

SCOURGE OF AQSHY

FACTION RULES: FLESH-EATER COURTS

ARTEFACTS OF POWER

You can pick an artefact from this table instead of from other Artefacts of Power tables available to this faction.

THE ROYAL TREASURY (HERO only)

⚙ Any Movement Phase

FOOL'S CAP: *This warrior has manipulated the bones of a Mancrusher Gargant's skeletal hand into the shape of a jester's hat. Prancing about with it on their head ensures they acquire an audience...*

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

Effect: Spend 1 **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.

Then, for the rest of the turn:

- Add 1 to charge rolls for the target.
- Each time the target uses a **CHARGE** ability, if possible, it must end the charge move within ½" of this unit.
- While the target is in combat with this unit, subtract 1 from hit rolls for the target's combat attacks that do not target this unit.

⚙ Your Hero Phase

PLAYED FLAGS: *When these mighty banners are unfurled in the name of Ushoran, foes find themselves losing heart. Mostly because they are made of rotting skin.*

Declare: Pick an objective you do not control within 18" of this unit to be the target.

Effect: Until the start of your next turn, when resolving the damage sequence for enemy units contesting the target objective, your opponent cannot spend **rage dice** as part of the 'Fight Through the Pain' ability.

⚔ Any Combat Phase

RING OF NIGHTMARISH VISIONS: *This ring enhances the wearer's delusion, twisting foes into even more hideous monsters that they attack in a rabid frenzy.*

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

Effect: Roll a number of dice equal to your **fury level**. Add 1 to each roll if this unit charged this turn. For each 4+, inflict 1 mortal damage on the target.

NOBLE PURSUITS

Noble Pursuits are unique enhancements that can be given to non-HERO FLESH-EATER COURTS INFANTRY or CAVALRY units. A unit can only have 1 Noble Pursuit.

🏰 Deployment Phase

HOMAGE AND FEALTY: *Just as in the feudal days of yore, where lord and vassal made commitments to one another, so do these cannibals make similar reciprocal arrangements.*

Declare: If this unit is a **KNIGHT**, pick a friendly **SERF** unit wholly within 12" of it to be the target. If this unit is a **SERF**, pick a friendly **KNIGHT** unit wholly within 12" of it to be the target.

Effect: For the rest of the battle, add 1 to save rolls for this unit and the target while they are within 3" of and visible to each other.

⚔ Passive

DEFENDERS OF CHIVALRY: *With righteous anger, these ghouls set upon those who flout the chivalric code with bone clubs and filthy talons.*

Effect: While your **fury level** is 7, add 1 to the Rend characteristic of this unit's melee weapons.

⚔ Any Charge Phase

LOYAL SQUIRES: *These ghouls follow their holy paladins into battle, seeking to aid them however they can.*

Declare: Pick an enemy unit in combat with a friendly **Varghulf Courtier** to be the target.

Effect: For the rest of the phase:

- Add 2 to charge rolls for this unit.
- If this unit uses a **CHARGE** ability, it must end the charge move in combat with the target.

SCOURGE OF AQSHY

• SCOURGE OF AQSHY WARSCROLL •

ROYAL DECAPITATOR



The axes wielded by the headmen of the courts hunger for slaughter, and the Royal Decapitators are quick to satiate them, cleaving worthy heads from their bodies as they traverse the Great Parch.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Headsman's Axe	3	4+	3+	2	3

🛡 Once Per Turn (Army), Your Hero Phase

EXECUTIONER AND ENFORCER: *The Royal Decapitator acts as a grim reminder to their fellow ghouls that cowardice is a high crime in Ushoran's court.*

Declare: Pick another friendly **FLESH-EATER COURTS INFANTRY** unit within this unit's combat range to be the target.

Effect: 1 model in the target unit is automatically slain. Then, until the start of your next turn, ignore the first damage point that would be allocated to each visible friendly **FLESH-EATER COURTS** unit in each phase while it is wholly within 12" of this unit.

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

HEADS ON PIKES: *The severed heads of leaders sentenced to death by the Decapitator are put on display as effective deterrents.*

Declare: If any damage points were allocated to an enemy **HERO** by this unit's combat attacks this turn and that enemy **HERO** has been destroyed, pick an objective or terrain feature within 6" of this unit to be the target.

Effect: Spend 1 **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7. Then, for the rest of the turn, subtract 5 from the control scores of enemy units while they are contesting the target objective or terrain feature.



KEYWORDS

HERO, INFANTRY, WARD (6+)

DEATH, FLESH-EATER COURTS, NOBLE

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VARGHULF COURTIER



Viewed as saintly champions by the ghouls in their shared delusion, in reality, Varghulfs are utterly feral vampiric monstrosities. Their bestial nature reflected in their unholy form, Varghulfs stalk the plains of Aqshy in search of fresh meat.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Immense Claws Anti-INFANTRY (+1 Rend)	7	4+	3+	1	2
Dagger-like Fangs Anti-INFANTRY (+1 Rend)	1	3+	2+	2	3

● Passive

BEAST

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

⚙ Once Per Turn (Army), Any Hero Phase

THE HOWLING SAINT: *Varghulfs are the holiest servants of Ushoran, their blessed presence serving to deepen the faith and amplify the conviction of nearby clerics.*

Declare: Pick a visible friendly **FLESH-EATER COURTS PRIEST** wholly within 18" of this unit to be the target.

Effect: The next time the target uses a **PRAYER** ability this phase:

- When picking targets for that prayer, you can measure range and visibility from this unit instead of from the chanter.
- Add 1 to the chanting roll for that prayer.



KEYWORDS

BEAST, WARD (6+)

DEATH, FLESH-EATER COURTS