



FACTION PACK

# FLESH-EATER COURTS

# BATTLE TRAITS

Flesh-eater Courts armies can use the following abilities:

## Passive

**NOBLE DEEDS:** *Each member of a ghoulish court constantly seeks to prove their valour by performing worthy exploits on the battlefield.*

**Effect:** Each friendly **FLESH-EATER COURTS HERO** starts the battle with **0 noble deeds points** and can have a maximum of **6 noble deeds points** at once.

Each time a friendly **FLESH-EATER COURTS HERO** uses a **FIGHT** ability, after that ability has been resolved, give that **HERO** a number of **noble deeds points** equal to the number of damage points inflicted by that ability. Do not count attacks made with **Companion** weapons.

Each time a friendly **FLESH-EATER COURTS PRIEST HERO** uses a **PRAAYER** ability and the prayer is answered, after that ability has been resolved, give that **HERO** **1 noble deeds point**.

Each time a friendly **FLESH-EATER COURTS WIZARD HERO** uses a **SPELL** ability and the spell is successfully cast, after that ability has been resolved, give that **HERO** **1 noble deeds point**.

## Passive

**FEEDING FRENZY:** *As the court closes in upon its enemies, the nobility signal for the feasting to begin.*

**Effect:** Add 1 to the Attacks characteristic of melee weapons, including **Companion** weapons, used by friendly **FLESH-EATER COURTS** units while they are wholly within 12" of any friendly **HEROES** that have **6 noble deeds points**.

## Your Movement Phase

**MUSTER GUARD:** *Courtiers are perceived as ranking officers who possess the charisma to rally wavering troops.*

**Declare:** Pick a friendly **COURTIER HERO** that has 1 or more **noble deeds points** to use this ability, then pick a friendly unit wholly within 12" of it to be the target.

**Effect:** Spend any of that **HERO's noble deeds points**. If the target is a **SERFS** unit, for each **noble deeds point** spent, return 1 slain model to it. If the target is a **KNIGHTS** unit, for every 2 **noble deeds points** spent, return 1 slain model to it.

## Your Movement Phase

**SUMMON LOYAL SUBJECTS:** *To the mordants, an ear-splitting howl from the throat of an abhorrant is a clarion call to defend the kingdom.*

**Declare:** Pick a friendly **ABHORRANT HERO** that has **6 noble deeds points** to use this ability, then pick a friendly **SERFS** or **KNIGHTS** unit that has been destroyed to be the target.

**Effect:** Spend all of that **HERO's noble deeds points**. Set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 6" of a battlefield edge and more than 9" from all enemy units.

## Once Per Turn (Army), Your Hero Phase

**ROYAL BLOOD:** *The vampiric blood that courses through an abhorrant's veins can heal even the most terrible wounds.*

**Declare:** Pick any number of friendly **ABHORRANTS** to be the targets.

**Effect:** Heal (D3) each target.

# BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Flesh-eater Courts army. Each battle formation grants a different ability you can use in the battle.

## CANNIBAL COURT

### Once Per Turn (Army), End of Any Turn

**A HUNGER FOR GLORY:** *Seeking to rise up the depraved hierarchy of their kind, champions of the courts will attempt to outdo one another with acts of derring-do, such as launching bold and bloody raids deep into enemy territory.*

**Effect:** Give 1 **noble deeds point** to each friendly **FLESH-EATER COURTS HERO** wholly outside friendly territory.

## LORDS OF THE MANOR

### Passive

**RAISE THE BANNERS:** *In the dominating presence of their royal masters, courtiers of every rank call forth their minions in ever greater numbers.*

**Effect:** Each time a friendly unit uses an ability that returns any slain models to a friendly **SERFS** or **KNIGHTS** unit, add 1 to the number of slain models returned to that unit.

## GHOUL PATROL

### Passive

**GORE-SPLATTERED HUNTERS:** *The mordants of the Ghoul Patrols scuttle through their perceived kingdoms in deranged warbands, ready to assail the enemy in coordinated strikes.*

**Effect:** When players are alternating picking units to use a **FIGHT** ability, when it is your turn to pick a unit, you can pick 2 **Crypt Ghouls** units instead of 1. Neither unit can have **STRIKE-LAST**. Resolve the second **FIGHT** ability immediately after the first.

## ROYAL MENAGERIE

### Once Per Turn (Army), Your Combat Phase

**MEAT FOR THE BEAST:** *In battle, Flesh-eater monarchs often toss their pet monstrosities choice cuts of flesh, granting them a burst of strength and ferocity.*

**Declare:** Pick a friendly **FLESH-EATER COURTS MONSTER** to be the target.

**Effect:** Roll a dice. On a 3+, the target has **STRIKE-FIRST** for the rest of the turn.

# HEROIC TRAITS

ROYAL TRAITS (HERO only)

## Passive

**CRUEL TASKMASTER:** *The warriors under this courtier's command instantly obey their summons.*

**Effect:** Each time a friendly unit wholly within 12" of this unit uses the 'Rally' command, you can make 3 additional rally rolls of D6.

## Passive

**STRONGER IN MADNESS:** *The Boon of Ushoran has rendered this warrior's physical form near-indestructible.*

**Effect:** Add 2 to this unit's Health characteristic. In addition, while this unit has 6 **noble deeds points**, it has **WARD (5+)**.

## Passive

**SAVAGE BEYOND REASON:** *The fury of battle drives this general into an intense rage.*

**Effect:** While this unit has fewer than 6 **noble deeds points**, its melee weapons have Crit (2 Hits). While it has 6 **noble deeds points**, its melee weapons have Crit (Mortal).

# ARTEFACTS OF POWER

ROYAL TREASURY (HERO only)

## Passive

**CHARNEL VESTMENTS:** *Strips of flayed skin and crudely stitched sinew form a gruesome parody of priestly robes.*

**Effect:** If this unit is not a **PRIEST**, it has **PRIEST (1)**. If this unit is already a **PRIEST**, add 1 to chanting rolls for this unit. If this unit is a **WIZARD**, it cannot use **SPELL** abilities and **PRAAYER** abilities in the same phase.

## Passive

**THE GRIM GARLAND:** *Formed from the skulls of kings and emperors, this morbid wreath evokes fear in all who see it.*

**Effect:** Subtract 2 from the control scores of enemy units while they are within 12" of this unit.

## Once Per Battle, Any Combat Phase

**HEART OF THE GARGANT:** *This slab of muscle still beats with the strength of the gargant from which it was torn, and each bite of it grants colossal might.*

**Effect:** If this unit is in combat, add 1 to the Attacks characteristic of its melee weapons for the rest of the turn. This ability also affects **Companion** weapons.

# SPELL LORE

## LORE OF MADNESS

6

### >Your Hero Phase

**DERANGED TRANSFORMATION:** *The spellcaster causes the limbs of a nearby pack to bulge and lengthen, allowing the creatures to charge forwards at a furious pace and imbuing them with greater strength.*

**Declare:** Pick a friendly **FLESH-EATER COURTS WIZARD** to cast this spell, pick a visible friendly **FLESH-EATER COURTS INFANTRY** or **CAVALRY** unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

**Effect:** Until the start of your next turn:

- Add 2" to the target's Move characteristic.
- Add 1 to wound rolls for the target's combat attacks.

KEYWORDS

SPELL, UNLIMITED

### >Your Hero Phase

5

#### MIASMA OF MADNESS:

*The wizard calls forth a sanity-warping mist to engulf the foe.*

**Declare:** Pick a friendly **FLESH-EATER COURTS WIZARD** to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

**Effect:** Roll 7 dice and apply the corresponding effect:

**Ravaged Mind:** If 2 or more dice have the same value, inflict 1 mortal damage on the target.

**Gory Visions:** If 3 or more dice have the same value, in addition to the effect of 'Ravaged Mind', subtract 1 from hit rolls for the target's attacks until the start of your next turn.

**Drooling Stupor:** If 4 or more dice have the same value, in addition to the effects of 'Ravaged Mind' and 'Gory Visions', subtract 1 from wound rolls for the target's attacks until the start of your next turn.

KEYWORDS

SPELL

6

### Your Hero Phase

**CHARNEL FEAST:** *The caster draws out the life essence of nearby foes and uses it to heal the injured warriors of the court.*

**Declare:** Pick a friendly **FLESH-EATER COURTS WIZARD** to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

**Effect:** Inflict D3 mortal damage on the target. Then, you can pick a friendly **FLESH-EATER COURTS INFANTRY** unit within 6" of the target. For each damage point allocated to the target by this ability, you can return 1 slain model to that friendly unit.

KEYWORDS

SPELL

# PRAYER LORE

## RITES OF DELUSION

5

### >Your Hero Phase

**BLESSED FEAST:** *The priest blesses his followers' next meal to bring health and happiness to those who partake.*

**Declare:** Pick a friendly **FLESH-EATER COURTS PRIEST** to chant this prayer, pick a visible enemy unit within 18" of them to be the target, then make a chanting roll of D6.

**Effect:** Until the start of your next turn, each time a model in the target unit is slain, Heal (1) a friendly **FLESH-EATER COURTS** unit in combat with the target. If the chanting roll was 10+, Heal (D3) that friendly unit instead.

KEYWORDS

PRAYER, UNLIMITED

### Your Hero Phase

5

#### THE SUMMERKING'S FAVOUR:

*The priest delivers a blistering sermon lionising the deeds of a courtly champion, marking them out as a saint in their followers' eyes.*

**Declare:** Pick a friendly **FLESH-EATER COURTS PRIEST** to chant this prayer, pick a visible friendly **FLESH-EATER COURTS HERO** wholly within 18" of them to be the target, then make a chanting roll of D6.

**Effect:** Until the start of your next turn, each time an enemy model is slain by a combat attack made by the target, give the target 1 additional **noble deeds point** after the **FIGHT** ability has been resolved. If the chanting roll was 10+, until the start of your next turn, each time an enemy model is slain by a combat attack made by the target, give all friendly **FLESH-EATER COURTS HEROES** wholly within 18" of the target 1 additional **noble deeds point** after the **FIGHT** ability has been resolved instead of only the target.

KEYWORDS

PRAYER

### Your Hero Phase

5

#### CHARNEL CONVICTION:

*Anointed with libations by their priest, ghouls believe themselves to be invincible warriors of faith.*

**Declare:** Pick a friendly **FLESH-EATER COURTS PRIEST** to chant this prayer, pick a visible friendly **FLESH-EATER COURTS** unit wholly within 18" of them to be the target, then make a chanting roll of D6.

**Effect:** Until the start of your next turn, the target has **WARD (5+)**. If the chanting roll was 10+, pick another friendly **FLESH-EATER COURTS** unit wholly within 18" of the target. That unit also has **WARD (5+)** until the start of your next turn.

KEYWORDS

PRAYER

# MANIFESTATION LORE

## MANIFESTED INSANITY

### >Your Hero Phase

6

#### SUMMON CHALICE OF USHORAN

**USHORAN:** *The wizard conjures forth a manifestation of the sacred cup held by Ushoran. This bone-wrought goblet is continually filled with the blood of those slain in its presence.*

**Declare:** If there is not a friendly **Chalice of Ushoran** on the battlefield, pick a friendly **FLESH-EATER COURTS WIZARD** to cast this spell, then make a casting roll of 2D6.

**Effect:** Set up a **Chalice of Ushoran** wholly within 12" of the caster and visible to them.

KEYWORDS

SPELL, SUMMON

### Your Hero Phase

7

#### SUMMON CORPSEMARE

**STAMPEDE:** *Imbued with grisly vigour by the insane magics of the abhorrents, the undead beasts of a Corpsemare Stampede burst from the blood-soaked ground to trample across the battlefield with reckless abandon.*

**Declare:** If there is not a friendly **Corpsemare Stampede** on the battlefield, pick a friendly **FLESH-EATER COURTS WIZARD** to cast this spell, then make a casting roll of 2D6.

**Effect:** Set up a **Corpsemare Stampede** wholly within 9" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS

SPELL, SUMMON

### Your Hero Phase

5

#### SUMMON CADAVEROUS BARRICADE

**BARRICADE:** *With a word of command, the corpses of those who once served Ushoran rise up from the grave, dragging with them the detritus of a forgotten civilisation and clawing at the living with lifeless hands.*

**Declare:** If there is not a friendly **Cadaverous Barricade** on the battlefield, pick a friendly **FLESH-EATER COURTS WIZARD** to cast this spell, then make a casting roll of 2D6.

**Effect:** Set up a **Cadaverous Barricade** wholly within 18" of the caster and visible to them.

KEYWORDS

SPELL, SUMMON





**FLESH-EATER COURTS WARSCROLL •**  
**NAGASH**  
 SUPREME LORD OF THE UNDEAD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Alakanash	4	3+	3+	2	D6	-
Zefet-nebtar	4	3+	3+	2	3	-

**💀 Passive**

**BATTLE DAMAGED**

**Effect:** While this unit has 10 or more damage points, subtract 3 from its power level.

**⚙️ Passive**

**THE STAFF OF POWER:** *Alakanash is capped with gems of purest grave-sand.*

**Effect:** Add 2 to casting rolls for this unit while it has not miscast any spells this turn. If this unit miscasts a spell, ignore the restriction that would stop this unit from casting any more spells this turn.

**⚔️ Once Per Turn (Army), End of Any Turn**

**HAND OF DUST:** *Nagash's touch can turn a foe to a pile of dusty bones in moments.*

**Declare:** Pick a visible enemy **HERO** or **MONSTER** in combat with this unit to be the target.

**Effect:** Hide a dice in one of your hands or under one of two appropriate containers. Your opponent must pick one of your hands or containers. If they pick the one hiding the dice, this ability has no effect. If they pick the empty one, the target is automatically destroyed.

KEYWORDS

RAMPAGE

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (9), FLY, WARD (5+)

DEATH, FLESH-EATER COURTS

**FLAG Once Per Battle, Your Hero Phase**

**SUPREME LORD OF THE UNDEAD**

**Declare:** Pick a friendly non-**HERO** non-**UNIQUE DEATH** unit that has been destroyed to be the target.

**Effect:** Set up a replacement unit identical to the target wholly within 12" of this unit and more than 9" from all enemy units.

**⚙️ Your Hero Phase**

**INVOCATION OF NAGASH:** *In a storm of morbid sorcery, Nagash blasts his foes' souls or re-knits his minions' bodies.*

**Declare:** This unit can cast this spell more than once per phase. Pick a visible unit wholly within 18" of this unit that has not been picked to be the target of this spell this turn to be the target, then make a casting roll of 2D6.

**Effect:** If the target is an enemy unit, inflict D3 mortal damage on it.

If the target is a friendly **DEATH** unit, pick 1 of the following effects:

- Return a number of slain models to the target unit with a combined Health characteristic of up to 3.
- The target has **WARD (5+)** until the start of your next turn.

KEYWORDS

SPELL



## • FLESH-EATER COURTS WARSROLL •

**USHORAN**

MORTARCH OF DELUSION

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Sceptre of the Carrion King	4	3+	2+	2	D3+3	-
Monstrous Talons	8	3+	3+	1	2	-

**Passive****BATTLE DAMAGED**

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its Monstrous Talons is 6.

**Passive**

**THE CARRION KING:** *News of Ushoran's mighty deeds spreads like wildfire through the Flesh-eater ranks.*

**Effect:** While this unit has 6 noble deeds points, the effect of the 'Feeding Frenzy' ability applies to friendly FLESH-EATER COURTS units while they are wholly within 24" of this unit instead of 12".

**Your Hero Phase**

**GLIMPSE OF DELUSION:** *Ushoran pulls an enemy into his delusion, causing them to see friends as vicious monsters.*

**Declare:** Pick a visible enemy model within 18" of this unit to be the target, pick another enemy unit within the target's combat range to be the victim, then make a casting roll of 2D6.

**Effect:** Pick 1 of the target's melee weapons. Immediately resolve combat attacks made with that weapon against the victim.

KEYWORDS

SPELL

7

**Once Per Turn (Army), Any Combat Phase**

**SHROUDCAGE FRAGMENT:** *Madness pulses from the gem in Ushoran's crown, overwhelming those who draw too close.*

**Declare:** Pick up to 3 enemy units in combat with this unit to be the targets.

**Effect:** Roll a dice for each target. If the roll exceeds the target's Control characteristic, the target has STRIKE-LAST for the rest of the turn.

KEYWORDS RAMPAGE

**Your Hero Phase****EPICENTRE OF DELUSION**

**Effect:** Pick 1 of the following effects to apply until the start of your next turn:

**The Royal Hunt:** Add 1 to wound rolls for attacks made by friendly FLESH-EATER COURTS units that target a MONSTER.

**Crusading Army:** Add 1 to run rolls and charge rolls for friendly FLESH-EATER COURTS units.

**Defenders of the Realm:** Add 1 to save rolls for friendly FLESH-EATER COURTS units while they are contesting an objective you control.

**The Grand Tournament:** Add 1 to hit rolls for attacks made by other friendly FLESH-EATER COURTS HEROES if they charged in the same turn.

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (2), WARD (5+)

KEYWORDS

DEATH, FLESH-EATER COURTS, ABHORRANT



## • FLESH-EATER COURTS WARSCROLL •

# ABHORRANT GHOUL KING

ON ROYAL TERRORGHEIST

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Death Shriek	10"	1	4+	2+	2	D6	Shoot in Combat, Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Gory Talons and Fangs		5	3+	3+	1	2	-
Terrorgheist's Fanged Maw	3	4+	2+	2	D6		Companion
💀 Terrorgheist's Skeletal Talons	6	4+	2+	1	2		Companion

💀 Passive

**BATTLE DAMAGED**

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Terrorgheist's Skeletal Talons** is 4.

⚔️ Passive

**GAPING MAW:** This horrific creature bites a great chunk out of its prey – or even swallows it whole.

**Effect:** Each time an attack made with this unit's **Terrorgheist's Fanged Maw** scores a critical hit, that attack inflicts 6 mortal damage on the target unit and the attack sequence ends.

⚔️ Once Per Turn (Army), Any Combat Phase

**FEROCIOS HUNGER:** Assailed by visions of the glorious feast to come, the abhorrant's steed is filled with a hunger-driven impetus.

**Declare:** Pick an enemy **HERO** in combat with this unit to be the target.

**Effect:** Roll a dice. On a 3+, attacks made with this unit's **Terrorgheist's Fanged Maw** that target that enemy unit score critical hits on unmodified hit rolls of 5+ for the rest of the turn.

KEYWORDS

RAMPAGE

KEYWORDS

HERO, MONSTER, WIZARD (1), FLY, WARD (6+)

DEATH, FLESH-EATER COURTS, ABHORRANT



## • FLESH-EATER COURTS WARSCROLL •

# ABHORRANT GHOUL KING

ON ROYAL ZOMBIE DRAGON

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Pestilential Breath	10"	D6	2+	4+	1	3	Shoot in Combat, Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Gory Talons and Fangs		5	3+	3+	1	2	-
Draconic Maw		3	4+	2+	2	3	Companion
💀 Draconic Claws	7	4+	2+	1	2		Companion

💀 Passive
**BATTLE DAMAGED**

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its Draconic Claws is 5.

✿ Once Per Turn (Army), Any Combat Phase

**DRACONIC TERROR:** To behold such a majestic beast as a dragon in the grip of undeath evokes awe and abject terror in equal measure.

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. If the roll exceeds the target's Control characteristic, the target cannot use commands for the rest of the turn.

KEYWORDS

RAMPAGE

↗ Passive
**MONSTROUS HUNGER:** The Ghoul

*King imposes his will upon the larger creatures of his court's menagerie, awakening a glimmer of predatory hunger in the long-dead beasts that sees them close upon their prey with greater swiftness.*

**Effect:** While they are wholly within 12" of this unit, friendly non-**HERO FLESH-EATER COURTS MONSTERS** can use **CHARGE** abilities even if they used a **RUN** ability in the same turn.



HERO, MONSTER, WIZARD (1), FLY, WARD (6+)

KEYWORDS

DEATH, FLESH-EATER COURTS, ABHORRANT



• FLESH-EATER COURTS WARSROLL •  
**GRAND JUSTICE  
GORMAYNE**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Gore-streaked Gavel	4	4+	3+	-	D3	-

✿ Once Per Turn (Army), Your Hero Phase

**DELUSION OF JUSTICE SERVED:**

*Should an enemy transgress Ushoran's laws, Gormayne's powerful oratory is quick to condemn them.*

**Declare:** Pick a visible enemy unit to be the target.

**Effect:** Roll a dice. On a 3+, this unit gains 1 noble deeds point. Then, pick 1 of the following effects to apply to the target until the start of your next turn:

**Petty Transgression:** Add 1 to wound rolls for combat attacks that target that unit.

**Dishonourable Conduct in Battle:**

Friendly non-MONSTER FLESH-EATER COURTS units can use CHARGE abilities even if they used a RUN ability in the same turn, but if they do so, they must end the charge move within  $\frac{1}{2}$ " of the target.

**Grievous Insult to the Court:** While the target is in combat with a friendly ABHORRANT, add 1 to hit rolls for attacks made by friendly FLESH-EATER COURTS units that target that unit.

**Regicide:** If the target destroyed a friendly ABHORRANT this battle, add 1 to the Damage characteristic of melee weapons used by friendly FLESH-EATER COURTS units that target that unit.



## • FLESH-EATER COURTS WARSROLL •

# ABHORRANT GOREWARDEN



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Gory Talons and Fangs	5	3+	3+	1	2	-

### Your Movement Phase

#### ROYAL HUNTING PARTY:

A Gorewarden is responsible for patrolling the borders of their liege's greater territory, leading flights of warriors to suddenly fall upon and eviscerate trespassers.

**Declare:** If this unit is not in combat, you can pick up to 2 friendly **Crypt Flayers** or **Morbeg Knights** units that are not in combat and are wholly within 12" of this unit to be the targets.

**Effect:** Remove this unit and the targets (if any) from the battlefield. Set up this unit again on the battlefield more than 9" from all enemy units. Then, set up each target wholly within 12" of this unit and more than 9" from all enemy units.

KEYWORDS

CORE



HERO, WIZARD (1), INFANTRY, FLY, WARD (6+)

KEYWORDS

DEATH, FLESH-EATER COURTS, ABHORRANT



• FLESH-EATER COURTS WARSROLL •  
**MARROWSCROLL  
HERALD**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bone Scythe	5	4+	3+	1	2	-

**Once Per Turn (Army), Any Charge Phase**

**THE KING'S ENTREATY:** *The message within the infected bone carried by a Marrowscroll Herald is an entreaty to madness and carnage; to reject it is to rouse the ire of the ghoulish throngs.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. On a 3+, pick 1 of the following effects:

**Attack the Apostate!**: Friendly **FLESH-EATER COURTS** units in combat with the target have **STRIKE-FIRST** for the rest of the turn.

**Welcome the Disciple!**: The target has the **INFECTED** keyword for the rest of the battle. Each time your opponent declares a command, **SPELL** ability or **PRAYER** ability for an **INFECTED** unit, roll a dice as a reaction. On a 5+:

- If they declared a command, that command has no effect. The command still counts as having been used and the command points spent to use the command are still lost.
- If they declared a **SPELL** or **PRAYER** ability, that spell or prayer fails.

**U Passive**

**DON'T SHOOT THE MESSENGER:** Marrowscroll Heralds are viewed as divine messengers by their ghoulish minions, who will go to any lengths to protect them.

**Effect:** While this unit is not in combat and is wholly within the combat ranges of 3 or more other friendly **FLESH-EATER COURTS INFANTRY** models, it is not visible to enemy units.



HERO, INFANTRY, WARD (6+)

KEYWORDS

DEATH, FLESH-EATER COURTS, COURTIER



• FLESH-EATER COURTS WARSCROLL •  
**MORBHEG KNIGHTS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Grisly Lance	2	3+	4+	1	1	Charge (+1 Damage)
Nightshrieker's Claws and Teeth	3	4+	3+	1	2	Companion

❖ Any Charge Phase

**SHRIEKING CHARGE:** *Nightshriekers emit bursts of maniacal, screech-like laughter that carry the curse of madness, leaving their prey staggering.*

**Declare:** If this unit charged this phase, pick an enemy unit within 1" of this unit to be the target.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

↗ Passive

**PREDATOR'S POUNCE:** *Though they lack the power of true flight, nightshriekers can leap clean over obstacles and the heads of the foe, allowing the Morbheg Knights to strike and disengage at will.*

**Effect:** This unit can use **CHARGE** abilities even if it used a **RETREAT** ability in the same turn. In addition, no mortal damage is inflicted on this unit by **RETREAT** abilities.



CAVALRY, CHAMPION, MUSICIAN (1/3), STANDARD BEARER (1/3), FLY, WARD (6+)

KEYWORDS

DEATH, FLESH-EATER COURTS, KNIGHTS



• FLESH-EATER COURTS WARSCROLL •  
**CRYPTGUARD**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Cursed Weapon	3	4+	4+	1	1	-

✿ Reaction: You declared a **FIGHT** ability for this unit

**ARMOURY OF MADNESS:** *The weapons wielded by the Cryptguard are infused with their delusional curse, and they can drive the wits from any they strike.*

**Effect:** If any damage points inflicted by attacks made as part of that **FIGHT** ability are allocated to any enemy units, those enemy units cannot use commands until the start of your next turn.

✿ Passive

**ROYAL BODYGUARD:** *In battle, it falls to the tenacious Cryptguard to form a half-living shield for their vampiric overlords.*

**Effect:** While any friendly **FLESH-EATER COURTS HEROES** are wholly within this unit's combat range, both this unit and those **HEROES** have **WARD (5+)**.



INFANTRY, CHAMPION, MUSICIAN (1/10), STANDARD BEARER (1/10), WARD (6+)

KEYWORDS

DEATH, FLESH-EATER COURTS, SERFS

## • FLESH-EATER COURTS WARSROLL •



# VARGHULF COURTIER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Immense Claws	7	4+	3+	1	2	Anti-INFANTRY (+1 Rend)
Dagger-like Fangs	1	3+	2+	2	3	Anti-INFANTRY (+1 Rend)

↗ Passive

**BOUNDING STRIDES:** Varghulfs leap and bound across the battlefield with uncanny bestial agility.

**Effect:** This unit can pass across terrain features as if it had **FLY**.

⌚ End of Any Turn

**VICTORY FEAST:** A Varghulf rampages through the enemy's ranks at will, its wounds sealing with unholy rapidity as it guzzles the flesh of the savaged foe.

**Effect:** If any models were slain by this unit this turn:

- **Heal (D6)** this unit.
- This unit can immediately use the 'Retreat' ability as if it were your movement phase without any mortal damage being inflicted on it.



HERO, INFANTRY, WARD (6+)

KEYWORDS

DEATH, FLESH-EATER COURTS, COURTIER



## • FLESH-EATER COURTS WARSROLL •

# ABHORRANT CARDINAL

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Cursed Crosier	3	4+	3+	-	D3	-

• Any Hero Phase

**ROUSING ORATION:** *The Cardinal espouses the virtues of the noble heroes of the court.*

**Declare:** Pick a friendly **FLESH-EATER COURTS HERO** wholly within 12" of this unit to be the target.

**Effect:** Roll a D3. On a 2+, give the target a number of **noble deeds points** equal to the roll.



HERO, PRIEST (1), INFANTRY, WARD (6+)

KEYWORDS

DEATH, FLESH-EATER COURTS, ABHORRANT



## • FLESH-EATER COURTS WARSROLL •

# ROYAL DECAPITATOR

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Headsman's Axe	3	4+	3+	2	3	-

✖ Reaction: You declared a **FIGHT** ability for this unit

**EXECUTIONER'S ENTOURAGE:**

Though Royal Decapitators are often shunned by their fellow ghouls, when the blood starts flying, these sinister figures can attract quite the following.

**Effect:** Pick a friendly **SERFS** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved.

✖ End of Any Turn

**OFF WITH THEIR HEAD!:** A Royal Decapitator's axe hungers to cleave through necks in one fell swing.

**Declare:** Pick an enemy **INFANTRY HERO** that had any damage points allocated to it this turn by this unit's attacks to be the target.

**Effect:** Roll a dice. On a 5+, the target is automatically destroyed.



HERO, INFANTRY, WARD (6+)

KEYWORDS

DEATH, FLESH-EATER COURTS, COURTIER



## • FLESH-EATER COURTS WARSROLL •

# ABHORRANT ARCHREGENT

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Gory Talons and Fangs	5	3+	3+	1	2	-

↗ Your Hero Phase

**CARRION CALL:** A triumphant bellowing blast echoes across the land, beckoning the ghoulish hordes to battle.

**Declare:** Make a casting roll of 2D6.

**Effect:** The first friendly **FLESH-EATER COURTS** unit to be set up in the following movement phase can immediately move D6". That unit cannot move into combat during any part of that move.

KEYWORDS

SPELL

6

↖ Your Hero Phase

**COUNTLESS SERVANTS:** With a chilling shriek, the Archregent summons some of their most trusted warriors.

**Declare:** Pick a friendly **SERFS** or **KNIGHTS** unit wholly within 12" of this unit to be the target.

**Effect:** Roll a dice. On a 3+:

- If the target is a **SERFS** unit, you can return up to 3 slain models to that unit.
- If the target is a **KNIGHTS** unit, you can return 1 slain model to that unit.

KEYWORDS

CORE



HERO, WIZARD (2), INFANTRY, WARD (6+)

KEYWORDS

DEATH, FLESH-EATER COURTS, ABHORRANT



## • FLESH-EATER COURTS WARSROLL •

# ABHORRANT GHOUL KING

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Gory Talons and Fangs	5	3+	3+	1	2	-

Any Combat Phase

**CODE OF HONOUR:** Delusions of chivalry and honourable combat swirling in their fevered mind, the Ghoul King issues a direct challenge to an enemy champion – and then immediately pounces upon them like a frenzied beast.

**Declare:** Pick an enemy **HERO** in combat with this unit to be the target.

**Effect:** For the rest of the turn, add 1 to the Damage characteristic of this unit's melee weapons, but all of this unit's attacks must target that **HERO**.

Your Charge Phase

**UNNATURAL SPEED:** Deathly energies swell the abhorrant's muscles and strengthen their sinews before they explode into motion, bounding towards the foe with terrifying swiftness.

**Effect:** If this unit charged this phase, it has **STRIKE-FIRST** for the rest of the turn.



**KEYWORDS** HERO, WIZARD (1), INFANTRY, WARD (6+)

DEATH, FLESH-EATER COURTS, ABHORRANT



• FLESH-EATER COURTS WARSROLL •

# CRYPT INFERNAL COURTIER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Piercing Death Screech	10"	4	4+	3+	2	D3	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Skewering Claws		5	4+	3+	1	2	-

Passive

**MIND-SHATTERING CACOPHONY:**  
When a Crypt Infernal Courtier directs their retinue to focus their death screams on an enemy, the resulting discordant soundwaves can fell the mightiest of foes.

**Effect:** If any enemy models were slain by this unit's **Piercing Death Screech** this turn, for the rest of the turn, add 1 to the Damage characteristic of ranged weapons used by friendly **Crypt Flayers** units while they are wholly within 12" of this unit.



HERO, INFANTRY, FLY, WARD (6+)

KEYWORDS

DEATH, FLESH-EATER COURTS, COURTIER



• FLESH-EATER COURTS WARSROLL •  
**CRYPT HAUNTER COURTIER**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Massive Bone Club and Rancid Talons	5	4+	3+	2	3	-

Your Hero Phase

**NOBLE BLOOD:** *The blood of their liege grants these Flesh-eaters a supernatural regenerative capacity.*

**Effect:** Heal (D3) this unit.

Reaction: You declared a **FIGHT** ability for this unit

**KNIGHTLY EXEMPLAR:** *Witnessing a Crypt Haunter Courtier's frenzied, blood-spraying assault sends the warriors in their pack into a murderous frenzy.*

**Effect:** Pick a friendly **Crypt Horrors** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, add 1 to hit rolls for the target's attacks for the rest of the turn.



HERO, INFANTRY, WARD (6+)

KEYWORDS

DEATH, FLESH-EATER COURTS, COURTIER



• FLESH-EATER COURTS WARSCROLL •  
**CRYPT FLAYERS**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Death Scream	10"	4	4+	3+	2	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Piercing Talons		4	4+	3+	1	1	-

Once Per Turn (Army),  
Your Movement Phase

**ESCORT COURTIER:** There are many ghoulish legends of Crypt Flayers winging down to lift noble heroes into the sky, either plucking them from danger or carrying them into the fray.

**Declare:** If this unit is not in combat, pick a friendly **FLESH-EATER COURTS INFANTRY HERO** that does not have **FLY** and is within this unit's combat range to be the target.

**Effect:** Remove the target from the battlefield. Then, this unit can move a distance up to its Move characteristic. It cannot end that move in combat. Then, set up the target within this unit's combat range and more than 3" from all enemy units.

KEYWORDS

CORE, MOVE



KEYWORDS

INFANTRY, CHAMPION, FLY, WARD (6+)

DEATH, FLESH-EATER COURTS, KNIGHTS



• FLESH-EATER COURTS WARSCROLL •  
**CRYPT HORRORS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Club and Septic Talons	4	4+	3+	-	2	Crit (Auto-wound)

**Passive**

**ROYAL APPROVAL:** *These mordants will always do their utmost to attract the attention of their sovereign.*

**Effect:** Add 1 to the Rend characteristic of this unit's melee weapons while it is wholly within 12" of any friendly **COURTIERS** or **ABHORRANTS**.

**Your Hero Phase**

**NOBLE BLOOD:** *The blood of their liege grants these Flesh-eaters a supernatural regenerative capacity.*

**Effect:** Heal (D3) this unit.



INFANTRY, CHAMPION, WARD (6+)

KEYWORDS

DEATH, FLESH-EATER COURTS, KNIGHTS



• FLESH-EATER COURTS WARSCROLL •  
**CRYPT GHOULS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Sharpened Teeth and Filthy Claws	2	4+	4+	-	1	Crit (Auto-wound)

Passive

**ROYAL APPROVAL:** These mordants will always do their utmost to attract the attention of their sovereign.

**Effect:** Add 1 to the Rend characteristic of this unit's melee weapons while it is wholly within 12" of any friendly **COURTIERS** or **ABHORRANTS**.



INFANTRY, CHAMPION, WARD (6+)

KEYWORDS

DEATH, FLESH-EATER COURTS, SERFS



• FLESH-EATER COURTS WARSROLL •  
**ROYAL ZOMBIE DRAGON**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Pestilential Breath	10"	D6	2+	4+	1	3	Shoot in Combat, Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Draconic Maw		3	4+	2+	2	3	Companion
💀 Draconic Claws	7	4+	2+	1	2		Companion

💀 Passive

**BATTLE DAMAGED**

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its Draconic Claws is 5.

✿ Deployment Phase

**VANTAGE POINT:** *The Zombie Dragon approaches the front line from above, eye sockets aglow with unholy energy.*

**Declare:** Pick this unit if it has not been deployed.

**Effect:** Set up this unit in reserve **high above the battlefield**. It has now been deployed.

KEYWORDS

DEPLOY

↗ Your Movement Phase

**LOATHSOME DESCENT:** *With a deafening roar, the Zombie Dragon dives into battle like a foul comet.*

**Declare:** Pick this unit if it is **high above the battlefield**.

**Effect:** Set up this unit anywhere on the battlefield more than 9" from all enemy units.

✿ Once Per Turn (Army), Any Combat Phase

**SOARING TERROR:** *The Zombie Dragon soars over the enemy warriors, scouring those below with its corrosive breath.*

**Effect:** If this unit charged this turn, roll a dice. On a 3+, this unit can move 2D6". It can pass through the combat ranges of enemy units but must end that move in combat. Then, pick an enemy unit that this unit passed across during that move. Inflict D3 mortal damage on that enemy unit.

KEYWORDS

RAMPAGE

KEYWORDS

MONSTER, FLY, WARD (6+)

DEATH, FLESH-EATER COURTS



## • FLESH-EATER COURTS WARSROLL •

# ROYAL TERRORGHEIST

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Death Shriek	10"	1	4+	2+	2	D6	Shoot in Combat, Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Fanged Maw		3	4+	2+	2	D6	Companion
💀 Skeletal Talons		6	4+	2+	1	2	Companion

💀 Passive

**BATTLE DAMAGED**

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Skeletal Talons** is 4.

✖ Passive

**GAPING MAW:** *This horrific creature bites a great chunk out of its prey – or even swallows it whole.*

**Effect:** Each time an attack made with this unit's **Fanged Maw** scores a critical hit, that attack inflicts 6 mortal damage on the target unit and the attack sequence ends.

⚙ Once Per Turn (Army), Any Combat Phase

**DEATH SHRIEK:** *The terrifying shriek of a Terrorgheist is enough to stop a warrior's heart.*

**Declare:** Pick an enemy **INFANTRY** unit in combat with this unit to be the target.

**Effect:** Roll a dice for each model in the target unit. For each 6, inflict 1 mortal damage on the target. If 3 or more damage points are allocated to the target by this ability, subtract 1 from hit rolls for the target's attacks for the rest of the turn.

KEYWORDS

RAMPAGE

KEYWORDS

MONSTER, FLY, WARD (6+)

DEATH, FLESH-EATER COURTS



## • FLESH-EATER COURTS WARSROLL •

# ROYAL BEASTFLAYERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Beastlayer Weapons	3	4+	4+	-	1	Anti-BEAST (+1 Rend), Anti-MONSTER (+1 Rend)

• Passive

**HUNTER'S INSTINCTS:** Royal Beastlayers believe themselves to be the finest monster-slayers in all the land. Certainly, they possess a knack for hindering and ensnaring their prey before moving in to make the kill.

**Effect:** Enemy MONSTERS cannot use RAMPAGE abilities while they are in combat with this unit.

In addition, subtract 1 from the Damage characteristic of melee weapons used by enemy MONSTERS and BEAST units while they are in combat with this unit.

• Any Combat Phase

**ROYAL FLAYMASTER:** The Royal Flaymaster skewers enemies using their hunting polearm as the Offal Hounds pounce to finish off their prey.

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll. Add 1 to the amount of mortal damage inflicted, if any, if the target is a MONSTER or BEAST unit.



INFANTRY, CHAMPION (1/10), WARD (6+)

KEYWORDS

DEATH, FLESH-EATER COURTS, SERFS

## • FLESH-EATER COURTS WARSROLL •

# CORPSEMARE STAMPEDE



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Corpsemare Trample	10	5+	3+	-	1	-

• Your Movement Phase

**TRAMPLED UNDERFOOT:** As a Corpsemare Stampede charges across the battlefield, it tramples over anything that gets in its way.

**Effect:** This **MANIFESTATION** can move a distance up to its Move characteristic. This **MANIFESTATION** can pass through models and the combat ranges of enemy units, but it cannot end that move in combat.

Then, pick up to 3 enemy units that this **MANIFESTATION** passed across during that move to be the targets. Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

**Designer's Note:** This **MANIFESTATION** can use this ability even if it is in combat.

KEYWORDS

CORE, MOVE



MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

KEYWORDS

DEATH, FLESH-EATER COURTS



• FLESH-EATER COURTS WARSROLL •

# CADAVEROUS BARRICADE

**Passive**

**GRASPING HANDS:** *The animated corpses trapped in a Cadaverous Barricade grab at any living creature that comes too close.*

**Effect:** Enemy units cannot use **RUN** or **RETREAT** abilities while they are within this **MANIFESTATION**'s combat range.

In addition, if an enemy unit is picked to use a **MOVE** ability while it is within this **MANIFESTATION**'s combat range, halve that unit's Move characteristic (rounding up) for the rest of the turn.



**KEYWORDS**

MANIFESTATION, ENDLESS SPELL, WARD (6+)

DEATH, FLESH-EATER COURTS



## • FLESH-EATER COURTS WARSROLL •

# CHALICE OF USHORAN

Passive

**FILL THE CHALICE:** *The blood of slain warriors is siphoned into this fell manifestation.*

**Effect:** Each time a model (friendly or enemy) is slain within 12" of this **MANIFESTATION**, give this **MANIFESTATION** a **blood point**, to a maximum of 6.

End of Any Turn

**OVERFLOWING GORE:** *When the gore inside the chalice overflows, the Flesh-eaters upon whom it slops are granted unnatural vitality.*

**Declare:** Pick a friendly **FLESH-EATER COURTS** unit wholly within 18" of this **MANIFESTATION** to be the target.

**Effect:** Add the number of **blood points** this **MANIFESTATION** has to the target's control score for the rest of the turn. Then, reset this **MANIFESTATION**'s **blood points** to 0.



## KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

DEATH, FLESH-EATER COURTS



• FLESH-EATER COURTS WARSROLL •  
**CHARNEL THRONE**

The following universal terrain abilities apply to this terrain feature (Terrain, 1.2):

### Cover, Impassable

#### Passive

**STEWARD OF THE REALM:** Those who sit upon a Charnel Throne rule over all they survey, but they must be wary of foes who would see them violently cast down.

**Effect:** While this terrain feature has a Steward:

- The Steward cannot use **MOVE** abilities.
- Instead of measuring range or visibility to the Steward, measure to this terrain feature instead.
- All attacks that would target the Steward target this terrain feature instead.
- If this terrain feature is destroyed, before removing it from the battlefield, inflict D3 mortal damage on the Steward. Then, set up the Steward on the battlefield within 3" of this terrain feature and not in combat. That unit is no longer the Steward. If it is not possible to set up the Steward, it is slain.

#### Your Hero Phase

**REIGNING CHAMPION:** A trusted member of the court may sit the throne in the absence of their liege-lord, though they must abdicate immediately on their return.

**Declare:** If this terrain feature does not have a Steward, pick a friendly **FLESH-EATER COURTS INFANTRY HERO** within 3" of it and not in combat to be the target.

**Effect:** Place the target on this terrain feature. The target is now the Steward (see 'Steward of the Realm').

#### Your Movement Phase

**DUTY CALLS:** When duty demands it, an abhorrent monarch or their regent will descend from the throne to take up the sword and defend the kingdom.

**Effect:** If this terrain feature has a Steward that was not placed on it this turn, set up the Steward on the battlefield wholly within 6" of this terrain feature and not in combat. That unit is no longer the Steward.

#### Your Hero Phase

**RULER OF ALL THEY SURVEY:** A Charnel Throne forms a nexus of delusion, and a cannibal champion seated upon such a grisly construct becomes convinced of their own grandeur.

**Effect:** Give D3 **noble deeds** points to this terrain feature's Steward.

# SPEARHEAD



# FLESH-EATER COURTS

## CARRION RETAINERS

This Spearhead army consists of the following units:

### GENERAL

- ◆ Abhorrant Archregent

### UNITS

- ◆ 10 Cryptguard
- ◆ 3 Morbheg Knights
- ◆ Varghulf Courtier



Hark! For when the noble liege of the lands wishes to survey their domain or embark upon a mighty quest, they will bring with them a royal entourage. After all, it would never do for a true monarch to be seen without their loyal bodyguard, courtly knights mounted upon winged steeds and the saintly paladins at their beck and call. Should they encounter villains or curs on their procession, why, such evil-doers must be struck down – and a grand feast held to mark the victory...

Reality, alas, never matches these visions. For these bands of deluded knights are monsters themselves, ghouls and feral vampires hungry for flesh and blood. The lens of madness through which they perceive the world does not dilute their ravenous frenzy. Ghouls are little given to strategy or complex manoeuvres; they prefer to swarm in a rabid horde, trusting in ferocity to carry the day. However, the chivalric nature of the ghouls' hallucinations renders them devoted to their lieges. Should an abhorrant vampire perform deeds of bloodthirsty 'valour', their entourage will strive all the more viciously to emulate them.

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*'Come to me, my subjects, for bandits profane our lands. Let us ride out to meet them and give them a taste of knightly steel!'*

– Archregent Redcraw

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## BATTLE TRAITS



**Passive**

**NOBLE DEEDS:** *Each member of a ghoulish court is constantly seeking to prove their valour by performing worthy exploits on the battlefield.*

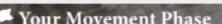
**Effect:** Each time a friendly **HERO** uses a **FIGHT** ability, after its attacks have been resolved, give that **HERO** a number of **noble deeds points** equal to the number of damage points allocated by that ability. Each **HERO** can have a maximum of **6 noble deeds points** at any time.



**Passive**

**FEEDING FRENZY:** *To witness an abhorrent at war spurs a mad hunger in the ghouls*

**Effect:** Add 1 to the Attacks characteristic of melee weapons used by friendly units while they are wholly within 12" of any friendly **HEROES** that have **6 noble deeds points**.



**Your Movement Phase**

**SUMMON LOYAL SUBJECTS:** *Ghouls flock to their vampiric masters.*

**Declare:** Pick a friendly **HERO** with any **noble deeds points** to use this ability.

**Effect:** Spend any number of that **HERO's noble deeds points** as follows:

Pick a friendly **Cryptguard** unit within 9" of this unit and spend **1 noble deeds point** to return 1 model to that unit.

Pick a friendly **Morbheg Knights** unit within 9" of this unit and spend **2 noble deeds points** to return 1 model to that unit.

## REGIMENT ABILITIES:

Pick 1 of the following regiment abilities.

### Passive

**CRUSADING ARMY:** *The warriors of this court see themselves a crusading paladins venturing out into the realms with a holy cause.*

**Effect:** Add 1 to run rolls and charge rolls for friendly units.

### Passive

**DEFENDERS OF THE REALM:** *These deluded ghouls see themselves as noble defenders, selling their lives dearly to drive back the invader from beyond.*

**Effect:** Add 1 to save rolls for friendly units that are contesting an objective you control.

## ENHANCEMENTS:

Give your general 1 of the following enhancements.

### Passive

**ULGUAN CLOAK:** *This Archregent is shrouded by an aura of darkness – holiness, as they would see it – which makes them difficult to target.*

**Effect:** Your general is not visible to enemy models that are more than 12" away from them.

### Once Per Battle, Your Hero Phase

**BLOOD-RIVER CHALICE:** *The Archregent guzzles from a bloodstained chalice, roaring as their deathless form swells with restored vitality.*

**Effect:** Heal (2D3) your general.

### Your Hero Phase

**ROUSING ORATION:** *The Archregent looses a soul-chilling howl, which is perceived as an inspiring call to gallantry by their deranged followers.*

**Effect:** Roll a dice for each friendly unit wholly within 12" of your general. Do not roll a dice for your general. For each 5+, give 1 noble deeds point to your general.

### Your Hero Phase

**CRIMSON VICTUALS:** *Hissing an incantation, the Archregent saps the life essence of nearby foes.*

**Declare:** Pick a visible enemy unit within 18" of your general to be the target, then make a casting roll of 2D6.

**Effect:** On a 6+, inflict D3 mortal damage on the target. Then, if your **Cryptguard** unit is within 6" of the target, you can return 1 slain model to your **Cryptguard** unit for each damage point allocated by this ability.



• SPEARHEAD WARSCROLL •

# ABHORRANT ARCHREGENT

	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Gory Talons and Fangs	5	3+	3+	1	2	-

• Your Hero Phase

**DERANGED TRANSFORMATION:** *Wielding the power of their curse, the abhorrant causes the limbs of a nearby pack to bulge and lengthen, allowing the creatures to charge forwards at a furious pace.*

**Declare:** Pick a visible friendly unit wholly within 18" of this unit to be the target, then make a casting roll of 2D6.

**Effect:** On a 6+, until the start of your next turn, add 2" to the target's Move characteristic and add 1 to wound rolls for its attacks.

The vampiric abhorrents known as Archregents are amongst the most powerful of all their degenerate brood. Through crazed bloodlust and the sheer force of their deluded will, they have bound vast cannibal empires to them, and they command the loyalty of innumerable gibbering ghouls. Though Archregents are more than capable of tearing foes apart in a flurry of fangs, they take a warped satisfaction in watching their minions carry the day. Many wield their dark magics to 'bless' those under their command, turning them into even more ferocious killing machines.



KEYWORDS

HERO, INFANTRY, WARD (6+)

MOVE

6"

HEALTH

1

6+

SAVE

1

CONTROL

Cryptguard are drawn from the cannibal 'serfs' of an abhorrant's kingdom. Each has impressed their liege through some great feat of endurance – perhaps catching a blade intended for the vampire, deliberately or otherwise. As a reward, they are inducted into their monarch's bodyguard, given better scraps from the feasting table and a pick of weapons from the royal armoury – relics that have long been steeped in a miasma of madness. Cryptguard take great pride in their tenacity, and their proximity to the abhorrants' necromantic energies render them remarkably difficult to slay.

## • SPEARHEAD WARSCROLL •

# CRYPTGUARD



	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Cursed Weapon	3	4+	4+	1	1	-

### Passive

**ROYAL BODYGUARD:** In battle, it falls to the tenacious Cryptguard to form a half-living shield for their vampiric overlords.

**Effect:** Add 1 to ward rolls for friendly HEROES that are wholly within this unit's combat range.



KEYWORDS

INFANTRY, REINFORCEMENTS, WARD (5+)

MOVE

12"

HEALTH

4

4+

SAVE

1  
CONTROL

The Morbheg Knights believe themselves to be proud and chivalric warriors mounted upon noble feathered steeds of the sky. This could not be further from the truth, for their mounts are in fact vile Nightshriekers, the latter-day spawn of Morbheg – ancient godbeast sire to all chiropteran beasts. Though Nightshriekers cannot fly in the conventional sense, they possess immensely powerful hind limbs with which to leap far through the air, allowing the Morbheg Knights to crash into unsuspecting foes and wreak havoc.

## • SPEARHEAD WARSCROLL •

# MORBHEG KNIGHTS

	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Grisly Lance	2	3+	4+	1	1	Charge (+1 Damage)
	Nightshrieker's Claws and Teeth	3	4+	3+	1	2	Companion

### Passive

#### PREDATOR'S POUNCE:

Though they lack the power of true flight, Nightshriekers can leap clean over obstacles and the heads of the foe, allowing Morbheg Knights to strike and disengage at will.

**Effect:** This unit can use **CHARGE** abilities even if it used a **RETREAT** ability in the same turn. In addition, no mortal damage is inflicted on this unit when it uses **RETREAT** abilities.



KEYWORDS

CAVALRY, FLY, WARD (6+)

MOVE

10"

HEALTH

8

5+

SAVE

2  
CONTROL

In the eyes of the ghouls, Varghulfs are saintly warriors, aglow with divine power. Undeniably, they are amongst the most monstrous examples of the abhorrent bloodline, misbegotten horrors whose lust for blood and meat has overwhelmed whatever trace of self-control that remained. Only the most lordly of their kin can hope to command a Varghulf; any other who approaches will be torn apart in a shower of gore. Even then, one can do little more than goad these beasts into the fray before letting the Varghulf indulge its flesh-mangling hungers as it wishes, feasting on the fallen before darting away to strike elsewhere with preternatural swiftness.

## • SPEARHEAD WARSROLL •

# VARGHULF COURTIER

	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Immense Claws	7	4+	3+	1	2	-
	Dagger-like Fangs	1	3+	2+	2	3	-

### End of Any Turn

**VICTORY FEAST:** A Varghulf rampages through the enemy's ranks at will, its wounds sealing with unholy rapidity as it guzzles the flesh of the savaged foe.

**Effect:** If any models were slain by this unit this turn, Heal (D6) this unit, and this unit can immediately use the 'Retreat' ability without any mortal damage being inflicted on it.



KEYWORDS

HERO, INFANTRY, WARD (6+)