

SCOURGE OF AQSHY

FACTION RULES: OSSIARCH BONEREAPERS

ARTEFACTS OF POWER

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

RELICS OF THE EMPIRE (HERO only)

⚙️ **Reaction:** You declared the 'Rally' command for a visible OSSIARCH BONEREAPERS unit wholly within 12" of this unit

BANNER OF OLD OSSIA:

Imbued with a similar enchantment to Katakros's personal standard, the bearer of this banner can direct the repair and reconstruction of Ossiarch warriors across the battlefield, ensuring that each cohort is at optimal strength.

Effect: When resolving that command, you can spend rally points in the following additional ways:

- For each rally point spent, **Heal (1)** another visible friendly non-HERO OSSIARCH BONEREAPERS unit wholly within 12" of this unit.
- You can spend a number of rally points equal to the Health characteristic of that unit to return a slain model to a visible friendly OSSIARCH BONEREAPERS unit wholly within 12" of this unit.

🚩 Once Per Battle, Your Movement Phase

SCARABAEAN CLOAK: *This writhing mantle is formed of thousands of osseous scarabs that can take flight as one, carrying the wearer into the air.*

Effect: Remove this unit from the battlefield and set it up again on the battlefield more than 9" from all enemy units.

🚩 Once Per Battle, End of Any Turn

SOULWEB GEM: *This construct bears a mastercrafted soultrap gem that has been magically bound to that of a chosen vassal. Should they fall, their animus can inhabit their subordinate's form, usually at a safer distance from the foe.*

Declare: This unit can only use this ability if it was destroyed this turn.

Effect: Set up a replacement unit identical to this unit on the battlefield wholly within friendly territory and not in combat. Then, allocate a number of damage points to the replacement unit equal to its Health characteristic minus 1 (ward rolls cannot be made for those damage points).

MORTISAN REFINEMENTS

Mortisan Refinements are unique enhancements that can be given to non-HERO OSSIARCH BONEREAPERS units. A unit can only have 1 Mortisan Refinement.

⚔️ Passive

PERPETUALLY EMPOWERED WEAPONS:

The Mortisans have permanently imbued these constructs' and their steeds' weapons with deadly power.

Effect: This unit's melee weapons, including Companion weapons, have **Crit (2 Hits)**.

🚩 Passive

ELONGATED TIBIAS:

These Bonereapers have considerably longer leg bones than many other constructs, allowing for greater bursts of speed on the charge.

Effect: Add 1 to charge rolls for this unit.

⚙️ Passive

UTTERLY UNQUESTIONING:

The spirit-essence in these Ossiarchs' soultrap gems is derived from the most loyal of ancient seneschals.

Effect: Each time this unit uses a **RELENTLESS DISCIPLINE** ability, roll a dice as a reaction. On a 5+, subtract 1 from the number of **relentless discipline** points that must be spent to use that ability.

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VOKMORTIAN MASTER OF THE BONE-TITHE



As High Emissarian, it is Vokmortian's duty to ensure that ample bone is harvested in order to replenish the Ossiararch legions as they battle across the Realm of Fire. This he achieves through terrifying oratory, dark magic and ruthless precision.

 RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Gaze of Death	12"	1	3+	2+	1	D6
 MELEE WEAPONS	Atk		Hit	Wnd	Rnd	Dmg
Staff of Retribution	3		4+	3+	1	D3

⚙ Your Hero Phase

MASTER OF THE BONE-TITHE: To reject Vokmortian's demands is folly, yet to acquiesce to them involves no small degree of sacrifice...

Effect: Your opponent must pick 1 of the following effects:

Pay the Tithe: Your opponent must pick a unit in their army on the battlefield to be the target. They cannot pick a **MANIFESTATION** or terrain feature. Then:

- Inflict D6 mortal damage on the target.
- Until the start of your next turn, the target cannot be healed, have slain models returned to it or be replaced.

Deny the Ossiararchs their Rightful Due: Pick 1 of the following effects:

- You gain 4 **relentless discipline** points.
- Pick an objective you do not control. For the rest of the turn, add 5 to the control scores of friendly **OSSIARCH BONEREAPERS** units while they are contesting that objective.
- For the rest of the turn, add 2 to the Attacks characteristic and add 6" to the Range characteristic of this unit's **Gaze of Death**.

⚙ Your Hero Phase

COWED INTO INACTION: Temporarily possessing and channelling his voice through a nearby enemy warlord, Vokmortian intimidates their warriors until they are paralysed with fear.

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

Effect: Until the start of your next turn, each time an enemy unit within the target's combat range uses a command, unless your opponent spends 1 **rage dice** to use that command, the command has no effect, it still counts as having been used and the command points spent to use it are lost.

KEYWORDS SPELL

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UNIQUE, HERO, WIZARD (2), INFANTRY, WARD (6+),
RELENTLESS DISCIPLINE (2)
DEATH, OSSIARCH BONEREAPERS

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MORTIS REAPERS



Enshrouded by a shimmering heat haze that is only enhanced by the scorching Aqshian climate, the stealthy Mortis Reapers slip between enemy lines, seeking out leaders and champions marked for assassination.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Reaper's Blades Anti-HERO (+1 Rend)	3	3+	4+	1	1

➤ Once Per Turn (Army), Any Charge Phase

TERMINATE THEIR COMMAND: Creeping unseen through the enemy ranks, the Mortis Reapers quickly close in on their real target.

Declare: If this unit is in combat, pick a visible enemy **HERO** within 12" of this unit to be the target.

Effect: If the target is more than 3" from all other enemy units, apply the effect below. Otherwise, roll a dice. On a 3+, apply the effect below.

Remove this unit from the battlefield and set it up again within 1" of the target.

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

THE COLDNESS OF DEATH: By taking down the enemy's greatest warriors, so too do the Mortis Reapers sap them of their battle fury.

Effect: If an enemy **HERO** was destroyed by this unit's combat attacks this turn, your opponent must reduce their **fury level** to 0.



KEYWORDS

INFANTRY, CHAMPION, WARD (6+)
DEATH, OSSIARCH BONEREAPERS