

GRAND HOST OF NAGASH		POINTS	UNITS	TOTAL UNITS
		200	Wight King (Black Axe) x 1; Grave Guard (5-30) x 1;	2
COMMAND ABILITY				
ENDLESS LEGIONS	Choose a gravesite within 9". You may pick a friendly SUMMONABLE unit that has been destroyed and set it up again wholly within 9" of that gravesite and more than 9" from any enemy models.			
BATTLE TRAITS				
THE UNQUIET DEAD	<p>After territories have been determined, but before any units have been set up, you may pick up to 2 points in your territory and up to 2 points anywhere on the battlefield to be gravesites. You may wish to place suitable markers on these points. Instead of setting up a SUMMONABLE unit on the battlefield, you can place it to one side and say that it is set up in the grave. You can do this with as many units as you wish.</p> <p>At the end of your movement phase, for each DEATH HERO within 9" of a gravesite, you may pick a single unit in the grave and set it up wholly within 9" of that gravesite and more than 9" from any enemy models. Any model that is unable to be set up in this way is slain. If a unit is still in the grave at the end of the battle, it is considered to be slain.</p> <p><i>Gravesites have the following ability:</i> Invigorating Aura: At the start of your hero phase, pick a friendly SUMMONABLE unit within 9" of this gravesite. You can either heal D3 wounds that have been allocated to it or, if no wounds are currently allocated to the unit, you may return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.</p>			
DEATHLESS MINIONS	Roll a dice each time you allocate a wound or mortal wound to a friendly DEATH unit within 6" of your general or another friendly DEATH HERO . On a 6+ the wound is negated.			
CHOSEN GUARDIANS	Add 1 to the Attacks characteristic of all melee weapons used by GRAND HOST OF NAGASH MORGHAST units.			
LEGIONS INNUMERABLE	In your hero phase, you may roll a dice for each friendly GRAND HOST OF NAGASH SUMMONABLE unit on the battlefield. On a 5+ you can heal up to D3 wounds that have been allocated to it. For units with a Wounds characteristic of 1, return 1 slain model to the unit for each wound that would have been healed.			
COMMAND TRAITS				
MASTER OF DEATH	Re-roll results of 1 (i.e. rolls of 1-2 on a D3) for friendly units affected by a Deathly Invocation ability that are within 12" of this general.			
CHOSEN CHAMPION	Add 1 to the Damage characteristic of melee weapons used by this general for attacks made against enemy HEROES .			
BANE OF THE LIVING	Re-roll wound rolls of 1 for this general for attacks made against enemy units that do not have the DEATH keyword.			
AURA OF AGES	At the start of the combat phase, roll a dice for each enemy unit within 3" of this general. On a 4+ subtract 1 from hit rolls made for that unit until the end of the combat phase.			
ANCIENT STRATEGIST	Re-roll failed charge rolls for friendly DEATHRATTLE and MORGHAST units that are within 9" of this general.			
LORD OF NAGASHIZZAR	Add 1 to the Attacks characteristic of melee weapons used by friendly DEATHRATTLE units that are within 6" of this general.			
ARTEFACTS				
DEATHFORGED CHAIN	At the start of your hero phase, the bearer heals 1 wound that has been allocated to it.			
BALEFIRE LANTERN	Subtract 1 from wound rolls for enemy units within 6" of the bearer. In addition, re-roll successful casting rolls for enemy WIZARDS within 6" of the bearer.			
GRAVE-SAND TIMEGLASS	Whilst the bearer is on the battlefield, once per battle, in your hero phase, you can pick an enemy HERO on the battlefield. The enemy hero suffers D3 mortal wounds. At the start of each of your subsequent hero phases, roll a dice. On a 4+ the enemy hero suffers 1 mortal wound.			
OSSIFIC DIADEM	Roll a dice each time you allocate a wound or mortal wound to a friendly DEATHRATTLE model within 12" of the bearer. On a 6+ the wound is negated.			
AMETHYST SHARD	Once per battle, in your hero phase, you can declare that the bearer will merge the shard with one of their melee weapons. Pick one of the bearer's melee weapons. Until your next hero phase, add 1 to hit and wound rolls made for that weapon.			
TERRORGHEIST MANTLE	In your shooting phase, you can declare that the bearer will unleash a death shriek. Pick an enemy unit within 10" of the bearer and roll 2 dice. If the total is higher than the enemy unit's Bravery characteristic, it suffers a number of mortal wounds equal to the difference.			

