

SCOURGE OF GHYRAN

FACTION RULES: FLESH-EATER COURTS

BATTLE FORMATIONS

Add the following battle formations to those in the Flesh-eater Courts faction rules.

IMPASSIONED SERFS

Any Combat Phase

1

OVERWHELMING HORDES: *As masses of crazed ghouls drag their foes to the ground, the horror and anger of the victims' allies shifts into a disorienting delusion that leaves them paralysed by indecision.*

Declare: Pick a friendly **SERFS** unit that did not charge this turn and is in combat to use this ability, then pick an enemy unit in combat with that **SERFS** unit to be the target.

Effect: The target cannot make pile-in moves for the rest of the turn.

QUESTING COURTIER

Passive

THE BLESSING OF THE CHALICE: *Eager to earn favour with their masters, the heroes compete to earn honourable trophies for their court.*

Effect: Friendly **FLESH-EATER COURTS HEROES** have **WARD (5+)** if they have destroyed a unit this battle.

MONSTROUS TRAITS

Monstrous Traits are enhancements that can only be given to **MONSTERS**.

Passive

REVERED MONSTROSITY: *This noble beast has long served the court and exerts a strange dominance over the other members of its menagerie.*

Effect: Add 1 to hit rolls for combat attacks made with **Companion** weapons by other friendly non-**UNIQUE FLESH-EATER COURTS MONSTERS** while they are wholly within 12" of this unit.



Passive

SAVAGE ABOMINATION: *Any foe in reach of this beast's snapping jaws and fearsome claws is unlikely to see another dawn.*

Effect: Add 1 to the Attacks characteristic of this unit's **Companion** melee weapons.

End of Any Turn

HORRIBLY RESILIENT: *Grown strong on great lakes of death magic that coalesced around the remains of a butchered empire, the desiccated form of this monstrosity is nearly impossible to destroy.*

Effect: Heal (D3) this unit. If this unit is not a **HERO**, Heal (2D3) this unit instead.

SCOURGE OF GHYRAN

• SCOURGE OF GHYRAN WARSCROLL •

ABHORRANT GHOUL KING



Utterly deranged, the Abhorrant Ghoul Kings of the Everspring Swathe believe themselves to be good and just rulers of forest kingdoms, rather than the flesh-eating nightmares they truly are. Their cadaverous minions are equally deluded. Such is their devotion to their vampiric master that should the Ghoul King fall they will enter a berserk rage, ripping and tearing those responsible to shreds.

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Blood-stained Talons and Fangs Anti-HERO (+1 Rend)	5	3+	3+	1	2

✂ Passive

THE KING'S COURT: Ghoul Kings are often surrounded by their personal attendants, courtiers and royal family, who fight passionately to compete for their liege's approval and whose loyalty fires the blood of their monarch in turn.

Effect: Add 1 to the Attacks characteristic of melee weapons used by other friendly non-MONSTER FLESH-EATER COURTS HEROES while they are wholly within 12" of this unit. In addition, add 1 to the Attacks characteristic of this unit's melee weapons for each other friendly non-MONSTER FLESH-EATER COURTS HERO wholly within 12" of this unit, to a maximum of +3.

✂ Passive

LONG LIVE THE KING: The death of a member of the royal family sends shockwaves through the cannibal court, sending them into an impassioned rage.

Effect: If this unit would be destroyed, before removing it from play, friendly non-UNIQUE FLESH-EATER COURTS units wholly within 12" of this unit become **enraged** until the start of your next turn. Melee weapons used by friendly enraged units have **Crit (Auto-wound)** and score critical hits on unmodified hit rolls of 5+, even if this unit has been destroyed.



KEYWORDS

HERO, WIZARD (1), INFANTRY, WARD (6+)

DEATH, FLESH-EATER COURTS, ABHORRANT

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ABHORRANT GOREWARDEN



Flying terrors on tattered wings, Abhorrant Gorewardens patrol the mordant kingdoms of Ghyran, seeking intruders or precious relics that their liege might desire. Should they spot such a target they will descend in a screeching dive, reclaiming the lands in the name of their Ghoul King and disembowelling any trespassers with raking talons.

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Gory Talons and Fangs	5	3+	3+	1	2

✂ Passive

GLORIOUS CHARGE: The Gorewarden launches into battle alongside their trusted knights.

Effect: While this unit is within the combat range of a friendly KNIGHTS unit and has charged this turn, this unit has **WARD (5+)** and its **Gory Talons and Fangs** have **Charge (+1 Damage)**.

➤ Once Per Turn (Army), End of Enemy Turn

SWOOPING DESCENT: The Gorewarden takes to the skies, swooping across the battlefield to secure a glorious treasure for the court.

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

- Wholly within 6" of the edge of the battlefield, or
- Within 3" of an objective you do not control.



KEYWORDS

HERO, WIZARD (1), INFANTRY, FLY, WARD (6+)

DEATH, FLESH-EATER COURTS, ABHORRANT