

## THE SEPULCHRAL GUARD



#### **FIGHTERS**

- 1. The Sepulchral Warden
- 2. The Harvester
- 3. The Prince of Dust
- 4. The Champion
- 5. The Inevitable
  Petitioner
- 6. The Zealous Petitioner
- 7. The Rising Petitioner

The Sepulchral Guard haunt Shadespire, cursed by Nagash to fully appreciate their horrific fate. Each is known only by a faded title; the Harvester, the Prince of Dust, the Champion, and the Rising, Inevitable and Zealous Petitioners. Led by the Sepulchral Warden, the former Lord-Marshal of the city, they fall upon interlopers with an unsettling swiftness.







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#### **☼** INSPIRE

Immediately after giving a friendly fighter a Raise token, Inspire that fighter. After giving friendly fighters three or more Raise tokens, Inspire your leader ( ).

**Grasping Hands:** Though their muscles are long rotted, the grip of the Guard is the grip of death.

Use this immediately after you pick a target as part of an Attack. That target is Surrounded for that Attack. You can only use this ability once per game.



#### ₩ Forward!:

Pick your leader ( ) to use this ability if they have no Charge tokens. Pick up to 2 other friendly fighters. Those fighters immediately Move.

**Startling Reformation:** The Sepulchral Warden is never far behind his cursed minions...

Use this in your Power step. Remove your leader () from the battlefield and place them in an empty hex adjacent to 2 friendly fighters. Then, give your leader () a Charge token. You can only use this ability once per game.



### # ARISE!:

Pick your leader () to use this ability if they have no Charge tokens. Pick up to 2 slain friendly fighters. Raise those fighters and place them on different empty starting hexes in your territory.

**O** Bone Shrapnel: The decrepit warriors of the Sepulchral Guard shatter in a shower of sharp flinders.

Use this immediately after a friendly fighter with no Raise tokens is slain by a melee Attack made by an enemy fighter. Inflict 1 damage on that enemy fighter. You can only use this ability once per game.





























