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							
	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.						
THE UNQUIET DEAD	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.						
	Gravesites have the following ability: 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.						
DEATHLESS MINIONS			u allocate a wound or mortal wound to a friendly DEATH unit within 6" of y dly DEATH HERO . On a 6+ the wound is negated.	our			
CHOSEN GUARDIANS	Add 1 to the A	ttacks cha	racteristic of all melee weapons used by GRAND HOST OF NAGASH MORGH	IAST 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 are within 12'		rolls of 1-2 on a D3) for friendly units affected by a Deathly Invocation abileneral.	ity that			
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 ${\bf DEATH}$ 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 from hit rolls made for that unit until the end of the combat phase.						
ANCIENT STRATEGIST			ls for friendly DEATHRATTLE and MORGHAST units that are within 9" of this				
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			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.						

Wight King (Black Axe) (Leader)		MOVE	WOUNDS	BRAVERY	SAVE	PTS		
		4	5	10	3+	120		
MELEE WEAPONS RANGE"		ATTACKS	TO HIT	TO WOUND	REND	DAMAGE		
Black Axe	Black Axe 1		4	3+	3+	-1	1	
ABILITIES	ABILITIES							
BLACK AXE	If a model is allocated any wounds from attacks made using the Black Axe but is not slain, roll a dice after the Wight King has finished making all of its attacks. On a 6+ that model is slain.							
BARROW ARMOUR	Halve the number of wounds allocated to this model from each attack, rounding up (the remainder are negated).							
DEATHLY INVOCATION	At the start of your hero phase, pick up to 2 different friendly SUMMONABLE units within 6" of this model. You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each unit). If no wounds are currently allocated to a unit you have picked, you may instead return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.							
COMMAND ABILITIES								
INSPIRING PRESENCE	Pick a unit from your army that is within 12" of your general. That unit does not have to take battleshock tests until your next hero pse.							
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.							
LORD OF BONES	Pick a friendly DEATHRATTLE unit within 18". Until your next hero phase, add 1 to the Attacks characteristic of that unit's melee weapons.							
KEYWORDS								
DEATH, LEGION, SKELETON, DEATHRATTLE, HERO, WIGHT KING								

Grave Guard (5-30) (Battleline GRAND		MOVE	WOUNDS	BRAVERY	SAVE	PTS	
		4	1	10	5+	80	
HOST OF NAGASH)							
MELEE WEAPONS	MELEE WEAPONS		ATTACKS	то ніт	TO WOUND	REND	DAMAGE
Seneschal's Wight Blade	Seneschal's Wight Blade		3	3+	4+	-1	1
Seneschal's Great Wight Blade		1	3	3+	3+	-1	1
Wight Blade		1	2	3+	4+	-1	1
Great Wight Blade		1	2	3+	3+	-1	1
ABILITIES							
SENESCHAL	The leader of this unit is Seneschal. Add 1 to the Attacks characteristic of a Seneschal's Wight Blade or Great Wight Blade.						
CURSED WEAPONS	If the wound roll for an attack made with a Wight Blade or Great Wight Blade is 6+, double the damage characteristic of that attack.						
CRYPT SHIELDS	Add 1 to the save rolls for a unit carrying Crypt Shields against attacks that have a Rend characteristic of "-".						
STANDARD BEARER	Models in this unit may be Standard Bearers. Substract 1 from the Bravery characteristic of enemy units whilst they are within 6" of any DEATH 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.						
KEYWORDS							
DEATH, LEGION, SKELETON, DEATHRATTLE, SUMMONABLE, GRAVE GUARD							