WARHAMMER
AGE OF SIGMAR

WARHAMMER
LEGENDS
HEROES OF THE OLD WORLD

INTRODUCTION

The World Before Time saw the rise and fall of many mighty champions whose names were recorded in the sagas and legends of their people. They were charismatic leaders, powerful mages or nefarious villains, and each earned their place in history. Names such as Golgfag Maneater, Grimgor Ironhide, Vlad von Carstein and Archaon were spoken of in fearful whispers by the civilised races of the Old World, who looked to their own heroes to protect them. Only the strength, skill and wisdom of such individuals as the Emperor Karl Franz, High King Thorgrim Grudgebearer and the elven brothers Tyrion and Teclis gave ordinary folk hope that they might survive in such dark times.

WARHAMMER LEGENDS COMPENDIUMS

Every Citadel Miniature is a unique piece of the ever-evolving narrative of Warhammer. It is, then, an unfortunate truth that we can't continue to sell and support every model we've ever made indefinitely. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older Citadel Miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop!

This is where the Warhammer Legends Compendiums come in. They give us a place to publish rules that allow you to play games with your older miniatures. The rules are designed to be definitive, and will only be updated when we change the Warhammer Age of Sigmar core rules. This means that Legends units are not designed for matched play (as they won't, for example, have yearly points updates).

HEROES OF THE WORLD-THAT-WAS

The warscrolls in this compendium allow you to use Legends Citadel Miniatures to recreate battles from the world-that-was using the Warhammer Age of Sigmar rules. It includes warscrolls for many famous heroes from the ancient past so that you can include them in open and narrative play games. Among these are warscrolls for heroes whose models are available as part of the Warhammer Age of Sigmar range. For example, a warscroll is included for Krell, Lord of Undeath – rules for this model can also be found in *Battletome: Legions of Nagash*, where he serves as a Wight King with Black Axe, waging war in the Mortal Realms. Similarly, we've included rules for Mannfred von Carstein before he became the Mortarch of Night – this infamous vampire now does the bidding of the Great Necromancer in the Age of Sigmar (or claims to!), so his current incarnation is best represented by the warscroll in *Battletome: Legions of Nagash*.

GREASUS GOLDTOOTH

	MOVE 3"							
WOUNDS 9		SAVE 4+						
	BRAVERY 8							

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sceptre of the Titans	1"	3	3+	2+	-3	D3

DESCRIPTION

Greasus Goldtooth is a named character that is a single model. He is armed with the Sceptre of the Titans.

ABILITIES

Everyone Has A Price: This model has 6 bags of gold. You can spend bags of gold to make the following bribes. Once a bag of gold has been spent, you cannot use it again in the same battle. In addition, you can only make 1 bribe per phase.

Bribe Shooters: At the start of the enemy shooting phase you can choose 1 enemy unit and spend 1 bag of gold. If you do so, subtract 1 from hit rolls for attacks made by that unit in that phase.

Bribe Chargers: At the start of the enemy charge phase you can choose 1 enemy unit and spend any number of bags of gold. If you do so, until the end of that phase, reduce the charge roll for that unit by 2 for each bag of gold you spent, to a minimum of 0.

Bribe Fighters: At the start of the combat phase you can choose 1 enemy unit and spend 1 bag of gold. If you do so, subtract 1 from hit rolls for attacks made by that unit in that phase.

Bribe Cowards: At the start of the battleshock phase you can choose 1 enemy unit and spend any number of bags of gold. If you do so, until the end of that phase, subtract 1 from that unit's Bravery characteristic for each bag of gold you spent, to a minimum of 0.

Too Rich To Walk: When you make a charge roll for this model, roll 1D6 instead of 2D6.

Overtyrant's Crown: Subtract 1 from the Bravery characteristic of enemy units while they are within 14" of this model.

COMMAND ABILITY

For Glory, and for Gold!: You can use this command ability in the combat phase if this model is your general and is on the battlefield. If you do so, in that combat phase add 1 to hit rolls for attacks made by friendly OGRE KINGDOMS units wholly within 18" of this model.

KEYWORDS	OGRE KINGDOMS, HERO, GREASUS GOLDTOOTH

SKRAG THE SLAUGHTERER

		MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
		Ogre Kingdoms Hand Weapons	1"	6	4+	3+	-	1

MOVE 6"
WOUNDS 8
SAVE 4+
BRAVERY 10

DESCRIPTION

Skrag the Slaughterer is a named character that is a single model. He is armed with a pair of Ogre Kingdoms Hand Weapons.

ABILITIES

Cauldron of the Great Maw: Keep track of the number of models that are slain by this model's melee weapons each battle round. In your hero phase, look up the number of models slain by this model's melee weapons in the last battle round on the following table. Apply the effect on the table to this model:

Models Slain	Effect
1	Add 1 to this model's prayer rolls until your next hero phase (see Prophet of the Great Maw).
2	As above. In addition, you can heal D3 wounds allocated to this model.
3	Both of the above. In addition, add 1 to hit rolls for attacks made by this model until your next hero phase.
4+	All of the above. In addition, add 1 to wound rolls made for attacks made by this model until your next hero phase.

Frenzy: Add 1 to the Attacks characteristic of this model's melee weapons if this model made a charge move in the same turn.

Killing Blow: If the unmodified hit roll for an attack made with a melee weapon by this model is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Ogre Charge: Pick 1 enemy unit that is within 1" of this model after this model makes a charge move, and roll a dice. On a 4+ that unit suffers 1 mortal wound.

Pair of Hand Weapons: You can re-roll hit rolls of 1 for attacks made with a pair of Ogre Kingdoms Hand Weapons.

Prophet of the Great Maw: In your hero phase, this model can chant one of the following prayers. If it does so, pick one of the prayers and then make a prayer roll by rolling a dice. On a 1, this model suffers 1 mortal wound and the prayer is not answered. On a 2-3, the prayer is not answered. On a 4+, the prayer is answered.

Bonecrusher Prayer: If this prayer is answered, roll a dice for each enemy unit within 7" of this model. On a 4+ that unit suffers 1 mortal wound.

Trollguts Prayer: If this prayer is answered, pick 1 friendly **Ogre Kingdoms** model within 14" of this model. Heal D3 wounds allocated to that model.

Terror: Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any models with this ability.

BRAGG THE GUTSMAN

	MOVE 6"						
WOUNDS 7		SAVE 5+					
	BRAVERY 7						

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Gutgouger	3"	3	4+	3+	-1	3

DESCRIPTION

Bragg the Gutsman is a named character that is a single model. He is armed with Great Gutgouger.

ABILITIES

Gutgouger: If the unmodified wound roll for an attack made with Great Gutgouger is 6, double the Damage characteristic for that attack.

Ogre Charge: Pick 1 enemy unit that is within 1" of this model after this model makes a charge move, and roll a dice. On a 4+ that unit suffers 1 mortal wound.

Slayer of Champions: Add 1 to hit rolls for attacks made by this model that target a **Hero**.

The Gutsman: Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of this model.

KEYWORDS	OGRE KINGDOMS, HERO, BRAGG THE GUTSMAN

GOLGFAG MANEATER

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ogre Pistol	18"	2	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ogre Kingdoms Hand Weapons	1"	6	4+	3+	-	1

MOVE 6"
WOUNDS 7
SAVE 4+
BRAVERY 8

DESCRIPTION

Golgfag Maneater is a named character that is a single model. He is armed with a pair of Ogre Kingdoms Hand Weapons and an Ogre Pistol.

ABILITIES

Easy Come, Easy Go: After set-up is complete, but before the first battle round begins, roll a dice and refer to the following table. The effect lasts until the end of that battle:

D6	Effect
1-2	*Piercing Blade:* This model's Ogre Kingdoms Hand Weapons have a Rend of -1 instead of -.
3-4	*Gut Maw:* This model has a save of 3+ instead of 4+.
5-6	*Masterwork Pistol:* This model's Ogre Pistol has a Range characteristic of 24" instead of 18" and a Damage characteristic of 3 instead of D3.

Ogre Charge: Pick 1 enemy unit that is within 1" of this model after this model makes a charge move, and roll a dice. On a 4+ that unit suffers 1 mortal wound.

Pair of Hand Weapons: You can re-roll hit rolls of 1 for attacks made with a pair of Ogre Kingdoms Hand Weapons.

KEYWORDS OGRE KINGDOMS, HERO, GOLGFAG MANEATER

GORBAD IRONCLAW

	MOVE 9"		WOUNDS 7	SAVE 4+	BRAVERY 8

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Morglor the Mangler	1"	5	3+	3+	-2	D3
Giant Tusks	1"	2	4+	3+	-	1

DESCRIPTION

Gorbad Ironclaw is a named character that is a single model. He is armed with Morglor the Mangler.

MOUNT: This model's War Boar, Gnarla, attacks with its Giant Tusks.

ABILITIES

Choppas: You can re-roll wound rolls of 1 for attacks made by this model if this model made a charge move in the same turn. This ability has no effect on attacks made by this model's mount.

Orcs are da Best: If this model is your general, you can re-roll wound rolls of 1 for attacks made with melee weapons by friendly ORC units wholly within 12" of this model.

COMMAND ABILITY

Da Great Leader: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, until your next hero phase, add 2 to the Bravery characteristic of friendly ORC units while they are wholly within 18" of this model. In addition, until your next hero phase you can re-roll wound rolls of 1 for attacks made by friendly ORC units while they are wholly within 18" of this model.

KEYWORDS	ORC, HERO, GORBAD IRONCLAW

AZHAG THE SLAUGHTERER

MOVE		SAVE	WOUNDS	BRAVERY
12		4+	8	

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slagga's Slashas	1"	6	3+	3+	-1	1
Horns, Claws and Teeth	2"	✸	4+	3+	-1	2
Venomous Tail	3"	2	4+	✸	-1	3

DAMAGE TABLE			
Wounds Suffered	Move	Horns, Claws and Teeth	Venomous Tail
0-2	12"	6	2+
3-4	10"	5	3+
5-6	8"	4	4+
7-9	6"	3	5+
10+	4"	2	6+

DESCRIPTION

Azhag the Slaughterer is a named character that is a single model. He is armed with Slagga's Slashas.

MOUNT: This model's Wyvern, Skullmuncha, attacks with his Horns, Claws and Teeth, and a Venomous Tail.

FLY: This model can fly.

ABILITIES

Agonising Venom: At the end of any phase, if any wounds inflicted by this model's Venomous Tail in that turn were allocated to an enemy model and not negated, and that enemy model has not been slain, roll a dice. On a 4+, that enemy model suffers 1 mortal wound.

Choppas: You can re-roll wound rolls of 1 for attacks made by this model if this model made a charge move in the same turn. This ability has no effect on attacks made by this model's mount.

Slagga's Slashas: You can re-roll hit rolls for attacks made with Slagga's Slashas.

Terror: Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any models with this ability.

MAGIC

This model is a WIZARD. He can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Life Drain spells.

Life Drain: Life Drain has a casting value of 5. If successfully cast, pick 1 enemy unit within 24" of the caster that is visible to them, and roll 2D6. If the roll is greater than that unit's Bravery characteristic, that unit suffers D3 mortal wounds. If roll is at least double that unit's Bravery characteristic, it suffers D6 mortal wounds instead.

COMMAND ABILITY

Get on Wiv It!: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, pick 1 friendly ORC unit wholly within 24" of this model. Until your next hero phase, add 1 to run and charge rolls for that unit, and add 1 to hit rolls for attacks made by that unit.

KEYWORDS	ORC, MONSTER, HERO, WIZARD, AZHAG THE SLAUGHTERER

GRIMGOR IRONHIDE

	MOVE 5"							
WOUNDS 7		SAVE 4+						
	BRAVERY 8							

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gitsnik	1"	4	3+	3+	-2	2
Almighty 'Eadbutt	1"	1	3+	4+	-	D3

DESCRIPTION

Grimgor Ironhide is a named character that is a single model. He is armed with Gitsnik and an Almighty 'Eadbutt.

ABILITIES

Choppas: You can re-roll wound rolls of 1 for attacks made by this model if this model made a charge move in the same turn.

I'm Da Best: Add 1 to hit rolls for attacks made with melee weapons by this model while this model is within 10" of any friendly **Orc Heroes**.

Da Immortulz: After set-up is complete but before the first battle round begins, you can pick 1 friendly **Black Orc** unit wholly within 18" of this model. You can re-roll hit rolls of 1 for attacks made with melee weapons by that unit for the entire battle.

COMMAND ABILITY

Everyone Fights, or Else!: You can use this command ability in the combat phase if this model is your general and is on the battlefield. If you do so, in that combat phase add 1 to hit rolls for attacks made by friendly **Orc** units wholly within 12" of this model.

KEYWORDS	ORC, BLACK ORC, HERO, GRIMGOR IRONHIDE

WURRZAG, DA GREAT GREEN PROPHET

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Baleful Mask	12"	2D6	5+	5+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Bonewood Staff	2"	2	4+	3+	-	D3

MOVE 5"
WOUNDS 5
SAVE 6+
BRAVERY 6

DESCRIPTION

Wurrzag, da Great Green Prophet, is a named character that is a single model. He is armed with a Bonewood Staff and a Baleful Mask.

ABILITIES

Choppas: You can re-roll wound rolls of 1 for attacks made by this model if this model made a charge move in the same turn.

Frenzy: Add 1 to the Attacks characteristic of this model's melee weapons if this model made a charge move in the same turn.

Squiggly Beast: Add 1 to casting and unbinding rolls for this model.

Warpaint of Wurrzag: Roll a dice whenever a wound or mortal wound is allocated to this model. On a 5+ that wound or mortal wound is negated.

MAGIC

This model is a **WIZARD**. He can attempt to cast two spells in your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Wurrzag's Revenge spells.

Wurrzag's Revenge: Wurrzag's Revenge has a casting value of 6. If successfully cast, pick 1 enemy **WIZARD** within 12" of the caster that is visible to them, and roll a dice. On a 1 that **WIZARD** suffers 1 mortal wound; on a 2-5 that **WIZARD** suffers D3 mortal wounds; on a 6 that **WIZARD** suffers D6 mortal wounds.

KEYWORDS	ORC, SAVAGE ORC, HERO, WIZARD, WURRZAG

GROM THE PAUNCH

	MOVE 12"		MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
WOUNDS 6		SAVE 4+	Axe of Grom	1"	3	3+	3+	-1	D3
	7		Slasha	1"	2	5+	5+	-	1
	BRAVERY		Slavering Jaws	1"	6	4+	4+	-	1

DESCRIPTION

Grom the Paunch is a named character that is a single model. He is armed with the Axe of Grom.

COMPANION: This model is accompanied by Niblit who attacks with his Slasha. For rules purposes, Niblit is treated in the same manner as a mount.

STEEDS: This model's chariot is drawn by Giant Wolves that attack with their Slavering Jaws. For rules purposes, the Giant Wolves are treated in the same manner as a mount.

ABILITIES

Regeneration: In your hero phase, you can heal 1 wound allocated to this model.

Lucky Banner: Roll a dice whenever a wound or mortal wound is allocated to this model. On a 5+ that wound or mortal wound is negated.

COMMAND ABILITY

Grom's Waaagh!: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, until your next hero phase you can re-roll hit rolls for attacks made by friendly GOBLIN units while they are wholly within 18" of this model.

KEYWORDS	GOBLIN, HERO, GROM THE PAUNCH

SKARSNIK, WARLORD OF THE EIGHT PEAKS

MOVE 5"	WOUNDS 6	SAVE 4+	BRAVERY 6

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skarsnik's Prodder	14"	D6	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skarsnik's Prodder	2"	4	4+	3+	-1	1
Gaping Maw	1"	4	4+	3+	-1	D3

DESCRIPTION

Skarsnik, Warlord of the Eight Peaks, is a named character that is a single model. He is armed with Skarsnik's Prodder.

COMPANION: This model is accompanied by a Giant Cave Squig, Gobbla, that attacks with its Gaping Maw. For rules purposes, Gobbla is treated in the same manner as a mount.

ABILITIES

Gobbla's Killing Blow: If the unmodified hit roll for an attack made with this model's Gaping Maw is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Sneaky Schemes: After set-up is complete, but before the first battle round begins, roll 1 dice for each enemy unit on the battlefield. On a 6, that enemy unit cannot move in the first battle round.

Tricksy Traps: If this model is your general, friendly NIGHT GOBLIN units can retreat and still shoot in the same turn.

COMMAND ABILITY

Warlord of the Eight Peaks: You can use this command ability at the start of the combat phase if this model is your general and is on the battlefield. If you do so, pick 1 friendly NIGHT GOBLIN unit wholly within 18" of this model. In that combat phase, after that unit has fought in that combat phase for the first time, when it is your turn to pick a unit to fight with later in the same combat phase, that unit can be selected to fight for a second time if it is within 3" of any enemy units.
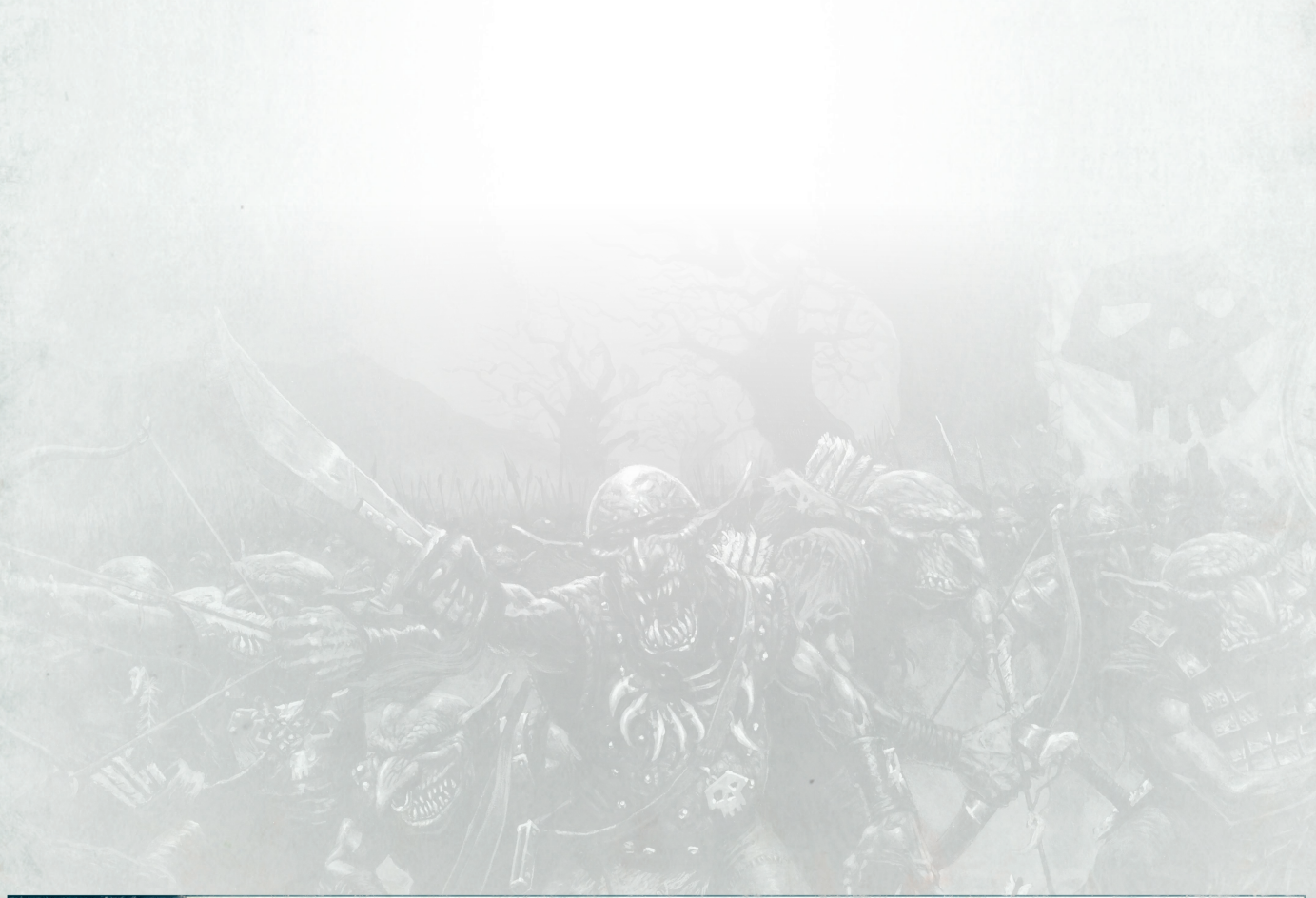
KEYWORDS	GOBLIN, NIGHT GOBLIN, HERO, SKARSNIK

SETTRA THE IMPERISHABLE

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Blessed Blade of Ptra	2"	4	3+	3+	-2	3
Thundering Hooves	1"	8	4+	4+	-	1

MOVE 10"
SAVE 3+
WOUNDS 8
BRAVERY 10

DESCRIPTION

Settra the Imperishable is a named character that is a single model. He is armed with the Blessed Blade of Ptra.

STEEDS: This model's chariot is drawn by Skeletal Steeds that attack with their Thundering Hooves. For rules purposes, the Skeletal Steeds are treated in the same manner as a mount.

ABILITIES

Crown of Nehekhara: If this model is your general, do not take battleshock tests for friendly **Tomb King** units while they are wholly 18" of this model .

Chariot of the Gods: Double the Attacks characteristic of this model's melee weapons if this model made a charge move in the same turn.

Prayer of the Desert Wind: In your hero phase, this model can attempt to make this prayer. If it does so, make a prayer roll by rolling a dice. On a 1, the prayer is not answered. On a 2+, the prayer is answered. If the prayer is answered, pick 1 friendly unit wholly within 24" of this model; until your next hero phase, double the Move characteristic of that unit, and that unit can fly.

The Scarab Broach of Usirian: Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ the wound or mortal wound is negated.

Settra's Curse: If this model is slain by wounds or mortal wounds inflicted by an enemy unit, that enemy unit suffers D6 mortal wounds.

COMMAND ABILITY

And He Did Say 'War', and the World Did Tremble…: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, until your next hero phase you can re-roll hit rolls and wound rolls of 1 for attacks made by friendly **Tomb King** units while they are wholly within 24" of this model.

KEYWORDS	TOMB KINGS, HERO, PRIEST, SETTRA THE IMPERISHABLE

HIGH QUEEN KHALIDA

	MOVE 4"							
MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage	
The Venom Staff		18"	1	2+	3+	-	D6	
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage	
The Venom Staff		1"	1	2+	3+	-	D6	

WOUNDS 5 — SAVE 4+ — BRAVERY 10

DESCRIPTION

High Queen Khalida is a named character that is a single model. She is armed with the Venom Staff.

ABILITIES

Always Strike First: This model fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. This model cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

The Curse: If this model is slain by wounds or mortal wounds inflicted by an enemy unit, that enemy unit suffers 3 mortal wounds.

Hatred (Vampire Counts): You can re-roll the dice that determines the Damage characteristic for attacks made with the Venom Staff that target a **Vampire Counts** unit. In addition, you can re-roll hit rolls for attacks made with the Venom Staff that target **Neferata**.

COMMAND ABILITY

Blessing of Asaph: You can use this command ability at the start of your shooting phase if this model is your general and is on the battlefield. If you do so, add 1 to hit rolls for attacks made by friendly **Tomb Kings** units in that shooting phase.

KEYWORDS	TOMB KINGS, HERO, HIGH QUEEN KHALIDA

PRINCE APOPHAS

	MOVE 12"							
WOUNDS 5		**SAVE 5+**						
	10 BRAVERY							

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tide of Scuttling Scarabs	10"	2D6	3+	5+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Tomb Kings Hand Weapon	1"	6	4+	4+	-	1

DESCRIPTION

Prince Apophas is a named character that is a single model. He is armed with a Tomb Kings Hand Weapon and a Tide of Scuttling Scarabs.

FLY: This model can fly.

ABILITIES

Entombed Beneath the Sands: Instead of setting up Prince Apophas on the battlefield, you can place him to one side and say that he is set up entombed beneath the sands as a reserve unit. If you do so, at the end of any of your movement phases, you can set this unit up on the battlefield more than 9" from any enemy units. If this model is not set up on the battlefield before the start of the fourth battle round, it is slain.

Regeneration: In your hero phase you can heal 1 wound allocated to this model.

Scarab Prince: If this model is slain, before this model is removed from play it can attack with all of the missile weapons it is armed with.

Soul Reaper: Add 1 to hit rolls and wound rolls for attacks made with this model's Tomb Kings Hand Weapon that target a Hero.

Terror: Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any models with this ability.

KEYWORDS	TOMB KINGS, HERO, PRINCE APOPHAS

VLAD VON CARSTEIN

	MOVE 5"		
WOUNDS 5		SAVE 4+	
	10 BRAVERY		

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blood Drinker	1"	6	3+	3+	-2	1

DESCRIPTION

Vlad von Carstein is a named character that is a single model. He is armed with Blood Drinker.

ABILITIES

Aura of Dark Majesty: Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of this model.

Beguile: At the start of the combat phase, pick 1 enemy HERO within 3" of this model and roll a dice. On a 4+, subtract 1 from hit rolls for attacks made by that enemy model for that combat phase.

Beloved in Death: You can re-roll hit rolls for attacks made by this model while this model is within 10" of a friendly ISABELLA VON CARSTEIN. In addition, Blood Drinker has a Damage characteristic of 2 instead of 1 if a friendly ISABELLA VON CARSTEIN is slain.

Carstein Ring: The first time this model is slain, before removing it from the battlefield, roll a dice. On a 1, this model is slain. On a 2+, this model is not slain, all wounds allocated to it are healed, and any that remain to be allocated to it are negated; then remove this model from the battlefield and set it up again within 18" of its original location and more than 3" from any enemy models.

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

MAGIC

This model is a WIZARD. He can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Curse Soul spells.

Curse Soul: Curse Soul has a casting value of 7. If successfully cast, pick an enemy HERO within 6" of the caster that is visible to them, and roll 2D6. If the roll is equal to that enemy HERO's Bravery characteristic, that enemy HERO suffers D3 mortal wounds. If it is greater than that enemy HERO's Bravery characteristic, that enemy HERO suffers D6 mortal wounds.

COMMAND ABILITY

Slaves of Death: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, pick 1 friendly VAMPIRE COUNTS unit wholly within 16" of this model. Until your next hero phase, add 1 to run rolls and charge rolls for that unit, and add 1 to wound rolls for attacks made by that unit.

KEYWORDS	VAMPIRE COUNTS, HERO, WIZARD, VLAD VON CARSTEIN

COUNT MANNFRED

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gheistvor	1"	5	3+	3+	-1	D3
Flailing Hooves	1"	2	4+	4+	-	1

MOVE 5"
WOUNDS 5
SAVE 4+
BRAVERY 10

DESCRIPTION

Count Mannfred is a named character that is a single model. He is armed with Gheistvor.

MOUNT: This model can be mounted on a Barded Nightmare. If it is, its Move characteristic is 12" instead of 5", and the Nightmare can attack with its Flailing Hooves.

ABILITIES

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

Armour of Templehof: The first wound or mortal wound allocated to this model each turn is negated.

Master of the Dark Arts: Add 1 to casting and unbinding rolls for this model.

Sword of Unholy Power: If any wounds inflicted by Gheistvor are allocated to an enemy model and not negated, add 1 to this model's next casting or unbinding roll.

MAGIC

This model is a **WIZARD**. He can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Wind of Death spells.

Wind of Death: Wind of Death has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds, and each other enemy unit within 3" of that unit suffers 1 mortal wound.

COMMAND ABILITY

Vigour of Undeath: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, pick 1 friendly **VAMPIRE COUNTS** unit wholly within 18" of this model. Until your next hero phase, you can re-roll hit and wound rolls of 1 for attacks made by that unit.

KEYWORDS | VAMPIRE COUNTS, HERO, WIZARD, COUNT MANNFRED

MANNFRED THE ACOLYTE

	MOVE 5"						
WOUNDS 4		SAVE 4+					
	10 BRAVERY						

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

DESCRIPTION

Mannfred the Acolyte is a named character that is a single model. He is armed with Gheistvor.

ABILITIES

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

Sword of Unholy Power: If any wounds inflicted by Gheistvor are allocated to an enemy model and not negated, add 1 to this model's next casting or unbinding roll.

MAGIC

This model is a **WIZARD**. He can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Wind of Death spells.

Wind of Death: Wind of Death has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds, and each other enemy unit within 3" of that unit suffers 1 mortal wound.

KEYWORDS	VAMPIRE COUNTS, HERO, WIZARD, MANNFRED THE ACOLYTE

ISABELLA VON CARSTEIN

	MOVE 6"		
WOUNDS 5		SAVE 4+	
	10 BRAVERY		

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Vampire Counts Hand Weapon	1"	6	4+	4+	-	1

DESCRIPTION

Isabella von Carstein is a named character that is a single model. She is armed with a Vampire Counts Hand Weapon.

ABILITIES

Beguile: At the start of the combat phase, pick 1 enemy **Hero** within 3" of this model and roll a dice. On a 4+, subtract 1 from hit rolls for attacks made by that enemy model for that combat phase.

Beloved in Death: You can re-roll hit rolls for attacks made by this model while this model is within 10" of a friendly **Vlad von Carstein**. In addition, this model's Vampire Counts Hand Weapon has an Attacks characteristic of 8 instead of 6 if a friendly **Vlad von Carstein** is slain.

The Blood Chalice of Bathori: At the start of your hero phase, you can heal D3 wounds allocated to this model.

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

MAGIC

This model is a **Wizard**. She can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Hellish Vigour spells.

Hellish Vigour: Hellish Vigour has a casting value of 6. If successfully cast, pick 1 friendly **Vampire Counts** unit within 18" of the caster that is visible to them. Until your next hero phase, add 1 to that unit's Movement characteristic and add 1 to the Attacks characteristic of that unit's melee weapons.

KEYWORDS	VAMPIRE COUNTS, HERO, WIZARD, ISABELLA VON CARSTEIN

KONRAD VON CARSTEIN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sword of Waldenhof	1"	4	3+	3+	-1	2
Vampire Counts Hand Weapon	1"	4	4+	4+	-	1

MOVE 5"
WOUNDS 5
SAVE 4+
BRAVERY 10

DESCRIPTION

Konrad von Carstein is a named character that is a single model. He is armed with the Sword of Waldenhof and a Vampire Counts Hand Weapon.

ABILITIES

Red Fury: After this model has fought in the combat phase for the first time, roll a dice if any enemy models were slain by this model's attacks in that combat phase. If the roll is less than or equal to the number of models that were slain, this model can immediately make a pile-in move and then attack with all of the melee weapons it is armed with for a second time.

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

One Bat Short of a Belfry: Roll a dice for this model at the start of your hero phase. On a 1, halve charge rolls for this model until the start of your next hero phase. On a 2-5, you can re-roll hit rolls for attacks made by this model until your next hero phase. On a 6, you can re-roll hit and wound rolls for attacks made by this model until your next hero phase.

KEYWORDS	VAMPIRE COUNTS, HERO, KONRAD VON CARSTEIN

HEINRICH KEMMLER, THE LICHEMASTER

MOVE 5"
WOUNDS 5
SAVE 6+
BRAVERY 10

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skull Staff	2"	1	4+	3+	-1	D3
Chaos Tomb Blade	1"	2	4+	3+	-1	2

DESCRIPTION

Heinrich Kemmler is a named character that is a single model. He is armed with a Chaos Tomb Blade and Skull Staff.

ABILITIES

Master of the Dead: Roll a dice each time you allocate a wound or mortal wound to this model. On a 2+, instead of allocating that wound or mortal wound to this model, you can allocate it to another friendly **Vampire Counts** unit within 3" of this model.

Chaos Tomb Blade: Add 1 to casting rolls for this model.

Skull Staff: Add 1 to unbinding rolls for this model.

Cloak of Mists and Shadows: At the start of your hero phase, you can remove this model from the battlefield and then set it up anywhere on the battlefield more than 9" from any enemy units.

MAGIC

This model is a **Wizard**. He can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Invigorate spells.

Invigorate: Invigorate has a casting value of 4. If successfully cast, you can heal 1 wound allocated to each friendly **Vampire Counts** model within 12" of the caster.

KEYWORDS VAMPIRE COUNTS, HERO, WIZARD, HEINRICH KEMMLER

KRELL, LORD OF UNDEATH

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Black Axe of Krell	1"	4	3+	3+	-1	D3

MOVE 4"
WOUNDS 5
SAVE 3+
BRAVERY 10

DESCRIPTION

Krell is a named character that is a single model. He is armed with the Black Axe of Krell.

ABILITIES

Armour of the Barrows: Roll a dice each time a wound or mortal wound is allocated to this model. On a 4+ that wound or mortal wound is negated.

Black Axe of Krell: If any wounds inflicted by the Black Axe of Krell are allocated to an enemy model and not negated, roll a dice at the end of each battle round (even if the wounds inflicted by the Black Axe of Krell are subsequently healed). On a 4+ that enemy model is slain.

Champion of the Dead: Add 1 to hit rolls for attacks made with a melee weapon by this model that target a **Hero**.

Killing Blow: If the unmodified hit roll for an attack made with a melee weapon by this model is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Terror: Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any models with this ability.

COMMAND ABILITY

Lord of Bones: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, pick 1 friendly **Vampire Counts** unit wholly within 18" of this model. Until your next hero phase, add 1 to the Attacks characteristic of that unit's melee weapons.

KEYWORDS VAMPIRE COUNTS, HERO, KRELL

ZACHARIUS THE EVERLIVING

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pestilential Breath	9"	1	3+	✳	-3	D6

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Kaphamon	1"	4	3+	3+	-1	D3
Maw	3"	2	4+	3+	-2	D6
Sword-like Claws	2"	✳	4+	3+	-1	2

MOVE ✳
WOUNDS 14 ✕ **SAVE** 4+
10
BRAVERY

DAMAGE TABLE

Wounds Suffered	Move	Pestilential Breath	Sword-like Claws
0-3	14"	2+	6
4-6	12"	3+	5
7-9	10"	4+	4
10-12	8"	5+	3
13+	6"	6+	2

DESCRIPTION

Zacharius the Everliving is a named character that is a single model. He is armed with the Staff of Kaphamon.

MOUNT: This model's Zombie Dragon attacks with its Pestilential Breath, Maw and Sword-like Claws.

FLY: This model can fly.

ABILITIES

Circlet of Rathek: Roll a dice each time you allocate a mortal wound to this model. On a 4+ that mortal wound is negated.

Pestilential Breath: When you attack with this model's Pestilential Breath, roll a dice before making the hit roll for the attack. If the roll is less than or equal to the number of models in the target unit, the attack scores a hit without needing to make a hit roll.

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

Scrolls of Semhtep: Add 3 to unbinding rolls for this model.

Terror: Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any models with this ability.

MAGIC

This model is a **WIZARD**. He can attempt to cast 2 spells in your hero phase, and attempt to unbind 1 spell in your enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Hand of Dust spells.

Hand of Dust: Hand of Dust has a casting value of 8. If successfully cast, pick an enemy model within 3" the caster. Then, take a dice and hide it in one of your hands. Your opponent must pick one of your hands. If they pick the one holding the dice, the spell has no effect. If they pick the empty hand, the enemy model is slain.

KEYWORDS VAMPIRE COUNTS, MONSTER, HERO, WIZARD, ZACHARIUS THE EVERLIVING