

OSSIARCH BONEREAPERS

KAVALOS VANGUARD

This Spearhead army consists of the following units:

GENERAL

◆ Liege-Kavalos

UNITS

◆ 5 Kavalos Deathriders

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◆ 8 Teratic Cohort



Deathriders are the fast-moving shock troops of the Ossiarch Empire. When several groups of these heavily armoured cavaliers muster under a Liege-Kavalos, they form a Kavalos Vanguard, one of the Bonereapers' most potent fighting formations. Accompanied by disparate Teratic Cohorts acting as scouts, they roam the lands seeking to secure places of power.

The proud Kavalos Deathriders are clad in macabre panoply, their barded steeds hitting like hammers on the charge. With nadirite lances levelled, they strike hard and aggressively run down anything that stands in their path. At the head of this ruthless wedge is the Liege-Kavalos, a powerful general of the Ossiarch armies and a consummate battlefield tactician. Driven by their commander's will, the Deathriders are all but unstoppable. Banners held high, they represent the morbid glory of the Ossiarch Empire.

Lesser in every way, the Teratic Cohort are shunned and misshapen creatures. Cyclopean, avian, bestial: they take many aspects. A former liege remade into a debased Kavalos Centari leads them as they are deployed like hunting dogs to draw enemies into the open for the Deathriders to run down. Each is a Bonereaper who has failed in their duties and been rendered into an abomination, a punishment for which there is no redemption. Nonetheless, this varied amalgam of constructs has its uses, and the Teratic Cohort hopes their actions will garner some favour from the elites.



Led by an imperious Liege-Kavalos and accompanied by their misshapen hunting beasts, the elite Deathriders of the Kavalos Vanguard sow terror and death across the realms.

BATTLE TRAITS

 Passive

CALCULATED FEINT: *To the Ossiarch legions, battle is but a plan to be enacted, each part meticulously choreographed down to the last detail.*

Effect: No mortal damage is inflicted on friendly CAVALRY units by RETREAT abilities.

 Once Per Turn (Army), Your Hero Phase

KAVALOS LANCE: *These warriors form the tip of the spear, crashing through enemy formations with terrifying ease.*

Declare: Pick a friendly unit to be the target.

Effect: For the rest of the turn, the target can pass across enemy models as if it had FLY.



REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

 Once Per Battle, Your Movement Phase

FEIGNED RETREAT: *At an unseen and unheard signal, the Kavalos Vanguard pivots effortlessly from one engagement to another.*

Effect: For the rest of the turn, friendly units can use CHARGE abilities even if they used a RETREAT ability in the same turn.

 Once Per Battle, Any Combat Phase

REINFORCED CONSTRUCTS: *These mastercrafted Bonereapers were created by some of the finest bone-sculptors of the Ossiarch Empire.*

Declare: Pick a friendly unit to be the target.

Effect: The target has WARD (5+) for the rest of the turn.

ENHANCEMENTS: Give your general 1 of the following enhancements.

 Passive

MIGHTY ARCHAEOSSIAN: *The fossilised bone from which this commander is formed is supernaturally hard.*

Effect: Your general has WARD (5+).

 Passive

MURDEROUS BLADE: *Said to have been wielded by Patru Zandtos before he took up the Dark Lance, this blade is utterly lethal.*

Effect: Your general's Commander's Blade has Crit (2 Hits).

 Your Movement Phase

IMPERIOUS COMMANDER: *This general is unforgiving of failure, and their demands are met with incredible swiftness.*

Declare: Pick a visible friendly unit wholly within 12" of your general to be the target.

Effect: Roll a dice. On a 3+, add 2" to the target's Move characteristic for the rest of the turn.

 Any Combat Phase

COLD SAVAGERY: *Perhaps tainted by beast-bone, this commander infects their troops with more than a hint of ferocity.*

Declare: If your general has not charged this turn and is in combat, pick a visible friendly unit wholly within 12" of them to be the target.

Effect: Roll a dice. On a 3+, add 1 to the Rend characteristic of the target's melee weapons, including Companion weapons, for the rest of the turn.

MOVE 10" 6+
 HEALTH 7 3+ SAVE
 CONTROL 2

A Liege-Kavalos is a cavalry commander of uncanny skill and resilience. With a harsh order, they can drive their Bonereapers to redouble their attack, hacking into the enemy ranks even as they fell dangerous foes with their commander's blade.

• SPEARHEAD WARSCROLL •

LIEGE-KAVALOS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Commander's Blade	5	3+	4+	1	2	Charge (+1 Damage)
Kavalos Steed's Hooves, Teeth and Barbed Tails	4	5+	3+	-	1	Companion

➤ Your Hero Phase

SIGNAL THE ADVANCE:

With a gesture of their blade, the Liege-Kavalos orders their warriors to ride forth.

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

Effect: Roll a dice. On a 3+, add 1 to charge rolls for the target for the rest of the turn.



KEYWORDS

HERO, CAVALRY, WARD (6+)

MOVE 7" 6+
 HEALTH 1 5+ SAVE
 CONTROL 1

The Ossiarch constructs of the Teratic Cohort are a grim example of those who have failed in their duty to Nagash. Nonetheless, their bestial forms make them lethally adept as hunters and the impure methods of their physical refashioning have rendered them savage in combat.

• SPEARHEAD WARSCROLL •

TERATIC COHORT



MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Cohort Weapons	2	3+	4+	1	1	-

➤ Any Movement Phase

BONE-DEEP SAVAGERY:

The impure materials used in the creation of the Teratic Cohort has lent them an innate savagery that is all but impossible to truly control in the heat of battle.

Effect: This unit can move 3". If it can move into combat, it must. If it was in combat at the start of the move, it must end that move in combat.

KEYWORDS CORE, MOVE



KEYWORDS

BEAST, WARD (6+), REINFORCEMENTS

MOVE

6+

10"

HEALTH

3

4+

SAVE

1

CONTROL

The heavy cavalry of the Bonereaper legions, the Kavalos Deathriders are expert riders mounted on macabre armoured steeds. They clatter into the foe in a wedge formation, breaking battlegines with every ferocious charge.

• SPEARHEAD WARSCROLL •

KAVALOS DEATHRIDERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Kavalos Blade	3	3+	4+	1	1	-
Kavalos Steed's Hooves and Teeth	2	5+	3+	-	1	Companion

Any Combat Phase

WHEEL ABOUT: *The Kavalos Deathriders plunge through the enemy ranks, disengaging before the enemy can strike back.*

Effect: If this unit charged this turn, roll a dice. On a 3+, this unit can move a distance up to its Move characteristic. It can move through the combat ranges of enemy units but cannot end that move in combat.



KEYWORDS

CAVALRY, WARD (6+)

