

WARHAMMER

AGE OF SIGMAR



WARSCROLLS

INTRODUCTION

This booklet includes all of the Warhammer Age of Sigmar warscrolls that you will need to fight battles with your Cursed City miniatures. At the back of the booklet is a table which provides points, unit sizes and battlefield roles for the warscrolls in this book, allowing you to use them in Pitched Battles. Visit AgeOfSigmar.com to learn more about Warhammer Age of Sigmar and download the free core rules for the game.

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PRODUCED BY THE WARHAMMER STUDIO

With thanks to The Faithful for their additional playtesting services.

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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Games Workshop Ltd., Willow Road, Lenton, Nottingham, NG7 2WS, United Kingdom
games-workshop.com



CAPTAIN EMELDA BRASKOV

Once a beloved commander of the Ulfenkarn's military, Captain Emelda Braskov is filled with an inner steel and a cold determination to bring the vile vampires that rule the city to justice.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dawnlight	1"	3	3+	3+	-2	D3

DESCRIPTION

Captain Emelda Braskov is a named character that is a single model. She is armed with Dawnlight.

ABILITIES

Deathblow: *Emelda wields a mighty blade, Dawnlight, that can decapitate the foe with a single strike.*

If the unmodified hit roll for an attack made with Dawnlight is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Shining Exemplar: *Emelda inspires the warriors under her command by leading them into wherever the fray is thickest.*

While this model is within 3" of any enemy units, do not take battleshock tests for friendly units wholly within 9" of this model.

Denizen of Ulfenkarn: *Though Ulfenkarn is now ruled by a vampiric aristocracy, many mortals reside within the city's walls.*

ULFENKARN is a city keyword (this means that this model cannot gain another city keyword if it is included in a Cities of Sigmar army – see the Strongholds of Order battle trait in *Battletome: Cities of Sigmar*).

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, ULFENKARN, HERO, CAPTAIN EMELDA BRASKOV



QULATHIS THE EXILE

Qulathis seeks vengeance upon the vampire Radukar and his Kosargi, who slaughtered her Kurnothi kin. She now lives in exile from her clan, for to aid her hunt she fashioned eldritch arrows from the sacred Oak of Ages Past with which to hunt her quarry.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Winter's Call	24"	3	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aelven Blade	1"	3	4+	4+	-	1

DESCRIPTION

Qulathis the Exile is a named character that is a single model. She is armed with Winter's Call and an Aelven Blade.

ABILITIES

Strike Unseen: *Like all Kurnothi, Qulathis is deft at hunting from unseen vantage points.*

The cover modifier adds 2 to save rolls for attacks made with missile weapons that target this model, instead of 1.

Oaken Arrows: *Fashioned from a splinter of the Oak of Ages Past, the arrows Qulathis uses strike with deadly precision.*

If the unmodified hit roll for an attack made with Winter's Call is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Guardian of the Enga'la Weald: *Qulathis hails from the Enga'la Weald, which was ravaged by the vampire Radukar.*

ENGA'LA WEALD is a Glade keyword (this means that this model cannot gain another Glade keyword if it is included in a Sylvaneth army – see the Glades battle trait in *Battletome: Sylvaneth*).

KEYWORDS

ORDER, SYLVANETH, ENGA'LA WEALD, HERO, QULATHIS THE EXILE



JELSEN DARROCK

Jelsen Darrock is a feared vampire hunter who has come to Ulfenkarn to slay Radukar the Wolf. Armed with stakes carved from Aqshian firewood and his rifle, Judgement, he kills any vampire he finds without hesitation or remorse.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Judgement	18"	1	3+	—	See below	—
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ardent Blade	1"	3	4+	3+	-1	D3

DESCRIPTION

Jelsen Darrock is a named character that is a single model. He is armed with an Ardent Blade and Judgement.

ABILITIES

Firewood Stakes: Carved from Aqshian firewood, these stakes burst into flame when they pierce the flesh of an undead creature.

At the end of the combat phase, you can pick 1 enemy unit within 1" of this model and roll a dice. Add 1 to the roll if the unit has the **DEATH** keyword. On a 3+, that unit suffers 1 mortal wound.

Judgement: With deadly accuracy, Jelsen fires bullets of sanctified mortsilver from this long-barrelled rifle that punch through armour, flesh and bone with equal ease.

If an attack made with Judgement scores a hit, the attack sequence ends and you must roll a dice. If the roll is at least double the target unit's Wounds characteristic, 1 model from that unit is slain after all of this model's attacks have been resolved. If the roll is less than double the target unit's Wounds characteristic, that unit suffers 1 mortal wound after all of this model's attacks have been resolved.

Denizen of Ulfenkarn: Though Ulfenkarn is now ruled by a vampiric aristocracy, many mortals reside within the city's walls.

ULFENKARN is a city keyword (this means that this model cannot gain another city keyword if it is included in a Cities of Sigmar army – see the Strongholds of Order battle trait in *Battletome: Cities of Sigmar*).

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, ULFENKARN, HERO, JELSEN DARROCK



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BRUTOGG CORPSE-EATER

This mercenary ogor prides himself on his ability to eat anything, even the rotting corpses of the undead. He savours the thought of one day devouring Radukar, and fights alongside those that dare to challenge the Wolf's dominance over Ulfenkarn.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Marrowmasher	1"	3	3+	3+	-1	2
Gutgouger	1"	1	3+	3+	-2	D3
Gulping Bite	1"	1	3+	3+	-	1

DESCRIPTION

Brutogg Corpse-Eater is a named character that is a single model. He is armed with Marrowmasher, Gutgouger and a Gulping Bite.

ABILITIES

Devour the Enemy: Brutogg feasts on the remains of his crushed foes, taking a particular delight in the cadavers of the undead.

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that phase, you can heal D3 wound allocated to this model. If any of the slain models had the **DEATH** keyword, you can heal D6 wounds allocated to this model instead.

Denizen of Ulfenkarn: Though Ulfenkarn is now ruled by a vampiric aristocracy, many mortals reside within the city's walls.

ULFENKARN is a city keyword (this means that this model cannot gain another city keyword if it is included in a Cities of Sigmar army – see the Strongholds of Order battle trait in *Battletome: Cities of Sigmar*).

KEYWORDS

ORDER, OGOR, CITIES OF SIGMAR, ULFENKARN, HERO, BRUTOGG CORPSE-EATER



• WARSCROLL •

DAGNAI HOLDENSTOCK

Teetering on the brink of bankruptcy, Dagnai Holdenstock has come to Ulfenkarn in search of treasure to pay off his escalating debts. In battle, he wields a harpoon gun that can skewer the largest of foes and stop them from escaping, and a weighty belaying axe.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Harpoon Gun	16"	1	4+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Belaying Axe	1"	3	4+	3+	-1	1

DESCRIPTION

Dagnai Holdenstock is a named character that is a single model. He is armed with a Belaying Axe and Harpoon Gun.

ABILITIES

Gold-plated Reputation: Rumour has it that Dagnai's treasure vaults are full to the brim, and although this is far from the truth, he'd rather his peers keep believing it to be the case.

If this model is included in a Kharadron Overlords army, it starts the battle with 2 shares of aether-gold instead of 1.

Reel 'Em In: The tethered harpoons fired by Dagnai's gun can impale larger creatures, allowing him to reel them closer.

If an attack made with this model's Harpoon Gun scores a hit on a **MONSTER**, if that **MONSTER** is not slain after that attack has been resolved, roll a dice. On a 4+, that **MONSTER** is skewered until the start of your next shooting phase. While that **MONSTER** is skewered, each time it makes a move, it must finish that move at least as close to this model as it was at the start of the move.

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, BHARAK-MHORNAR, HERO, SKYFARER, MARINE, DAGNAI HOLDENSTOCK



CLEONA ZEITENGALE



A doomsayer from the Cult of the Comet, Cleona Zeitengale's dire warnings fell on deaf ears before Radukar seized power. Now, she has determined that actions speak louder than words, and seeks to slay the vampire by bringing Sigmar's wrath down upon him.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heavenbolt Stiletos	8"	1	4+	3+	-2	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Thrice-blessed Mace	1"	1	4+	3+	-1	D3

DESCRIPTION

Cleona Zeitengale is a named character that is a single model. She is armed with a Thrice-blessed Mace and Heavenbolt Stiletos.

ABILITIES

Celestial Prayers: *In battle, Cleona can use her powers to heal her allies or summon a comet from the aetheric void itself and send it crashing down upon her enemies.*

In your hero phase, this model can chant 1 of the following prayers. If it does so, pick 1 of the prayers and then make a prayer roll by rolling a dice. On a 1-3, the prayer is not answered. On a 4+, the prayer is answered.

Invigorating Touch: Pick 1 friendly model within 3" of this model. You can heal up to D6 wounds allocated to that model.

Cometary Blast: Pick a point on the battlefield within 18" of this model that is visible to them. Roll a dice for each unit within 3" of that point. On a 4-5, that unit suffers 1 mortal wound. On a 6, that unit suffers D3 mortal wounds.

Denizen of Ulfenkarn: *Though Ulfenkarn is now ruled by a vampiric aristocracy, many mortals reside within the city's walls.*

ULFENKARN is a city keyword (this means that this model cannot gain another city keyword if it is included in a Cities of Sigmar army – see the Strongholds of Order battle trait in *Battletome: Cities of Sigmar*).

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, ULFENKARN, HERO, PRIEST, CLEONA ZEITENGALE

GLAURIO VEN ALTEN III

Glaurio is the last of his line still living, and is determined to bring vengeance upon those who betrayed his family. He is an accomplished duellist and is armed with two heirlooms of the ven Alten line, the rapier Gheistsever and the pistol Noblesse.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noblesse	9"	1	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gheistsever	1"	3	3+	3+	-1	D3

DESCRIPTION

Glaurio ven Alten III is a named character that is a single model. He is armed with Gheistsever and Noblesse.

ABILITIES

Point-blank Shot: Noblesse packs a powerful punch, and can easily penetrate plate armour when fired at close range.

If an attack made with Noblesse scores a hit on a target within 3" of the attacking model, that

attack inflicts 1 mortal wound on the target and the attack sequence ends.

Unrivalled Duellist: Trained from a young age by his family's seneschal, Glaurio is a master swordsman, deftly parrying blows before delivering the perfect riposte.

Subtract 1 from hit rolls for attacks made with melee weapons that target this model. In addition, if the unmodified hit roll for an attack made with a melee weapon that targets this model is 1, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

Denizen of Ulfenkarn: Though Ulfenkarn is now ruled by a vampiric aristocracy, many mortals reside within the city's walls.

ULFENKARN is a city keyword (this means that this model cannot gain another city keyword if it is included in a Cities of Sigmar army – see the Strongholds of Order battle trait in *Battletome: Cities of Sigmar*).

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, ULFENKARN, HERO, GLAURIO VEN ALTEN III

OCTREN GLIMSCRY

This sinister scholar is said to teeter on the threshold of life and undeath. Long has he delved into the mysteries of the Shyishan realmstone, grave-sand. Now he hunts his former colleague, Torgillius, who has stolen his research and fled to Ulfenkarn.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hexbrand	2"	1	4+	3+	-1	D3

DESCRIPTION

Octren Glimscrey is a named character that is a single model. He is armed with Hexbrand.

ABILITIES

Master of Mortality: Octren Glimscrey is said to have lived many times the span of a normal mortal due to his experiments with grave-sand.

Each time you allocate a wound or mortal wound to this model, roll a dice. On a 6+, that wound or mortal wound is negated.

Denizen of Ulfenkarn: Though Ulfenkarn is now ruled by a vampiric aristocracy, many mortals reside within the city's walls.

ULFENKARN is a city keyword (this means that this model cannot gain another city keyword if it is included in a Cities of Sigmar army – see the Strongholds of Order battle trait in *Battletome: Cities of Sigmar*).

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Withering Hex spells.

Withering Hex: A wave of Shyishan magic buffets the foe and saps their strength.

Withering Hex has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. In addition, for the rest of the battle, that unit is affected by Octren's Hex. Subtract 1" from the Move characteristic of units affected by Octren's Hex.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, ULFENKARN, HERO, WIZARD, OCTREN GLIMSCRY







RADUKAR THE WOLF

Radukar is a cruel and savage vampire lord who rules over the city of Ulfenkarn. In battle he wields the barrow-blade of a legendary vampire emperor which, when combined with his bestial nature, makes Radukar a fearsome foe indeed.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Vyrkos Barrow-blade	1"	4	3+	3+	-1	D3

DESCRIPTION

Radukar the Wolf is a named character that is a single model. He is armed with a Vyrkos Barrow-blade.

ABILITIES

The Hunger: *Soulblight creatures crave the taste of blood and are empowered in battle when they drink deep from the veins of their slain foes.*

At the end of the combat phase, if any models were slain by wounds inflicted by this model's attacks in that phase, you can heal 1 wound allocated to this model.

Supernatural Strength: *When his bestial nature is let loose, Radukar can cleave foes in two with each strike of his mighty sword.*

If the unmodified wound roll for an attack made by this model with a melee weapon is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Grave-sand Phylactery: *These small arcane devices bind the soul of another through the grave-sand held within. When the bearer is struck down, the phylactery's victim is consumed in their place.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+, that wound or mortal wound is negated. On a 1, that wound or mortal wound is not negated and this ability cannot be used by this model for the rest of the battle.

Deathly Invocation: *Powerful practitioners of death magic are able to summon forth hordes of undead minions in battle.*

At the start of your hero phase, pick up to 3 different friendly **SUMMONABLE** units within 12" of this model. You can heal up to D3 wounds allocated to each unit you picked (roll separately for each unit). If no wounds are allocated to a unit you picked, you can instead return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase, and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt and Mystic Shield spells.

COMMAND ABILITIES

Call to the Hunt: *Leading his blood-kin, Radukar charges into the fray with a savage ferocity, calling upon all to cut down the enemy before them and quench their thirst with the blood spilled.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly model with this command ability that made a charge move in the same turn. Add 1 to the Attacks characteristic of melee weapons used by friendly units wholly within 18" of that model until the end of that phase. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, HERO, WIZARD, VAMPIRE LORD, RADUKAR THE WOLF



TORGILLIUS THE CHAMBERLAIN

This dark magician has earned himself a place in Radukar's court thanks to his mastery of grave-sand and its uses. When called into battle, Torgillius can unleash devastating sorcery that leaves any survivors drained of all strength.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws and Fangs	1"	4	5+	4+	-	1

DESCRIPTION

Torgillius the Chamberlain is a named character that is a single model.

COMPANIONS: Torgillius the Chamberlain is accompanied by his vermin, who attack with their Claws and Fangs. For rules purposes, his vermin are treated in the same manner as a mount.

ABILITIES

Trusted Lieutenant: *Radukar has granted Torgillius the resources with which to continue his research. In return, the Chamberlain provides his knowledge of necromancy and passes on the secrets gathered for him by his vermin spies.*

At the start of your hero phase, if this model is within 3" of a friendly **RADUKAR THE WOLF**, roll a dice. On a 4+, you receive 1 extra command point.

Grave-sand Phylactery: *These small arcane devices bind the soul of another through the grave-sand held within. When the bearer is struck down, the phylactery's victim is consumed in their place.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+, that wound or mortal wound is negated. On a 1, that wound or mortal wound is not negated and this ability cannot be used by this model for the rest of the battle.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase, and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Necrotising Bolt spells.

Necrotising Bolt: *A chill wind falls upon the battlefield as dark magic begins to swirl and coalesce around Torgillius, before being launched straight into the ranks of the enemy, sapping their strength even as it flays their souls from their screaming bodies.*

Necrotising Bolt has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. In addition, subtract 1 from hit rolls for attacks made by that unit until the start of your next hero phase.

KEYWORDS

DEATH, NECROMANCER, DEATHMAGE, HERO, WIZARD, TORGILLIUS THE CHAMBERLAIN



WATCH CAPTAIN HALGRIM



During the purge of the city, the traitorous Watch Captain Oleksandr Halgrim was swift to swear himself and his warriors to the Wolf's cause. Now in death, he commands the vast legions of skeleton warriors known as the Ulfenwatch.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Halberd	2"	3	4+	3+	-1	D3

DESCRIPTION

Watch Captain Halgrim is a named character that is a single model. He is armed with a Cursed Halberd.

ABILITIES

Cursed Halberd: *Foul necrotic sorcery clings to this ancient weapon.*

If the unmodified hit roll for an attack made with a Cursed Halberd is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

COMMAND ABILITIES

Disciplined Advance: *Under Halgrim's command, his warriors advance ceaselessly in regimented lockstep to crush the foes of Ulfenkarn.*

You can use this command ability at the start of your movement phase. If you do so, pick up to 3 friendly **SKELETON** units wholly within 18" of this model. Until the end of that phase, if you declare any of those units will run, do not make a run roll. Instead, add 4" to the Move characteristic of models in that unit until the end of that phase.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, HERO, WATCH CAPTAIN HALGRIM



GORSLAV THE GRAVEKEEPER



The macabre creature known as Gorslav the Gravekeeper lords over the many cemeteries and mausoleums of Ulfenkarn. In battle, he leads hordes of shambling Deadwalkers which hurl themselves at the foe, infused with a rabid determination.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gravekeeper's Spade	2"	3	4+	3+	-1	D3

DESCRIPTION

Gorslav the Gravekeeper is a named character that is a single model. He is armed with a Gravekeeper's Spade.

ABILITIES

Keeper of the Corpse-gardens: *Those victims buried within the crypts and charnel pits of Ulfenkarn are bound to Gorslav through death magic. In battle, he can call upon his Deadwalker minions to throw themselves into enemy attacks and blunt their blades.*

Roll a dice before you allocate a wound or mortal wound to this model if it is within 3" of any

friendly **ZOMBIE** units. On a 4+, that wound or mortal wound must be allocated to one of those units instead of this model.

COMMAND ABILITY

Arise! Arise! *With a rasping cry, the Gravekeeper beckons his freshly buried victims to arise once more in death and devour any living souls they find before them.*

You can use this command ability at the end of your movement phase. If you do so, pick 1 friendly **SUMMONABLE ZOMBIE** unit that has been destroyed. A new replacement unit with half of the models from the unit that was

destroyed (rounding fractions up) is added to your army. Set up that unit wholly within 9" of a friendly model with this command ability and more than 9" from any enemy units. Each destroyed unit can only be replaced once – replacement units cannot themselves be replaced.

KEYWORDS

DEATH, ZOMBIE, DEADWALKERS, HERO, GORSLAV THE GRAVEKEEPER



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KOSARGI NIGHTGUARD



The Kosargi ogors have served Radukar for centuries, first in life and now in death, raised from the grave with foul necrotic sorcery. In battle they scatter all foes before them, carving great bloody swathes into the enemy with each swing of their bardiches.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bardiche	2"	2	3+	3+	-1	2

DESCRIPTION

A unit of Kosargi Nightguard has any number of models, each armed with a Bardiche.

ABILITIES

Deathly Vigour: *The rotting flesh of these lumbering brutes can absorb even the most grievous of wounds dealt to them.*

Roll a dice each time you allocate a wound or mortal wound to this unit. On a 5+, that wound or mortal wound is negated.

Servants Even in Death: *These formidable undead ogors are as utterly loyal to Radukar as they were in life.*

Add 1 to the Attacks characteristic of this unit's Bardiches while it is wholly within 12" of a friendly **RADUKAR THE WOLF**.

KEYWORDS

DEATH, ZOMBIE, OGOR, SOULBLIGHT, KOSARGI NIGHTGUARD



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VYRKOS BLOOD-BORN



In the gloom-shrouded streets of Ulfenkarn, the Vyrkos Blood-born are never far away, stalking the shadows in search of prey. Once these vampiric fiends catch the scent of blood, they attack with savage ferocity and lightning speed.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Piercing Blade	1"	3	3+	3+	-1	D3

DESCRIPTION

A unit of Vyrkos Blood-born has any number of models, each armed with a Piercing Blade.

ABILITIES

Vampiric Agility: *With quicksilver swiftness these creatures can scale terrain in a matter of moments before pouncing upon their prey.*

When this unit makes a move, it can pass across terrain features in the same manner as a model that can fly.

Bloodscent: *Once these Soulblight creatures catch the smell of blood on the wind, nothing can stop them in their ferocity.*

Add 1 to wound rolls for attacks made by this unit that target a unit that has 1 or more wounds allocated to it.

Shadowfast: *Vyrkos Blood-born are able to dodge and deflect incoming blows with blurring speed.*

Roll a dice each time you allocate a wound or mortal wound to this unit. On a 5+, that wound or mortal wound is negated.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, VYRKOS BLOOD-BORN

VARGSKYR



Unable to control the feral aspect of the curse that surges through their blood, Vargskyr are towering, distended creatures. On the hunt, they stalk their prey before descending upon them in a frenzy of slashing claws and razor-sharp fangs.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Talons	2"	4	3+	3+	-1	2
Gaping Maw	1"	1	3+	2+	-2	D3

DESCRIPTION

A Vargskyr is a single model armed with Talons and a Gaping Maw.

ABILITIES

Terrifying Howl: *With the enemy in its sights and the scent of fear in its nostrils, the Vargskyr lets loose a blood-curdling cry that echoes across the battlefield.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of any friendly VARGSKYRS.

Bounding Leaps: *Three times the height of a man and with supernatural strength and reflexes, a Vargskyr covers ground with terrifying speed.*

You can attempt to charge with this model if it is within 18" of the enemy instead of 12". Roll 3D6 instead of 2D6 when making a charge roll for this model.

Gnarled Hide: *These savage beasts are covered in thick wiry fur and jutting bones that act as natural armour.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+, that wound or mortal wound is negated.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, VARGSKYR

ZOMBIES



The living of Ulfenkarn are far outnumbered by the risen dead. Shambling Deadwalkers spill from the city's corpse-gardens to claw and tear at their victims with mouldering fingers and moss-encrusted teeth.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Zombie Bite	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Zombies has 10 or more models. They shamle forwards in a rotting horde before tearing into exposed flesh with their Zombie Bites.

STANDARD BEARERS: Models in this unit may be Standard Bearers. Subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of any DEATH Standard Bearers.

NOISE MAKERS: Models in this unit may be Noise Makers. A unit that includes any Noise Makers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Dragged Down and Torn Apart: *Zombies advance in a ragged tide which can overwhelm their victims through sheer weight of numbers.*

You can add 1 to hit and wound rolls for a unit of Zombies if it has 20 or more models, or 2 if it has 40 or more models.

The Newly Dead: *Those who fall to a Deadwalker assault soon rise to join the unliving horde.*

At the end of the combat phase, roll a dice for each model slain by this unit. For each roll of a 6, add a Zombie to this unit.

Vigour Mortis: *The vile abominations known as Corpse Carts bolster the unnatural energies which sustain Deadwalkers.*

You can add 1 to hit rolls for this unit whilst it is within 9" of any friendly CORPSE CARTS.

KEYWORDS

DEATH, ZOMBIE, DEADWALKERS, SUMMONABLE



• WARSCROLL •

SKELETON WARRIORS



Equipped with ancient weapons and breastplates of verdigrised iron, the skeletal militiamen of the Ulfenwatch march to war in massed ranks, hacking and stabbing at their foes without any thought for their own protection.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancient Blade	1"	1	4+	4+	-	1
Ancient Spear	2"	1	5+	4+	-	1

DESCRIPTION

A unit of Skeleton Warriors has 10 or more models. Some units are equipped with Ancient Blades, whilst others go to war with Ancient Spears. Units of Skeleton Warriors also carry battered Crypt Shields for protection.

SKELETON CHAMPION: The leader of this unit is a Skeleton Champion. Add 1 to the Attacks characteristic of a Skeleton Champion's Ancient Blade or Ancient Spear.

STANDARD BEARERS: Models in this unit may be Standard Bearers. Subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of any **DEATH** Standard Bearers.

HORNBLOWERS: Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Serve in Death: *Skeleton Warriors are easily controlled by the deathless aristocracy.*

Add 1 to hit rolls for Skeleton Warriors units that are within 18" of any friendly **DEATH HEROES**.

Skeleton Legion: *Massed ranks of skeletons are a force to be feared.*

Add 1 to the Attacks characteristic of this unit's melee weapons if it has 20 or more models. Add 2 instead if it has 30 or more models.

Crypt Shields: *Though tarnished and crumbling, these ancient shields still offer a measure of protection to their bearers.*

Add 1 to save rolls for a unit carrying Crypt Shields against attacks that have a Rend characteristic of 2+.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, SUMMONABLE, SKELETON WARRIORS

PITCHED BATTLE PROFILES

The table below provides points, minimum unit sizes and battlefield roles for the warscrolls in this book, for use in Pitched Battles. Spending the points listed on this table allows you to take a minimum-sized unit with any of its upgrades. Understrength units cost the full amount of points. Larger units are taken in multiples of their minimum unit size; multiply their cost by the same amount as you multiplied their size. If a unit has two points values separated by a slash (e.g. '60/200'), the second value is for a maximum-sized unit. Units that are listed as 'Unique' are named characters and can only be taken once in an army. Updated November 2020; the profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

ORDER WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Brutogg Corpse-Eater	1	1	120	Leader	Unique
Captain Emelda Braskov	1	1	110	Leader	Unique
Cleona Zeitengale	1	1	100	Leader	Unique
Dagnai Holdenstock	1	1	100	Leader	Unique
Glaurio ven Alten III	1	1	100	Leader	Unique
Jelsen Darrock	1	1	100	Leader	Unique
Octren Glimscry	1	1	110	Leader	Unique
Qulathis the Exile	1	1	100	Leader	Unique

DEATH WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Skeleton Warriors	10	40	80/280	Battleline	
Zombies	10	60	60/320	Battleline	
Gorslav the Gravekeeper	1	1		Leader	
Radukar the Wolf	1	1		Leader	
Torgillius the Chamberlain	1	1		Leader	Unique. These models must be taken as a set for 680 points. Although taken as a set, each is a separate unit.
Watch Captain Halgrim	1	1	680	Leader	
Kosargi Nightguard	2	2			
Vyrkos Blood-born	3	3			
Vargskyr	1	1			

