

WARHAMMER

AGE OF SIGMAR



GRAND ALLIANCE

DEATH



WARHAMMER AGE OF SIGMAR

From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike knelt before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.

CONTENTS

HOW TO USE THIS BOOK 4

WARSCROLL BATTALIONS..... 5

WARSCROLLS 6

DEATHLORDS..... 8

Nagash, Supreme Lord of
the Undead 10

Arkhan the Black, Mortarch
of Sacrament 12

Mannfred, Mortarch of Night 14

Neferata, Mortarch of Blood 16

Morghast Harbingers 18

Morghast Archai 19

Lords of Shyish 20

Blade of the Blood Queen 22

Ironhaunt Host 24

SOULBLIGHT..... 26

The Bloody Alliance..... 28

Vampire Lord on Zombie Dragon. 30

Coven Throne 32

Vampire Lord 34

Vargheists 35

Blood Knights 36

Fell Bats 37

Bat Swarms 38

DEATHMAGES 40

Necromancer..... 41

Mortis Engine..... 42

DEADWALKERS 44

Zombies 46

Corpse Cart..... 48

Dire Wolves..... 49



DEATHRATTLE 50

The Cold-iron Legion 52

Legion of Death 54

Wight King with Black Axe 56

Wight King with

Baleful Tomb Blade 57

Black Knights 58

Grave Guard 59

Skeleton Warriors..... 60

FLESH-EATER COURTS 62

The Macabre Court 64

Abhorrant Ghoul King

on Terrorgheist 66

Abhorrant Ghoul King 68

Crypt Ghouls 69

Crypt Horrors..... 70

Varghulf..... 71

BEASTS OF THE GRAVE..... 72

Zombie Dragon 74

Terrorgheist..... 76

NIGHTHAUNT 78

Cairn Wraith..... 80

Tomb Banshee..... 81

Hexwraiths 82

Black Coach..... 83

Spirit Hosts 84

THE RULES 85

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HOW TO USE THIS BOOK

At the dark command of Nagash, the dead stir uneasily within their graves. Skeletons, spirits and zombies stagger, swoop and shamle into the lands of the living. Guided by the will of black-hearted necromancers and thirsting vampires, they are ready to reap a grim harvest from the Mortal Realms.

Grand Alliance: Death details the many different factions that make up the undead armies of the Mortal Realms. From herds of groaning Deadwalker zombies and packs of ravening mordant ghouls, to the ghostly Malignant spirits of vengeful murderers – as well as necromancers, vampires and the Mortarchs of Nagash – the armies of death are vast indeed. This book explores the dark background and character of each faction, showing how they muster for war, what drives

their fowl hearts to battle and how they relate to each other in a grand army of the undead. The information provided in this tome provides you with an in-world context for your collection of Citadel Miniatures, and shows you how to marshal an army of the unliving worthy of the attention of Nagash, the god of death, himself.

Within the covers of this book, you will find an extensive range of warscrolls covering all of the individual units

and characters available to collectors of the grand armies of Death. You will also find a number of sample armies, showing you how the various factions of Death might ally for war, such as the Legions of the Cold-Iron King or the Lords of Shyish, whom all undead serve in one way or another. With this necromantic tome in your grasp, you can gather your shambling, deathless armies and set them loose in battle against the enemies of Nagash, living and immortal.

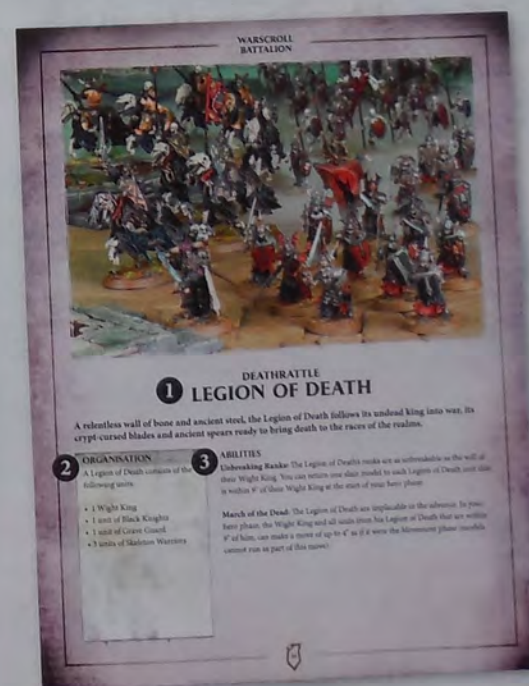
WARSCROLL BATTALIONS

The warriors of the Mortal Realms often fight in battalions. Each of these deadly fighting formations consists of several units that are organised and trained to fight alongside each other. The units in warscroll battalions can employ special tactics on the battlefield, making them truly deadly foes.

If you wish, you can organise the units in your army into a warscroll battalion. Doing so will give you access to additional abilities that can be used by the units in the battalion. The information needed to use these powerful formations can be found on the warscroll battalion sheets that we publish for *Warhammer Age of Sigmar*. Each warscroll battalion sheet lists the units that make it up, and the rules for any additional abilities that units from the warscroll battalion can use.

When you are setting up, you can set up all of the units in a warscroll battalion instead of setting up a single unit. Alternatively, you can set up some of the units from a warscroll battalion, and set up any remaining units individually later on, or you can set up all of the units individually. For example, in a battle where each player takes it in turns to set up one unit, you could set up one, some or all of the units belonging to a warscroll battalion in your army.

Usually, a unit can only belong to one battalion, and so can only benefit from a single set of battalion abilities. However, some very large battalions include other, smaller battalions, and in this case it is possible for a unit to benefit from the abilities of two different battalions at the same time.



1. **Title:** The name of the warscroll battalion and a short overview of the background for it and how it fights.
2. **Organisation:** This section lists the units that make up the warscroll battalion and any restrictions that may apply to the models that you can include.
3. **Abilities:** Every warscroll battalion includes one or more abilities that some or all of the units from the battalion can use. The abilities listed for a warscroll battalion only apply to the units that make it up (even if there are other units of the same type in your army). These abilities are in addition to the abilities listed on the units' warscrolls.

WARSCROLLS

The warriors and creatures that battle in the Mortal Realms are incredibly diverse, each one fighting with their own unique weapons and combat abilities. To represent this, every model has a warscroll that lists the characteristics, weapons and abilities that apply to the model.

Every Citadel Miniature in the Warhammer range has its own warscroll, which provides you with all of the information needed to use that model in a game of Warhammer Age of Sigmar. This means that you can use any Citadel Miniatures in your collection as part of an army as long as you have the right warscrolls.

When fighting a battle, simply refer to the warscrolls for the models you are using. Warscrolls for all of the other models in the Warhammer Age of Sigmar range are available from Games Workshop. Just visit our website at games-workshop.com for more information on how to obtain them.

The key below explains what you will find on a warscroll, and the Warhammer Age of Sigmar rules sheet explains how this information is used in a game. The warscroll also includes a picture of a unit of the models that the warscroll describes, and a short piece of text explaining the background for the models and how they fight.



HINTS & TIPS

- Title:** The name of the model that the warscroll describes.
- Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.

Modifiers: Many warscrolls include modifiers that can affect characteristics. For example, a rule might add 1 to the Move characteristic of a model, or subtract 1 from the result of a hit roll. Modifiers are cumulative.

Random Values: Sometimes, the Move or weapon characteristics on a warscroll will have random values. For example, the Move characteristic for a model might be 2D6 (two dice rolls added together), whereas the Attacks characteristic of a weapon might be D6.

When a unit with a random Move characteristic is selected to move in the movement phase, roll the indicated number of dice. The total of the dice rolled is the Move characteristic for all models in the unit for the duration of that movement phase.

Generate any random values for a weapon (except Damage) each time it is chosen as the weapon for an attack.

Roll once and apply the result to all such weapons being used in the attack. The result applies for the rest of that phase. For Damage, generate a value for each weapon that inflicts damage.

When to Use Abilities: Abilities that are used at the start of a phase must be carried out before any other actions. By the same token, abilities used at the end of the phase are carried out after all normal activities for the phase are complete.

If you can use several abilities at the same time, you can decide in which order they are used. If both players can carry out abilities at the same time, the player whose turn is taking place uses their abilities first.

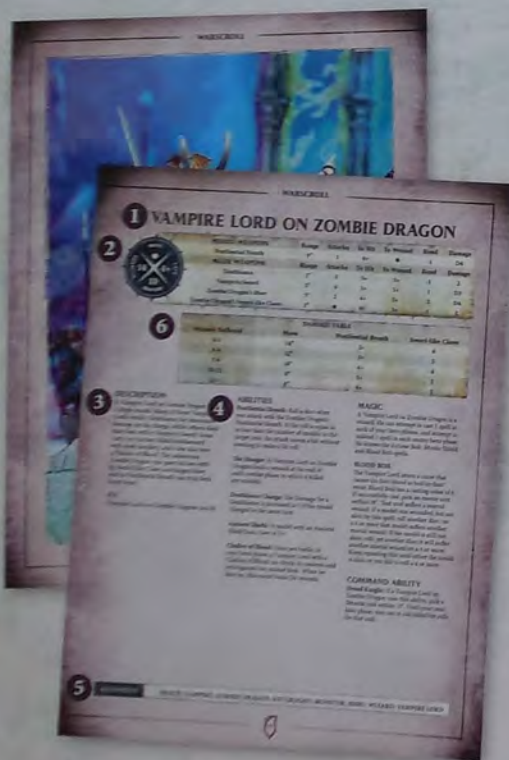
Save of '-': Some models have a Save of '-'. This means that they automatically fail all save rolls (do not make the roll, even if modifiers apply).

Keywords: Keywords are sometimes linked to (or tagged) by a rule. For example, a rule might say that it applies to 'all MORDANTS'. This means that it would apply to models that have the Mordant keyword on their warscroll.

Keywords can also be a useful way to decide which models to include in an army. For example, if you want to field a Malignants army, just use models that have the Malignant keyword.

Minimum Range: Some weapons have a minimum range. For example 6"-48". The weapon cannot shoot at an enemy unit that is within the minimum range.

Weapons: Some models can be armed with two identical weapons. When the model attacks with these weapons, do not double the number of attacks that the weapons make; usually, the model gets an additional ability instead.





DEATHLORDS

Nagash is the supreme lord of the undead. He is a great shadow upon the Mortal Realms, and his shambling armies are without end. Called forth from the grave, they exist for but a single purpose: to bring about the end of all who stand between Nagash and a kingdom of everlasting unlife.

Wreathed in necromantic grandeur and dark sorcery, Nagash is a god of darkness and death given huge and terrible form. For aeons far beyond the reckoning of mortals he has endured, though countless foes have tried to slay him. Even when his enemies have brought him low with sword or spell, it is but a setback, for what is a thousand years of slumber to one who cannot truly die? Time and again Nagash has risen from his grave. Each time, fresh armies of the unliving have been raised

up and mustered to wage war against his foes, for Nagash claims lordship over Shyish and all that dwell there. Across kingdoms of endless night, seas of ice-cold blood and ancient tombs the size of continents, Nagash and his Deathlords rule. Their ultimate goal is to spread their dominion over all the realms. Once the living have been eradicated, the realms will be filled with tireless and obedient hordes of the undead, and Nagash will rule unopposed over them all.

Serving Nagash in his war against the living and the daemonic are the Mortarchs. Great champions of death, each is a nightmare given life by the will of the Great Necromancer. Filled with their own hatreds and desires, they do their master's bidding but also feud among themselves, for the undead have long memories and are slow to forgive. Closest to Nagash stands Arkhan the Black, the Mortarch of Sacrament. A sorcerer second only to his mentor, Arkhan is fiercely loyal, and

just as fiercely cunning. From the back of his dread abyssal steed, Arkhan often leads the sprawling armies of Nagash, when the necromancer himself trusts no one else to complete a task. Arkhan has ridden at his master's side the longest and learned many of Nagash's secrets over millennia of war and death.

Then there are Mannfred von Carstein, Mortarch of Night, and Queen Neferata, Mortarch of Blood. Ancient vampires, their histories are intertwined by betrayal and revenge, just as their bloodlines reach back across the centuries to a time before the Age of Myth. For centuries and wars beyond count, the two vampires have fought and vied between themselves, playing out elaborate plots and plans

using both mortal and undead pawns. Usually, it is only the intervention of Nagash that keeps the vampire Mortarchs in line and from each others' throats. In truth, their hatred for each other serves him well, as it keeps them and their armies from ever allying together against him.

Paranoid and cruel, Mannfred is a legendary warrior, and many are the kings and champions that have fallen to his blade. Neferata is a dark seductress who prefers to lure her prey to their doom, though she is no less ferocious in combat if forced to dirty her hands. Both vampire Mortarchs rule sprawling kingdoms of the dead, but neither forgets that Nagash holds a leash forever wrapped around their throats.

Where the Deathlords fight, so too do the Morghasts, swooping into battle on tattered wings of bone and shadow. Powerful undead creations of Nagash, the Morghasts are the royal guard of the unliving. Morghast Harbingers carve a path through teeming foes with their ghostly blades, while the Morghast Archai claim the heads of warriors with their spectral glaives.

At the head of vast macabre hordes, the Deathlords march across the Mortal Realms. Necromancers without peer, they cast chilling spells that reach into fallow kingdoms and fallen empires, coiling around countless graves and tombs. At their call, legions of awakened warriors force their way from the earth to serve their true masters.





NAGASH, SUPREME LORD OF THE UNDEAD



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Gaze of Nagash		12"	1	3+	2+	-1	D6
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Alakanash		3"	1	3+	2+	-3	D6
Zefet-nebtar		2"	*	3+	3+	-2	3
Spirits' Spectral Claws and Daggers		1"	6	5+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	The Nine Books of Nagash	Zefet-nebtar	Alakanash
0-3	Cast and unbind 5 extra spells	6	+3 cast /+3 unbind
4-6	Cast and unbind 4 extra spells	5	+3 cast /+2 unbind
7-10	Cast and unbind 3 extra spells	4	+2 cast /+2 unbind
11-13	Cast and unbind 2 extra spells	3	+2 cast /+1 unbind
14+	Cast and unbind 1 extra spell	2	+1 cast /+1 unbind

DESCRIPTION

Nagash is a single model. He fights with Zefet-nebtar, the Mortis Blade, and is protected by the black plates of Morikhane, his magical suit of armour. Around him swirl the Nine Books of Nagash, and in one hand he holds Alakanash, the Staff of Power. Even his deathly Gaze can strike down the most powerful of foes. Nagash is accompanied by a host of spirits that fight with Spectral Claws and Daggers.

FLY

Nagash can fly.

ABILITIES

The Staff of Power: Add the modifier listed on the Damage Table to any casting or unbinding rolls for Nagash.

Death Magic Incarnate: If Nagash successfully casts a spell that allows you to set up a new **DEATH** unit, you can double the number of models set up in that unit (if he summoned a **HERO** or a **MONSTER**, you can set up two units instead of one).

Frightful Touch: If the hit roll for an attack made by the spirits' Spectral Claws and Daggers is 6 or more, their frightful touch inflicts 1 mortal wound instead of the normal damage.

Morikhane: Roll a dice each time Nagash suffers a mortal wound. If the result is a 4 or more, the Black Armour deflects the mortal wound and it is ignored; if the result is 6, the unit that inflicted the mortal wound suffers one in return as the attack is reflected back at them.

The Nine Books of Nagash: The Nine Books of Nagash allow him to cast extra spells in his own hero phase, and unbind extra spells in the enemy hero phase. The number of different spells he can attempt to cast or unbind is shown on the damage table above.

MAGIC

Nagash is a wizard. He can attempt to cast three different spells in each of your hero phases, and attempt to unbind three spells in each enemy hero phase. In addition, he can attempt to cast or unbind extra spells with the Nine Books of Nagash. He knows the Arcane Bolt, Mystic Shield, Hand of Dust and Soul Stealer spells, as well as any spells known by other **DEATH WIZARDS** on the battlefield.

HAND OF DUST

It is said that the touch of Nagash can wither and age any mortal, turning them to little more than a pile of dusty bones in mere moments. Hand of Dust has a casting value of 8. If successfully cast, pick an enemy model within 3". Then, take a dice and hide it in one of your hands. Hold your hands in front of your opponent and ask them to pick one. If they pick the one holding the dice, their model dodges the attack. If not, the model is turned to dust and is slain!

SOUL STEALER

Levelling Alakanash at the enemy, Nagash can steal their souls for sustenance. Soul Stealer has a casting value of 6. If successfully cast, pick an enemy unit within 24" and roll two dice. If the total score is greater than that unit's Bravery, it suffers D3 mortal wounds. If the total score is at least double that unit's Bravery, it suffers D6 mortal wounds instead. Nagash heals one wound for each mortal wound inflicted on the target.

COMMAND ABILITY

Supreme Lord of Death: Nagash's unbreakable will infuses his army with unknowable power. If Nagash uses this ability then until your next hero phase you can re-roll hit and save rolls of 1 for all **DEATH** units in your army and they do not need to take battleshock tests.

KEYWORDS

DEATH, DEATHLORDS, MONSTER, HERO, PRIEST, WIZARD, NAGASH

ARKHAN THE BLACK, MORTARCH OF SACRAMENT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Zefet-kar	1"	1	3+	3+	-1	D3
Khenash-an	2"	1	4+	3+	-1	D3
Razarak's Ebon Claws	1"	•	4+	3+	-2	2
Spirits' Spectral Claws and Daggers	1"	6	5+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Ebon Claws	Khenash-an
0-2	16"	6	+2 cast /+2 unbind
3-4	13"	5	+2 cast /+1 unbind
5-6	10"	4	+1 cast /+1 unbind
7-8	7"	3	+1 cast
9+	4"	2	

DESCRIPTION

Arkhan the Black is a single model. He fights with Zefet-kar, the Tomb Blade, and rides into battle on the back of Razarak, a dread abyssal mount that strikes down Arkhan's foes with its Ebon Claws. Arkhan also carries Khenash-an, the Staff of Spirits – an arcane artefact that stores the magical energy Arkhan uses to empower his spells. Arkhan is accompanied by a host of spirits that fight with Spectral Claws and Daggers.

FLY

Arkhan the Black can fly.

ABILITIES

Feaster of Souls: Arkhan the Black heals 2 wounds at the end of each combat phase in which he slew any models.

Staff of Spirits: When Arkhan attempts to cast or unbind a spell, add Khenash-an's modifier (listed on the damage table above) to the roll.

Mortarch of Sacrament: You can add 1 to Arkhan's casting rolls for spells that allow you to set up a new **DEATH** unit on the battlefield.

Frightful Touch: If the hit roll for an attack made by the spirits' Spectral Claws and Daggers is 6 or more, their frightful touch stills the victim's beating heart, immediately inflicting 1 mortal wound instead of the normal damage.

MAGIC

Arkhan the Black is a wizard. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Curse of Years spells. Arkhan also knows the spells of any **DEATH WIZARD** that is within 18" of him.

CURSE OF YEARS

Tracing a spiteful gesture in the air, Arkhan curses the enemy to age at an incredible rate. Curse of Years has a casting value of 6. If successfully cast, pick a visible unit within 18" and roll ten dice. For each roll of 6, that unit suffers a mortal wound and you can roll an extra dice. For each roll of 5 or more on these extra dice, the target suffers another mortal wound and you can roll another dice. Now, for each roll of 4 or more, the target suffers another mortal wound and you can roll another dice. Keep rolling dice in this way, inflicting mortal wounds and reducing the roll needed to cause them by 1 each time, until either no wounds are inflicted or the target unit has been reduced to a pile of corpse-dust!

COMMAND ABILITY

First of the Mortarchs: If Arkhan the Black uses this ability, then all **DEATH WIZARDS** within 18" of him can increase the range of their spells by 6" this phase.

KEYWORDS

DEATH, SKELETON, DEATHLORDS, MONSTER, HERO, WIZARD, ARKHAN THE BLACK

MANNFRED, MORTARCH OF NIGHT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gheistvor	1"	4	3+	3+	-1	D3
Sickle-glaive	2"	2	3+	3+	-1	2
Ashigarothe's Ebon Claws	1"	1	4+	3+	-2	2
Spirits' Spectral Claws and Daggers	1"	6	5+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Ebon Claws	Vigour of Undeath
0-2	16"	6	15"
3-4	13"	5	12"
5-6	10"	4	9"
7-8	7"	3	6"
9+	4"	2	3"

DESCRIPTION

Mannfred, Mortarch of Night, is a single model. He is armed with Gheistvor, the Sword of Unholy Power, and a Sickle-glaive. He also wears the Armour of Templehof and rides into battle on the back of Ashigarothe – a dread abyssal mount that strikes down the vampire's foes with its Ebon Claws. Mannfred is accompanied by a host of spirits that fight with Spectral Claws and Daggers.

FLY

Mannfred can fly.

ABILITIES

Feaster of Souls: Mannfred, Mortarch of Night, heals 2 wounds at the end of each combat phase in which he slew any models.

Armour of Templehof: The first wound or mortal wound inflicted on Mannfred each turn is absorbed by the Armour of Templehof and ignored.

Sword of Unholy Power: If Gheistvor inflicts any wounds in the combat phase, you can add 1 to the next casting or unbinding roll for Mannfred.

Mortarch of Night: If Mannfred successfully cast any spells during his hero phase, you can add 1 to all hit and wound rolls for Gheistvor until his next hero phase.

Frightful Touch: If the hit roll for an attack made by the spirits' Spectral Claws and Daggers is 6 or more, their frightful touch stills the victim's beating heart, immediately inflicting 1 mortal wound instead of the normal damage.

MAGIC

Mannfred is a wizard. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Wind of Death spells.

WIND OF DEATH

Mannfred sends forth a gust of spectral wind that tears the souls from the bodies of any who feel its bite. Wind of Death has a casting value of 7. If successfully cast, pick a visible model within 18" of the caster. Each enemy unit within 6" of that model suffers 1 mortal wound, while the model's own unit suffers D3 mortal wounds.

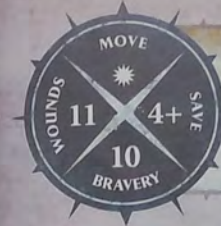
COMMAND ABILITY

Mortarch's Vigour of Undeath: Mannfred's iron will binds his minions to his service and pushes them beyond their normal limits. If Mannfred uses this ability, then until your next hero phase you can re-roll hit and wound rolls of 1 for DEATH units from your army that are within the range shown on the damage table.

KEYWORDS

DEATH, VAMPIRE, DEATHLORDS, MONSTER, HERO, WIZARD, MANNFRED VON CARSTEIN

NEFERATA, MORTARCH OF BLOOD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Akmet-har	1"	5	2+	3+	-1	1
Aken-seth	1"	2	2+	3+	-2	2
Nagadron's Skeletal Claws	1"	*	4+	3+	-2	2
Spirits' Spectral Claws and Daggers	1"	6	5+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Skeletal Claws	Twilight's Allure
0-2	16"	6	15"
3-4	13"	5	12"
5-6	10"	4	9"
7-8	7"	3	6"
9+	4"	2	3"

DESCRIPTION

Neferata is a single model. She is armed with Akmet-har, the Dagger of Jet, in one hand, and carries Aken-seth, the Staff of Pain, in the other. She rides into battle on the back of Nagadron, a dread abyssal mount that strikes down her foes with its Skeletal Claws. Neferata is accompanied by a host of spirits that fight with Spectral Claws and Daggers.

FLY

Neferata can fly.

ABILITIES

Dagger of Jet: The Dagger of Jet saps the vitality and fighting spirit of its victims, leaving them at Neferata's mercy. If a model suffers any wounds from Akmet-har but is not slain, roll a dice at the end of the phase. If the roll is greater than that model's remaining number of wounds, it cannot fight on or defend itself and is contemptuously slain by Neferata.

Feaster of Souls: Neferata, Mortarch of Blood, heals 2 wounds at the end of each combat phase during which she slew any models.

Mortarch of Blood: Each time Neferata slays an enemy **HERO** in the combat phase with either Akmet-har or Aken-seth, she transforms that hero into one of her thralls; you can set up a Vampire Lord within 6" of Neferata. This model is added to your army, but cannot attack in that combat phase.

Frightful Touch: If the hit roll for an attack made by the spirits' Spectral Claws and Daggers is 6 or more, their frightful touch stills the victim's beating heart, immediately inflicting 1 mortal wound instead of the normal damage.

MAGIC

Neferata is a wizard. She can attempt to cast two different spells in each of your hero phases, and attempt to unbind two different spells in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Dark Mist spells.

DARK MIST

At her arcane command, tendrils of dark mist coil around Neferata's minions, turning their corporeal forms as insubstantial as smoke. Dark Mist has a casting value of 6. If successfully cast, pick a unit within 18". Until your next hero phase, that unit can fly and ignores the Rend of any weapons that target it.

COMMAND ABILITY

Twilight's Allure: Neferata's beauty is never more apparent than when she marches at the head of a mighty army. If Neferata uses this ability, then until your next hero phase enemy units that are within range (see the damage table) are distracted by her dark majesty – your opponent must subtract 1 from all hit rolls for these units.

KEYWORDS

DEATH, VAMPIRE, DEATHLORDS, MONSTER, HERO, WIZARD, NEFERATA



MORGHAST HARBINGERS



MELEE WEAPONS

Spirit Swords

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	5	3+	3+	-1	2

DESCRIPTION

A unit of Morghast Harbingers has any number of models. Morghast Harbingers are armed with Spirit Swords.

FLY

Morghast Harbingers can fly.

ABILITIES

Heralds of the Accursed One: You can add 1 to the casting rolls for spells that allow you to set up a **DEATH** unit if the caster is within 18" of any Morghasts.

Harbingers of Death: Roll 3 dice instead of 2 when determining the charge range for this unit. In addition, you can declare a charge for this unit if it is within 18" of the enemy rather than 12".

MAGIC

DEATH WIZARDS know the Summon Harbingers spell, in addition to any other spells they know.

SUMMON HARBINGERS

Summon Harbingers has a casting value of 7. If successfully cast, you can set up a unit of up to 2 Morghast Harbingers within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, REANIMANT, DEATHLORDS, MORGHAST HARBINGERS



MORGHAST ARCHAI



MELEE WEAPONS

Spirit Halberd

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	3	3+	3+	-2	3

DESCRIPTION

A unit of Morghast Archai has any number of models. They are armed with Spirit Halberds and wear Ebon-wrought Armour.

FLY

Morghast Archai can fly.

ABILITIES

Heralds of the Accursed One: You can add 1 to the casting rolls for spells that allow you to set up a **DEATH** unit if the caster is within 18" of any Morghasts.

Ebon-wrought Armour: Each time this unit suffers a mortal wound, roll a dice. If the result is 5 or 6 their Ebon-wrought Armour protects them and the wound is ignored.

MAGIC

DEATH WIZARDS know the Summon Archai spell, in addition to any other spells they know.

SUMMON ARCHAI

Summon Archai has a casting value of 7. If successfully cast, you can set up a unit of up to 2 Morghast Archai within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, REANIMANT, DEATHLORDS, MORGHAST ARCHAI



LORDS OF SHYISH

Deathless kings, blood princes and necromantic masters gather under the dark gaze of Nagash. These are the Lords of Shyish, and by their command teeming hordes of the dead spread out across the lands, kingdoms and continents of the Mortal Realms.

Nagash claims rulership over all undead. Where the chill winds of death blow across the Mortal Realms, the presence of the Great Necromancer is felt. Nowhere is this more evident than the realm of Shyish, its gloom-

shrouded wastes filled to bursting with creatures caught between the lands of life and death. As the Supreme Lord of Undeath, all other lords of Shyish take a knee before Nagash's dark magnificence. These include

the Mortarchs, greatest of Nagash's servants. Mannfred von Carstein and Neferata the Blood Queen rule over the Soulblight vampires, while Arkhan the Black marshals spirits and the spawn of the underworlds. Below these powerful

generals stand the Abhorrant Ghoul Kings, Wight Kings and Vampire Lords. It is an ancient hierarchy that stretches out across the Realm of Death like a spider's web, connecting crumbling Deathrattle cities with howling Nighthaunt wastes and reeking Flesh-eater Courts.

Terrible indeed are the battles that justify a gathering of the Lords of Shyish. As Nagash takes personal command of his armies, the air

thrums with necromantic energies and fresh corpses claw their way free of the earth while screaming spirits fill the skies. Called by their supreme master, the Morghests appear, and like royal guards they take up positions around Nagash, ready to unleash their blades upon the living. Invigorated by the Great Necromancer's fearsome might, his Mortarchs swell in power. Hissing Soulblight vampires and their bloodthirsty armies muster behind Mannfred and Neferata, the two

Mortarchs exchanging hateful looks even as their hosts cry out for the crimson bounty of battle. Close by, Arkhan keeps watch over his lord's servants, adding his own prodigious magical might to the fray. In the shadow of the Mortarchs, abhorrant kings and Deathmages goad their charges forward amid a growing spirit storm. These lesser lords are eager to show their worth to Nagash, as they dream of one day being elevated to the ranks of his Mortarchs.



BLADE OF THE BLOOD QUEEN

Ambitious and cruel, the Blood Queen Neferata spreads her dark influence across the realms. Goaded by the queen's whispered promises, the Wight King Cortek mobilised his Deathrattle legions and took control of the Fellhaven Deadwalker hosts to form a mighty army – the Blade of the Blood Queen.

Neferata is a master of manipulation. Blessed with fathomless ambition and immortality, she has had plenty of time and motivation to see her empires spread out across Shyish and the realms beyond. When the servants of Chaos

threatened her kingdoms within the Nightlands of Shyish, she drew her Soulbright armies back to defend her keeps and castles. During this time, mired in the depths of the Age of Chaos, Neferata sought other means to

expand without cost to her own troops. Thus was born the Blade of the Blood Queen. With careful lies, she turned the wilful arrogance of the Deathrattle king Cortek to her own ends. For an age the undead king had dwelt upon



the edge of her realm and so was well placed to lead his skeletal armies against her foes. What began as an alliance of convenience quickly turned into something more. At the battle of Fellhaven, Cortek proved his worth to his queen, carving a path through the pale hosts of the Slaaneshi lord Sydros. That day thousands of mortal servants of the Dark Gods were put to the sword. For his service, Neferata rewarded him by bolstering the ranks of Cortek's army with the Chaos fallen.

Deathrattle skeletons and Deadwalker zombies became the core of the Blade of the Blood Queen. Flushed with success, Neferata pushed deeper into the lands overrun by Chaos.

At the battles of Weeping Gorge, Ur-gor Tor and Crookback Vale, lockstep ranks of skeletons, cursed wight warriors and shambling zombies sent their enemies to uneasy graves. Cortek exalted in these victories – he was always in the thick of the battle, claiming the heads

of champions, beasts and heroes alike with his cold blade. Close by rode Neferata, lending her magic to the battle, returning the fallen dead to their feet or sapping life from those that stood in the way of her grand army.

Though time and the turning of the ages have ravaged Neferata's kingdoms, she still rouses Cortek from his tomb cities when she has a need, often riding with him to lead the Blade of the Blood Queen personally.



IRONHAUNT HOST

Some cities are well warded against skeleton, zombie and vampire. To claim the ruins of the Ironstar City, Nagash turned to his most trusted Mortarch, Arkhan the Black, and bade him raise an army of darkness that could cross a realm undetected and feast upon the ruins of a fallen empire.

The Ironhaunt Host is the scourge of the Verdrex Forgecoast, once the industrious heart of Chamon's Occulum Isle. Led by Arkhan, it is an army of shadow and death, filled with scurrying mordants and ethereal

malignants. When skeleton and zombie legions made no mark upon the isle's Ironstar City, Nagash turned to his ghouls and ghosts. Like a cloud of darkness the Ironhaunt Host envelops its foes; pale cannibal warriors spill

out of the shadows while wraiths and spirits scream down from the sky. The Rotbringer defenders of the Occulum Isle found the walls of their dreadholds useless against an attacker that crept their way in no matter the heaviest



gate or strongest bar. For furious days the Ironhaunt Host ravaged the Ironstar City, until naught remained but the whisper of a chill wind over the decaying corpses of the fallen, and the grotesque sound of ghouls feasting.

At the head of the host rides Arkhan. His dark sorcery holds both Nighthaunt spirits and Flesh-eater ghouls in check, the Mortarch's authority second only to that of Nagash. In combat Arkhan's magic can turn the tide battle, his spells

transforming enemies into withered husks, or returning vanquished undead to the fray. At Arkhan's side stands the Abhorrant Ghoul King Gorespine, a savage vampire of prodigious size and strength. Only the Mortarch's potent necromancy keeps Gorespine in check, and by extension the hordes of cannibal horrors that worship at the abhorrant's feet. The Nighthaunt hosts are no less unruly. Intent on visiting their revenge upon the living, they mercilessly pursue any chance to maim and kill. Arkhan

binds these spirits with promises of murder, trading the lives of mortals for their service in his wars. It is a tenuous bargain, but the Mortarch has other powers should he ever fail to deliver the victims the shades covet.

It is the murderous nature of its warriors that makes the Ironhaunt Host such a blight upon the realms; it is an army that Arkhan takes satisfaction in wielding against his foes, each bloody battle invigorating his black heart.



SOULBLIGHT

The Soulblight vampires are a curse upon the living who hunger endlessly for fresh blood. Regal Vampire Lords and undead princes are drenched in gore as they drive fangs deep into their prey, while gigantic bats and slaving Vargheists rend their victims apart.

The Soulblight curse brings with it life everlasting, inhuman strength and an insatiable thirst for blood. Countless kings, queens and princes across the Mortal Realms bear this shadow upon their spirit, ruling over empires of the night. To feed their unnatural appetites, they raise armies of undead, sire more nests of vampires and march to war so their kingdoms might forever run red with rivers of blood. The most powerful of the Soulblight are the Vampire Lords. They are children of ancient bloodlines, and include the get of both Mannfred von Carstein and Queen Neferata. Riding to war clad in baroque plate, they revel in the carnage of blade and lance, their alabaster fangs bared as they hew a path through their enemies. With the touch of the Soulblight curse often comes dark magical power. Vampires use this gift to raise up beasts, such as gigantic zombie dragons, to carry them into the press of combat. With huge fangs and talons the size of swords, these monsters kill remorselessly for their masters.

Thundering along in the wake of their lord are the Blood Knights. These are the shock troops of many a lord's army, and each bears the terrible Soulblight curse within their black heart. Mounted upon steeds infused with dark magic, the knights crash into their enemies, their swords and lances turning their opponents into mangled corpses.



Alongside the brutality and raw hunger of the Blood Knights and their lords are other kinds of Soulblight vampire. Coven Thrones, propelled into battle by clouds of servile spirits, act as chariots for vampire queens and their bewitching handmaidens. With beguiling looks and nefarious enchantments, they render warriors helpless so that they might feed upon them to their hearts' content. Should especially promising suitors approach the throne, the queen wrenches these powerful or handsome victims from the clutches of her handmaidens. If she favours these fighters, they may find an honoured place as another deathless thrall of the queen's, to do her bidding in battle – for as long as the warrior continues to amuse his regal mistress.

The Soulblight does not affect all creatures equally, and the ancient curse warps bodies and minds alike. Vargheists are vampires who have lost the last shreds of their humanity and been reborn with the monstrous physiologies of bat-winged beasts. Regarded as brutish distant cousins by the vampiric aristocracy, they are tolerated for their ferocious strength and excellence at violent butchery. When they are not out hunting, these monsters tend to be kept in the shadows by their kin, so as not to sully the beauty of the king or queen's court. Despite their social standing, not even the mighty Mortarchs can deny the fury of the Vargheists when loosed into battle, and they eagerly include them in their armies.

Beyond the sentient races of the realms, there are also beasts that carry the Soulblight curse. Most common in the Realm of Death are bats, both large and small. Fell Bats are among the largest of their kind, each with a wingspan yards across and eyes that can be seen glowing red as they prowl the darkness. Snuffling the air as they hunt, Fell Bats can scent fresh blood from leagues away. They are drawn by the orgy of destruction caused by vampire armies, and descend from the skies to join in the wanton feasting. With Fell Bats come Bat Swarms, storms of flapping leathery wings and hideous screeching. A cloud of shadows, the bats engulf their prey, bringing it down with a thousand tiny bites, and in their wake, the Soulblight curse spreads.



THE BLOODY ALLIANCE

The Soulbright affliction knows its own, and powerful Vampire Lords can exert their influence on any that have been infected by the blood curse. Binding together armies of blood-thirsty monsters, Lord Harrowgheist gathers his armies in search of a fresh crimson harvest.

Blood calls to blood. Like a scarlet stain spreading out from a sword wound, the curse of the Vampire Lord Harrowgheist infects and connects everything he touches. Those beasts and underlings touched by his darkness

abandon the people they once called their own and turn to embrace their new deathly kindred. A truly ancient vampire, Harrowgheist is said to have once served in the household guard of Mannfred von Carstein, partaking of

the sanguine offerings of his master's veins. Now, Harrowgheist travels the realms seeking out and creating more of his kind, so they might continue the lord's red feast, which has been raging since the beginning of his undead life.

Whether Harrowgheist once served at Mannfred's side or not, he holds little love for the Mortarch of Night. All Soulbright vampires and creatures are fair game for his thirsty alliance, however, and he has turned just as many of Neferata's get to his will as those of Mannfred. Beneath the wings of Harrowgheist's zombie dragon fight many alabaster-skinned handmaidens of Neferata. Lesser vampires flock to his side in battle, hopeful of finding a place at the bloody feast soon to follow.

All manner of creatures heed Lord Harrowgheist's call to war. Like faithful hounds, packs of savage Vargheists submit to the ancient lord and race after his enemies at a barked command, hissing in hungry anticipation. Bats, too, choke the skies above, and many times the doom of a kingdom has been heralded by the arrival of Harrowgheist's bat-storms. The vampire does not usually bother himself with calling such base beasts to the fray, as they come anyway once

the first blood has been spilled. Their supernatural senses smell the rich red liquid from across the great expanses of Harrowgheist's territory. Giant Fell Bats sail through boiling clouds of their lesser kin, blotting out the sun, moon and stars with countless wings. At Harrowgheist's command, they swoop down on the enemy, paving the way for charging Blood Knights, graceful Coven Thrones and Vargheists, all with fangs bared ready for the promise of fresh blood.

VAMPIRE LORD ON ZOMBIE DRAGON



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pestilential Breath	9"	1	4+	*	-1	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deathlance	1"	3	3+	3+	-1	2
Vampiric Sword	1"	4	3+	3+	-1	D3
Zombie Dragon's Maw	3"	2	4+	3+	-2	D6
Zombie Dragon's Sword-like Claws	2"	*	4+	3+	-1	2

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

A Vampire Lord on Zombie Dragon is a single model. Many of these Vampire Lords wield a Deathlance for maximum damage on the charge, whilst others slash their foes with a Vampiric Sword. Some carry an Ancient Shield emblazoned with dark heraldry, and a few also bear a Chalice of Blood. The cadaverous Zombie Dragon rips apart its foes with its Sword-like Claws and fanged Maw, and its Pestilential Breath can strip flesh from bone.

FLY

Vampire Lords on Zombie Dragons can fly.

ABILITIES

Pestilential Breath: Roll a dice when you attack with the Zombie Dragon's Pestilential Breath. If the roll is equal to or less than the number of models in the target unit, the attack scores a hit without needing to make a hit roll.

The Hunger: A Vampire Lord on Zombie Dragon heals a wound at the end of each combat phase in which it killed any models.

Deathlance Charge: The Damage for a Deathlance is increased to 3 if the model charged in the same turn.

Ancient Shield: A model with an Ancient Shield has a Save of 3+.

Chalice of Blood: Once per battle, in your hero phase, a Vampire Lord with a Chalice of Blood can drink its contents and reinvigorate his undead flesh. When he does so, this model heals D6 wounds.

MAGIC

A Vampire Lord on Zombie Dragon is a wizard. He can attempt to cast 1 spell in each of your hero phases, and attempt to unbind 1 spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Blood Boil spells.

BLOOD BOIL

The Vampire Lord utters a curse that causes his foe's blood to boil in their veins. Blood Boil has a casting value of 6. If successfully cast, pick an enemy unit within 18". That unit suffers a mortal wound. If a model was wounded, but not slain by this spell, roll another dice: on a 4 or more that model suffers another mortal wound. If the model is still not slain, roll yet another dice; it will suffer another mortal wound on a 4 or more. Keep repeating this until either the model is slain or you fail to roll a 4 or more.

COMMAND ABILITY

Dread Knight: If a Vampire Lord on Zombie Dragon uses this ability, pick a DEATH unit within 15". Until your next hero phase, you can re-roll failed hit rolls for that unit.

KEYWORDS

DEATH, VAMPIRE, ZOMBIE DRAGON, SOULBLIGHT, MONSTER, HERO, WIZARD, VAMPIRE LORD

COVEN THRONE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Vampire Queen's Blood Kiss	1"	1	3+	4+	-	D3
Vampire Queen's Stiletto	1"	4	3+	3+	-1	1
Handmaidens' Needle-sharp Poniards	1"	*	3+	3+	-	1
Spectral Host's Ethereal Weapons	1"	*	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Handmaidens	Spectral Host
0-2	14"	8	12
3-4	12"	7	10
5-7	10"	6	8
8-9	8"	5	6
10+	4"	4	4

DESCRIPTION

A Coven Throne is a single model. A beautiful Vampire Queen reclines on the throne, striking at any foe that approaches her with her Stiletto before damning them with a Blood Kiss. She is attended by two Pallid Handmaidens that fight with Needle-sharp Poniards, and is protected by a swirling Spectral Host that fights with shimmering Ethereal Weapons.

FLY

A Coven Throne can fly.

ABILITIES

Frightful Strike: If a hit roll for the Spectral Host's Ethereal Weapons is 6 or more, their chilling touch stills the victim's beating heart, inflicting 1 mortal wound instead of its normal damage.

Scrying Pool: Staring into the pool of virgins' blood at the foot of the throne, the handmaidens can discern glimpses of the future. Once per game, you can re-roll any dice roll of your choice.

Blood Kiss: Each time this model slays a **HERO** using its Blood Kiss, roll a dice; on a 4 or more the Vampire Queen has transformed that model into one of her thralls; you can set up a Vampire Lord within 6" of the Coven Throne. The model is added to your army but cannot attack in that combat phase.

MAGIC

The Vampire Queen on a Coven Throne is a wizard. She can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Beguile spells.

BEGUILE

Staring into her prey's eyes, the caster clouds their minds and steals their hearts. Beguile has a casting value of 6. If successfully cast, pick a visible unit within 12" and roll three dice. If the total score is higher than that unit's Bravery, it cannot target the caster with attacks or spells until your next hero phase.

COMMAND ABILITY

Tactical Insight: The legendary scrying talents of some vampires, aided by their vantage point above the battlefield, allow them to assess, disrupt and take advantage of enemy plans. If a Vampire Queen atop a Coven Throne uses this ability, and the dice rolled at the start of the next battle round is a tie, you can decide who will take the first turn of that battle round.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, MALIGNANT, HERO, WIZARD, COVEN THRONE



VAMPIRE LORD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spirit-possessed Blades	1"	4	3+	3+	-1	D3
Nightmare's Hooves and Teeth	1"	2	4+	4+	-	1

DESCRIPTION

A Vampire Lord is a single model. Each is armed with Spirit-possessed Blades, and some bear an enchanted Chalice of Blood into battle.

NIGHTMARE

Some Vampire Lords ride into battle on a Nightmare steed; these have Move 10" rather than 5", and can attack with the Nightmare's Hooves and Teeth.

FLYING HORROR

Some Vampire Lords have membranous wings; these have Move 10" and can fly.

ABILITIES

The Hunger: A Vampire Lord heals a wound at the end of each combat phase in which it killed any models.

Chalice of Blood: Once per battle, in your hero phase, a Vampire Lord with a Chalice of Blood can drink its contents and reinvigorate their undead flesh. When they does so, this model heals D6 wounds.

MAGIC

A Vampire Lord is a wizard. They can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. They

know the Arcane Bolt, Mystic Shield and Spirit Blight spells.

SPIRIT BLIGHT

Spirit Blight has a casting value of 6. If successfully cast, pick a unit within 18". Until your next hero phase, subtract 1 from the Attacks of each of that unit's melee weapons (to a minimum of 1).

COMMAND ABILITY

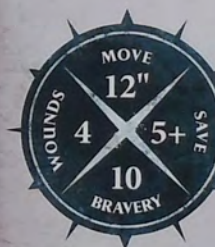
Blood Feast: If this model uses this ability, pick a **DEATH** unit within 15". Models in that unit make one extra attack with each of their melee weapons until your next hero phase.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, HERO, WIZARD, VAMPIRE LORD



VARGHEISTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Murderous Fangs and Talons	1"	3	3+	3+	-1	2

DESCRIPTION

A unit of Vargheists has 3 or more models. They tear their prey apart in a savage frenzy with their Murderous Fangs and Talons.

VARGOYLE

The leader of this unit is a Vargoye. A Vargoye makes 4 attacks instead of 3.

FLY

Vargheists can fly.

ABILITIES

Blood-maddened Feeding Frenzy: Roll a dice each time a model from this unit slays an enemy model; on a 6, it can immediately make one extra attack.

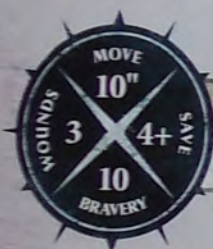
KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, VARGHEISTS





BLOOD KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Templar Lance or Blade	1"	3	3+	3+	-1	1
Nightmare's Hooves and Teeth	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Blood Knights has 5 or more models. Blood Knights are armed with Templar Lances or Blades and carry Bloodshields. They ride Nightmares that attack the enemy with their Hooves and Teeth.

KASTELLAN

The leader of this unit is a Kastellan. You can add 1 to hit rolls for a Kastellan.

STANDARD BEARER

Models in this unit may be Standard Bearers. You can return one slain model to this unit in your hero phase if it includes any Standard Bearers.

HORNBLOWER

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

The Hunger: Models from this unit heal 1 wound at the end of the combat phase if the unit slew any models during that phase.

Martial Fury: The Damage of this unit's Templar Lances or Blades is increased to D3 if it charged in the same turn.

Bloodshields: You can add 1 to the save rolls for a unit carrying Bloodshields against attacks that have a Rend of 1.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, BLOOD KNIGHTS

WARSCROLL



FELL BATS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Elongated Fangs	1"	3	4+	4+	-	1

DESCRIPTION

A unit of Fell Bats has 3 or more models. The beasts slice open their prey's flesh with Elongated Fangs before gorging on the gushing lifeblood in horrific, slurping draughts.

FLY

Fell Bats can fly.

ABILITIES

Scent of Gore: If an enemy model is slain within 6" of a Fell Bat, all models in that Fell Bat's unit make 6 attacks instead of 3 for the rest of the battle.

MAGIC

DEATH WIZARDS know the Summon Fell Bats spell, in addition to any other spells they know.

SUMMON FELL BATS

Summon Fell Bats has a casting value of 5. If successfully cast, you can set up a unit of up to 3 Fell Bats within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, SOULBLIGHT, FELL BATS



BAT SWARMS



MELEE WEAPONS

Razor-sharp Teeth

Range	Attacks	To Hit	To Wound	Rend	Damage
3"	5	5+	5+	-	1

DESCRIPTION

A Bat Swarm can have any number of models. The bats descend upon the battlefield in a screeching cloud of flapping leathery wings and Razor-sharp Teeth, crawling between their victims' armour joints and draining them of their life-essence.

FLY

Bat Swarms can fly.

ABILITIES

Cloud of Horror: Bat Swarms are a horror to face, a cloud of fluttering black shadows that sweeps over the battlefield causing the foe to duck for cover. Units from your opponent's army must subtract 1 from their hit rolls if they are within 12" of any Bat Swarms in the shooting phase.

Blood Suckers: If a Bat Swarm inflicts any wounds in the combat phase, it heals all of its wounds at the end of the phase.

MAGIC

DEATH WIZARDS know the Summon Bat Swarms spell, in addition to any other spells they know.

SUMMON BAT SWARMS

Summon Bat Swarms has a casting value of 5. If successfully cast, you can set up a unit of up to 3 Bat Swarms within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, SOULBLIGHT, BAT SWARMS





DEATHMAGES

Scholars of the necromantic arts, the Deathmages are dark champions of the unliving. By their whispered commands, skeletons rise up from the dust, and tormented spirits spill out of the deepest underworlds, forming into shambling armies and ethereal hosts ready for an eternity of war.

There are those among the living who covet the power of death. Mastering the necromantic secrets of the Realm of Shyish, they seek to create dark armies to do their bidding, as well as extend their own life long beyond its natural conclusion. Sometimes, the magic of death infects them completely and they cease to be truly living things, the price of immortality nothing less than the wizard's humanity. These necromancers care little for such sacrifices, for in the pursuit of power, no cost can be too high. So it is, leading vast shambling armies and ragged-fleshed horrors, the Deathmages lay siege to the living. They fight for many reasons; some are ever hungry for more wealth, a kingdom of undead utterly loyal to its master, or perhaps more subjects for their dark experiments. Truly ancient Deathmages are bound within reliquaries and placed atop Mortis Engines, devices of necro-arcana borne aloft by a howling storm of spirits. Their powers spill out to empower their brothers' sorcery, and they are protected by coiling apparitions and wailing Tomb Banshees. Brave or foolish foes that try to climb the Mortis Engine must first pierce this spectral wall, which can tear their souls from their bodies, adding another body to the undead ranks. The Corpsemaster who guards the reliquary can open it in dire need – waves of chill spill out, sapping the strength of the living and invigorating the undead.



NECROMANCER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Necromancer's Staff	2"	1	4+	3+	-1	D3
Nightmare's Hooves and Teeth	1"	2	4+	4+	-	1

DESCRIPTION

A Necromancer is a single model. He is armed with a Necromancer's Staff.

NIGHTMARE

Some Necromancers ride to battle on Nightmares; they have Move 10" instead of 5" and gain the Nightmare's Hooves and Teeth attack.

ABILITIES

Undead Minions: Each time this model suffers a wound or mortal wound and there is another **DEATH** unit from your army within 3", you can roll a dice; on a 4 or more the Necromancer ignores that wound but one of these units suffers a mortal wound in his stead.

MAGIC

A Necromancer is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Vanhel's Danse Macabre spells.

VANHIEL'S DANSE MACABRE

The undead are filled with magical energy that causes them to jerk forwards and attack with tireless, unnatural speed. Vanhel's Danse Macabre has a casting value of 6. If successfully cast, pick a **SKELETON**, **MORDANT** or **ZOMBIE** unit within 18"; that unit can pile in and attack twice in your next combat phase.

KEYWORDS

DEATH, NECROMANCER, DEATHMAGES, HERO, WIZARD

MORTIS ENGINE



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Wail of the Damned		*	See below				
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Corpsemaster's Mortis Staff		1"	1	4+	3+	-1	D3
Spectral Host's Ethereal Weapons		1"	*	5+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Wail of the Damned	Ethereal Weapons
0-2	14"	9"	12
3-4	12"	8"	10
5-7	10"	7"	8
8-9	8"	6"	6
10+	4"	5"	4

DESCRIPTION

A Mortis Engine is a single model. At its heart is an ancient reliquary containing an inanimate Necromancer; the dark aura that radiates from this ancient is a boon to nearby practitioners of death magic and a curse to all other spellcasters. The Mortis Engine is watched over by a deathless Corpsemaster, who attacks any who approach too closely with a gnarled Mortis Staff. At great need, he can open the triple-locked reliquary, visiting its devastating energies upon the foe. He is protected by a swirling Spectral Host that fights with shimmering Ethereal Weapons, while above the Mortis Engine a cloud of Tomb Banshees scream a Wail of the Damned, cursing those who hear it to a maddened demise.

FLY

Mortis Engines can fly.

ABILITIES

Wail of the Damned: The cacophony raised by the Tomb Banshees circling a Mortis Engine is enough to freeze the blood in a mortal's veins. In the hero phase, roll two dice for each enemy unit within the range shown on the damage table. If the total is higher than that unit's Bravery, it suffers D3 mortal wounds.

Frightful Strike: If a hit roll for the Spectral Host's Ethereal Weapons is 6 or more, their chilling touch stills the victim's beating heart, inflicting 1 mortal wound instead of its normal damage.

The Reliquary: Once per battle, in the hero phase, the Corpsemaster can unleash the energies stored by the Reliquary. When he does so, roll four dice. Each unit within that many inches is struck by a wave of necromantic force. **DEATH** units that are struck heal D3 wounds, but any other unit suffers D3 mortal wounds.

Bound Necromancer: You can add 1 to the casting rolls for any **DEATH WIZARDS** within 12" of any Mortis Engines. You and your opponent must subtract 1 from the casting rolls of all other **WIZARDS** that are within 12" of any Mortis Engines.



DEADWALKERS

Across the realms, wizards harness the dark sorceries of death to animate the fallen. The Deadwalkers are teeming herds of mindless warriors and rotting hunting packs, given the repulsive gift of unlife by necromantic magics so that they might become a blight upon the lands and kingdoms of the living.

When the Realm of Death came into being, it is said, the other Mortal Realms shuddered and screamed to have so much death magic unleashed upon them. Even the glow of Azyr's stars dimmed for a moment, and the firmament shook as the chill gale from Shyish pushed through the realms. In the aftermath of this terrible event, rotting corpses across the length and breadth of the realms stirred from their muddy graves and gore-soaked battlefields. These were the first

Deadwalkers. Little more than mindless beasts of death, they staggered through the ruins wrought by war, adding misery and misfortune to empires and continents already suffering under sword and flame. Relentlessly, the Deadwalkers grew in number, until not even the remotest parts of the Mortal Realms could boast freedom from their rotting grasp. Now, in the aftermath of the Age of Chaos, they are but another horror among an age of blood and darkness.

By far the largest contingents of the Deadwalkers are the zombies. Their ranks mostly comprise the once free peoples of the realms, slain and savaged by wars uncounted, then risen once more to unlife to tear at their former kin. Among these damned souls also shamble the enemies of these vanquished peoples. The Deadwalkers do not distinguish from where their numbers come, and even once-proud servants of Chaos fill out the decaying ranks of the undead warriors.



By some unspoken and unknown command, the zombies gather, groaning and moaning for the chance to sink their teeth into the living. Soon, snaking processions of these shambling dead things spread out across the lands. Where they meet living armies, they drown soldiers in clawing hands and rancid flesh, each fallen enemy soon getting unsteadily to their feet to join the dead's ranks. Many of the Lords of Chaos who lay claim to the realms take pleasure in seeing the slain bring further destruction to their own lands and former brethren, but the followers of the Dark Gods also suffer at the hands of the Deadwalkers, and more than one overly arrogant general marches mindlessly in the undead armies as a result of his hubris.

Then there are the beasts turned by Nagash's dark magic. In sprawling wilds across the realms, countless decaying predators crawl from the earth to continue the hunt. Most common of these are the Dire Wolves, the decaying remains of savage beast-packs. No less vicious for being undead, they hunt the night, their glowing red eyes dancing in the darkness. Driven by a spark of predatory intelligence, they run their prey to ground, relentlessly pursuing them across vast stretches of wilderness and ruin. Where a living hunter would tire or might lose the scent, Dire Wolves have both the patience of the dead and the ability to hear a beating heart from leagues away. Enemies soon learn that as the wolves get closer, their options are simple: fight or die.

The Deadwalkers have bolstered the armies of Shyish in countless wars across all the realms. Soulblight lords use them as fodder for their merciless assaults, on the living and their rivals, while Deathrattle kings supplement their skeletal infantry with ranks of the rotting warriors, tolerating their disordered and noisome ranks in order to crush their foes. Deathmages, too, favour the Deadwalkers as foot soldiers, for of all the undead, they are the most numerous and easy to control. Some dark sorcerers construct Corpse Carts, rickety wagons drawn by the dead and infused with necromancy. Their attendant Corpsemasters ride these vile chariots into battle, eager to drown their foes in the undead and add to their masters' ever-growing legions.

ZOMBIES



MELEE WEAPONS

Zombie Bite

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

6+

6+

-

1

DESCRIPTION

A unit of Zombies has 10 or more models. They shamle forwards in a rotting horde, burying their victims in a suffocating press of mouldering bodies before biting into their exposed flesh with decaying teeth.

STANDARD BEARER

Models in this unit may be standard bearers. You can return D6 slain models to this unit in your hero phase if it includes any standard bearers.

NOISE MAKER

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: You can add 1 to the hit and wound rolls for a unit of Zombies if it has 10 or more models, 2 if it has 20 or more models, or 3 if it has 30 or more models.

The Newly Dead: At the end of the combat phase, roll a dice for each model slain by this unit. For each roll of a 6, one of their victims returns to unlife and joins the shambling hordes; add a zombie to this unit.

Shambling Horde: If two or more units of Zombies from your army are within 1" of each other in your hero phase, they can merge and become a single unit for the rest of the battle.

Vigour Mortis: You can add 1 to all hit rolls for this unit if it is within 9" of any Corpse Carts from your army when it attacks.

MAGIC

DEATH WIZARDS know the following spell, in addition to any other spells they know.

RAISE ZOMBIES

Raise Zombies has a casting value of 4. If successfully cast, you can set up a unit of up to 10 Zombies within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the result of the casting roll was 8 or more, set up a unit of up to 20 Zombies instead.

KEYWORDS

DEATH, ZOMBIE, DEADWALKERS



CORPSE CART



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Corpsemaster's Goad	2"	2	4+	4+	-	1
Corpsemaster's Lash	1"	3	4+	4+	-	1
Zombie Horde	1"	2D6	5+	5+	-	1

DESCRIPTION

A Corpse Cart is a single model. It is controlled by a Corpsemaster armed with either a wicked Goad or a cruel Lash, and dragged into battle by a shambling Zombie Horde. Some Corpsemasters also carry a Cryptsword. Mounted on the back of the cart is either a Balefire Brazier or an Unholy Lodestone.

ABILITIES

Balefire Brazier: Your opponent must subtract 1 from casting rolls for **WIZARDS** in his army that are within 18" of any Corpse Carts with Balefire Braziers.

Unholy Lodestone: You can add 1 to the casting rolls for **DEATH WIZARDS** from your army that are within 18" of any Corpse Carts with an Unholy Lodestone.

Cryptsword: Instead of attacking with his Goad or Lash in the combat phase, a Corpsemaster with a Cryptsword can attempt to stab it through his victim's soul. If he does so, pick an enemy model within 1" and roll a single dice. On a 6 the cursed blade finds its mark and the target suffers a mortal wound.

KEYWORDS

DEATH, ZOMBIE, DEADWALKERS, CORPSE CART



DIRE WOLVES



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rotting Fangs and Claws	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Dire Wolves has 5 or more models. They savage their terrified prey with Rotting Fangs and Claws.

DOOM WOLF

The leader of this unit is a Doom Wolf. A Doom Wolf makes 3 attacks rather than 2.

ABILITIES

Slavering Charge: Add 1 to the wound rolls for this unit if it made a charge move in the same turn.

Vigour Necris: You can add 1 to all save rolls for this unit whilst it is within 9" of any Corpse Carts from your army.

MAGIC

DEATH WIZARDS know the Summon Dire Wolves spell, in addition to any other spells they know.

SUMMON DIRE WOLVES

Summon Dire Wolves has a casting value of 5. If successfully cast, you can set up a unit of up to 5 Dire Wolves within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 10 or more, set up a unit of up to 10 Dire Wolves instead.

KEYWORDS

DEATH, ZOMBIE, DEADWALKERS, DIRE WOLVES

DEATHRATTLE

Among the ancient lands of the Mortal Realms, whole regions and sub-realms have fallen to legions of the undead. Ruled over by proud, deathless kings, these Deathrattle kingdoms are eternal empires that cling to the past and dream only of their endless wars of conquest.

From their barrow thrones, mortuary keeps and tomb palaces, Wight Kings oversee sprawling undead empires. They are the remnants of kingdoms long since fallen into ruin, purged of the living by war, pestilence or sorcery and then crushed under the relentless march of time. Now only the dead inhabit the tomb-like Deathrattle kingdoms, their fortresses, cities and monuments filled only with the utterly obedient skeletal servants of the king. These undead nations look to their

master with empty eye sockets, ready to fulfil his will in death just as they did in life. Unfurling tattered banners and taking up tarnished blades, the Deathrattle armies march out to secure their borders, visit vengeance upon their neighbour states or embark on long crusades of conquest. At the head of each army strides a Wight King, a proud warrior and general. His hollow eye sockets burn with witchfire flames, kept alive by a tyrant's hatred for anything that would stand in his way.

Unlike the shambling hordes of the Deadwalkers, or the frenzy of the Flesh-eater Courts, the Deathrattle armies fight in neatly ordered ranks and with a discipline no living army could hope to match. At the king's side ride his Black Knights. These are the princes and nobles of his kingdom, each utterly dedicated to the commands of their lord as only the dead can be. Upon skeleton steeds they charge the foe, and like a scythe that reaps the living, they leave nothing

but desiccated corpses and ruin their wake. About the pitted armour of the Black Knights an icy winds howls, for the heart of each knight forever holds the frigid darkness of death.

Around this royal guard of the Deathrattle army are arrayed phalanxes of Grave Guard. Armed and armoured with the kingdom's finest equipment, the Grave Guard are elite warriors of tomb and barrow. Like their knightly kin and their liege, they carry cursed blades woven through with the magic of darkness and despair. In battle, they march like a freezing iron wind through their foes, each blow of axe and sword opening flesh and sending bodies crumbling to the ground as the souls of the enemy are unravelled and pumping blood is turned to ice in the veins of their victims.

If the Black Knights and Grave Guard are a killing blade, then the king's Skeleton Warriors are the arm that delivers the blow. Clad in tarnished grave goods, and wielding corroded swords and spears, these grinning fleshless legions cover the horizon when massed for war. To look upon such a host is to feel the chill of the grave given form, for the skeletons fight in utter silence, killing at their king's command without mercy, rage or hate, for as long as he wills it so.

Despite their uses in battle, the skeletal populations of the Deathrattle kingdoms are more than mere warriors raised up to do the Wight King's will. They are also the workers, artisans and keepers of the land. When not at war, they toil silently to build cities, clear woods or forge weapons, like a mockery of a living nation. However, when the clarion call of battle sounds, the skeletons put down their tools and take up their blades, ready once more to fight for the king.

Many are the Deathrattle kingdoms of the Mortal Realms, and from the Nightlands and Morrsend to the Helstone Monuments and the Desert of Bones, they thrive. The Dark Lord of Despair rules over Rime-frozen Helspoint. His armies are a relic from the Age of Myth, but some whisper that the lord himself is far older than that. Then there are the Zygor Gatelords, deathless kings that guard the forlorn Realmgates of Zygor and extract a toll in bodies from all who pass through their lands. Alongside these sprawling empires there are also crusading Wight Kings, like the Realmreaver Lord who endlessly marches from one war to the next.





THE COLD-IRON LEGION

A forlorn wind blows forth from the Cold-Iron Kingdoms, and over its moan can be heard the sound of a thousand skeletal feet all marching in time. An ancient Deathrattle empire, it has endured for years beyond counting, its cruel-hearted king the master of an unending army of bone and steel.

The Cold-Iron King craves perfection and control. For centuries, he has dominated his subjects with dark magic and iron-fisted leadership. Once, he lived, breathed and ruled an empire that stretched across the Pale Lands'

bone-sand deserts in Shyish. Death took his empire from him long ago, but he has since returned, raised – along with his armies – by Nagash himself before a great battle. Now, the king marches to war and his lockstep legions

march with him, the beat of tarnished drums and the snap of ragged banners keeping time to their advance. Where other empires faltered or were crushed under the relentless wheel of time, the Cold-Iron King has endured.

The armies of the Cold-Iron Kingdoms are vast indeed. At their head, the king himself leads the charge, seeking out enemy generals in single combat. Centuries of carnage and war have convinced the Cold-Iron King that only he has the right to lay his axe upon such a worthy foe, and that only he could hope to bring them down. His army is utterly subservient to its master, though none would intervene, even if they could. Curses and fell magic coil around him, and even the bravest living

warriors feel a chill to look upon his dark majesty.

Like their king, the Black Knights and Grave Guard are the remains of the greatest warriors to have served in the Cold-Iron Legions. Deadly curses dwell within their weapons, for when they were put to rest, dark rites were enacted over their bodies. By order of the king, they carve a red path through the enemy's ranks, each blow stripping souls from living flesh.

The king's skeleton legions move, silent and emotionless, to battle. Their minds as empty as their eyeless skulls, they are in every way an extension of the king's will. With tireless spear thrusts, sword blows and axe swings, they stab and hack apart anything standing before them. Warm blood spatters on their cold bones, but they pay it no mind, continuing to kill until ordered to do otherwise. With such a willing tool in his hands, who could hope to vanquish the Cold-Iron King?



DEATHRATTLE LEGION OF DEATH

A relentless wall of bone and ancient steel, the Legion of Death follows its undead king into war, its crypt-cursed blades and ancient spears ready to bring death to the races of the realms.

ORGANISATION

A Legion of Death consists of the following units:

- 1 Wight King
- 1 unit of Black Knights
- 1 unit of Grave Guard
- 3 units of Skeleton Warriors

ABILITIES

Unbreaking Ranks: The Legion of Death's ranks are as unbreakable as the will of their Wight King. You can return one slain model to each Legion of Death unit that is within 9" of their Wight King at the start of your hero phase.

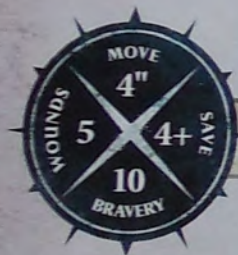
March of the Dead: The Legion of Death are implacable in the advance. In your hero phase, the Wight King and all units from his Legion of Death that are within 9" of him, can make a move of up to 4" as if it were the Movement phase (models cannot run as part of this move).





WIGHT KING

WITH BLACK AXE



MELEE WEAPONS

Black Axe

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	3	3+	3+	-1	D3

DESCRIPTION

A Wight King is a single model armed with a Black Axe and wearing a heavy suit of Barrow Armour.

ABILITIES

Black Axe: Roll a dice at the end of the combat phase for each enemy model that this Wight King wounded but did not slay. If the result is greater than the number of wounds that model has remaining, it is slain.

Barrow Armour: These ancient suits of armour are magically enchanted to turn aside the most grievous of attacks. Halve any wounds or mortal wounds inflicted on this Wight King (rounding fractions up).

COMMAND ABILITY

Lord of Bones: If a Wight King uses this ability, pick one **DEATHRATTLE** unit within 18". All models in that unit make one extra attack with each of their weapons until your next hero phase.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, HERO, WIGHT KING



WIGHT KING

WITH BALEFUL TOMB BLADE



MELEE WEAPONS

Baleful Tomb Blade

Skeletal Steed's Hooves and Teeth

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	4	3+	3+	-1	1
1"	2	4+	5+	-	1

DESCRIPTION

A Wight King is a single model bearing a Baleful Tomb Blade. Many Wight Kings bear an Ancient Shield to batter aside the enemy's blows, but some instead bear an Infernal Standard.

SKELETAL STEED

Some Wight Kings ride a Skeletal Steed. They move 12" rather than 4", and their steed attacks with its Hooves and Teeth.

ABILITIES

Infernal Standard: Infernal Standards are saturated with death magic, which can sustain the undead. A Wight King with an Infernal Standard has the **TOTEM** keyword. Roll a dice each time a **DEATH** model from your army is slain within 9" of an Infernal Standard. On a 6, the magic of the Infernal Standard sustains that warrior and the wound that slew him is ignored. In your hero phase, a Wight King can plant his standard; if he does so, you cannot move him until your next hero phase, but until then the Infernal Standard's influence is extended to 18".

Beheading Strike: If the wound roll for an attack made with a Baleful Tomb Blade is 6 or more, that attack inflicts D3 damage rather than 1.

Ancient Shield: A Wight King with an Ancient Shield has a Save of 3+.

COMMAND ABILITY

Lord of Bones: If a Wight King uses this ability, pick one **DEATHRATTLE** unit within 18". All models in that unit make one extra attack with each of their weapons until your next hero phase.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, HERO, WIGHT KING





BLACK KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barrow Lance	1"	1	4+	4+	-	1
Skeletal Steed's Hooves and Teeth	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Black Knights has 5 or more models. Black Knights are armed with rusted Barrow Lances and carry Crypt Shields. They ride Skeletal Steeds that lash out at the enemy with their Hooves and Teeth.

HELL KNIGHT

The leader of this unit is a Hell Knight. A Hell Knight makes 2 attacks with its Barrow Lance instead of 1.

STANDARD BEARER

Models in this unit may be Standard Bearers. You can return D3 slain models to this unit in your hero phase if it includes any Standard Bearers.

HORNBLOWER

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

Deathly Charge: Add 1 to the wound rolls and Damage for this unit's Barrow Lances if it charged in the same turn.

Crypt Shields: You can add 1 to save rolls for this unit against attacks that have a Rend of '-'.

MAGIC

DEATH WIZARDS know the Raise Black Knights spell, in addition to any other spells they know.

RAISE BLACK KNIGHTS

Raise Black Knights has a casting value of 5. If successfully cast, you can set up a unit of up to 5 Black Knights within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 10 or more, set up a unit of up to 10 Black Knights instead.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, BLACK KNIGHTS



GRAVE GUARD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wight Blade	1"	2	3+	4+	-1	1
Great Wight Blade	1"	2	3+	3+	-1	1

DESCRIPTION

A unit of Grave Guard has 5 or more models. Some units of Grave Guard are equipped with Wight Blades and Crypt Shields. Others are instead equipped with two-handed Great Wight Blades.

STANDARD BEARER

Models in this unit may be Standard Bearers. You can return D3 slain models to this unit in your hero phase if it includes any Standard Bearers.

SENESCHAL

The leader of this unit is a Seneschal. A Seneschal makes 3 attacks rather than 2.

HORNBLOWER

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

Cursed Weapons: If the wound roll for a model from this unit is 6 or more, that attack inflicts double Damage.

Crypt Shields: You can add 1 to save rolls for a unit carrying Crypt Shields against attacks that have a Rend of '-'.

MAGIC

DEATH WIZARDS know the Raise Grave Guard spell, in addition to any other spells they know.

RAISE GRAVE GUARD

Raise Grave Guard has a casting value of 5. If successfully cast, you can set up a unit of up to 5 Grave Guard within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 10 or more, set up a unit of up to 10 Grave Guard instead.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, GRAVE GUARD

SKELETON WARRIORS



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. A Skeleton Champion makes 2 attacks rather than 1.

ICON AND STANDARD BEARER

Models in this unit may be Icon Bearers or Standard Bearers. You can return D6 slain models to this unit in your hero phase if it includes any Icon or Standard Bearers.

HORNBLOWER

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: You can add 1 to hit rolls for units of Skeleton Warriors that are within 18" of a **DEATH HERO** from your army.

Skeleton Legion: Models in this unit make 1 extra attack with their melee weapon if their unit has 20 or more models. They make 2 extra attacks instead if their unit has 30 or more models.

Crypt Shield: You can add 1 to save rolls for a unit carrying Crypt Shields against attacks that have a Rend of '-'.

MAGIC

DEATH WIZARDS know the Raise Skeletons spell, in addition to any other spells they know.

RAISE SKELETONS

Raise Skeletons has a casting value of 5. If successfully cast, you can set up a unit of up to 10 Skeleton Warriors within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 10 or more, set up a unit of up to 20 Skeleton Warriors instead.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, SKELETON WARRIORS

FLESH-EATER COURTS

From the ruins of the Mortal Realms rise the Flesh-eater Courts. Bound by the madness of their vampiric Abhorrant Ghoul Kings, pale ghouls and slaving Crypt Horrors scour the battlefield in search of fresh flesh for their feasting tables and grisly trophies to hang in their rotting keeps.

Flesh-eater Courts thrive on the madness of their vampire kings. Carrying a terrible and ancient curse of insanity, the Abhorrant Ghoul Kings are feral monsters who believe themselves fair princes and noble lords. Through gore-drenched fangs they order their armies into the fray, their red eyes alight with deranged fury, seeing not hordes of hunch-backed ghouls but proud foot soldiers charging the foe. The insidious insanity of the abhorrant kings infects all around

them, until their fawning servants see themselves clad not in rags of rotting meat but the finest silks and shining suits of armour. From these cannibalistic gatherings are born the Flesh-eater Courts.

In a mockery of a true mortal court, abhorrants and their ghoulish entourages take root within the realms, claiming the crumbling ruins of fallen empires as their own. In the skeletal remains of these keeps and castles,

abhorrant vampires hold court. At their side, their sycophantic progeny preen and feed upon victims gathered by their servants, while hulking Crypt Horrors stand guard. Under the command of these kings are mordant generals. Neither dead nor fully alive, the mordants have found a home among the Flesh-eater Courts. The most gifted of these will rise to ranks of leadership among their court and lead its warriors into battle for their king. Armed with weapons fashioned from

the broken bones and mangled limbs of their prey, they are always in the thick of the fighting. Hacking, smashing and gouging victims with their claws, fangs and cruel clubs, these courtiers are eager to earn the king's favour.

At the command of these generals fight the hulking Crypt Horrors. Led by vicious Crypt Hunter champions, packs of Crypt Horrors smash and claw their way into battle, towering over their foes as they rend them apart in showers of gore and viscera. If a Crypt Horror fights well, he might be rewarded with a fresh trophy for his efforts. Ravaged torsos and bleeding skulls are carried as badges of honour, driven into their flesh or worn upon their spiny backs.

Larger in size and strength even than the Crypt Horrors are the Varghulfs. Bat-like killers, they are beasts of bunched muscle and slaving fangs. In battle they become gore-drenched berserkers, feasting on not just the flesh and bones of their victims but the dark magic that pours off the abhorrant's servants. Invigorated by necromancy, they hold a special place in the court as favoured executioners of the king, standing like a poised blade ready to cleave the neck of anything that evokes the displeasure of the abhorrant.

The bulk of a Flesh-eater Court is its mordant hordes. These thralls were once people of the realms, now turned into debased creatures and conscripted into the armies of the dead, though

they are not truly dead themselves. Driven into a state of desperation by the destruction of their homes, the murder of their families and the disintegration of their countries, they now willingly serve undead masters. As their bodies grow to match the darkness of their souls, so too does their humanity become a faint and feeble thing, until it is crushed under the terrible madness of an Abhorrant Ghoul King. So it is that they embrace this new master, striving to please him with acts of murder and cannibalism, deluding themselves that they are brave warriors of his court. Fearless and merciless, these ghoulish armies defend the court's lands or, if the king commands it, range out into the realms seeking prey to destroy.





THE MACABRE COURT

Bound by the madness of the King in Rags, the Macabre Court is the tragic remains of the Avandian Kingdom. Once a proud society of Chamon, the land's descent into blood and darkness was long and horrific. From its rotting remains, a new race crawled forth.

There are few things as hateful as a creature that would consume its own kind. Such was the fate that befell the people of Avandia after they were put to the sword in relentless wars against the servants of the Dark Gods. Eventually,

its silver cities were charnel houses filled only with the dead – and those creatures that fed upon them. Into this pit of horrors came the King in Rags, a deranged, wandering monarch. Little is known of the fickle abhorrant, only

that his own lands were once scoured by Chaos. In the Avandians he found willing cannibal children; he drew them close, offering hope in a time of darkness and despair. At first the ghouls came in only ones and twos, fearful

that this new beast meant to rob what little they had left. In time, though, the King's army grew until his Macabre Court held sway over Avandia's once-proud capital. Enamoured of their new ruler, the ghoulish remains of the kingdoms gathered to feast on the blood and sorcery of the King in Rags. On this tainted bounty they grew strong, and soon the Chaos lords that thought to lay claim to Avandia's ruins found themselves beset on all sides. Once again the cities and lands of the

kingdom were subjected to war, only this time it was the King in Rags and his servants who held the upper hand. At the battles of the Topaz Bastion and the Gleaning Way, ghouls and Crypt Horrors swarmed over Chaos soldiers and mutated beasts, feeding messily upon their remains. It was during these early conflicts that the King in Rags unearthed the Bloodmoon Scourge, a mighty Terrorgeist long ago slain and kept as a trophy by the Avandian lords. Gifting the creature with unnatural

life, the king took to the back of his new mount and swept the legions of Chaos back from the borders of his new domain. During years of carnage since, numerous foes have sought to take back the ruins of Avandia from the Macabre Court, but each time they are pushed back, torn apart or added to the growing mounds of dead that litter the land. Those defeated in these battles face a choice; they can either join the dead on the feasting tables or they can take a place at the feast themselves.



ABHORRANT GHOUL KING ON TERRORGHEIST

MOVE 14
WOUNDS 10
BRAVERY 5+

MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Death Shriek		10"	1	See below			
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Terrorgheist's Skeletal Claws		2"	*	4+	3+	-1	D3
Terrorgheist's Fanged Maw		3"	3	4+	3+	-2	D6
Ghoul King's Gory Talons		1"	5	3+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Death Shriek	Skeletal Claws
0-3	14"	Three dice	4
4-6	12"	Three dice	4
7-9	10"	Two dice	3
10-12	8"	Two dice	3
13+	6"	One dice	2

DESCRIPTION

An Abhorrant Ghoul King on Terrorgheist is a single model. The Ghoul King lashes out with his Gory Talons, whilst his fearsome Terrorgheist steed wracks its foes with its Death Shriek, and rips them in half with its Fanged Maw and Skeletal Claws.

FLY

An Abhorrant Ghoul King on Terrorgheist can fly.

ABILITIES

Bound by Necromancy: An Abhorrant Ghoul King on Terrorgheist heals a wound in each of your hero phases, or D3 wounds if it slew any enemy models in the previous turn.

Death Shriek: The terrifying shriek of a Terrorgheist is enough to stop a man's heart. When making a Death Shriek attack, pick a target and roll a number of dice as shown in the damage table above. Add the scores together; if the total is higher than that unit's Bravery, it suffers a number of mortal wounds equal to the difference.

Infested: When a Terrorgheist is finally destroyed, it explodes into a multitude of bats that feast on those nearby. When this model is slain, inflict D3 mortal wounds on each unit (friend or foe) within 3" of it before removing the model.

MAGIC

An Abhorrant Ghoul King on Terrorgheist is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Grave Call spells.

GRAVE CALL

The Ghoul King calls out to his cannibalistic kin lurking in the dark corners of the battlefield. Grave Call has a casting value of 6. If successfully cast, you can add D6 models to every unit of Crypt Ghouls within 9" (roll for each unit).

COMMAND ABILITY

Feast on Flesh: If a Ghoul King on Terrorgheist uses this ability, pick a FLESH-EATER COURTS unit within 18". That unit can run and charge during this turn.

KEYWORDS

DEATH, VAMPIRE, TERRORGHEIST, FLESH-EATER COURTS, MONSTER, HERO, WIZARD, ABHORRANT GHOUL KING



ABHORRANT GHOUL KING



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gore-slick Talons and Fangs	1"	5	3+	3+	-1	1

DESCRIPTION

An Abhorrant Ghoul King is a single model. He is a terrifying opponent possessed of inhuman strength and agility, who rips his victims apart with his Gore-slick Talons and Fangs.

ABILITIES

Flesh-gorger: An Abhorrant Ghoul King heals D3 wounds at the end of each combat phase in which he slew any models.

MAGIC

An Abhorrant Ghoul King is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Black Hunger spells.

BLACK HUNGER

The Ghoul King stokes the necromantic energies flowing in his followers' rotten veins, raising their hunger to terrible new heights. Black Hunger has a casting value of 5. If successfully cast, pick a **FLESH-EATER COURTS** unit within 18". That unit can make 1 extra attack with each of its melee weapons until your next hero phase.

COMMAND ABILITY

Lord of the Flesh-eaters: If an Abhorrant Ghoul King uses this ability, then until your next hero phase you can add 1 to hit and wound rolls for **FLESH-EATER COURTS** units from your army within 18" of him when they attack in the combat phase.

KEYWORDS

DEATH, VAMPIRE, FLESH-EATER COURTS, HERO, WIZARD, ABHORRANT GHOUL KING



CRYPT GHOULS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sharpened Teeth and Filthy Claws	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Crypt Ghouls has 10 or more models. They frantically tear into their victims with Sharpened Teeth and Filthy Claws.

CRYPT GHAST

The leader of this unit is a Crypt Ghast. You can add 1 to wound rolls for a Crypt Ghast.

ABILITIES

Ravenous Corpse-eaters: Crypt Ghouls make 1 extra attack with their Sharpened Teeth and Filthy Claws if their unit has 20 or more models.

Unholy Masters: You can re-roll hit rolls of 1 for units of Crypt Ghouls that are within 15" of an **ABHORRANT GHOUL KING** from your army.

MAGIC

DEATH WIZARDS know the Summon Ghouls spell, in addition to any other spells they know.

SUMMON GHOULS

Summon Ghouls has a casting value of 5. If successfully cast, set up a unit of up to 10 Crypt Ghouls within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 10 or more, set up a unit of up to 20 Crypt Ghouls instead.

KEYWORDS

DEATH, MORDANT, FLESH-EATER COURTS, CRYPT GHOULS



CRYPT HORRORS



MELEE WEAPONS
Clubs and Septic Talons

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	3	4+	3+	-	2

DESCRIPTION

A unit of Crypt Horrors has 3 or more models. They fight with Clubs and Septic Talons.

CRYPT HAUNTER

The leader of this unit is a Crypt Haunter. A Crypt Haunter makes 4 attacks.

ABILITIES

Ravenous Flesh-eaters: Each time you make a wound roll of 6 for a Crypt Horror, that attack inflicts 3 damage instead of 2.

Freakish Metabolism: Models in this unit heal 1 wound in each of your hero phases.

Creations of the Ghoulish Kings: You can re-roll failed hit rolls for a unit of Crypt Horrors if it is within 15" of an **ABHORRANT GHOUL KING** from your army.

MAGIC

DEATH WIZARDS know the Summon Crypt Horrors spell, in addition to any other spells they know.

SUMMON CRYPT HORRORS

Summon Crypt Horrors has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Crypt Horrors within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 11 or more, set up a unit of up to 6 Crypt Horrors instead.

KEYWORDS

DEATH, MORDANT, FLESH-EATER COURTS, CRYPT HORRORS



VARGHULF



MELEE WEAPONS
Immense Claws
Dagger-like Fangs

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

DESCRIPTION

A Varghulf is a single model. It rips its prey apart with Immense Claws and Dagger-like Fangs.

FLY

Varghulfs can fly.

ABILITIES

Bestial Fury: If there are at least 10 enemy models within 3" after a Varghulf piles in, it makes 6 attacks rather than 4 with its Immense Claws.

Feed on Dark Magic: A Varghulf heals a wound each time a **DEATH WIZARD** successfully casts a spell within 18".

Monstrous Hunger: A Varghulf heals D3 wounds at the end of each combat phase in which it slew any models.

MAGIC

DEATH WIZARDS know the Summon Varghulf spell, in addition to any other spells they know.

SUMMON VARGHULF

Summon Varghulf has a casting value of 7. If successfully cast, you can set up a Varghulf within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, MORDANT, FLESH-EATER COURTS, HERO, VARGHULF

BEASTS OF THE GRAVE

Shaking off the dank earth of the grave, great monsters stir to unlife among the Mortal Realms. Animated by insidious dark sorcery and driven by the will of necromancers and Vampire Lords, once-regal dragons and megalithic bat-beasts lumber into a terrible parody of life.

No creature of flesh, bone or blood is beyond the power of necromancy. If it walks, flies, crawls or writhes beneath the bloody skies of the realms, then when it dies, its remains can be roused by those with sufficient power. In hidden vales, bone-choked lairs and frozen wastelands, deathless monsters hunt those that would trespass upon their domains, kept alive by gales of dark magic. The Realm of Death, especially, is filled with tales of dire creatures. The winged Zombie Dragon

Crypslough, Bloodbeast of Yyr's tomb cities, has been the scourge of the Nightlands for several generations, and the Hoarfrost Helghaste Worm is said to dwell beneath the Shivering Sea, preying on passing fleets for its watery draconian hoard. Just as deadly as these undead bone wyrms are the cadaverous Terrorgheists, like the Syrnok Spinebat, which hides and hunts among the Wraith Moons, or the Screeching Leviathan that lives in the branches of the Gorehaunt Skytree.

Vast flocks of both Zombie Dragons and Terrorgheists have been conscripted into the armies of the Great Necromancer and his minions. These massive rotting monsters serve as both mounts and savage attack beasts, often from a prized position among a Soulblight vampire's retinue or an abhorrant's menagerie. Sustained by the magic of death, only the will of a powerful vampire or necromancer is enough to control such massive undead creations.

Zombie Dragons are an unholy union of dark magic and draconic might. In the Mortal Realms, there are many kinds of draconic beast, each shaped by the realm in which it dwells. When it comes to their time to die, they seek out secluded graveyards where they might lie down with their kin and endure eternity in peace. Such sacred sites are much sought after by necromancers and vampires, for they contain the raw materials for creating potent servants. From the mouldering bones of these creatures are the Zombie Dragons raised, their forms reduced to tattered flesh and splintered bones.

Despite their appearance, they are no less dangerous than they were in life, able to rip victims apart easily with

rotting claw and fang. The necromancy used to create them also grants them other unique gifts. In addition to tireless muscles and mindless ferocity, the dragon's breath becomes a weapon made of the very stuff of death, a coiling black mist that saps life energy from everything it touches, desiccating the living to withered husks.

Of equal might to the Zombie Dragons are the Terrorgheists, the remnants of an ancient chiropteran race, returned to a mere semblance of life as blood-thirsting horrors of the night. With a wingspan measured in yards, they can blot out the stars as they pass overhead. Creatures that see them in the sky cower a little closer to the ground, hopeful that it is not they that the

Terrorgheist is hunting. Once, long ago, the living race that have now become the Terrorgheists fed off the gargantuan beasts of the realms, latching onto their sides and sucking the rich blood from their veins. Now, this same hunger is fuelled by the dark magic that animates their corpses. Swooping down from the gloom above a battlefield, they seek out large prey to bring down. More terrifying, however, than the long fangs and raking claws of a Terrorgheist is the chilling scream it can emit, usually as the beast descends upon its prey. A supernatural wail erupts from the beast's maw, penetrating any defence, and enemies' heads and hearts explode from the sonic onslaught, leaving behind only a field of mangled red remains.



ZOMBIE DRAGON



MISSILE WEAPONS

Pestilential Breath	Range	Attacks	To Hit	To Wound	Rend	Damage
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MELEE WEAPONS

Fanged Maw	Range	Attacks	To Hit	To Wound	Rend	Damage
Sword-like Claws	2"	*	4+	3+	-1	2

Wounds Suffered	DAMAGE TABLE		
	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

A Zombie Dragon is a single model. It rips apart its foes with its Sword-like Claws and Fanged Maw, and its Pestilential Breath can strip flesh from bone.

FLY

Zombie Dragons can fly.

ABILITIES

Pestilential Breath: Roll a dice when you attack with the Zombie Dragon's Pestilential Breath. If the roll is equal to or less than the number of models in the target unit, the attack scores a hit without needing to make a hit roll.

MAGIC

DEATH WIZARDS know the Summon Zombie Dragon spell, in addition to any other spells they know.

SUMMON ZOMBIE DRAGON

Summon Zombie Dragon has a casting value of 10. If successfully cast, you can set up a Zombie Dragon within 18" of the caster and more than 9" away from the enemy. The model is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, MONSTER, ZOMBIE DRAGON

TERRORGHEIST



MISSILE WEAPONS

Death Shriek

Range
10"Attacks
1

To Hit

To Wound

Rend

Damage

MELEE WEAPONS

Skeletal Claws

Range
2"Attacks
*To Hit
4+To Wound
3+Rend
-1Damage
D3

Fanged Maw

Range
3"Attacks
3To Hit
4+To Wound
3+Rend
-2Damage
D6

DAMAGE TABLE

Wounds Suffered

Move

Death Shriek

Skeletal Claws

0-3

14"

Three dice

4

4-6

12"

Three dice

4

7-9

10"

Two dice

3

10-12

8"

Two dice

3

13+

6"

One dice

2

DESCRIPTION

A Terrorgheist is a single model. It smashes foes into the dirt with its Skeletal Claws and rips them in half with its Fanged Maw.

FLY

Terrorgheists can fly.

ABILITIES

Bound by Necromancy: A Terrorgheist heals a wound in each of your hero phases, or D3 wounds if it slew any enemy models in the previous turn.

Death Shriek: The terrifying shriek of a Terrorgheist is enough to stop a man's heart. When making a Death Shriek attack, pick a target and roll a number of dice as shown in the damage table above. Add the scores together; if the total is higher than that unit's Bravery, it suffers a number of mortal wounds equal to the difference.

Infested: When a Terrorgheist is finally destroyed, it explodes into a multitude of bats that feast on those nearby. When this model is slain, inflict D3 mortal wounds on each unit (friend or foe) within 3" of it before removing the model.

MAGIC

DEATH WIZARDS know the Summon Terrorgheist spell, in addition to any other spells they know.

SUMMON TERRORGHEIST

Summon Terrorgheist has a casting value of 10. If successfully cast, you can set up a Terrorgheist within 18" of the caster and more than 9" away from the enemy. The model is added to your army, but cannot move in the following movement phase.

NIGHTHAUNT

The Nighthaunt hosts rush up from the Realm of Death to visit their revenge upon the living. Tormented spirits howl through the air, while scythe-wielding riders and ghostly war machines lead the charge. Each spectral army of shrieking horrors leaves naught but withered corpses in its wake.

There are depths of the Realm of Shyish that even the undead have learnt to fear. Gateways to the underworlds, these places weep Malignant spirits into the Mortal Realms, and from these cursed ethereal hordes emerge the Nighthaunt armies. Like an ill wind that blows up from the freezing bowels of creation, the Nighthaunt spirits truly are the damned. Robbed of not just life, but also their physical forms, they are ghosts and spectres that have by guile, treachery or outright evil managed

to escape from their underworlds. Sustained by a fathomless hatred for the living, they fight to send fresh souls screaming down into the pits from whence they have emerged, taking cruel pleasure in knowing the torments that await their victims within.

In the black heart of the Nighthaunt host can be seen the flickering outline of menacing creatures and hateful eyes alight with supernatural rage. As the ghostly army howls down upon a

battlefield, damned spirits break away from the storm and the horror of the Nighthaunt host makes itself known.

From this boiling darkness come the Cairn Wraiths, instinctive killers whose only joy comes from carving the souls of the living from their bodies. Cairn Wraiths are truly instruments of death, wrapped in cloaks of shadow and wielding wickedly curved scythes. As mortals, they were mass murderers or pitiless executioners, the numbers

of their victims too great to count. Stripped of what vestiges of humanity they once had, the wraiths return to the Mortal Realms eager only to increase their tallies of kills.

Then there are the Tomb Banshees. The slighted and the betrayed, they are apparitions of revenge and retribution. For countless lifetimes, these fell spirits have dwelt upon the dark deed that robbed them of vitality, love or contentment, becoming bitter and hate-filled. Words cannot express the loss and pain that burns in their hearts, and of all the Nighthaunt spirits their cries are the most soul-rendingly terrifying. A single piercing scream from a Tomb Banshee is enough to freeze the life from even the bravest warrior.

Among the more martial of the Nighthaunt spirits are the Hexwraiths and the Black Coaches. Upon ghostly steeds, the Hexwraiths ride right through their foes, turning blood to ice and snatching souls from screaming warriors. Once knights both proud and cruel, they relive their glory by visiting pain and death upon the races of the realms. No less horrific are the Black Coaches. Funerary chariots, they are the result of a Soulblight vampire seeking entrance into the nether kingdoms. Turned away at the underworld's gates, the creature's spirit is returned to the lands of the living caged inside its coffin. Driven by the fury of the vampire's spirit, the coach clatters across the battlefield, growing stronger as it harvests souls. Within

the spectral prison, the vampire's spirit strives to escape, but is forever forced to serve in the Nighthaunt armies.

Choking the air above the Nighthaunt host are the most numerous of its warriors – the Spirit Hosts. These are the souls of the damned, stripped of body and identity, and they scream endlessly for the life they have lost. They know only hate and jealous rage directed at the living. Without the strength of will to separate themselves from their ghostly kin they become roiling clouds of ethereal energy, filled with howling faces and grasping ghostly claws. In their countless thousands, they roll across battlefields, heralding the arrival of the Nighthaunt hosts and the horrors that follow.





CAIRN WRAITH



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

DESCRIPTION

A Cairn Wraith is a single model. It attacks with a two-handed Reaper Scythe that harvests the souls of the enemy with each fell sweep.

FLY

Cairn Wraiths can fly.

ABILITIES

Reaped Like Corn: You can re-roll failed hit rolls for a Reaper Scythe if the target unit has five or more models.

Ethereal: Ignore the weapon's Rend when making save rolls for a Cairn Wraith.

MAGIC

DEATH WIZARDS know the Summon Wraith spell, in addition to any other spells they know.

SUMMON WRAITH

Summon Wraith has a casting value of 5. If successfully cast, you can set up a Cairn Wraith within 18" of the caster and more than 9" away from the enemy. The model is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HERO, CAIRN WRAITH



TOMB BANSHEE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ghostly Howl	10"	1			See below	
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chill Dagger	1"	1	4+	3+	-2	D3

DESCRIPTION

A Tomb Banshee is a single model. It is equipped with a Chill Dagger that freezes the heart of its victim with the merest scratch. A Tomb Banshee can also emit a Ghostly Howl to petrify its enemies.

FLY

Tomb Banshees can fly.

ABILITIES

Ethereal: Ignore the weapon's Rend when making save rolls for a Tomb Banshee.

Ghostly Howl: The otherworldly wail of a Tomb Banshee is enough to freeze the blood in a mortal man's veins. When making a Ghostly Howl attack, pick a target, roll two dice and add the scores together; if the total is higher than that unit's Bravery, it suffers a number of mortal wounds equal to the difference.

MAGIC

DEATH WIZARDS know the Summon Banshee spell, in addition to any other spells they know.

SUMMON BANSHEE

Summon Banshee has a casting value of 5. If successfully cast, you can set up a Tomb Banshee within 18" of the caster and more than 9" away from the enemy. The model is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HERO, TOMB BANSHEE





HEXWRAITHS

MOVE 12"
WOUNDS 2
SAVE 4+
BRAVERY 10

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spectral Scythe	1"	2	4+	3+	-1	1
Skeletal Steed's Hooves and Teeth	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Hexwraiths has 5 or more models armed with glowing Spectral Scythes and riding Skeletal Steeds that lash out at the enemy with their Hooves and Teeth.

FLY

Hexwraiths can fly.

HELLWRAITH

The leader of this unit is a Hellwraith. A Hellwraith makes 3 attacks rather than 2 with its Spectral Scythe.

ABILITIES

Ethereal: Ignore the weapon's Rend when making save rolls for this unit.

Spectral Hunters: After a unit of Hexwraiths moves in the movement phase, you can pick an enemy unit it moved across. Roll a dice for each Hexwraith that passed across it; for each roll of a 6, that unit suffers a mortal wound.

MAGIC

DEATH WIZARDS know the Summon Hexwraith spell, in addition to any other spells they know.

SUMMON HEXWRAITHS

Summon Hexwraiths has a casting value of 6. If successfully cast, you can set up a unit of up to 5 Hexwraiths within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 11 or more, set up a unit of up to 10 Hexwraiths instead.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HEXWRAITHS



BLACK COACH

MOVE 10"
WOUNDS 7
SAVE 4+
BRAVERY 10

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cairn Wraith's Reaper Scythe	1"	3	4+	3+	-1	2
Nightmares' Hooves and Teeth	1"	4	4+	4+	-	1

DESCRIPTION

A Black Coach is a single model. It is driven by a Cairn Wraith armed with a massive two-handed Reaper Scythe, and is pulled along by skeletal Nightmares that lash out at the foe with their Hooves and Teeth.

ABILITIES

Reaped Like Corn: You can re-roll failed hit rolls for a Reaper Scythe if the target unit has 5 or more models.

Evocation of Death: In your hero phase, roll a dice for each **DEATH WIZARD** from your army within 12" of this model. For each roll of 6, the Black Coach gains a level of power for the rest of the battle. The levels are cumulative, and grant the following abilities:

First Level: Gleaming Scythes. After the Black Coach makes a charge move, select an enemy unit within 1". That unit suffers D3 mortal wounds.

Second Level: Unholy Vigour. The Black Coach has a Move of 14" instead of 10".

Third Level: Witch-fire. You can add 1 to all hit rolls for the Black Coach.

Fourth Level: Howling Winds. The Black Coach can fly.

Fifth Level: Nimbus of Darkness. The Black Coach can attempt to unbind a spell in each enemy hero phase as if it were a wizard.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HERO, BLACK COACH



SPIRIT HOSTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spectral Claws and Daggers	1"	6	5+	4+	-	1

DESCRIPTION

A unit of Spirit Hosts has 3 or more models. The spirits rend the souls of mortals with their Spectral Claws and Daggers.

FLY

Spirit Hosts can fly.

ABILITIES

Ethereal: Ignore the weapon's Rend when making save rolls for a Spirit Host.

Frightful Touch: If the hit roll for an attack made by a Spirit Host is 6 or more, the spirit's frightful touch stills the victim's beating heart, immediately inflicting 1 mortal wound instead of its normal damage.

MAGIC

DEATH WIZARDS know the Manifest Spirits spell, in addition to any other spells they know.

MANIFEST SPIRITS

Manifest Spirits has a casting value of 5. If successfully cast, you can set up a unit of up to 3 Spirit Hosts within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the result of the casting roll was 10 or more, set up a unit of up to 6 Spirit Hosts instead.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, SPIRIT HOSTS

THE RULES

Warhammer Age of Sigmar puts you in command of a force of mighty warriors, monsters and war engines. This rules sheet contains everything you need to know in order to do battle amid strange and sorcerous realms, to unleash powerful magic, darken the skies with arrows, and crush your enemies in bloody combat!

THE ARMIES

Before the conflict begins, rival warlords gather their most powerful warriors.

In order to play, you must first muster your army from the miniatures in your collection. Armies can be as big as you like, and you can use as many models from your collection as you wish. The more units you decide to use, the longer the game will last and the more exciting it will be! Typically, a game with around a hundred miniatures per side will last for about an evening.

WARSCROLLS & UNITS

All models are described by warscrolls, which provide all of the rules for using them in the game. You will need warscrolls for the models you want to use.

Models fight in units. A unit can have one or more models, but cannot include models that use different warscrolls. A unit must be set up and finish any sort of move as a single group of models, with all models within 1" of at least one other model from their unit. If anything causes a unit to become split up during a battle, it must reform the next time that it moves.

TOOLS OF WAR

In order to fight a battle you will require a tape measure and some dice.

Distances in *Warhammer Age of Sigmar* are measured in inches ("), between the closest points of the models or units you're measuring to and from. You can measure distances whenever you wish. A model's base isn't considered part of the model – it's just there to help the model stand up – so don't include it when measuring distances.

Warhammer Age of Sigmar uses six-sided dice (sometimes abbreviated to D6). If a rule requires you to roll a D3, roll a dice and halve the total, rounding fractions up. Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers to the roll (if any) are applied.

THE BATTLEFIELD

Be they pillars of flame, altars of brass or haunted ruins, the realms are filled with strange sights and deadly obstacles.

Battles in *Warhammer Age of Sigmar* are fought across an infinite variety of exciting landscapes in the Mortal Realms, from desolate volcanic plains and treacherous sky temples, to lush jungles and cyclopean ruins. The dominion of Chaos is all-pervading, and no land is left untouched by the blight of war. These wildly fantastical landscapes are recreated whenever you play a game of *Warhammer Age of Sigmar*.

The table and scenery you use constitute your battlefield. A battlefield can be any flat surface upon which the models can stand – for example a dining table or the floor – and can be any size or shape provided it's bigger than 3 feet square.

First you should decide in which of the seven Mortal Realms the battle will take place. For example, you might decide that your battle will take place in the Realm of Fire. Sometimes you'll need to know this in order to use certain abilities. If you can't agree on the realm, roll a dice, and whoever rolls highest decides.

The best battles are fought over lavishly designed and constructed landscapes, but whether you have a lot of scenery or only a small number of features doesn't matter! A good guide is at least 1 feature for every 2 foot square, but less is okay and more can make for a really interesting battle.

To help you decide the placement of your scenery, you can choose to roll two dice and add them together for each 2 foot square area of your battlefield and consult the following table:

Roll	Terrain Features
2-3	No terrain features.
4-5	2 terrain features.
6-8	1 terrain feature.
9-10	2 terrain features.
11-12	Choose from 0 to 3 terrain features.

MYSTERIOUS LANDSCAPES

The landscapes of the Mortal Realms can both aid and hinder your warriors. Unless stated otherwise, a model can be moved across scenery but not through it (so you can't move through a solid wall, or pass through a tree, but can choose to have a model climb up or over them). In addition, once you have set up all your scenery, either roll a dice on the following table or pick a rule from it for each terrain feature:

THE SCENERY TABLE

Roll Scenery

- Damned:** If any of your units are within 3" of this terrain feature in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase.
- Arcane:** Add 1 to the result of any casting or unbinding rolls made for a wizard within 3" of this terrain feature.
- Inspiring:** Add 1 to the Bravery of all units within 3" of this terrain feature.
- Deadly:** Roll a dice for any model that makes a run or charge move across, or finishing on, this terrain feature. On a roll of 1 the model is slain.
- Mystical:** Roll a dice in your hero phase for each of your units within 3" of this terrain feature. On a roll of 1 the unit is befuddled and can't be selected to cast spells, move or attack until your next hero phase. On a roll of 2-6 the unit is ensorcelled, and you can re-roll failed wound rolls for the unit until your next hero phase.
- Sinister:** Any of your units that are within 3" of this terrain feature in your hero phase cause fear until your next hero phase. Subtract 1 from the Bravery of any enemy units that are within 3" of one or more units that cause fear.

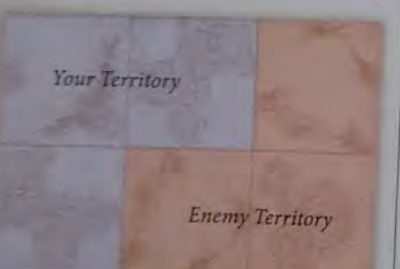
THE BATTLE BEGINS

Thunder rumbles high above as the armies take to the battlefield.

You are now ready for the battle to begin, but before it does you must set up your armies for the coming conflict.

SET-UP

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves: their opponent then picks one half to be their territory. Some examples of this are shown below.



The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory.

You can continue setting up units until you have set up all the units you want to fight in this battle, or have run out of space. This is your army. Count the number of models in your army – this may come in useful later. Any remaining units are held in reserve, playing no part unless fate lends a hand.

The opposing player can continue to set up units. When they have finished, set-up is complete. The player that finishes setting up first always chooses who takes the first turn in the first battle round.

THE GENERAL

Once you have finished setting up all of your units, nominate one of the models you set up as your general. Your general has a command ability, as described in the rules for the hero phase on the next page.

GLORIOUS VICTORY

In the Mortal Realms battles are brutal and uncompromising – they are fought to the bitter end, with one side able to claim victory because it has destroyed its foe or there are no enemy models left on the field of battle. The victor can immediately claim a **major victory** and the honours and triumphs that are due to them, while the defeated must repair to their lair to lick their wounds and bear the shame of failure.

If it has not been possible to fight a battle to its conclusion or the outcome is not obvious, then a result of sorts can be calculated by comparing the number of models removed from play with the number of models originally set up for the battle for each army. Expressing these as percentages provides a simple way to determine the winner. Such a victory can only be claimed as a **minor victory**. For example, if one player lost 75% of their starting models, and the other player lost 50%, then the player that only lost 50% of their models could claim a minor victory.

Models added to your army during the game (for example, through summoning, reinforcements, reincarnation and so on) do not count towards the number of models in the army, but must be counted among the casualties an army suffers.

SUDDEN DEATH VICTORIES

Sometimes a player may attempt to achieve a sudden death victory. If one army has a third more models than the other, the outnumbered player can choose one objective from the sudden death table after generals are nominated. A **major victory** can be claimed immediately when the objective is achieved by the outnumbered player.

TRIUMPHS

After any sudden death objectives have been chosen, if your army won a major victory in its previous battle, roll a dice and look up the result on the triumph table to the right.

THE SUDDEN DEATH TABLE

Assassinate: The enemy player picks a unit with the **HERO**, **WIZARD**, **PRIEST** or **MONSTER** keyword in their army. Slay the unit that they pick.

Blunt: The enemy player picks a unit with five or more models in their army. Slay the unit that they pick.

Endure: Have at least one model which started the battle on the battlefield still in play at the end of the sixth battle round.

Seize Ground: Pick one terrain feature in enemy territory. Have at least one friendly model within 3" of that feature at the end of the fourth battle round.

THE TRIUMPH TABLE

Roll Triumph

1-2 Blessed: You can change the result of a single dice to the result of your choosing once during the battle.

3-4 Inspired: You can re-roll all of the failed hit rolls for one unit in your army in one combat phase.

5-6 Empowered: Add 1 to your general's Wounds characteristic.

BATTLE ROUNDS

Mighty armies crash together amid the spray of blood and the crackle of magic.

Warhammer Age of Sigmar is played in a series of battle rounds, each of which is split into two turns – one for each player. At the start of each battle round, both players roll a dice, rolling again in the case of a tie. The player that rolls highest decides who takes the first turn in that battle round. Each turn consists of the following phases:

- 1. Hero Phase**
Cast spells and use heroic abilities.
- 2. Movement Phase**
Move units across the battlefield.
- 3. Shooting Phase**
Attack with missile weapons.
- 4. Charge Phase**
Charge units into combat.
- 5. Combat Phase**
Pile in and attack with melee weapons.
- 6. Battleshock Phase**
Test the bravery of depleted units.

Once the first player has finished their turn, the second player takes theirs. Once the second player has also finished, the battle round is over and a new one begins.

PRE-BATTLE ABILITIES

Some warscrolls allow you to use an ability 'after set-up is complete'. These abilities are used before the first battle round. If both armies have abilities like this, both players roll a dice, re-rolling in the case of a tie. The player that rolls highest gets to use their abilities first, followed by their opponent.

HERO PHASE

As the armies close in, their leaders use sorcerous abilities, make sacrifices to the gods, or give strident commands.

In your hero phase you can use the wizards in your army to cast spells (see the rules for wizards on the last page of these rules).

In addition, other units in your army may have abilities on their warscrolls that can be used in the hero phase. Generally, these can only be used in your own hero phase. However, if an ability says it can be used in every hero phase, then it can be used in your opponent's hero phase as well as your own. If both players can use abilities in a hero phase, the player whose turn it is gets to use all of theirs first.

COMMAND ABILITY

In your hero phase, your general can use one command ability. All generals have the Inspiring Presence command ability, and some may have more on their warscroll.

Inspiring Presence: Pick a unit from your army that is within 12" of your general. The unit that you pick does not have to take battleshock tests until your next hero phase.

MOVEMENT PHASE

The ground shakes to the tread of marching feet as armies vie for position.

Start your movement phase by picking one of your units and moving each model in that unit until you've moved all the models you want to. You can then pick another unit to move, until you have moved as many of your units as you wish. No model can be moved more than once in each movement phase.

MOVING

A model can be moved in any direction, to a distance in inches equal to or less than the Move characteristic on its warscroll. It can be moved vertically in order to climb or cross scenery, but cannot be moved across other models. No part of the model may move further than the model's Move characteristic.

ENEMY MODELS

When you move a model in the movement phase, you may not move within 3" of any enemy models. Models from your army are friendly models, and models from the opposing army are enemy models.

Units starting the movement phase within 3" of an enemy unit can either remain stationary or retreat. If you choose to retreat, the unit must end its move more than 3" away from all enemy units. If a unit retreats, then it can't shoot or charge later that turn (see below).

RUNNING

When you pick a unit to move in the movement phase, you can declare that it will run. Roll a dice and add the result to the Move characteristic of all models in the unit for the movement phase. A unit that runs can't shoot or charge later that turn.

FLYING

If the warscroll for a model says that the model can fly, it can pass across models and scenery as if they were not there. It still may not finish the move within 3" of an enemy in the movement phase, and if it is already within 3" of an enemy it can only retreat or remain stationary.

SHOOTING PHASE

A storm of death breaks over the battle as arrows fall like rain and war machines hurl their deadly payloads.

In your shooting phase you can shoot with models armed with missile weapons.

Pick one of your units. You may not pick a unit that ran or retreated this turn. Each model in the unit attacks with all of the missile weapons it is armed with (see Attacking). After all of the models in the unit have shot, you can choose another unit to shoot with, until all units that can shoot have done so.

CHARGE PHASE

Howling bloodcurdling war cries, warriors hurl themselves into battle to slay with blade, hammer and claw.

Any of your units within 12" of the enemy in your charge phase can make a charge move. Pick an eligible unit and roll two dice. Each model in the unit can move this number in inches. You may not pick a unit that ran or retreated this turn, nor one that is within 3" of the enemy.

The first model you move must finish within 1/2" of an enemy model. If that's impossible, the charge has failed and no models in the charging unit can move in this phase. Once you've moved all the models in the unit, you can pick another eligible unit to make a charge, until all units that can charge have done so.

COMBAT PHASE

Carnage engulfs the battlefield as the warring armies tear each other apart.

Any unit that has charged or has models within 3" of an enemy unit can attack with its melee weapons in the combat phase.

The player whose turn it is picks a unit to attack with, then the opposing player must attack with a unit, and so on until all eligible units on both sides have attacked once each. If one side completes all its attacks first, then the other side completes all of its remaining attacks, one unit after another. No unit can be selected to attack more than once in each combat phase. An attack is split into two steps: first the unit piles in, and then you make attacks with the models in the unit.

Step 1: When you pile in, you may move each model in the unit up to 3" towards the closest enemy model. This will allow the models in the unit to get closer to the enemy in order to attack them.

Step 2: Each model in the unit attacks with all of the melee weapons it is armed with (see Attacking).

BATTLESHOCK PHASE

Even the bravest heart may quail when the horrors of battle take their toll.

In the battleshock phase, both players must take battleshock tests for units from their army that have had models slain during the turn. The player whose turn it is tests first.

To make a battleshock test, roll a dice and add the number of models from the unit that have been slain this turn. For each point by which the total exceeds the highest Bravery characteristic in the unit, one model in that unit must flee and is removed from play. Add 1 to the Bravery characteristic being used for every 10 models that are in the unit when the test is taken.

You must choose which models flee from the units you command.

ATTACKING

Blows hammer down upon the foe, inflicting bloody wounds.

When a unit attacks, you must first pick the target units for the attacks that the models in the unit will make, then make all of the attacks, and finally inflict any resulting damage on the target units.

The number of attacks a model can make is determined by the weapons that it is armed with. The weapon options a model has are listed in its description on its warscroll. Missile weapons can be used in the shooting phase, and melee weapons can be used in the combat phase. The number of attacks a model can make is equal to the Attacks characteristic for the weapons it can use.

PICKING TARGETS

First, you must pick the target units for the attacks. In order to attack an enemy unit, an enemy model from that unit must be in range of the attacking weapon (i.e. within the maximum distance, in inches, of the Range listed for the weapon making the attack), and visible to the attacker (if unsure, stoop down and get a look from behind the attacking model to see if the target is visible). For the purposes of determining visibility, an attacking model can see through other models in its unit.

If a model has more than one attack, you can split them between potential target units as you wish. If a model splits its attacks between two or more enemy units, resolve all of the attacks against one unit before moving onto the next one.

MAKING ATTACKS

Attacks can be made one at a time, or, in some cases, you can roll the dice for attacks together. The following attack sequence is used to make attacks one at a time:

- 1. Hit Roll:** Roll a dice. If the roll equals or beats the attacking weapon's To Hit characteristic, then it scores a hit and you must make a wound roll. If not, the attack fails and the attack sequence ends.
- 2. Wound Roll:** Roll a dice. If the roll equals or beats the attacking weapon's To Wound characteristic, then it causes damage and the opposing player must make a save roll. If not, the attack fails and the attack sequence ends.
- 3. Save Roll:** The opposing player rolls a dice, modifying the roll by the attacking weapon's Rend characteristic. For example,

if a weapon has a -1 Rend characteristic, then 1 is subtracted from the save roll. If the result equals or beats the Save characteristic of the models in the target unit, the wound is saved and the attack sequence ends. If not, the attack is successful, and you must determine damage on the target unit.

4. Determine Damage: Once all of the attacks made by a unit have been carried out, each successful attack inflicts a number of wounds equal to the Damage characteristic of the weapon. Most weapons have a Damage characteristic of 1, but some can inflict 2 or more wounds, allowing them to cause grievous injuries to even the mightiest foe, or to cleave through more than one opponent with but a single blow!

In order to make several attacks at once, all of the attacks must have the same To Hit, To Wound, Rend and Damage characteristics, and must be directed at the same enemy unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls, and finally all of the save rolls; then add up the total number of wounds caused.

INFLECTING DAMAGE

After all of the attacks made by a unit have been carried out, the player commanding the target unit allocates any wounds that are inflicted to models from the unit as they see fit (the models do not have to be within range or visible to an attacking unit). When inflicting damage, if you allocate a wound to a model, you must keep on allocating wounds to that model until either it is slain, or no more wounds remain to be allocated.

Once the number of wounds suffered by a model during the battle equals its Wounds characteristic, the model is slain. Place the slain model to one side – it is removed from play. Some warscrolls include abilities that allow wounds to be healed. A healed wound no longer has any effect. You can't heal wounds on a model that has been slain.

MORTAL WOUNDS

Some attacks inflict mortal wounds. Do not make hit, wound or save rolls for a mortal wound – just allocate the wounds to models from the target unit as described above.

COVER

If all models in a unit are within or on a terrain feature, you can add 1 to all save rolls for that unit to represent the cover they receive from the terrain. This modifier does not apply in the combat phase if the unit you are making saves for made a charge move in the same turn.

WIZARDS

The realms are saturated with magic, a seething source of power for those with the wit to wield it.

Some models are noted as being a wizard on their warscroll. You can use a wizard to cast spells in your hero phase, and can also use them to unbind spells in your opponent's hero phase. The number of spells a wizard can attempt to cast or unbind each turn is detailed on its warscroll.

CASTING SPELLS

All wizards can use the spells described below, as well as any spells listed on their warscroll. A wizard can only attempt to cast each spell once per turn.

To cast a spell, roll two dice. If the total is equal to or greater than the casting value of the spell, the spell is successfully cast.

If a spell is cast, the opposing player can choose any one of their wizards that is within 18" of the caster, and that can see them, and attempt to unbind the spell before its effects are applied. To unbind a spell, roll two dice. If the roll beats the roll used to cast the spell, then the spell's effects are negated. Only one attempt can be made to unbind a spell.

ARCANE BOLT

Arcane Bolt has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. The unit you pick suffers D3 mortal wounds.

MYSTIC SHIELD

Mystic Shield has a casting value of 6. If successfully cast, pick the caster, or a friendly unit within 18" of the caster and which is visible to them. You can add 1 to all save rolls for the unit you pick until the start of your next hero phase.

THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as *Warhammer Age of Sigmar*, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems the most fun!). If no single solution presents itself, both of you should roll a dice, and whoever rolls higher gets to choose what happens. Then you can get on with the fighting!





WARHAMMER

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