

SPEARHEAD

FLESH-EATER COURTS

CARRION RETAINERS

This Spearhead army consists of the following units:

GENERAL

- ◆ Abhorrant Archregent

UNITS

- ◆ 10 Cryptguard
- ◆ 3 Morbheg Knights
- ◆ Varghulf Courtier



Hark! For when the noble liege of the lands wishes to survey their domain or embark upon a mighty quest, they will bring with them a royal entourage. After all, it would never do for a true monarch to be seen without their loyal bodyguard, courtly knights mounted upon winged steeds and the saintly paladins at their beck and call. Should they encounter villains or curs on their procession, why, such evil-doers must be struck down – and a grand feast held to mark the victory...

Reality, alas, never matches these visions. For these bands of deluded knights are monsters themselves, ghouls and feral vampires hungry for flesh and blood. The lens of madness through which they perceive the world does not dilute their ravenous frenzy. Ghouls are little given to strategy or complex manoeuvres; they prefer to swarm in a rabid horde, trusting in ferocity to carry the day. However, the chivalric nature of the ghouls' hallucinations renders them devoted to their lieges. Should an abhorrant vampire perform deeds of bloodthirsty 'valour', their entourage will strive all the more viciously to emulate them.

'Come to me, my subjects, for bandits profane our lands. Let us ride out to meet them and give them a taste of knightly steel!'

– Archregent Redcrow

BATTLE TRAITS

✕ Passive

NOBLE DEEDS: *Each member of a ghoulish court is constantly seeking to prove their valour by performing worthy exploits on the battlefield.*

Effect: Each time a friendly **HERO** uses a **FIGHT** ability, after its attacks have been resolved, give that **HERO** a number of **noble deeds points** equal to the number of damage points allocated by that ability. Each **HERO** can have a maximum of **6 noble deeds points** at any time.

✕ Passive

FEEDING FRENZY:

To witness an abhorrant at war spurs a mad hunger in the ghouls

Effect: Add 1 to the Attacks characteristic of melee weapons used by friendly units while they are wholly within 12" of any friendly **HEROES** that have **6 noble deeds points**.



🚩 Your Movement Phase

SUMMON LOYAL

SUBJECTS: *Ghouls flock to their vampiric masters.*

Declare: Pick a friendly **HERO** with any **noble deeds points** to use this ability.

Effect: Spend any number of that **HERO's noble deeds points** as follows:

Pick a friendly **Cryptguard** unit within 9" of this unit and spend **1 noble deeds point** to return 1 model to that unit.

Pick a friendly **Morbheg Knights** unit within 9" of this unit and spend **2 noble deeds points** to return 1 model to that unit.

SPEARHEAD



REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

 Passive

CRUSADING ARMY: *The warriors of this court see themselves as crusading paladins venturing out into the realms with a holy cause.*

Effect: Add 1 to run rolls and charge rolls for friendly units.

 Passive

DEFENDERS OF THE REALM: *These deluded ghouls see themselves as noble defenders, selling their lives dearly to drive back the invader from beyond.*


Effect: Add 1 to save rolls for friendly units that are contesting an objective you control.

ENHANCEMENTS: Give your general 1 of the following enhancements.

 Passive

ULGUAN CLOAK: *This Archregent is shrouded by an aura of darkness – holiness, as they would see it – which makes them difficult to target.*

Effect: Your general is not visible to enemy models that are more than 12" away from them.

 Once Per Battle, Your Hero Phase

BLOOD-RIVER CHALICE: *The Archregent guzzles from a bloodstained chalice, roaring as their deathless form swells with restored vitality.*

Effect: Heal (2D3) your general.

 Your Hero Phase

ROUSING ORATION: *The Archregent looses a soul-chilling howl, which is perceived as an inspiring call to gallantry by their deranged followers.*

Effect: Roll a dice for each friendly unit wholly within 12" of your general. Do not roll a dice for your general. For each 5+, give 1 noble deeds point to your general.

 Your Hero Phase

CRIMSON VICTUALS: *Hissing an incantation, the Archregent saps the life essence of nearby foes.*

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

Effect: On a 6+, inflict D3 mortal damage on the target. Then, if your **Cryptguard** unit is within 6" of the target, you can return 1 slain model to your **Cryptguard** unit for each damage point allocated by this ability.



• SPEARHEAD WARSCROLL •

ABHORRANT ARCHREGENT

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Gory Talons and Fangs	5	3+	3+	1	2	-

⚙ Your Hero Phase

DERANGED TRANSFORMATION: *Wielding the power of their curse, the abhorrant causes the limbs of a nearby pack to bulge and lengthen, allowing the creatures to charge forwards at a furious pace.*

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

Effect: On a 6+, until the start of your next turn, add 2" to the target's Move characteristic and add 1 to wound rolls for its attacks.



KEYWORDS

HERO, INFANTRY, WARD (6+)

The vampiric abhorrants known as Archregents are amongst the most powerful of all their degenerate brood. Through crazed bloodlust and the sheer force of their deluded will, they have bound vast cannibal empires to them, and they command the loyalty of innumerable gibbering ghouls. Though Archregents are more than capable of tearing foes apart in a flurry of fangs, they take a warped satisfaction in watching their minions carry the day. Many wield their dark magics to 'bless' those under their command, turning them into even more ferocious killing machines.

	MOVE	
HEALTH	6"	SAVE
1		6+
	CONTROL	1

Cryptguard are drawn from the cannibal 'serfs' of an abhorrant's kingdom. Each has impressed their liege through some great feat of endurance – perhaps catching a blade intended for the vampire, deliberately or otherwise. As a reward, they are inducted into their monarch's bodyguard, given better scraps from the feasting table and a pick of weapons from the royal armoury – relics that have long been steeped in a miasma of madness. Cryptguard take great pride in their tenacity, and their proximity to the abhorrants' necromantic energies render them remarkably difficult to slay.

• SPEARHEAD WARSCROLL •

CRYPTGUARD



MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Cursed Weapon	3	4+	4+	1	1	-

Passive

ROYAL BODYGUARD: *In battle, it falls to the tenacious Cryptguard to form a half-living shield for their vampiric overlords.*

Effect: Add 1 to ward rolls for friendly **HEROES** that are wholly within this unit's combat range.



KEYWORDS

INFANTRY, REINFORCEMENTS, WARD (5+)

MOVE
12"
HEALTH 4 4+ SAVE
CONTROL 1

The Morbheg Knights believe themselves to be proud and chivalric warriors mounted upon noble feathered steeds of the sky. This could not be further from the truth, for their mounts are in fact vile Nightshriekers, the latter-day spawn of Morbheg – ancient godbeast sire to all chiropteran beasts. Though Nightshriekers cannot fly in the conventional sense, they possess immensely powerful hind limbs with which to leap far through the air, allowing the Morbheg Knights to crash into unsuspecting foes and wreak havoc.

• SPEARHEAD WARSCROLL •

MORBHEG KNIGHTS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Grisly Lance	2	3+	4+	1	1	Charge (+1 Damage)
Nightshrieker's Claws and Teeth	3	4+	3+	1	2	Companion

Passive

PREDATOR'S POUNCE:

Though they lack the power of true flight, Nightshriekers can leap clean over obstacles and the heads of the foe, allowing Morbheg Knights to strike and disengage at will.

Effect: This unit can use **CHARGE** abilities even if it used a **RETREAT** ability in the same turn. In addition, no mortal damage is inflicted on this unit when it uses **RETREAT** abilities.



KEYWORDS

CAVALRY, FLY, WARD (6+)

• SPEARHEAD WARSCROLL •

VARGHULF COURTIER



In the eyes of the ghouls, Varghulfs are saintly warriors, aglow with divine power. Undeniably, they are amongst the most monstrous examples of the abhorrant bloodline, misbegotten horrors whose lust for blood and meat has overwhelmed whatever trace of self-control that remained. Only the most lordly of their kin can hope to command a Varghulf; any other who approaches will be torn apart in a shower of gore. Even then, one can do little more than goad these beasts into the fray before letting the Varghulf indulge its flesh-mangling hungers as it wishes, feasting on the fallen before darting away to strike elsewhere with preternatural swiftness.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Immense Claws	7	4+	3+	1	2	-
Dagger-like Fangs	1	3+	2+	2	3	-

End of Any Turn

VICTORY FEAST: *A Varghulf rampages through the enemy's ranks at will, its wounds sealing with unholy rapidity as it guzzles the flesh of the savaged foe.*

Effect: If any models were slain by this unit this turn, **Heal (D6)** this unit, and this unit can immediately use the 'Retreat' ability without any mortal damage being inflicted on it.



KEYWORDS

HERO, INFANTRY, WARD (6+)