

• WARSCROLL •



WATCH CAPTAIN HALGRIM

During the purge of the city, the traitorous Watch Captain Oleksandr Halgrim was swift to swear himself and his warriors to the Wolf's cause. Now in death, he commands the vast legions of skeleton warriors known as the Ulfenwatch.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Halberd	2"	3	4+	3+	-1	D3

DESCRIPTION

Watch Captain Halgrim is a named character that is a single model. He is armed with a Cursed Halberd.

ABILITIES

Cursed Halberd: *Foul necrotic sorcery clings to this ancient weapon.*

If the unmodified hit roll for an attack made with a Cursed Halberd is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

COMMAND ABILITIES

Disciplined Advance: *Under Halgrim's command, his warriors advance ceaselessly in regimented lockstep to crush the foes of Ulfenkarn.*

You can use this command ability at the start of your movement phase. If you do so, pick up to 3 friendly **SKELETON** units wholly within 18" of this model. Until the end of that phase, if you declare any of those units will run, do not make a run roll. Instead, add 4" to the Move characteristic of models in that unit until the end of that phase.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, HERO, WATCH CAPTAIN HALGRIM



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GORSLAV THE GRAVEKEEPER

The macabre creature known as Gorslav the Gravekeeper lords over the many cemeteries and mausoleums of Ulfenkarn. In battle, he leads hordes of shambling Deadwalkers which hurl themselves at the foe, infused with a rabid determination.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gravekeeper's Spade	2"	3	4+	3+	-1	D3

DESCRIPTION

Gorslav the Gravekeeper is a named character that is a single model. He is armed with a Gravekeeper's Spade.

ABILITIES

Keeper of the Corpse-gardens: *Those victims buried within the crypts and charnel pits of Ulfenkarn are bound to Gorslav through death magic. In battle, he can call upon his Deadwalker minions to throw themselves into enemy attacks and blunt their blades.*

Roll a dice before you allocate a wound or mortal wound to this model if it is within 3" of any

friendly **ZOMBIE** units. On a 4+, that wound or mortal wound must be allocated to one of those units instead of this model.

COMMAND ABILITY

Arise! Arise! *With a rasping cry, the Gravekeeper beckons his freshly buried victims to arise once more in death and devour any living souls they find before them.*

You can use this command ability at the end of your movement phase. If you do so, pick 1 friendly **SUMMONABLE ZOMBIE** unit that has been destroyed. A new replacement unit with half of the models from the unit that was

destroyed (rounding fractions up) is added to your army. Set up that unit wholly within 9" of a friendly model with this command ability and more than 9" from any enemy units. Each destroyed unit can only be replaced once – replacement units cannot themselves be replaced.

KEYWORDS

DEATH, ZOMBIE, DEADWALKERS, HERO, GORSLAV THE GRAVEKEEPER