

OSSIARCH BONEREAPERS

TITHE-REAPER ECHELON

This Spearhead army consists of the following units:

GENERAL

- ◆ Mortisan Soulreaper

UNITS

- ◆ 10 Mortek Guard
- ◆ 10 Mortek Guard
- ◆ 5 Kavalos Deathriders
- ◆ 1 Gothizzar Harvester



Bone and soul are the twin foundations of the Ossiarch Empire. Ensuring a constant stream of these supplies is thus essential. It is through the bone-tithe that the Ossiarchs harvest physical remains – but this does not solve the issue of soul acquisition, which must be ripped from the living by force. With typical relentless efficiency, the Ossiarchs seek to solve both these conundrums at once, forming specialised Tithe-Reaper Echelons to punish recalcitrant subjects and secure a harvest of bone and soul.

Tithe-Reaper Echelons will allow the foe to break upon a line of Mortek Guard, before deploying a second line to grind them down. Kavalos Deathriders circle around the flanks of the enemy host before committing to a trampling charge from an unexpected angle. The nightmarish Gothizzar Harvester has a far more straightforward purpose: this construct-beast wades into the fray with scythes and mauls swinging, its subsidiary limbs snatching up bloodied bones for processing. Tithe-Reaper Echelons are commanded by Mortisan Soulreapers. When the enemy has been pushed to breaking point, these mages will step into the fray themselves, acquiring a harvest of souls with their fell scythes.

'Let us be done with this, and swiftly. Lord Xornas requires seven new legions for the campaign. These ingrates will provide a beginning.'

– Thakaros, Mortisan Soulreaper



Army painter Nathan had to paint his Gothizzar Harvester twice, after his dog mangled the first! To capture the amber blades of the Ivory Host, he shaded them Skrag Brown, before picking out the cracks with Screaming Skull.

BATTLE TRAITS

RESERVE CONTINGENT

The Ossiarch commanders will bolster their forces wherever battle is met.

One of your **Mortek Guard** units is not set up during the deployment phase. Instead, from the third battle round onwards, it can use the following ability:

⚙️ Your Movement Phase

CONTINGENT ARRIVAL: *Marching in perfect unison, a reinforcing unit of Mortek Guard arrives.*

Effect: Set up this unit anywhere on the battlefield wholly within 3" of a battlefield edge and more than 6" from all enemy units.

KEYWORDS CORE

OSSIARCH COMMANDS

The Bonereapers display a formidable mastery of war, and in battle they act with a relentless precision.

OSSIARCH COMMANDS are abilities that can only be used by spending **Ossiarch command points**.

At the start of the battle round, you receive 2 Ossiarch command points. Each **OSSIARCH COMMAND** costs 1 Ossiarch command point to use.

The same unit cannot use more than one **OSSIARCH COMMAND** in the same phase. At the end of the battle round, all remaining Ossiarch command points are lost.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

🛡️ Once Per Battle, Any Combat Phase

IMPENETRABLE RANKS: *If given the order, Ossiarch warriors will snap into an unyielding defensive line.*

Declare: Pick a friendly unit to use this ability.

Effect: Until the end of the phase, add 1 to ward rolls for that unit.

KEYWORDS OSSIARCH COMMAND

🏹 Once Per Battle, Your Movement Phase

RE-FORM RANKS: *A group of Bonereapers swiftly disengages from combat with flawless precision.*

Declare: Pick a friendly **Mortek Guard** unit in combat to use this ability.

Effect: That unit can use a **RETREAT** ability this phase without any mortal damage being inflicted on it.

KEYWORDS OSSIARCH COMMAND

ENHANCEMENTS: Give your general 1 of the following enhancements.

⚔️ Your Hero Phase

EMPOWER NADIRITE WEAPONS: *A Soulreaper can call upon stolen life essence to bolster nadirite weapons.*

Declare: Pick a visible friendly **Mortek Guard** unit wholly within 12" of your general, then make a casting roll of 2D6.

Effect: On a 5+, until the start of your next turn, add 1 to the Rend characteristic of that unit's melee weapons.

⚔️ Passive

MURDEROUS DRIVE: *This Soulreaper is animated by especially vicious and warlike spirits.*

Effect: Your general's **Soulreaper Scythe** has **Crit (2 Hits)**.

🏹 Your Movement Phase

UNSTOPPABLE COMMANDER: *This Soulreaper's animus contains the essence of a brilliant commander that can still urge their troops to victory.*

Declare: Pick a friendly **Mortek Guard** unit wholly within 12" your general, then roll a dice.

Effect: On a 2+, add 3" to that unit's Move characteristic this phase.

🛡️ Passive

MARROWPACT: *The glyphs borne to war by your general bind those who view them in arcane pacts.*

Effect: Each time your general uses a **FIGHT** ability, after all of their attacks have been resolved, **Heal (X)** your general where X is the number of damage points allocated by those attacks.

MOVE
5"
HEALTH 5 SAVE 4+
CONTROL 2

Soulreapers are the most warlike and destructive Ossiarch mages. Though they possess the ability to reknit fellow constructs, alone of the Mortisan Order they do not create in any meaningful sense – their only task is to rip the spirits of the living from their bodies with their scythes and store them for later use in the creation of new construct legions. Soulreapers are seen as grim and sinister even by other Ossiarchs; created without mouths, the better to avoid stolen souls channelling screams through them, they fight in an eerie silence, surrounded by flickering gheist-energies.

• SPEARHEAD WARSCROLL •

MORTISAN SOULREAPER

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Soulreaper Scythe	3	4+	3+	2	2	-

Your Hero Phase

DRAIN VITALITY: *This cursed spell saps a foe's strength, leaving them weak and vulnerable.*

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

Effect: On a 6+, subtract 1 from hit rolls for attacks made by the target unit until the start of your next turn.

Your Movement Phase

REKNIT CONSTRUCT: *This Mortisan has the power to remake and renew that which has been destroyed.*

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

Effect: Heal (D3) the target. If the target unit is not damaged, you can instead return a number of slain models to it that have a combined Health characteristic of D3 or less.

KEYWORDS OSSIARCH COMMAND



KEYWORDS

HERO, WIZARD, INFANTRY, WARD (6+)

MOVE
4"
HEALTH 1 SAVE 4+
CONTROL 1

Mortek Guard are the backbone of the Ossiarch legions, crafted for resilience and obedience.

These are no mindless revenants, in the manner of a reanimated skeleton; their soultrap gems contain the stolen essence of dutiful warriors and servants, and they are capable of performing intricate manoeuvres with precision and skill. The weapons of the Mortek Guard are forged from nadirite, a soul-sucking material that is said to be crafted in proximity to the abominable Shyish Nadir.

With such tools of war, the Mortek diligently cut a path through anything their masters mark for destruction.

• SPEARHEAD WARSCROLL •

MORTEK GUARD

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Nadirite Spear	2	3+	4+	-	1	Anti-charge (+1 Rend)

Any Combat Phase

NADIRITE ASSAULT: *The weapons of the Ossiarch legions can siphon souls with a single cut, stealing the foe's life force.*

Effect: Until the end of the phase, this unit's melee weapons have Crit (2 Hits).

KEYWORDS OSSIARCH COMMAND



KEYWORDS

INFANTRY, WARD (6+)

MOVE
10"
HEALTH 3 **SAVE** 4+
1
CONTROL

Deathriders are the feared cavalry hosts of the Ossiarch Empire. Infamy cloaks these warriors; any who have fought against the Ossiarchs have heard of their devastating charges, for their arrowhead formations and thunderous charges can shatter any battleline. The steeds of the Deathriders are not lowly equine remains but constructs in their own right, often crafted from the bodies and soultrap gems of failed Ossiarch commanders. Existence as a Kavalos steed is a humiliating thing and renders these creatures just as eager to vent cold fury upon the living as their riders.

• SPEARHEAD WARSCROLL •

KAVALOS DEATHRIDERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Nadirite Spear	3	3+	4+	1	1	Charge (+1 Damage)
Kavalos Steed's Hooves and Teeth	2	5+	3+	-	1	Companion

➤ **Your Charge Phase**

DEATHRIDER WEDGE: *Kavalos Deathriders can charge in a deadly arrowhead formation that bursts through the enemy's defences.*

Effect: The following effects apply this phase:

- Models in this unit can pass across enemy **INFANTRY** models as if this unit had **FLY**.
- After this unit has charged, you can pick an enemy unit that it passed across and roll a dice. On a 2+, inflict D3 mortal damage on that enemy unit.

KEYWORDS OSSIARCH COMMAND



KEYWORDS

CAVALRY, WARD (6+)

MOVE
6"
HEALTH 10 **SAVE** 4+
5
CONTROL

Gothizzar Harvesters are perhaps the most horrific of all Ossiarch constructs. From their maws leap bolts of killing baleflame, and their nadirite weapons are capable of inflicting horrendous carnage. Yet a Gothizzar Harvester's true value to the Ossiarchs is the great hollow on its back and the bones contained therein; as the thing marches across the battlefield, it snatches up the remains of the dead, flensing the worthy and storing them for delivery to a necropolis. In extremis, a Harvester can even perform field repairs on fellow Ossiarchs, making it a formidable anchor in a legion's battleline.

• SPEARHEAD WARSCROLL •

GOTHIZZAR HARVESTER

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Death's Head Maw	12"	4	4+	4+	1	1	-
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Soulcrusher Bludgeons	6	4+	2+	2	2	-	
Ossified Hooves and Tail	4	4+	3+	1	2	-	

🛡️ **Passive**

BONE HARVEST: *As a Gothizzar Harvester fights, it works to amass a grisly stockpile of bones.*

Effect: Each time an enemy model in combat with this unit is slain, this unit gains 1 **bone-tithe point**. It can never have more than 6 **bone-tithe points**.

🔄 **End of Any Turn**

REPAIR CONSTRUCT: *The Harvester uses a portion of its morbid crop to restore the forms of fellow Ossiarchs.*

Declare: Pick a friendly **Mortek Guard** unit within 6" of this unit to be the target. Then, roll a dice for each **bone-tithe point** this unit has.

Effect: For each 4+, you can return 1 slain model to the target unit. Then, reset this unit's **bone-tithe points** to 0.

KEYWORDS

MONSTER, WARD (6+)

