ALLEGIANCE: DEATH	POINTS	UNITS	TOTAL UNITS
	200	Wight King (Black Axe) x 1; THE SEPULCHAR GUARD x 1;	2

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							
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.						
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, SKELE	ETON, DE	EATHRATTLE, H	ERO, WIGHT KIN	G			

THE SEPULCHAR GUARD		MOVE	WOUNDS	BRAVERY	SAVE	PTS	
		4	1	10	6+	80	
MELEE WEAPONS	MELEE WEAPONS		ATTACKS	TO HIT	TO WOUND	REND	DAMAGE
Sepulchar Warden's Anc Spear	ient	2	3	4+	4+	-	1
Petitioner's Ancient Blad	e (3)	1	1 (3)	4+	4+	-	1
Champion's Ancient Greatblade		1	2	4+	4+	-1	1
Prince's of Dust Ancient Mace		1	2	4+	3+	-	1
Harvester's Ancient Scythe 1		1	4+	3+	-	2	
ABILITIES							
CRYPT SHIELD	Models with Crypt Shield can add +1 to save rolls against attacks with Rend of -						
SERVE IN DEATH	You can add 1 to hit rolls for this unit if it is wholly within 18" of any friendly Death Heroes .						
FRIGHTENING SPEED	You can re-roll charge rolls for this unit.						
THE SEPULCHAR WARDEN	In each of your hero phases you can return D3 slain models to this init while the Sepulchar Warden is on the battlefield.						
UNIQUE	Only one of this unit can be included in a Pitched Battle army.						
KEYWORDS							
DEATH, SKELETON, DEATHRATTLE, SKELETON WARRIORS, THE SEPULCHAR GUARD							