

SCOURGE OF GHYRAN

FACTION RULES: OSSIARCH BONEREAPERS

BATTLE FORMATIONS

Add the following battle formations to those in the Ossiarch Bonereapers faction rules.

TITHE GUARDS

⚙️ **Once Per Turn (Army), Your Hero Phase**

PLENTIFUL BONE: *Guarded supply lines provide this force with near-limitless bone reserves, allowing for swift repair of damaged constructs.*

Declare: Pick a friendly non-UNIQUE OSSIARCH BONEREAPERS WIZARD to use this ability, then pick up to 3 visible friendly non-FLY OSSIARCH BONEREAPERS units wholly within 12" of that WIZARD to be the targets.

Effect: Roll a D3 for each target. On a 2+:

- If the target is damaged, **Heal (X)** the target where X is an amount equal to the roll.
- If the target is not damaged, return a number of slain models to it with a combined Health characteristic equal to or less than the roll.

HEKATOS DRILLMASTERS

⚙️ **Once Per Turn (Army), Your Hero Phase**

DISCIPLINED HEKATOI: *Crafted with specially selected soul-stuff from skilled officers, the Hekatoi of this legion exhibit an unusual degree of battlefield initiative.*

Declare: Pick a friendly non-HERO non-FLY OSSIARCH BONEREAPERS INFANTRY unit to be the target.

Effect: Pick 1 of the following effects to apply until the start of your next turn:

- The target has **WARD (5+)**.
- Add 1 to charge rolls for the target.
- Add 1 to wound rolls for the target's attacks.
- The target's melee weapons have **Anti-charge (+1 Rend)**.

SPELL LORE

LORE OF NECROTHERGY

👤 **Your Hero Phase**

5

BOLSTER CREATION:

Power flowing from their talons, the Mortisan hardens the osseous frames of their crafted soldiers.

Declare: Pick a friendly OSSIARCH BONEREAPERS WIZARD to cast this spell, pick a visible friendly OSSIARCH BONEREAPERS unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn, ignore the first damage point allocated to the target in each phase.

KEYWORDS SPELL, UNLIMITED

⚡ **Your Hero Phase**

5

INVIGORATE THE RANKS:

The Mortisan pours energy into nearby soldiers, multiplying their combat prowess thricefold.

Declare: Pick a friendly OSSIARCH BONEREAPERS WIZARD to cast this spell, pick a visible friendly OSSIARCH BONEREAPERS unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

Effect: Add 1 to the Attacks characteristic of the target's melee weapons until the start of your next turn.

KEYWORDS SPELL

⚡ **Your Hero Phase**

5

SOUL-CLAIM:

The caster drains the spirit-essence from the foe, repurposing it to imbue their constructs with animus.

Declare: Pick a friendly OSSIARCH BONEREAPERS WIZARD to cast this spell, then pick a visible enemy unit within 18" of them to be the enemy target. Then, you can pick a visible friendly OSSIARCH BONEREAPERS unit wholly within 12" of that WIZARD to be a friendly target. Then, make a casting roll of 2D6.

Effect: Inflict D3 mortal damage on the enemy target. If any models are slain by this ability, pick 1 of the following:

- **Heal (3)** the friendly target.
- Return a number of slain models to the friendly target with a combined Health characteristic of up to 3.

KEYWORDS SPELL

SCOURGE OF GHYRAN

• SCOURGE OF GHYRAN WARSCROLL •

MORTISAN BONESHAPER



Masters of necro-crafting techniques, Mortisan Boneshapers weave osseous matter into new war-constructs and use it to repair damage inflicted upon their Mortek warriors. Without the Boneshapers, the Ossiarchs' attritional wars in the Jade Kingdoms would have long since faltered. The greatest of their number can cause entire shattered regiments of Ossiarch infantry to rise again, ready to renew their grinding war against the living.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Ossified Talons Crit (2 Hits)	3	4+	4+	-	2

Passive

LEGION QUARTERMASTER: *Though hardly quartermasters in the traditional sense, the Boneshapers of the Ossiarch legions are without peer when it comes to re-assembling their line warriors from shattered remains.*

Effect: Each time a friendly non-HERO OSSIARCH BONEREAPERS unit wholly within 12" of this unit uses the 'Rally' command, you can make 3 additional rally rolls of D6.

Your Hero Phase

1

BONESHAPER: *When osseous matter and the souls of the slain are in ample supply, the Boneshapers can restore raise entire formations of Mortek Guard mid-battle.*

Declare: If this unit is not in combat, pick a friendly Mortek Guard unit that has been destroyed to be the target.

Effect: Set up a replacement unit with the number of models from the target unit (rounding up) wholly within 12" of this unit and more than 9" from all enemy units.



KEYWORDS

HERO, WIZARD (1), INFANTRY, WARD (6+)
DEATH, OSSIARCH BONEREAPERS, MORTISAN

• SCOURGE OF GHYRAN WARSCROLL •

MORTEK GUARD



The backbone of the Ossiarch legions are the Mortek Guard, undead imbued with martial skill blended from the spiritual essence of slain warriors and armed with soul-draining nadirite weapons. They are as proficient on the open field as they are when defending against a Ghyranite ambush. Whenever the great war-constructs and commanders of the Bonereapers are threatened, these unflinching warriors will close ranks and surround their ward with an impenetrable shieldwall.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Nadirite Blade or Spear Anti-CAVALRY (+1 Rend), Crit (2 Hits)	2	3+	4+	-	1

Once Per Phase (Army), Reaction: A friendly OSSIARCH BONEREAPERS WAR MACHINE or WIZARD within this unit's combat range was targeted by an ATTACK ability

SHIELDS OF THE LEGION: *Mortek Guard are the mainstay of the Ossiarch legions, repelling attacks on more valuable constructs wherever their nadirite shields are raised in defence.*

Effect: For the rest of the phase, subtract 1 from the Rend characteristic of weapons used for attacks that target that friendly unit.



KEYWORDS

INFANTRY, CHAMPION, STANDARD BEARER (1/10),
WARD (6+)
DEATH, OSSIARCH BONEREAPERS