS WARSCROLL •

BLOOD KNIGHTS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Templar Weapon	3	3+	3+	1	1	Anti-INFANTRY (+1 Rend), Charge (+1 Damage)
Nightmare's Hooves and Teeth	3	5+	3+	-	1	Companion

Passive

RIDERS OF RUIN: *Blood Knights trample clean over lesser foes to strike at more worthy challengers.*

Effect: When this unit moves, it can pass through models in enemy **INFANTRY** units and can pass through the combat ranges of enemy **INFANTRY** units, but it cannot end a move in combat unless specified in the ability used.

Any Charge Phase

TRAMPLED TO DUST: *Infantrymen who find themselves in the Blood Knights' path are crushed beneath the hooves of their Nightmare steeds.*

Declare: Pick an enemy unit that this unit passed across this turn 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, SOULBLIGHT GRAVELORDS, VAMPIRE

SPEARHEAD



SOULBLIGHT GRAVELORDS

BLOODCRAVE HUNT

This Spearhead army consists of the following units:

GENERAL

- ◆ Vampire Lord

UNITS

- ◆ 10 Deathrattle Skeletons
- ◆ 10 Deathrattle Skeletons
- ◆ 5 Blood Knights
- ◆ 3 Vargheists



Though the great vampiric bloodlines maintain wildly different traditions of war, there is one thing they all have in common: the love of the hunt. Even those who adopt the airs and graces of noble courts struggle to keep the blood-craving beasts within them contained behind their gilded veneers. Such is the power of the Soulblight Curse that the vampiric nobility that revel in its blessings will often strike out on Bloodcrave Hunts to chase down foes to replenish their feeding supplies – or, oftentimes, just to enjoy indulging their fell urges.

Each hunt is led by a Vampire Lord, who directs both members of their court and ranks of their skeletal servants alike to do their bidding. No backline leaders are these, as they would much rather revel in the carnage of battle, slashing apart enemies with their ornate weapons or taking great gulps of blood. Though they fight violently, they use this vital lifestuff to heal their own injuries as they go. An elite guard of mounted Blood Knights attends their lord, charging through enemy lines to skewer them with sword and lance. Many will bring along Vargheists to aid in the hunt, for these grotesque creatures were once members of their court as well, though having fallen to the urges of their curse, they are now good for little more than chasing and killing. Should their masters not take care of the enemy, Deathrattle Skeletons will be raised to clean up straggling footsoldiers or overwhelm their foes with sheer numbers. With their lord nearby, they can get up and resume fighting countless times after being destroyed.

BATTLE TRAITS

DEATH'S DESCENT

Vargheists swoop on their victims from on high, suddenly overwhelming them in a flurry of claws and fangs.

Your **Vargheists** unit is not set up during the deployment phase. Instead, from the third battle round onwards, it can use the following ability:

➤ Your Movement Phase

SWOOP DOWN: *The sky darkens as the Vargheists descend.*

Effect: Set up this unit anywhere on the battlefield more than 6" from all enemy units.

KEYWORDS CORE

U Passive

THE HUNGER: *Those who bear the Soulblight Curse constantly crave blood and are empowered by feasting upon their foes.*

Effect: Each time a friendly **VAMPIRE** unit uses a **FIGHT** ability, after all of its attacks have been resolved, **Heal (X)** that **VAMPIRE** unit where **X** is the number of damage points allocated by those attacks.



REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

☞ **Once Per Battle, Your Movement Phase**

ENDLESS LEGIONS: *To the Soulblight aristocracy, the dead are mere chattel to be expended at will.*

Declare: Pick a friendly **Deathrattle Skeletons** unit that has been destroyed.

Effect: You can set up a replacement unit with **D6+4** models anywhere on the battlefield more than 6" from all enemy units.

KEYWORDS

CORE

⚔ **Any Charge Phase**

RUINOUS CHARGERS: *The Blood Knights of this army leave a trail of destruction as they trample anything that lies between them and their prey.*

Declare: Pick your **Blood Knights** unit to use this ability if it charged this turn.

Effect: Inflict D3 mortal damage on each enemy unit it passed across during that **CHARGE** ability.

ENHANCEMENTS: Give your general 1 of the following enhancements.

☞ **Once Per Battle, Reaction: You declared the 'Skeleton Legion' ability for a unit within 9" of your general**

GRAVE-SAND SHARD: *By crushing this gem of vitrified grave-sand, the Vampire Lord can draw upon a surge of death magic to reinvigorate their resurrected warriors.*

Effect: Add 1 to each **legion roll** made for that unit.

☞ **Once Per Battle, Your Movement Phase**

CLOUD OF BATS: *Your Vampire Lord dissolves into a swarm of bats before reappearing elsewhere.*

Effect: Remove your general from the battlefield and set them up again anywhere on the battlefield more than 6" from all enemy units.

KEYWORDS

CORE

🛡 **Passive**

AURA OF NIGHT: *This black leather brigandine was crafted from the hide of an abyssal stalker and grants the wearer that creature's shadowy aura.*

Effect: Ignore negative modifiers to save rolls for shooting attacks that target your general.

⚔ **Your Hero Phase**

SPIRIT GALE: *Your general calls forth spectral winds that tear the souls of the foe from their bodies.*

Declare: Make a casting roll of 2D6.

Effect: On a 7+, inflict 1 mortal damage on each enemy unit on the battlefield.



Vampire Lords are elder undead whose dark powers have only intensified over the long centuries. Each is a warrior to be feared, with an instinctive command of death magic. In battle, they fight with self-assurance and a cold sense of pride, knowing that at the flick of their finger they can raise more skeletal servants to overwhelm their foe or siphon the soul energies from their victims in order to live anew. Each fights with an heirloom of their vampiric bloodline, which is both an expertly crafted relic and a symbol of dread to their enemies.

• SPEARHEAD WARSCROLL •

VAMPIRE LORD

 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Dynastic War-relic	5	3+	3+	1	2	-

Your Hero Phase

VILE TRANSFERENCE: *The Vampire Lord siphons the animus from nearby enemies and uses it to rejuvenate their ageless form.*

Declare: Pick a visible enemy unit within 6" of this unit to be the target, then make a casting roll of 2D6.

Effect: On a 6+, roll a number of dice equal to the target's Health characteristic. For each 5+, inflict 1 mortal damage on the target and **Heal (1)** this unit.



KEYWORDS

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

MOVE

10"

HEALTH

3

3+

SAVE

1

CONTROL

Blood Knights are vampires obsessed with battle, and their codes of chivalric honour are warped indeed. Mounted atop imposing Nightmares, they seek out war wherever it can be found, trampling straight over lesser foes to reach the worthiest challenges. They excel at mounted combat and can spear enemies through the heart in an instant with finely wrought blade or lance. Their skeletal steeds are fearsome creatures armoured from head to hoof, their savage bites and lashing kicks adding to the carnage of their rider's charge.

• SPEARHEAD WARSCROLL •

BLOOD KNIGHTS

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Templar Lance or Templar Blade	3	3+	3+	1	1	Charge (+1 Damage)
	Nightmare's Hooves and Teeth	3	5+	3+	-	1	Companion

➤ Passive

RIDERS OF RUIN: *Blood Knights barge through lesser foes to strike at more worthy challengers.*

Effect: Models in this unit can pass across enemy **INFANTRY** models as if this unit had **FLY**.



KEYWORDS

CAVALRY, VAMPIRE, WARD (6+)

MOVE

12"

HEALTH

4

5+

SAVE

1

CONTROL

The leather-winged horrors known as Vargheists are vampires who were overwhelmed by their bloody thirst. Now reduced to savage and near-uncontrollable beasts, they viciously attack any prey within reach. Though they are a common sight in hunting parties for their speed and overwhelming strength, their courtly brethren often treat them with contempt. Deep down, vampires know that they are only a few steps away from transforming into a ravening, blood-maddened Vargheist themselves.

• SPEARHEAD WARSCROLL •

VARGHEISTS

⚔ MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Murderous Fangs and Talons	3	4+	3+	1	2	Crit (2 Hits)

⚔ Passive

THE SCENT OF GORE: *The taste of hot blood on the tongue sends these abominations into a killing mania.*

Effect: Add 1 to wound rolls for attacks made by this unit that target a damaged unit.



KEYWORDS	INFANTRY, VAMPIRE, FLY, WARD (6+)
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Skulls locked in an eternal grimace, Deathrattle Skeletons are the footsoldiers of the undead. To stand before these clattering companies demands great courage, for they are the fate of all mortals given horrifying animus, and their rusted weapons have retained their killing edge. Though these macabre soldiers are slow and their bodies brittle, they can rise again and again under the right circumstances. In this way they overwhelm the enemy, who become locked in a perpetual struggle with the skeletal hordes that can end only in their own demise.

• SPEARHEAD WARSCROLL •

DEATHRATTLE SKELETONS

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Ancient Weapon	2	4+	4+	-	1	-

Any Combat Phase

SKELETON LEGION: As *necromantic energies blanket the battlefield, long-dead warriors stagger to their feet once more, eye sockets aglow with killing light.*

Effect: For each slain model from this unit, make a **legion roll** of D6. For each 5+, return 1 slain model to this unit.



KEYWORDS

INFANTRY, WARD (6+)