



Nagash is the Great Necromancer, Supreme Lord of the Undead and master of all that passes beyond the mortal coil. He is nothing less than an evil-hearted god, and those who earn his displeasure are soon turned to dust upon the wind.

WARSCROLL NAGASH SUPREME LORD OF THE UNDEAD

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gaze of Nagash	12"	1	3+	2+	-1	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Alakanash	3"	4	3+	3+	-3	D6
Zefet-nebtar	2"	☀	3+	4+	-2	3
Spectral Claws and Daggers	1"	6	3+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	The Nine Books of Nagash	Zefet-nebtar	Staff of Power
0-6	Cast and unbind 5 extra spells	6	+3 cast /+3 unbind or dispel
7-9	Cast and unbind 3 extra spells	4	+3 cast /+2 unbind or dispel
10-12	Cast and unbind 2 extra spells	3	+2 cast /+1 unbind or dispel
13+	Cast and unbind 1 extra spells	2	+1 cast /+1 unbind or dispel

Nagash is armed with Alakanash, Zefet-nebtar and Gaze of Nagash.

WIZARD: This unit can attempt to cast 3 spells in your hero phase and attempt to unbind 3 spells in the enemy hero phase. If this unit is part of a Nighthaunt, Flesh-eater Courts, Ossiararch Bonereapers or Soulbright Gravelords army, it knows all of the spells from the spell lores in that faction's allegiance abilities in addition to the other spells it knows.

WARMASTER: This unit can be included in a Nighthaunt, Flesh-eater Courts, Ossiararch Bonereapers or Soulbright Gravelords army. If it is, it is treated as a general even if it is not the model picked to be the army's general. In addition, you can still use the army's allegiance abilities even though this unit is not from the army's faction; however, this unit does not benefit from them.

FLY: This unit can fly.

COMPANION: This unit is accompanied by a host of spirits armed with Spectral Claws and Daggers.

Alakanash, the Staff of Power: This staff is capped with gems of purest Shyishan realmstone.

Add the Staff of Power value shown on this unit's damage table to casting, dispelling and unbinding rolls for this unit. In addition, this unit can attempt to cast Arcane Bolt any number of times in the same hero phase, even if another **WIZARD** has already attempted to cast the spell in that phase.

The Nine Books of Nagash: *Nagash has committed to memory much of his vast library but carries nine of the most potent tomes with him at all times.*

The Nine Books of Nagash allow this unit to cast extra spells in your hero phase and unbind extra spells in the enemy hero phase. The number of extra spells this unit can attempt to cast or unbind is shown on this unit's damage table.

Invocation of Nagash: *With but a thought, Nagash can call forth fresh minions to assail his foes.*

At the start of your hero phase, if this unit is on the battlefield, you can pick up to 5 different friendly **SUMMONABLE** units or friendly **OSSIARCH BONEREAPERS** units in any combination. For each of those units, you can either heal up to 3 wounds that have been allocated to that unit or, if no wounds have been allocated to it, you can return a number of slain models to that unit that have a combined Wounds characteristic of 3 or less.

Morikhane: *This ensorcelled armour protects Nagash from arcane as well as physical attacks and can even cause an intense magical backlash on those who dare strike him.*

This unit has a ward of 4+ for damage inflicted by mortal wounds. In addition, if the unmodified ward roll for this unit is 6, that attacking unit suffers 1 mortal wound.

Supreme Lord of the Undead: *Nagash is the undisputed master of all undead creatures.*

If this unit is on the battlefield when you use an ability that returns slain models to a friendly **DEATH** unit, you can either re-roll the dice that determines the number of slain models returned to

that unit or add 1 to the number of slain models that are returned to that unit.

Death Magic Incarnate: *Nagash stands at the apex of the necromantic hierarchy.*

You can use this command ability if this unit is on the battlefield at the start of the combat phase. The unit that receives this command must be a different friendly **DEATH** unit. Add 1 to ward rolls for that unit until the end of that phase.

Hand of Dust: *It is said that the touch of Nagash can wither and age any mortal, turning them to little more than a pile of dusty bones in mere moments.*

Hand of Dust is a spell that has a casting value of 8 and a range of 3". If successfully cast, pick 1 enemy model within range and visible to the caster. Then, take a dice and hide it 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 holding the dice, the spell has no effect. If they pick the empty hand or container, the enemy model is slain.

Soul Stealer: *Nagash can siphon souls from the living to heal his own wounds.*

Soul Stealer is a spell that has a casting value of 6 and a range of 24". If successfully cast, pick 1 enemy unit within range and visible to the caster and roll 2D6. If the roll is greater than that unit's Bravery characteristic, it suffers D3 mortal wounds. If the roll is at least double that unit's Bravery characteristic, it suffers D6 mortal wounds instead. You can heal up to 1 wound that has been allocated to the caster for each mortal wound caused by this spell that is not negated.

KEYWORDS DEATH, DEATHLORDS, HERO, MONSTER, WIZARD, NAGASH