



# OSSIARCH BONEREAPERS

## MORTISAN ELITE



This Spearhead army consists of the following units:

### GENERAL

◆ 1 Mortisan Ossifector

### UNITS

◆ 3 Immortis Guard

◆ 3 Necropolis Stalkers

◆ 2 Morghast Archai



The war-goliaths of the Ossiarch Bonereapers are amongst its deadliest constructs. Mortisans of the order of Ossifectors will occasionally assemble cohorts of these monstrous creations to try to enhance their augmentative bone-shaping whilst in battle. Such forces are terrifying to behold, the true elite of the necropolis.

Though few in number, the Mortisan Elite make up for this with sheer blunt aggression and power. Necropolis Stalkers act as the murderous vanguard, laying about them with their nadirite blades. A Mortisan Ossifector lingers at the rear of the army, repairing and perfecting with their artisanal bone-manipulating craft. Should a foe try to interfere, they will be lethally repulsed by the impenetrable wall of the Immortis Guard who stand protectively over their osseous creator. Above, the skies are patrolled by deathly Morghast Archai. These seraphic horrors circle the field in eerie silence, ready to descend upon a vulnerable enemy or exploit a gap in a battleline.

*'This creation requires a measure of alteration. Still, its lethality was impressive, as evidenced by the remains of the foe's cavalry.'*

– Ossifector Zaramokk of the Mortis Praetorians



The towering constructs of the Mortisan Elite array around their Ossifector with perfect discipline. Whilst the Immortis Guard act as an impenetrable bulwark, Necropolis Stalkers and Morghast Harbingers wreak havoc.

## BATTLE TRAITS

## HERALDS OF NAGASH

*The Morghasts descend to battle in terrifying silence, bleak heralds that bear but one message: death.*

Your unit of **Morghast Archai** is not set up during the deployment phase. Instead, from the second battle round onwards, it can use the following ability:

## Once Per Turn (Army), Your Movement Phase

**DREAD DESCENT:** *There are fewer more unwelcome sights to an enemy than the arrival of one of the Great Necromancer's heralds.*

**Effect:** Set up this unit anywhere on the battlefield more than 6" from all enemy units.

## Once Per Phase (Army)

**RELENTLESS DISCIPLINE:** *The Ossiarchs are infamous for their cohesive discipline.*

**Declare:** Pick a friendly unit to be the target.

**Effect:** Make a **discipline** roll of D6. Add 1 to the roll if the target is wholly within 12" of your general. On a 4+, pick 1 of the effects below:

- **Your Movement Phase:** Add 2" to the target's Move characteristic for the rest of the phase.
- **Your Charge Phase:** Add 1 to charge rolls for the target for the rest of the phase.
- **Any Combat Phase:** Add 1 to wound rolls for combat attacks made by the target for the rest of the phase.
- **Any Combat Phase:** The target has **WARD** (5+) for the rest of the phase.

## REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

## Once Per Turn (Army), Reaction: You declared the 'Relentless Discipline' ability

**PEERLESS COHESION:** *With coordination that would be the envy of any mortal commander, the Ossiarch Bonereapers act in effortless tandem.*

**Effect:** You can use the 'Relentless Discipline' ability for a second time this phase but you must pick a different target to the one you picked the first time.

## Passive

**IMMACULATE GENERALSHIP:** *The Ossiarch Bonereapers instantly understand the intent of their commander and seamlessly move to act upon it.*

**Effect:** Add 1 to **discipline** rolls you make.

## ENHANCEMENTS: Give your general 1 of the following enhancements.

## Your Hero Phase

**SHARD STORM:** *The caster conjures forth a great cloud of bone-shards and hurls them at the foe.*

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

**Effect:** On a 7+, roll a number of dice equal to the number of models in the target unit. For each 5+, inflict 1 mortal damage on the target.

## Your Hero Phase

**MEND CONSTRUCTS:** *The caster seeks to undo the damage that mars the surface of their creations.*

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

**Effect:** On a 6+, **Heal** (D3) the target.

## Passive

**LODE OF SATURATION:** *This ingot of nadirite-iron alloy, when pressed against a bone construct, renders its structure nigh invulnerable.*

**Effect:** Subtract 1 from the Rend characteristic of melee weapons used for combat attacks that target this general.

## Once Per Battle, End of Your Turn

**HELM OF TYRANNY:** *This helm radiates the oppressive will of the wearer, filling nearby foes with supernatural dread.*

**Declare:** Pick an enemy unit within 12" of your general to be the target and roll a dice.

**Effect:** On a 3+, subtract 3 from the control score of the target for the rest of the turn.

MOVE

6+

HEALTH

5

4+

SAVE

2

CONTROL

Mortisan Ossifectors are dedicated to fashioning the greatest warriors of the Bonereaper hosts. Even in the midst of battle, they can be found developing their craft, whether protecting their charges from harm or enhancing their lethal potential.

• SPEARHEAD WARSCROLL •

MORTISAN OSSIFECTOR

⚔ MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Ossified Talons	3	4+	4+	-	2	-

⚔ Your Hero Phase

REFINED CREATIONS:

Ossifectors are always looking to improve upon their work, wielding necrotic sorcery to augment their creations in battle.

Declare:

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

Effect:

On a 5+, the target's melee weapons have **Crit (2 Hits)** until the start of your next turn.



KEYWORDS

HERO, WIZARD, INFANTRY, WARD (6+)

MOVE

6+

HEALTH

4

3+

SAVE

1

CONTROL

Towering over the rank-and-file Bonereapers, the Immortis Guard form a tough physical bulwark around the leaders of the Ossisarch cohorts. Those who come too close are hurled back by shields then swiftly impaled on spiked halberds.

• SPEARHEAD WARSCROLL •

IMMORTIS GUARD

⚔ MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Dread Halberd	3	3+	3+	1	2	-

🛡 Passive

SOULBOUND PROTECTORS:

Immortis Guard will use their own bodies to shield their rulers from harm.

Effect:

Your general has **WARD (5+)** while they are within this unit's combat range.



KEYWORDS

INFANTRY, WARD (6+)

MOVE

6"

HEALTH

4

4+

SAVE

1

CONTROL

6+

Four-armed horrors that possess the gestalt essence of master duellists, Necropolis Stalkers leap and spin into battle with terrifying speed, switching stance and form in the blink of an eye as they dismember their foes.

• SPEARHEAD WARSCROLL •

NECROPOLIS STALKERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Stalker Blades	4	3+	3+	2	1	-

Any Combat Phase

**SWITCH ASPECTS:** *Stalkers are imbued with a powerful skill by whichever of their skulls faces the foe, switching from defence to offence in the blink of an eye.*

**Effect:** Pick 1 of the following effects to apply for the rest of the turn:

**Blade-parry Aspect:** Subtract 1 from hit rolls for combat attacks that target this unit.

**Destroyer Aspect:** Ward rolls cannot be made for damage points inflicted by this unit's combat attacks.



KEYWORDS

INFANTRY, WARD (6+)

MOVE

10"

HEALTH

6

3+

SAVE

2

CONTROL

6+

Morghast Archai are heralds and spectres of death that shadow Nagash's armies, observing their progress for signs of weakness – and doling out swift judgement to those generals adjudged to be failing the Great Necromancer. When battle dawns, they fight alongside the legions, unleashing their true might. Their ebon-wrought armour is threaded with spells to protect them from arcane attack and that can be used to empower their magic-wielding charges, should the need arise.

• SPEARHEAD WARSCROLL •

MORGHAIST ARCHAI

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Spirit Weapons	3	3+	2+	2	3	-

Passive

**HERALDS OF NAGASH:** *The Morghast are the embodiment of Nagash's will and require no commander to function with utmost efficacy as a result.*

**Effect:** Add 1 to discipline rolls for this unit while it is not wholly within 12" of your general.



KEYWORDS

INFANTRY, FLY, WARD (6+)