

SOULBLIGHT GRAVELORDS

DEATHRATTLE TOMB HOST

This Spearhead army consists of the following units:

GENERAL

◆ Wight King

UNITS

- ◆ 10 Barrow Guard
- ◆ 5 Barrow Knights
- ◆ 10 Deathrattle Skeletons
- ◆ 10 Deathrattle Skeletons



The dead march upon the lands of the living, and they will not stop until all resistance has been crushed beneath their timeworn boots. Rank after rank of fleshless spearmen and tomb champions advance under the baleful gaze of their Wight King master, each of them driven by a soulless imperative to conquer and kill.

The military might of the barrow kingdoms is exemplified by the Deathrattle Tomb Hosts. These armies are raised when a Wight King's entire barrow kingdom is emptied for war, its undead citizenry taking up blades and spears at the unspoken command of their eternal overlord. Deathrattle Skeletons are many in number, so flushed with necromantic energy that even when shattered by an axe or hammer they can reconstitute. Broken bones knit together and skulls reattach as these passionless killing machines rise once more, and their horrified foes find themselves helplessly embroiled in a battle of attrition they cannot win. These doomed souls are easy prey for units of elite Barrow Guard and the heavy cavalry known as Barrow Knights, who charge into their exposed flanks to sow terror and death.

'All that I see is mine. All who oppose me shall be annihilated. Let the living tremble at the sight of my banner, for the ruler of the Flooded Kingdom has come.'

– Wight King Crannocho



Few sights encapsulate the inevitability of death so potently as that of a Deathrattle Tomb Host on the march. This unstoppable force crushes all before it, claiming victory after victory in the name of its Wight King.

BATTLE TRAITS

THE UNQUIET DEAD

Animated by necromancy, the undead rise from their graves, balefire eyes blazing with dark purpose

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

➤ **Once Per Battle (Army), Your Movement Phase**

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

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

⏹ **Once Per Turn (Army), Your Combat Phase**

AURA OF ANTIQUITY: *Prolonged exposure to the necrotic energies that animate these Deathrattle warriors can cause the equipment of their foes to corrode and crumble with unnatural speed.*

Declare: Pick an enemy unit in combat with any friendly units to be the target.

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



REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

✂ **Passive**

OVERWHELMING HORDES: *The relentless advance of these skeletal undead can overwhelm even the most tenacious resistance.*

Effect: Add 1 to wound rolls for combat attacks made by friendly non-HERO units that target a unit that has fewer models than the attacking unit.

⚙ **Once Per Turn (Army), Your Hero Phase**

DEATHMARCH: *With rusted armour clattering, the skeletons advance in eerie lockstep, unburdened by pain or doubt.*

Declare: Pick a friendly non-HERO unit that is not in combat to be the target.

Effect: For the rest of the turn, add 1" to the target's Move characteristic and add 3 to its control score.

ENHANCEMENTS: Give your general 1 of the following enhancements.

✂ **Passive**

SHYISHAN BLADE: *Sorcerous shadows dance across the deadly sharp edge of this obsidian sword.*

Effect: The Rend characteristic of your general's **Baleful Tomb Blade** is 2.

⏹ **Passive**

STOLEN ANIMUS: *This Wight King draws their unholy vitality from spilling blood in great measure.*

Effect: Each time your general scores a critical hit, **Heal (2)** your general after the **ATTACK** ability has been resolved.

➤ **Your Charge Phase**

PROPELLED BY HATE: *This warrior's insatiable urge to slaughter the enemies of Nagash drives their deathless soldiers forward with sudden haste.*

Declare: Pick another friendly unit wholly within 12" of your general to be the target.

Effect: You can re-roll charge rolls for the target for the rest of the turn.

⏹ **Once Per Battle, Any Combat Phase**

SOUL-DRAIN PENDANT: *When the cursed words of awakening are uttered, this amethyst pendant saps the vigour of the living.*

Declare: Pick an enemy unit in combat with your general to be the target.

Effect: Roll a dice. On a 2+, the target has **STRIKE-LAST** for the rest of the turn.

MOVE 4"
HEALTH 5 SAVE 3+
CONTROL 2

Wight Kings are deathless tyrants, ruling over barrow empires populated entirely by skeletal thralls. They exist only to dominate others, having long ago sacrificed emotion and passion on the altar of their obsessive lust for triumph. In battle, few can withstand their relentless assault. Those foolish enough to challenge their supremacy are soon hacked to pieces by the monarch's cursed blade, a weapon capable of snuffing out a soul with a single scratch.

• SPEARHEAD WARSCROLL •

WIGHT KING

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Baleful Tomb Blade	5	4+	3+	1	2	Crit (Mortal)

✘ Your Hero Phase

KING OF SHAMBLING BONES: *In the presence of their sovereign, the footsoldiers of the Deathrattle kingdoms assume a sliver of their former warlike vigour.*

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

Effect: Roll a dice. On a 2+, add 1 to hit rolls for combat attacks made by the target for the rest of the turn.



KEYWORDS

HERO, INFANTRY, WARD (6+)

MOVE 4"
HEALTH 1 SAVE 4+
CONTROL 1

Surrounding a Wight King is a coterie of favoured praetorians, champions and housecarls: the Barrow Guard. These are the elite footsoldiers of the Deathrattle legions, imbued with memories of loyalties pledged and oaths of eternal service. Some favour the traditional sword and shield of a monarch's bodyguard, while others swing huge two-handed blades to carve foes in twain.

• SPEARHEAD WARSCROLL •

BARROW GUARD

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Wight Blade	2	4+	3+	1	1	Crit (Mortal)

🛡 Passive

GUARDIANS OF THE KING: *The Barrow Guard stand alongside the liege lord to whom they are bound.*

Effect: While your general is within this unit's combat range, both this unit and your general have WARD (5+).



KEYWORDS

INFANTRY, WARD (6+)

MOVE

10"

HEALTH

3

4+

SAVE

1

CONTROL

The finest warriors of a Deathrattle kingdom are granted the rank of Barrow Knight and a prestigious place at the side of their undead monarch. These skeletal cavaliers ride forth to conquer in the name of their liege, and rare are the warriors who can withstand their charge. Even if knocked from the saddle or shattered by cannonfire, these elite riders shall eventually rise again, for the oaths they have sworn will last until the end of time itself.

• SPEARHEAD WARSCROLL •

BARROW KNIGHTS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Barrow Lance	2	4+	3+	1	1	Crit (Mortal), Charge (+1 Damage)
Skeletal Steed's Hooves and Teeth	2	5+	3+	-	1	Companion

End of Your Turn

CURSED TO RISE ONCE MORE:
Necrotic flames wreath the shattered remains of an undead knight, compelling them to rejoin the battle.

Effect: You can return 1 slain model to this unit.



KEYWORDS

CAVALRY, WARD (6+)

MOVE

4"

HEALTH

1

5+

SAVE

1

CONTROL

Clattering forwards in formation, their yellowed skulls devoid of expression, the Deathrattle Skeletons go forth to annihilate the living. These undead automatons have no free will and are imbued only with the imperative to slay as swiftly and efficiently as possible. Even if a skeletal warrior is smashed to pieces, the horror continues – with the battlefield steeped in necromantic energies, the Deathrattle Skeleton's bones will lock together once more as it clambers upright, ready to kill again.

• SPEARHEAD WARSCROLL •

DEATHRATTLE SKELETONS

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

End of Any Turn

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

Effect: You can return D3 slain models to this unit.



KEYWORDS

INFANTRY, WARD (6+)