• LEGENDS WARSCROLL •

CRYPT GHAST COURTIER



Amongst the lowliest of an abhorrant's courtiers, Crypt Ghasts are nevertheless vicious and cunning creatures. They rally behind them great throngs of snarling cannibals, leading them into battle with howls of murderous fury.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Bone Club and Filthy Claws	5	4+	4+	-	2

Reaction: You declared a FIGHT ability for this unit

MARSHAL OF THE PEASANTRY: *Leading from the front, the Crypt Ghast Courtier inspires the lowliest warriors of a kingdom to new heights of murderous 'valour'.*

Effect: Pick a friendly **Crypt Ghouls** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, add 1 to hit rolls for the target's attacks for the rest of the turn.



KEYWORDS	HERO, INFANTRY, WARD (6+)
	DEATH, FLESH-EATER COURTS, NOBLE

• LEGENDS WARSCROLL •

PLAGUE CENSER BEARERS



Plague Censer Bearers rush forwards in a foaming frenzy. Maddened by disease, they swing their weapons in devastating arcs, crunching armour, flesh and bone. Few can long endure their assault or the choking clouds of plague-smog that accompany it.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Plague Censer Crit (Auto-wound)	4	4+	3+	1	2

Passive

FRENZIED ASSAULT: *The presence of the enemy drives these crazed warriors into a terrible rage.*

Effect: If this unit charged in the same turn, add 1 to the Attacks characteristic of its melee weapons for the rest of the turn.

Passive

ENSHROUDING FUMES: *Choking, miasmatic clouds swirl around the Plague Censer Bearers.*

Effect: Subtract 1 from hit rolls for shooting attacks that target this unit.



KEYWORDS	INFANTRY
	CHAOS, SKAVEN, PESTILENS

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PLAGUE PRIEST



Plague Priests shriek blasphemous prayers that unleash the dark diseases of the Great Corruptor upon their foes. Those not wasted away or withered into ooze are swiftly slain by blows from the priests' warpstone-capped staves and smog-belching censers.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Warpstone-tipped Staff Crit (Auto-wound)	3	4+	4+	1	D3

Reaction: You declared a FIGHT ability for a friendly PESTILENS unit wholly within 13" of this unit

FEED ON PESTILENCE: *Plague Priests are empowered by the spread of disease, drawing upon the foulness propagated by their zealous throngs to power their rites.*

Effect: Give this unit 1 ritual point.



KEYWORDS	HERO, PRIEST (1), INFANTRY
	CHAOS, SKAVEN, PESTILENS

• LEGENDS WARSCROLL •

CORVUS CABAL



Agile and avaricious, the murder-cultists of the Corvus Cabal descend on their prey from above. Always hunting for worthy trinkets to offer the Great Gatherer, chaotic patron of cut-throats and thieves, the Cabal strike without warning or mercy.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Raven Darts Shoot in Combat	10"	1	4+	4+	-	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Hooked Weapons Crit (2 Hits)		2	4+	4+	-	1

Deployment Phase

SHADOW-LURKERS: *The Corvus Cabal favour stalking their prey and striking from unexpected angles.*

Declare: Pick this unit if it has not been deployed.

Effect: Set up this unit in reserve **lurking in the shadows**. It has now been deployed.

KEYWORDS	DEPLOY

Your Movement Phase

STRIKE FROM THE SHADOWS: *From an unseen quarter, these agile warriors race forward to cut down the enemy.*

Declare: Pick this unit if it is **lurking in the shadows**.

Effect: Set up this unit anywhere on the battlefield more than 9" from all enemy units. Then, add 1 to charge rolls for this unit for the rest of the turn.



KEYWORDS	INFANTRY, CHAMPION (1/9)
	CHAOS, SLAVES TO DARKNESS, UNDIVIDED

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CYPHER LORDS



The Cypher Lords seek not only to defeat their foes, but to drive them to insanity, for they believe madness is the purest form of Chaos. In battle, the alchemical bombs and illusory tactics of these Hyshian cultists render them almost impossible to pin down.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Throwing Stars and Chakrams Shoot in Combat	10"	1	4+	4+	-	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Exotic Blades		2	3+	4+	-	1

Once Per Battle, Any Hero Phase

SHATTERED GLOOM GLOBES: *Thrallmasters carry globes that release dense clouds of shimmersmoke when shattered, choking the foe and masking the Cypher Lords' advance.*

Effect: This unit cannot be targeted by shooting attacks for the rest of the turn.

Passive

ACROBATIC LEAPS: *In a dizzying display of agility, the Cypher Lords somersault towards the foe before cutting them to ribbons with their exotic blades.*

Effect: This unit has **Strike-first** if it charged in the same turn.





KEYWORDS	Infantry, Champion (1/8)
	Chaos, Slaves to Darkness, Undivided

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HORNS OF HASHUT



The Horns of Hashut are bringers of ruin and desolation, heralds sent forth by the Father of Darkness to claim territories in advance of his marching legions. Each region they conquer is pulverised, rendered empty and barren.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Flamehurler Anti-Infantry (+1 Rend), Shoot in Combat	8"	D6	2+	3+	-	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Forge Weapons		2	4+	4+	1	1

Each model in this unit is armed with Forge Weapons.

- *1/10 models is armed with a Flamehurler in addition to their other weapons.*
- *The champion cannot be armed with a Flamehurler.*

Any Charge Phase

STAMPEDE OF IRON: *The Horns of Hashut wage war with brutal, overwhelming violence, crashing into enemy lines with ferocious impact before delivering bone-crushing strikes from their fell-forged weapons.*

Declare: If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

Effect: Roll a dice for each model in this unit that is within the target's combat range. For each 5+, inflict 1 mortal damage on the target. If 3 or more mortal damage is inflicted on the target by this ability, subtract 1 from hit rolls for the target's combat attacks for the rest of the turn.





KEYWORDS	Infantry, Champion (1/10)
	Chaos, Slaves to Darkness, Undivided

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IRON GOLEM



Skilled blacksmiths, the Iron Golem believe themselves chosen to provide arms and armour to Archaon's forces. Amongst the war-wracked lands of Chamon, their legions are renowned for their dauntless resilience and chilling efficiency.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Bolas Shoot in Combat	8"	1	4+	4+	-	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Legion Weapons		2	4+	4+	-	1

1/8 models in this unit is an Ogor Breacher. An Ogor Breacher cannot be the champion or a standard bearer.

Passive

OGOR BREACHER: *With their masterforged armour and unwavering spirit, an Ogor Breacher can weather all manner of blows.*

Effect: While this unit includes an **Ogor Breacher**, ignore the first damage point that would be allocated to this unit in each phase.

Passive

IRON RESILIENCE: *At a barked command from their Dominar, the Iron Golem snap into an impenetrable shieldwall.*

Effect: Add 1 to save rolls for this unit if it has not used a **Move** ability in the same turn.



KEYWORDS	Infantry, Champion (1/8), Standard Bearer (1/8)
	Chaos, Slaves to Darkness, Undivided

• LEGENDS WARSCROLL •

SCIONS OF THE FLAME



The Scions of the Flame seek nothing less than to immolate the realms in a tide of fire. Natives of Aqshy, they are zealous worshippers of Chaos as the Ever-Raging Flame, and delight in bringing burning death to their foes.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Flameburst Pots and Infernal Fires Anti-Infantry (+1 Rend)	10"	1	4+	4+	-	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Scion Weapons Anti-Infantry (+1 Rend)		2	4+	4+	-	1

Passive

ALL SHALL BURN: *Hungry flames spread through the enemy's ranks and engulf their war machines as the Scions bombard the foe with burning projectiles.*

Effect: Add 1 to the Damage characteristic of this unit's **Flameburst Pots and Infernal Fires** for attacks that target **War Machines** or **Infantry** units with 10 or more models.



KEYWORDS	Infantry, Champion (1/8)
	Chaos, Slaves to Darkness, Undivided

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SPIRE TYRANTS



Each member of the Spire Tyrants has earned glory and renown in the fighting pits of the Varanspire. These ferocious gladiators constantly seek new and deadlier challenges, believing themselves to be favoured by Archaon himself.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Gladiator Weapons Anti-Hero (+1 Rend)	2	4+	4+	-	1

Passive

FIGHT FOR GLORY: *In battle, the Spire Tyrants seek the favour of powerful warlords and will fight harder in their presence.*

Effect: The first time each turn that this unit is picked to use a **Fight** ability in the combat phase, if this unit is wholly within 12" of any friendly **Slaves to Darkness Heroes**, add 1 to the Attacks characteristic of this unit's melee weapons for the rest of the turn.



KEYWORDS	Infantry, Champion (1/9)
	Chaos, Slaves to Darkness, Undivided

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SPLINTERED FANG



The mystic leaders of the Splintered Fang lead their people in worship of the Coiling Ones, serpentine daemons who embody cunning and might. Poison is the greatest weapon of the Fangs, and a single cut from their blades can prove fatal.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Poisoned Weapons Crit (Mortal)	2	4+	4+	-	1

This unit's Serpents are a token. There is 1 Serpents token for every 9 models in this unit.

Passive

PARALYSING STRIKES: *Those struck by the blades of the Splintered Fang may find their limbs turning leaden and their thoughts becoming clouded as the cult's venoms work their way into the blood.*

Effect: Each time this unit uses a **Fight** ability, if its attacks score 2 or more critical hits against the same enemy unit, that unit has **Strike-last** for the rest of the turn.

End of Any Turn

SLITHERING SERPENTS: *Creatures of the Coiling Ones, a tangle of venomous snakes accompanies the Splintered Fang into battle.*

Declare: If this unit's **Serpents** are on the battlefield, pick an enemy unit in combat with this unit to be the target.

Effect: Roll a D3. On a 1, remove this unit's **Serpents** from the battlefield. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS	Infantry, Champion (1/9)
	Chaos, Slaves to Darkness, Undivided

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TARANTULOS BROOD



Worshippers of a dark power called the Eightfold Watcher, these strange and sinister warriors have wrought dark rituals of tainted arachnid blood and varanite upon their flesh to alter their form to be a dark mirror of their master.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Envenomed Projectiles Crit (Auto-wound)	10"	1	4+	4+	1	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Brood Weapons		2	4+	4+	-	1
Venomous Bites Crit (Mortal), Companion		4	5+	5+	-	1

Each model in this unit is armed with Envenomed Projectiles and Brood Weapons.

- *3/13 models are Spider Swarms and must replace their weapons with Venomous Bites.*
- *A Spider Swarm cannot be the champion.*

End of Any Turn

CREEPING SUMMONS: *The Broodmasters of the Eightfold Watcher have a strange and dark symbiosis with the swarms of venomous spiders that accompany them, calling forth an ever-growing horde that can overwhelm the enemy.*

Effect: Roll a dice. On a 2+, you can return D3 slain **Spider Swarms** to this unit.



KEYWORDS	Infantry, Champion (1/13)
	Chaos, Slaves to Darkness, Undivided

• LEGENDS WARSCROLL •

THE UNMADE



The island of Tzlid, drifting ever closer to the Shyish Nadir, is home to the cannibal tribes of the Unmade. The self-mutilation performed by these pain worshippers is horrifying to behold, and their leaders are visions from the darkest of nightmares.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Maiming Weapons Anti-Infantry (+1 Rend)	2	4+	4+	-	1
Nightmare Sickles Anti-Infantry (+1 Rend)	6	4+	3+	1	1

Each model in this unit is armed with Maiming Weapons.

- *The champion must replace their Maiming Weapons with Nightmare Sickles.*

Passive

FROZEN IN FEAR: *The self-inflicted mutilation performed by the Unmade is a sight disturbing enough to momentarily freeze even a veteran warrior in horror.*

Effect: Enemy units cannot use the 'Redeploy' or 'Rally' commands while they are within 12" of this unit.



KEYWORDS	Infantry, Champion (1/9)
	Chaos, Slaves to Darkness, Undivided

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UNTAMED BEASTS



By devouring the flesh of Ghur's many predators, the Untamed Beasts seek to gain their strength and power. These shamanistic savages worship Chaos as the Devourer of Existence and are peerless trackers and hunters.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Ghurish Hunting Weapons Crit (2 Hits)	2	4+	4+	-	1

1/9 models in this unit is a First Fang. A First Fang cannot be the champion.

End of Any Turn

JAGGED HARPOON: *Upon piercing the enemy's flesh, the serrated edges of a First Fang's harpoon shred vital organs; the more the target thrashes about, the more severe the internal damage.*

Declare: If this unit includes a **First Fang**, pick an enemy unit in combat with this unit to be the target.

Effect: Roll a D3. If the target is a **Beast** or **Monster**, roll a dice instead. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

Deployment Phase

UNLEASH THE BEAST: *With bursts of primal energy, the Untamed Beasts chase down their enemies with relentless fervour.*

Effect: This unit can use the 'Normal Move' ability as if it were your movement phase.



KEYWORDS	Infantry, Champion (1/9)
	Chaos, Slaves to Darkness, Undivided

• LEGENDS WARSCROLL •

SCYLA ANFINGRIMM



Ferocity made flesh and blood, Scyla Anfingrimm is a terrifying foe who knows nothing of fear or mercy. His monstrous strength is such that he can tear a Dracoth in two, and sorcery can gain no purchase upon his form, for his collar radiates Khorne's hatred.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Brutal Fists Blood-hungry, Crit (2 Hits)	8	4+	2+	-	2

Passive

BRASS COLLAR OF KHORNE: *Like all great gifts of the Blood God, the spiked collar that encircles Scyla's neck is anathema to magic*

Effect: This unit can use **Unbind** abilities as if it had **Wizard (1)**.

Any Charge Phase

BESTIAL LEAP: *Scyla is capable of great, bounding leaps that take him over the heads of lesser foes.*

Effect: If this unit charged this phase, roll a dice. On a 3+, this unit can move 2D6" as if it had **Fly** but must end that move in combat.



KEYWORDS	Unique, Beast, Hero
	Chaos, Blades of Khorne, Bloodbound

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VALKIA THE BLOODY



To incur Valkia's wrath is to invite death. She streaks down from the skies like a bolt of crimson lightning, driving her spear with such force that she impales multiple foes in a spectacularly gruesome fashion. With her comes the Blood God's judgement, for wherever Valkia goes, the eye of Khorne follows.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Slaupnir Blood-hungry, Charge (+1 Damage)	5	3+	3+	2	2

Deployment Phase

BORNE ON WINGS OF BLOOD: *Soaring upon the winds of war, Valkia awaits the worthiest of foes before plunging into battle.*

Declare: Pick this unit if it has not been deployed.

Effect: Set up this unit in reserve **soaring above the battlefield**. It has now been deployed.

KEYWORDS DEPLOY

Your Movement Phase

THE RED ANGEL OF SLAUGHTER: *Valkia swoops to the battlefield on bloodstained wings, launching her spear into the heart of the enemy lines moments before she charges in and begins the slaughter.*

Declare: Pick this unit if it is **soaring above the battlefield**.

Effect: Set up this unit anywhere on the battlefield more than 9" from all enemy units. Then, pick a visible enemy unit within 10" of this unit and roll a dice. On a 2+, inflict an amount of mortal damage on that unit equal to the roll.

Passive

THE GAZE OF KHORNE: *Khorne's gaze follows Valkia; the Blood God's warriors strive all the harder to please him when she is nearby.*

Effect: If a friendly **BLOODBOUND** unit wholly within 12" of this unit uses the 'Rally' command, you can make 3 additional rally rolls of D6. However, friendly **BLOODBOUND** units cannot use **RETREAT** abilities while they are within 12" of this unit.

KEYWORDS	UNIQUE, HERO, INFANTRY, FLY, WARD (6+)
	CHAOS, BLADES OF KHORNE, BLOODBOUND

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FLUXMASTER

HERALD OF TZEENTCH ON DISC



There is nowhere on the battlefield safe from a Herald riding a Disc of Tzeentch. Bolting through the air, the Fluxmaster conjures blue flames to hurl at the foe before darting in to deliver a swift blow from a mutative Staff of Change.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Iridescent Flames	12"	3	4+	4+	1	D3
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Staff of Change and Ritual Dagger		3	4+	3+	1	D3
Disc's Teeth and Horns Companion		2	4+	3+	1	D3

Once Per Turn (Army), Reaction: You declared a SPELL ability for this unit

ARCANE TOME: *This arcane tome holds scriptures of ancient incantation that allows a brief mastery of the Herald's chosen spell lores.*

Effect: Re-roll 1 of the dice in the casting roll.



KEYWORDS	HERO, WIZARD (1), CAVALRY, FLY, WARD (6+)
	CHAOS, DISCIPLES OF TZEENTCH, DAEMON, DISC OF TZEENTCH

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FATEMASTER
ON DISC OF TZEENTCH



More than just a powerful warrior, a Fatemaster is surrounded by an aura of change. Mounted atop Discs of Tzeentch, Fatemasters streak into combat, slicing foes with their fireglaives while manipulating fortune for the benefit of their Arcanite cult.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Fireglaive of Tzeentch	3	3+	3+	1	D3
Disc's Teeth and Horns Companion	2	4+	3+	1	D3

Passive

LORD OF FATE: *Tzeentch's chosen disciples can affect the destiny of those around them.*

Effect: Add 1 to wound rolls for attacks made by friendly **ARCANITE** units while they are wholly within 12" of this unit.

Reaction: Opponent declared a SPELL ability

SOULBOUND SHIELD: *This shield can shelter the wielder against even the most potent magical attacks.*

Effect: If this unit was picked to be the target of that spell, roll a dice. On a 4+, ignore the effect of that spell on this unit. This unit can use this ability more than once per phase but only once per **SPELL** ability.



KEYWORDS	HERO, CAVALRY, FLY CHAOS, DISCIPLES OF TZEENTCH, ARCANITE, DISC OF TZEENTCH

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THE BLUE SCRIBES



Tzeentch created two daemons, P'tarix and Xirat'p, for the sole purpose of learning every spell in existence. The Blue Scribes, as they are known, ride their Disc of Tzeentch through the realms seeking every fragment of arcana.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Sharpened Quills	2	5+	5+	-	1
Disc's Teeth and Horns Companion	2	4+	3+	1	D3

Your Hero Phase

SCROLLS OF SORCERY: *The unlimited arcane knowledge held on these scrolls can conjure sorceries of perfect structure.*

Effect: The next time this unit uses a non-**SUMMON SPELL** ability this phase, do not make a casting roll as part of that ability. Instead, roll a dice. On a 2+, the spell is successfully cast and cannot be unbound.

Your Hero Phase 5

TREACHEROUS BOND: *By creating a psycho-conductive link, the Blue Scribes can siphon the worst of any harm that befalls them to allies nearby.*

Declare: Pick a friendly unit within this unit's combat range to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn:

- This unit has **WARD (4+)**.
- Each time you make an unmodified ward roll of 1-3 for this unit, allocate 1 damage point to the target.

KEYWORDS SPELL



KEYWORDS	UNIQUE, HERO, WIZARD (1), CAVALRY, FLY, WARD (6+) CHAOS, DISCIPLES OF TZEENTCH, DAEMON, DISC OF TZEENTCH

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DOKTOR FESTUS



Festus is a heartless maniac, a former plague doctor transformed into a twisted alchemist of disease. He leads Nurgle's armies with infectious ebullience, relishing the chance to try out new delightful brews upon unwilling foes.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Plague Staff	3	4+	3+	-	D3

Your Hero Phase

DELIGHTFUL BREWS, SPLENDID RESTORATIVES: *Festus relishes the chance to try out each of his new brews upon friends and foes, spreading bizarre and unnatural plagues swiftly through their ranks.*

Declare: Pick a visible unit within this unit's combat range to be the target.

Effect: If the target is a friendly **Maggotkin of Nurgle** unit, **Heal (D3)** the target. If the target is an enemy unit, roll a dice. On a 3+, inflict an amount of mortal damage on the target equal to the roll.

Your Hero Phase 7

SCUMBOIL POX: *Festus has mastered a spell that inflicts a choking curse upon a foe, their throat breaking out into oozing pustules and their tongues swelling to twice the size.*

Declare: Pick a visible enemy **Wizard** or **Priest** within 12" of this unit to be the target, then make a casting roll of 2D6.

Effect: Subtract 1 from the target's power level, to a minimum of 0, until the start of your next turn.

Keywords Spell



KEYWORDS	Unique, Hero, Wizard (1), Infantry, Ward (5+)
	Chaos, Maggotkin of Nurgle, Rotbringers

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EPIDEMIUS
TALLYMAN OF NURGLE



Sat upon his mouldering palanquin, borne aloft by a mound of Nurglings, Epidemius gazes across the battlefield with jaded contempt. As his endless tally of Nurgle's diseases rises, so do the Plague God's minions become empowered.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Epidemius's Balesword	3	4+	3+	1	D3
Mound of Nurglings Companion	10	5+	5+	-	1

Your Hero Phase

TALLYMAN OF NURGLE: *Epidemius keeps an endless tally of Nurgle's diseases, and as the count rises higher, the Plague God's minions grow stronger.*

Effect: You gain a number of **tally points** equal to the current battle round number.

During the battle round, you can spend your **tally points**. For each **tally point** you spend, you can re-roll 1 hit roll, 1 wound roll, 1 save roll or 1 ward roll for a friendly **Maggotkin of Nurgle** unit wholly within 12" of this unit.

At the end of the battle round, any unspent **tally points** are lost.



KEYWORDS	Unique, Hero, Infantry, Ward (5+)
	Chaos, Maggotkin of Nurgle, Daemon

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BLADEBRINGER

HERALD ON SEEKER CHARIOT



Heralds of Slaanesh who value the thrill of speed above all else will take to battle mounted on a Seeker Chariot. These machines of war smash into the foe in a blur of whirring, slashing blades, mutilating all those who stand their ground.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Flensing Whips and Piercing Claws	6	3+	4+	1	1
Steeds' Poisoned Tongues Companion	4	3+	4+	-	1

Your Charge Phase

THRILLSEEKING CAVALCADE: *A Bladebringer has no patience for minions who dally in the search for new sensation.*

Declare: Pick up to 3 friendly **Seeker Chariot** units wholly within 12" of this unit to be the targets.

Effect: Add 1 to charge rolls for this unit and the targets for the rest of the turn. In addition, for the rest of the turn, when this unit and the targets use the 'Mutilating Blades' ability, add 1 to the amount of mortal damage inflicted (if any).

Any Charge Phase

MUTILATING BLADES: *A Seeker Chariot inflicts carnage when it ploughs into the foe.*

Declare: If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS	HERO, WAR MACHINE, WIZARD (1), WARD (6+)
	CHAOS, HEDONITES OF SLAANESH, DAEMON

• LEGENDS WARSCROLL •

BLADEBRINGER

HERALD ON HELLFLAYER



Slaaneshi Heralds who wish to glut themselves on as much sensation as possible ride to war on Hellflayer chariots, great threshing contraptions that release an intoxicating scent distilled from the souls of those sliced apart by their axle blades

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Flensing Whips and Piercing Claws	8	3+	4+	1	1
Steeds' Poisoned Tongues Companion	4	3+	4+	-	1
Axle Blades Anti-INFANTRY (+1 Rend), Companion	4	4+	2+	2	D3

Any Movement Phase

SOULSCENT: *The whirling blades of this fearsome chariot mow down the enemy, transmuting their souls into an exhilarating incense that drives its riders into an ecstatic frenzy.*

Declare: Pick up to 3 enemy units that this unit passed across this phase to be the targets.

Effect: Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll. If any models are slain by this ability, this unit has **WARD (5+)** for the rest of the turn.

Your Movement Phase

SLAVERING FOR SENSATION: *This Bladebringer encourages their chariot-mounted followers to plunge themselves into enemy ranks.*

Declare: Pick up to 2 friendly **Hellflayer** units wholly within 12" of this unit to be the targets.

Effect: Add 2" to the Move characteristic of this unit and each target for the rest of the turn.

Passive

THRESHING DOOM: *The wail of an approaching Hellflayer sees enemy infantry diving for cover.*

Effect: When this unit moves, it can pass through models in enemy INFANTRY units and can pass through the combat ranges of enemy INFANTRY units, but it cannot end a move in combat unless specified in the ability used.

KEYWORDS	HERO, WAR MACHINE, WIZARD (1), WARD (6+)
	CHAOS, HEDONITES OF SLAANESH, DAEMON

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EXALTED CHARIOT



The massive chariots ridden by Allurers of the highest rank are machines that embody excess. Their purpose is to bring to bear the most number of blades in the shortest time and, in doing so, fill the air with the scent of carnage.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Flensing Whips and Piercing Claws	6	3+	4+	1	1
Steeds' Poisoned Tongues Companion	8	3+	4+	-	1

Any Charge Phase

EXCESS OF BLADES: *An Exalted Chariot inflicts horrendous carnage when it ploughs into the foe.*

Declare: If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

Effect: Roll a number of dice equal to the unmodified charge roll for that **Charge** ability. For each roll that exceeds the target's Save characteristic, the target suffers 1 mortal damage.



KEYWORDS	War Machine, Ward (6+)
	Chaos, Hedonites of Slaanesh, Daemon

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VICELEADER
HERALD OF SLAANESH



The Viceleader is a masterful artiste in the grand theatre of war. To look upon these surreal, quicksilver Heralds is to feel a yearning for forbidden arts and excesses that addles the mind. Woe betide those who acquiesce to their strange allure.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Ravaging Claws	6	3+	4+	1	2

Passive

LITHE AND SWIFT: *Charging Daemonettes can riddle an enemy with a quicksilver flurry of claw-strikes.*

Effect: Add 1 to the Attacks characteristic of this unit's **Ravaging Claws** for the rest of the turn if this unit charged in the same turn.

Reaction: You declared a Fight ability for this unit

LUST FOR VIOLENCE: *Viceleaders bid their fellow Daemonettes enter the fray and join them in the bliss of combat.*

Effect: Pick a friendly **Daemonettes** unit that has not used a **Fight** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **Fight** ability immediately after the **Fight** ability used by this unit has been resolved.



KEYWORDS	Hero, Wizard (1), Infantry, Fly, Ward (6+)
	Chaos, Hedonites of Slaanesh, Daemon

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LOONBOSS
WITH GIANT CAVE SQUIG



Some particularly forceful and bullying Loonbosses are able to tame – in the loosest sense of the word – Giant Cave Squigs and bring them into battle as terrifying pets that are more than capable of biting a man in two.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Moon-prodder	5	4+	4+	1	2
Massive Fang-filled Gob Companion	4	4+	3+	2	D3

Passive

GOIN' SOMEWHERE?: *This Loonboss will not tolerate ill-timed cowardice from his underlings and will have his ravenous pet make an example of any grots who look ready to leg it.*

Effect: If a friendly **Moonclan Infantry** unit wholly within 12" of this unit uses the 'Rally' command, you can make 3 additional rally rolls of D6. However, friendly **Moonclan Infantry** units cannot use **Retreat** abilities while they are within 12" of this unit.

End of Any Turn

GOBBLED UP: *This especially bloated and gluttonous squig is known to devour enemies whole if it gets the chance.*

Declare: Pick an enemy unit within 1" of this unit to be the target.

Effect: Roll a dice. If the roll equals or exceeds the target's Health characteristic, 1 model in the target unit is slain.



KEYWORDS	Hero, Infantry
	Destruction, Gloomspite Gitz, Squig, Moonclan

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MADCAP SHAMAN



Black-clad Madcap Shamans caper into battle, chanting and jabbering madly. They stuff Madcap Mushrooms into their gobs, eyes crackling with power as they channel the Gloomspite into deadly magical attacks.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Moon Staff	3	4+	4+	1	D3

Once Per Battle, Your Hero Phase

MADCAP MUSHROOM: *This mushroom enhances the eater's magical capabilities – as long as it does not turn out to be a deadly poisonous Madcap Toadstool…*

Effect: For the rest of the turn:

- Add 1 to this unit's power level.
- If 2 or more dice in a casting roll for this unit have the same value, inflict D3 mortal damage on this unit after the **Spell** ability has been resolved.



KEYWORDS	Hero, Wizard (1), Infantry
	Destruction, Gloomspite Gitz, Moonclan

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SCUTTLEBOSS
ON GIGANTIC SPIDER



Swaggering bullies whose twisted anatomies are part arachnid, Scuttlebosses charge into battle upon the backs of Gigantic Spiders, exhorting nearby skittermobs to follow their violent example and ride the foe into the ground.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Envenomed Spear	5	4+	4+	1	2
Gigantic Fangs Crit (Mortal), Companion	4	4+	3+	1	2

Once Per Turn (Army), End of Any Turn

SCUTTLE AWAY!: *Masters of feigned flight and other such sneaky tactics, the Scuttleboss orders his Spider Riders to flee to a more advantageous position.*

Declare: If this unit is in combat, pick this unit and up to 1 friendly **Spider Riders** unit that is in combat and wholly within 12" of this unit to be the targets.

Effect: The targets can immediately use the 'Retreat' ability as if it were your movement phase without any mortal damage being inflicted on them.

Passive

WALL CRAWLER: *The Spiderfang's arachnid allies can skitter up and down vertical surfaces as if they were flat ground.*

Effect: This unit can pass across terrain features as if it had **Fly**.



KEYWORDS	Hero, Cavalry
	Destruction, Gloomspite Gitz, Spiderfang

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ALEGUZZLER GARGANT



Aleguzzler Gargants that accompany Gloomspite hordes into battle are often combating raging hangovers from drinking too much crude fungus brew. They fight for more barrels of the same foul stuff, so that they can get inebriated all over again.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Throwin' Rocks	12"	1	5+	2+	2	D3

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Massive Club	4	4+	2+	1	2
'Eadbutt	1	4+	2+	2	4
Mighty Kick	1	4+	2+	2	D3

Once Per Turn (Army), Any Combat Phase

STUFF 'EM IN ME BAG: *Gargants are known to grab hapless warriors and stuff them screaming into their bags 'for later'…*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. If the roll is at least double the target's Health characteristic, 1 model in the target unit is slain.

Keywords Rampage

Passive

TIMBERRRRR!: *A dying gargant is a weapon of ruin in its own right, though it is anyone's guess where their body will fall.*

Effect: When this unit is destroyed, before removing it from play, the players must roll off. The winner picks a point on the battlefield within 3" of this unit. Inflict D3 mortal damage on each unit (friendly and enemy) within 3" of that point that has a lower Health characteristic than this unit.

KEYWORDS	Monster
	Destruction, Gloomspite Gitz

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BRETHREN OF THE BOLT



Armed with a relic that once belonged to a Stormcast Eternal and held aloft by his adopted son to bring him closer to Azyr, Pater Filius leads the Brethren of the Bolt with shocking zeal. The Brethren of the Bolt worship Sigmar in his aspect as a bringer of divine lightning, and they channel electrical charge from the air into their weapons. Each carries a crude disc of hammered copper in order to better guide lightning towards them.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Brethren Weapons Crit (Mortal)	3	4+	4+	-	1

Each model in this unit is armed with Brethren Weapons. The models in this unit are:

- *Pater Filius (champion)*
- *Friar Galvic*
- *Soror Tazat*
- *Acolyte Arcus*
- *Scorched Yakob*

Passive

CRACKLING WITH FAITH: *The half-sane Brethren of the Bolt draw the power from the Azyrite thunderstorms above to charge their weapons and smite the foes of Sigmar.*

Effect: Each time a combat attack made by this unit scores a critical hit, you can pick an enemy unit within 6" of this unit that was not the target of that combat attack. Inflict 1 mortal damage on that enemy unit after the **Fight** ability has been resolved.

Passive

PATER FILIUS: *The Brethren of the Bolt are led by Pater Filius, a Sigmarite priest who is as crazed as he is pious.*

Effect: While this unit's **Pater Filius** is on the battlefield, it has **Priest (1)**.

Your Hero Phase 5

BOLT FROM THE BLUE: *The skies darken above the Brethren of the Bolt, crackling with holy power that rains down upon them and their enemies.*

Declare: You can pick a visible enemy unit within 12" of this unit to be the target. Then, make a chanting roll of D6.

Effect: This unit has **Ward (5+)** for the rest of the turn. If a target was picked, inflict D3 mortal damage on the target. If the chanting roll was 10+, inflict 3 mortal damage on the target instead.

Keywords Prayer

KEYWORDS	Unique, Infantry, Champion
	Order, Cities of Sigmar, Sigmarite

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HEXBANE'S HUNTERS



A witch hunter of the Order of Azyr, Haskel Hexbane is ruthless in his quest to purge the more insidious threats to Sigmar's people. In battle he pursues his quarry with absolute conviction, utilising his pistols, brand and stakes of Aqshian flamewood to bring about their demise. Though mere mortals in a world filled with walking nightmares, Hexbane's Hunters burn with conviction and bring with them the full might of humanity's determination and resourcefulness – let the enemies of Sigmar beware!

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Blackpowder Pistols Shoot in Combat, Anti-Wizard (+1 Rend)	8"	3	3+	4+	-	1
Crossbow Launcher Anti-Wizard (+1 Rend)	15"	2	4+	3+	1	D3

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Witch Hunter Weapons Anti-Wizard (+1 Rend)	2	4+	4+	-	1

Each model in this unit is armed with Witch Hunter Weapons. The models in this unit are:

- *Haskel Hexbane (champion, also armed with Blackpowder Pistols)*
- *Brydget Axwold (also armed with Blackpowder Pistols)*
- *Quiet Pock (also armed with a Crossbow Launcher)*
- *Aemos Duncarrow*
- *Grotbiter*
- *Ratspike*

Start of First Battle Round

HUNT WITH CONVICTION: *With a righteous fervour, Hexbane's Hunters track the profane and blasphemous creatures that threaten mortalkind.*

Declare: Pick an enemy **Hero** or **Wizard** to be **hunted by the Order**. You must pick a **Wizard Hero** if there is one in your opponent's army.

Effect: Add 1 to the damage inflicted by this unit's attacks that target the unit picked to be **hunted by the Order**.

Designer's Note: *You can pick an enemy unit that is in reserve.*

End of Any Turn

FLAMEWOOD STAKES: *Carved from Aqshian flamewood, these stakes violently combust when they pierce the armour of their target.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll. Add 1 to the damage inflicted (if any) on the target if it has the **Death**, **Daemon** or **Wizard** keyword.

KEYWORDS	Unique, Infantry, Champion, Ward (5+)
	Order, Cities of Sigmar, Sigmarite

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GRYSELLE'S ARENAI



Gryselle's Arenai are expert gladiators from the fighting pits of Har Kuron. Each is highly skilled at dispatching numerous enemies in a blur of flashing weapons. The Arenai are each a veteran of countless duels to the death, but they are also peerless performers, their acrobatic leaps and dazzling flourishes making every act of carnage a prayer to their bloody god.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Gladiatorial Weapons Crit (Auto-wound)	3	3+	4+	-	1

Each model in this unit is armed with Gladiatorial Weapons. The models in this unit are:

- *Gryselle, the Slaughterer (champion)*
- *Thrialla, the Lash*
- *Retaria, the Entangler*
- *Kalexis, the Silvered Blur*
- *Traxya, the Aegis*

Any Combat Phase

ACROBATIC BLOODSHED: *As they flip and twist across the battlefield, the Arenai sever arteries and slash exposed throats, leaving any enemies left alive completely disorientated.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: For the rest of the turn, while this unit is in combat with the target, its combat attacks must target that enemy unit. In addition, if any of this unit's attacks score a critical hit on the target this phase, the target has **Strike-last** for the rest of the turn.



KEYWORDS	Unique, Infantry, Champion, Ward (6+)
	Order, Daughters of Khaine, Aelf

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MORGWAETH'S BLADE-COVEN



As coldly ambitious as any of Morathi-Khaine's priestesses, the ruthless Hag Queen Morgwaeth the Bloodied travels the realms in search of precious Khainite treasures. Unflinchingly loyal to their bloodthirsty mistress Morgwaeth and to the cause of Hagg Nar, the warriors of the Blade-coven have spilled the blood of countless enemies in the course of their far-ranging missions.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Heartseeker Bow Crit (Auto-wound)	18"	3	3+	4+	1	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Sacrificial Weapons Crit (Auto-wound)		3	3+	4+	-	1

Each model in this unit is armed with Sacrificial Weapons. The models in this unit are:

- *Morgwaeth the Bloodied (champion)*
- *Khamyss*
- *Kyrssa*
- *Lethyr*
- *Kyrae (also armed with a Heartseeker Bow)*

Once Per Turn (Army), Any Hero Phase

WITCHBREW: *Witchbrew drives the imbiber into such an ecstasy of destruction that they will fight on in the face of impossible odds.*

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

Effect: Roll a dice. On a 3+, the target has **Ward (5+)** for the rest of the turn.

Passive

MORGWAETH THE BLOODIED: *As coldly ambitious as any of Morathi-Khaine's priestesses, the ruthless Hag Queen Morgwaeth the Bloodied travels the realms in search of precious Khainite treasures.*

Effect: While this unit's **Morgwaeth the Bloodied** is on the battlefield, it has **Priest (1)**.



KEYWORDS	Unique, Infantry, Champion, Ward (6+)
	Order, Daughters of Khaine, Aelf

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MALENETH WITCHBLADE



A feared assassin of the Bloody-Handed God, Maleneth Witchblade's mysterious objectives have seen her abandon her duties as an agent of the Order of Azyr and accompany the legendary Gotrek Gurnisson into battle, where she turns her murderous talents upon the servants of ruin and darkness.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Poisoned Throwing Knives Crit (Auto-wound), Shoot in Combat	10"	3	2+	4+	1	D3
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Deadly Blades Anti-Hero (+1 Rend)		6	2+	4+	1	2

Passive

VIAL OF SECRETS: *Maleneth wears a vial of blood around her neck that contains the soul of her former mistress, whose whispered secrets grant her an uncanny awareness.*

Effect: If the unmodified hit roll for an attack that targets this unit is 1-4, the attack fails and the attack sequence ends.

Deployment Phase

HIDDEN AGENT: *Maleneth is master of stealth, concealing herself amongst allies and waiting for the perfect time to strike.*

Effect: If this unit has not been deployed, set up this unit in reserve **in hiding**. It has now been deployed.

KEYWORDS: DEPLOY

Any Combat Phase

STRIKE FROM THE SHADOWS: *Maleneth waits for her allies to create a distraction before darting out from cover to engage the enemy and complete her deadly mission.*

Declare: Pick this unit if it is **in hiding**. Then, pick a friendly INFANTRY unit that has 5 or more models to be the target.

Effect: Roll a dice. On a 3+, set up this unit anywhere on the battlefield wholly within 6" of the target. If you do so, this unit must be set up in combat and has **STRIKE-FIRST** for the rest of the turn. On a failed roll, this unit remains **in hiding** but you automatically pass the roll the next time you use this ability.

KEYWORDS: UNIQUE, HERO, INFANTRY, WARD (6+)
ORDER, DAUGHTERS OF KHAINE, AELF

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THE KNIVES OF THE CRONE



Fanatical believers in the creed of the prophetic goddess Morai-Heg, the Knives of the Crone exist to serve fate's will. They are led by the seer Kaerna Vix, who reads the viscera of slain foes to glean her deity's desires. A cadre of killers ensure Vix's visions come to pass: Tazari is Kaerna's strong right hand, while Krieta eagerly butchers those who draw her master's gaze. Finally, the arbalist Azphel stands ready to put a crossbow bolt through distant foes.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Aelven Crossbow Crit (Auto-wound)	10"	3	3+	4+	-	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Haruspicy Blades		3	3+	4+	1	D3

Each model in this unit is armed with Haruspicy Blades. The models in this unit are:

- ***Kaerna Vix*** *(champion)*
- ***Tazari***
- ***Krieta, Wing of the Crone***
- ***Azphel, the Hag's Eye*** *(also armed with an Aelven Crossbow)*

Your Hero Phase

RITUALS OF PROPHECY: *Though blind, the Crone Goddess Morai-Heg sees all. Gifted with a fragment of her oracular powers, the Knives of the Crone are able to navigate the vagaries of battle with uncanny perspicuity by reading fate in the spilled entrails of their foes.*

Effect: Roll 6 dice:

- For each 1, add 1 to the Attacks characteristic of this unit's melee weapons until the start of your next turn.
- For each 3, add 1" to this unit's Move characteristic until the start of your next turn.
- If any of the rolls are a 6, add 1 to save rolls for this unit until the start of your next turn.



KEYWORDS: UNIQUE, INFANTRY, WARD (6+)
ORDER, DAUGHTERS OF KHAINE, AELF

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THE SHADEBORN



Wielding weapons forged from pure shadowstone, Slythael is a deadly foe to all who stand in her way. Branded with the mircath shademark, she is possessed of a mastery of umbral magic so potent that she can leap between the shadows, appearing more akin to an insubstantial wraith than any creature of flesh and blood. Accompanying her are Drusylla and Valyssa, two former Witch Aelves whose natural grace has been heightened by Shadowstalker training. The last member of the group is Sylarc Greyblood, who excels in his mastery of umbral magic and the crossbow.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Cursed Missiles	10"	1	3+	3+	1	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Shadowstalker Blades		2	3+	4+	-	1

Each model in this unit is armed with Cursed Missiles and Shadowstalker Blades. The models in this unit are:

- *Slythael Shadestalker (champion)*
- *Drusylla Vyserax*
- *Sylarc Greyblood*
- *Valyssa Umbrael*

Your Movement Phase

SHADOW LEAP: *Shadowstalkers can vanish and reappear at will as they navigate the Umbral Web.*

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

Any Combat Phase

MASK OF SHADOWED MIRRORS: *This mask shows attackers a haunting visage that chills them to the bone.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, the target cannot use commands for the rest of the turn.



KEYWORDS UNIQUE, INFANTRY, CHAMPION, WARD (6+)
ORDER, DAUGHTERS OF KHAINE, AELF

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THE CHOSEN AXES



The deeds of Fjul-Grimnir are spoken of by generations of Vostarg warriors. For them, he is the epitome of that which the Sons of Grimnir should aspire to, a fearless warrior who has sacrificed his body and soul in pursuit of honour and ur-gold. The Chosen Axes are the hand-picked champions of the mighty Runefather Fjul-Grimnir. Bellowing oaths and trailing sparks, these dauntless warriors launch themselves into battle alongside their beloved leader, smashing aside all in their path.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Latchkey Grandaxe	4	3+	3+	2	3
Fyresteel Weapons	2	4+	3+	1	1

The models in this unit are:

- *Fjul-Grimnir (champion, armed with a Latchkey Grandaxe)*
- *Tefk Flamebearer (armed with Fyresteel Weapons)*
- *Vol Orrukbane (armed with Fyresteel Weapons)*
- *Mad Maegrim (armed with Fyresteel Weapons)*

Passive

BERSERK FURY: *No Fyreslayer will easily accept death's embrace while their kin are still fighting.*

Effect: Each time a model in this unit is slain by a combat attack and that model was in combat with the attacking unit, roll a dice. On a 5+, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

Passive

FJUL'S RETINUE: *The bravest of warriors are hand-picked by Fjul-Grimnir to serve as his bodyguard in battle.*

Effect: While this unit's **Fjul-Grimnir** is on the battlefield, ignore the first damage point that would be allocated to this unit each phase.



KEYWORDS UNIQUE, INFANTRY, CHAMPION, WARD (6+)
ORDER, KHAZALITE HOLDS, DUARDIN, GRIMMDRON

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CYRENI'S RAZORS



A true master of the abyss, Cyreni leads her guards through the most inhospitable of places in search of precious soulstuff. She wields the power of a Tidecaster with crushing pressure and an icy chill, having trained in the art of soul-magic in Ulgu's depths. Cyreni's guards are hand-picked from the most skilled of the Namarti warrior caste. Clad in thick armour, their wicked serrated glaives can tear the guts out of their foes. Alongside them swims Cephanyr, a creature of the deep capable of sensing soulstuff from great distances.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Lanmari Weapons	2	3+	4+	1	1
Cephanyr's Tentacles Companion	6	4+	3+	-	1

The models in this unit are:

- *Cyreni of the Abyss (champion, armed with Lanmari Weapons)*
- *Alathyrr (armed with Lanmari Weapons)*
- *Renglaith (armed with Lanmari Weapons)*
- *Cephanyr (armed with Cephanyr's Tentacles)*

Any Combat Phase

PHASE INK: *Cephanyr emits a cloud of ink as black as the abyss that shrouds the enemy and sows confusion.*

Declare: If this unit's **Cephanyr** is on the battlefield, pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, the target has **STRIKE-LAST** for the rest of the turn.

Passive

CYRENI OF THE ABYSS: *As a Tidecaster, Cyreni can draw upon the swirling currents of the ethersea in battle.*

Effect: While this unit's **Cyreni of the Abyss** is on the battlefield, it has **WIZARD (1)**.



KEYWORDS	UNIQUE, INFANTRY
	ORDER, IDONETH DEEPKIN, AELF, AKHELIAN, NAMARTI

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ELATHAIN'S SOULRAID



Elathain was dubbed the Ill-fated for failing to harvest the essence of Ghur's Silent People. Yet the Soulrender remains dedicated as ever, wielding the grim tools of his trade to claim a bounty of spirits. Elathain's companions are a disparate lot, the Akhelian knight Fuirann battling alongside the Namarti Tammael and the bond-beasts Duinclaw and Spinefin. Together, however, they fight as one to claim souls for their enclave.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Riptide Harpoon Shoot in Combat	8"	1	3+	4+	1	D3
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Soulraid Weapons		2	3+	4+	1	1

Each model in this unit is armed with Soulraid Weapons. The models in this unit are:

- *Elathain Ill-fated (champion)*
- *Tammael (also armed with a Riptide Harpoon)*
- *Fuirann*
- *Duinclaw*
- *Spinefin*

End of Any Turn

ELATHAIN'S LURELIGHT: *Like all Isharann Soulrenders, Elathain possesses a mystical lure that can trap the souls of slain opponents so that they can be used to resurrect fallen allies.*

Effect: Roll a D3. On a 2+, return a number of slain models to this unit equal to the roll.

Any Combat Phase

SOULNET: *A soulnet can be used to ensnare a victim, ensuring they cannot escape their doom at the hands of the Soulrender.*

Declare: If this unit's **Elathain Ill-fated** is on the battlefield, pick an enemy **INFANTRY** unit in combat with this unit to be the target.

Effect: Roll a dice. If the roll equals or exceeds the target's Health characteristic, 1 model in the target unit is slain.



KEYWORDS	UNIQUE, INFANTRY, CHAMPION
	ORDER, IDONETH DEEPKIN, AELF, AKHELIAN, NAMARTI

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THUNDRIK'S PROFITEERS



The dauntless leader of a band of profiteers, Bjorgen Thundrik has developed quite the reputation in Barak-Nar for being able to sniff out fresh seams of aether-gold and for being utterly tenacious in his pursuit of riches. Driven by constant competition for promotion, this eclectic band of skyfarers will go to any lengths to secure a valuable haul and they will pepper with volleys of aethershot all those who try to take their wealth.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Aethermatic Anatomiser Shoot in Combat	8"	3D6	4+	4+	2	1
Aethermatic Firearms	12"	2	3+	4+	1	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Arkanaut Cutter		2	4+	4+	-	1
Skypike Crit (Mortal)		2	3+	3+	1	2

The models in this unit are:

- ***Bjorgen Thundrik*** *(armed with an Aethermatic Anatomiser and an Arkanaut Cutter)*
- ***Khazgan Drakkskewer*** *(armed with Aethermatic Firearms and a Skypike)*
- ***Dead-Eye Lund*** *(armed with Aethermatic Firearms and an Arkanaut Cutter)*
- ***Enrik Ironhail*** *(armed with Aethermatic Firearms and an Arkanaut Cutter)*
- ***Garodd Alensen*** *(armed with Aethermatic Firearms and an Arkanaut Cutter)*

Your Shooting Phase

AETHERMATIC ANATOMISER: *Thundrik harnesses the power of his Aethermatic Anatomiser to obscure the loot so they can safely recover the plunder beneath the noses of their enemies.*

Declare: If this unit's **Bjorgen Thundrik** is on the battlefield, pick an objective within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+:

- If the target is controlled by either player, that player loses control of that objective.
- The target cannot be contested until the start of your next turn.

KEYWORDS	UNIQUE, INFANTRY
	ORDER, KHARADRON OVERLORDS, DUARDIN, SKYFARER

• LEGENDS WARSCROLL •

MYARI'S PURIFIERS



Myari Lightcaller has great experience in battling arcane curses, especially the Katophrane Curse that once emanated from the Mirrored City. With his deep wisdom and arcane prowess, few can withstand his might. The aelves who follow Myari each embody different warrior aspects of the Lumineth race. Bahannar is a stoic exemplar of the Alarith, Senaela is a keen-eyed shot, while the peerless Bladelord Ailenn is tireless in the defence of her Scinari charge.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Auralan Bow Crit (Auto-wound)	18"	2	3+	4+	1	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Purifier Weapons		2	2+	4+	1	2

Each model in this unit is armed with Purifier Weapons. The models in this unit are:

- ***Myari Lightcaller*** *(champion)*
- ***Bahannar***
- ***Ailenn, the Mind's Edge***
- ***Senaela*** *(also armed with an Auralan Bow)*

Passive

MYARI LIGHTCALLER: *With his deep wisdom and arcane prowess, few can withstand Myari's might.*

Effect: While this unit's **Myari Lightcaller** is on the battlefield, it has **WIZARD (1)** and the **SCINARI** keyword.

Your Hero Phase 6

DAZZLING LIGHT: *Myari conjures a ball of blinding light, forcing foes to avert their gaze.*

Declare: Pick an objective that you do not control that is within 18" of and visible to this unit's **Myari Lightcaller**, then make a casting roll of 2D6.

Effect: Until the start of your next turn, subtract 1 from hit rolls for attacks made by enemy units that are contesting that objective.

KEYWORDS	SPELL



KEYWORDS	UNIQUE, INFANTRY, CHAMPION
	ORDER, LUMINETH REALM-LORDS, AELF, VANARI, ALARITH

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THE STARBLOOD STALKERS



Though only a lowly priest in the complex rungs of the skink hierarchy, Kixi-Taka is looked upon with favour by his slann masters. Entrusted with several relics of Old One technology, he faithfully leads the Starblood Stalkers, utterly committed to the Great Plan. Klaq-Trok, meanwhile, is a hulking mass of muscle and speaks little even for one of his taciturn breed and the savagery with which he annihilates his enemies is wholly inspiring to the Starblood Stalkers.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Relic Celestite Weapon	5	3+	3+	1	2
Starblood Weapons	1	4+	5+	-	1

The models in this unit are:

- ***Kixi-Taka, the Diviner*** *(champion, armed with Starblood Weapons)*
- ***Otapatl*** *(armed with Starblood Weapons)*
- ***Huachi*** *(armed with Starblood Weapons)*
- ***Tok*** *(armed with Starblood Weapons)*
- ***Xepic*** *(armed with Starblood Weapons)*
- ***Klaq-Trok*** *(armed with a Relic Celestite Weapon)*

Passive

KLAQ-TROK: *A warrior unparalleled in his primal ferocity and strength, Klaq-Trok crushes any who would defy the will of the Old Ones.*

Effect: While this unit's **Klaq-Trok** is on the battlefield, ignore the first damage point that would be allocated to this unit each phase.

Passive

KIXI-TAKA THE DIVINER: *Though only a lowly priest in the complex rungs of the skink hierarchy, Kixi-Taka is looked upon with favour by his slann masters.*

Effect: While this unit's **Kixi-Taka, the Diviner**, is on the battlefield, it has **Wizard (1)**.

Your Shooting Phase

OTAPATL'S DARTPIPE: *The Starblood Stalkers are bolstered by the Chameleon Skink Otapatl, who lurks unseen and fires poisoned darts at unsuspecting foes.*

Declare: If this unit's **Otapatl** is on the battlefield, pick a visible enemy unit within 18" of this unit to be the target.

Effect: Roll a dice. On a 4+, inflict 1 mortal damage on the target.

KEYWORDS	Unique, Infantry, Champion
	Order, Seraphon, Skink, Saurus

• LEGENDS WARSCROLL •

DOMITAN'S STORMCOVEN



Domitan's Stormcoven, war-mages of the mysterious Valedictor Temple, are surrounded by a strange aura of aetheric lightning-energy. Though the nature of this power evades even their study, the trio nevertheless excel in harnessing it through waves of crackling magic.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Azyrite Bolts	18"	2	3+	4+	1	D3
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Valedictor Weapons		3	3+	3+	1	D3

Each model in this unit is armed with Azyrite Bolts and Valedictor Weapons. The models in this unit are:

- ***Domitan, Eye of the Storm***
- ***Leona Stratosi***
- ***Sarpon, the Cyclone***

Passive

GATHER THE AETHER: *A Stormcoven can harness the aetheric energies from the ley lines that criss-cross the Mortal Realms, ready to be unleashed at a moment's notice.*

Effect: Add 1 to this unit's power level while it is contesting an objective.

Your Hero Phase 7

AETHERSHOCK: *The Stormcoven unleash their stored energies across the battlefield, bolstering their allies or blasting enemies to the ground.*

Declare: Pick a visible unit within 12" of the caster to be the target, then make a casting roll of 2D6.

Effect: If the target is a friendly unit, it has **Strike-first** for the rest of the turn. If the target is an enemy unit, it has **Strike-last** for the rest of the turn.

Keywords Spell



KEYWORDS	Unique, Wizard (1), Infantry
	Order, Stormcast Eternals, Warrior Chamber

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THE FARSTRIDERS



Sanson Farstrider is one of the most experienced Hunter-Primes in the Hammers of Sigmar. He and his band of veteran rangers specialise in undertaking the most critical and death-defying of missions behind enemy lines.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Boltstorm Pistol Shoot in Combat	10"	2	4+	4+	1	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Stormwrought Weapon		2	3+	3+	1	1

Each model in this unit is armed with a Boltstorm Pistol and a Stormwrought Weapon. The models in this unit are:

- *Sanson Farstrider (champion)*
- *Almeric Eagle-Eye*
- *Elias Swiftblade*

Once Per Turn (Army), Your Hero Phase

VANGUARD CHAMBER: *Through swiftness, guile and more than a hint of savagery, the warriors of the Vanguard chambers are able to outfight forces many times their own limited numbers.*

Effect: For the rest of the turn, this unit can use **SHOOT** and/or **CHARGE** abilities even if it used a **RUN** or **RETREAT** ability in the same turn.

Your Shooting Phase

STAR FALCON: *Farstrider's loyal companion can swoop from the skies to strike the enemy.*

Declare: If this unit's **Sanson Farstrider** is on the battlefield, pick a visible enemy unit within 18" of this unit to be the target.

Effect: Roll a dice. On a 3+, inflict 1 mortal damage on the target.



KEYWORDS	UNIQUE, INFANTRY, CHAMPION ORDER, STORMCAST ETERNALS, VANGUARD CHAMBER

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STEELHEART'S CHAMPIONS



The Liberator retinue known as Steelheart's Champions embodies the resolute heroism of the Hammer of Sigmar. They have earned countless battle honours, and few foes cannot be overcome by the strength of their fellowship.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Heavens-wrought Weapon Crit (Mortal)	3	3+	3+	1	1

Each model in this unit is armed with a Heavens-wrought Weapon. The models in this unit are:

- *Severin Steelheart (champion)*
- *Obryn the Bold*
- *Angharad Brightshield*

Passive

STALWART DEFENDERS: *Liberators fiercely guard the lands brought into Sigmar's domain.*

Effect: Add 3 to this unit's control score while it is contesting an objective wholly within friendly territory.

Passive

HEROIC GUARD: *Steelheart's Champions stand impervious and unyielding in the face of the enemy.*

Effect: Add 1 to save rolls for this unit while it is in combat with any enemy units that charged in the same turn.



KEYWORDS	UNIQUE, INFANTRY, CHAMPION ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER

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STORMSIRE'S CURSEBREAKERS



A specialist in the sundering of dark enchantments, Knight-Incantor Stormsire is also acutely aware of the negative toll Reforging takes on a Stormcast's soul, relentlessly searching for any form of cure in even the most hostile of locations. The Evocators Ammis and Rastus have journeyed into many an unhallowed corner of the realms alongside their master and friend Averon Stormsire, wielding the crackling storm-magics of Azyr with a ferocious skill.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Cursebreaker Weapons Crit (Mortal)	3	3+	3+	1	1

Each model in this unit is armed with Cursebreaker Weapons. The models in this unit are:

- *Averon Stormsire (champion)*
- *Ammis Dawnguard*
- *Rastus the Charmed*

Any Combat Phase

OVERWHELMING STORM: *Few can stand before the unleashed power of the Sacrosanct chambers.*

Declare: If this unit is contesting an objective that you control, pick a friendly non-**Hero Stormcast Eternals Infantry** unit within 12" of this unit to be the target.

Effect: For the rest of the phase, add 1 to wound rolls for the target's combat attacks.

Passive

AVERON STORMSIRE: *Averon can summon forth a storm of celestial lightning of unmatchable ferocity.*

Effect: While this unit's **Averon Stormsire** is on the battlefield, it has **Wizard (1)**.



KEYWORDS	Unique, Infantry, Champion
	Order, Stormcast Eternals, Sacrosanct Chamber

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XANDIRE'S TRUTHSEEKERS



Armed with the Lantern Astrala, Calthia Xandire leads her fellows in search of Harrowdeep's forgotten secrets. With her comes Dhoraz Giant-fell, who revels in each destructive swing of his hammer; Luxa Stormrider, who lets her proficiency with the bow speak for her; and Luxa's aetherwing companion, Taros.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Stormcaller Bow	18"	2	3+	3+	1	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Truthseeker Weapons Crit (Mortal)		3	3+	3+	1	1
Great Hammer Crit (Mortal), Anti-**Monster** (+1 Rend)		2	3+	3+	1	2

The models in this unit are:

- *Calthia Xandire (champion, armed with Truthseeker Weapons)*
- *Dhoraz Giant-fell (armed with a Great Hammer)*
- *Luxa Stormrider (armed with Truthseeker Weapons and a Stormcaller Bow)*

Passive

TAROS: *In battle, Luxa Stormrider is aided by her aetherwing companion, Taros, who harries the enemy.*

Effect: This unit's **Taros** is a token. After setting up this unit on the battlefield for the first time, place **Taros** next to it.

Your Shooting Phase

HARRYING AETHERWING: *Guided by Luxa Stormrider's rune-etched arrows, Taros flies across the battlefield, harrying the enemy.*

Declare: If any attacks made with this unit's **Stormcaller Bow** scored a critical hit this phase, pick an enemy unit targeted by those attacks to be the target.

Effect: Until the start of your next turn, place **Taros** next to the target. While **Taros** is placed next to an enemy unit, that enemy unit cannot use commands.

KEYWORDS	Unique, Infantry, Champion
	Order, Stormcast Eternals, Warrior Chamber

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SKAETH'S WILD HUNT



Skaeth and his Kurnothi kin are merciless hunters of those who would dare despoil the wilderness, running their prey to ground before piercing their hearts with spears, arrows and hurled javelins.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Wild Hunt Ranged Weapons	12"	2	3+	4+	1	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Tracker Weapons		2	3+	4+	1	1

Each model in this unit is armed with Tracker Weapons.
The models in this unit are:

- ***Skaeth the Huntsman*** *(champion, also armed with Wild Hunt Ranged Weapons)*
- ***Karthaen, Huntcaller*** *(musician)*
- ***Althaen*** *(also armed with Wild Hunt Ranged Weapons)*
- ***Sheoch***
- ***Lighaen***

Passive

FLEET OF FOOT: *Skaeth's Wild Hunt advance on their foes with the speed of an autumn gale.*

Effect: This unit can use **Shoot** and/or **Charge** abilities even if it used a **Run** or **Retreat** ability in the same turn.

Passive

KARTHAEN: *With a blast of his horn, the air itself comes to the aid of Karthaen.*

Effect: While this unit's **Karthaen, Huntcaller**, is on the battlefield, it has **Wizard (1)**.



KEYWORDS	Unique, Infantry, Champion, Musician (1/5)
	Order, Sylvaneth, Kurnothi

• LEGENDS WARSCROLL •

YLTHARI'S GUARDIANS



The Thornwych Ylthari tirelessly seeks those soulpods that have been claimed by Nagash, and by channelling rampant life magic she rids the dead places of those who would serve the Great Necromancer. Grown from ancient soulpods in the Realm of Death, Ylthari's Guardians were once diplomats and emissaries, though now they are evergreen with bitter wrath and seek only vengeance for their kin who have been slain.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Revenant Bow Crit (Auto-wound)	18"	2	3+	4+	1	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Enchanted Glade Weapons Crit (Auto-wound)		3	3+	4+	1	1
Revenant Bow		1	3+	4+	-	1

The models in this unit are:

- ***Ylthari*** *(champion, armed with Enchanted Glade Weapons)*
- ***Gallanghann*** *(armed with Enchanted Glade Weapons)*
- ***Skhathael*** *(armed with Enchanted Glade Weapons)*
- ***Ahnslaine*** *(armed with a Revenant Bow)*

Passive

YLTHARI: *The mellifluous sound of Sylvaneth magic is both beautiful and terrifying to those upon whom it is unleashed.*

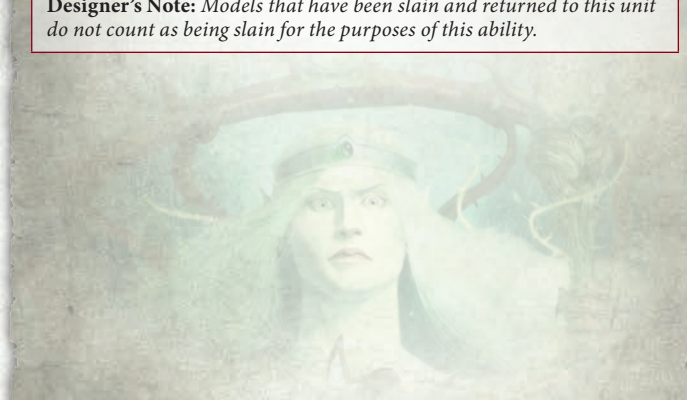
Effect: While this unit's **Ylthari** is on the battlefield, it has **Wizard (1)**.

Passive

BITTERNESS OF THE SOUL: *The souls of Ylthari's Guardians are chilled through by the frost of the Everdusk.*

Effect: Add 1 to the Damage characteristic of this unit's **Enchanted Glade Weapons** for each model in this unit that is slain.

Designer's Note: *Models that have been slain and returned to this unit do not count as being slain for the purposes of this ability.*



KEYWORDS	Unique, Infantry, Champion
	Order, Sylvaneth

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GRASHRAK'S DESPOILERS



A prophet of ruin and the leader of the Despoilers, an infamous pack of cruel-hearted raiders, the Great Bray-Shaman known as Grashrak Fellhoof wields the savage power of Chaos to lay waste to his enemies. Grashrak's Despoilers are a motley collection of gor-kin, hand-picked by the Bray-Shaman for their cruel cunning. They fear Fellhoof more than any foe and will sacrifice life and limb to protect their master.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Despoiler Shortbow	15"	2	4+	4+	-	1

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Despoiler Weapons	2	4+	4+	-	1

Each model in this unit is armed with Despoiler Weapons. The models in this unit are:

- *Grashrak Fellhoof (champion)*
- *Draknar*
- *Murghoth Half-horn*
- *Korsh 'the Sneak'*
- *Ushkor (also armed with a Despoiler Shortbow)*
- *Gnarl (also armed with a Despoiler Shortbow)*

Passive

VIOLENT DESPOILERS: *Grashrak's gor-kin leave a trail of wanton destruction in their wake, for they hate the trappings of civilisation with a bestial vehemence.*

Effect: Add 1 to hit rolls for this unit's attacks while it is wholly outside friendly territory.

Passive

GRASHRAK FELLHOOF: *For Grashrak, it is not enough to despoil the land – the air itself must writhe with the power of anarchy.*

Effect: While this unit's **Grashrak Fellhoof** is on the battlefield, it has **Wizard (1)**.



KEYWORDS	Unique, Infantry, Champion
	Chaos, Beasts of Chaos, Brayherd

• LEGENDS WARSCROLL •

GARREK'S REAVERS



Even amongst the pitiless hordes of the Goretide, the Bloodreavers led by Garrek Gorebeard are known for their cruelty and deranged ferocity. It is said that Garrek personally guts and skins any of his warriors who fail to take a worthy trophy in battle.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Reaver Blades and Axes Blood-hungry	2	4+	3+	-	1

Each model in this unit is armed with Reaver Blades and Axes. The models in this unit are:

- *Garrek Gorebeard (champion)*
- *Blooded Saek*
- *Karsus the Chained*
- *Targor*
- *Arnulf*

Passive

BLOOD FOR THE BLOOD GOD!: *A howling mass of Bloodreavers is never more dangerous than when seized by the frenzy of the charge.*

Effect: Add 1 to the Rend characteristic of this unit's melee weapons if it charged in the same turn.

End of Any Turn

GRISLY TROPHIES: *Garrek delights in brandishing grim souvenirs to stoke his warriors' bloodlust.*

Effect: If this unit is in a **Blades of Khorne** army and any enemy models were slain this turn by this unit's attacks, you gain 1 **blood tithe point**.



KEYWORDS	Unique, Infantry, Champion
	Chaos, Blades of Khorne, Bloodbound

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GORECHOSEN OF DROMM



Dromm, Wounder of Worlds, Slaughterpriest of Great Khorne, seeks to commit the ultimate act of violence in the name of his murderous god. With his cursed axe he would carve open the realms themselves, causing the lands to shudder and writhe in agony. Together known as the Gorechosen of Dromm, the Skullgrinder Herax and the muscle-bound Gorehulk accompany the self-proclaimed Wounder of Worlds on his deranged quest to mutilate the realms, slaughtering anything that gets in their way.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Weapons of Wrath Blood-hungry, Crit (Mortal)	4	4+	3+	1	2

Each model in this unit is armed with Weapons of Wrath. The models in this unit are:

- *Dromm, Wounder of Worlds (champion)*
- *Skullgrinder Herax*
- *The Gorehulk*

Passive

DROMM, WOUNDER OF WORLDS: *Khorne's burning attention has fallen upon the Wounder of Worlds and the Blood God expects great things from him – or else.*

Effect: While this unit's **Dromm, Wounder of Worlds**, is on the battlefield, it has **Priest (1)** and can use **Unbind** abilities as if it had **Wizard (1)**.



KEYWORDS	Unique, Infantry, Champion
	Chaos, Blades of Khorne, Bloodbound

• LEGENDS WARSCROLL •

MAGORE'S FIENDS



Magore Redhand leads his band of killers on an endless hunt for worthy skulls. In return for his prodigious offerings, Khorne has blessed the Blood Warrior with profane gifts, including a daemonic maw in his gut that can bite through even sigmarite.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Goreaxe Blood-hungry	3	4+	3+	1	1
Blood-dark Claws Anti-Wizard (+1 Rend), Blood-hungry, Companion	4	4+	3+	-	1

The models in this unit are:

- ***Magore Redhand** (champion, armed with a Goreaxe)*
- ***Zharkus the Bloodsighted** (armed with a Goreaxe)*
- ***Ghartok Flayskull** (armed with a Goreaxe)*
- ***Riptooth** (armed with Blood-dark Claws)*

Passive

NO RESPITE: *Dying as they lived, Blood Warriors devote even their final moments to killing.*

Effect: Each time a model in this unit is slain by a combat attack and that model was in combat with the attacking unit, roll 2 dice. For each 5+, inflict 1 mortal damage on the attacking unit after the **Fight** ability has been resolved.



KEYWORDS	Unique, Infantry, Champion
	Chaos, Blades of Khorne, Bloodbound

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GODSWORN HUNT



Guided by searing visions of conquest and glory, the Godspeaker known as Theddra Skull-scryer leads warriors from the Tribe of the Black Fang through a combination of ruthlessness and awesome displays of gods-given power. The Godsworn Hunt is formed of the greatest champions of the Tribe of the Black Fang. Each is a hardened killer who has earned their name through bloody deeds, and their bodies are bedecked with gruesome trophies and oathstones.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Hunting Bow Crit (Auto-wound)	20"	2	4+	4+	-	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Godsworn Weapons Crit (Mortal)		2	4+	3+	-	1

Each model in this unit is armed with Godsworn Weapons. The models in this unit are:

- *Theddra Skull-scryer (champion)*
- *Grundann Blood-Eye*
- *Shond Head-Claimer*
- *Jagathra*
- *Grawl*
- *Ollo (also armed with a Hunting Bow)*

Once Per Battle, Any Hero Phase

OATH OF CONQUEST: *Heeding Theddra Skull-scryer's proclamations, the Godsworn Hunt seek to earn glory by driving back the enemy.*

Effect: If this unit is contesting an objective you control that is wholly within enemy territory, this unit has **WARD (5+)** for the rest of the battle.

Passive

THEDDRA SKULL-SCRYER: *Through fell energies do the Darkoath find communion with the Chaos Gods.*

Effect: While this unit's **Theddra Skull-scryer** is on the battlefield, it has **WIZARD (1)**.

KEYWORDS	UNIQUE, INFANTRY, CHAMPION
	CHAOS, SLAVES TO DARKNESS, UNDIVIDED, DARKOATH

• LEGENDS WARSCROLL •

EPHILIM'S PANDAEMONIUM



Once the servant of a Gaunt Summoner, Ephilim bears the impossible task of cataloguing every conceivable permutation of Tzeentchian daemon. Accompanied by their infernal Pandaemonium, they now search the realms for nexuses of change-magic, where their sorcery can coax even stranger daemons into being. From the pyromaniacal Kindlefinger to the piscine Apo'trax and the avian Flamespooler to the hound-thing known as Spawnmaw, the daemons bound to Ephilim are utterly bizarre in form.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Warping Wyrdfire, Anti-UNIQUE (+1 Rend)	12"	2	4+	4+	-	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Daemonic Talons		2	4+	5+	-	1

Each model in this unit is armed with Warping Wyrdfire and Daemonic Talons. The models in this unit are:

- *Ephilim the Unknowable (champion)*
- *Spawnmaw*
- *Flamespooler*
- *Kindlefinger*
- *Apo'trax, the Starefysh*

Once Per Turn, Any Shooting Phase

POWER LEECH: *Ephilim has the ability to drain magical power from their minions.*

Effect: Roll a D3. Allocate a number of damage points to this unit equal to the roll (ward rolls cannot be made for those damage points). Then, add 2 to the Attacks characteristic of this unit's ranged weapons for the rest of the turn.

End of Any Turn

KEEPER OF THE PANDAEMONIUM: *With a flick of their wrist, Ephilim can summon those daemons they have catalogued to their side in an instant.*

Effect: You can return D3 slain models to this unit.

KEYWORDS	UNIQUE, WIZARD (1), INFANTRY, CHAMPION, WARD (6+)
	CHAOS, DISCIPLES OF TZEENTCH, DAEMON

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EYES OF THE NINE



Vortemis has been instrumental in twisting the strands of fate to serve the will of Tzeentch. His Arcanite Cult had spies in the city of Shadespire for centuries, and he has plotted to undermine Nagash for just as long. Agents of the Gaunt Summoners, the Eyes of the Nine seek out artefacts redolent with realm magics that they can corrupt with Tzeentchian energy. With these ensorcelled lodestones, they intend to tether the Silver Towers to reality.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Mighty Sorcerous Bolt	18"	1	4+	3+	1	1

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Arcanite Weapons	2	4+	4+	-	1

Each model in this unit is armed with a Mighty Sorcerous Bolt and Arcanite Weapons. The models in this unit are:

- *Vortemis the All-seeing (champion)*
- *K'charik*
- *Narvia*
- *Turosh*
- *Blue Horror*

Passive

BRIMSTONE HORROR: *If the Blue Horror is slain, it transforms into a pair of capering Brimstone Horrors.*

Effect: This unit's **Brimstone Horror** is a token. When this unit's **Blue Horror** is slain, place this unit's **Brimstone Horror** on the battlefield. Add 1 to the Damage characteristic of this unit's **Mighty Sorcerous Bolt** while its **Brimstone Horror** is on the battlefield. If you make an unmodified save roll of 1 for this unit, remove this unit's **Brimstone Horror** from the battlefield.

Passive

VORTEMIS THE ALL-SEEING: *No greater practitioners of the arcane arts are there than the Magisters of Tzeentch.*

Effect: While this unit's **Vortemis the All-seeing** is on the battlefield, it has **Wizard (1)**.



KEYWORDS	Unique, Infantry, Champion
	Chaos, Disciples of Tzeentch, Arcanite

• LEGENDS WARSCROLL •

THE DREAD PAGEANT



Led by Vasillac the Gifted, a former warrior of the Myrmidesh who now seeks his own glory, the Dread Pageant have brought terrible suffering to the living mountain of Beastgrave. In battle, their manifold skills combine into one blinding storm of blades.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Weapons of Excess	3	3+	4+	1	2

Each model in this unit is armed with Weapons of Excess. The models in this unit are:

- *Vasillac the Gifted (champion)*
- *Slakeslash*
- *Hadzu*
- *Glissete*

Once Per Turn (Army), Your Shooting Phase

BLISSBARB SHAFTS: *Barbed arrows speed through the air, guiding the Dread Pageant to vulnerable enemies.*

Declare: If this unit's **Hadzu** is on the battlefield, pick a visible enemy unit within 18" of this unit to be the target.

Effect: Roll a dice. On a 4+:
- Inflict 1 mortal damage on the target.
- The target is **blissmarked** for the rest of the turn.

KEYWORDS	Shoot

Passive

SLICING FERVOUR: *As the blissbarb arrows dig deep, the Dread Pageant follow up in an ecstatic frenzy.*

Effect: This unit has **Strike-first** while it is in combat with a **blissmarked** unit.

KEYWORDS	Unique, Infantry, Champion
	Chaos, Hedonites of Slaanesh, Sybarite

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• LEGENDS WARSCROLL •

THE THRICEFOLD DISCORD



Travelling together, the Thricefold Discord serve the toughest of punishments: each other's company. A sorceress, an assassin and an indolent leader, these three daemons are constantly at odds – yet their rivalry destroys everything around them with surprising effectiveness.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Carnal Blades and Wicked Claws	3	3+	3+	1	2

Each model in this unit is armed with Carnal Blades and Wicked Claws. The models in this unit are:

- *Vexmor, the Excessively Indolent (champion)*
- *Vashtiss the Coiled*
- *Lascivyr, the Bladed Blessing*

Passive

INDULGENCE GIVEN FORM: *The Thricefold Discord are a sinister example of all of one's vices and virtues taken to excess.*

Effect: Each time an enemy unit uses a command while it is within 12" of this unit, give 1 **indulgence point** to this unit, to a maximum of 6.

Passive

SUBLIME HARMONIES: *The cacophony unleashed by Vashtiss allows the Thricefold Discord to synchronise their weaving of dark magics.*

Effect: While this unit's **Vashtiss** is on the battlefield, it has **Wizard (1)**. In addition, each time you make a casting roll for this unit, you can spend any number of **indulgence points** it has. For each point spent, add 1 to the casting roll.



KEYWORDS	Unique, Infantry, Champion, Ward (6+)
	Chaos, Hedonites of Slaanesh, Daemon

• LEGENDS WARSCROLL •

THE WURMSPAT



A bloated and spectacularly foul-smelling sorcerer of formidable power, Fecula Flyblown has sworn to spread the sickening gifts of Grandfather Nurgle as far and wide as possible. The Blightkings Sepsimus and Ghulgoch have sworn themselves to the service of Fecula. They form a shield of flabby putrescence and rusted weapons between the sorcerer and any who may threaten her.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Blighted Weapons	4	3+	3+	1	1

Each model in this unit is armed with Blighted Weapons. The models in this unit are:

- *Fecula Flyblown (champion)*
- *Ghulgoch the Butcher*
- *Sepsimus, Plaguesworn*

Passive

FECULA FLYBLOWN: *Through vile sorceries are the unnatural plagues of Nurgle spread.*

Effect: While this unit's **Fecula Flyblown** is on the battlefield, it has **Wizard (1)**.

Once Per Battle, Your Hero Phase

RETCHLING: *Accompanying Fecula into battle is her loyal Retchling. This plague-ridden familiar is a powerful locus of plague sorcery.*

Effect: If this unit's **Fecula Flyblown** is on the battlefield, add 1 to its power level for the rest of the turn.



KEYWORDS	Unique, Infantry, Champion, Ward (6+)
	Chaos, Maggotkin of Nurgle, Rotbringers

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THE GNARLSPIRIT PACK



Sarrakkar Blackwing is the hunt-shaman of the Gnarlspirit Pack. This gaunt and savage figure communes with the mysterious entities to whom his warriors have pledged themselves, translating their growls into commands and their fury into dark sorcery. The Gnarlspirit Pack are Darkoath warriors in thrall to monstrous spirits. These entities demand a tribute of slaughter and atrocity – and so long as these warriors can wet their blades with warm blood, they are eager to comply.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Gnarlspirit Weapons Crit (Mortal)	3	4+	3+	1	1

Each model in this unit is armed with Gnarlspirit Weapons. The models in this unit are:

- *Sarrakkar Blackwing (champion)*
- *Gorl Spinehammer*
- *Crimson Kheira*
- *Lupan Longcut*

Passive

SARRAKKAR BLACKWING: *Sarrakkar channels the howling fury of the beast-spirits to power his sorcery.*

Effect: While this unit's **Sarrakkar Blackwing** is on the battlefield, it has **Wizard (1)**.

Once Per Battle, Any Hero Phase

OATH OF DARK SACRIFICE: *Sarrakkar Blackwing spits forth a vile curse, pledging to offer up the souls of his enemies and thereby quench the thirst of the Dark Gods.*

Effect: If an unmodified casting roll for this unit this phase was 8+, this unit has **Ward (5+)** for the rest of the battle.



KEYWORDS	Unique, Infantry, Champion
	Chaos, Slaves to Darkness, Undivided, Darkoath

• LEGENDS WARSCROLL •

KHAGRA'S RAVAGERS



Having usurped command from her sister, Zarshia Bittersoul, Khagra leads her warriors on the Path to Glory as they seek to earn the favour of the Dark Gods. While Zarshia has lost command of her warriors to her sister, her mastery over sorcery is no less diminished and this rivalry has further fuelled her dark ambitions.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Hellforged Weapons Crit (Auto-wound)	3	3+	3+	1	1

Each model in this unit is armed with Hellforged Weapons. The models in this unit are:

- *Khagra the Usurper (champion)*
- *Zarshia Bittersoul*
- *Razek Godblessed*
- *Dour Cragan*

Passive

ZARSHIA BITTERSOUL: *Zarshia mastery over sorcery fuels her dark ambitions.*

Effect: While this unit's **Zarshia Bittersoul** is on the battlefield, it has **Wizard (1)**.

Passive

RAVAGERS OF THE MORTAL REALMS: *The profane acts of Khagra's Ravagers are rewarded by the Dark Gods, who seek nothing more than the desecration of the Mortal Realms themselves.*

Effect: This unit has **Ward (5+)** while it is contesting an objective you control.



KEYWORDS	Unique, Infantry, Champion
	Chaos, Slaves to Darkness, Warriors of Chaos

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SKITTERSHANK'S CLAWPACK



Slynk Skittershank embodies all the devious cruelty of the Eshin clans. He prefers to ambush his foes, slashing them with twin toxin-dripping blades before scampering into the safety of the shadows, where he can watch them succumb to his agonising concoctions. At the fore of the Clawpack is Snyp Padpaw, a grizzled Clan Stryk veteran. At his side, Kreep Kinwhisper uses a cage filled with screeching ratlings to track down prey. Meanwhile, Krowch't backstabs his foes with his razor-sharp dagger, and Skulck picks off enemies from afar with his trusty sling.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Poisoned Stars Crit (Auto-wound), Shoot in Combat	10"	2	4+	4+	-	1

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Weeping Blade Anti-Hero (+1 Rend)	5	3+	4+	1	D3
Poisoned Blades Crit (Mortal)	2	4+	5+	-	1

Each model in this unit is armed with Poisoned Stars. The models in this unit are:

- ***Slynk Skittershank*** *(also armed with a Weeping Blade)*
- ***Snyp Padpaw*** *(also armed with Poisoned Blades)*
- ***Kreep Kinwhisper*** *(also armed with Poisoned Blades)*
- ***Krowch't*** *(also armed with Poisoned Blades)*
- ***Skulck*** *(also armed with Poisoned Blades)*

Passive

SNEAKY INFILTRATORS: *Night Runners are masters of stealth and can sneak up on almost anyone.*

Effect: While each model in this unit is within 1" of a terrain feature, this unit cannot be targeted by shooting attacks unless the attacking model is within 9" of it.

Passive

SHADOWY KILLERS: *Ulguan illusions and other tools of misdirection shroud Deathmasters in perpetual darkness, keeping them from harm.*

Effect: If the unmodified hit roll for an attack that targets this unit is 1-4, the attack fails and the attack sequence ends.

KEYWORDS	Unique, Infantry, Ward (6+)
	Chaos, Skaven, Eshin

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SPITECLAW'S SWARM



Skritch Spiteclaw is a particularly cunning Skaven warlord who has assembled an impressive horde of cut-throat vermin to serve his will. Though he prefers that his minions fight and die on his behalf, when cornered, Skritch becomes a whirling dervish of spiked steel and ripping claws. Skritch Spiteclaw entrusts the command and discipline of his verminous ranks to the sadistic taskmaster Krrk the Almost-trusted. Though for now he is content to spend Skaven lives at his master's command, the foul-spirited Krrk has his own ambitious schemes for power.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Wicked Halberd	6	3+	4+	1	2
Rusty Weapon Crit (Auto-wound)	2	4+	5+	-	1

The models in this unit are:

- ***Skritch Spiteclaw*** *(armed with a Wicked Halberd)*
- ***Krrk the Almost-trusted*** *(armed with a Rusty Weapon)*
- ***The Lurking Skaven*** *(armed with a Rusty Weapon)*
- ***The Festering Skaven*** *(armed with a Rusty Weapon)*
- ***The Hungering Skaven*** *(armed with a Rusty Weapon)*

End of Any Turn

SEETHING SWARM: *Clanrats overwhelm their enemies with their seemingly endless numbers – biting, stabbing and trampling their own fallen beneath their bloody claws.*

Effect: You can return D3 slain models to this unit.



KEYWORDS	Unique, Infantry
	Chaos, Skaven, Verminus

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SKABBIK'S PLAGUEPACK



Skabbik Plagueseeker is on a holy quest – holy, at least, to the rancid congregations of the Clans Pestilens. Within the Wyrdhollow, he seeks nothing less than an ingredient to one of the Great Plagues, a mythic disease with the power to change the course of history. Skabbik's Plaguepack wetly skitter forth to bring pestilence, rot and death to the enemies of the Great Horned Rat. Should the Plague Priest's noisome acolytes succeed in their task, the Mortal Realms themselves may be entirely reduced to a rancid, rotting mulch.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Plaguepack Weapons Crit (Auto-wound)	2	4+	5+	-	1
Plague Censer Crit (Auto-wound)	4	4+	3+	1	2

The models in this unit are:

- ***Skabbik Plagueseeker*** *(champion, armed with Plaguepack Weapons)*
- ***Poxlix*** *(armed with Plaguepack Weapons)*
- ***Itchitt*** *(armed with Plaguepack Weapons)*
- ***Rikkit*** *(armed with Plaguepack Weapons)*
- ***Rabidius Skench*** *(armed with a Plague Censer)*

Passive

ENSHROUDING FUMES: *Choking, miasmatic clouds swirl around a Plaguepack.*

Effect: Subtract 1 from hit rolls for shooting attacks that target this unit.

Passive

SKRITTER: *Skritter carries shards of warpstone that can be consumed to lend the Plaguepack's prayers more frothing urgency.*

Effect: This unit's **Skritter** is a token. If you make a chanting roll of 1 for this unit while its **Skritter** is on the battlefield, you can remove its **Skritter** from the battlefield and then re-roll that chanting roll.



KEYWORDS	UNIQUE, PRIEST (1), INFANTRY, CHAMPION
	CHAOS, SKAVEN, PESTILENS

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CHAOS SORCERER LORD
ON MANTICORE



Chaos Sorcerers wield the energies of magic unbound. Theirs are the old traditions of the soothsayer and the tribal shaman, empowered by eldritch gifts from their patron deities. The most aggressive Sorcerer Lords are not content to be whispering viziers to the champions of Chaos; they desire to command hordes, to see enemies terrified and broken before them. So do they seek out the winged alpha predators known as Manticores, arcanely forcing these beasts into service.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Sorcerous Reaping Staff	3	3+	3+	1	D3
Manticore's Claws and Fangs Anti-Monster (+1 Rend), Companion	6	4+	2+	1	2

Once Per Turn (Army), Your Hero Phase

ORACULAR VISIONS: *A sorcerer can temporarily bestow the gift of foresight upon their allies, helping them ward against enemy blows.*

Declare: Pick a friendly **Warriors of Chaos** unit wholly within 12" of this unit to be the target and roll a dice.

Effect: On a 3+, the target has **Ward (5+)** until the start of your next turn.

Once Per Turn (Army), Any Combat Phase

VENOMOUS TAIL STRIKE: *The barbed tail of a Manticore secretes a paralysing toxin that can stun an enemy long enough for the Manticore to tear into them with impunity.*

Declare: Pick an enemy **Monster** in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, the target has **Strike-last** for the rest of the turn.

Keywords Rampage

KEYWORDS	Hero, Monster, Wizard (1), Fly Chaos, Slaves to Darkness, Warriors of Chaos

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CHAOS LORD
ON MANTICORE



For those Chaos Lords who truly wish to display their dominance, only one form of mount will suffice: a Manticore, a terrible leonine beast from the wildest reaches of the realms. A Manticore is an apex predator of the battlefield, devoid of fear and filled with a berserk frenzy as it soars on great leathery wings. Only the most iron-willed of warlords can collar a Manticore's bloodthirsty frenzy and compel the beast to serve their purpose. Those who do, however, gain a monstrous living weapon capable of shattering a battleline single-handedly.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Daemonbound Weapons Crit (Mortal)	5	3+	3+	1	2
Manticore's Claws and Fangs Anti-Monster (+1 Rend), Companion	6	4+	2+	1	2

Passive

IRON-WILLED OVERLORD: *Manticores are berserk killers, and any Chaos Lord who rides one to battle displays such obvious dominance that none would dare deny their orders.*

Effect: Add 2 to the control scores of friendly **Warriors of Chaos** units while they are wholly within 12" of this unit.

Once Per Turn (Army), Any Combat Phase

APEX PREDATOR: *It is a point of pride to a Manticore rider that they and their steed are the apex predators of the battlefield. They seek out the strongest foes and do not rest until they have proved their supremacy with a vicious kill.*

Declare: Pick an enemy **Monster** in combat with this unit to be the target.

Effect: Add 1 to hit rolls for this unit's combat attacks that target that **Monster** for the rest of the turn. This ability also affects **Companion** weapons.

Keywords Rampage

KEYWORDS	Hero, Monster, Fly Chaos, Slaves to Darkness, Warriors of Chaos

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CHAOS WARSHRINE



Though the Ruinous Powers are worshipped at countless warped temples and unholy sites, it is only in battle that they may truly be honoured. The most devout champions of Chaos seek to combine both these forms of worship, crafting bladed shrines that are carried into battle by swollen and lumbering mutants. These Warshrines are utterly suffused with fell powers. Their altars are slick with the blood of the sacrificed slain, and the great icon that crowns them pulses with the energies of the Dark Gods.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Sacrificial Blade	4	3+	3+	1	2
Flailing Fists Companion	6	4+	3+	-	2

Passive

BATTLE DAMAGED
Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Flailing Fists** is 4.

Passive

PROTECTION OF THE DARK GODS: *Worshippers of the Ruinous Powers gather around these shrines in the hope of receiving divine protection.*

Effect: Friendly **Warriors of Chaos** units have **Ward (6+)** while they are wholly within 12" of this unit.

Your Hero Phase 4

FAVOUR OF CHAOS: *The Shrinemaster invokes the Dark Pantheon to bless nearby followers with their favour.*

Declare: Pick a visible friendly **Slaves to Darkness** unit wholly within 12" of this unit to be the target. Then, make a chanting roll of D6.

Effect: Apply 1 of the following effects to the target for the rest of the turn:

- ***Undivided:*** When the target uses the 'Rally' command, you can make 3 additional rally rolls of D6.
- ***Khorne:*** Add 1 to hit rolls for the target's attacks.
- ***Tzeentch:*** The target has **Ward (5+)**.
- ***Nurgle:*** Add 1 to wound rolls for the target's attacks.
- ***Slaanesh:*** Add 1 to the number of dice rolled when making charge rolls for the target, to a maximum of 3.

If the chanting roll was 8+, you can pick up to 2 eligible units to be the targets instead of 1.

Keywords Prayer

KEYWORDS	Hero, Priest (1), War Machine Chaos, Slaves to Darkness, Warriors of Chaos

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SOUL GRINDER



Sometimes, when a daemon is banished in an especially humiliating fashion, their bitterness will lead them to seek the insane overseers of the Forge of Souls. To these seekers is offered a bargain: an opportunity to re-enter the Mortal Realms far sooner than the terms of banishment typically allows in exchange for paying a tithe of souls to the forgemasters. Daemons who accept these stipulations are transformed; they become Soul Grinders, fusions of metal and raw Chaotic energy, unleashed upon the hapless realms.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Harvester Cannon Companion	12"	6	4+	3+	1	1
Phlegm Bombardment Companion	12"	1	4+	3+	1	3
MELEE WEAPONS	**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	
Piston-driven Legs and Daemonic Blade or Claw Companion	8	4+	2+	1	D3	
Hellforged Claw Crit (Mortal), Companion	1	4+	2+	2	D6	

Passive

BATTLE DAMAGED
Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Piston-driven Legs and Daemonic Blade or Claw** is 6.

Passive

IMPLACABLE ADVANCE: *This daemonic engine is utterly relentless in its desire to pay off the soul-tithe owed to its masters.*

Effect: This unit can use **Charge** abilities even if it used a **Run** ability in the same turn.

Once Per Turn (Army), Any Combat Phase

PISTON-DRIVEN CARNAGE: *The mechanical lower limbs of a Soul Grinder crush, stamp and impale without mercy.*

Declare: Pick an enemy **Infantry** unit in combat with this unit to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll. Then, this unit can move 6". During that move, it can pass through models in the target unit but must end that move in combat.

Keywords Rampage

KEYWORDS	Monster, Ward (6+) Chaos, Slaves to Darkness, Daemon

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THE GRYMWATCH



Duke Crakmarrow is the liege-lord of the Grymwatch. This cadaverous creature is seen as an example of glorious gallantry by his kin and a blood-spattered, carrion-devouring monstrosity by the foes he meets in battle. Believing themselves to be heroic paladins on a mission of the utmost import, the deluded cannibals of the Grymwatch scrabble forth to tear apart their foes in a flurry of fangs and grasping claws.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Great Halberd Crit (Auto-wound), Anti-Monster (+1 Rend)	4	3+	4+	1	2
Knightly Weapons Crit (Auto-wound), Anti-Monster (+1 Rend)	3	4+	4+	-	1

The models in this unit are:

- ***Duke Crakmarrow*** *(champion, armed with a Great Halberd)*
- ***Gristlewel*** *(armed with Knightly Weapons)*
- ***Valreek the Tracker*** *(armed with Knightly Weapons)*
- ***The Royal Butcher*** *(armed with Knightly Weapons)*
- ***Master Talon*** *(armed with Knightly Weapons)*
- ***The Night's Herald*** *(armed with Knightly Weapons)*
- ***The Duke's Harriers*** *(armed with Knightly Weapons)*

Any Combat Phase

QUEST TO SLAY THE MONSTER: *Under the command of Duke Crakmarrow, these ghouls believe themselves to be noble knights charged with slaying a great beast that threatens their kingdom.*

Effect: For the rest of the turn, while this unit is in combat with any enemy **Monster** or **Beast** units, it has **Strike-first**. However, for the rest of the turn, while it is in combat with any enemy **Monster** or **Beast** units, all of this unit's combat attacks must target an enemy **Monster** or **Beast** unit.



KEYWORDS	Unique, Infantry, Champion, Ward (6+)
	Death, Flesh-eater Courts, Serfs

• LEGENDS WARSCROLL •

THE SKINNERKIN



Foremost of the Summerking's butchers are the Skinnerkin, who work to secure the most delicious viands for his feasts. These masters of the slaughter carry racks of meat hooks in their very flesh, intent on stringing up their prey upon these blades alive – for the sake of freshness, of course.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Butchering Weapons Crit (Auto-wound)	2	4+	4+	-	1

Each model in this unit is armed with Butchering Weapons. The models in this unit are:

- ***Gristla Tenderhooke*** *(champion)*
- ***The Carnskyr***
- ***Seddrik the Chain***
- ***Young Master Kretch***
- ***Flensemaster Pewdrig***

Passive

PRIME CUTS: *With cuts and swipes of surprising precision, the Skinnerkin's foes unwittingly find themselves the main ingredient of the upcoming feast.*

Effect: Each time a combat attack made by this unit scores a critical hit, give 1 **prime cut point** to this unit, to a maximum of 6.

End of Any Turn

DINNER IS SERVED: *A grisly platter of splintered bones, rotten meat and spilled entrails is offered up to the nobility.*

Declare: Pick a friendly **Flesh-eater Courts Hero** wholly within 12" of this unit to be the target.

Effect: Heal (X) the target, where **X** is the number of **prime cut points** this unit has. Then, reset this unit's **prime cut points** to 0.



KEYWORDS	Unique, Infantry, Champion, Ward (6+)
	Death, Flesh-eater Courts, Serfs

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THE HEADSMEN'S CURSE



Condemned by Nagash to wield the dread sword Terminus, the Wielder of the Blade seeks out those mortals that the Great Necromancer has determined to be guilty. No matter their crime, the sentence is always the same – a swift and brutal death. These pitiless gheists accompany the bearer of the sentient blade Terminus on their quest to punish those who have wronged Nagash. There are always three: one to sharpen the sword's edge, one to bear the headsman's block and a scriptor to sentence the condemned.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Terminus Crit (Auto-wound)	3	3+	3+	2	D6
Tool of Judgement Crit (Auto-wound)	3	4+	4+	-	1

The models in this unit are:

- ***The Wielder of the Blade*** *(armed with Terminus)*
- ***The Scriptor of the Sentence*** *(armed with a Tool of Judgement)*
- ***The Bearer of the Block*** *(armed with a Tool of Judgement)*
- ***The Sharpener of the Blade*** *(armed with a Tool of Judgement)*

Your Hero Phase

FURIOUS INDICTMENT: *The Scriptor of the Sentence howls crimes and secrets long thought buried – and none are immune to the harrowing charges brought against them.*

Declare: Pick an enemy unit within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, the target is **condemned** until the start of your next turn.

While a unit is **condemned**:

- Halve that unit's Move characteristic.
- That unit cannot use **Retreat** abilities.
- Subtract 1 from the number of dice rolled when making charge rolls for that unit, to a minimum of 1.



KEYWORDS	Unique, Infantry, Fly, Ward (5+)
	Death, Nighthaunt

• LEGENDS WARSCROLL •

THORNS OF THE BRIAR QUEEN



The Briar Queen was once incarcerated in the vaults of the Shyishan city of Shadespire, locked away for crimes too horrendous to mention. Since the coming of the Necroquake, she has been set loose upon the living, her remit to bring madness and terror to all who would evade Nagash's punishments. The forsaken entities that trail in the Briar Queen's wake have become infamous in Shadespire and beyond. Amongst them are the eldritch jailer known as Varclav the Cruel, the noose-throttled Ever-hanged and a ragtag group of evil-hearted Chainrasps.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Piercing Scream Crit (Auto-wound), Shoot in Combat	12"	D3	4+	3+	2	D3
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Ancient Chill Dagger Crit (Auto-wound)		3	4+	3+	2	D3
Malignant Weapon Crit (Auto-wound)		2	4+	5+	-	1

The models in this unit are:

- ***The Briar Queen*** *(armed with an Ancient Chill Dagger and a Piercing Scream)*
- ***Varclav the Cruel*** *(armed with a Malignant Weapon)*
- ***The Ever-hanged*** *(armed with a Malignant Weapon)*
- ***The Ironwretch*** *(armed with a Malignant Weapon)*
- ***The Exhumed*** *(armed with a Malignant Weapon)*
- ***The Silenced*** *(armed with a Malignant Weapon)*
- ***The Uncrowned*** *(armed with a Malignant Weapon)*

Once Per Turn (Army), Any Shooting Phase

GHOSTLY HOWL: *There is no describing the shrieking wail of the Banshee; it is so horrific that its sound alone can pierce the soul of any who hear it.*

Declare: Pick an enemy unit that had any damage points allocated to it this turn by attacks made with this unit's **Piercing Scream** to be the target.

Effect: Roll a dice. On a 2+, the target cannot use commands until the start of your next turn.

Passive

THE BRIAR QUEEN: *The Briar Queen and her lieutenants once ruled the criminal underworld of Shadespire with a magical fist.*

Effect: While this unit's **Briar Queen** is on the battlefield, it has **Wizard (1)**.

KEYWORDS	Unique, Infantry, Fly, Ward (5+)
	Death, Nighthaunt

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KAINAN'S REAPERS



Mir Kainan is a brutal enforcer of the Mortisans, fanatically devoted to ensuring the bone-tithe is met. Certainly, any confronted by this osseous goliath soon dredge up outstanding 'payments' – better that than face the annihilating swing of Kainan's axe. The Reapers serve as Mir Kainan's heralds, a cadre of elite Mortek Guard who back up the enforcer's demands with clinical violence. Wielding the finest nadirite wargear, they cut down their opponents without hesitation or remorse – exemplars of the Bonereapers' dark efficiency.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Soulreaper Axe Anti-charge (+1 Rend)	4	3+	3+	2	2
Nadirite Weapon Anti-charge (+1 Rend)	3	3+	4+	-	1

The models in this unit are:

- ***Mir Kainan*** *(armed with a Soulreaper Axe)*
- ***Binar Khenta*** *(armed with a Nadirite Weapon)*
- ***Karu*** *(armed with a Nadirite Weapon)*
- ***Senha*** *(armed with a Nadirite Weapon)*
- ***Hakor*** *(armed with a Nadirite Weapon)*
- ***Nohem*** *(armed with a Nadirite Weapon)*

Your Shooting Phase

NADIRITE BOW: *With grim efficiency, the warrior Nohem fires shot after shot into the enemy lines with his nadirite bow, felling foes left and right.*

Declare: If this unit's **Nohem** is on the battlefield, pick a visible enemy unit within 18" of this unit to be the target.

Effect: Roll a dice. On a 4+, inflict 1 mortal damage on the target.

Passive

MIR KAINAN: *Mir Kainan is a master of necromancy as well as a formidable fighter.*

Effect: While this unit's Mir Kainan is on the battlefield, this unit has **Wizard (1)**, **Relentless Discipline (2)** and can be picked as the target of the 'Immortal Elite' ability as if it had the **Hero** keyword.



KEYWORDS	Unique, Infantry, Ward (6+)
	Death, Ossiarch Bonereapers

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THE CRIMSON COURT



Prince Duvalle claims descent from the Von Carstein lineage, and few are foolish enough to gainsay him to his face. He is adept at conjuring magical glamours and illusions, rendering his prey disoriented and vulnerable before striking. Duvalle's Crimson Court are a clique of vampires obsessed with the hunt. Having slaked their thirsts the realms over, they now set their sights on the living mountain of Beastgrave and the warriors who battle within.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Courtly Weapon Anti-**Hero** (+1 Rend)	3	3+	3+	1	2

Each model in this unit is armed with a Courtly Weapon. The models in this unit are:

- ***Prince Duvalle*** *(champion)*
- ***Gorath the Enforcer***
- ***Vellas von Faine***
- ***Ennias Curse-born***

Any Combat Phase

COME THEN, AMUSE US: *Prince Duvalle and his courtiers scour every corner of the Mortal Realms in the hopes of finding worthy opponents. Alas, few measure up to the vampires' lofty standards.*

Effect: If this unit is in combat with any enemy **Heroes**, roll a D3 and then pick a number of effects from the list below equal to the roll:

- Add 1 to save rolls for this unit for the rest of the turn.
- Add 1 to the Attacks characteristic of this unit's melee weapons for the rest of the turn.
- Add 1 to the Rend characteristic of this unit's melee weapons for the rest of the turn.



KEYWORDS	Unique, Wizard (1), Infantry, Champion, Ward (6+)
	Death, Soulblight Gravelords, Vampire

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THE EXILED DEAD



The vampire Deintalos dwells in the darkness of Harrowdeep, snaring those who walk its labyrinthine passages. His experiments with the Force Dynamic – the arco-electric force he believes animates all things – led to his self-imposed exile from Shyish, where his brand of necromancy is taboo. In Harrowdeep, Deintalos found an ideal place to hide his grisly experiments. Aided by his mortal apprentice in necromancy, Marcov, Deintalos animates cadavers with arcane machinery and using the Force Dynamic. These Arcwalkers, as Deintalos dubs them, act in eerie unison as they tear apart their foes.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Arco-electric Weapons Crit (2 Hits)	3	4+	5+	-	1

Each model in this unit is armed with Arco-electric Weapons. The models in this unit are:

- *Deintalos the Exile (champion)*
- *Prentice Marcov*
- *Regulus Unbound*
- *Coyl Unbound*
- *Bault Unbound*
- *Vlash Unbound*
- *Ione Unbound*

Your Hero Phase

UNFEELING FORTITUDE: *Many have found, to their cost, that injuries that would instantly kill another opponent do not even slow the Arcwalkers.*

Effect: Roll a dice. On a 3+, this unit has **WARD (5+)** until the start of your next turn.

Passive

DEINTALOS THE EXILE: *Deintalos does not take his exile lightly and hopes one day to develop his art to rival that of the Great Necromancer himself.*

Effect: While this unit's **Deintalos the Exile** is on the battlefield, it has **WIZARD (1)**. While this unit's **Prentice Marcov** is on the battlefield, add 1 to casting rolls for this unit.



KEYWORDS	UNIQUE, INFANTRY, CHAMPION, WARD (6+)
	DEATH, SOULBLIGHT GRAVELORDS, DEADWALKERS

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THE SEPULCHRAL GUARD



The Sepulchral Guard haunt the Mirrored City of Shadespire, cursed by Nagash to fully appreciate their horror. Led by the Sepulchral Warden, the former Lord-Marshal of the city, they fall upon and slay interlopers with an unsettling swiftness.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Ancient Weapon Crit (2 Hits)	2	4+	4+	-	1

Each model in this unit is armed with an Ancient Weapon. The models in this unit are:

- *The Sepulchral Warden (champion)*
- *The Champion*
- *The Harvester*
- *The Prince of Dust*
- *The Inevitable Petitioner*
- *The Zealous Petitioner*
- *The Rising Petitioner*

End of Any Turn

RESTLESS DEAD: *Nagash denies the gift of eternal rest to those who defied his will.*

Effect: You can return D3 slain models to this unit.



KEYWORDS	UNIQUE, INFANTRY, CHAMPION, WARD (6+)
	DEATH, SOULBLIGHT GRAVELORDS, DEATHRATTLE

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THE SONS OF VELMORN



When the Ghurish city of Sentarion was swallowed by the Gnarlwood, King Velmorn sought to defeat the monstrous trees using the Tyrant's Crown. Yet the sorcerous relic cursed him to a hateful unlife, though his will remains formidable. When Velmorn placed the Tyrant's Crown upon his head, his loyal sons were slain by a surge of death magic and resurrected as wights. Filled with bitterness, they are nevertheless bound to serve their father for all eternity.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Royal Weapons Crit (Mortal)	3	4+	3+	1	1

Each model in this unit is armed with Royal Weapons. The models in this unit are:

- *King Morlak Velmorn (champion)*
- *Sir Jedran Falseborn*
- *Helmar the Hewer*
- *Marshal Faulk Velmorn*
- *Thain, Fourth-and-last*

Any Combat Phase

RISE AGAIN: *The Tyrant's Crown fulfilled Morlak's desire for an eternal lineage – though not in the form he imagined.*

Effect: If this unit's **King Morlak Velmorn** is on the battlefield, roll a dice for each slain model from this unit. On a 4+, you can return 1 slain model to this unit.



KEYWORDS	UNIQUE, INFANTRY, CHAMPION, WARD (6+) DEATH, SOULBLIGHT GRAVELORDS, DEATHRATTLE

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ZONDARA'S GRAVEBREAKERS



Once a wise Ghurish wizard, Zondara Rivenheart delved into necromantic lore in an attempt to save her beloved Ferlain from a bestial curse. She now blends beast-magic with the energies of death, ransacking crypts, keeps and dungeons in search of a cure. Zondara's shambling gravediggers are imbued with Ghurish magic, granting them a strength and ferocity beyond that of most animated corpses. They are led by the cursed beast Ferlain, Rivenheart's ill-fated former lover, reduced to a frenzied brute who messily dismembers those who threaten his mistress.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Graverobber's Tools	3	4+	4+	-	1
Rending Claws	4	4+	3+	1	2

The models in this unit are:

- *Zondara Rivenheart (champion, armed with Graverobber's Tools)*
- *Pikk (armed with Graverobber's Tools)*
- *Cracktomb (armed with Graverobber's Tools)*
- *Toyle (armed with Graverobber's Tools)*
- *Lost Ferlain (armed with Rending Claws)*

Passive

ZONDARA RIVENHEART: *Zondara infuses savage Ghurish magic into her minions, granting them bestial strength even in their undeath.*

Effect: While this unit's **Zondara Rivenheart** is on the battlefield, it has **WIZARD (1)**.

Your Hero Phase

WREST FROM THE REALMS: *Zondara will tear what she needs from the bones of the realms itself, if necessary.*

Effect: If this unit is in a **Soulblight Gravelords** army, pick a terrain feature within 3" of this unit, then roll a dice and apply the corresponding effect. You cannot pick the same terrain feature more than once per battle.

1 ***Cruel Hope:*** No effect.

2-4 ***Cursed Flesh:*** You can return D3 slain models to this unit.

5-6 ***Borrowed Power:*** Pick a friendly **SOULBLIGHT GRAVELORDS HERO** wholly within 12" of this unit that does not have an artefact of power. You can pick an artefact of power from the Soulblight Gravelords faction rules that no other friendly **HERO** has and give it to that **HERO**.

KEYWORDS	UNIQUE, INFANTRY, CHAMPION, WARD (6+) DEATH, SOULBLIGHT GRAVELORDS, DEADWALKERS

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GRINKRAK'S LOONCOURT



A denizen of the Gnarlwood, Grinkrak holds court around the 'Great Stinkhorn' – a particularly colossal mushroom. His latest scheme is to 'knight' his grot minions using his bossin' stikk, filling them with a sort of bravery. The motley band of grots that make up the Looncourt have entirely bought into Grinkrak's claims of knighthood, believing themselves to be holy guardians of the Stinkhorn. The madcap quests they embark on never end well for those in their way.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Squigapult Crit (Auto-wound)	15"	1	4+	3+	1	D3+2
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Moon-slicer		5	4+	4+	1	D3
Looncourt Weapons		2	4+	5+	1	1

Each model in this unit is armed with Looncourt Weapons. The models in this unit are:

- *Grinkrak the Great (champion, also armed with a Moon-slicer)*
- *Skolko and Pronk (also armed with a Squigapult)*
- *Grib, da Wonky Lance*
- *Pokin' Snark*
- *Snorbo da Spore*
- *Pointy Burk*
- *Moonface Nagz*

Deployment Phase

THE LOONCOURT'S QUEST: *It only takes a word from Grinkrak to send these gitz out on some ill-advised quest.*

Effect: Pick an objective or terrain feature within enemy territory to be the **object of this unit's quest**.

Start of Any Turn

QUEST'S END: *Loonknights that succeed in their quest become even more emboldened.*

Declare: This unit can only use this ability if you control **the object of this unit's quest** and this unit is contesting it.

Effect: For the rest of the battle, this unit has **Strike-first** and **Ward (4+)**.

KEYWORDS	Unique, Infantry, Champion
	Destruction, Gloomspite Gitz, Moonclan

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MOLLOG



Mollog, the ancient Dankhold Troggoth, really just wants to find somewhere dark and damp to go back to sleep, but people keep disturbing him and getting in his way. Suffice it to say, this never ends well for them…

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Jabbertoad Shoot in Combat	8"	1	4+	4+	-	D3
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Puff-fungus Club		4	4+	2+	2	3

Start of Any Turn

REGENERATION: *Troggoths are able to regrow injured flesh almost as quickly as it is harmed.*

Effect: Heal (D3) this unit.

Passive

MOLLOG'S MOB: *A strange assortment of squiggly beasts accompany Mollog to battle.*

Effect: This unit's **Bat Squig**, **Spiteshroom** and **Stalagsquig** are tokens. After setting up this unit on the battlefield for the first time, place its tokens next to it.

Passive

BITEY DISTRACTIONS: *The pesky beasts that flock to Mollog often prove to be an unwelcome distraction to the troggoth's foes.*

Effect: This unit has **Ward (5+)** while any of its tokens are on the battlefield.

Any Combat Phase

UNLEASH THE CRITTERS!: *Each of the unusual creatures that remain close to Mollog can unleash nasty surprises of their own.*

Effect: Pick 1 of the following effects:

Spore Cloud: Remove this unit's **Spiteshroom**. For the rest of the turn, subtract 1 from hit rolls for attacks made by enemy units while they are in combat with this unit.

Bat Squig Attack!: Remove this unit's **Bat Squig**. Pick an enemy unit in combat with this unit to be the target and roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

Rock-hard Skin: Remove this unit's **Stalagsquig**. Ignore all modifiers to save rolls for this unit (positive and negative) for the rest of the turn.

KEYWORDS	Unique, Hero, Infantry
	Destruction, Gloomspite Gitz, Troggoth

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RIPPA'S SNARLFANGS



Racing forth on fleet-pawed Snarlfang mounts come Rippa Narkbad and his ladz, whooping and hollering as they seek out fleeing prey to stick with spears and cruel, barbed arrows.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Wolfgit Weapons Charge (+1 Damage)	3	4+	5+	-	1
Snarlfang's Slavering Jaws Companion	2	4+	3+	-	2

Each model in this unit is armed with Wolfgit Weapons and Snarlfang's Slavering Jaws. The models in this unit are:

- *Rippa Narkbad (champion)*
- *Stabbit*
- *Mean-eye*

Passive

MARKING YOUR TERRITORY: *Rippa is out to make a name for himself, and what better way then grabbin' a big pile of loot and keeping it.*

Effect: Add 1 to the Rend characteristic of this unit's **Wolfgit Weapons** while it contests an objective you control that is not contested by any other friendly units.

Once per Turn (Army), Your Shooting Phase

HAMSTRING: *Mean-eye can find the soft spot in the toughest foes.*

Declare: If this unit's **Mean-eye** is on the battlefield and not in combat, pick a visible enemy unit within 15" of this unit to be the target.

Effect: Roll a dice. Add 1 to the roll if the target is damaged. On a 5+, inflict 1 mortal damage on the target.



KEYWORDS	UNIQUE, CAVALRY, CHAMPION
	DESTRUCTION, GLOOMSPITE GITZ, GITMOB

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BORGIT'S BEASTGRABBAZ



Borgit Wolf-Killa fancies himself a hunter. His grottish mates eagerly employ lures and poisons, little realising that the grotboss in fact uses them as the real bait. Borgit's trump card is Uglug the Troggoth, whom he dreams of growing to massive size – though the grots' spiteful tendency to keep him in cramped spaces has the opposite effect.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Borgit's Stabba Anti-BEAST (+1 Rend), Anti-MONSTER (+1 Rend)	5	4+	4+	1	D3
Troggoth Fists Anti-BEAST (+1 Rend), Anti-MONSTER (+1 Rend)	4	4+	3+	-	2
Beastgrabba Weapons Anti-BEAST (+1 Rend), Anti-MONSTER (+1 Rend)	2	4+	5+	-	1

The models in this unit are:

- ***Borgit Wolf-Killa** (champion, armed with Borgit's Stabba)*
- ***Uglug** (armed with Troggoth Fists)*
- ***Rigg and Shamm** (armed with Beastgrabba Weapons)*
- ***Snagz** (armed with Beastgrabba Weapons)*
- ***Hobblin' Dregg** (armed with Beastgrabba Weapons)*

Passive

UGLUG THE TROGGOTH: *Despite his smaller size, Uglug still has the remarkable resilience of his larger cousins.*

Effect: While this unit includes **Uglug**, ignore the first damage point allocated to it each phase.

Once Per Battle, Any Combat Phase

BORGIT'S MASTERPLAN: *Cunning and unscrupulous in equal measure, Borgit uses his minions as bait, luring enemy beasties out into the open whereupon he and Uglug can deliver the killing blow.*

Declare: This unit can only use this ability if any models in this unit have been slain.

Effect: For the rest of the turn:
- This unit has **STRIKE-FIRST**.
- Double the Attacks characteristic of this unit's melee weapons.
- This unit's attacks must target an enemy **MONSTER** or **BEAST**.



KEYWORDS	UNIQUE, INFANTRY, CHAMPION
	DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN

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ZARBAG'S GITZ



Zarbag the shaman has wandered the twisted halls of the Nightvault for as long as he can remember. His sniffer spite helps him root out the best magical fungi, and he can transform his facial features into a warped vision of horror almost at will. Zarbag is accompanied by grottish hooligans who have followed him into countless dangerous and often ludicrous situations and have demonstrated a talent for emerging more or less in one piece with heaps of glinting shinies to show for it.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Moonclan Bow	18"	2	4+	5+	-	1

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Git Weapons	2	4+	5+	1	1
Moonclan Bow	1	4+	5+	-	1

The models in this unit are:

- ***Zarbag*** *(champion, armed with Git Weapons)*
- ***Drizgit da Squig Herder*** *(armed with Git Weapons)*
- ***Bonekrakka*** *(armed with Git Weapons)*
- ***Gobbaluk*** *(armed with Git Weapons)*
- ***Snirk Sourtongue*** *(armed with Git Weapons)*
- ***Prog da Netter*** *(armed with Git Weapons)*
- ***Stikkit*** *(armed with a Moonclan Bow)*
- ***Redkap*** *(armed with a Moonclan Bow)*
- ***Dibbz*** *(armed with a Moonclan Bow)*

Passive

ZARBAG: *Leading the Gitz is a powerful shaman who can call upon the powers of the Bad Moon in battle.*

Effect: While this unit's **Zarbag** is on the battlefield, it has **Wizard (1)**.

Your Hero Phase

SNIFFER SPITE: *Zarbag has captured and imprisoned a sniffer spite which he has 'persuaded' to track down potent magic fungi.*

Effect: If this unit's **Zarbag** is on the battlefield and within 3" of a terrain feature, roll a dice. On a 4+, add 1 to this unit's power level for the rest of the turn.



KEYWORDS	Unique, Infantry, Champion
	Destruction, Gloomspite Gitz, Moonclan

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GORLOK BLACKPOWDER



The Ogor Maneater Gorlok Blackpowder made his reputation roaming the Penumbral Sea and plundering ships wherever he went, ever accompanied by a retinue of hangers-on. While the Maneater seeks out worthy adversaries to add to his boasting-tally, his crew loot everything they can get their hands, claws or beak on.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Grunderbuss Crit (Auto-wound)	12"	2	3+	3+	1	D3

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Great Cutlass Anti-Infantry (+1 Rend)	5	4+	2+	1	2

Passive

BLACKPOWDER'S BUCCANEERS: *Gorlok's minions scurry between his legs or over his broad shoulders, scampering out to maim or loot the ogor's foes.*

Effect: This unit's **Peggz**, **Kagey**, **Mange** and **Shreek** are tokens. After setting up this unit on the battlefield for the first time, place its tokens next to it.

Any Combat Phase

TINY BRAGGARTS: *While the foe is engaged with Gorlok, his minions run rings around his enemies, hindering their every step.*

Effect: Pick 1 of this unit's tokens that is on the battlefield and roll a dice. On a 1, remove that token from the battlefield. On a 2+, apply its effect for the rest of the turn:

***Peggz*:** The abilities of enemy artefacts of power that target this unit have no effect on this unit.

***Kagey*:** This unit has **Strike-first**.

***Mange*:** Each time an unmodified hit roll for a combat attack that targets this unit is 1, inflict 1 mortal damage on the attacking unit after the **Fight** ability has been resolved.

***Shreek*:** Other than the **Companion** weapon ability, weapon abilities for attacks that target this unit have no effect.



KEYWORDS	Unique, Hero, Infantry
	Destruction, Ogor Mawtribes

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Hrothgorn is a particularly foul-tempered and cruel Icebrow Hunter with a keen nose for fresh meat. He favours snaring his prey with a crossbow-launched mantrap that shatters bones with its iron jaws. Hrothgorn tolerates the constant jabbering and bickering of his Gnoblar companions only because they are useful for carrying weapons, setting traps and carrying out whatever tasks the Icebrow Hunter considers beneath him.

• LEGENDS WARSCROLL •

HROTHGORN MANTRAPPER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Trap Launcher Anti-Infantry (+1 Rend)	12"	2	4+	3+	1	D3
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Hunting Knife		5	4+	2+	-	2

Passive

HROTHGORN'S MANTRAPPERS: *The Icebrow Hunter is accompanied to battle by a band of Gnoblars and his loyal Frost Sabre, Thrafnir.*

Effect: This unit's **Bushwakka**, **Bushwakka's Trap**, **Quiv**, **Luggit and Thwack,** and **Thrafnir** are tokens. After setting up this unit on the battlefield for the first time, place all of its tokens except for its **Bushwakka's Trap** next to it. Then, pick an objective or terrain feature and place its **Bushwakka's Trap** next to it.

Passive

BUSHWAKKA'S TRAP: *With a satisfying snap, this crude iron trap springs up on the legs of an unwitting enemy.*

Effect: The first time an enemy unit finishes a move within 1" of the objective or terrain feature with this unit's **Bushwakka's Trap** next to it, remove that **Bushwakka's Trap** from the battlefield, then roll a D3. On a 2+, inflict an amount of mortal damage on that unit equal to the roll.

Your Movement Phase

HUNTING BEAST: *Masked in the swirling blizzards of the Everwinter, Thrafnir ruthlessly hunts its prey.*

Declare: If this unit's **Thrafnir** is on the battlefield, pick an enemy unit within 12" of this unit to be the target.

Effect: Roll a dice. On a 1, remove **Thrafnir** from the battlefield. On a 2+, place **Thrafnir** next to the target. Until the start of your next turn, the target is being **stalked by Thrafnir**. While a unit is being **stalked by Thrafnir**, add 1 to the Damage characteristic of this unit's **Trap Launcher** for attacks that target that unit.

Passive

GNOBLAR MINIONS: *Hrothgorn tolerates the constant bickering of his Gnoblar companions only for as long as they remain useful.*

Effect: You can re-roll hit rolls for attacks made with this unit's **Trap Launcher** while this unit's **Bushwakka**, **Quiv** or **Luggit and Thwack** are on the battlefield. If you make an unmodified save roll of 1 for this unit, remove 1 of those tokens from the battlefield after the **Attack** ability has been resolved (the damage point is still inflicted).







KEYWORDS	Unique, Hero, Infantry
	Destruction, Ogor Mawtribes, Beastclaw

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DA KUNNIN' KREW



Mannok da Kunnin' is a member of the Beast-breakaz tribe; with his envenomed tri-prodda and cruel lash, he can reduce even the toughest opponents to spasming wrecks. Da Kunnin' Krew is a ragtag collection of orruks, hobgrots and grots. It is led by the armoured Torka Tuffskul, an expert at corralling foes with his spiked mansnappa. He is backed up by two grots, Gikkit and Shank, who are kept in line by a malicious paymaster known as Krookgrin.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Krew Weapons Crit (Mortal)	3	4+	3+	1	1

Each model in this unit is armed with Krew Weapons. The models in this unit are:

- *Mannok da Kunnin' (champion)*
- *Torka Tuffskul*
- *Gikkit*
- *Shank*
- *Krookgrin*

Once Per Turn (Army), Enemy Hero Phase

EASY MEAT: *Showing weakness to a Kruleboy, even for a moment, is a death sentence.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. If the roll is at least double the target's Health characteristic, 1 model in the target unit is slain.



KEYWORDS	Unique, Infantry, Champion
	Destruction, Kruleboyz

• LEGENDS WARSCROLL •

DAGGOK'S STAB-LADZ



Daggok and his ladz are on a murderous mission to decapitate the realms' brightest fighters. With each head Daggok takes, his kunnin' increases – or so he believes – and he means to gather enough smarts to make him a Killaboss.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Wicked Weapons Crit (Mortal)	3	4+	3+	1	1

Each model in this unit is armed with Wicked Weapons. The models in this unit are:

- *Daggok Finksteala (champion)*
- *Hurrk da Howla (musician)*
- *Jagz da Bleeda*
- *Grakk da Hook*

Any Combat Phase

ROAR OF KRAGNOS: *The massive horn carried by Hurrk da Howla emits a booming blast that leaves the Stab-ladz' enemies disorientated.*

Declare: If this unit's **Hurrk da Howla** is on the battlefield, pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, subtract 1 from the Attacks characteristic of the target's melee weapons for the rest of the turn.



KEYWORDS	Unique, Infantry, Champion, Musician (1/4)
	Destruction, Kruleboyz

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HEDKRAKKA'S MADMOB



The self-proclaimed Gob of Gork says he can hear the voice of Gorkamorka through his pet squig-snake. It was that same serpent that convinced Hedkrakka and his mates to seek out and kill the Beastgrave, though it has yet to reveal how. Together, the claw-fisted Boss Toofdagga, the club-wielding Wollop da Skul and the arrowboy Dakko Sharp-Stikka form the faithful entourage of the shaman Hedkrakka. These mad lads gladly follow their Wurrgog Prophet into the most dangerous wilds of Ghur.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Madmob Weapons	3	4+	3+	-	1

Each model in this unit is armed with Madmob Weapons. The models in this unit are:

- *Hedkrakka, Gob of Gork (champion)*
- *Toofdagga*
- *Wollop da Skul*
- *Dakko Sharp-Stikka*

Passive

HEDKRAKKA, GOB OF GORK: *The self-proclaimed Gob of Gork claims to hear the voice of Gorkamorka through his pet squig-snake.*

Effect: While this unit's **Hedkrakka, Gob of Gork**, is on the battlefield, it has **Wizard (1)**.

Once Per Turn (Army), Your Shooting Phase

GO FOR DA EYES: *Dakko is one of the more accomplished archers in the warclans and can land a shot with surprising accuracy.*

Declare: If this unit's **Dakko Sharp-Stikka** is on the battlefield, pick a visible enemy unit within 18" of this unit to be the target.

Effect: Roll a dice. Add 1 to the roll if the target is a **Monster**. On a 4+, inflict 1 mortal damage on the target.



KEYWORDS	Unique, Infantry, Champion, Ward (6+)
	Destruction, Bonesplitterz, Orruk

• LEGENDS WARSCROLL •

IRONSKULL'S BOYZ



Everyone agrees that Gurzag Ironskull's Ardboyz are the toughest orruks around. Anyone foolish enough to challenge this notion is likely to receive a bone-crushing headbutt from Gurzag or otherwise be bashed and hacked to pieces by his warriors.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Ardboy Weapons Anti-charge (+1 Rend)	2	4+	3+	1	1

Each model in this unit is armed with Ardboy Weapons. The models in this unit are:

- *Gurzag Ironskull (champion)*
- *Bonekutta*
- *Basha*
- *Hakka*

Passive

DEAD 'ARD: *Whether through natural hardiness or sheer belligerence, Ironskull and his boyz fight on through the most grievous wounds, hollering and cheering as they batter their foes into the ground.*

Effect: Subtract 1 from wound rolls for attacks that target this unit.



KEYWORDS	Unique, Infantry, Champion
	Destruction, Ironjawz

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• LEGENDS WARSCROLL •

MORGOK'S KRUSHAS



The Brute Boss Morgok was chosen by the living mountain known as the Beastgrave, though whether as dinner or as a champion remains unclear. He and his cronies, 'Ardskull and Thugg, are formidable opponents.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Krusha Weapons Anti-Monster (+1 Rend)	3	4+	3+	1	2

Each model in this unit is armed with Krusha Weapons. The models in this unit are:

- ***Morgok*** *(champion)*
- ***Thugg***
- ***'Ardskull***

Passive

IN THEIR ELEMENT: *Morgok and his mob hunt down the most fearsome monsters in Ghur, growing more ferocious and belligerent with each such creature they smash and hack to bits.*

Effect: The first time an enemy **Monster** is destroyed by this unit, add 1 to wound rolls for this unit's attacks for the rest of the battle.



KEYWORDS	Unique, Infantry, Champion
	Destruction, Ironjawz, Brute

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THE EMBERWATCH



The Emberwatch stalk the smoky darkness beneath Embergard, ensuring that its precious seams of realmstone do not fall into the wrong hands – be it avaricious Skaven or ill-advised Sigmarites. Ardorn Flamerunner leads this band of Stormcast rangers, though his brash temperament often clashes with the cold and watchful knife-fighter, Farasa Twice-Risen. Yurik Velzaine styles himself as both the mediator and sharpshooter of the group, enchanted crossbow ever close to hand.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Boltstorm Weapon Shoot in Combat	10"	3	4+	4+	1	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Stormwrought Weapon Crit (Mortal)		3	3+	3+	1	1

The models in The Emberwatch are Ardorn Flamerunner, Farasa Twice-risen and Yurik Velzaine.

• *Ardorn Flamerunner is the Champion.*

Once Per Turn (Army), Your Hero Phase

VANGUARD CHAMBER: *Through swiftness, guile and more than a hint of savagery, the warriors of the Vanguard chambers are able to outfight forces many times their own limited numbers.*

Effect: For the rest of the turn, this unit can use **SHOOT** and/or **CHARGE** abilities even if it used a **RUN** or **RETREAT** ability in the same turn.

Passive

MERCILESS SENTINELS: *The Emberwatch have stalked the mines of Embergard so long that they have become tenacious and unforgiving in pursuit of their mission.*

Effect: Add 1 to wound rolls for this unit's attacks while it contests an objective that is wholly outside friendly territory.



KEYWORDS	UNIQUE, INFANTRY, CHAMPION ORDER, STORMCAST ETERNALS, VANGUARD CHAMBER

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ZIKKIT'S TUNNELPACK



Zikkit Rockgnaw is one of the crazed Warlocks of the Clans Skryre and is obsessed with undermining his enemies – in the most literal sense. He has developed an eclectic arsenal of apparatus for the purpose of digging beneath a battlefield and appearing when least expected, including rat-mounted bombs and his own portable Warp-Grinder. Perhaps the most deadly weapon in his Tunnelpack's possession, though, is the miniaturised Doomwheel controlled, loosely speaking, by his apprentice, Rittak Verm.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Skryre Bombs Shoot in Combat	10"	2	4+	4+	2	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Warp Drill		3	3+	4+	1	D3
Tunnelling Gear Charge (+1 Damage)		2	4+	4+	1	D3
Mangy Claws		2	4+	5+	-	1

The models in Zikkit's Tunnelpack are Zikkit Rockgnaw, Rittak Verm, Krittatok and Nitch Singe-snout. Zikkit Rockgnaw is armed with a Warp Drill. Rittak Verm is armed with Tunnelling Gear. Each other model is armed with Skryre Bombs and Mangy Claws.

Once Per Battle (Army), Any Combat Phase

KA-BOOM!: *Tik Tik carries an explosive charge that makes a mockery of armour and carefully planned charges alike.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: This unit's **Tik Tik** is a token. If this unit's Tik Tik is on the battlefield, remove it from the battlefield and roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll and the target has **STRIKE-LAST** for the rest of the turn.

Deployment Phase

TUNNELING TEAM: *Zikkit's Tunnelpack often turn up when least expected.*

Effect: Set up this unit in reserve **drilling beneath the surface**. It has now been deployed.

KEYWORDS	DEPLOY

Your Movement Phase

TUNNELPACK AMBUSH: *With a deafening crack, the earth splits and the Tunnelpack scurry forth into battle.*

Declare: Pick this unit if it is **drilling beneath the surface**.

Effect: Set up this unit anywhere on the battlefield more than 9" from all enemy units.

KEYWORDS	UNIQUE, INFANTRY CHAOS, SKAVEN, SKRYRE



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THE JAWS OF ITZL



The Jaws of Itzl were once part of a grander warhost sent against the Skaven. Yet a terrible cave-in saw most of the Seraphon buried, including their Starmaster. Only the blessed Kro-Jax, a living wellspring of ferocious Azyrite energy, and a handful of his reptilian fellows escaped. Kro-Jax receives intermittent telepathic commands from the trapped Starmaster, but magical interference from emberstone leaves them scrambled. The Sunblood attempts to heed these orders regardless, even if they drive him to seemingly nonsensical or ferociously violent acts.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Celestite Weapon	2	3+	3+	1	1
Relic Celestite Warmace	4	3+	3+	1	3

The models in this unit are:

- ***Kro-Jax, the Aegis*** *(armed with a Relic Celestite Warmace)*
- ***So-Kar*** *(armed with a Celestite Weapon)*
- ***Ro-Tak, the Guardian*** *(armed with a Celestite Weapon)*

Passive

SCALED PROTECTORS: *Ro-Tak and So-Kar know no other purpose than to follow and protect Kro-Jax until their dying breath.*

Effect: While this unit's **Kro-Jax** is on the battlefield, ignore the first damage point that would be allocated to this unit in each phase.

Any Combat Phase

VENOMITE SWARM: *Lethal venom drips from the fangs and claws of Sotek's Venomites.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: This unit's **Sotek's Venomites** is a token. If this unit's **Sotek's Venomites** is on the battlefield, roll a D3. On a 1, remove this unit's **Sotek's Venomites** from the battlefield. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS	UNIQUE, INFANTRY
	ORDER, SERAPHON, SAURUS

• LEGENDS WARSCROLL •

GRANDFATHER'S GARDENERS



Phleghmus Potbelly sees his duty as a satisfying if simple one: to spread the maggots and seepages of Nurgle across the realms, allowing his festering Garden to sprout. Helping him cultivate these gruesome cycles are not only fellow Plaguebearers but daemon-flies and ticks who inject their vileness directly into living bodies. Embergard's sweltering innards are, to Phleghmus's mind, ripe for transformation into a seething cauldron of plagues – especially with emberstone drawing in so many living, virile hosts…

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Gardening Tools Crit (Mortal)	1	4+	3+	-	1

Each model in this unit is armed with Gardening Tools. The models in this unit are:

- ***Phleghmus Potbelly*** *(champion)*
- ***Bug-Eyed Dripterus*** *(standard bearer)*
- ***Slunge***
- ***Maggoty Strewg***
- ***Squort***

End of Any Turn

BLOOMING PLAGUE: *The Gardeners sow foulsome seeds throughout the battlefield, infecting the very land itself.*

Declare: Pick an objective that is contested by this unit to be the target.

Effect: The target is **seeded with rot** for the rest of the battle.

Passive

SEEDS OF ROT: *Those that draw close to the Gardeners' horticultural horrors are bound to be infected by rotsome blooms.*

Effect: When using the 'Blessed by the Plaguefather' ability, if you choose to infect an enemy unit, you can pick an enemy unit that is contesting an objective that is **seeded with rot**.



KEYWORDS	UNIQUE, INFANTRY, CHAMPION, STANDARD BEARER, WARD (5+)
	CHAOS, MAGGOTKIN OF NURGLE, DAEMON

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KAMANDORA'S BLADES



Kamandora's Blades dwell in the wastes left by Khorne's armies. Guided by their matriarch, the feral clanmates Ghalista, Antro Krast and the hound Kannat weaken and bleed their foes before Throkk hacks their heads free. It is the clan's goal to add these to the charnel pyramid that marks where the legendary Korghos Khul attained daemonhood. On their journey, they must pass through Embergard, where Kamandora senses worthy skulls to claim…

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Bloodied Weapons Blood-hungry	2	4+	3+	-	1

Each model in this unit is armed with Bloodied Weapons. The models in this unit are:

- *Kamandora (champion)*
- *Throkk*
- *Ghalista*
- *Antro Krast*

Passive

KHORNATE HOUND: *Kannat is a savage, corrupt beast.*

Effect: This unit's **Kannat** is a token. Each time you declare a **FIGHT** ability for this unit while its **Kannat** is on the battlefield, as a reaction, you can remove its **Kannat** from the battlefield and then add 1 to the Rend characteristic of this unit's **Bloodied Weapons** for the rest of the phase.

Once Per Turn (Army), End of Any Turn

GATHER THE SKULLS!: *Kamandora and her disciples seek skulls to raise new monuments to the Blood God.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a D3. If the roll exceeds the target's Health characteristic, 1 model in the target unit is slain and you earn 1 blood tithe point.



KEYWORDS	UNIQUE, INFANTRY, CHAMPION
	CHAOS, BLADES OF KHORNE, BLOODBOUND

• LEGENDS WARSCROLL •

KURNOTH'S HERALDS



As graceful as they are merciless, Kurnoth's Heralds have sworn to hunt and slay any trespassers who threaten the sanctity of Kurnotheal. They are led by Ylarin, Master of the Paths – a grizzled huntsman and veteran warden of the wild. Cullon is the warband's mightiest fighter, as strong and resolute as an elder ironoak, while sharpshooter Lenwythe is so skilful that she can put an arrow through a grot's eye at five hundred paces.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Kurnothi Bow	18"	3	3+	4+	1	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Hunter Weapons Charge (+1 Damage)		3	3+	4+	1	1

Each model in this unit is armed with Hunter Weapons. The models in this unit are:

- *Ylarin, Master of the Paths (champion)*
- *Cullon, Axe of Kurnoth*
- *Lenwythe, Eye of the Forest (also armed with a Kurnothi Bow)*

Passive

GRACEFUL LEAPS: *The agility and deer-like lower bodies of these Kurnothi allow them to leap right over the heads of the foe in the middle of combat.*

Effect: Each time this unit makes a pile-in move:

- Add 3" to the distance this unit can move.
- This unit can pass through models in enemy units.



KEYWORDS	UNIQUE, CAVALRY, CHAMPION
	ORDER, SYLVANETH, KURNOTHI

• LEGENDS WARSCROLL •

THE BLOOD OF THE BULL



The Blood of the Bull are regarded as exemplars of merciless cruelty, even by the standards of Hashut's tyrannical kin. Zuldrakka the Hateful intends to see the sacred tree of Syr Edris burn. Her bodyguard Morudok is oathsworn to risk his life for hers, and the banner bearer Imnidrin extols the virtues of her unforgiving mistress with fiery oratory. The flamehurler-wielding Tokkor delights in spreading infernal fires, whilst the devious hobgrot Grisk serves as a scout and assassin.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Master-crafted Flamehurler Shoot in Combat	12"	4	2+	4+	2	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Daemonflame Weapons		2	3+	4+	1	1
Blades and Fists		2	4+	4+	-	1

The models in this unit are:

- ***Zuldrakka the Hateful*** *(champion, armed with Daemonflame Weapons)*
- ***Imnidrin*** *(standard bearer, armed with Daemonflame Weapons)*
- ***Morudok*** *(armed with Daemonflame Weapons)*
- ***Tokkor the Immolator*** *(armed with Master-crafted Flamehurler and Blades and Fists)*
- ***Grisk Back-stabba*** *(armed with Blades and Fists)*

Passive

INFERNAL EMPOWERMENT: *Zuldrakka's retinue are equipped with weapons of dark potency.*

Effect: Apply the effect(s) below that correspond with the number of **daemonic power points** (DPP) this unit has. These effects are cumulative.

DPP	Effect
1+	Add 1" to this unit's Move characteristic.
2+	Add 1 to wound rolls for this unit's combat attacks.
3	Add 1 to the Rend characteristic of this unit's melee weapons.



KEYWORDS	UNIQUE, INFANTRY, CHAMPION, STANDARD BEARER (1/5)
	CHAOS, HELSMITHS OF HASHUT, DUARDIN



• LEGENDS WARSCROLL •

THANATEK'S TITHE



The Ossiarch agent Thanatek seeks to gather 'truebone' – osseous matter of unusual purity. To aid him, the Emissarian has created a group of warriors he believes ideally suited to the task. The assassins Tukhar and Sekhmor slay his targets cleanly, whilst the Mornial-caste retainers known as Xar-Tamok and Medeb-Ahk gather the remains in ensorcelled caskets that are conjoined to their bodies.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Weapons of the Tithe-reapers	2	3+	4+	1	1

Passive

SEEKER OF TRUEBONE: *Thanatek is on a mission to source truebone, a material of surpassing quality for the creation, maintenance and reinforcement of the Bonereaper legions.*

Effect: This unit can be picked to be the target of the 'Immortal Elite' ability as if it had the **Hero** keyword.

Each time a visible enemy unit within 12" of this unit is destroyed, roll a dice. On a 3+, this unit gains 1 **portion of truebone**. Each time a visible friendly non-**Beast Ossiarch Bonereapers** unit wholly within 12" of this unit is destroyed, this unit gains 1 **portion of truebone.**

Your Hero Phase

TRUEBONE MASTERY: *If needed, Thanatek can make highly effective use of the truebone his warriors have gathered in battle.*

Effect: Spend any number of this unit's **portions of truebone.** For each portion spent, pick 1 of the effects below. Each effect can be picked multiple times and the effects are cumulative.

- Add 1 to casting rolls for this unit for the rest of the turn.
- Add 1 to banishment rolls for this unit for the rest of the turn.
- Gain 1 **relentless discipline** point.
- Return 1 slain model to this unit.



KEYWORDS	Unique, Infantry, Wizard (1), Ward (6+), Relentless Discipline (2)
	Death, Ossiarch Bonereapers

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A master of the Hurakan temple, Thyrielle travels across the realms, urging the air aelementors to rise up against the forces of darkness. She is guided on this quest by the vulpine spirit Tzul, who can sense minute fluctuations in the wind currents. The sightless archer Orieth calls upon these slipstreams to see his arrows find their mark, whilst the acolytes Sirikith and Anara seek to attune their own elemental senses through hard-fought experience.

• LEGENDS WARSCROLL •

THYRIELLE'S ZEPHYRITES

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Slipstream Bow Crit (Auto-wound)	12"	3	3+	4+	1	1
Windblast Shoot in Combat	12"	1	2+	3+	2	D3
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Zephyrite Weapons		1	4+	4+	-	1

Each model in this unit is armed with Zephyrite Weapons and a Slipstream Bow. The models in this unit are:
- ***Thyrielle*** *(champion, must replace their Slipstream Bow with a Windblast)*
- ***Orieth***
- ***Sirikith***
- ***Anara***

Passive

MASTERS OF THE ZEPHYR: *The Windmage Thyrielle and her disciples have formed a bond with Tzul, a minor aelementor from the Realm of Light.*

Effect: This unit's **Tzul** is a token. After setting up this unit on the battlefield for the first time, place its **Tzul** next to it.
- While this unit's **Tzul** is next to it, it has **Fly**.
- While this unit's **Thyrielle** is on the battlefield, it has **Wizard (1)**.

Your Movement Phase

ONE WITH THE WIND: *Tzul follows the swift advance of the Zephyrites – but he is a mischievous spirit, always looking for unsuspecting foes to menace.*

Declare: Pick an enemy **Infantry** or **Cavalry** unit that this unit passed across this phase to be the target.

Effect: Place this unit's **Tzul** next to the target.

Any Shooting Phase

THE LIVING GALE: *Though small compared to the mightiest aelementors of the wind, Tzul can still summon buffeting gales.*

Declare: Pick an enemy unit with this unit's **Tzul** next to it to be the target.

Effect: Place this unit's **Tzul** next to this unit.
- You can move the target up to D3".
- Then, if this unit is within 6" of the target, you can move this unit up to D6". It cannot end that move in combat.

Add 2" to the distance each unit can move for each instance of **Oreali, Rune of the Wind** depicted on your battle scripture.

Designer's Note: *If your opponent would prefer to move their own models, pre-measure the distance and indicate where they should move their models to.*







KEYWORDS	Unique, Infantry, Champion
	Order, Lumineth Realm-lords, Hurakan, Aelf

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