



FLESH-EATER COURTS

CHARNEL WATCH

This Spearhead army consists of the following units:

GENERAL

◆ Abhorrant Gorewarden

UNITS

- ◆ 10 Royal Beastlayers
- ◆ 3 Crypt Horrors
- ◆ 3 Crypt Flayers



The sovereign domains of the Flesh-eater Courts are accursed places, where death comes quickly even in the outermost reaches. Cannibal packs lope through dark forests with eyes gleaming; the scent of meat is enough to have their vampiric masters create all manner of deluded *casus belli*. The Charnel Watches that serve the abhorrents as border 'guardians' are, therefore, a menace to all neighbouring lands; these rabid packs of especially unstable ghouls seize any maddened impulse as an excuse to hunt fresh prey.

An Abhorrant Gorewarden inevitably commands a Charnel Watch detachment, for theirs is the duty of overseeing the marches of their lord's domain. They are joined by Crypt Horror 'knights' who take up residence in their keeps, plying their monstrous martial skills against trespassers. Winged Crypt Flayers patrol the skies alongside their vampire liege, while Beastlayer warbands harry the prey more directly – their familiarity with each hill and furrow of their hunting grounds ensures that there is no easy escape.

'Grant these knaves neither pity nor respite. There is only one penalty for those who defile our lord's domains, and that is death. Now, who among you shall be first to bring me a worthy trophy?'

– Marquis Thorofir



A Charnel Watch stands sentinel over the outer marches of the kingdom, lurking amongst crumbled masonry and drooling with hunger as they watch trespassers approach...

BATTLE TRAITS

Once Per Battle Round (Army), Start of Battle Round

DELUSIONS AND MADNESS: *The Flesh-eaters' delusions can change on a whim.*

Declare: You must use this ability at the start of each battle round. If it is the first battle round, pick a **DELUSION**. Otherwise, make a delusion roll by rolling a D6.

Effect: On a 1-3, you must pick a different **DELUSION** to the one you picked last time. On a 4+, you must pick the same **DELUSION** as last time. For the rest of the battle round, you believe the **DELUSION** you picked.

Once Per Turn (Army), End of Any Turn

DELUSION OF THE GREAT FEAST: *In victory's wake, the ghouls gorge upon their 'bounty'...*

Declare: If you believe this **DELUSION**, pick each friendly unit on the battlefield to be the targets.

Effect: Heal (1) each target. If the target is a **SERFS** unit, return D3 slain models to it instead.

KEYWORDS **DELUSION**

Passive

DELUSION OF THE KNIGHTLY HOST: *The earth shakes and the sky screams as the ghouls charge.*

Effect: While you believe this **DELUSION**, if the unmodified charge roll for a friendly **HERO** or **KNIGHTS** unit is 8+, add 1 to hit rolls for that unit's combat attacks for the rest of the turn.

KEYWORDS **DELUSION**

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Passive

DELUSION OF THE SENTINEL: *Convinced that they are the last line of defence, the ghouls fight on with a shrieking grit.*

Effect: While you believe this **DELUSION**, add 1 to ward rolls for friendly units while each model in the unit is contesting an objective.

KEYWORDS **DELUSION**

Passive

DELUSION OF THE HUNTER: *The ghouls opt to pounce on trespassers rather than hold ground.*

Effect: While you believe this **DELUSION**, add 1 to wound rolls for combat attacks made by friendly units while no models in the unit are contesting an objective.

KEYWORDS **DELUSION**

ENHANCEMENTS: Give your general 1 of the following enhancements.

Once Per Battle, Reaction: You declared the 'Delusions and Madness' ability

ALMOST LUCID: *This vampire has just enough sanity to faintly manipulate their madness.*

Effect: You can re-roll the delusion roll.

End of Any Turn

COMPANION OF THE HUNT: *This vampire has oft excelled in their monarch's hunting parties.*

Effect: If your general is not in combat, they can move 3". They cannot move into combat during any part of that move.

Once Per Battle, Any Combat Phase

A WORTHY CHALLENGE: *The pinnacle of chivalry is a noble duel between virtuous warriors.*

Declare: Pick an enemy unit that started the battle with 3 or fewer models and is in combat with your general to be the target.

Effect: Your opponent must decide whether the target will accept or refuse your general's challenge. If they **accept**, for the rest of the phase, when your general and the target are picked to use a **FIGHT** ability, all of their attacks must target each other. If they **refuse**, the target has **STRIKE-LAST** for the rest of the phase.

Once Per Battle, Your Shooting Phase

CHOIRMASTER: *The shrieks of this Gorewarden further bolster the howls of their Crypt Flayers.*

Declare: Pick a visible enemy unit within 6" of your general to be the target.

Effect: For the rest of the turn, add 1 to the Damage characteristic of friendly units' ranged weapons for attacks that target that enemy unit.



A Gorewarden bears the keys to the kingdom and oversees the protection of their liege's borderlands. They perch, gargoyle-like, atop toppled spires and battlements for days and nights on end, eyes blazing. Once they sight their prey, the vampire throws their head back, shrieking for the hunt. Clad in what they perceive to be great finery, the Gorewarden leads a flight of bloodthirsty predators to savage the unwary intruders.

• SPEARHEAD WARSCROLL •

ABHORRANT GOREWARDEN

| MELEE WEAPONS | Attacks | Hit | Wound | Rend | Damage | Ability |
|-----------------------|---------|-----|-------|------|--------|---------|
| Gory Talons and Fangs | 5 | 3+ | 3+ | 1 | 2 | - |

► Your Hero Phase

SOUND THE PURSUIT!: With a howl that echoes like a winding horn, the Gorewarden infuses their minions with a feverish desire to hunt and feast.

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

Effect: On a 6+, until the start of your next turn, when making charge rolls for the target, add 1 to the number of dice rolled, to a maximum of 3, then remove 1 dice of your choice and use the remaining dice as the charge roll.



KEYWORDS

HERO, WIZARD, INFANTRY, FLY, WARD (6+)



The noble hunt is a hallowed thing to the Flesh-eater Courts, and the Royal Beastlayers play a key role in this joyous celebration. Led by a vampiric Flaymaster, these ghoulz plunge into the tangled wilds of their domains, beating out both prey and trespassers so they might be pursued and ripped apart. Some wear the skins of totem beasts. Others have been seized by mutation themselves, degenerating further into the creatures known as Offal Hounds. All are foul things, forever salivating and wild.

• SPEARHEAD WARSCROLL •

ROYAL BEASTLAYERS

| MELEE WEAPONS | Attacks | Hit | Wound | Rend | Damage | Ability |
|--------------------|---------|-----|-------|------|--------|---------|
| Beastlayer Weapons | 3 | 4+ | 4+ | - | 1 | - |

► Your Movement Phase

LIE OF THE LAND: The Beastlayers' familiarity with their hunting grounds allows them to easily outflank their prey.

Effect: If this unit is not in combat and is wholly within 6" of a battlefield edge, remove this unit from the battlefield and set it up again wholly within 6" of a battlefield edge and more than 6" from all enemy units.



KEYWORDS

INFANTRY, SERFS, WARD (6+)



Crypt Horrors have been granted a heady boon – the chance to sip from the veins of an abhorrent and be empowered by their unholy vitae. The transformation that seizes these ghouls is harrowing; their bodies distend as muscles swell in grotesque fashion and their spines crack and burst from their backs. Despite their beastly appearance, as knights charged with defending the kingdom and punishing its enemies, they enjoy a place of honour amongst the cannibal courts.

• SPEARHEAD WARSCROLL •

CRYPT HORRORS

| MELEE WEAPONS | Attacks | Hit | Wound | Rend | Damage | Ability |
|------------------------|---------|-----|-------|------|--------|---------|
| Club and Septic Talons | 4 | 4+ | 3+ | 1 | 2 | - |

Any Combat Phase

HOLY BLADES OF BONE: *Crypt Horrors wield huge, monstrous femurs – as well as other grisly relics – as if they were blessed weapons.*

Declare: Pick an enemy unit in combat with this unit and that charged this turn to be the target.

Effect: Roll a dice for each model in the target unit. For each 5+, inflict 1 mortal damage on the target unit.



KEYWORDS

INFANTRY, KNIGHTS, REINFORCEMENTS, WARD (6+)



Winged and bloated, Crypt Flayers are perceived as angelic beings by the cannibal masses – a far cry from their monstrous true nature. Taking flight upon ragged, leathery pinions, bones driven through their flesh and fangs caked in gore, they seek out prey to descend upon. While they are viciously capable of tearing apart foes with talon and fang, the Crypt Flayers' true threat is the soul-shredding shrieks they can let loose. What the ghouls hear as soft, divine choruses are instead blood-curdling cacophonies that can rip the mind in twain.

• SPEARHEAD WARSCROLL •

CRYPT FLAYERS

| RANGED WEAPONS | Range | Attacks | Hit | Wound | Rend | Damage | Ability |
|-----------------|-------|---------|-----|-------|------|--------|-----------------|
| Death Scream | 10" | 4 | 4+ | 3+ | 2 | 1 | Shoot in Combat |
| MELEE WEAPONS | | Attacks | Hit | Wound | Rend | Damage | Ability |
| Piercing Talons | | 4 | 4+ | 3+ | 1 | 1 | - |

Your Shooting Phase

UNHOLY CHORUS: *The shrieks of a Crypt Flayer pack leave their enemies disoriented and harrowed.*

Declare: Pick a visible enemy unit within 10" of this unit to be the target.

Effect: For the rest of the turn, subtract an amount from the target's control score equal to the number of damage points allocated to the target this phase by this unit's shooting attacks.



KEYWORDS

INFANTRY, KNIGHTS, FLY, WARD (6+)