

SCOURGE OF GHYRAN

FACTION RULES: SOULBLIGHT GRAVELORDS

BATTLE FORMATIONS

Add the following battle formations to those in the Soulblight Gravelords faction rules.

CRYPTMASTERS

Once Per Turn (Army), Your Hero Phase

UNHALLOWED SITE: *Some gravesites have witnessed such horrors that the death magic suffusing them makes them even more difficult to cleanse of the undead's influence.*

Declare: Pick a friendly **Cursed Sepulchre** to be the target.

Effect: The target has **WARD (4+)** until the start of your next turn.

SKINSHIFTERS

Once Per Turn (Army), Your Hero Phase

THE SPEED OF DEATH: *Many vampires are capable of swiftly traversing nearly any terrain by assuming a different form or through the application of the sheer bestial strength and agility granted them by their curse.*

Declare: Pick a friendly **INFANTRY VAMPIRE HERO** to be the target.

Effect: The target can move up to 12" and has **FLY** when it does so. It cannot end that move in combat.

HEROIC TRAITS

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

UNDYING TYRANTS (HERO only)

Passive

FRIGHTENING VITALITY: *This deathless champion is an undead juggernaut, capable of a type of regeneration that is rare even amongst the ranks of the unliving.*

Effect: Each time an ability would heal exactly 1 or 2 of this unit's damage points, heal 3 damage points instead.

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

A WASTREL AND A VAGABOND: *This spiteful creature is an embarrassment to their undead peers: perhaps a vampire fallen from favour, a wight who failed in their duty to their king, or a Necromancer who pushed their luck one time too many. Regardless of the reason, they seem to have an affinity with the basest undead minions.*

Effect: While a friendly **Deadwalker Zombies** or **Deathrattle Skeletons** unit is wholly within 12" of this unit:

- Add 2 to run rolls for that unit.
- Add 3" to the distance that unit can move when it piles in.



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SEKHAR FANG OF NULAHMIA



The ruthless vampire Sekhar is one of Mortarch Neferata's most formidable agents. Dispatched to the endless green of Ghyran on a mission to advance the cause of Nulahmia, she seeks to dominate her foes through sheer, hypnotic force of will. Those who defy her are spitted on the end of her glaive or fed to the coiling god-serpent Ouboroth.

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Nulahmian Warglaive Crit (2 Hits)	5	3+	3+	1	2
Ouboroth's Godhusk Fangs Companion	3	4+	3+	2	D3

⚙ **Once Per Turn, Reaction:** Opponent declared a command for a visible enemy unit within 18" of this unit

ALLOW ME TO REMIND YOU...: As Neferata's premier agent in the Mortal Realms, Sekhar's authority and near matchless powers of hypnotism ensure few have the willpower to resist her demands.

Effect: Roll a dice. On a 5+, that command has no effect, it still counts as having been used and the command points spent to use it are still lost.

⚙ **Once Per Battle Round, Reaction:** Opponent declared a SPELL or CHARGE ability for a visible enemy unit within 18" of this unit

LEST YOU FORGET...: Sekhar's presence is a tangible reminder of hidden obligations to the vampiric nation of Nulahmia, causing foes to deliberately foul their own forces' efforts so that their clandestine allegiances remain undiscovered.

Effect: Pick 1 dice from the charge roll or casting roll for that ability. Your opponent must re-roll that dice.

✂ **Your Hero Phase**

IRRESISTIBLE DEMAND: Sekhar locks eyes across the battlefield with her victim, who falls hopelessly under her control, lashing out wildly even as their allies struggle to hold them down.

Declare: Pick a visible enemy **HERO** within 18" of this unit to be the target. Then, make a casting roll of 2D6.

Effect: Inflict D3 mortal damage on each other enemy unit within 3" of the target.

KEYWORDS SPELL

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UNIQUE, HERO, WIZARD (2), INFANTRY, WARD (6+)
DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE

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CORPSE CART



Trundling wagons piled with corpses dredged up from the Ghyranite swamps, Corpse Carts act as lodestones for deadly magic. They are driven by Corpsemasters skilled in the arts of necromancy, gaunt figures whose cursed goads drive the risen dead onwards with uncanny focus, driving them into the enemy in a mass of rotten, grasping limbs.

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Corpsemaster's Tools and Zombies' Bites Crit (Auto-wound)	D6+6	4+	4+	-	1

⚙ **Your Hero Phase**

UNHOLY LODESTONE: Deadwalker Zombies that are driven into battle like loathsome cattle are invigorated by the presence of nearby Corpse Carts.

Declare: Pick a friendly **Deadwalker Zombies** unit within this unit's combat range to be the target.

Effect: Until the start of your next turn, while the target is wholly within 12" of this unit, its 'Mindless Ferocity' ability inflicts mortal damage on rolls of 5+ instead of 6+.

➦ **Once Per Turn (Army), End of Any Turn**

NECROMANTIC GOAD: Corpsemasters are experts at directing the mindless efforts of the recently deceased.

Declare: Pick a friendly **Deadwalker Zombies** unit that is wholly within 12" of this unit and not in combat to be the target.

Effect: The target can move up to 3". It can move into combat.

KEYWORDS

WAR MACHINE, WARD (6+)
DEATH, SOULBLIGHT GRAVELORDS,
DEADWALKERS