

SCOURGE OF AQSHY

FACTION RULES: SOULBLIGHT GRAVELORDS

HEROIC TRAITS

You can pick a heroic trait from this table instead of from other Heroic Traits tables available to this faction.

THE CURSED BLOODLINES (HERO only)

✧ Passive

IMMORTAL EGO: *Few mortals would claim to be the mightiest slayer in the Mortal Realms or to have a peerless mastery of the blade, given the existence of gods, daemons, demigods and more besides. This unliving paragon's ego has no such frailties.*

Effect: Each phase, you can re-roll 1 hit roll, 1 wound roll and 1 save roll for this unit.

✧ Passive

FURIOUS ENDINGS: *This being can harness the power created when Shyishan and Aqshian magics mingle, which often occurs when arcane manifestations meet their end in the Bright Realm.*

Effect: Each time a **MANIFESTATION** within 12" of this unit is removed from play, gain 1 **rage dice**.

✧ Deployment Phase

ETERNAL THRALL: *Such is this warlord's notoriety that they have acquired something of a cult following. One of their most ardent supporters is renowned in their own right, and they bask in the adulation of this follower the most.*

Declare: Pick another friendly non-**UNIQUE SOULBLIGHT GRAVELORDS INFANTRY HERO** to be the target.

Effect: For the rest of the battle, while the target is on the battlefield:

- If this unit is a **Necromancer**, add 1 to this unit's power level.
- If this unit is a **VAMPIRE**, add 1 to unbinding rolls for this unit.
- If this unit is **DEATHRATTLE**, ignore the first damage point that would be allocated to this unit in each phase.

ORIGINS OF TERRIFYING FOLK TALES

Origins of Terrifying Folk Tales are unique enhancements that can be given to non-**HERO SOULBLIGHT GRAVELORDS INFANTRY** units. A unit can only have 1 Origin of Terrifying Folk Tales.

➤ Deployment Phase

THE EMPTY GRAVEYARD: *Folks tell of a cemetery where the day after a mass funeral, each newly filled burial plot was found empty, with footprints leading away from them into the wilds...*

Effect: Remove this unit from the battlefield and set it up again more than 9" from all enemy units and either wholly within 7" of a terrain feature or wholly within 7" of the battlefield edge. This unit cannot use **MOVE** abilities in the first turn of the first battle round.

🛡 Any Hero Phase

THE NEVER-DEAD: *It is said that there is a rampaging band of warriors who yearn for the sweet release of death, but as punishment for transgressions past, Elder Bones refuses to let them die.*

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, each time you make an unmodified save roll of 5+ for an attack that targets this unit, the attack fails and the attack sequence ends.

➤ End of Any Turn

THE INCARNADINE KILLERS: *Beware the Incarnadine Killers, for they are cursed with an insatiable lust for slaughter. Do not think that distance shall keep you safe; should you spy their bloodied forms upon the horizon one moment, their blades will be lodged in your throat the next.*

Effect: If this unit is not in combat and an enemy unit was destroyed by its combat attacks this turn, this unit can move up to D6". It can end that move in combat.

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• SCOURGE OF AQSHY WARSCROLL •

REVENANT DRACONITH



Rotted heirs of the godbeast Dracothion, Revenant Draconith are the decaying corpses of great drakes animated by necromancy. With a deep-seated animosity for all living things, they swoop down through the Aqshian skies to disgorge their flesh-melting breath over the enemy, lashing out with raking talons in a hate-filled frenzy.

 RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Pestilential Miasma Shoot in Combat, Companion	10"	5	3+	3+	1	2
 MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Draconic Maw Companion		3	4+	2+	2	3
 Draconic Claws Companion		7	4+	2+	1	2

Passive

BATTLE DAMAGED

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

Once Per Turn (Army), Enemy Hero Phase

BRIMMING WITH RANCOUR

The Revenant Draconith turns towards a foe, the witchlights of its eyes flickering. Radiating pure malevolence, the enemy dares not approach its mouldering form.

Declare: Pick a visible enemy unit to be the target.

Effect: For the rest of the turn, the target cannot end moves made as part of a non-**CHARGE MOVE** ability within "X" of this unit, where X is equal to your current **fury level**.

KEYWORDS RAMPAGE

Once Per Turn (Army), Any Combat Phase

VOLATILE ANIMUS: *The furious energies of Aqshy combine with the forces animating the Revenant Draconith to make it highly unpredictable.*

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, pick 1 of the following effects:

Retaliatory Posture: For the rest of the turn:

- Ignore positive modifiers to hit rolls and wound rolls for attacks made by enemy units while they are in combat with this unit.
- Add 1 to save rolls for this unit.
- Add 1 to hit rolls for this unit's attacks, including attacks made with **Companion** weapons, that target an enemy unit that used a **FIGHT** ability this phase.

Unrelenting Ferocity: For the rest of the turn:

- Ignore negative modifiers to hit rolls and wound rolls for this unit's attacks.
- Add 1 to the Rend and Damage characteristics of this unit's **Companion** melee weapons for attacks that target an enemy unit that has not used a **FIGHT** ability this phase.



KEYWORDS

MONSTER, FLY, WARD (6+)

DEATH, SOULBLIGHT GRAVELORDS

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VENGORIAN LORD



Such is the self-hatred felt by the Vengorian Lords that they cannot bear even to see their own reflections. Their forms twisted through exposure to unbound magics, these vampires traverse the Great Parch, feasting messily on the living.

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

🛡 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

INDIGNANT OUTBURST: *Filled with self-loathing and seething resentment, once the Vengorian Lord has a target for their simmering ire, they let their outrage boil over.*

Effect: If this unit is in combat, gain 1 rage dice.

🗡 Once Per Turn (Army), Any Combat Phase

FRENZIED SURGE: *As the Vengorian Lord tears through the press of combat to sate their desperate hunger, nearby undead find themselves swept along by their rabidity.*

Declare: You can pick another visible friendly non-HERO SOULBLIGHT GRAVELORDS INFANTRY or MONSTER unit wholly within 12" of this unit to be the target.

Effect: This unit and the target (if any) can move up to X+D3", where X is your fury level. They can move through enemy models and the combat ranges of enemy units during that move and must end that move in combat.

If you picked a target, after moving, this unit and the target must be in combat with the same enemy unit.

KEYWORDS RAMPAGE

KEYWORDS

HERO, MONSTER, WIZARD (1), FLY, WARD (6+)
DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE

